

Abstract— Mobile technology has been used for indoors and

subject. Throughout user's interactions with the system the level of knowledge may vary on different domain concepts (i.e., expert in history, novice in archeology), and might change over time (i.e., learning or forgetting). Thus, an adaptive interactive system relying on user's knowledge has to update the user model accordingly. An overview of adaptive interactive systems based on users' knowledge can be found in Brusilovsky et al. [21] and Maritins et al. [22]

scenarios for personalizing certain aspects of an interactive system is important and requires the concrete formulation of the social, physical, user, device or interaction related attribute(s) which will be examined. These attributes need to be related to metrics

