The impact of digital information technologies on the design of temporary and permanent exhibitions

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Abstract:
Information technology has become linked to most areas of life, and there is no doubt that it has affected architectural thought, and the field of artificial intelligence (A.I.-Artificial Intelligence) is one of the most important areas that will receive great attention in the future. In this research, we will learn about the outcome of the interaction between the designer and digital technologies in advanced multimedia, as there are many problems that the research is exposed to, including that the space barriers inside the exhibitions do not respond effectively to the needs of the individual in the interior space, and the need to know how to design the interactive display units and Their types and the lack of interactive display environments processors and their impact on the design of exhibitions of all kinds, and the lack of use of smart systems in local exhibitions, which led to the lack of interaction of visitors with them. It has the original roles, adapting the developed systems in the exhibitions and linking them to the design processes, which consequently helps in creating interactive interior spaces. This seems clear in the convergence between the most powerful and most widespread technology, which is informatics and media. This research follows the descriptive-analytical approach, whereby digital technologies will be described and analyzed, their importance, and ways of applying them in the internal spaces of temporary and permanent exhibitions.

The research concludes with methods of integrating digital implementation mechanisms with information technology vocabulary, where a code and a standard for architecture appeared, which can be known as the Intelligent Building method, which provides a distinctive blend of architecture, leading to the extraction and presentation of results, the most important of which is the transformation of the interior space of exhibitions from static to dynamic. Through digital technologies and recommendations for the importance of following the development of design theories and curricula that have transformed theories of digital design to help solve design problems in new ways and provide different ideas.

Keywords:
Artificial Intelligence, Digital Technology, Interactive Technologies, Simulation, Permanent and temporary exhibitions

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