



Problem: City of Long Beach struggled to find staffing

Not enough staffing!

We hear it from park operators all the time. Tight budgets, shortages of human capital...any number of reasons can contribute to inadequate on-site staffing. So what do you do when you don't have enough staff? Bring in cutting-edge augmented reality tools that are easy and fun for visitors of all ages.

The solution: Agents of Discovery (AoD) can fill the gaps!

We take the stress out of having on-site interpretive staff. Our tool allows you to create very cool, highly customized Missions that can teach your visitors what they need to know about your site. Want to steer them in a specific direction? How about draw attention to your newest attraction? It is easy with Agents of Discovery.

Easy to make, easy to deploy



The result: Increased engagement with visitors to the City of Long Beach's sites.

Quote from Sharon Gates, Administrative Analyst in the Dept. of Parks, Recreation and Marine for the City of Long Beach, on her experience with AoD:

"The app gets them looking at things we want them to see, and helps them avoid things that we want them to avoid. It allows us to have a conversation with them [i.e., create a dialogue between the City of Long Beach and visitors to the site].

**"Our Missions are at unstaffed locations...AoD is a way for us to be present without staff there."
- Sharon Gates, City of Long Beach**



Another great way to use AoD: Day camps or other similar youth initiatives

“We hope to include Agents of Discovery in future day camp programming. We have a lot of kids in our day camps...I would like to engage these groups more.”

- Sharon Gates

