

## **Implementation of an Innovative Concept Experimenting Anywhere, Anytime**

**Szebasztián Vilmos Nagy, Bence Bózvály, Dávid Szabó, Imre Makó,  
Péter Almádi, Tamás Gregus, Gábor Geda**

Institute of Mathematics and Computer Science, Eszterházy Károly University of Applied  
Sciences

nagy.szebasztian.vilmos@gmail.com, infoxns@gmail.com, dauidszabo.92@gmail.com,  
makoimi@hotmail.com, djpeat@gmail.com, gregtom6@gmail.com, gedag@ektf.hu

The point of our research was to examine museums and their efficiency in the field of education. Museums were developed in two main aspects: today's museums are a lot more suitable for every visitor and its increasing interactivity became more valuable, nothing proves this better than the old saying: 'I hear and I forget. I see and I remember. I do and I understand.' (Confucius) which is our chosen motto and it motivated us to create a method, so that visitors can obtain experimental experience either physically or virtually. In our project we use information technology like microelectronics so that our smart experimental devices are easily attainable for everyone without any difficulty.