

'HoloRoom' is an interactive installation created by students from the University of Portsmouth for the Cumberland House Natural History Museum using a low-cost hologram artefact. The aim of the project is to facilitate audience engagement with novel interfaces and interaction with digital artefacts. This installation portrays digital scans of real museum taxidermy artefacts scanned using photogrammetry technology with the support of the Centre for Creative and Immersive Extended Reality (CCIXR) at the University of Portsmouth.

The 'HoloRoom' project builds on a L5 group Interaction Design artefact and utilises the reflection of a suspended monitor on an acrylic surface to create the illusion of a holographic display. The original interactive experience leveraged real-time motion-capturing and Wizard-of-Oz methods to animate a conversational holographic animal (Felix the fox) which engaged with visitors via voice interaction. 'HoloRoom' was showcased during a one-day pilot interactive exhibit at the Cumberland House Natural History Museum in Portsmouth in July 2022 and will be further developed for future exhibitions.

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