



# ARHEVE

A convenient and easy-to-use electronic museum guide that supports all formats: photos, videos, 3D models, text, and audio

The software package includes a server part with an administrative panel (for a museum employee to post and edit content) and a specialized website (for displaying and reproducing the content on users' smartphones).

Each exhibit will now have a label with a QR code. By scanning it with a smartphone camera, the visitor receives comprehensive information about the exhibit in their own language.



Side menu button for a list of thematic sections (museum halls), as well as About the Museum, Contacts, Favorites

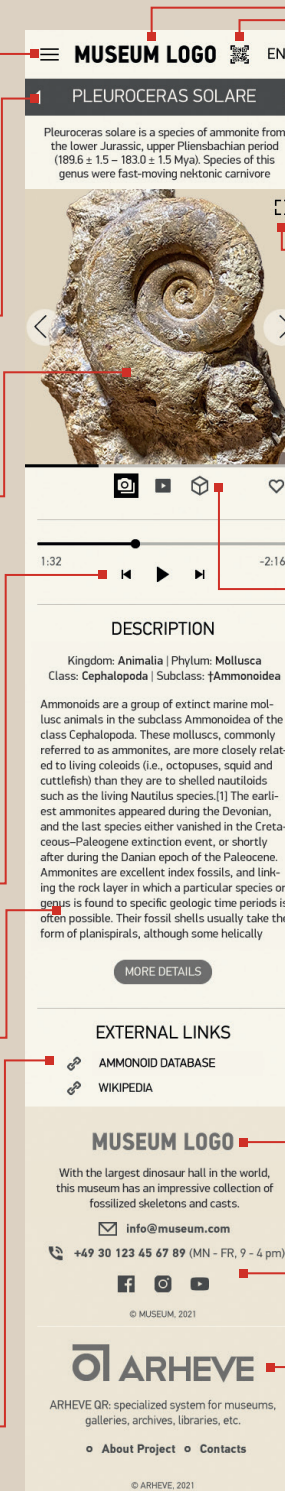
Name of the exhibit and buttons to go to the previous and next exhibits

One of the exhibit photos. Arrow buttons for browsing through the photos (if the exhibit has only one photo, then the arrows are not displayed). Videos and 3D models are displayed in the same area

Manage audio player (audio guide)

Exhibit description (can be of any size). Initially, the display is limited to 16 lines; if the size of the description is larger, then you can expand it by clicking on a special button at the bottom of this block

A block of links to online resources (museum website, Wikipedia, etc.)



Museum logo (can be in vector or raster formats)

Button for turning on a smartphone camera to read the next QR code

Change the interface language

Button for displaying photos or videos horizontally on the full screen

Add to Favorites button. Users can read later the information about the exhibits they like, at a convenient time

Buttons for switching types of visual content: photo, video, 3D model

Museum logo and brief information about it

Contact information, opening hours, and links to social media pages

Information block about the ARHEVE project

# HOW DOES IT WORK?

**1** ARHEVE creates a special account for the museum in the system. A museum employee logs onto the administrative panel and adds information about all the exhibits that will have a QR code.

**2** Each exhibit automatically receives its own web page, accessible by QR code. QR code labels are printed on an office printer (on ordinary and self-adhesive paper). The system offers several design options for labels of different sizes.

**3** Museum visitors point their smartphone or tablet camera at any exhibit QR code and click on the link to open a webpage with information about it. On the page, they can get a brief reference, read or listen to an article with detailed information, view photos of the exhibit and videos (for example,

showing its use), and see an animated 3D model. Visitors can add a page about a favorite exhibit to their Favorites and return to it later, for example, when already at home.

**4** At any time, the museum staff can change or add additional content to the system, including materials in different languages. The museum also has access to page view statistics, which can be used to assess the popularity of a particular exhibit.

**5** In one of the upcoming versions, the QR ARHEVE system will become even more interactive: visitors will be able to send the museum administration their comments on what they saw, as well as instantly share information about visiting the museum in social networks.



**ARHEVE**

    
+40 749 138 225  
info@arheve.com



[qr.arheve.com](http://qr.arheve.com)

## LET'S WORK TOGETHER!

It is very simple to start collaborating with ARHEVE: go to the page [qr.arheve.com](http://qr.arheve.com) and create an account for your museum. It will only take a few minutes. You can also call us by phone or email us.

Registering in the system and creating the first cards are absolutely free.

The basic tariff plan, which will suit most small museums, is \$500 per year.

If the museum does not have an employee who can be entrusted with preparing and posting information in the system, then we can do this work for a fee. Since ARHEVE is also a book publishing house, we have all the necessary specialists to prepare content: writing and editing articles, translating them into different languages, studio recording of videos for an audio guide (also in different languages), photography, photo retouching and color correction, videography, 3D modelling and animation, preparing illustrations (including infographics).



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