

OT 2.2.2 Virtual Museum Without Walls, Best Practice

Descriptions and evidence of outputs

This output provides a best practice guides for creating, managing and using Virtual Museums Without Walls. This includes reference applications, workflows and best practice guidelines which provide a comprehensive guide to the capabilities and use of the concept MWW, including best practice guidelines and curatorial guidelines on reconstruction focussed heritage projects.

To support Virtual Museum Infrastructure (OT4.1), Community Heritage Discovery (OT2.4) Community Coproduction (OT3.1) the University of St Andrews and Timespan have developed best practice resources, documents and examples. This includes a toolkit section on CINE GATE early in the project to support partners and stakeholders. It is now a place enriched by bringing together handbooks, tools and exemplars created during the projects lifetime. Best practice is also supported through a live VMWW: CINEGATE. People can sign up for and use this service to create their own resources and support their practice. There is also a reference implementation which can be downloaded and installed to set up a new VMWW instance.

The toolbox is aimed at supporting sustainable community heritage. This is available at <https://cineg.org/one-page-express/toolkit/> and includes the following toolkits:

- 1) Digitising heritage: resources for making digital images, audio recordings and video.
- 2) Spherical media: resources making spherical images, videos and Virtual Tours.
- 3) 3D digitisation: resources for using photogrammetry to digitise artefacts in 3D.
- 4) Handbook for guiding community co-production of heritage projects (OT 3.1.2).
- 5) Handbook on gamification and games based approach to cultural heritage (OT 3.1.2).
- 6) Creative Commons: guide to resources, intellectual property and Wikis.
- 7) Archiving and metadata: guide for archiving heritage and media in CINE.
- 8) Digi Tourist guide to creating digital tourist experiences.
- 9) Mobile Heritage support for making heritage apps.
- 10) Heritage Mapping: resources for creating interactive maps.
- 11) Virtual time travel; guide to digital reconstructions (OT.2.3.2)
- 12) Going Live! Guides for using Social Media and connecting through live events (OT.2.3.2)

The toolbox contains examples, templates, guidelines and handbooks from all CINE partners. It provided the foundation for developing the CINE Wayfinder. It enabled other organisations to create innovative apps and toolkits for their purposes. It provides guides

for creating, archiving and curating content in CINEGATE and for other installations of our Virtual Museum Infrastructure.

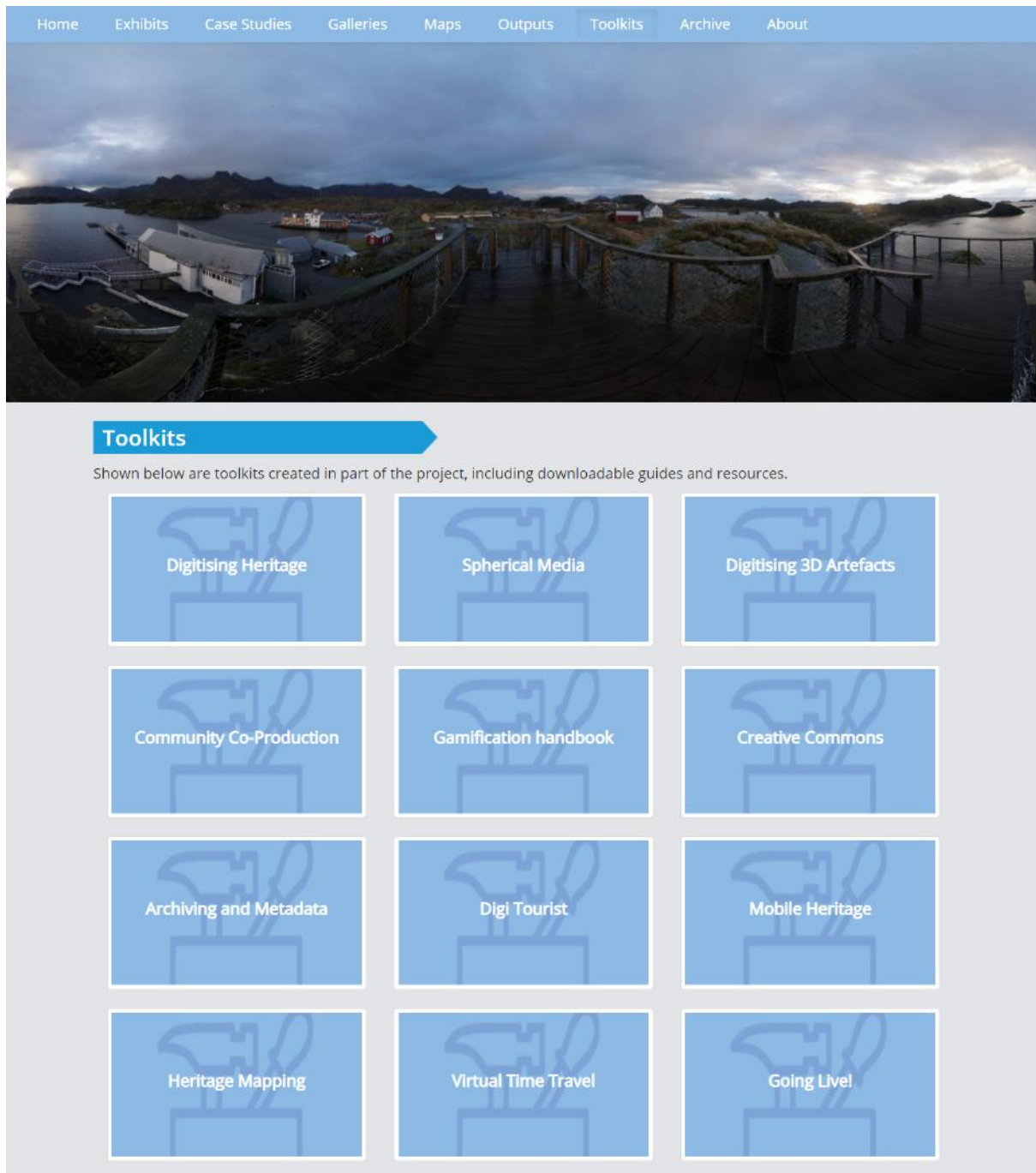


Figure 1 Screen shot of toolkits in CINEGATE

Each toolkit contains resources that provide support for collecting, archiving, curating and exhibiting digital representations of heritage.

The toolkit draws upon the existing state of the art and experience gained throughout the project. Examples of our best practice for Virtual Museums Without Walls being followed and sometimes being developed further include activities both within the project and following on from the project.

There has been a lot of interest from heritage organisations in the toolkits, resources and processes developed by CINE. This was accelerated by the impact of COVID 19, and the desire of heritage organisations to connect with their audiences in the digital domain. The toolkits have been used in creating full blown, virtual museums, virtual tours, digital galleries, virtual time travel, in heritage at home events and in series of capacity building workshops.

Durability

All the toolkits are hosted on CINEGATE and are available on line. These will be hosted for a period of 5 years minimum. They will be updated during this time. The toolkits will be available for download for a period of 10 years from Zenodo.

Partner Contributions

This workpackage was led by Timespan Museum. In line with the project plan and budget all partners contributed to this workpackage and output. University of St Andrews made the core technical contribution. Gunnar Gunnar Institute led on Gamification, Ulster University led on digitising heritage, Donegal museum led on Community Co Production, Locatify led on mobile heritage, Museum Norde provided oversight and direction and contributed to design and meta data, University of Oslo contributed to virtual time travel. University of St Andrews led on Spherical Media, 3D, Metadata, Virtual time Travel and Going Live!

<https://cineg.org/one-page-express/toolkit/>



Figure 2 Download a package and guide for installing a Virtual Museum Infrastructure

Target Audience

The target audiences are organisations and people that are charged with the preservation and promotion of heritage. These toolkits aim to contribute to building capacity of heritage

professionals and volunteers. This is relevant to museums, SMEs local regional and national authorities and community organisations. The general public will benefit as a consequence of the work the best practice guidelines, support and guide.

Output indicators OT2.2.2

Number of organisations introducing a decision-making tool or governance concept facilitating sustainable environmental management (specific)

The toolkit has been used by the following 4 organisations:

- EULAC
- National Heritage Agency of Iceland
- Highlands and Islands Enterprise, Scotland
- Scottish Civic Forum