“Now, more than ever, we must design and manage our museums as if they were businesses”.

Ricardo Cano
CEO, EVE Museums + Innovation & EVE Museum Education
@evemuseos
We believe in the future of memorable installations, the importance of generating new sensations, creating emotions, being able to design experiences that make an impact, that are inclusive, accessible, different, and universal.

Exhibiting is no longer enough. Museum visitors are no longer satisfied with being passive, entering the museum, seeing exhibits and leaving. We must create a sense of community, generate a consolidated identity, and give much more importance to the local by producing unusual, novel, transforming experiences that make us rethink our environment and rediscover our senses, especially our sense of wonder and illusion.

Ricardo Cano
CEO, EVE Museums + Innovation & EVE Museum Education
rcano@evemuseos.com
WHO WE ARE
WHO WE ARE
a company of specialists in museology and museography.

With over 25 years of experience, EVE Museos e Innovación has an important presence and position in the world of museums and cultural spaces.

EVE works along three strategic lines: EVE Museums and Innovation, EVE Exhibition Spaces and EVE Training, with an approach that allows us to share exciting experiences in the diffusion of knowledge, developing unique, accessible and different concepts.

Inspired by the digital transformation, we have created new ways of bringing the public closer to the contents of collections by generating memorable museological narratives and solutions that contribute to convey information in innovative ways and nurture curiosity about knowledge.

www.evemuseos.com
www.formacion.evemuseos.com
EVE’s team of outstanding specialized professionals can respond to the demands of the most complex and advanced museological and museographic projects.

The philosophy that guides our work consists of conceptualizing and developing each project in a different way, working in close collaboration with promoters, museologists, communicators, museographers and production teams.

We conduct our work in multidisciplinary cells coordinated transversally in five directions: Cultural Strategy, Curatorship, Art and Design, User Experience, and Technology.

Depending on the type and scope of the project, these cells may include producers (of contents and/or of engineering), management strategists, user experience designers, illustrators, digital artists, photographers, audio and video specialists, engineers, marketing professionals, thematic experts, and museographers.
We participate in every stage of the essential functions of a museum: collecting, preserving, research, diffusion, and education.

Our work can start with the architectural proposal if required, the thematic conceptualization, strategic plans, museological plans, interactive exhibit production, makerspaces, museographic mounting, management setup, and even the museum’s operational training.

www.evemuseos.com
We manage collections and their contents. We design and produce both permanent and temporary multi-thematic 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.

www.evestands.com
We train people in the different areas of museology and museography with online teaching systems and courses designed for students and professionals of museums and cultural management in all Spanish-speaking countries whose goal is to broaden their specialized training in museums.

We have created a face-to-face concept of museological and museographic research, the Museological and Museographic Innovation Lab, for students and museum or cultural professionals all over the world who seek to broaden their training by working on real projects.

www.formacion.evemuseos.com
Training for museum and culture specialists

- Online Learning Platform.
- Museological Innovation Lab.
- Course on Modern Museology.
- Course on Curatorship of Museums and Exhibitions.
- Course on Didactic Museography and Exhibition Design.
- Course on Marketing and Communication for Museums and Cultural Institutions.
- Course on Design and Visual Communication for Museums and Exhibitions.
- Course on Showcases, Climate Control and Lighting of Museums and Exhibitions.
- Course on Interactive Museography.
- Express Courses.
- Multimedia Library.
WHY EVE?
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.
TECHNOLOGICAL INNOVATION

- Leap Motion
- Kinect
- Augmented Reality

Indoor Positioning System
Beacons | Estimote Indoor Location
Radio Freqency Identification
MUSEOGRAPHIC INNOVATION

Electronic Labels

Digital Plataforma

E-books

Touchscreens

Digital Catalogs with Thematic Index and Cross-References

Mobile Device Applications
SPECIALISTS
We multiply the value of your project through the following services.

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<thead>
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<tbody>
<tr>
<td>• Museological planning.</td>
<td>• Audience development program.</td>
<td>• Technological strategies study.</td>
<td>• Success audits.</td>
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<tr>
<td>• Strategic planning.</td>
<td>• Sustainability program.</td>
<td>• Study of strategies for digital transformation.</td>
<td>• Energy efficiency and environmental impact audits.</td>
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<tr>
<td>• Viability planning.</td>
<td>• Institutional Image creation and renewal.</td>
<td>• Marketing study applied to museums.</td>
<td>• Advisory on visitor experience innovation.</td>
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<td>• Museological advisory.</td>
<td>• Visitor experience design.</td>
<td>• Annual reports.</td>
<td>• Results indicators planning.</td>
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<td>• Operational programs.</td>
<td>• Communication material development.</td>
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<td>• Focus groups.</td>
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<td>- Museum creation and renewal.</td>
<td>- Exhibit design, production and setting up.</td>
<td>- Collection management.</td>
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<td>- Virtual museum construction.</td>
<td>- Museographical innovation applied to exhibits.</td>
<td>- Virtual tours and curatorship.</td>
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<td>- Museological narrative development.</td>
<td>- Exhibit lease.</td>
<td>- Documentation program.</td>
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<td>- Museological conceptualization.</td>
<td>- Exhibit maintenance.</td>
<td>- Research program.</td>
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<td>- Differentiation experience production (Wow! Factor).</td>
<td>- Educational guides.</td>
<td>- Conservation program.</td>
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<td>- Design and programming of customized technological solutions.</td>
<td>- Scenery design and construction.</td>
<td>- Cataloguing software.</td>
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<td>- Comprehensive image design.</td>
<td>- Text digitalization and optimization.</td>
<td>- Collection movement.</td>
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<td>- Technological transformation advisory.</td>
<td>- Creation of makerspaces.</td>
<td>- Specialized packaging.</td>
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<td>- Web design and development.</td>
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HIGHLIGHTS

Over 25 years of professional work

- 225 projects.
- 24 countries.
- 2000 publications.
- 3500 daily average visits.
INSTITUCION PROJECT

COMPANY RESOURCES

EVE Museum Education

Online Moodle platform.

INSTITUTION PROJECT

EVE Museos e Innovación

Platform with over 2000 publications.
Museo Experiencia Orden de la Merced.
Museum conceptualization and production.
Museo del café de Panamá.

Itinerant Exhibition.

Museo Esquenazi.
Website.
INSTITUTION
PROJECT
Museo Interactivo del Centro de Ciencias de Sinaloa.
Museographic conceptualization.
Museo Medio Marino de Peñas.

Museum conceptualization and production.
INSTITUTION: Museo Sinergia
PROJECT: Museum conceptualization and production
INSTITUTION
Museo Medieval Castillo de Ponferrada
PROJECT
Museum conceptualization and production
INSTITUTION  PROJECT

Museo de los Castros de León. Museographic conceptualization.

INSTITUTION  PROJECT

Museo Ciencias Palacio del Sil. Museographic conceptualization.
INSTITUTION | Museo Nacional del Golf. Museographic Conceptualization.

PROJECT | Posidonia Exposición Móvil. Conceptualization and production.
CONTACT

Get in touch with us.

EVE MUSEUMS + INNOVATION

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