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Technologies for a Hybrid Museum Experience (online, 27 Mar 23)

online / ZKM | Center for Art and Media Karlsruhe, Mar 27, 2023
Registration deadline: Mar 27, 2023

Felix Koberstein

The webinar »Hard- and Software Technologies for a Hybrid Museum Experience« aims to foster exchange between museum institutions on topics related to museum presentation options of digital content in physical and virtual museum spaces. With the goal to build a basic shared knowledge about which technical ways and creative means work and which competences are necessary for the respective implementation, international museum actors are invited to discuss current software and hardware solutions for museum presentation and mediation.

Digital media in the exhibition space have been an integral part of the scenography of many museums for a few years now. However, these interfaces are mostly used to better communicate and contextualize exhibits. The hybridization of digital and physical spaces will presumably continue to progress in the future and influence the museum experience of visitors as well as the internal structures of the institution itself. The course of this development depends not least on current approaches to thinking and development: How can museums address the increasing production of digital artworks, experiences, and games that are being brought on the scene by a variety of new actors? What interfaces have already been produced and how do they work?

In the context of »Beyond Matter«, an installation for the museum space has been developed, which should make it possible to integrate virtual spaces into physical exhibitions and thus generate a multi-sensory, immersive experience. This so-called »Immaterial Display« serves as a conceptual starting point with which the workshop participants can relate further case studies and, starting from this discursive basis, formulate a catalog of requirements for digital scenography elements.

Invited experts:
Carlotta Broggi & Lluis Nacenta, Lily Díaz-Kommonen, Roland Haring, Patrick Keller, David Weigand

Moderated by Barbara Zoé Kiolbassa

Procedure:
The workshop is realized using the videoconferencing tool Zoom. It can be accessed either via the browser or as an app. During the workshop, we will divide you into break-out groups where you will work on case studies together with other participants. Please note: The speaker's contributions will be recorded and published afterwards, the break-out sessions will not be recorded. If

you do not want to be recorded, please activate the camera and sound only during the break-out sessions.

16.00-16.05 Welcome

16.05-16.25 Lívia Nolasco-Rózsás (Beyond Matter, ZKM | Karlsruhe)

16.25-16.45 Lily Díaz-Kommonen (Department for Media, Aalto University, Helsinki)

16.45-17.05 Roland Haring (Ars Electronica Futurelab, Linz)

17.05-17.25 David Weigand (Futurium, Berlin)

Break

17.35-17.55 Carlotta Broggi & Lluis Nacenta (CCCB: Centre de Cultura Contemporània de Barcelona)

17.55-18.15 Patrick Keller (fabric | ch, Lausanne)

Break

18.25-19.05 Discussions in Break Out Sessions

19.05-19.25 Break Out Session summaries

19.25-19.30 Goodbye

Sign up for the event: https://zkm.de/en/guidedtour-workshop/2023/03/hard-and-software-technologies-for-a-hybrid-museum-experience

Projectmanagement and concept: Felix Koberstein & Lívia Nolasco-Rózsás

The webinar is part of the series »What matters for virtual museums?«, which is implemented in the framework of the practice-based research and development project »Beyond Matter« and takes place in the context of the exhibition »Matter. Non-Matter. Anti-Matter«.

The project is funded by the European Commission and the Federal Commissioner for Culture and the Media.

Reference:

CONF: Technologies for a Hybrid Museum Experience (online, 27 Mar 23). In: ArtHist.net, Mar 10, 2023 (accessed May 15, 2025), <https://arthist.net/archive/38754>.