

Fluid Engage Interaction Models Ontology

Visitors	Visit Type	Interactions	Technologies	Goals	Museums
<ul style="list-style-type: none">• Families• Individuals• Large Groups• Small Groups	<ul style="list-style-type: none">• Atomic• Game and Play• Sequence and Tour	<ul style="list-style-type: none">• Collect• Content Manipulation• Map (Physically)• Search and Filter• Share• Tag and Annotate• Vote	<ul style="list-style-type: none">• Artifact recognition• Displays & Kiosks• Local Network• Mobile• Tangible User Interfaces• Web	<ul style="list-style-type: none">• Education• Emotions• Engagement• Entertainment• Interpretation• Marketing• Social• User Content	<ul style="list-style-type: none">• Art• Science and Technology Museums• Natural History• Cultural and Historical Museums• Other