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Descrizione fisica	1 online resource (xviii, 478 pages)
Collana	Leicester readers in museum studies
Altri autori (Persone)	ParryRoss
Disciplina	069.0285
Soggetti	Museums - Technological innovations Cultural property - Digitization Digital media Digital preservation Museums - Data processing Museums - Collection management Museums - Curatorship
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Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	The practice of digital heritage and the heritage of digital practice / Ross Parry -- A brief history of museum computerization / David Williams -- The changing role of information professionals in museums / Andrew Roberts -- What is information in the museum context? / Elizabeth Orna and Charles Pettitt -- The world of (almost) unique objects / Robert Chenhall and David Vance -- Standards for networked cultural heritage / David Bearman -- Database as symbolic form / Lev Manovich -- The museum as information utility / George F. MacDonald and Stephen Alford -- Museum collections, documentation and shifting knowledge paradigms / Fiona Cameron -- Semantic dissonance : do we need (and do we understand) the semantic Web? / Ross Parry, Nick Poole and Jon Pratty -- Building a universal digital memory / Pierre Levy -- On the origins of the virtual museum / Erkki Huhtamo -- From Malraux's imaginary museum to the virtual museum

/ Antonio M. Battro -- Virtual spaces and museums / Andrea Bandelli -- The virtual visit : towards a new concept for the electronic science centre / Roland Jackson -- Empowering the remote visitor : supporting social museum experiences among local and remote visitors / Areti Galani and Matthew Chalmers -- Museums outside walls : mobile phones and the museum in the everyday / Konstantinos Arvanitis -- Access to digital heritage in Africa : bridging the digital divide / Lorna Abungu -- My dream of an accessible Web culture for disabled people / Kevin Carey -- My dream of an accessible Web culture for disabled people : a re-evaluation / Kevin Carey -- Implementing a holistic approach to E-learning accessibility / Brian Kelly, Lawrie Phipps and Caro Howell -- Usability evaluation for museum websites / Daniel Cunliffe, Efmorphia Kritou and Douglas Tudhope -- Culture as a driver of innovation / Ranjit Makkuni -- The Web and the unassailable voice / Peter Walsh -- When the object is digital : properties of digital surrogate objects and implications for learning / Olivia C. Frost -- Learning by doing and learning through play : an exploration of interactivity in virtual environments for children / Maria Roussou -- Interactivity and collaboration : new forms of participation in museums, galleries and science centres / Christian Heath and Dirk Vom Lehn -- Visitors' use of computer exhibits : findings from five gruelling years of watching visitors getting it wrong / Ben Gammon -- Museums and virtuality / Klaus Muller -- When all you've got is 'the real thing' : museums and authenticity in the networked world / Jennifer Trant -- Authenticity and integrity in the digital environment : an exploratory analysis of the central role of trust / Clifford Lynch -- Why museums matter / Marc Pachter -- Defining the problem of our vanishing memory : background, current status, models for resolution / Peter Lyman and Howard Besser -- Curating new media / Matthew Gansallo -- Managing new technology projects in museums and galleries / Matthew Stiff -- Rationale for digitization and preservation / Paul Conway -- 'Speaking for themselves' : new media and 'making the modern world' / Frank Colson and Jean Colson -- The evaluation of museum multimedia applications : lessons from research / Maria Economou -- A survey on digital cultural heritage initiatives and their sustainability concerns / Diane M. Zorich -- Making the total museum possible / Tomislav Sola -- Museums in the information era : cultural connectors of time and space / Manuel Castells -- The shape of things to come : museums in the technological landscape / Simon J. Knell -- Digital heritage and the rise of theory in museum computing / Ross Parry.

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## Sommario/riassunto

The influence of digital media on the cultural heritage sector has been pervasive and profound. Today museums are reliant on new technology to manage their collections. They collect digital as well as material things. New media is embedded within their exhibition spaces. And their activity online is as important as their physical presence on site. However, 'digital heritage' (as an area of practice and as a subject of study) does not exist in one single place. Its evidence base is complex, diverse and distributed, and its content is available through multiple channels, on varied

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