

1. A. The first interactive display I have chosen is the Mona Lisa Behind Glass from the Louvre. It presents the Mona Lisa in a VR environment, making use of human vision to immerse the user. Hearing is used through audio feedback, providing in-depth information about the painting and how it has changed over time. Touch and movement are not used as users simply sit and listen to a virtual Mona Lisa. ~~As~~ Metaphors are used in the form of flags during language selection, with affordances used to allow users to ~~to~~ visit the historical background of the Mona Lisa. This means the user becomes fully immersed in both the artwork and history of the painting.

The second exhibit I chose was the Gift for Athena app from the British Museum. This AR application runs on mobile devices and encourages users to fully explore the museum. The application uses human ~~to~~ vision in a different manner to the Mona Lisa exhibit, choosing to force users to scan other exhibits in the real world through a camera. This is less ~~immersive~~ than the Mona Lisa but provides more affordances through the app's interfaces. The application uses hearing by reading out additional information about each exhibit. The AR application encourages touch by giving users different paths to follow through the museum, letting them interact with artefacts through the app, encouraging more touch than the Mona Lisa exhibit. More metaphors are used through app icons, creating a more intuitive interface than the Mona Lisa. ~~As~~ More affordances are used throughout to gamify the museum and turn the whole museum into a journey. Ultimately the Gift for Athena exhibit makes better use