

BROCHURE

2024



eve
INNOVACIÓN
MUSEOS
EXPOSICIONES

eve

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MUSEOS
EXPOSICIONES

—

"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.

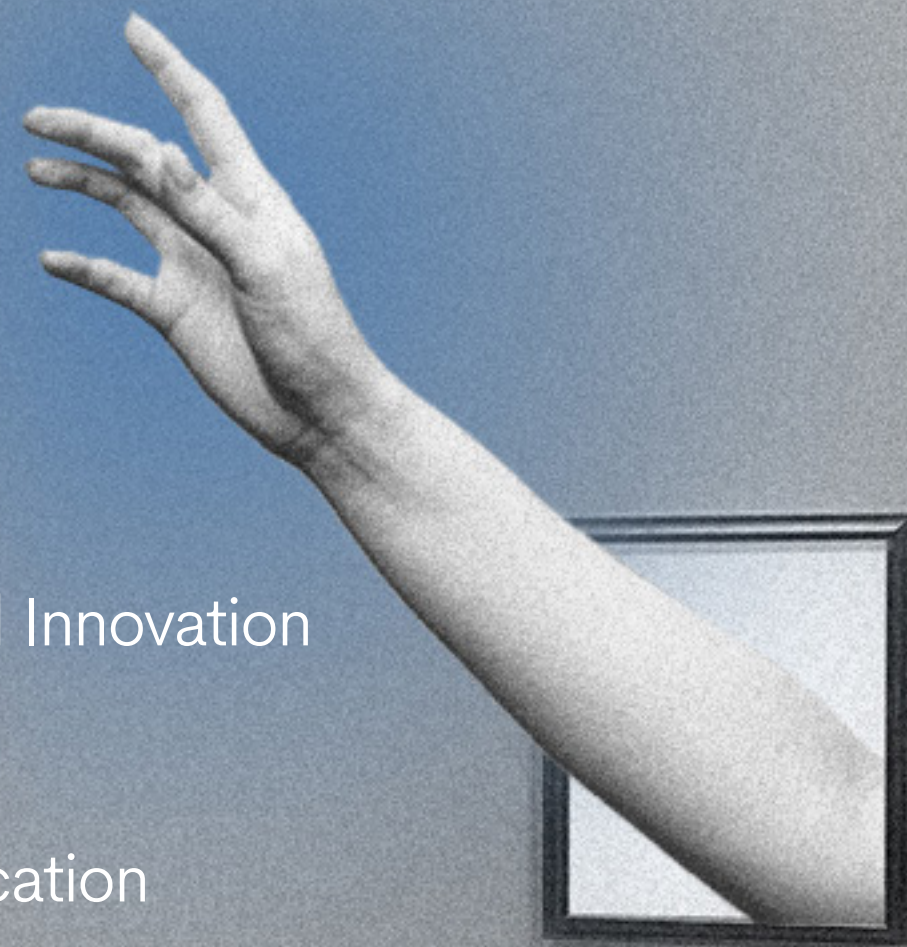
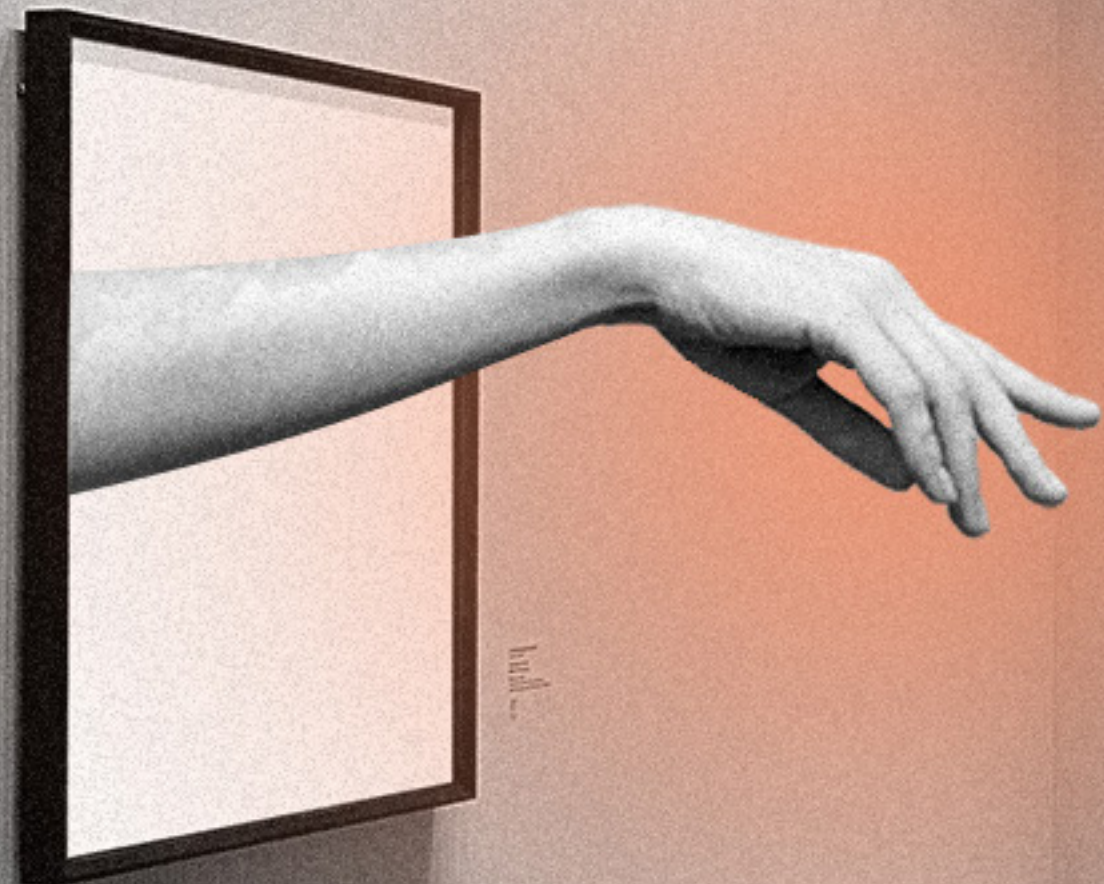
rcano@evemuseos.com





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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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01



- ◆ 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.

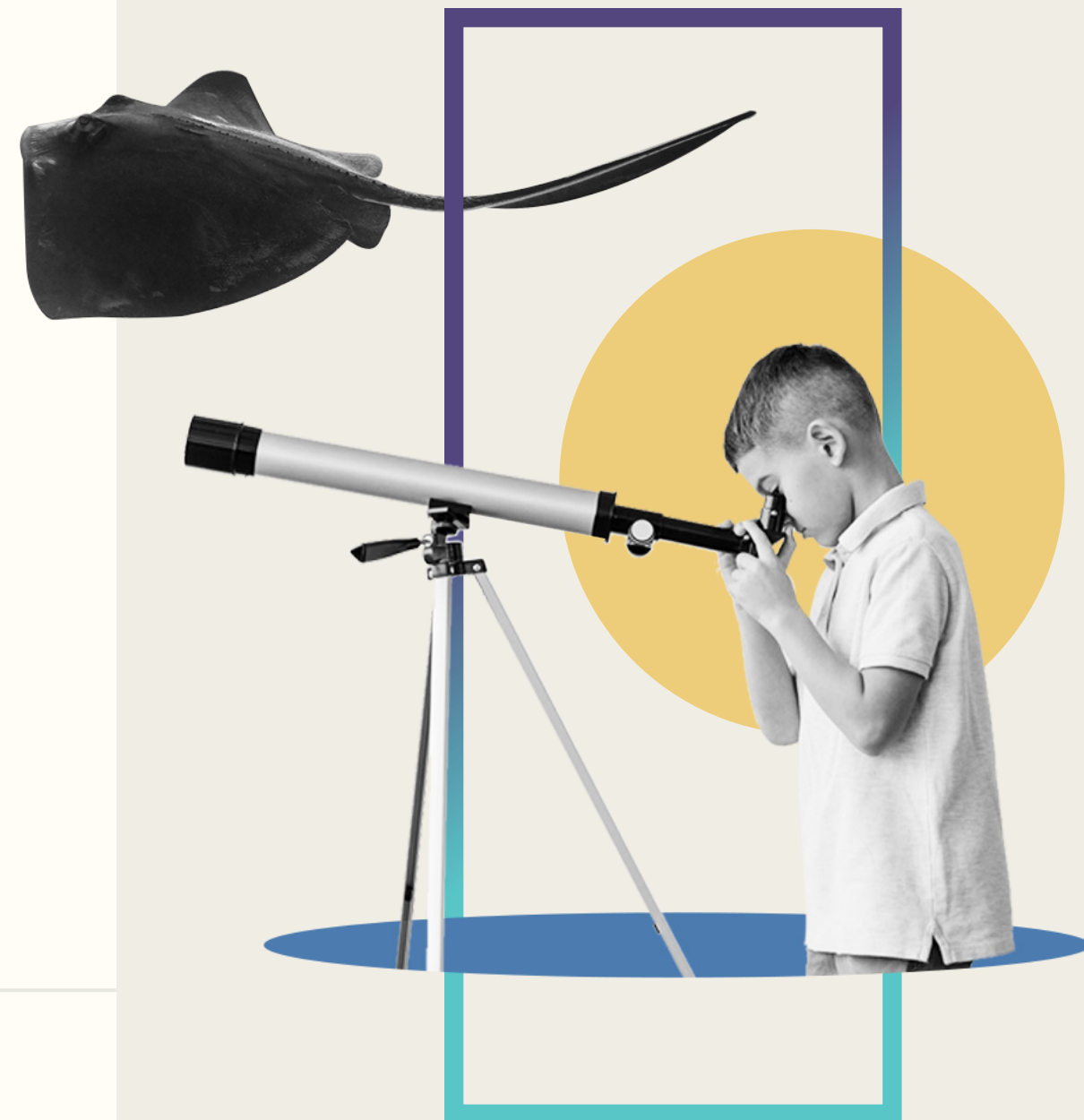
EVE works along three strategic lines: EVE Museums and Innovation, EVE Exhibition Spaces and EVE Training, with an approach that allows us to share exciting experiences in the diffusion of knowledge, developing unique, accessible and different concepts.

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.

02

MUSEUMS AND JINSELEUMS AND JINSELEUMS AND JINSELEUMS



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.



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03

EXPOS

A woman in a white shirt and dark pants stands on a silver step ladder, painting the word 'EXPOS' in large, gold, textured letters. The word is split into two parts: 'EXPOS' in blue and green letters on the left, and 'POS' in gold letters on the right. A small green plant is positioned between the two parts of the word. The background is white.

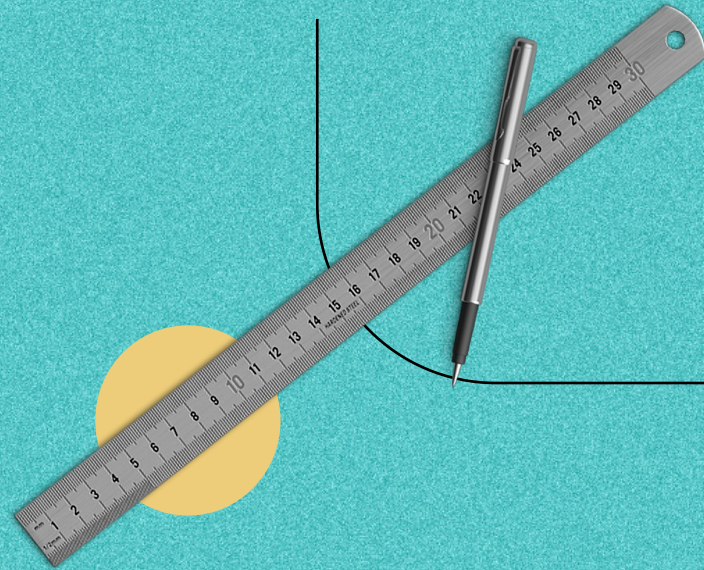
We create projects with innovative methodologies.



WE MANAGE
collections and their
contents.

**WE DESIGN
AND PRODUCE**

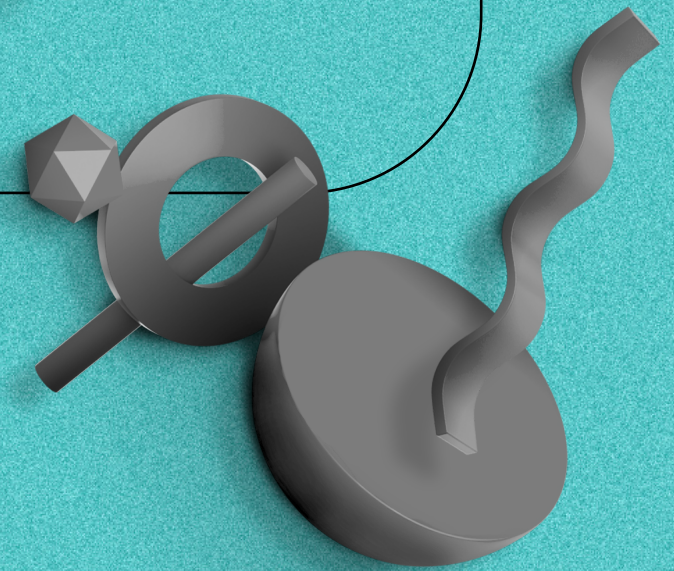
both permanent and
temporary multi-thematic
exhibits anywhere in the
world, and we also have
a large catalog of exhibits
for lease.



WE PROVIDE
museology
and museography
advisory.

WE INNOVATE

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



04

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.



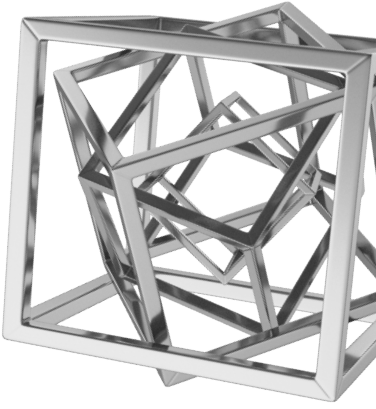
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TRAINING FOR MUSEUM AND CULTURE SPECIALISTS:

- 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.



CONSULTING.

CONSULTING



05

Why EVE? ◆





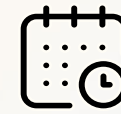
CUTTING-EDGE TECHNOLOGY.

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



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.



INTERNATIONAL PROJECTS.

Our experience working at distance.



EDITORIAL OVERSIGHT AND CONTENTS FOLLOW-UP.

Our teams include specialists in editing, art history, curatorship, anthropology, pedagogy, etc.



A PERSONAL WAY OF DOING THINGS.

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



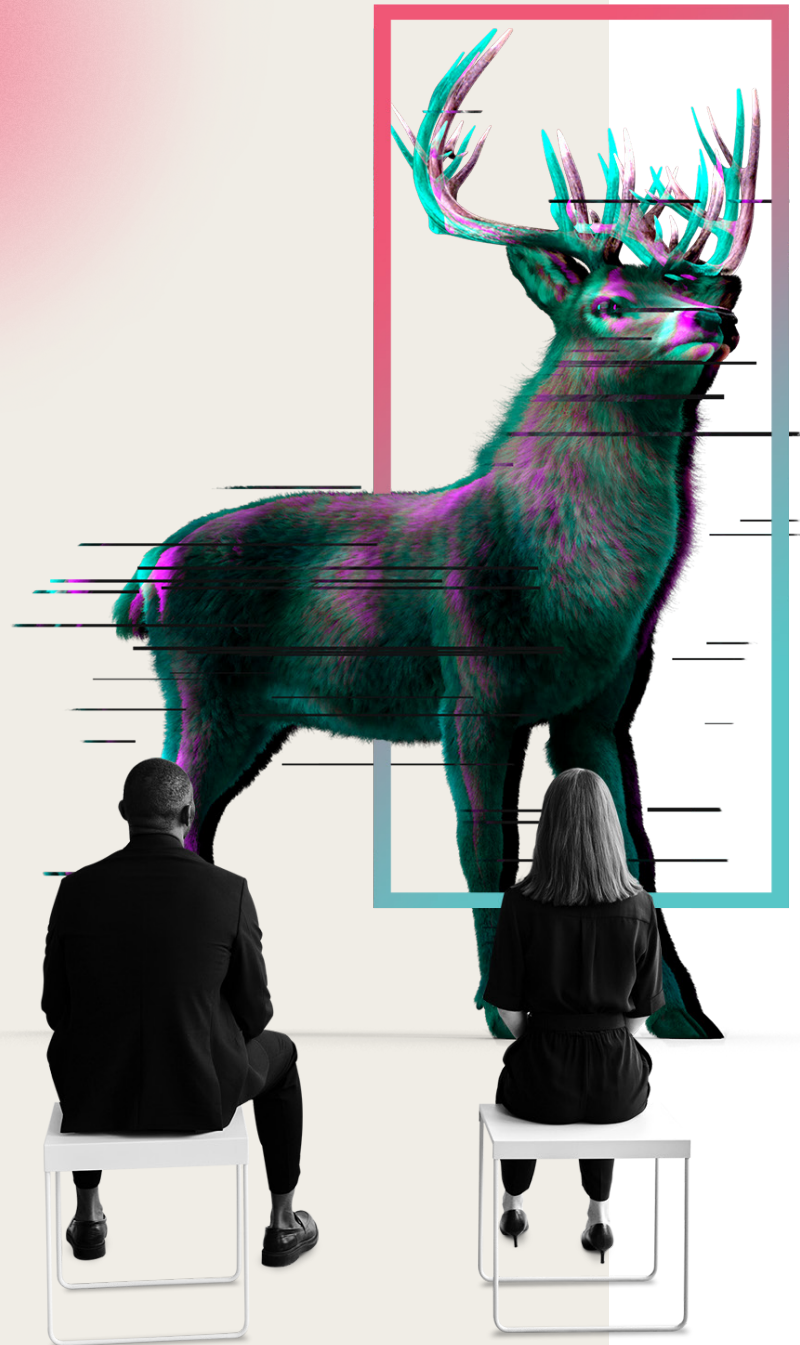
MULTIDISCIPLINARY TEAM.

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.



TECHNOLOGICAL INNOVATION.

LEAP MOTION.

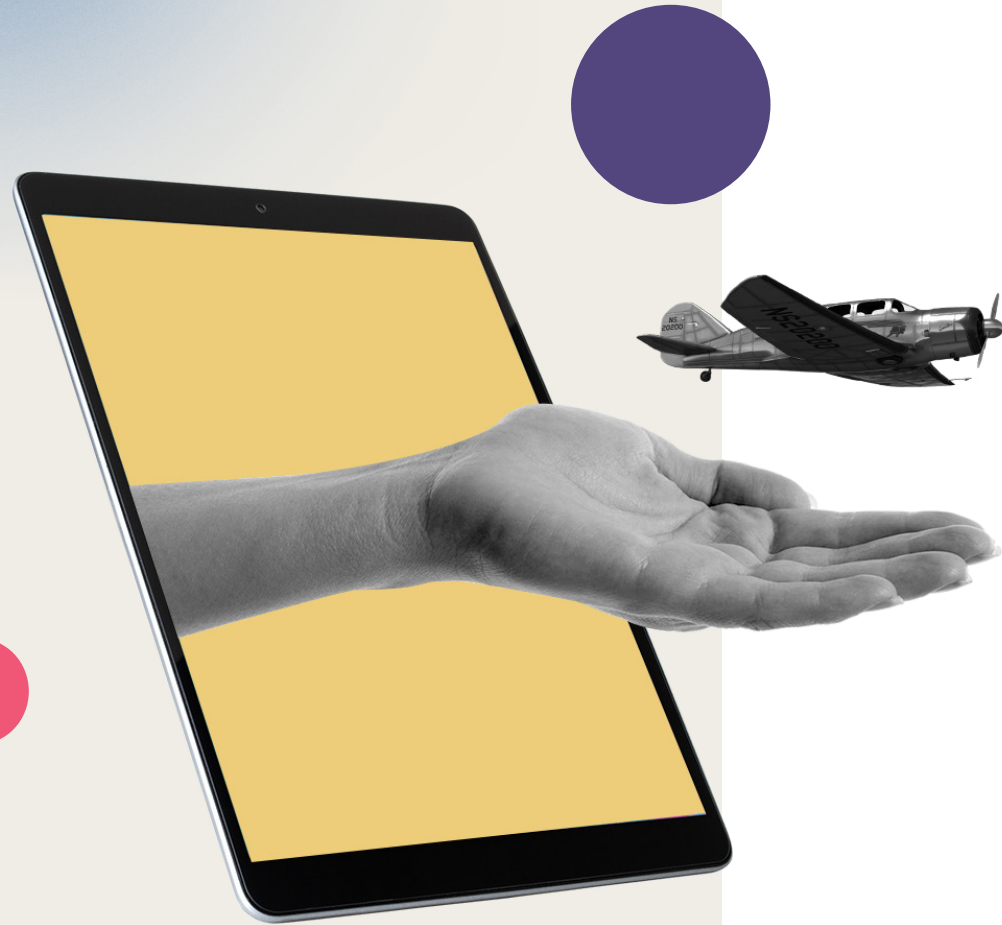
INDOOR POSITIONING SYSTEM.

KINECT.

AUGMENTED REALITY.

BEACONS. / ESTIMOTE INDOOR LOCATION.

RADIO FREQUENCY IDENTIFICATION.



MUSEOGRAPHIC INNOVATION.

ELECTRONIC LABELS.

TOUCHSCREENS.

DIGITAL PLATAFORMA.

DIGITAL CATALOGS WITH THEMATIC INDEX AND CROSS-REFERENCES.

E-BOOKS.

MOBILE DEVICE APPLICATIONS.

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.

ASSESSMENT ADVISORY.

- Success audits.
- Energy efficiency and environmental impact audits.
- Advisory on visitor experience innovation.
- Results indicators planning.
- Focus groups.

SPECIALIZED COURSES.

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




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.
- 



OVER 25 YEARS OF PROFESSIONAL WORK.

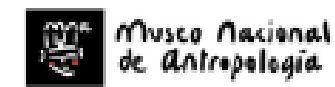
232 Projects.

31 Countries.

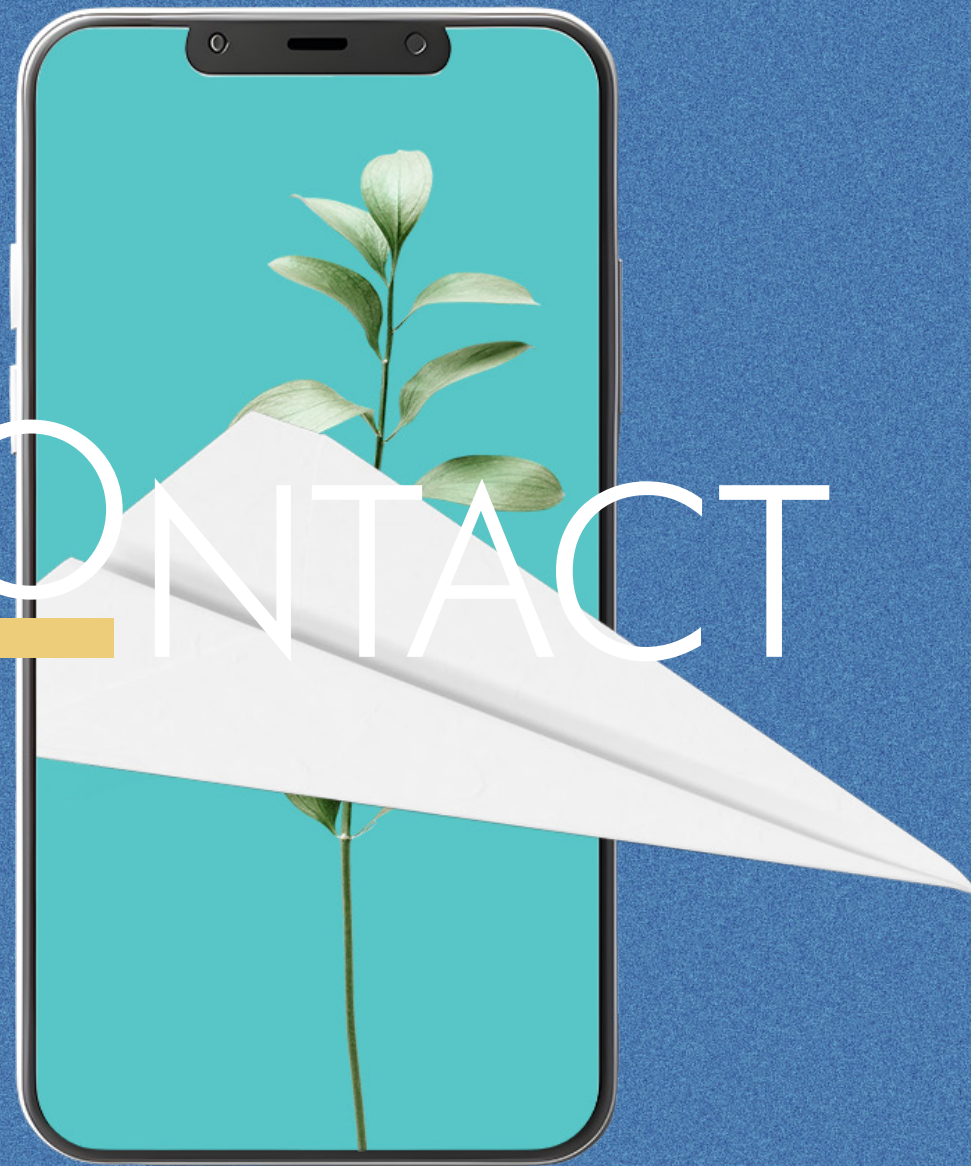
2300 Publications.

2000 Daily average visits.

SOME ENTITIES THAT HAVE TRUSTED US...





CONTACT



MUSEUMS AND INNOVATION

-  www.evemuseos.com
-  info@evemuseos.com
-  [@evemuseografia](https://www.facebook.com/evemuseografia)
-  [@evemuseografia](https://twitter.com/evemuseografia)
-  Skype: espaciovisual
-  **Direct Contact: WhatsApp**
0034 600 32 06 81 (Europa)
0052 33 1893 9356 (América)

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-  www.formacion.evemuseos.com
-  formacion@evemuseos.com