

Qulto Attract

Applications for attraction and
cultural tourism purposes



attract
qulto
for culture & knowledge

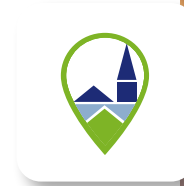
Preparing online content

According to the government's strategy, the long-term goal for public collections at the end of the digitization journey is to create more digitized content and thus to have more content available online, thus reusing the cultural values and knowledge held in the collections of libraries, museums and archives.

In this work, we support public collections with software solutions that provide them with a digital tool to publish online content, educational and cultural material, by using digitized content as well.

By using the products of our Qulto Attract package, it becomes easier to tell digital stories, publish cultural tours and virtual exhibitions.

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**Today, there is a growing demand
for collections, documents
and knowledge representations
to be available in virtual spaces.**



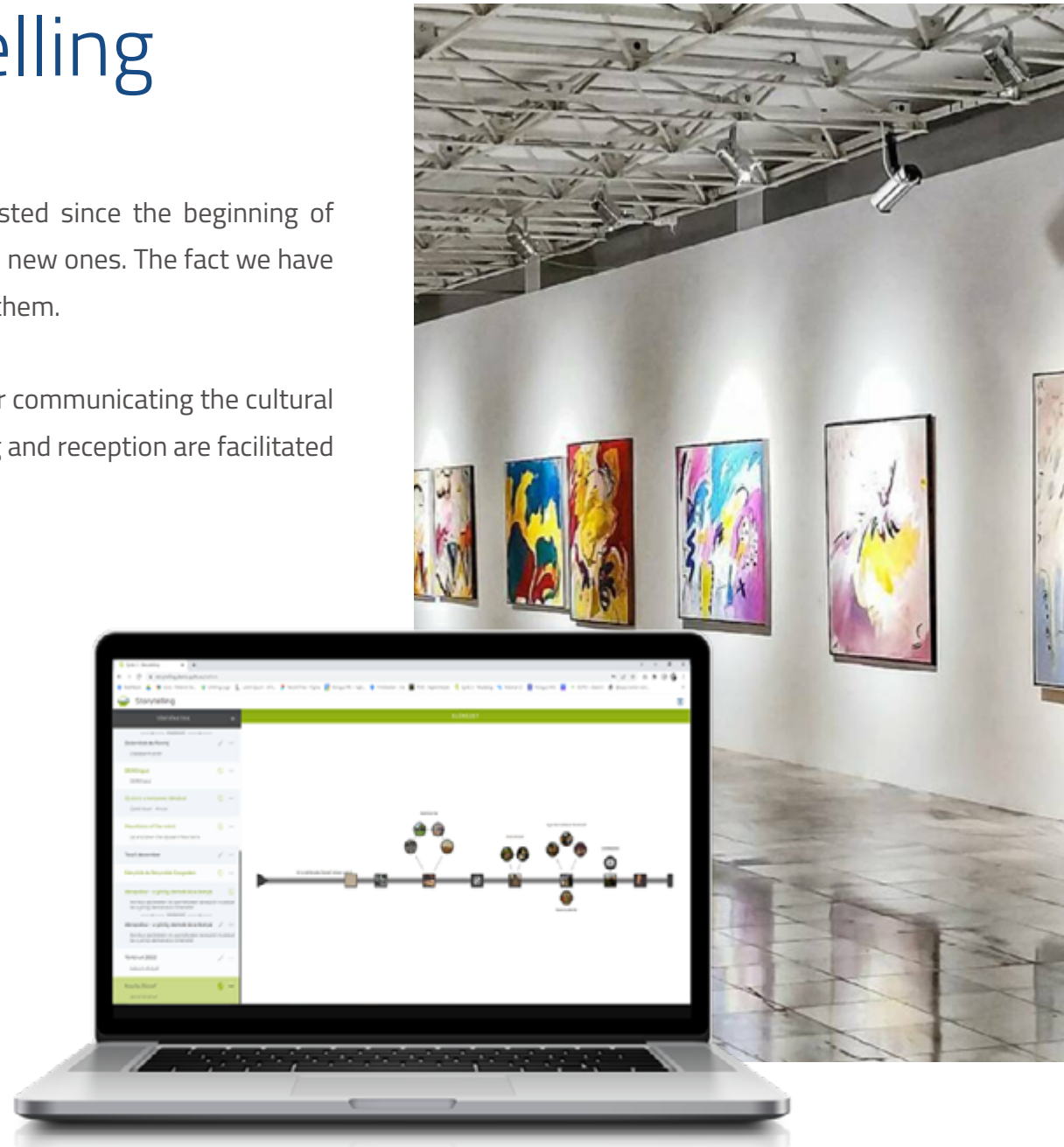
Storytelling

Digital storytelling

Storytelling is a form of knowledge transfer that has existed since the beginning of mankind, we tell our stories over and over again, and we tell new ones. The fact we have narratives is fundamental; what changes is the way we tell them.

With Storytelling, we aim to provide a modern digital tool for communicating the cultural values and knowledge held in public collections. Both editing and reception are facilitated by a web-based application.

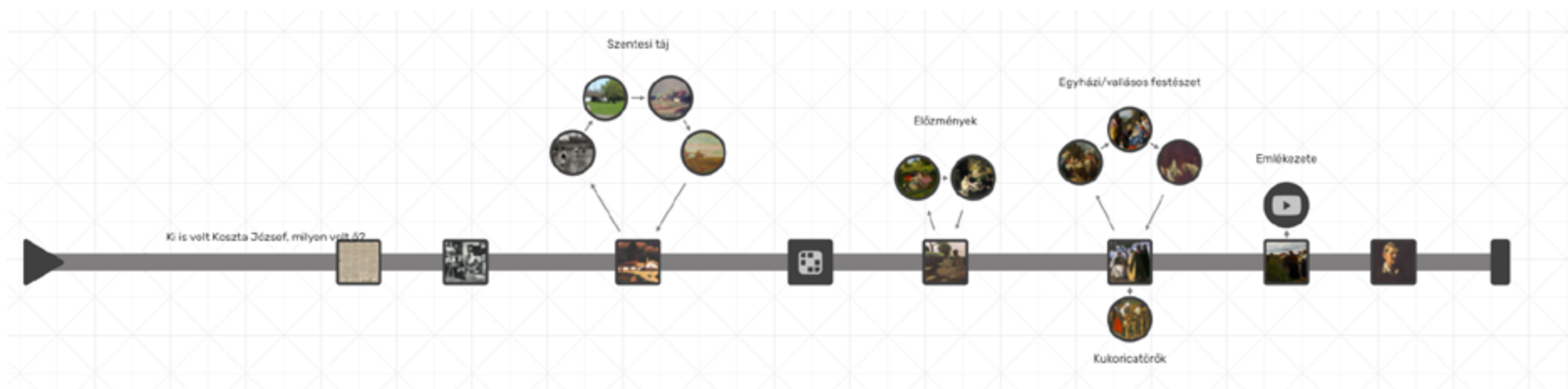
A narrative made in Storytelling is an exhibit of the collection and other content on a given topic, presented in digital form on a web interface, where the administrator can compile the exhibition material and edit its presentation in his own editor interface.



Topology

The focus of Storytelling is on the visual representation of the topic to be presented. As a result of editing, a **knowledge map (topology)** is created.

This visual representation of the story is available on the visitor interface, thus both helping to understand the concept and to navigate within the narrative.





What for?

Our storytelling app can be either used to create a virtual exhibition for online visitors connected to the exhibition, as well as a marketing tool or as digital content to complement the physical exhibition.



CityConquest

Put the city in your pocket!

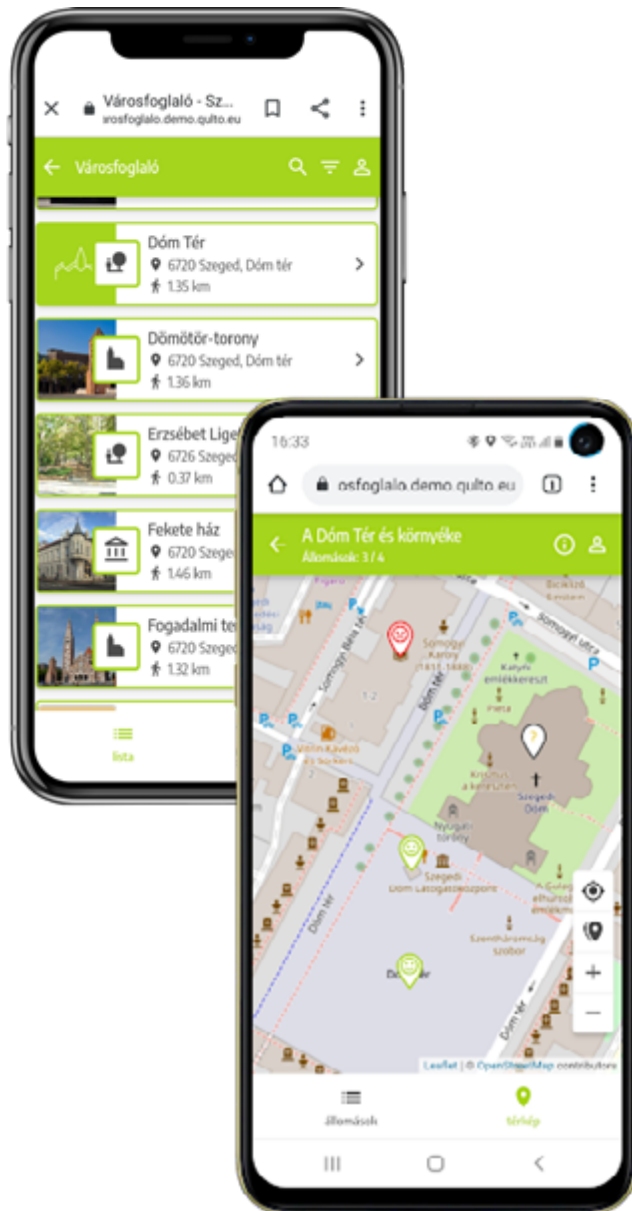
A mobile-optimised web application for local walks, cultural tours.

With this cultural tourism app, our aim is to provide our customers with a tool to easily and quickly design and publish thematic tours or virtual walks of local values and cultural treasures.

Promoting the preservation of cultural heritage and making it as widely accessible as possible is a mission of the Quito team.



Main features



Spreading local and cultural knowledge in a creative way

browse attractions

thematic walks, playful routes

Game modes

individual and group

QR code and GPS based

possibility to determine the sequence of stops

Administration interface

adding attractions

defining routes and quizzes

customizing the application

statistics

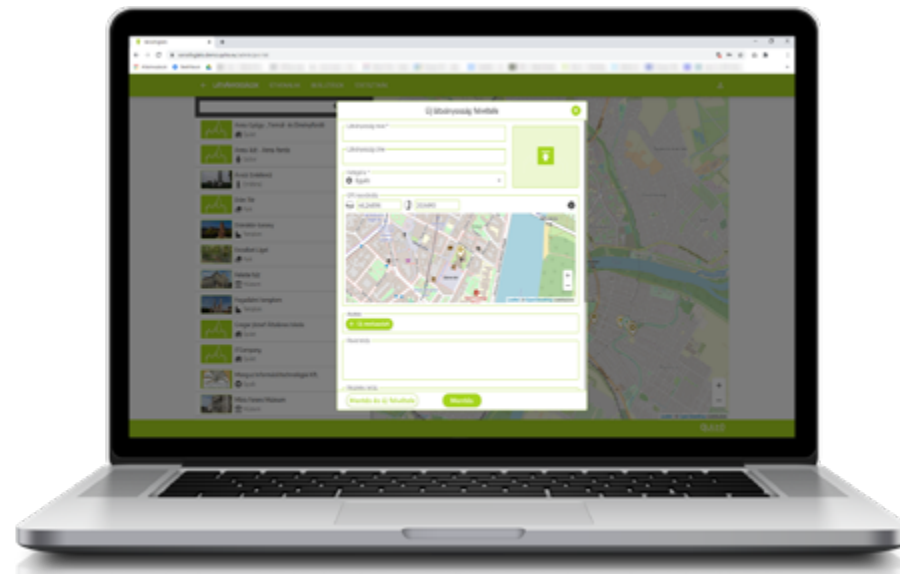
Unlimited published content

The application allows you to create digital content not just for a single project, but to provide a customized guide for any number of events, topics, exhibitions and programmes.

What for?

In addition to creating outdoor tours, the app is also suitable for creating an indoor media (or audio-only) tour guide service based on QR codes.

Its administration interface allows you to set up thematic tours or playful walks enriched with quiz elements. The different game modes enable you to turn the walk into a cultural challenge for a group of friends or a class trip, collecting both points and crumbs of knowledge.





Education

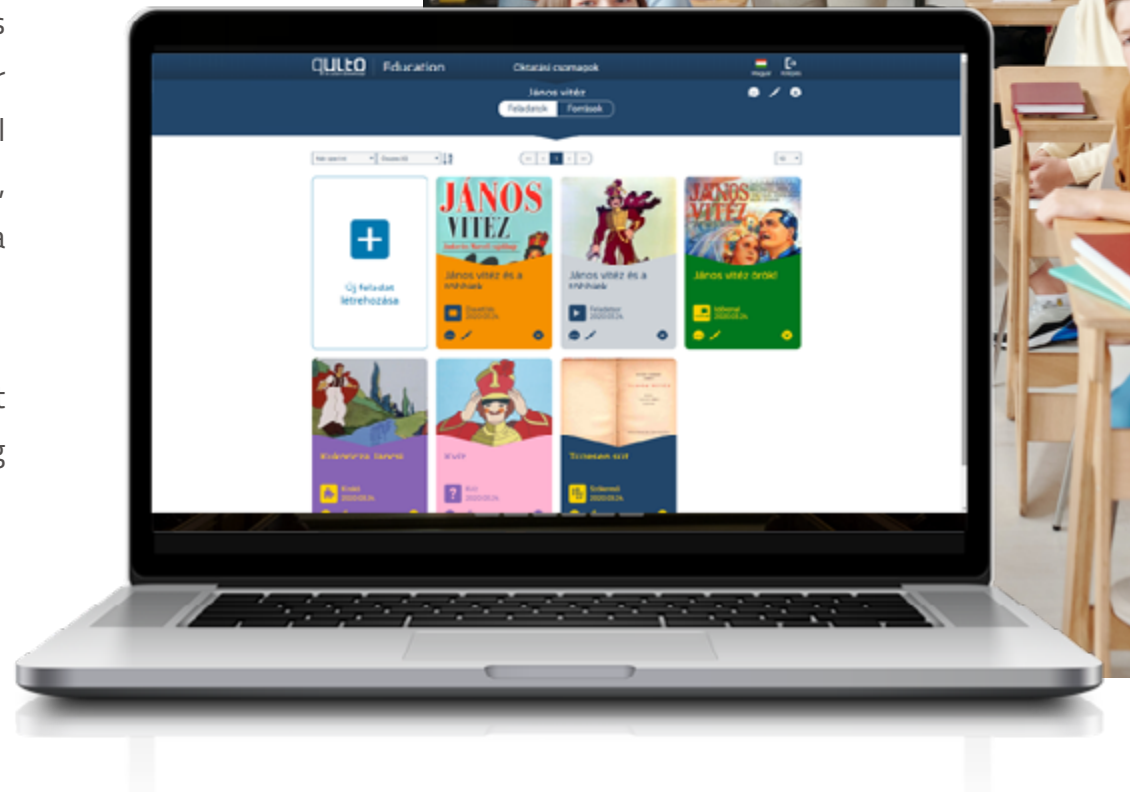
Online educational resources

With Education, teachers and public librarians can create and publish engaging and authentic digital educational materials using the content of the collection.

In the editor interface, the teacher collects resources - even directly from public collection databases - for the presentation of the curriculum in an educational package, compiles tasks (e.g. word search, timeline, puzzle, quiz, and embedded content), and creates a series of tasks from the resources.

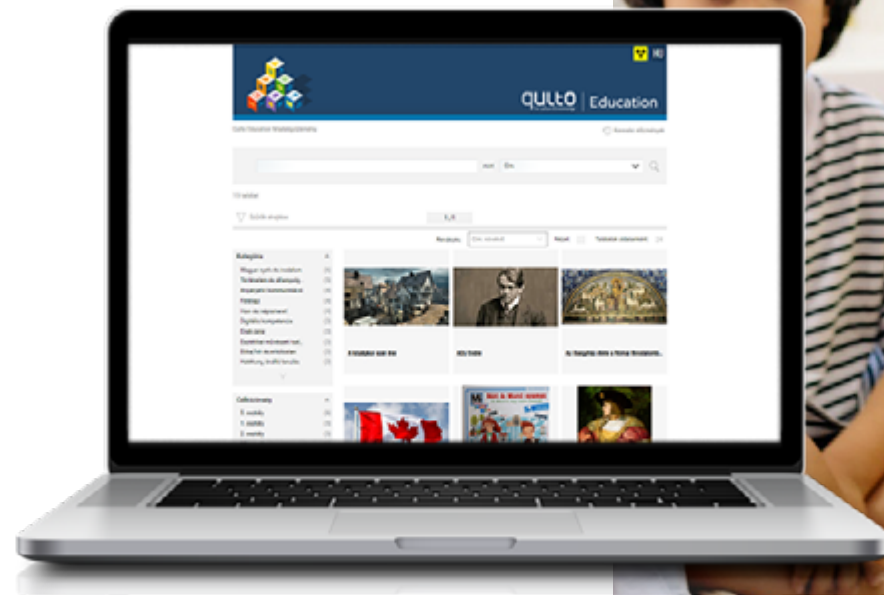
The published exercises are enriched with subject headings and published online, thus becoming browseable and accessible to anyone.

Each task encourages students to interact.



Library and museum pedagogy

The Education platform is the perfect solution as a digital tool for library, archive and museum education programmes accompanying exhibitions. It makes it easy to create public exercises and teaching materials linked with subject headings that can be used in the classroom. These exercises can be used by participants on their own devices, and by being published via links they become accessible to remote users (schools), as well.

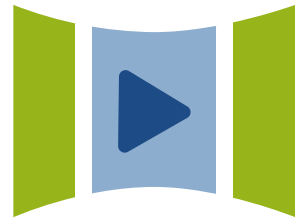


The Education software offers a solution to the digital challenges of formal and informal education, providing a toolkit for educators, supporting the process of authentic content creation, enabling the reuse of digital content, and encouraging collaboration between educational and public collection stakeholders.



Main features

- gathering the appropriate source from the collection
- adding images, text, multimedia content, embedded content created in a 3rd party software (YouTube, Wordwall), but Europeana is also a supported external source.
- creating simple and complex teaching materials and exercises
- publishing educational materials in a web catalogue (OPAC)



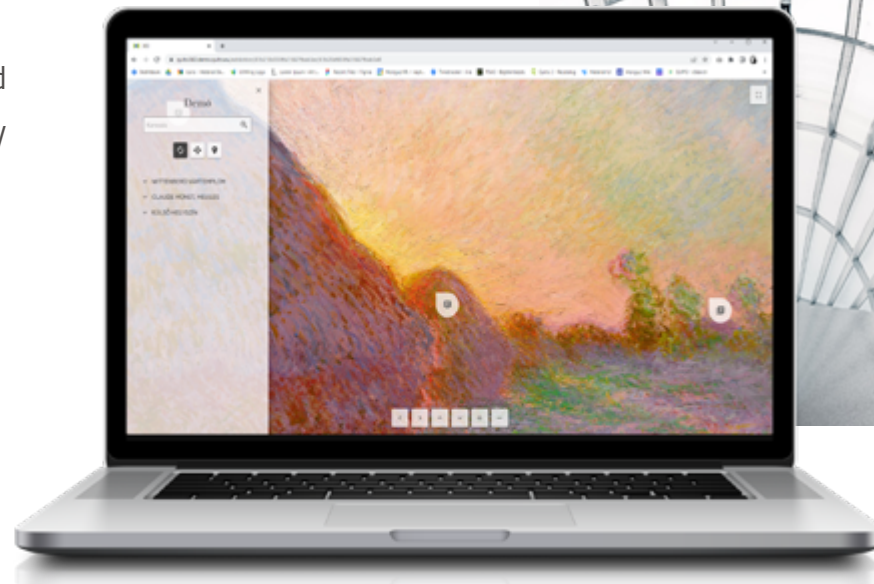
Q360

Virtual tours in real spaces

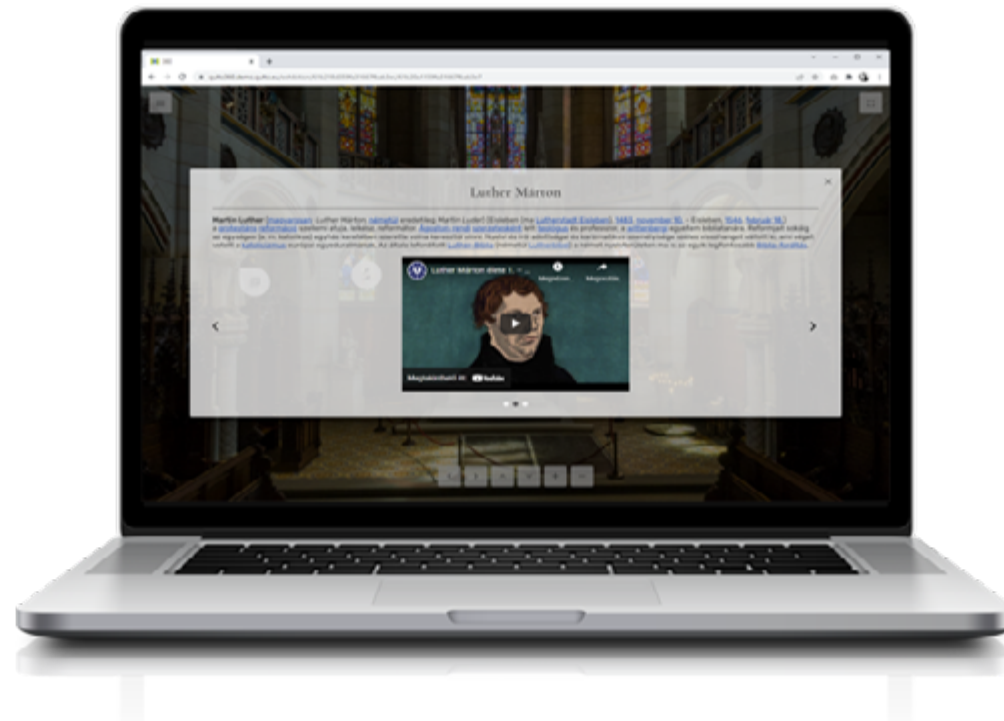
The Q360 application is a spherical panoramic virtual exhibition and walk through in a web environment with a responsive design.

With our application, you can digitally create or archive exhibition spaces. Using marker points placed on spherical panoramic images, you can place details from the real space in the virtual space and even complete it with additional, extra information. In this way we can tell and show more about the objects than we could in a simple physical space.

The archived exhibition content can also be related repository documentation, thus enhancing the quality of the public collection records.



With this solution, the staff of the institution can easily present indoor and outdoor spaces, or even virtually imagined spaces with the help of a graphic designer.



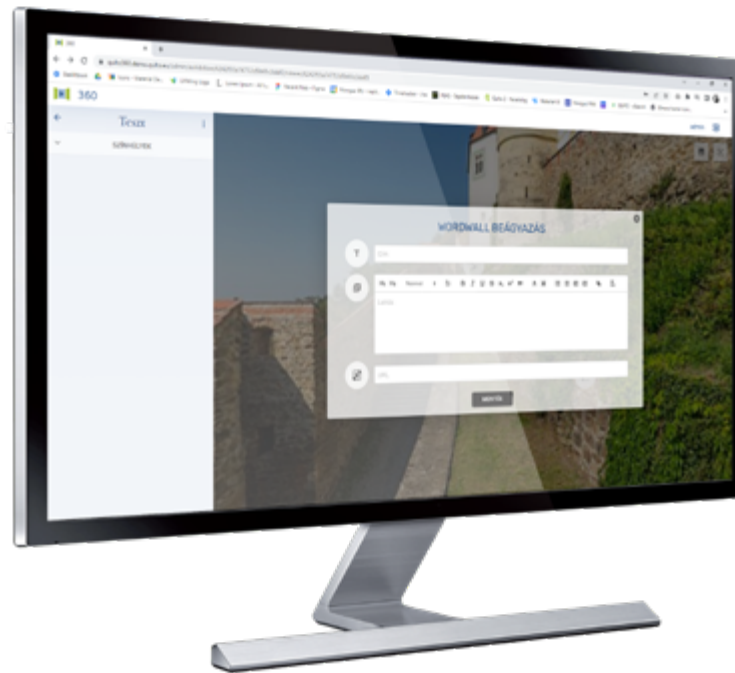
Interfaces

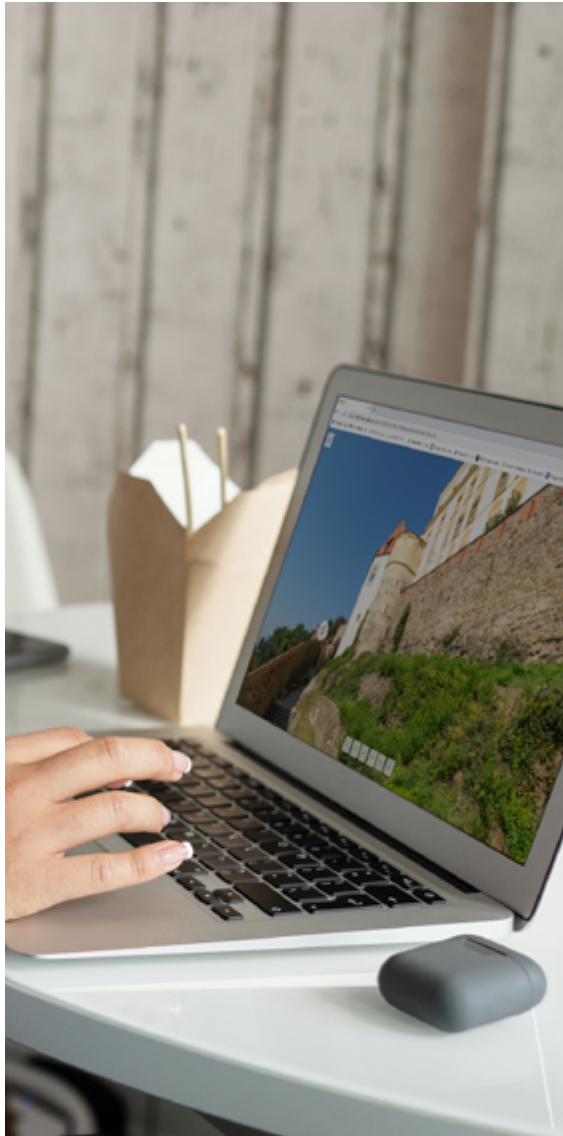
The visitor interface allows users to get an insight into the details of a **building/exhibition/virtual** space through their screen and to view content (description, visual additions, media) placed on marker points.

On the administration interface, the institution can create the virtual exhibition and upload the content to be displayed without any assistance.



Take advantage of digital solutions:
archive your exhibitions for future generations,
for researchers, or bring your visitors closer to the
hidden treasures of your hardly accessible interior
spaces!





Main features

- uploading spherical panoramic photos, connecting indoor and outdoor spaces
- adding marker points (navigation, multiple information points), and uploading of related content: images, text description, media content, embedded content (Sketchfab, YouTube, Wordwall)
- creating a spatial, walk-through exhibition
- publishing virtual exhibition on the web



Cloud service

Education - for creating educational materials

CityConquest - for cultural and thematic walks

Storytelling - for digital storytelling

Q360 - for virtual tours and exhibitions

Qulto Attract components are offered as a cloud service, installed on the servers of Qulto. The service includes server hosting (monitoring, backup), hosting and software usage.

Applications are web-based, running in a standard browser, with responsive design. The administration interfaces is also accessible from the browser.

Package	Storage	Number of content to be published
QA1 (1 optional product)	50 GB	unlimited
QA2 (any 2 products)	70 GB	unlimited
QA3 (any 3 products)	100 GB	unlimited
QA4 (all 4 products)	120 GB	unlimited

It is possible to subscribe to the Premium package, which allows regional use and the inclusion of several institutions.

Customized solutions:

If you feel that the above packages do not meet your institution's needs, or you are looking for a partner for a specific project, contact us for a customized offer.



Our mission

With the most widely used collection management system we support cultural professionals in their educational, research, cultural digitization, tourism and promotional workflows of local heritage.

Qulto

Our more than two-decades experience in working with public collections have taught us that no two institutions are the same. That is why we build our Qulto® portfolio in a **customizable** way.

For more than 20 years, we have supported the professional work of cultural professionals, including **educational, research, digitization, touristic and promotional workflows**, with the most widely used collection management system in Central and Eastern Europe. We build our solution with a collaborative philosophy, where institutions are free to decide what, where and how they share and how much they open their databases to the world.

Our projects are backed by a strong team of the best professionals: librarians, museologists, museum educators, system designers, designers, developers, IT specialists and would-be users work together to make them a success.



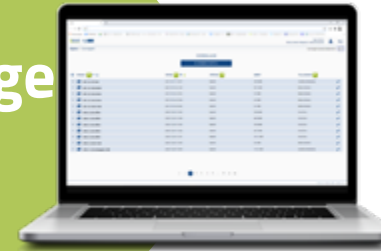
Ecosystem

At Qulto, **we believe in the benefits of connected systems**, so all our solutions are designed to be compatible to help our partner institutions. Whether it is a metadata repository, digital repository, plagiarism detection tool, digitization platform, public education or attraction product, they all 'communicate' with each other and with the outside world, so that no institution has to spend hours copying and replicating data and files.

We approach cultural and scientific content as a kind of semantic network, and we build our solutions on this basis, from registration to reuse of cultural data.

This is the philosophy behind how we build the Qulto ecosystem, which **saves time, storage space and money** for the institutions we work with.

Manage



Digital



Connect



Attract



Why us



The team

Our team mainly consists of system designers, developers, web developers, IT librarians, museologists and engineers. We currently have 70 colleagues, a few key partners and a number of external experts to ensure the highest service level to our customers.

Open Source

Where possible, we apply open source technologies and components, preferably by joining the work of the respective developer communities. In addition, we have also open sourced some of our components to make the available as widely as possible, and to not only benefit from the open source world, but to contribute to it, as well.

Europeana

Since 2012, we have been working with Europe's largest public collection aggregator. In addition to our joint projects, our solutions have helped hundreds of thousands of local records to be ingested to Europeana, thus expanding the international accessibility of Hungarian artefacts.



Do not hesitate to ask for
a product demonstration!

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