



eve INNOVACIÓN
MUSEOS
EXPOSICIONES

BROCHURE 2023



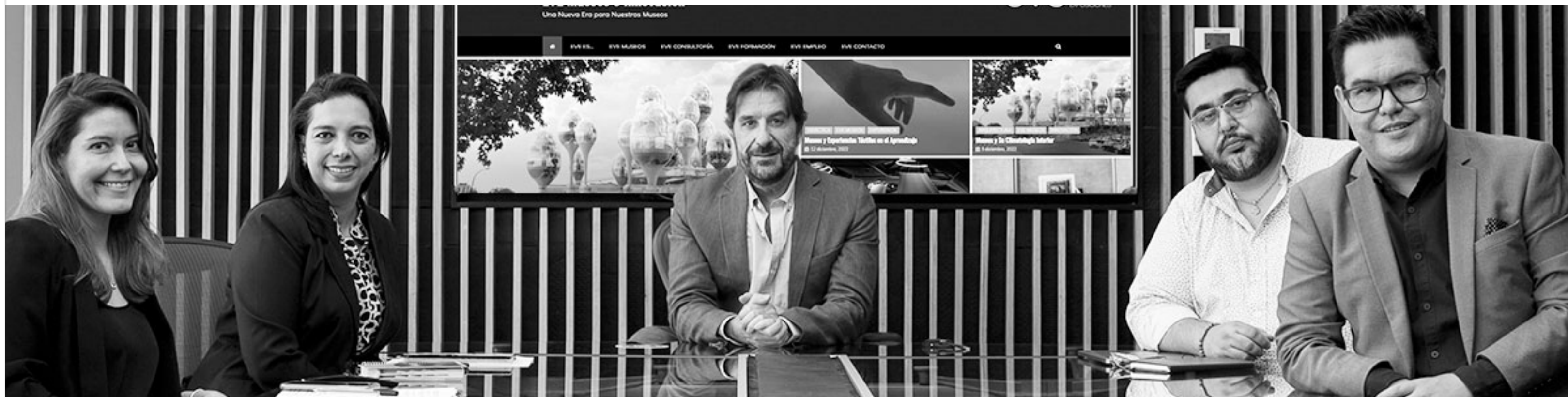
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“Museums must be reimagined if they are to stay relevant. Objects within showcases and interminable text panels do not make a museum anymore. Our society needs institutions that offer enjoyable, social, empathetic, and accessible learning experiences”.

RICARDO CANO

CEO, EVE MUSEUMS + INNOVATION
& EVE MUSEUM EDUCATION

rcano@evemuseos.com



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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.

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1. 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

OUR WORK METHODOLOGY.

INNOVATION AND METHOD.

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.



2. EVE / MUSEUMS AND INNOVATION

Experiences for
a new age.

Biomimetism

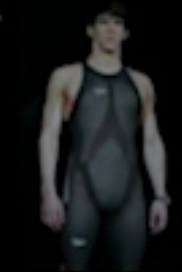


Variación tonal: Fuente

El color que da origen a la luz
que vemos en la naturaleza
es el resultado de la combinación
de los colores primarios: rojo, verde
y azul. Estos colores se combinan
en diferentes proporciones para
crear una amplia gama de tonos
que vemos en el mundo natural.

Variación de

El color que da origen a la luz
que vemos en la naturaleza
es el resultado de la combinación
de los colores primarios: rojo, verde
y azul. Estos colores se combinan
en diferentes proporciones para
crear una amplia gama de tonos
que vemos en el mundo natural.



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.

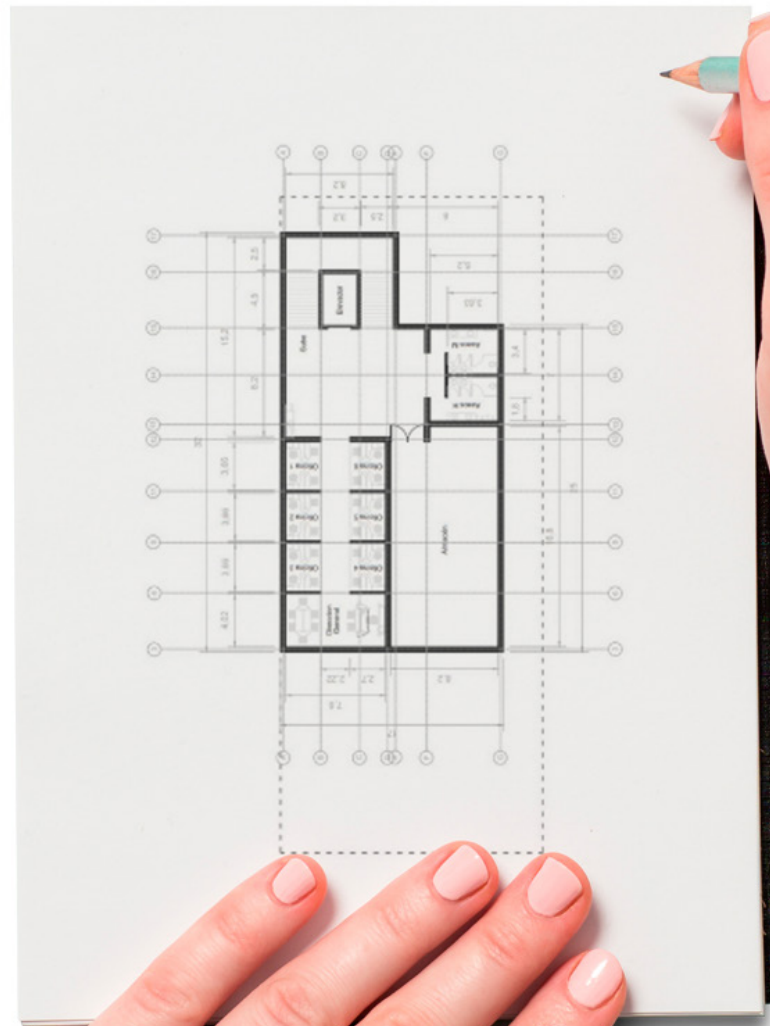


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3. EVE / EXPOS

**We create projects with
innovative methodologies.**

**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 PROVIDE**

museology and museography advisory.

4. EVE / MUSEUM EDUCATION

We train museum and culture professionals.

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.

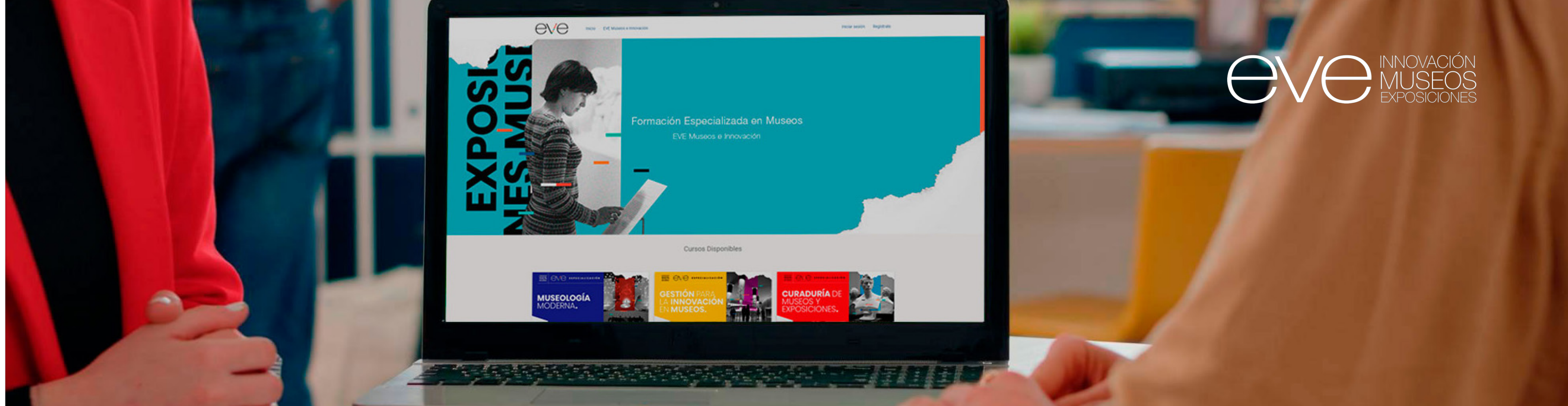
We have created a face-to-face concept of museological and museographic research, the **Museological and Museographic Innovation Lab**, for students and museum or cultural professionals all over the world who seek to broaden their training by working on real projects.



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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.

5. CONSULTING

Why EVE?

eve

EVE Museos e Innovación
Una Nueva Era para Nuestros Museos

EVE ES...

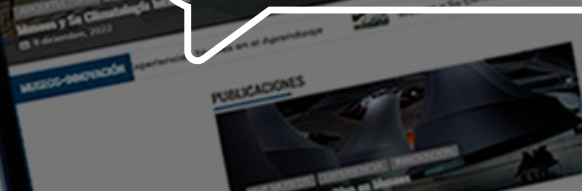
EVE MUSEOS

EVE CONSULTORÍA

EVE FORMACIÓN

EVE EMPLEO

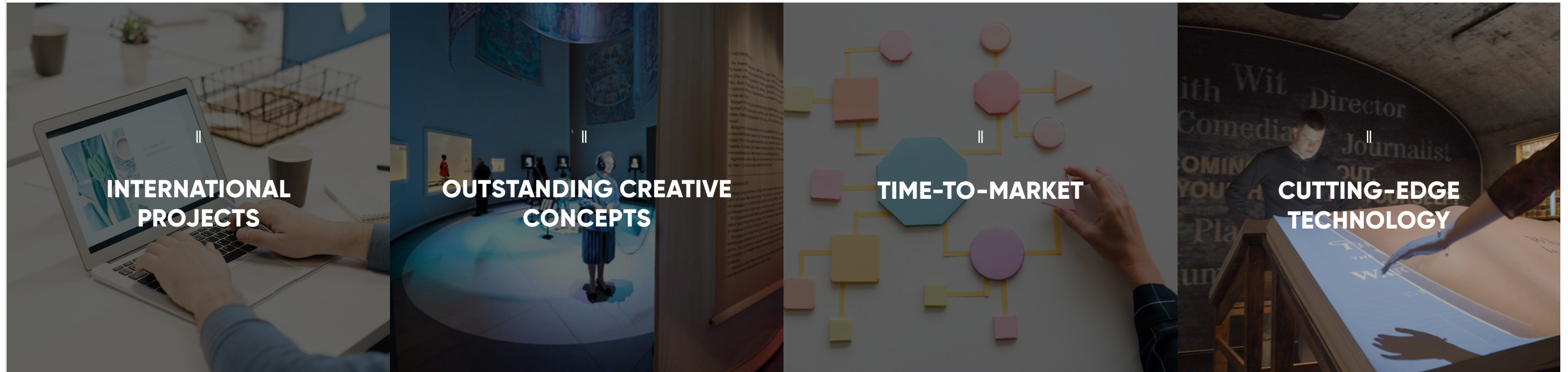
EVE CONTACTO



RECIBE LOS CONTENIDOS EVE

Clasificación en la Búsqueda de empleo

Por dirección de correo



Our experience working at distance.

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

We offer a comprehensive process that optimizes production schedules and provides frequent deliveries.

Our research and development center Contracts enables us to be at the forefront of new trends and technological advancements.



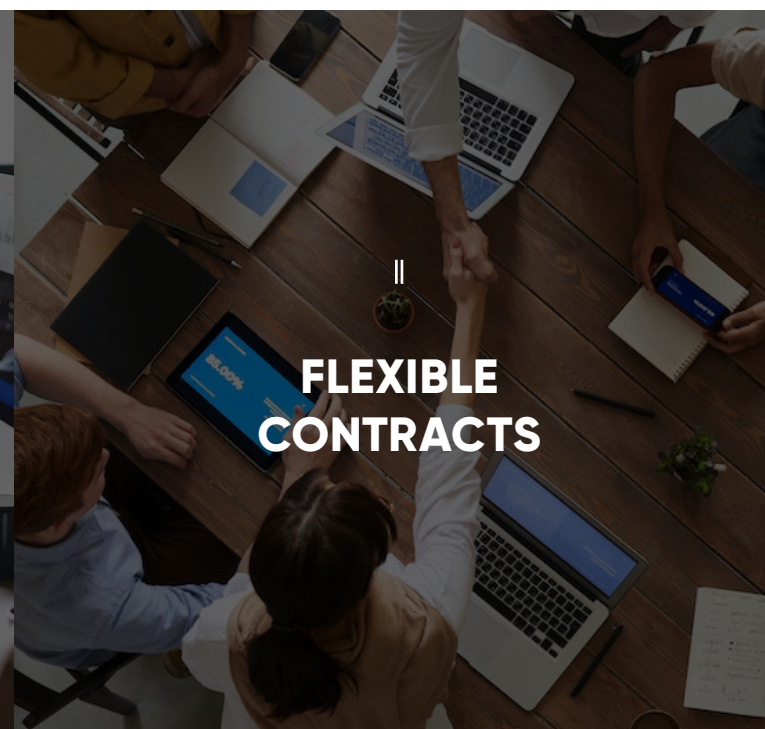
A PERSONAL WAY OF DOING THINGS

From the first contact with us, you will feel the warmth and friendship of our team of professionals.



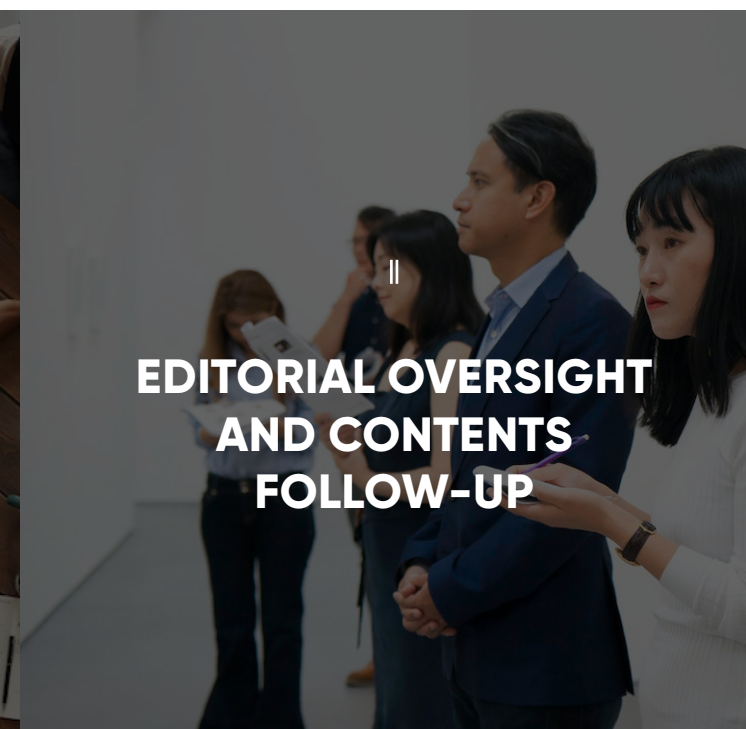
MULTIDISCIPLINARY TEAM

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.



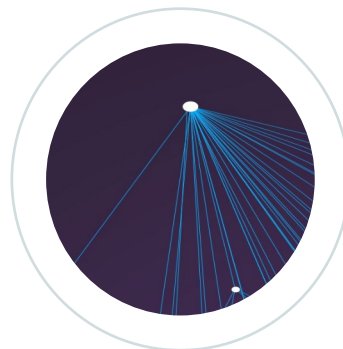
EDITORIAL OVERSIGHT AND CONTENTS FOLLOW-UP

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 Frecuency
Identification.

MUSEOGRAPHIC INNOVATION.



Electronic Labels.



Touchscreens.



E-books.



Mobile Device
Applications.



Digital Catalogs with
Thematic Index and
Cross-References.



Digital
Plataforma.

SPECIALISTS.

|| We multiply the value of your project through the following services:

MUSEOLOGICAL CONCEPTUALIZATION.

- Museological planning.
- Strategic planning.
- Viability planning.
- Plans for Safekeeping and Emergencies.
- Museological advisory.
- Operational programs.
- Creative Conceptualization.
- Innovation Plans.
- Didactic Action Plans.

MUSEOLOGICAL PROJECTION.

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

SPECIALIZED COURSES.

- 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 MOVING 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.

6. MAREMAGNUM

Projects.

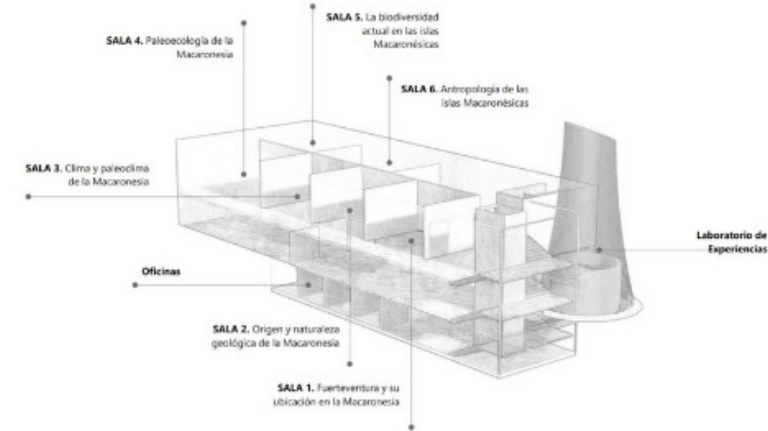
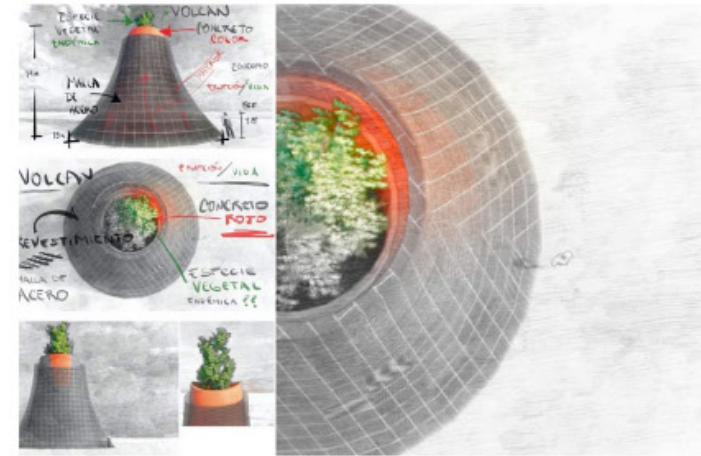




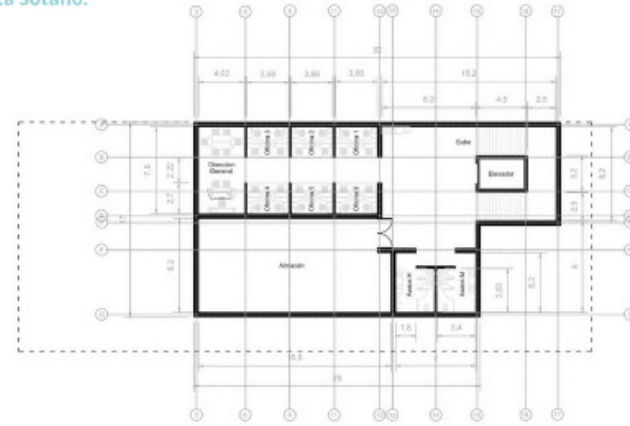
HIGHLIGHTS.

**OVER 25 YEARS OF
PROFESSIONAL WORK.**

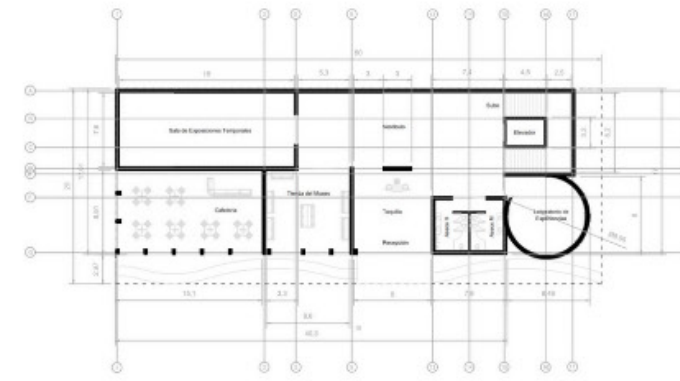
- 232** || Projects.
- 31** || Countries.
- 2300** || Publications.
- 2000** || Daily average visits.



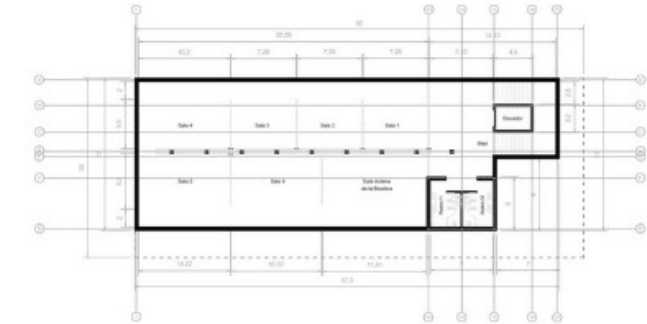
Planta Sótano.



Planta Baja.



Planta Alta.



Museum of the Macaronesian.

Museological Project and Institutional Strategy.





Tenerife Space for the Arts (TEA).

Strategic Plan Project.



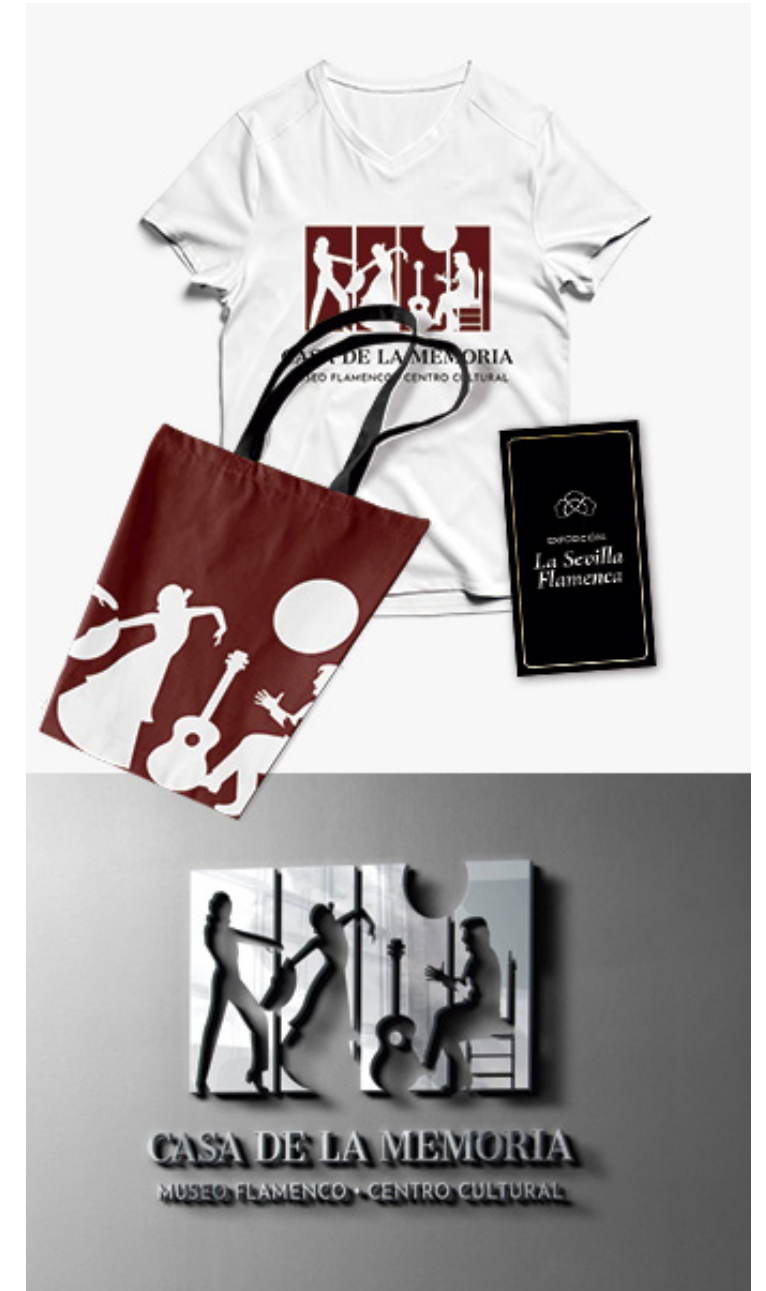
CASA DE LA MEMORIA
MUSEO FLAMENCO • CENTRO CULTURAL

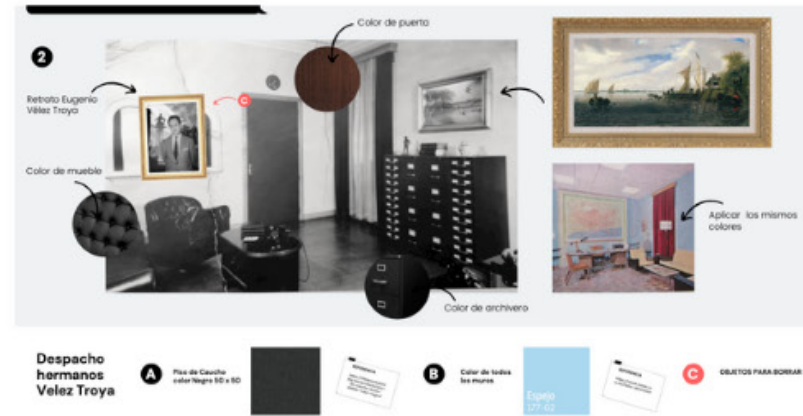


House of Memory – Flamenco Museum – Cultural Center.

Museological and Museographic Project.

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Versión 02.

Usos correctos de la Marca.



Regalos

- Ullero
- Pasillero
- Tarjetero
- Chapas
- Inmunes
- Cuaderno
- Libreta
- Lápicos
- Pósters
- Litografías
- Fotografías
- Pasapapeles
- Puzzles
- Postales
- Alfombrilla para ratón
- Estudio de gafas y garrucha



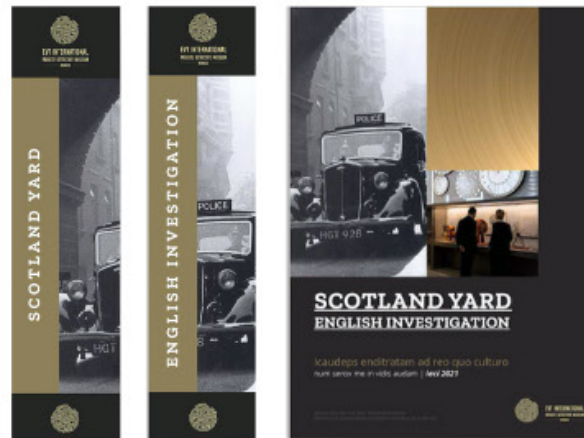
Complementos

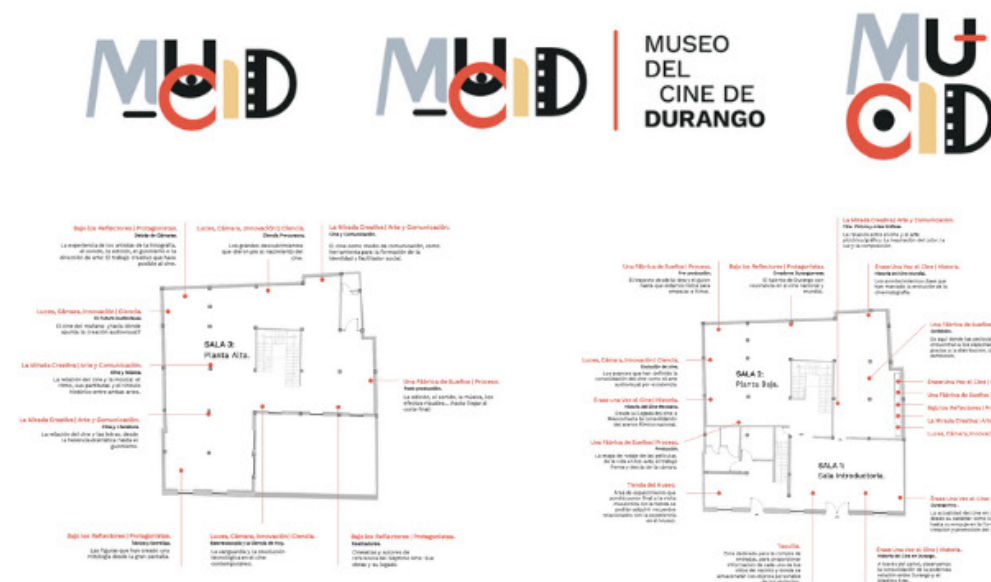
- Camiseta
- Bata
- Sombrero
- Funda de gafas y garrucha
- Pañuelo
- Bufanda
- Fular
- Abanico
- Reloj



EVT International Private Detective Museum.

Museological Project and Institutional Strategy.

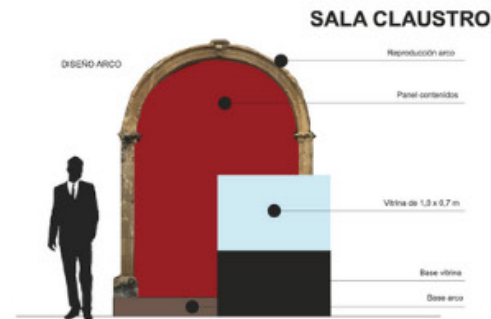
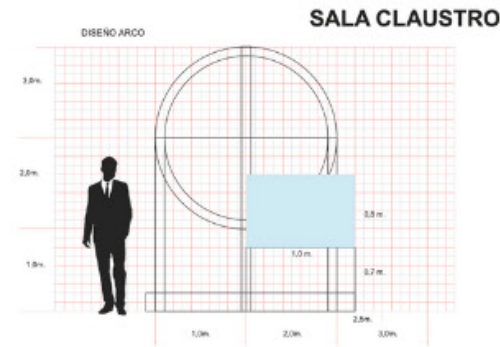
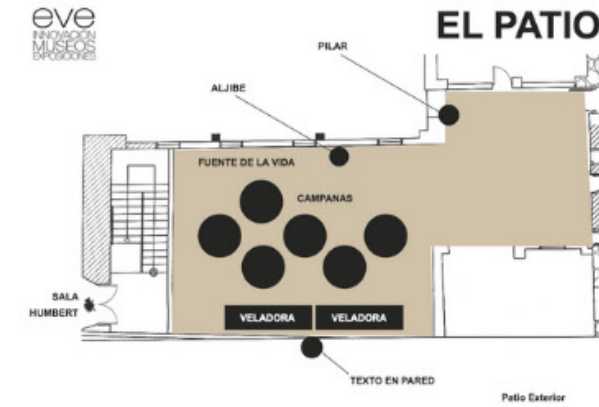




Museum of Cinema.

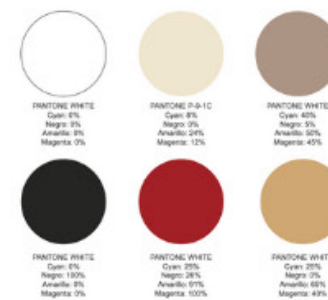
Project and Institutional Strategy.





Order of Mercy Experience Museum.

Conceptualization and Production of the Museum.





Esquenazi Museum.

Digital Museology Conceptualization.



Home Museo Eventos Servicios Noticias Contacto Mapa de sitio

DONA



Historia Asquenazi

Lineas de tiempo

Recuerda el exodo

Material de referencia

Enciclopedia del Holocausto

Amigos del Museo

Calle 43
Este Panamá
Ciudad Panamá

Sinagoga
Shevet Ahim



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Coffee Museum of Panama.

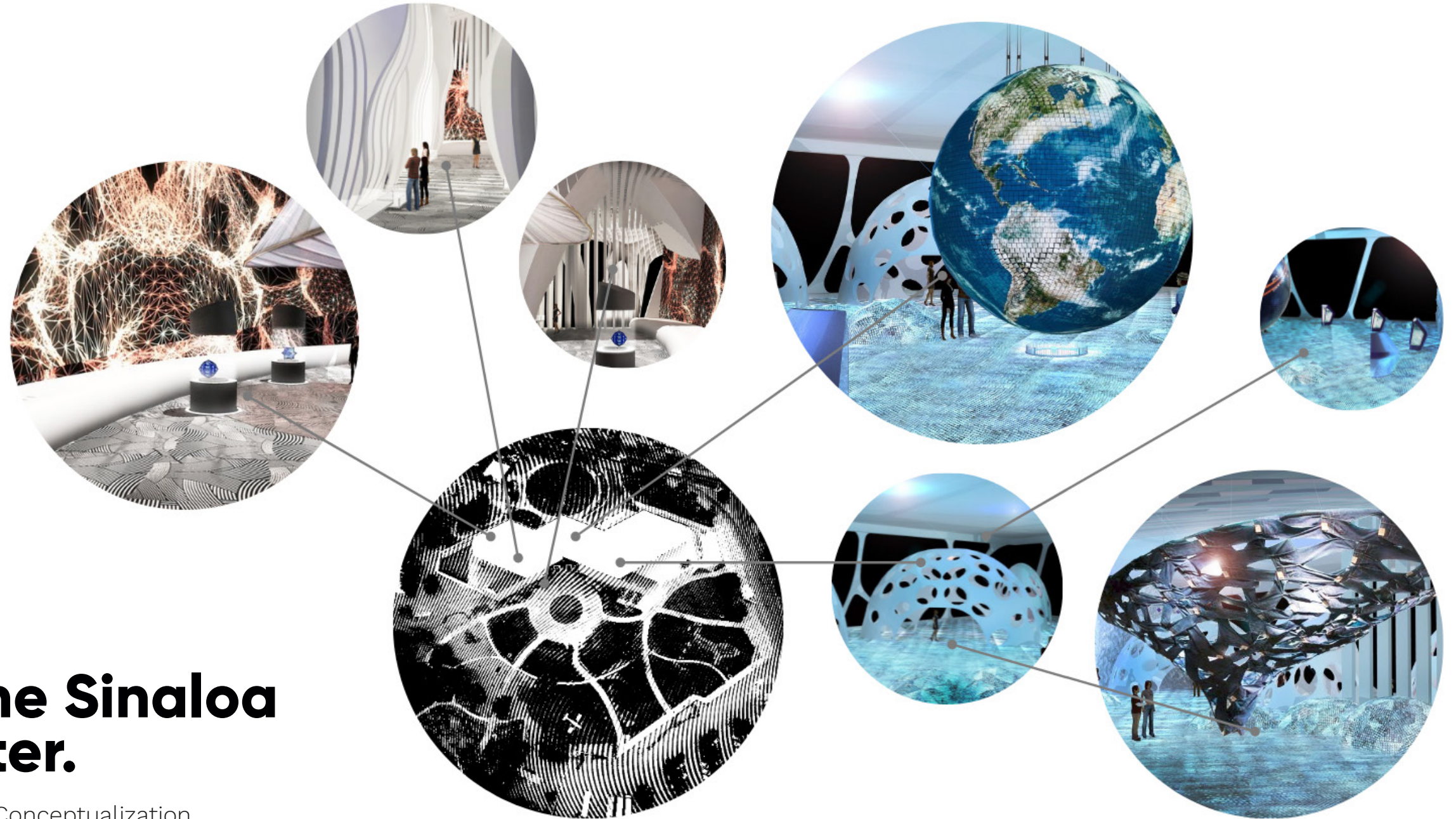
Moving exhibition.





Interactive Museum of the Sinaloa Science Center.

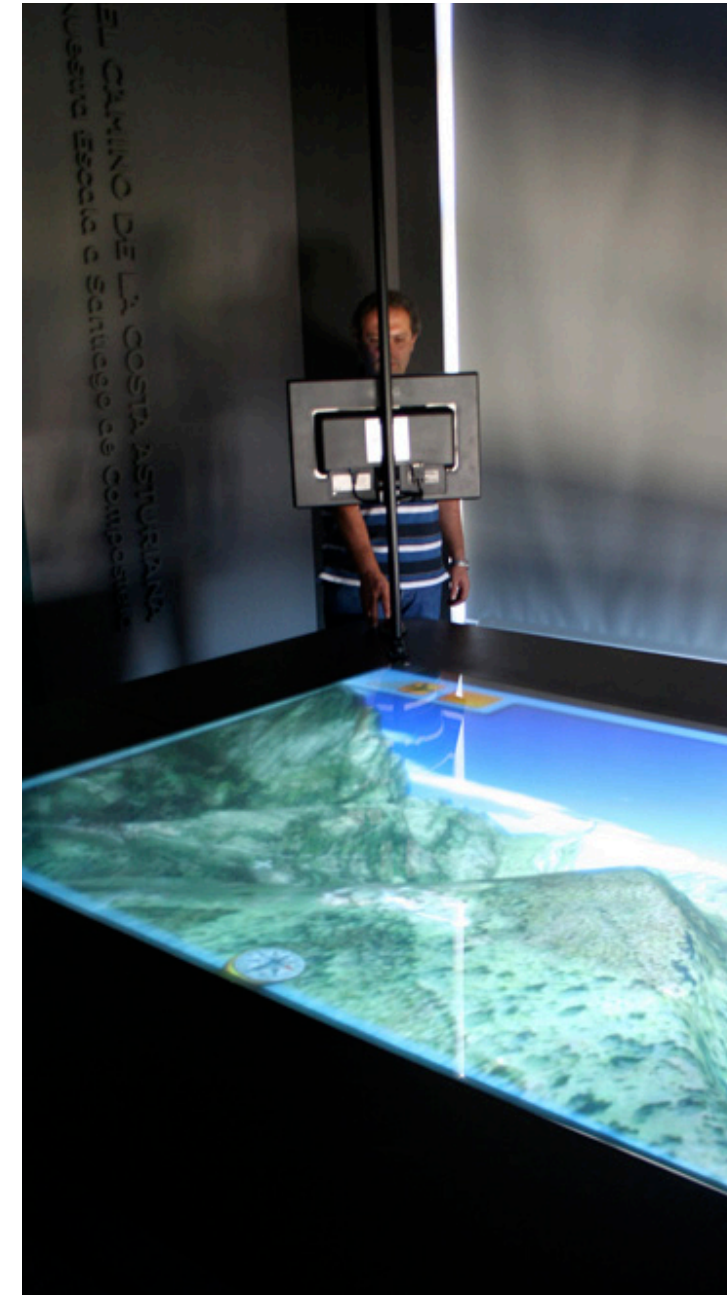
Museological and Museographic Conceptualization.





Ocean Museum of Cabo Penas.

Architectural, Museological and Museographic Project.



Navia History Park.

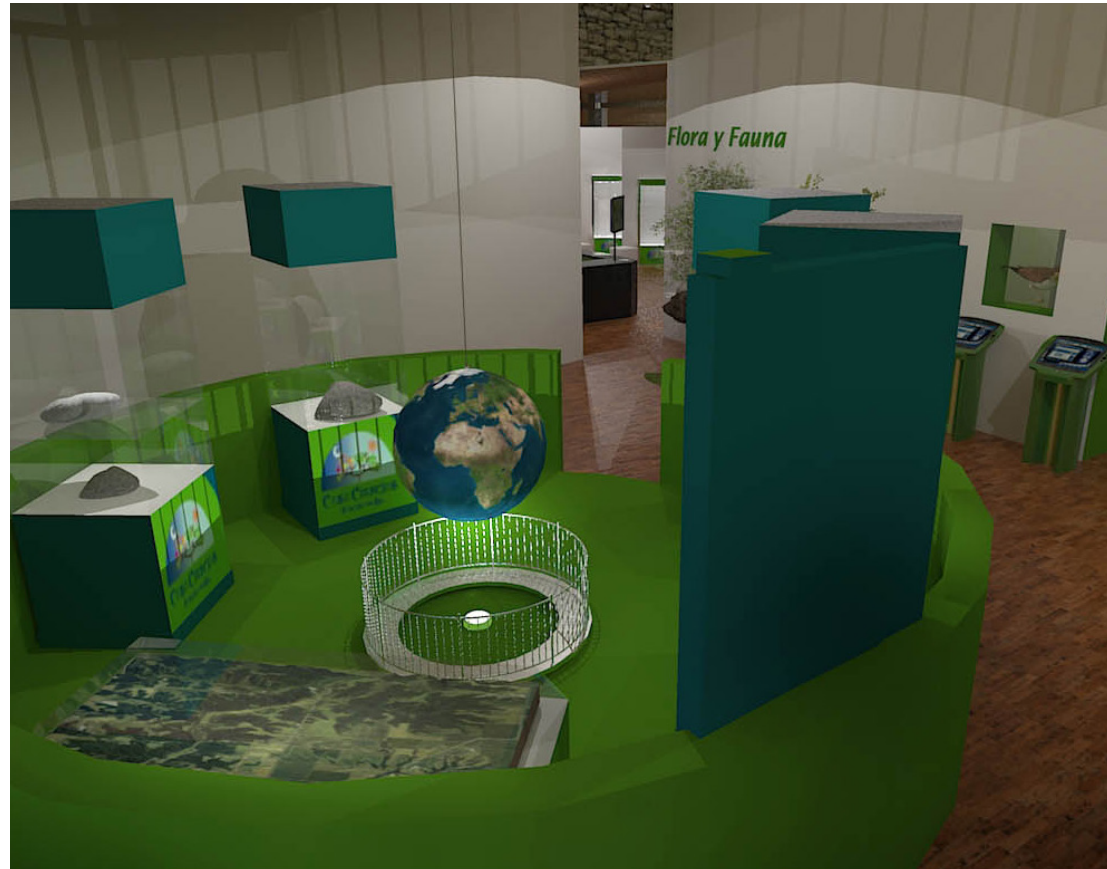
Architectural, Museological and Museographic Project.



Exposition Templar Castle of Ponferrada.

Architectural, Museological and Museographic Project.





Museum House of Sciences.

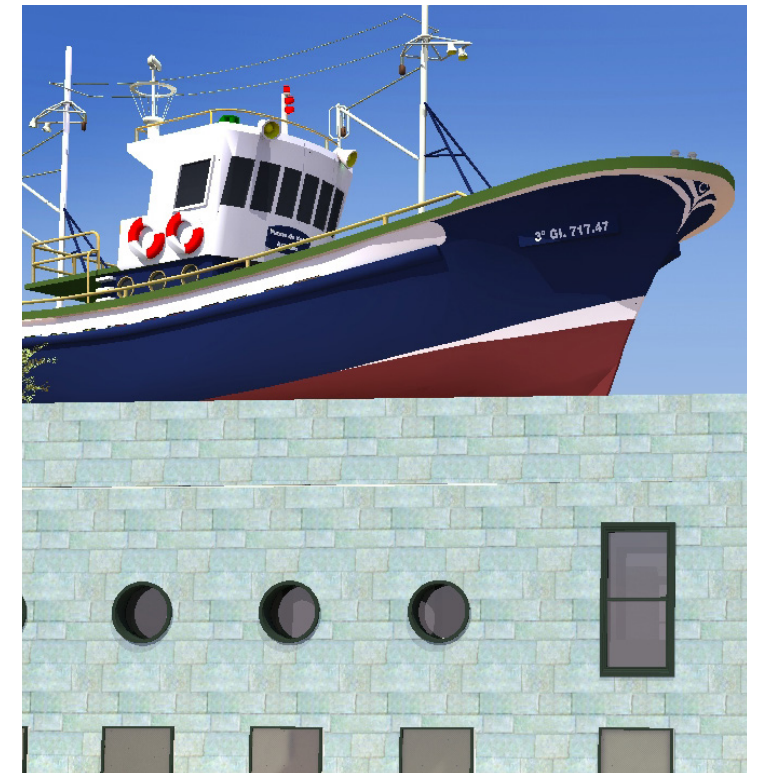
Architectural, Museological and Museographic Project.
/ Institutional Strategy.





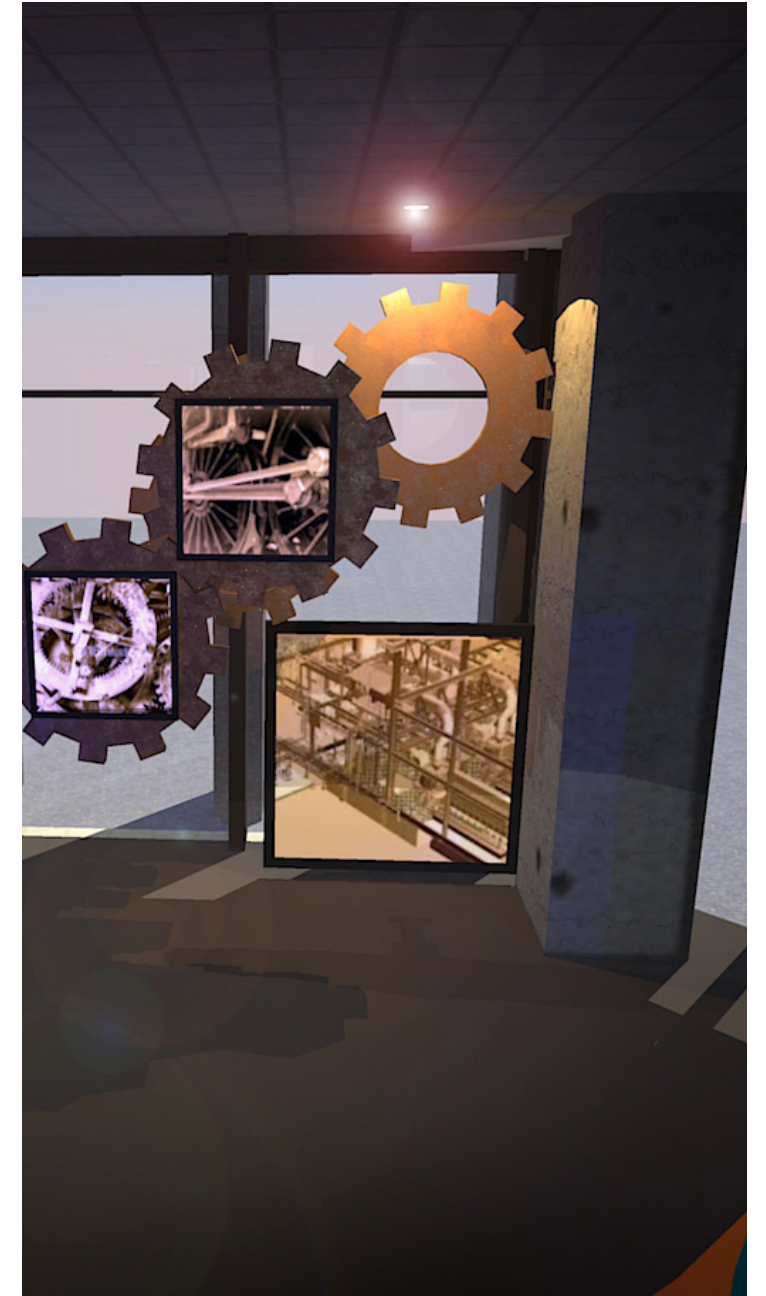
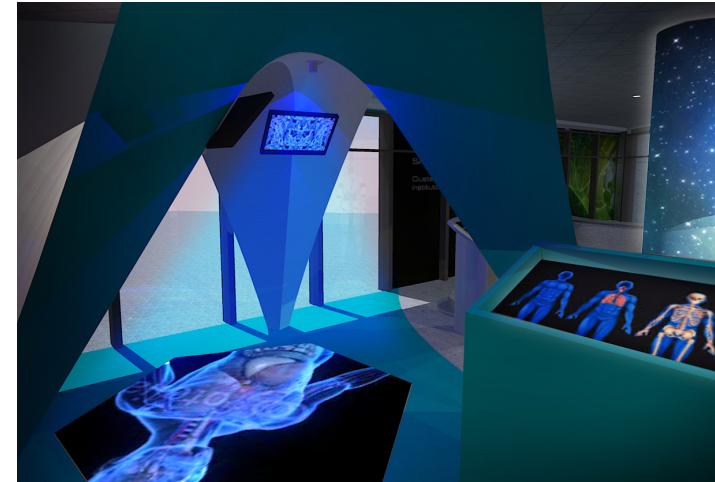
Museum of Santiso Wine.

Museological and Museographic Project. / Conceptualization.



Museum of the Whale.

Museological and Museographic Project. / Conceptualization.



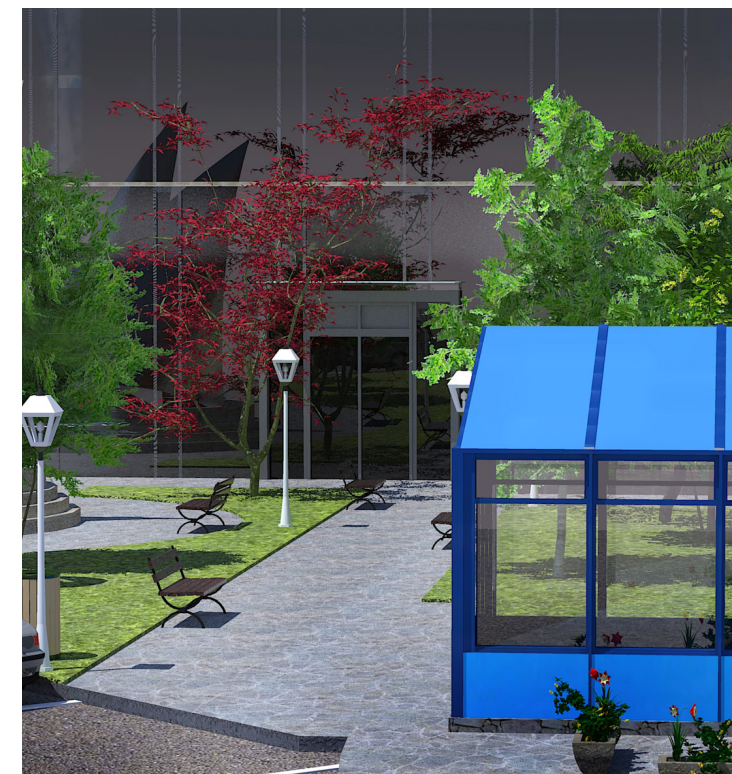
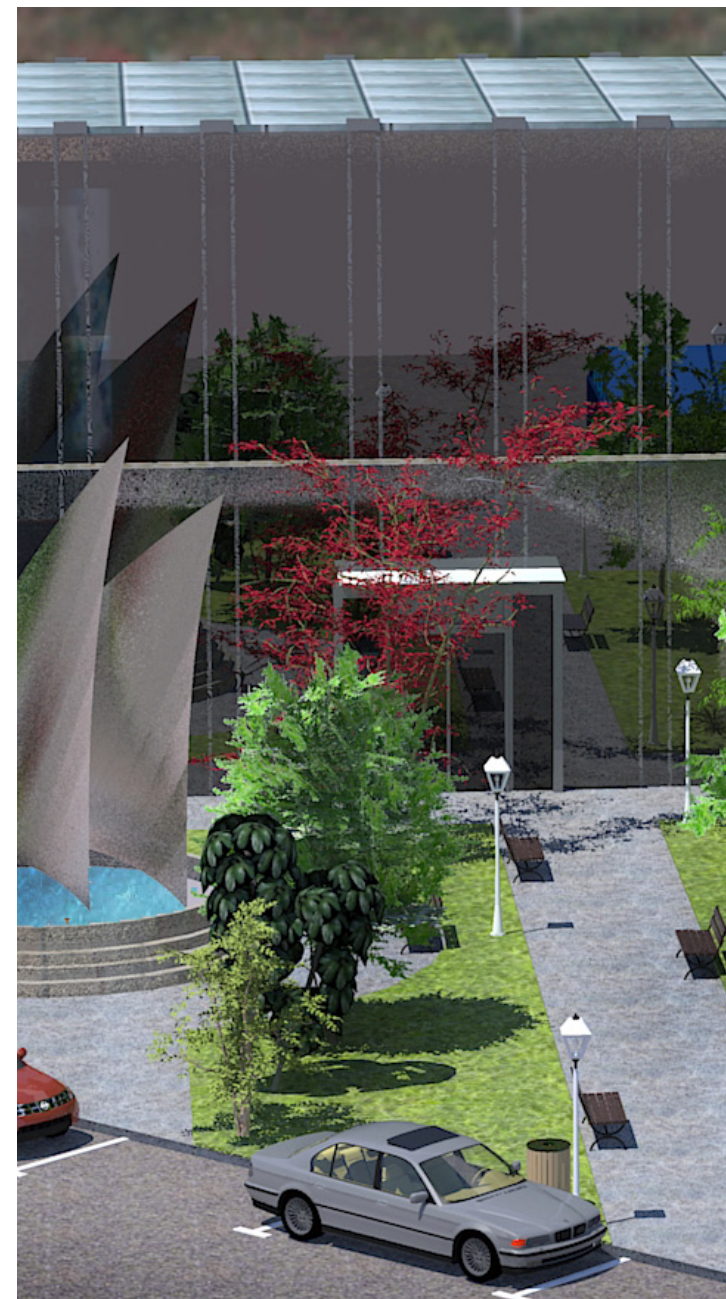
Biomimic Museum.

Architectural, Museological and Museographic Project.



Museum of the Viavelez Fishing.

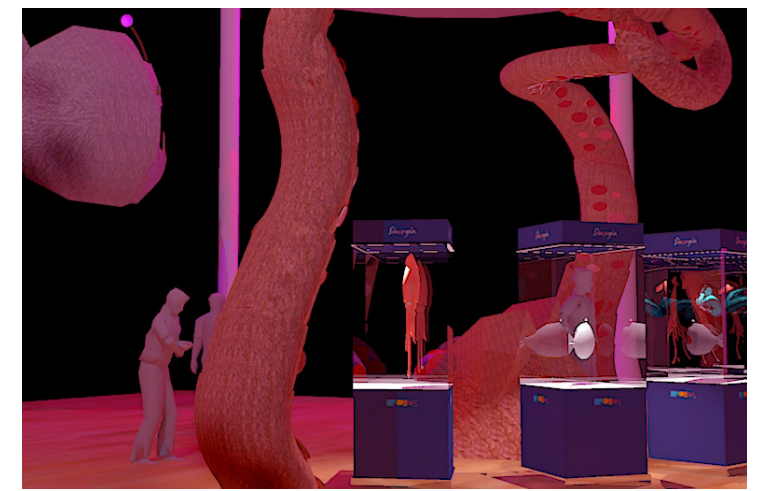
Architectural, Museological and Museographic Project.
/ Conceptualization.





Museum of Energy.

Museological and Museographic Project. / Conceptualization.

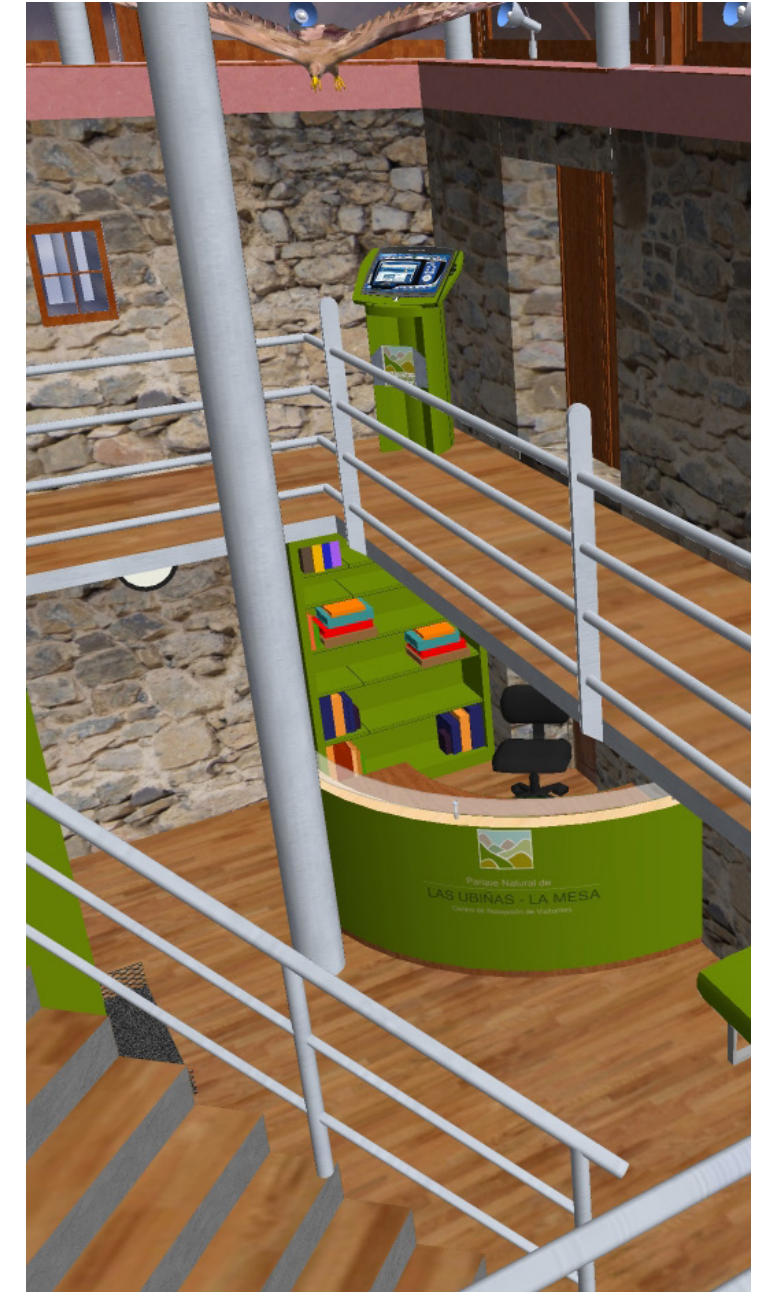




Harry Potter Exposition.

Project for Shopping Center. / Conceptualization.





Museum of the Ubiñas.

Architectural, Museological and Museographic Project.
/ Conceptualization.



Museum of the Castros de Laciana.

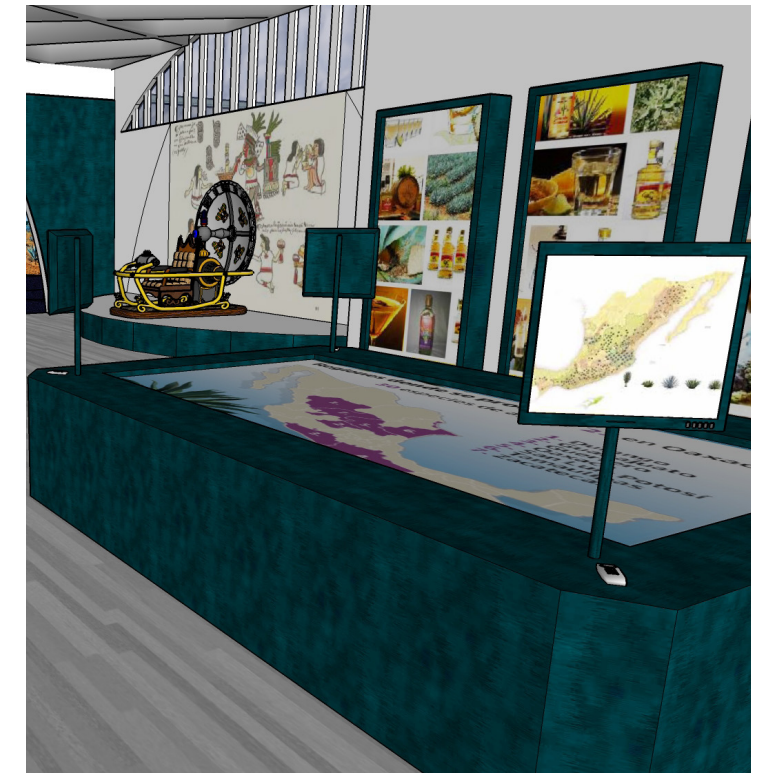
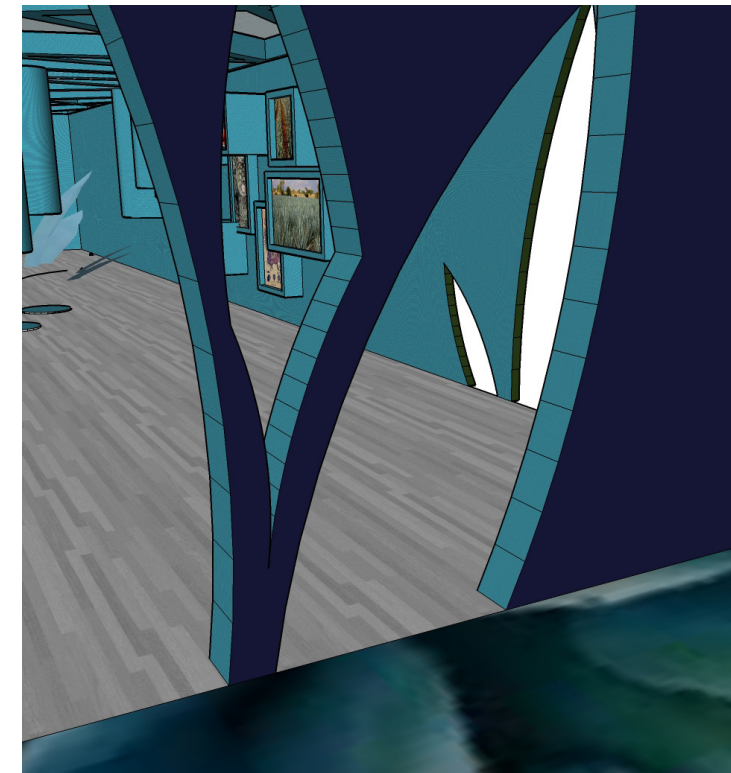
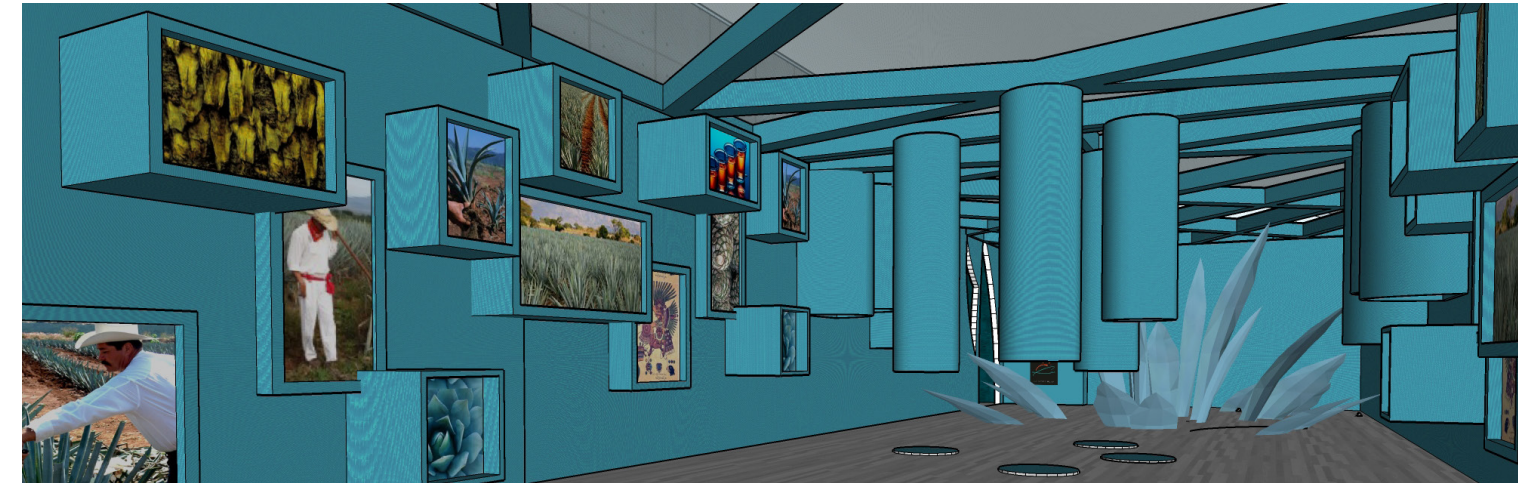
Architectural, Museological and Museographic Project.
/ Conceptualization.



National Museum of Golf.

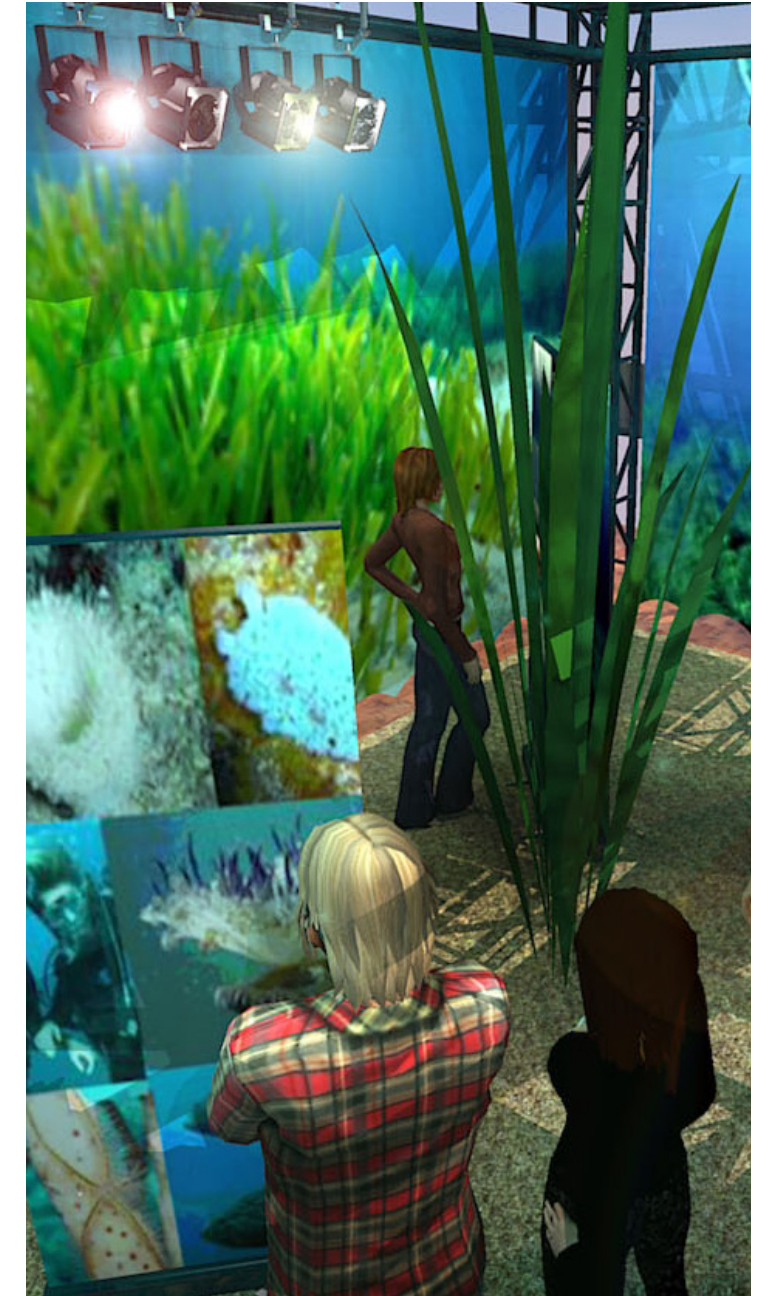
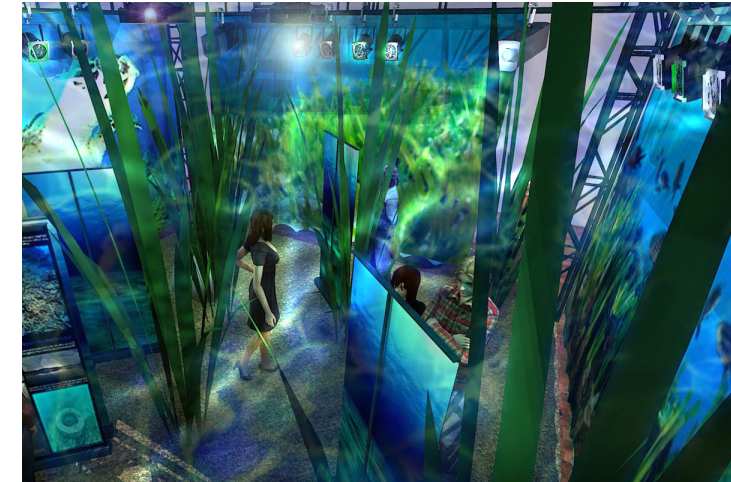
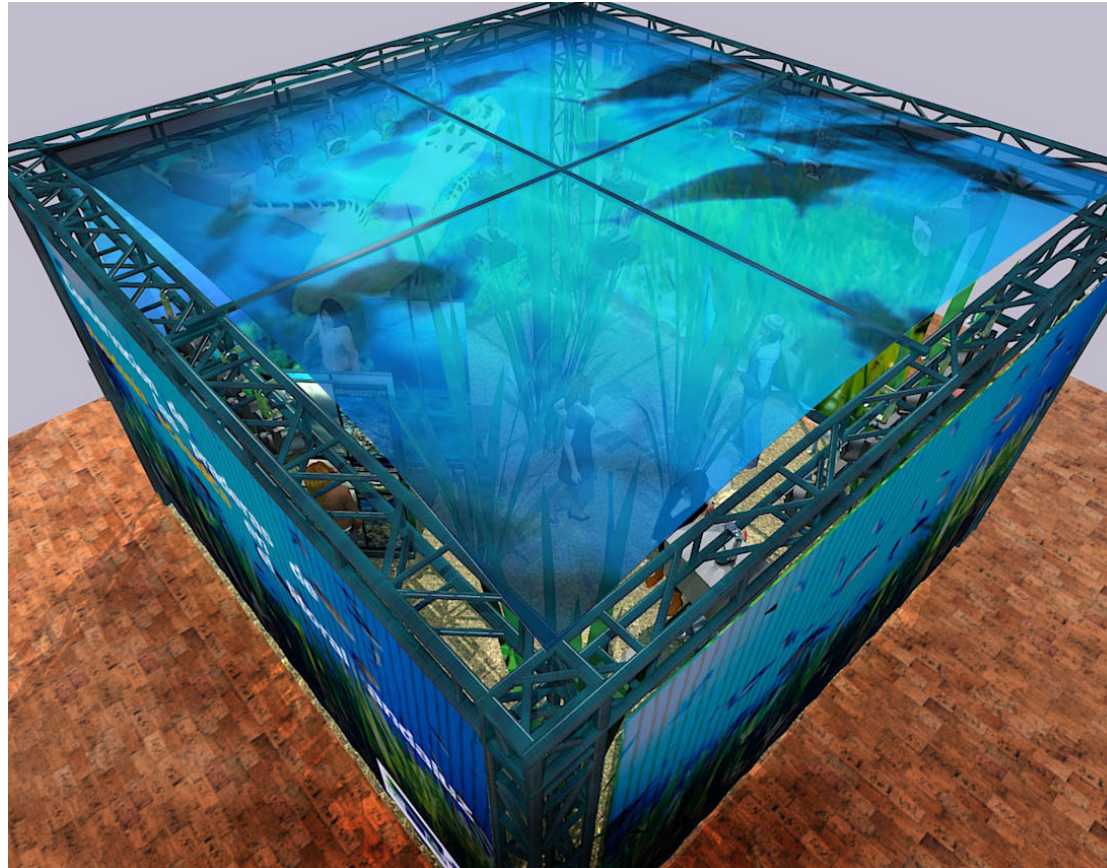
Architectural, Museological and Museographic Project.
/ Conceptualization.





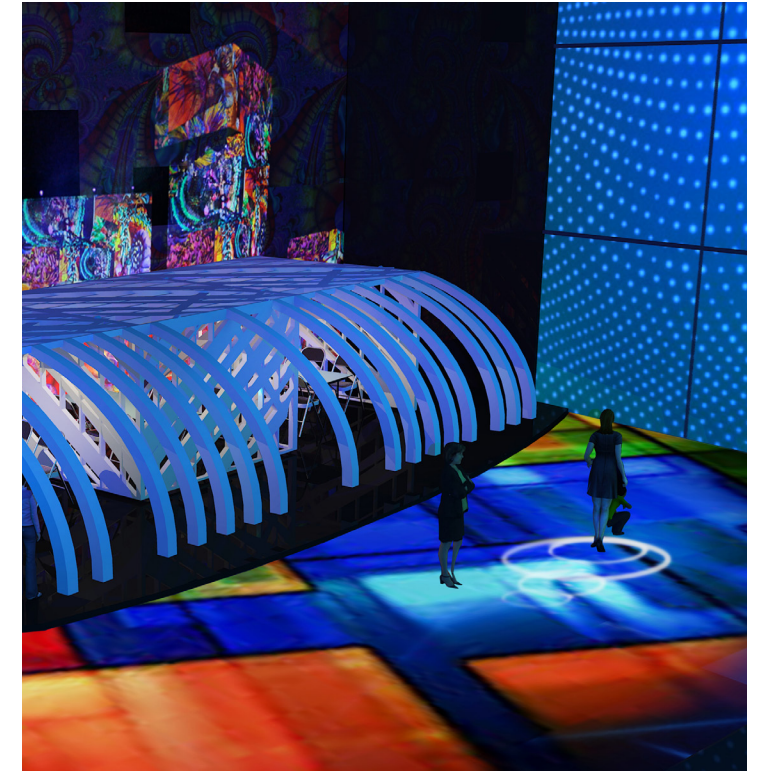
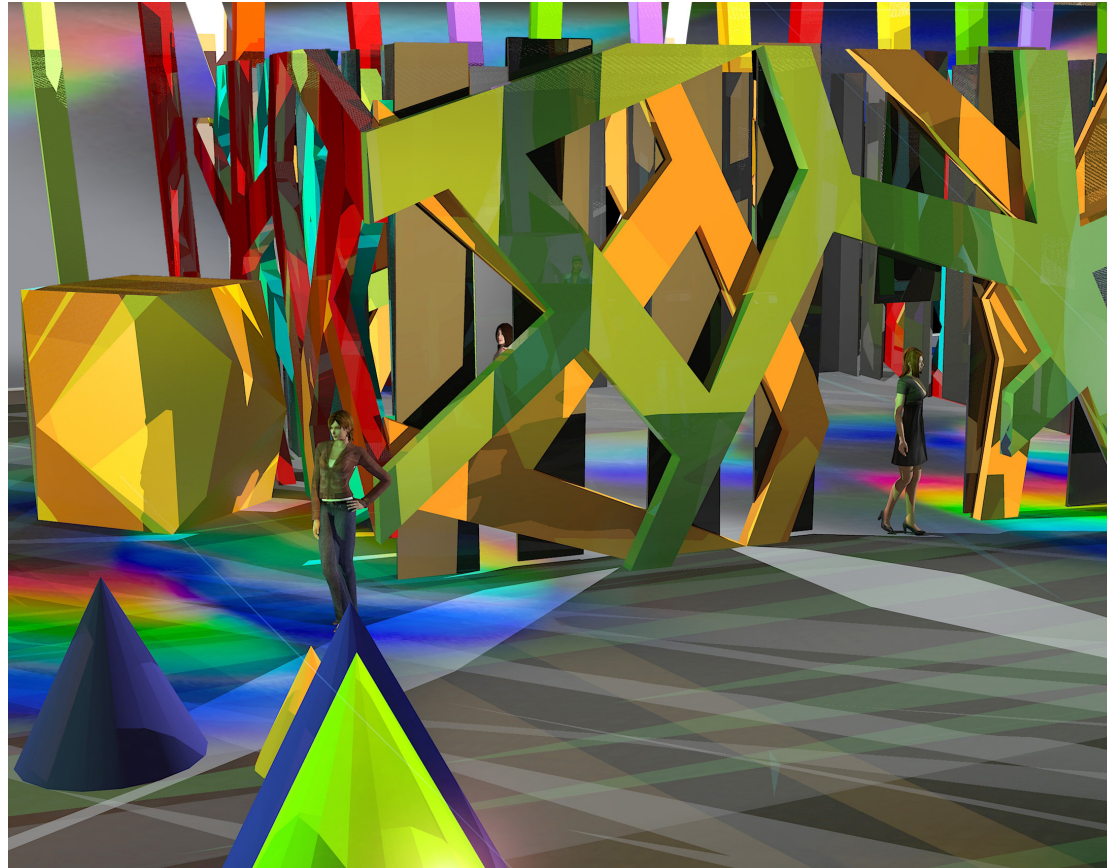
Tequila Exhibition.

Conceptualization.



Posidonia Exhibition.

Museological and Museographic Project.



Organic Design Exhibition Space.

Architectural, Museological and Museographic Project.
/ Conceptualization.



SEAT Exhibition.

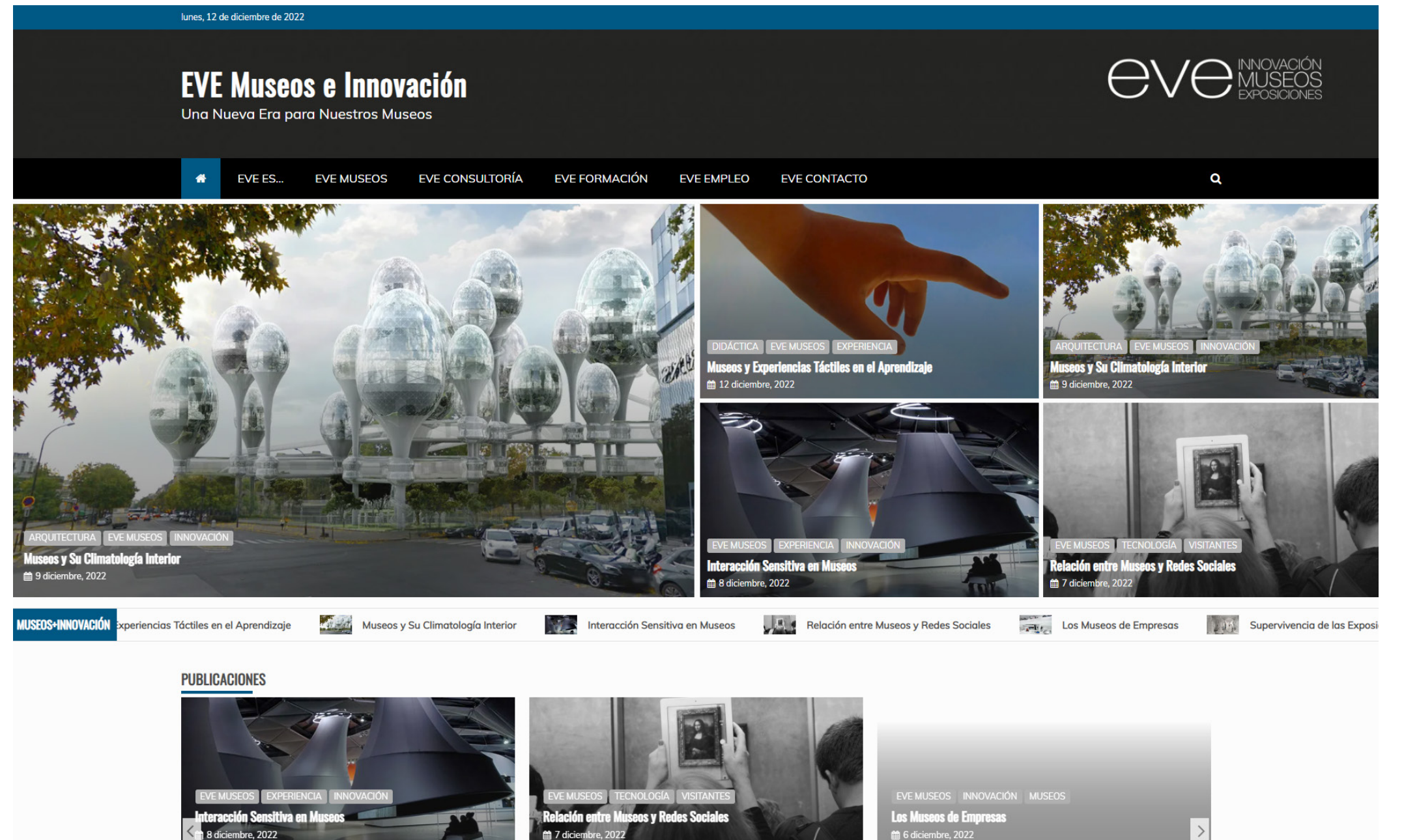
Museological and Museographic Project. / Conceptualization.



EVE Museums + Innovation.

Information platform for content on Museology and Museography, with more than 2,500 publications.

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EVE Virtual College.

Online Teaching Platform for Museology and Museography.

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eve Inicio EVE Museos e Innovación Iniciar sesión Regístrate

EXPOSICIONES MUSEOS

Formación Especializada en Museos
EVE Museos e Innovación

Cursos Disponibles

MUSEOLOGÍA MODERNA.
SOLICITA TU BECA. Especialización en Museología Moderna.

GESTIÓN PARA LA INNOVACIÓN EN MUSEOS.
SOLICITA TU BECA. Gestión para la Innovación en Museos.

CURADURÍA DE MUSEOS Y EXPOSICIONES.
SOLICITA TU BECA. Curaduría de Museos y Exposiciones.



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MUSEUMS AND INNOVATION

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