

Digital Heritage:

the framing & delivery
of a new subject area

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curatorship

curriculum

delivery

digital media

incompatible museum

compatible museum

NUMERICAL

privileging the material world

a history of information and illusion; reifying the intangible

AUTOMATED

a personalised cabinet, with localised orderings

the new professionalism; the power of standards

MODULAR

the museum visit as framed experience

the multi-channel museum with distributed collections

VARIABLE

fixity and stability; authorship and authority

audience-centred, personalised and polysemic

TRANSCODED

lack of evidence, high risk, high cost

innate and systemic computing within the 'media museum'

museum computing

- ✓ museum professionals
- ✓ First-hand experience, empirical evidence
- ✓ Advocate / sceptic
- ✓ Present / future tenses
- ✓ Project orientated; best practice and procurement

- ... museum professionals and academics, and other commentators
- greater role for theoretical models
- Greater subtlety and complexity
- values historical methodologies
- can follow other intellectual agendas

digital heritage



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CONTEXTS

history, ethics, society,
museology

COLLECTIONS

Documentation, funding
conservation, management

COMMUNICATION

exhibition, design, media,
programming

SPECIALISATION

exhibition, design, media,
programming

EXPERIENCE

work placement,
internship

RESEARCH

dissertation, portfolio,
project

- VLE/Library access to published research
- Building learning community with social software
- Web access to professional documentation
- Environmental audit (data logging/telemetrics)
- Competency with Collection Management Systems
- digitisation and capture
- 3D visualisation
- Web/hypermedia authoring
- In-gallery hardware (mobile, touchscreen, interactives)

- Research and nomination of placement via VLE
- At-distance contact with University via VLE

- Digital media (Digital Heritage) as research subject
- Blogs as 'Research Journals'
- Internet/Email as research tool (online questionnaires)

MA/MSC – Digital Heritage – M-level – 180 credits

CONTEXTS

History, theory, discipline,
themes, technology

RESOURCES

Knowledge management,
modelling, preservation,
rights management

USERS

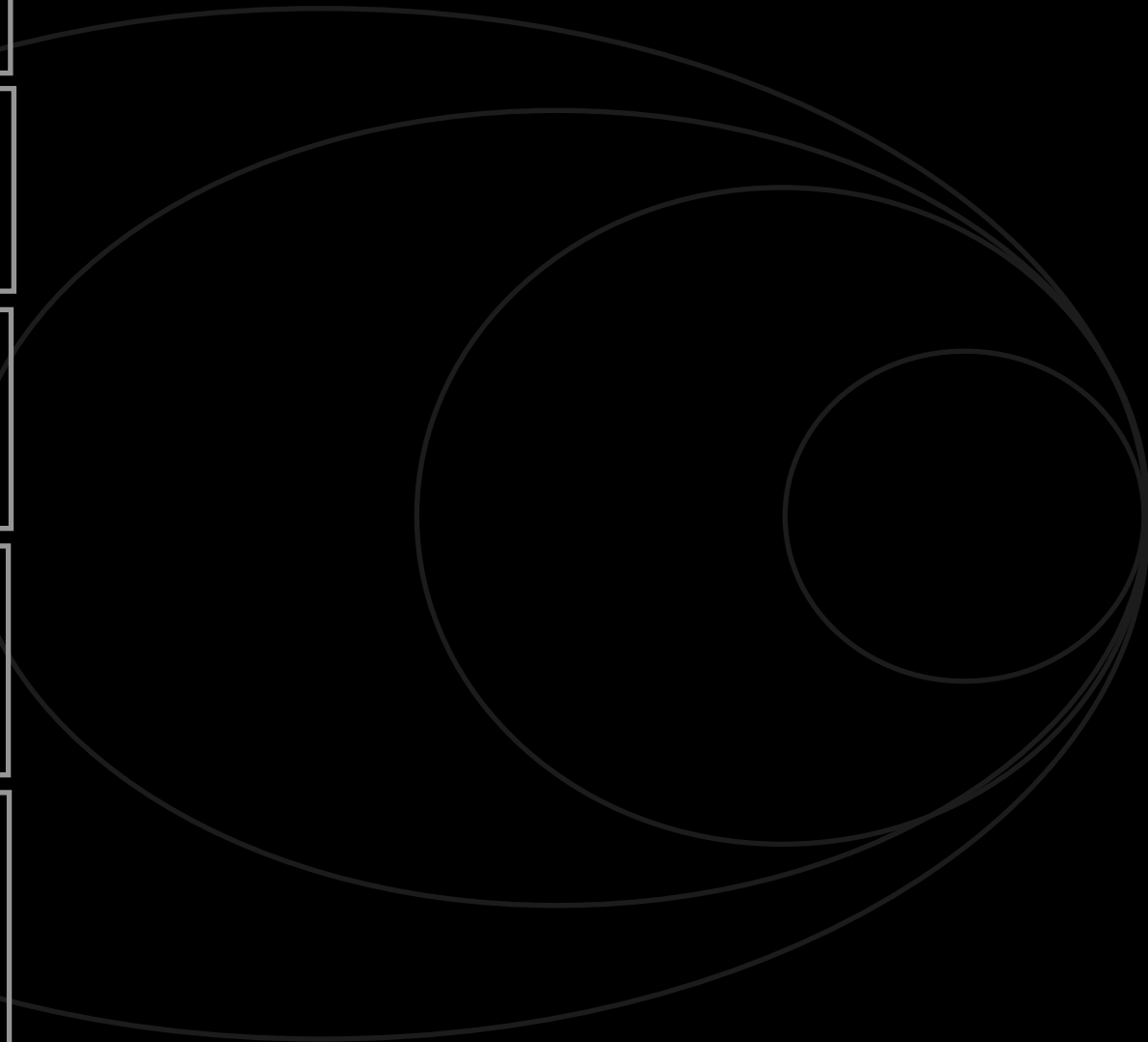
Design, HCI, personalisation,
e-learning, gaming, mobile,
interactivity

PRODUCTION

Vision, production, funding,
project management,
sustainability

RESEARCH

dissertation





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refresh rate



daily

>2 weeks
(unit)

4 months
(module)

1 year

Blogs
(Blogger,
WordPress)

Syndication and feeds
(RSS, podcasts)

Social networking sites
(MySpace, Facebook, Bebo)

Aggregation Sites
(Flickr)

3D, gaming,
multi-user
environments
(Second Life)

A 'co-curated' space
(with sandbox,
course blog,
learning journal)

- ✓ always on
- ✓ work-facing
- ✓ 'Web-like'
- ✓ dynamic
- ✓ personalisable

But also ...

- ✓ branded
- ✓ trusted
- ✓ secure

VLE
(Blackboard)

www.le.ac.uk/ms

Printed
'study guides'

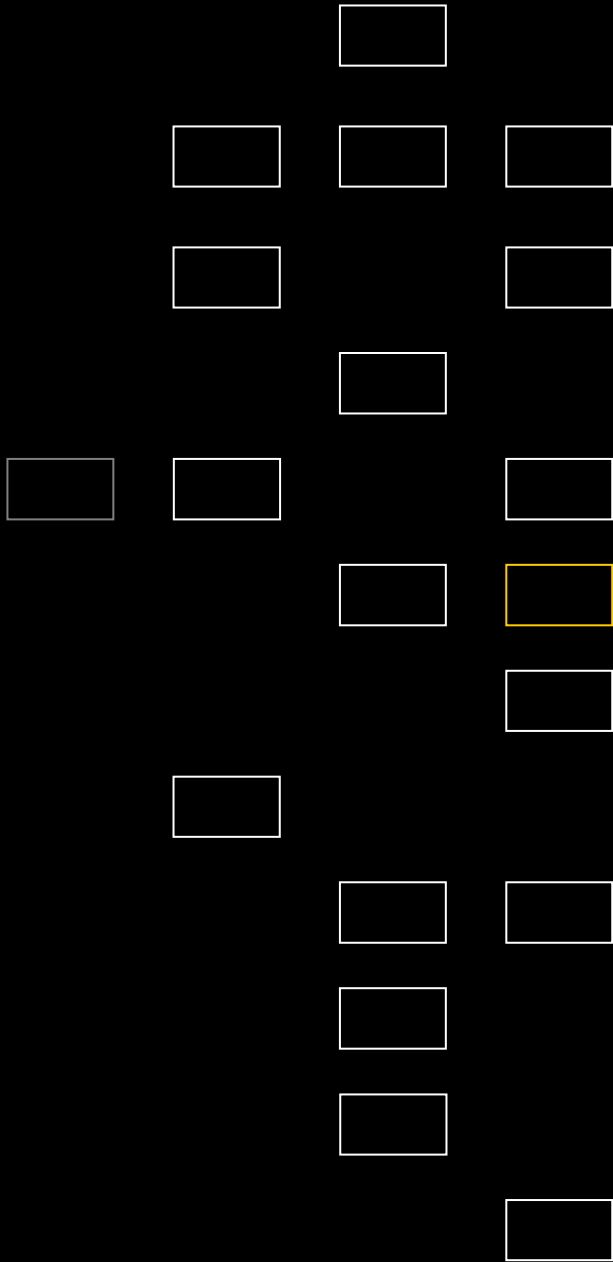
Supplied
books

learner

institution

ownership





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