

## **Real-world online curation: Museum L/A**

Meetings with Rachel F. October 11<sup>th</sup>, 18<sup>th</sup>, & Nov. 15<sup>th</sup>

Projects due November 3<sup>rd</sup> for review, final presentations/submissions to Rachel Nov. 15<sup>th</sup>

*“I see a curator as a catalyst, generator and motivator - a sparring partner, accompanying the artist while they build a show, and a bridge builder, creating a bridge to the public.”*

*-Hans-Ulrich Obrist*

### **Purpose**

Now that we have developed a greater understanding of Digital Humanities and the materials, processes, and presentation involved in a DH project, we are ready to put these into practice. In unit 3 you will be “creating a bridge to the public,” working with Rachel F. from Museum L/A in Lewiston, Maine. This team project, either a collection of oral storytelling or a 3-D exhibit “tour” will be included on their new website, part of their rebranding this fall. You will see DH in action, gathering digital materials, project planning and process, and presentation. You will also be a part of building and sharing history and art with a broader community. You will be developing vital teamwork skills throughout this unit, but the project also includes a final reflection on your teamwork and individual contributions.

### **Method**

We will be looking at the current Museum L/A website in class, as well as some virtual tours and the Maine Sound & Story website. You will apply your knowledge of databases, metadata, and virtual tours and heritage, and presentation to these projects.

We will meet with the client, Rachel F. on three occasions:

**October 11<sup>th</sup>:** Pre-planning and instructions. This meeting is about listening to the client’s needs and asking clarifying questions.

**October 18<sup>th</sup>:** This meeting is to go over your plans, what materials you have collected, and report progress to the client.

**November 15<sup>th</sup>:** This is your final presentation and submission of the project to the client (after it has been submitted for review and revised).

We will choose teams early and they will be evenly split (4/3). I have kept the work for each group equal and here is a rough outline for each team:

**Oral Storytelling database:** This will be the beginning of the new oral storytelling database for the museum. This project team will digitize interviews, edit photos, organize materials, and provide a blurb and search terms for the web designer.

**Virtual exhibition tour:** This team will be making a VR tour of the current exhibition (done in ThingLink or Matterport), *The Industrial Heart*, showcasing each work with a close-up photo or video, some sound, and exhibition text on links on the 360 gallery image(s) (provided).

The projects will be submitted to me on **November 3<sup>rd</sup>** for review, along with your reflections. I will get back to you with comments, which you will then use to revise before the **final meeting with Rachel on November 15<sup>th</sup>**.

### **Audience**

Rachel F. is your client for this project. All communication and work will be professional and polished. Your audience includes the community of Lewiston/Auburn, Maine, the voices and artists you are curating, and a potential global audience.

### **Length & Format**

This is an ongoing project. You will be working in teams in class but may need to meet/communicate outside of class as well. Each team member will be working with about 5 artifacts (this is the current estimate; teams may divide work based on team member strengths, but this must be justified in your final reflection).

**Teamwork reflections:** This is an at least **two-page** self-analysis of your team's project, how it went at all stages of the process from materials to presentation, as well as your individual contributions to the project. Submitted by each member of the team individually.

This assignment, including the reflection, is worth **20%** of your final grade.