This work focuses on interactive technology for museums and its influence on visitor experience. The theoretical part is aimed at museum context, museum education, and visitor behaviour. The concept of interactivity is defined and the importance of interactive technology for museums is analysed. Technologies and their implementations are described. In the chapter on interactive exhibits design, the process of planning, design principles and possible pitfalls are outlined. The purpose of the practical part is to evaluate and compare selected interactive installations. The M-Dimensions framework is used for this task