MUSEO
INMERSIVO
LAS CONDES



MUI CHALLENGE 02 · ISE 2027 OPEN INNOVATION CHALLENGE · BARCELONA

An immersive museum for everyone

Technologies and design that let deaf, hard of hearing, blind and low-vision visitors live our immersive rooms fully.

THE CHALLENGE

Accessibility as part of the immersion, not an add-on

Our rooms rely heavily on sight and hearing. How can visitors who are deaf, hard of hearing, blind or have low vision live the same journey, without losing the core elements of the experience?

01 Translate light and sound into other senses: haptics, vibrotactile surfaces or wearables, sonification, tactile elements

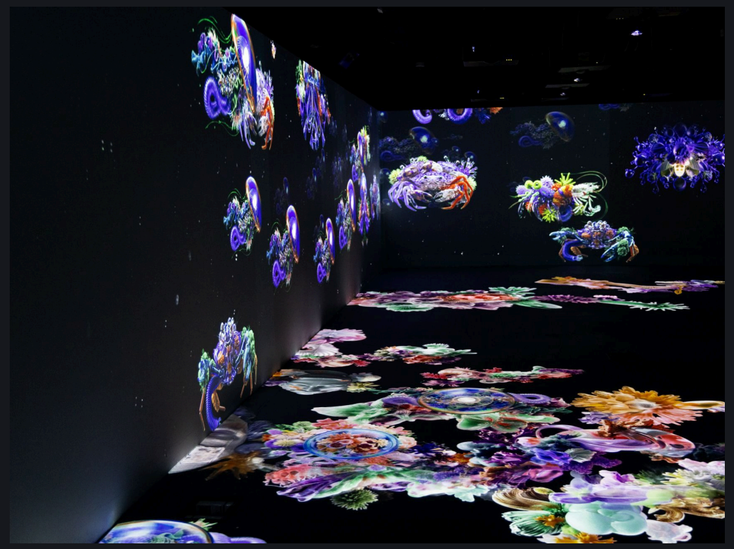
02 Spatial audio description and next-generation accessible audioguides

03 Sign-language content and real-time captions

04 Adapt spaces and visitor flow without breaking the experience for others

THE ROOMS TODAY

What each room asks of the senses



Rooms 1 and 4 · Projection
Laser projection on walls and floor. Content reacts to visitors' movement through LiDAR tracking.



Room 2 · LED wall
A 10 × 2.5 m LED wall with detailed, fast-moving imagery.



Room 3 · LED floor and walls
Visitors walk on the image, fully surrounded by LED.

Every room has immersive sound. Visual and sound layers carry the story, which is exactly what needs a second path.

POSSIBLE DIRECTIONS

Ideas we would like to explore with partners

Feel the image

Haptic floors, vests or handheld devices synchronized with the projected content.

Hear the image

Spatial audio description and sonification that follow the visual narrative in real time.

See the sound

Captions, visual cues and sign-language content integrated into the scene, not on a separate screen.

Guide everyone

Accessible audioguides and tactile maps that work for the whole immersive journey.

These are starting points, not requirements. We are open to other approaches.

ABOUT THE MUSEUM

Chile’s first permanent immersive audiovisual museum

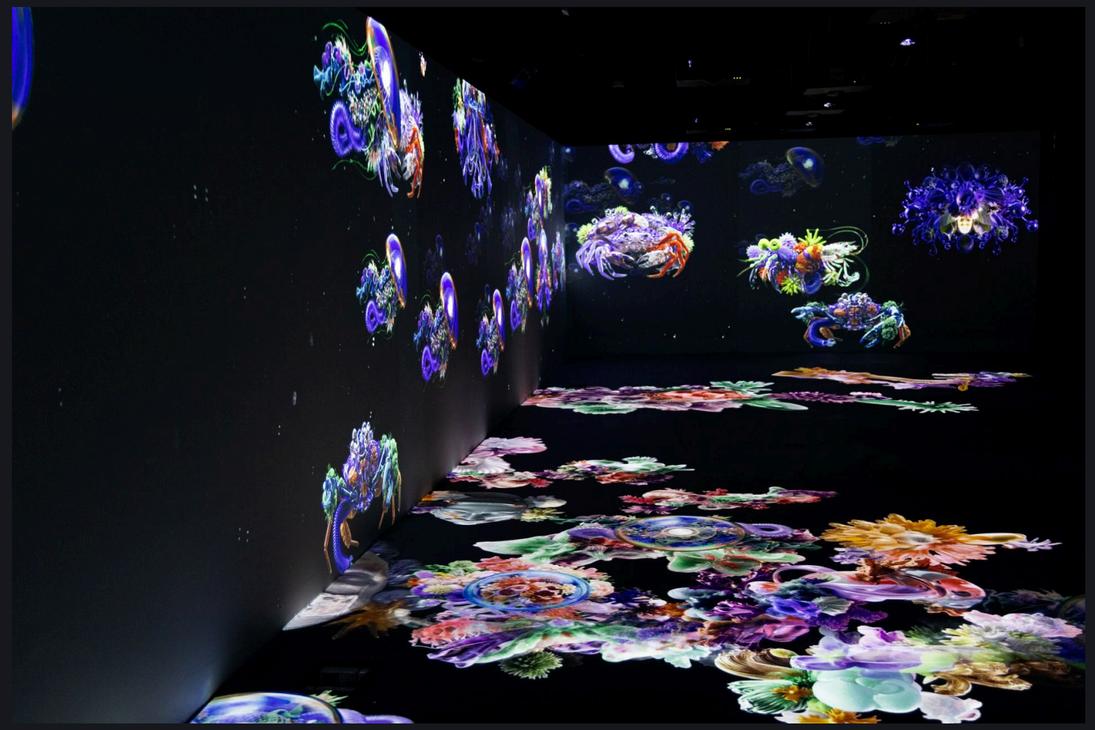
Museo Inmersivo Las Condes (MUI), in Santiago, opened in 2015 and was fully transformed into an immersive museum in August 2026. It is operated by the Corporación Cultural de Las Condes.

290+ m²
laser projection

76 m²
LED walls and floor

42 M
pixels

16
LiDAR sensors, immersive sound in every room





WHAT MUI OFFERS

Pilot with a working immersive museum

Live space

Four operating immersive rooms to test in, with real visitors and users with disabilities.

Real audience

General public, schools, tourists and private groups.

In-house team

Our technical team integrates and operates the solution with you.

Visibility

A reference case as Chile’s first permanent immersive museum.

TYPE OF COLLABORATION

Pilot or proof of concept · Co-development

CONTACT

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