COURSE OUTLINE

(1) GENERAL

SCHOOL	SOCIAL SCIENCES		
ACADEMIC UNIT	DEPARTMENT OF CULTURAL TECHNOLOGY AND COMMUNICATION		
LEVEL OF STUDIES	UNDERGRADUATE		
COURSE CODE	POL 216	SEMESTER	5th
COURSE TITLE	MUSEUMS AND DIGITAL TECHNOLOGIES		

INDEPENDENT TEACHING ACTIVITIES *if credits are awarded for separate components of the course, e.g. lectures, laboratory exercises, etc. If the credits are awarded for the whole of the course, give the weekly teaching hours and the total credits*	WEEKLY TEACHING HOURS	CREDITS
Lectures	3	5
Add rows if necessary. The organisation of teaching and the teaching methods used are described in detail at (d).	3	5

COURSE TYPE *general background, special background, specialised general knowledge, skills development*	Specialised general knowledge
PREREQUISITE COURSES:	None
LANGUAGE OF INSTRUCTION and EXAMINATIONS:	Greek
IS THE COURSE OFFERED TO ERASMUS STUDENTS	No
COURSE WEBSITE (URL)	https://eclass.aegean.gr/courses/131115

(2) LEARNING OUTCOMES

Learning outcomes

The course learning outcomes, specific knowledge, skills and competences of an appropriate level, which the students will acquire with the successful completion of the course are described.

Consult Appendix A

- *Description of the level of learning outcomes for each qualifications cycle, according to the Qualifications Framework of the European Higher Education Area*
- *Descriptors for Levels 6, 7 & 8 of the European Qualifications Framework for Lifelong Learning and Appendix B*
- *Guidelines for writing Learning Outcomes*

Students attending the course after its successful completion should:

- Understand the role of technology in cultural assets management
- Be familiar with various digital museum applications
- Have an understanding of how museums communicate and interact with their audiences through digital means
- Understand how the digital technology use affects museum's educational role
- Discuss critically, in written and verbal form, current issues and applications of technology in museums
- Evaluate critically museums' websites and other digital applications
- Plan digital museum applications

General Competences

Taking into consideration the general competences that the degree-holder must acquire (as these appear in the Diploma Supplement and appear below), at which of the following does the course aim?

Search for, analysis and synthesis of data and information, with the use of the necessary technology	*Project planning and management*
Adapting to new situations	*Respect for difference and multiculturalism*
Decision-making	*Respect for the natural environment*
Working independently	*Showing social, professional and ethical responsibility and sensitivity to gender issues*
Team work	*Criticism and self-criticism*
Working in an international environment	*Production of free, creative and inductive thinking*
Working in an interdisciplinary environment	*……*
Production of new research ideas	*Others…*
	…….

- Search for, analysis and synthesis of data and information, with the use of the necessary technology
- Decision-making
- Team work
- Working in an interdisciplinary environment
- Production of new research ideas
- Criticism and self-criticism
- Production of free, creative and inductive thinking

(3) SYLLABUS

With the constant evolution of digital technology, the emergence of new communication media and the ever-expanding use of the Internet in everyday activities, the traditional organisation and function of the museum is changing. First of all, it is obvious that traditional exhibitional techniques are questioned, since alternative possibilities can be supported. Furthermore, we are urged to re-examine the museum's social role itself: its exhibit theme and content, its fundamental theoretical principles and methodological practices, its communication policy. Contemporary museums should determine their position in the extended communication networks, the excessive dissemination of information and the construction of new cultural identities.

This course explores the impact of media and technology on the museum. It will specifically discuss:

- The theoretical and methodological context for digital museum applications
- The traditional role of the "authentic museum object" in the context of digital and virtual reality
- Traditional exhibitions and digital technology
- Digital technology and interactivity in museum
- Digital technology and museum communication
- Digital technology and museum education
- Virtual museums
- Specific examples of digital museum applications

(4) TEACHING and LEARNING METHODS - EVALUATION

<table>
<tr><td>DELIVERY
Face-to-face, Distance learning, etc.</td><td>Face-to-face</td></tr>
<tr><td>USE OF INFORMATION AND COMMUNICATIONS TECHNOLOGY
Use of ICT in teaching, laboratory education, communication with students</td><td>Open eclass platform is used for the management and sharing of course’s material</td></tr>
<tr><td>TEACHING METHODS
The manner and methods of teaching are described in detail.
Lectures, seminars, laboratory practice, fieldwork, study and analysis of bibliography, tutorials, placements, clinical practice, art workshop, interactive teaching, educational visits, project, essay writing, artistic creativity, etc.

The student's study hours for each learning activity are given as well as the hours of non-directed study according to the principles of the ECTS</td><td>
<table>
<tr><th>Activity</th><th>Semester workload</th></tr>
<tr><td>Lectures</td><td>13 *3 hours = 39 hours</td></tr>
<tr><td>Lectures’ study</td><td>13*3 hours = 39 hours</td></tr>
<tr><td>Preparation of Semester Project</td><td>50 hours</td></tr>
<tr><td></td><td></td></tr>
<tr><td></td><td></td></tr>
<tr><td>Course total</td><td>128 hours</td></tr>
</table>
</td></tr>
<tr><td>STUDENT PERFORMANCE EVALUATION
Description of the evaluation procedure

Language of evaluation, methods of evaluation, summative or conclusive, multiple choice questionnaires, short-answer questions, open-ended questions, problem solving, written work, essay/report, oral examination, public presentation, laboratory work, clinical examination of patient, art interpretation, other

Specifically-defined evaluation criteria are given, and if and where they are accessible to students.</td><td>Students evaluation is based on (a) five small exercises during the semester (50%) and (b) a final assignment (groups of two or three students) (50%).

The assignment is the design of a digital application for a museum or an exhibit of their choice.</td></tr>
</table>

(5) ATTACHED BIBLIOGRAPHY

- Chourmouziadi, A., 2017. 1+5 mouseiakes eikones kai eikonikotites (1+5 museal images and virtualities)». University Studio Press. Thessaloniki.
- Bounia, A., Nikonanou, N. & Economou, M. (eds), 2008. «I technologia stin ipiresia tis politistikis klironomias (technology in the service of cultural heritage)». Kaleidoskopio, Athens.
- Chourmouziadi, A., 2017. «1+5 Mouseiakes Eikones kai Eikonokotites». University Studio Press. Thessaloniki.
- Daskalopoulou, S. et al. (ed). «Mouseio, Epikoinonia kai Nees Technologies (Museum, Communication and New Technologies)». Dpt of Cultural Technology and Communication, University of the Aegean. Mytilini.
- Economou, M., 2004. «Nees Technologies sta mouseia: ergaleio, trochopedi I sirmos? (New Technologies in the museum: tool, obstacle or trend?)». *Museology*, 1.
- Kokkinos, Ch., 2004. «I technologia sindromitis tou politismou (Technology as culture support)». Papazisis, Athens.