“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.”
Introduction
Who we are
EVE / Museums and Innovation
EVE / Expos
EVE / Museum Education
Consulting / Why eve?
Maremagnum
Contact
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
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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.
2. EVE / MUSEUMS AND INNOVATION

Experiences for a new age.
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.
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.
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.
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?
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.
From the first contact with us, you will feel the warmth and friendship of our team of professionals.

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

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

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 Frequency 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.
Projects.

6. MAREMAGNUM
HIGHLIGHTS.

OVER 25 YEARS OF PROFESSIONAL WORK.

232 Projects.
31 Countries.
2300 Publications.
2000 Daily average visits.
Museum of the Macaronesian.
Museological Project and Institutional Strategy.
Tenerife Space for the Arts (TEA).

Strategic Plan Project.
House of Memory – Flamenco Museum – Cultural Center.

Museological and Museographic Project.
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.
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.
EVE Virtual College.

Online Teaching Platform for Museology and Museography.
EVE Museums + Innovation Newsletter.

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