eve
innovación museos exposiciones
2020 catalog
"We conceptualize the museums we would like to visit"

Ricardo Cano
Director, EVE Museums and Innovation
@evemuseografia

I believe that the future of memorable installations will depend on our skill to generate new sensations, create emotions, and design experiences that are powerful, inclusive, differentiating and universal.

Nowadays it is not enough to exhibit, to show passively, to arrive, see, and leave. A museum must create a community, its world, and its society, by offering extraordinary, novel and changing experiences that make us call into question our environment and make people rediscover their sensory channels and regain our sense of wonder and illusion.
WE ARE
a company of specialists in museology and museography.

EVE
EVE Museums and Innovation
Europa Visual Space

Con 25 años de amplia experiencia, EVE tiene una importante presencia en el mundo de los museos y de los espacios culturales.

EVE works along three strategic lines of activity: EVE Museums and Innovation, EVE Exhibit Spaces and EVE Training, with an approach that allows us to share emotional experiences in the divulgation of knowledge, developing unique and different concepts.

Taking full advantage of the digital revolution, we strive to create new ways of bringing contents closer to collections by generating both narratives and appealing museological approaches that contribute to conveying information through innovative means that stimulate the curiosity to know and learn more about them.

www.evemuseografia.com
www.formacion.evemuseos.com
www.evestands.com
HOW WE WORK?
Innovation and Method.

EVE’s team of outstanding and specialized professionals is prepared to respond to the demands of the most advanced museological projects.

Our work philosophy is to conceptualize and build each project in a very personal way and in close collaboration with promoters, conservators-restorers, communicators, museologists, museographers and production teams.

We work in multidisciplinary teams, coordinated transversally by five directorships:

Cultural Management, Curatorship, Art and Design, User’s Experience, and Technology.

Depending on the type and scope of the project, the teams may include contents and engineering producers, editors, user experience designers, illustrators, digital artists, photographers, audio and video specialists, engineers, marketing professionals, anthropologists, art historians and museographers.
EVE MUSEUMS AND INNOVATION

We create teaching experiences supported by the digital transformation.

We participate in all the stages of the essential functions of a museum: collecting, preserving, researching, disseminating, and educating.

Our work includes the architectural proposal, thematic conceptualization, graphic and industrial design, multimedia content, furniture, lighting, interactive exhibits production, makerspaces, assembly, setting up and operative training.

www.evemuseografia.com
EVE EXPOS

We develop projects in a creative and innovative way.

We manage collections and their contents. We design and produce both permanent and temporary multi-themed exhibits anywhere in the world, and we also have a large catalog of exhibits for lease.

We innovate with ephemeral architectural products for commercial and institutional spaces, offering unique and customized solutions.

We also provide museology and museography advisory.
EVE TRAINING
We train professionals in the world of museums.

We train professionals in all the fields of museology and museography, with teaching systems open to students and professionals in museums and cultural management in all Spanish-speaking countries whose goal is to improve their specialized training.

We have created the Museology Innovation Laboratory, a face-to-face concept of museology and museography research open to students and professionals in museums and cultural management in all Spanish-speaking countries whose goal is to improve their training by working on real-life projects.

www.formacion.evemuseos.com
Training of specialists.

- Online teaching platform.
- Museology Innovation Laboratory.
- Course on Modern Museology.
- Course on Museum and Exhibit Curatorship.
- Course on Didactic Museography and Exhibit Design.
- Course on Museum Marketing and Communication.
- Course on Museum and Exhibit Design and Visual Communication.
- Course on Museum and Exhibit Displays, Air Conditioning and Lighting.
- Course on Interactive Museography.
- Express Courses.
WHY EVE?

International Projects
Our experience working at distance.

Outstanding Creative Concepts
Our project portfolio includes some of the most renowned projects in the field.

Time-to-Market
We offer a comprehensive process that optimizes production schedules and provides frequent deliveries.

Cutting-Edge Technology
Our research and development center enables us to be at the forefront of new trends and technological advancements.

A Personal Way of Doing Things
From the first contact with us, you will feel the warmth and friendship of our team of professionals.

Multidisciplinary Team
Our team includes professionals in multiple areas and first-class external collaborators.

Flexible Contracts
We can collaborate in your project as suppliers, allies, or partners.

Editorial Oversight and Contents Follow-Up
Our teams include specialists in editing, art history, curatorship, anthropology, pedagogy, etc.
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<th>TECHNOLOGICAL INNOVATION</th>
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MUSEOGRAPHIC INNOVATION

Electronic labels

Touchscreens

E-books

Mobile Device Applications

Websites

Digital Catalog with Thematic Index and Cross-References
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<th>SOFTWARE</th>
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SPECIALISTS

We multiply the value of your project through the following services.

**Museological Conceptualization.**
- Museological planning.
- Strategic planning.
- Viability planning.
- Museological advisory.
- Operational programs.

**Museological projection.**
- Audience development program.
- Sustainability program.
- Institutional Image creation and renewal.
- Visitor experience design.
- Communication material development.

**Specialized studies.**
- Technological strategies study.
- Study of strategies for digital transformation.
- Marketing study applied to museums.
- Annual reports.

**Assessment advisory.**
- Success audits.
- Energy efficiency and environmental impact audits.
- Advisory on visitor experience innovation.
- Results indicators planning.
- Focus groups.
**Design and production.**

- Museum creation and renewal.
- Virtual museum construction.
- Museological narrative development.
- Museological conceptualization.
- Differentiation experience production (Wow! Factor).
- Design and programming of customized technological solutions.
- Comprehensive image design.
- Technological transformation advisory.
- Web design and development.
- Apps.
- Furniture and support.
- Supporting graphics.
- Signaling.
- Labeling.
- Narrative development.
- Didactic materials.
- Audiovisual production.
- Store merchandising.

**Temporary and itinerant exhibits.**

- Exhibit design, production and setting up.
- Museographical innovation applied to exhibits.
- Exhibit lease.
- Exhibit maintenance.
- Educational guides.
- Scenery design and construction.
- Text digitalization and optimization.
- Creation of makerspaces.

**Collection management.**

- Collection management.
- Virtual tours and curatorship.
- Documentation program.
- Research program.
- Conservation program.
- Cataloguing software.
- Collection movement.
- Specialized packaging.
HIGHLIGHTS

25 years of professional activity.

- 194 projects.
- 21 countries.
- 1600 publications.
- 2500 daily consultations.
INSTITUTION
Museo Experiencia Orden de la Merced.

PROJECT
Museum conceptualization and production.
INSTITUTION
Museo Interactivo del Centro de Ciencias de Sinaloa.

PROJECT
Museographic conceptualization.
EVE MUSEOS E INNOVACIÓN

ANTÍLOGOS DOCUMENTOS

- Museo: Pregunta por el tiempo
- Religioso
- C. Arte de la Memoria
- Histórica
- Museo: Formación e Innovación
- Cultura, Patrimonio e Interpretación
- Museos y Obra

El arte de la memoria es un problema vital y es un tema que se atiende profundamente por el Arqueólogo. Conviene estudiarse los datos, las instituciones y las ideas de [...]

INSTITUTION PROJECT
EVE Museos e Innovación. Platform with over 1600 publications.
**Les Philozidées**

*Et les artistes...*

Cette exposition présente une intéressante façon d’explorer la philosophie. Savoir que non une seule réponse à des questions de la vie, en fait une série de promesses, ceci est une belle construction à renforcer la saga.

Les participants pourront explorer différentes options et conserver à travers des descriptions de situations diversifiées et familières.

**Contenu**

- Réinventé des thèmes philosophiques.
- Intégrés avec une méthodologie innovante qui propulse un cheminement exploratoire.
- Conçue avec une méthodologie novatrice qui agit sur le biais du sujet du temps.
- Traduite à jamais inglais, français, espagnol et chinois.
- Complémentaire avec une APP qui facilite le renforcement de l’expérience du moment.
- Parfaites pour que les visiteurs puissent une expérience multimédia.

**Uma exposição para exercitar o anto de pensar.**

01 El sentido de la vida.
02 El amor y lo amistoso.
03 El bien y el mal.
04 La teoría del Evo.
05 Contexuto.
06 Opiniones psicológicas.

**INSTITUTION**

Museo Trompo Mágico.

**PROJECT**

APP - Darwin “Explorando las Especies”.
INSTITUTION
Museo Sinergia.
PROJECT
Museum conceptualization and production.
INSTITUTION  Museo de los Castros de León.  
PROJECT  Museographic conceptualization.

INSTITUTION  Museo Ciencias Palacio del Sil.  
PROJECT  Museographic conceptualization.
Museo Nacional Golf.

Project:
Museographic conceptualization.

Exposición Móvil Posidonia.

Project:
Conceptualization and production.
INFORMATION

Contact us.

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