Digital exhibition installations Software - Hardware - Furniture



Touch experiences All the way – Concept & Realization Project management & Controlling Development & Testing App design Support Integration & Launch Installation Hardware Furniture design Furniture construction

Touchscreen Experiences & Interactive Spaces

All the way - Concept & Realization

We turn your exhibition, your brand and your visions into an interactive experience - at a trade fair, in the showroom or on mobile devices.

Initial sketches give rise to concrete ideas. From these, fluxguide creates detailed specifications for the requirements for space planning, scenography and the digital mediation technology integrated with it.

Room visualizations and "user experience stories" as well as screen layouts are developed to capture the entire visitor experience. For content production, we provide an overview of the requirements, which can be used to explore possible content partners.

The final concept is followed by room design, plans for integration of furniture and media technology, graphic concept, software screens, etc. Correlated time and budget plans are also provided, which can then be used to implement the actual room layout, media technology and software.



Use case

Touch application for a visitor experience



Use case

Concept & implementation for a showroom



Use case

Concept & implementation Kids Lab

Playful mediation for young target groups

Fluxguide developed a digital art education concept for the Reinhard Ernst Museum, from didactic preparation to actual implementation:

- Exhibit Design & scenography
- Concept & Storyboards
- Software & Hardware
- Milestones & Budget Planning

Central to this project was the question: How can abstract art be communicated to children and young people in a playful way using digital tools? The result is 6 different games that allow visitors to discover abstract art.



Über fluxguide

Explore culture in new ways

Fluxguide develops digital solutions for knowledge exploration in the areas of culture, science, learning and smart cities worldwide. We provide consulting, conceptualization and full implementation of customized, digital experiences for cultural heritage institutions, corporations, public authorities, and R&D. With 10+ years of international experience, open mindedness, and state-of-the-art technology we create strong & unprecedented solutions. We drive innovation and deliver via partners in the US, South America, Middle East, and Asia. Be inspired!

Internationale Best-Practices:

Kennedy Space Center (USA) | Deutsches Museum (Munich) | Arvo Pärt Centre (Estonia) |
Deutsches Technikmuseum (Berlin) | Deutsches Bergbau-Museum (Bochum) | Dom Museum (Vienna) |
DB Museum (Nuremberg) | Kunst Haus Wien (Vienna) | Nasher Museum (USA) | Naturmuseum St. Gallen (Switzerland) | Wälderhaus (Hamburg) | Stadtpalais - Museum für Stuttgart | Virtuality Center (Saudi Arabia) | KHM Museumsverband (Vienna) | Porsche Museum (Stuttgart) | Kölner Dom (Cologne)

More references: www.fluxguide.com

2011 Fluxguide Company Foundation

100+ Successful Projects

17 Employees in Vienna

10+ Awards

Since 2021
Member of the
Culture Software Group

Über fluxguide

Leading in research & development

Fluxguide aims to stay up-to-date and embody technical excellence through permanent international research collaborations. Through EU-wide research projects, cooperation with universities and companies, we try not only to stay at the cutting edge of technological, conceptual and museum pedagogical development, but rather to develop these significantly further. In many areas, we have been able to establish ourselves as a global first mover, e.g. when it comes to enabling visitor participation through mobile technologies, using augmented reality in public spaces, collecting data on the move, or pushing the integration of school classes in the latest educational technology.

Award-winning solutions and projects

Fluxguide was not only able to inspire customers and museum visitors, but also independent juries. Fluxguide's projects and solutions have received multiple awards and prizes.

Workshops & Concepts

Using proven methods and expertise from the field, we jointly design the holistic, digital exhibition space – this also includes time and budget planning.







EU-wide project connecting creativity, art, museums & new technologies







esearch project on wearables





Technologies for schools

The best embedded computer vision platform







GLARA







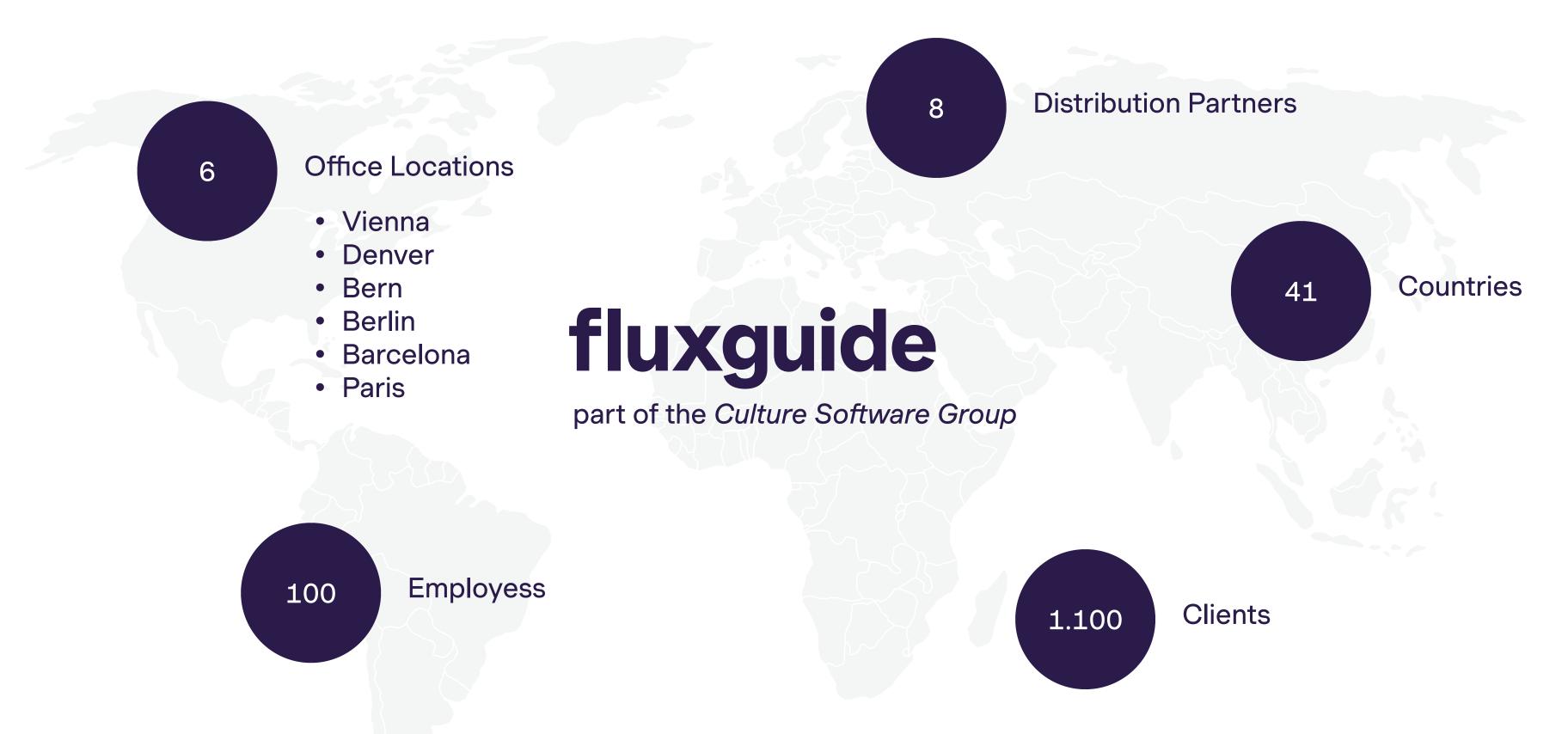








fluxguide is part of the Culture Software Group



Fluxguide is part of the Culture Software Group. The CSG unites the most advanced digital services for the cultural sector. Together with our partner zetcom - the market-leading software provider in the field of collection management - we implement innovative high-end solutions for cultural institutions. Our work is based on 20 years of international experience, state-of-the-art technology and a deep understanding of the interface between culture & digital.

Culture Software Group – international projects







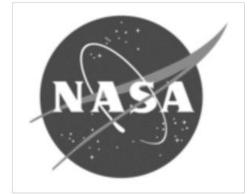




Staatliche Museen zu Berlin Preußischer Kulturbesitz

































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