

Museum Informatics People Information And Technology In Museums

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Museum Informatics - taylorfrancis.com Museum informatics is an interdisciplinary field of study that refers to the theory and application of informatics by museums. It represents a convergence of culture, digital technology, and information science. In the context of the digital age facilitating growing commonalities across museums, libraries and archives, its place in academe has grown substantially and also has connections with digital humanities. In all ages, museums are responsible for obtaining, storing, and exhibiting objects

Museum informatics - Wikipedia This history of computing in museums is the history of the application of computing technologies to the work of museum professionals beginning with the work done by curators and registrars in the mid-to late 1960s. This chapter describes work that is largely about the manipulation of museum information-for the purposes of tracking and identifying objects in museums of all kinds, for cataloguing and displaying this information, for accessing information about objects, and for interpreting and ...

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Museum Informatics: People, Information, and Technology in ... Museum Informatics. My academic work centers on the study of museum informatics, which explores the sociotechnical interactions that take place between people, information, and technology in museums [1]. Over the past couple decades, I have worked to establish museum informatics as an interdisciplinary field of study relevant to researchers and professionals, scholars and students across multiple academic disciplines [2].

Museum Informatics explores the sociotechnical issues that arise when people, information, and technology interact in museums. It is designed specifically to address the many challenges faced by museums, museum professionals, and museum visitors in the information society. It examines not only applications of new technologies in museums, but how advances in information science and technology have changed the very nature of museums, both what it is to work in one, and what it is to visit one. To explore these issues, Museum Informatics offers a selection of contributed chapters, written by leading museum researchers and practitioners, each covering significant themes or concepts fundamental to the study of museum informatics and providing practical examples and detailed case studies useful for museum researchers and professionals. In this way, Museum Informatics offers a fresh perspective on the sociotechnical interactions that occur between people, information, and technology in museums, presented in a format accessible to multiple audiences, including researchers, students, museum professionals, and museum visitors.

MUSEUM PR ACTICE Edited by CONAL MCCARTHY Museum Practice covers the professional work carried out in museums and art galleries of all types, including the core functions of management, collections, exhibitions, and programs. Some forms of museum practice are familiar to visitors, yet within these diverse and complex institutions many practices are hidden from view, such as creating marketing campaigns, curating and designing exhibitions, developing fundraising and sponsorship plans, crafting mission statements, handling repatriation claims, dealing with digital media, and more. Focused on what actually occurs in everyday museum work, this volume offers contributions from experienced professionals and academics that cover a wide range of subjects including policy frameworks, ethical guidelines, approaches to conservation, collection care and management, exhibition development and public programs. From internal processes such as leadership, governance and strategic planning, to public facing roles in interpretation, visitor research and community engagement and learning, each essential component of contemporary museum practice is thoroughly discussed.

The Encyclopedia of Library and Information Sciences, comprising of seven volumes, now in its fourth edition, compiles the contributions of major researchers and practitioners and explores the cultural institutions of more than 30 countries. This major reference presents over 550 entries extensively reviewed for accuracy in seven print volumes or online. The new fourth edition, which includes 55 new entires and 60 revised entries, continues to reflect the growing convergence among the disciplines that influence information and the cultural record, with coverage of the latest topics as well as classic articles of historical and theoretical importance.

The central purpose of this collection of essays is to make a creative addition to the debates surrounding the cultural heritage domain. In the 21st century the world faces epochal changes which affect every part of society, including the arenas in which cultural heritage is made, held, collected, curated, exhibited, or simply exists. The book is about these changes; about the decentering of culture and cultural heritage away from institutional structures towards the individual; about the questions which the advent of digital technologies is demanding that we ask and answer in relation to how we understand, collect and make available Europe’s cultural heritage. Cultural heritage has enormous potential in terms of its contribution to improving the quality of life for people, understanding the past, assisting territorial cohesion, driving economic growth, opening up employment opportunities and supporting wider developments such as improvements in education and in artistic careers. Given that spectrum of possible benefits to society, the range of studies that follow here are intended to be a resource and stimulus to help inform not just professionals in the sector but all those with an interest in cultural heritage.

This comprehensive history of museums begins with the origins of collecting in prehistory and traces the evolution of museums from grave goods to treasure troves, from the Alexandrian Temple of the Muses to the Renaissance cabinets of curiosities, and onto the diverse array of modern institutions worldwide. The development of museums as public institutions is explored in the context of world history with a special emphasis on the significance of objects and collecting. The book examines how the successful exportation of the European museum model and its international adaptations have created public institutions that are critical tools in diverse societies for understanding the world. Rather than focusing on a specialized aspect of museum history, this volume provides a comprehensive synthesis of museums worldwide from their earliest origins to the present. Museums: A History tells the fascinating story of how museums respond to the needs of the cultures that create them. Readers will come away with an understanding of: the comprehensive history of museums from prehistoric collections to the present the evolution of museums presented in the context of world history the development of museums considered in diverse cultural contexts global perspective on museums the object-centered history of museums museums as memory institutions A constant theme throughout the book is that ,useums have evolved to become institutions in which objects and learning are associated to help human beings understand the world around them. Illustrations amplify the discussions.

This volume of the Annual Review of Cultural Heritage Informatics (ARCHI) is the polestar publication for cultural heritage scholars, professionals, and students. Featuring fourteen original works selected by the distinguished editorial board of international scholars, ARCHI presents a broad spectrum of the cultural heritage informatics field.

Cultural heritage is a complex and elusive concept, constantly evolving through time, and combining cultural, aesthetic, symbolic, spiritual, historical and economic values. The Handbook on the Economics of Cultural Heritage outlines the contribution of economics to the design and analysis of cultural heritage policies and to addressing issues related to the conservation, management and enhancement of heritage. The Handbook takes a multidisciplinary approach, using cultural economics as a theoretical framework to illustrate how crucial and stimulating cross-disciplinary dialogue actually is. Contributors scrutinise the co-existence of cultural and economic values as well as the new challenges that arise from changes brought about by technology, and relationships between the different actors engaged in the production, distribution and consumption of heritage services. The roles of public, private and non-profit organizations are also explored. Case studies underpin the discussion, demonstrating the clear and vital link between theory and practice. This highly unique Handbook will prove a fascinating and informative read for academics, researchers, students and policymakers with an interest in cultural economics.

Handbook of Research on Technologies and Cultural Heritage: Applications and Environments covers the many important uses information communication technology in enhancing the experience at cultural environments. From museums, to archaeological sites, to festivals and artistic events to even government institutions and public buildings, information communication technology is revolutionizing the way the public participates at and with these cultural sites, and this reference source provides both a thorough exploration of this revolution and springboard for future discoveries.

Archaeology and Archaeological Information in the Digital Society shows how the digitization of archaeological information, tools and workflows, and their interplay with both old and new non-digital practices throughout the archaeological information process, affect the outcomes of archaeological work, and in the end, our general understanding of the human past. Whereas most of the literature related to archaeological information work has been based on practical and theoretical considerations within specific areas of archaeology, this innovative volume combines and integrates intra- and extra-disciplinary perspectives to archaeological work, looking at archaeology from both the inside and outside. With fields studies from museums and society, and pioneering new academic research, Archaeology and Archaeological Information in the Digital Society will interest archaeologists across the board.