

Workshop: Engaging Artifacts in Cultural Heritage

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Artefacts and objects have an important position in museums and cultural heritage institutions. Here artefacts are the authentic objects which audience could have an experience of historical phenomena or of art works. Digital media and communication technologies bring new perspectives into the field that involves new practices both among the audience and visitors and among the different departments of the institutions. Well-designed, inclusive artefacts could increase accessibility and participation in various ways in cultural heritage issues.

Designing novel digital artefacts and environments that break ground in the pursuit to improve visitor communication is a complex task. Compared to traditional exhibitions and IT products, interactive exhibitions and social media applications involve larger project groups and the introduction of new competencies (often absent in the CH sector). Most importantly, it requires deep sense of digital media, the role of interactive and participating audiences and visitors - as well as understanding of the content, to build *interaction design and communication design that connects people to history*.

The workshop will explore various ways of building engagement with cultural heritage issues and sites. The workshop will invite presentations that give insight and present case studies about these topics and themes that explore how artifacts might engage in cultural heritage:

Theme

The workshop will be structured around following theme:

- Conceptions of engagement in the CH field and their translation into design
- The range of creative and interdisciplinary design approaches to design systems, artifacts and environments to engage audience at art museums and cultural heritage sites

Key topics

Participant to the workshop are invited to contribute with arguments on themes related to following topics:

- Mixed reality in museums and heritage sites

- Social media used for engagement and interactions beyond the institution
- Methodological approaches for designing engaging artefact in these sites
- Use of design-for-all principles in museum artefact design for increasing accessibility and inclusive information design

After presentations will be held discussions.

Who should attend?

The workshop is inviting researchers and practitioners in interaction design, communication design, exhibition design as well as participants working in fields like HCI and CSCW.

Each participant should contribute with an abstract (250-600 words) that gives a presentation of a statement related to the themes of the workshop. This abstracts should shortly describe the empirical cases and relate this to the topic..

Each workshop participant will have at least 10 minutes for presentation and 10 minutes discussion. The workshop will give 9 presentations – and the selection will be based on bringing in different perspectives into the discussion.

Durations 3 hours.

ABSTRACTS SHOULD BE SENT TO WORKSHOP ORGANISERS BEFORE AUGUST 10 TH.