

# Digital Suppliers List for Museums & Galleries

A list of suppliers for anyone planning to use digital technologies to enhance the gallery or museum experience.

## Developers and Designers

### Acoustiguide

Acoustiguide works with museums, galleries, heritage and tourist sites internationally to create content that educates and entertains.

<http://www.acoustiguide.com/>

### Art of Multimedia

Art of Multimedia (AOM) develops and delivers cultural and environmental heritage interpretation, community engagement and education, marketing and promotion, organisational change management and training as well as eLearning.

<http://www.artofmultimedia.com.au/>

### Brandi Projects

Brandi Projects is a multi-disciplinary team specialising in creating innovative, interpretive and interactive exhibits, themed spaces and displays.

<https://www.brandiprojects.com.au/>

### Curio

Digital interactives and touch screen storytelling.

<https://www.curiopublisher.com/>

### Datacom IT

3D scanning and digitization of historical collections.

<http://www.datacomit.com.au/>

### Float 4

Float4 is a studio who weave digital experiences into physical spaces to amplify their identity. They design and produce site-specific interactive multimedia installations.

<https://float4.com/en/>

### Flying Fish

Producer of museum and science center exhibitions offering services from design & fabrication to sales & marketing and global tour operations.

<https://flyingfishexhibits.com/>

### Hark Design

Hark Design is a multidiscipline creative studio working in areas including: graphic design, identity, branding, strategy, marketing communications and user interface design, spatial environment design, exhibitions and displays, experiential marketing.

<http://www.harkdesign.com/>

### Megafun

Designers and producers of experiences in theatre, exhibitions, events & public art.

<http://megafun.com.au/>

### Nakatomi

Technology company with a focus on building creative and practical technology solutions.

<https://www.nakatomi.com/>

### Ortelia

Ortelia provides exhibition design software and audience engagement applications to the cultural heritage sector.

<https://ortelia.com/>

### Wezit

Wezit works across multiple devices to offer a creative experience before, during and after the visit.

<https://www.wezit.io/>

### Andrew Yip

Andrew Yip works in immersive reality and cultural heritage visualisation.

<https://www.andrewyip.org/>

## Technology Suppliers

### Amped Digital

Australia's official BrightSign provider.

<https://www.brightsign.com.au/>

### Apple Australia

Apple has a business team which can work with businesses on larger orders, they can set up discounts and personalised online storefronts. They can also help with things like device management and device enrolment programs.

<https://www.apple.com/au/>

### EXC

EXC, formally known as Exhibition Centre, offer the full gamut of signage and display production; from design through to delivery and installation including VR and augmented reality.

<https://exhibitioncentre.com.au/>

### Google Cardboard

A VR experience starting with a simple viewer anyone can build or buy and using smart phones.

<https://vr.google.com/cardboard/>

### InTouch Screens

Touch screen solutions attract attention and empower your visitors to learn about, and engage with your exhibits for a truly immersive and memorable learning experience.

<https://intouchscreens.com.au/industries/touch-screens-for-museums/>

### Lupa

A simple video playback system for screens, televisions or projectors.

<https://lupaplayer.com/>

### Max Box

Google Cardboard branding supplier.

<https://www.maxboxvr.com/>

### Raspberry Pi Australia

Raspberry Pi discussion board and supplier.

<https://raspberrypi.oz.au/>

## Collections Management Software

### Collections Mosaic

<http://www.istechnology.com.au/>

### eHive

<https://ehive.com/>

### KE Software

<https://emu.axiell.com/>

### FileMaker

<https://www.filemaker.com/>

Please note this is not an exhaustive listing but a place to start researching suppliers for your digital project. M&G NSW does not endorse any suppliers on this list and suggested additions or recommendations from the sector are welcomed.

## You might also like

### Museums & Galleries of NSW

*Design Approaches to Digital Projects – A Beginners Guide*

<https://mgnsw.org.au/sector/resources/online-resources/digital/design-approaches/>

### Museums & Galleries of NSW

*Digital Engagement: Connecting with your audience*

<https://mgnsw.org.au/sector/resources/online-resources/digital/digital-engagement/>

### Museums & Galleries of NSW

*Collection Management Systems*

<https://mgnsw.org.au/sector/resources/online-resources/collection-management/collection-management-systems/>

### Cogapp

*Digital Strategy for Museums Guide*

<https://www.cogapp.com/r-d/digital-strategy?>