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[Home](#) > Bringing museums to life

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Bringing museums to life

Menu

Manoeuvring a satellite into its housing inside an Ariane space launcher is almost as difficult as rearranging the order of the planets that orbit around the sun. At least that's the hope of developers of a new technology that was used to guide visitors around the Cité de l'espace theme park in Toulouse, southern France. They have created an interactive game that asks visitors to rearrange the planets according to their distance from the sun, and to place a satellite within a space launcher. The system, developed by the EU-funded CHESS project, uses advanced media and interactive content such as 3D and augmented reality – an annotated version of museum exhibits seen through the camera of a smartphone or tablet.

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