

COURSE OUTLINE

(1) GENERAL

SCHOOL	SOCIAL SCIENCES		
ACADEMIC UNIT	DEPT. OF CULTURAL TECHNOLOGY AND COMMUNICATION		
LEVEL OF STUDIES	UNDER GRADUATE		
COURSE CODE	POL 216	SEMESTER	5th
4TH	MUSEUMS AND DIGITAL TECHNOLOGIES		
INDEPENDENT TEACHING ACTIVITIES <i>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</i>		WEEKLY TEACHING HOURS	CREDITS
lectures		3	5
<i>The organisation of teaching and the teaching methods used are described in detail at (d).</i>		3	5
COURSE TYPE <i>general background, special background, specialised general knowledge, skills development</i>	specialised general knowledge		
PREREQUISITE COURSES:	-		
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 and design 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?

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

- 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

DELIVERY <i>Face-to-face, Distance learning, etc.</i>	Face-to-face	
USE OF INFORMATION AND COMMUNICATIONS TECHNOLOGY <i>Use of ICT in teaching, laboratory education, communication with students</i>	Open eclass platform is used for the management and sharing of course's material	
TEACHING METHODS <i>The manner and methods of teaching are described in detail.</i> <i>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.</i> <i>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</i>	Activity	Semester workload
	Lectures	13 * 3 = 39 hours
	Processing and understanding of lectures	13 * 2 = 26 hours
	Either Preparing for the exercises	60 hours
	Or Studying for the exams (10 lesson units)	10 * 6 = 60 hours
	Course total	125
STUDENT PERFORMANCE EVALUATION <i>Description of the evaluation procedure</i> <i>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</i> <i>Specifically-defined evaluation criteria are given, and if and where they are accessible to students.</i>	Students evaluation is based on written examination or an assignment (groups of two or three students). The examination <ul style="list-style-type: none"> • Two questions that require basic knowledge included in the course's uploaded material (2,5 point each) • The draft description of a museum application that can be combined with a given museum exhibit (5 points). Those who choose the assignment, should design a digital application for a museum or an exhibit of their choice.	

(5) ATTACHED BIBLIOGRAPHY

<ul style="list-style-type: none"> • 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?)». <i>Museology</i>, 1. • Kokkinos, Ch., 2004. «I technologia sindromitis tou politismou (Technology as culture support)». Papazisis, Athens. • Koronaiou, A., 2001. «Ekpedevondas ektos scholeiou. H symvoli ton otpikoakoustikon
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meson kai ton neon technologion (Educating outside school. The contribution of Audiovisual Media and New Technologies)». Metechmio, Athens.

- Negrepontis, N., 1996. «O psifiakos kosmos (The Digital world)». Kastaniotis, Athens.
- Roussou, M., 2002. «I afigisi os meso gia ti dimiourgia politismikon kai ekpaideftikon empeirion eikonikis pragmatikotitas (Narration as a means for the creation of cultural and educational experiences of virtual reality)». *IMEros*, 2.
- Skarpelos, G., 1999. «Terra Virtualis: I kataskevi tou kyvernochorou (Terra virtualis: the construction of cyberspace)». Nefeli, Athens.
- Many relevant papers at <http://www.archimuse.com/conferences>.