



EMPOWER YOUR VISIT EXPERIENCES

**POWER OF DIGITAL
STRENGTH OF HUMAN CONVICTION**



wezit

TRANSMEDIA SOLUTIONS

AWAKEN YOUR VISITORS' EXPERIENCES



4 INNOVATIVE SOLUTIONS



WEZIT EDUCATION
INTERACTIVE LEARNING
EXPERIENCES



WEZIT LIVE
REMOTE GUIDED TOURS



WEZIT MOBILE
NATIVE APPS AND PWA



WEZIT IN SITU
TERMINALS AND
INTERACTIVE TABLES

WEZIT ALL-IN-ONE

**1 single interface with
4 solutions for
4 different experiences.**



WEZIT EDUCATION

Interactive learning experiences

Developed with education professionals, WEZIT EDUCATION offers a continuum of experiences between school, museum and family for school audience: it provides resources for the teacher, a dedicated device for the visit and missions adapted to each school level. The system proposes content for before, during and after the visit. WEZIT EDUCATION LIVE is ideal for classes that cannot travel to museums. They can enjoy the complete experience remotely.



WEZIT LIVE

Remote guided tours

Use WEZIT LIVE to create remote guided tours with a powerful video-conferencing system presented by a guide and an immersive 360° digital tour. Organise visits in the WEZIT STUDIO to create sessions, send automatic invitations, and much more.



WEZIT STUDIO CLOUD

WEZIT can be installed on site or used in the cloud. Content is redistributed to programs with each update, ensuring optimal service availability.



A MANAGEMENT INTERFACE

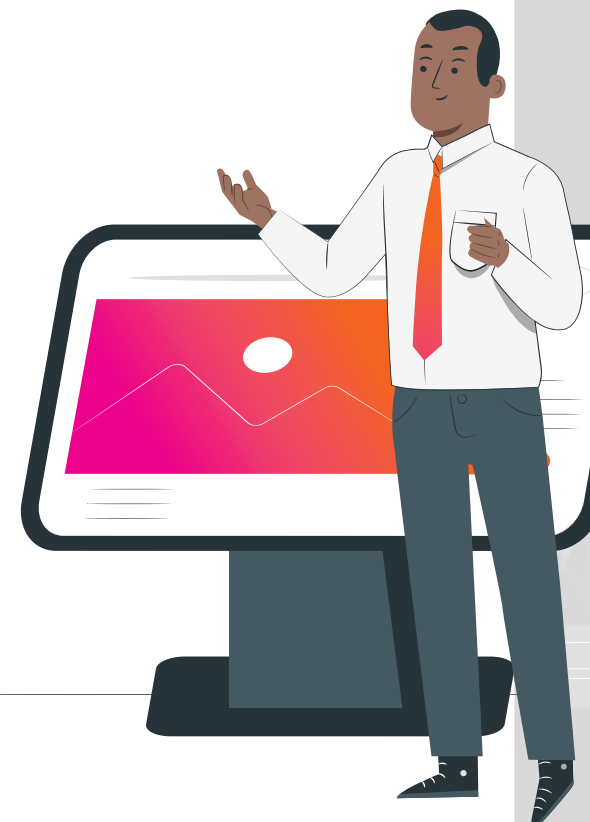
The centralised WEZIT STUDIO interface manages a range of interactive programs by sharing content between multimedia terminals, multitouch tables, mobile applications and remote visits.



WEZIT IN SITU

**Terminals and
interactive tables**

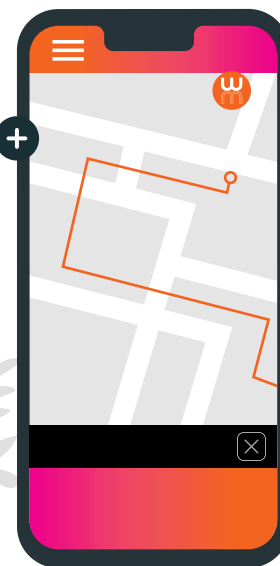
WEZIT manages different digital programs on site in exhibitions: interpretation devices (touch tables, multimedia terminals...) and services (dynamic display).



WEZIT MOBILE

Native Apps and PWA

Guide your visitors throughout their journey with a downloadable app or Progressive Web App. WEZIT adapts to all types of scenarios and media including audio, image, text, video... The many features include geolocation, guiding, augmented reality...



AMAZING POWERS OF WEZIT

Four amazing powers for creating captivating, moving, astonishing and endearing experiences.

1

TELL A STORY

Immerse your visitors into a unique and exciting story.

- Invite visitors to discover unknown works at the Musée du Quai Branly in Paris using a MOBILE WEZIT app,
- Escape into history at the Alsace-Moselle Memorial in a spectacular transmedia installation,
- Sensory and playful discovery of the Alpes Maritimes nature parks.



2

ADAPT TO SPECIFIC AUDIENCES

Each audience is unique so it's important to address their differences with a range of options.

- Introduce children to the secrets of flora and fauna at the National Museum of Natural History with a fun app,
- Visits adapted to user profiles at the Cluny National Museum of the Middle Ages,
- A tailor-made tour designed for time restrictions at Norway's National Museum in Oslo.



3

MAKE CULTURE ACCESSIBLE EVERYWHERE AND FOR EVERYONE, EVEN FROM HOME

Creativity combines with technology to break down barriers:

- A novel discovery of sailing with the multitouch table at the Musée de la Cité de la Voile Éric Tabarly,
- Special tours for visitors with deaf or visual impairment at the Abbey of Saint-Savin,
- Remote access to Michelin Adventure Museum for employees from around the world.



4

SHARE CONTENT FOR AN INFINITE RANGE OF EXPERIENCES

The power of WEZIT has no limits!

- mutualized management of the applications of the 22 museums of the RMN - Grand Palais,
- Tours reinvented with mobile apps, many interactive devices, and a guided tour of the Dijon Museum of Fine Arts,
- 62 interactive devices in exhibitions at the Museon Arlaten,
- Experience new discovery at Nausicaá combined with a visitor loyalty program.



“Research drives WEZIT’s innovations...”

We are grateful for our collaborations with top-level researchers and scientists that have always inspired our innovations.”

Laboratoire des sciences
numériques de Nantes
Institut Français de l'éducation
Centre de Recherche de l'École
Normale Supérieure de Lyon

“The visit is constantly reinvented...”

The Chambord gardens visit is the result of teamwork between the University of Tours and Château de Chambord. The personalised visit adjusts to the tour in real time in response to criteria entered by visitors when launching the application.”

Julien Vialette
WEZIT Project Manager

“All our hidden works can now be exhibited. Distance is now meaningless!”

WEZIT LIVE? This is a new way to breath life into collections, to change the way our museums is perceived, to reach audiences hindered by distance or other obstacles. It provides the museum with amazing potential for development because only 20% of our works are exhibited. We can now showcase disappeared spaces and travel back in time.”

Sylvia Cointot-Bertin
Mediation Officer, Museum
of Fine Arts, Dijon

“My dream for WEZIT is to use our solutions to contribute to a more enriching visitor’s experience all over the world...”

We are currently establishing strong connections with partners in different countries: Switzerland, Netherlands, Mexico, USA, Norway, Spain and we are opening our own branch in Germany. We use our digital expertise to enhance museography and develop pioneering solutions that create unlimited potential for international development.”

Vincent Roirand
CEO of WEZIT

“The best of both worlds...”

I love the way WEZIT LIVE gives me the chance to combine my storytelling skills with the unique technical expertise of a digital specialist already working with over one hundred museums.”

Sylvain Lambert
Founder of GéoMOTifs

“Connecting museums and the classroom...”

Digital technology is tremendous leverage for refreshing and enriching educational experiences. WEZIT EDUCATION is a dedicated tool for connecting the classroom with museums for school audience.”

Jean-Charles Chabanne
École Normale Supérieure de Lyon

WHY TRUST WEZIT?

Our strong points



MULTI-DEVICE AGILITY

WEZIT allows you to manage interactive content and programs on diverse devices such as mobile apps, interactive tables and screens, pre and post visit online, remote visits. While sharing the same resources.



FAMILY-RUN BUSINESS

Visionaries and passionate about innovation, Nathalie and Vincent have built a team of experts and rallied top-level researchers and partners.



30 YEARS OF PASSION FOR MUSEOGRAPHY

The WEZIT platform was created in 2011, after 17 years supporting digital innovation in museums. WEZIT's founders have designed a system of open and scalable solutions for all types of visits. The tool is constantly being developed.



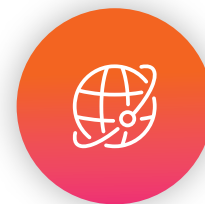
A FRENCH DIGITAL MODEL

Award-winning WEZIT is a member of French Tech and supported by the Image & Réseaux European competitiveness cluster. WEZIT combines the best of France's museum culture with cutting-edge digital innovation.



SECURE AND ROBUST

Security, robustness and reliability are our priorities. Already 2,300,000 apps downloaded and over 500 active devices driven by WEZIT. Data sovereignty is a must.



14 COUNTRIES AND PRESTIGIOUS REFERENCES

We count France's major museums and companies as our loyal clients including the Louvre, the RMN (Réunion des musées nationaux - Grand Palais), Michelin Group, Saint-Gobain. Not to mention around the world, where we work with the Norwegian National Museum in Oslo and Belgian Beer World in Brussels.

WEZIT WORLD



wezit.io
contact@wezit.io



wezit
TRANSMEDIA SOLUTIONS

**WEZIT IS
WORLDWIDE**
more than 14 countries

MUSÉE
D'ARTS
DE
NANTES

MUSÉE DU
QUAI BRANLY
là où dialoguent les cultures

tjs
theater
junger
generation

ABBAYE DE
SAINT
SAVIN
L'AUDACIEUSE

LOUVRE

5 musées lorrains
PALAIS DES DUCS
DE LORRAINE



EITÉ.
DE L'ARCHITECTURE À DU PATRIMOINE

Nausicaé
La mer est sur terre

ABBATIALE
DE PAYERNE
L'ART ET LA NATURE

orange™

Nationalmuseum



WEZIT LIVE



**WOULD YOU LIKE TO REACH
UNLIMITED AUDIENCES? TO OPEN
UP NEW HORIZONS FOR ONLINE
COMMUNICATIONS?**



DISCOVER WEZIT LIVE, A NEW OPTION FOR REMOTE GUIDED TOURS.

WEZIT LIVE, the latest innovation in WEZIT universe, is a full-service solution for online remote sight-seeing using the internet, integrating a powerful videoconferencing system and a tool for immersive sight-seeing.

The tour guide leads participants through 360° visualisations in real time and shares interactive content (images, videos, 3D models, etc.). The group can interact with the guide using the videoconferencing system and a chat tool.

You can manage your tours and their content using **WEZIT STUDIO**. Share your content with other devices (mobile or on site). The back-office planning tool enables easy management of tour sessions, participant sign-up as well as automated sending of invitations.



PROVIDE AN EXPERIENCE

Visitors take part in a 360° experience enriched by the tour script and the creation of points of interest: videos, manipulable 3D objects, etc. The tour becomes immersive, captivating, and memorable.



GIVE FREEDOM...

... and liberate yourselves from the constraints of your space. Open up spaces that are inaccessible on site, take audiences to historical places with just a few clicks.



OVERCOME DISTANCES

Your collections are accessible from anywhere, especially from home, and by anyone: children, persons with disabilities, pupils, or far-flung audiences in all corners of the planet – new audiences to be conquered.

PATHBREAKING ADVANTAGES AND OPPORTUNITIES



CREATE INTERACTIVITY

Our solution allows audiences to be active participants in the visit by creating a true exchange with the guide via the chat function, or by taking part in games or quizzes. Participants can also explore on their own in 360° visits.



INSPIRE THEM TO COME

The WEZIT LIVE experience must be thought out and designed to provoke in a captivated audience the curiosity to discover more "on site".



TELL A STORY

The WEZIT LIVE experience enables you to open the field of creativity by exploring topics that are original or tailored to a specific audience. Immortalise your temporary exhibitions or create new, digital ones!

WEZIT LIVE



A REMOTE VISIT TOUR: HOW DOES IT WORK?



360° VISUALS
Send your audiences
on a tour of a 360°
photo or video.



INTERACTIVITY
Verbally interact with
your audiences using
the videoconferencing
tool or in writing via
chat, and create
playful moments
using quizzes and
game modules.



**AUGMENTED
CONTENT**
Enrich visits using
points of interest
such as texts,
images, videos,
or interactive 3D
models.



WEZIT LIVE

THEY TRUST US

MUSÉE DES BEAUX-ARTS IN DIJON

Remote live guided
tour to discover the
Granville Collection
as you have never
before seen it.



VINCENT GUERLAIS

A remote guided tour
to discover the steps
involved in making
chocolate from the
cocoa plantations to the
lab guided by one of
France's most creative
chocolatiers.



MICHELIN

Tour of the "L'Aventure
Michelin" museum
via WEZIT LIVE for
employees from all over
the world to share the
company culture of
innovation and its values
– "as if they were there
in person".

WEZIT EDUCATION



**WHAT IF THE BARRIERS
BETWEEN THE
CLASSROOM AND THE
MUSEUM DISAPPEARED?**



**DISCOVER WEZIT
EDUCATION,
A NOVEL
SOLUTION FOR
THE CONTINUUM
OF EXPERIENCE
BETWEEN THE
MUSEUM AND THE
CLASSROOM**

Designed for school audiences, WEZIT EDUCATION accompanies classes before, during and after their visit to the museum.

Composed of a resource portal, a tool for the actual visit and a digital platform, this innovative solution promises to extend the visitor experience from the museum into the classroom.

WEZIT participates in many international research projects.



Our partners from research, the private sector and trendsetting museums have participated in trials by WEZIT EDUCATION to define the technological and pedagogical challenges.



GROW VISITOR NUMBERS

Pupils, inspired by their school visits, tend to encourage family visits afterwards, thus helping to increase visitor numbers to the museum.



FACILITATE PLANNING

WEZIT EDUCATION facilitates managing school visits by making content available to teachers and, with its dashboard, for the tour guide too. It also promotes pupils' independence during the visit.

COUNTLESS ADVANTAGES AND OPPORTUNITIES

WEZIT ÉDUCATION LIVE

A MUSEUM ACCESSIBLE TO ALL,
NO MATTER WHERE THEY ARE.

**All WEZIT EDUCATION experiences are
available in the classroom:**

WEZIT EDUCATION LIVE enables school groups who are unable to attend the museum in person to discover its collections thanks to dedicated remote visits.



PUPILS AS ACTIVE PARTICIPANTS OF THEIR VISIT

For the pupils a passive visit transforms into an active and creative itinerary thanks to various missions (as a journalist, curator, etc.), adapted to each age group. The museum can modify an existing mission to match its collections or develop a tailor-made mission.



AN OPEN, INTERACTIVE EDUCATION EXPERIENCE

With WEZIT EDUCATION the museum enables educational establishments to link classroom teaching to the visit itself with activities before, during and after the visit.

WEZIT EDUCATION



HOW DOES IT WORK?



1

IN THE CLASSROOM

Prepare your visit in the classroom using documents made available by the tour guide (accessible through the interactive space).

2

THE VISIT

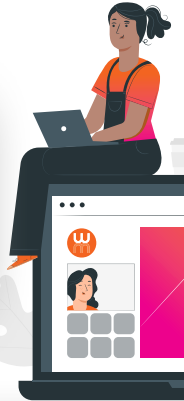
Visit using a special tool to respond to prepared questions and complete a mission in the group.



3

BACK TO SCHOOL

Continue the activities at school and present completed group tasks to the class.



4

WITH THE FAMILY

Upon returning to the museum as a family, the child presents their work and takes on the role of tour guide for their family during the visit.



2 MISSIONS FOR PUPILS

Ready-made solutions.

Adapt the existing missions to your visit or develop a specific programme. Each mission can be adapted to meet the pedagogical requirements for children ages 9 to 15.

THE “EXHIBITION CURATOR” MISSION

The exhibition curator mission requires pupils to create a themed temporary exhibition using objects from the collection.

Whether free or guided, alone or in groups, this exhibition design work is always accompanied by an argument that must be written in class, based on the elements collected.

The pupils are asked to showcase the objects using the

following formats: an exhibition catalogue or a virtual 3D exhibition.

The teaching goals

Mastery of the expression of pupils' feelings and opinions, and to respect those of others, analysis and interpretation of oeuvres, researching information in various mediums and documentary resources, etc.

THE “JOURNALIST” MISSION

During their visit, pupils are encouraged to gather information which will help them compose an article, a podcast, or a video report.

This mission aims to teach pupils to promote a topic using a specific format in order to explain things to others in simple terms. They will thus discover the demands on journalistic writing, which relies on the verification of sources and facts, the accessibility of the discourse, but also genuine

creativity expressed in the work.

The teaching goals

Researching and sorting information, cooperating and carrying out projects, applying critical thinking, demonstration of reflexion and judgment, assessment of the trustworthiness of gathered information.

WEZIT IN SITU

**WOULD YOU LIKE
TO ENRICH
YOUR VISITOR ITINERARY?**



**DISCOVER WEZIT
IN SITU,
A SOLUTION FOR
THE CREATION
OF INTERACTIVE
EXHIBITION
FACILITIES**

WEZIT ON SITE brings together all programmes which can be used on interactive devices in an exhibition in museums, cultural and heritage sites, and corporate showrooms.

WEZIT offers the most up-to-date solutions for cultural and heritage outreach. Each facility can be customised both in terms of graphics and ergonomics to adapt to the specific requirements of each project.

COUNTLESS ADVANTAGES AND OPPORTUNITIES



ENHANCE THE VISITOR EXPERIENCE

Multimedia devices enhance the visitor experience of your exhibitions by providing additional content, interaction, or a playfulness.



DEVELOP A TRANSMEDIAL APPROACH

WEZIT STUDIO enables you to combine different programmes for digital instruction to create a continuous experience. The same information can be adapted to each type of device in a comprehensive setting.



IMMERSION IN SPECTACULAR FACILITIES

An intuitive programme which involves the visitor all throughout the visitor route. The experience can be customised using immersive, interactive experiences in response to the visitor's behaviour



MULTI-DEVICE

A centralised solution for the management of all digital facilities in your exhibition.



FLEXIBILITY IN THE SERVICE OF CREATIVITY

Countless functions (maps, flip-books, friezes, etc.) enable the exploration all types of content and mediums.

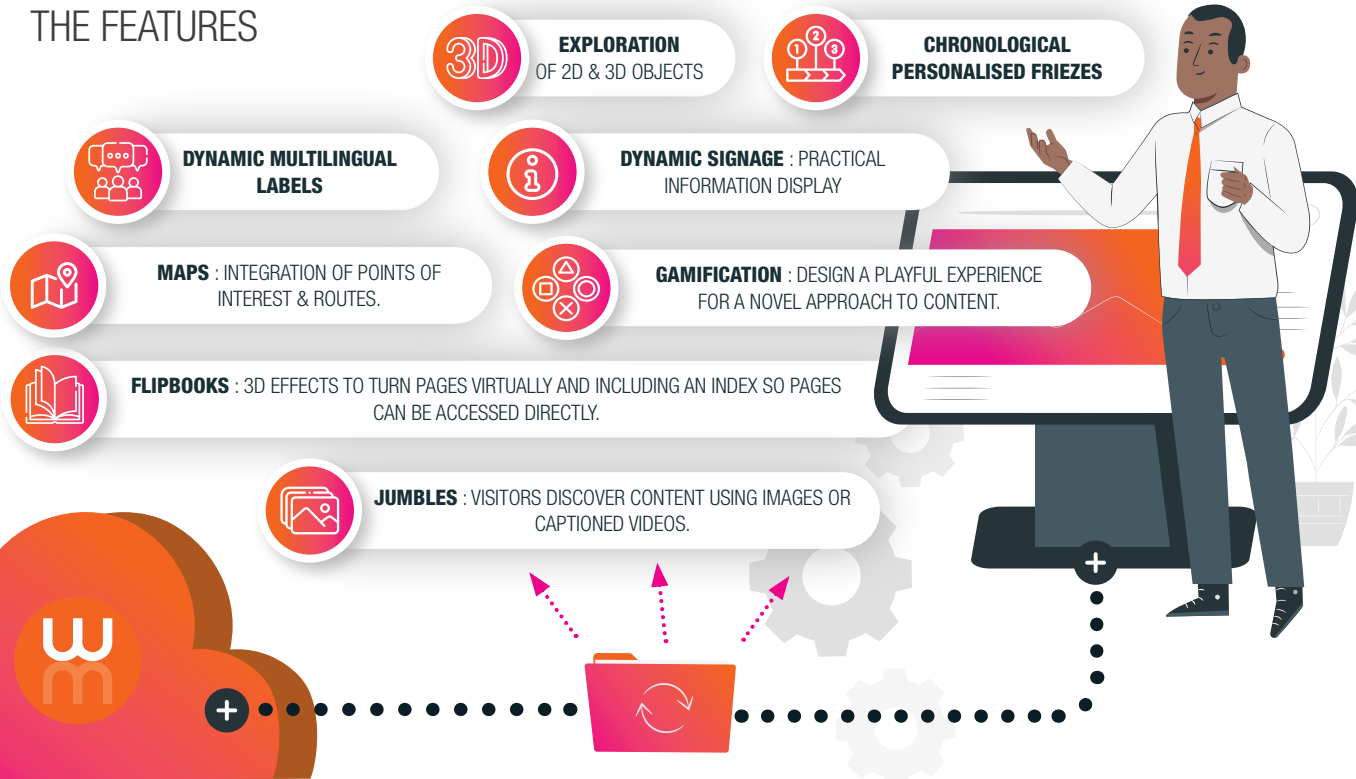


WEZIT IN SITU

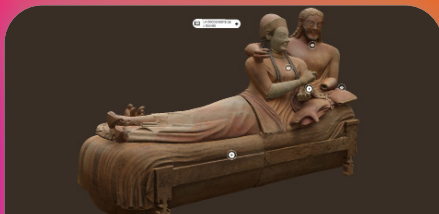


HOW DOES IT WORK?

THE FEATURES



THEY TRUST US



MUSÉE DU LOUVRE

Interactive device to explore the Sarcophagus of the Spouses – an iconic object in the Louvre's collection – allows visitors to explore a 3D model of the piece as well as to access contents for historical and technical contextualisation (texts, animations, images).



MUSEON ARLATEN

The museum disposes of more than 62 multimedia devices: digital signs enable visitors to learn about more than 4,000 objects in several languages. Interactive games and other interactive devices explain the contents of the display cases.



CITÉ DE L'ARCHITECTURE ET DU PATRIMOINE

For its temporary exhibitions, the museum's team autonomously designs new mobile applications, terminals and interactive tables based on designs specifically developed for the "Cité de l'Architecture".



MUSÉE DE LA VOILE ÉRIC TABARLY

The "Cité de la voile" updated its digital facilities in 2021 by installing a very large format interactive, multiuser table (90"), allowing up to 6 visitors to browse contents simultaneously.

WEZIT MOBILE

**WOULD YOU LIKE
TO STAY CLOSE
TO YOUR VISITORS?**



**DISCOVER
WEZIT MOBILE,
A CONNECTED
VISITOR
EXPERIENCE**

For a museum visit, mobile applications offer a complementary experience and enable the staging of remote visits and the discovery of heritage.

Our apps and Progressive Web Apps are responsive and adapt to all smartphones and tablets.

COUNTLESS ADVANTAGES AND OPPORTUNITIES



A TECHNOLOGY DESIGNED FOR A BETTER EXPERIENCE

We master technologies for the creation of a captivating experience for your audiences with applications for download from app stores as well as Progressive Web Apps.



ENRICH THE VISITOR EXPERIENCE

Indoor and outdoor geolocation, augmented reality, customisation of routes: creativity knows no bounds, so that you can offer a new experience to discover a site or collection.



SIMPLIFY, SECURE AND SHARE

WEZIT STUDIO allows you to combine different programmes for digital instruction to create an uninterrupted experience. The same information can be distributed on various devices, both stationary and interactive. Our solutions are robust and proven with 2.3m downloaded apps.



OFFER NEW SERVICES

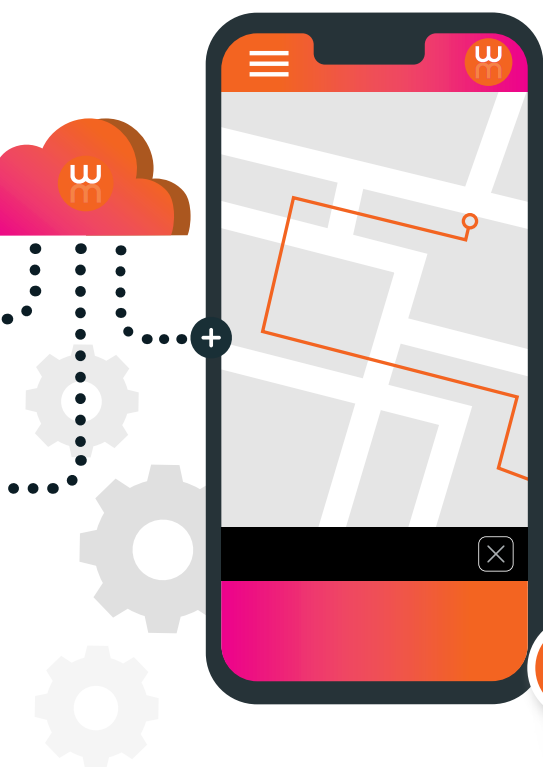
Essential services, such as the sale of services, simultaneous translation, orientation, guidance, management of the agenda and visitor booklet, etc.



WEZIT MOBILE



HOW DOES IT WORK?



FLEXIBILITY: WEZIT ADAPTS TO ALL KINDS OF SCENARIOS AND MEDIUMS (AUDIO, IMAGE, TEXT, VIDEO, ETC.)



GUIDANCE: INDOOR AND OUTDOOR GÉOLOCALISATION, CUSTOMISABLE MAPS



GAMIFICATION: TO CREATE A PLAYFUL EXPERIENCE, SELECT GAME MODULES OR DESIGN A TREASURE HUNT. WEZIT MOBILE LETS YOU MANAGE SCORES AND PRIZES.



AUGMENTED OR SUBSTITUTED REALITY



IMAGE OR OBJECT RECOGNITION



PUSH NOTIFICATIONS: SEND CONTEXTUALISED INFORMATION TO YOUR VISITORS



CUSTOMISATION OF THE VISITOR ROUTE: SUGGESTION OF ROUTES BASED ON PROFILE INFORMATION



VISITOR BOOKLET: VISITORS CAN SAVE PIECES OR OBJECTS THAT INTEREST THEM DURING THEIR VISIT OF THE MUSEUM TO PUT TOGETHER A DOWNLOADABLE VISITOR BOOKLET.

THEY TRUST US



NASJONALMUSEET OSLO

The National Museum of Norway has chosen WEZIT and its partner BLEED to build its visitor app. WEZIT MOBILE addresses two major challenges:

- to suggest tours that are designed for various types of audiences in terms of available time, and
- to ensure the guidance of audiences and the specialisation of pieces in its 88 rooms.



MUSÉE DU QUAI BRANLY

A WEZIT MOBILE app was designed for the interpretation of works in the in the "Pavillon des Sessions" with the option of placing them on a planisphere. Visitors can also view all works from a particular part of the world, or to find out a work's origin.

RMN GRAND PALAIS

With the help of a WEZIT MOBILE solution all 22

RMN museums have been able to install a joint management tool for their mobile apps in order to:

- Allow museums to create their own apps autonomously.
- Create new tours autonomously.
- Allow the sale of apps using in-app payments.

PUY DU FOU THEME PARK

A WEZIT MOBILE app offers visitors practical services as well as a series of tools for orientation and planning activities in the park.

The app also offers foreigners very precise audio translations of shows.



wezit

TRANSMEDIA SOLUTIONS