Problem Statement

Museum curators convey stories through exhibits imposed with personal bias. A more inclusive narrative of museum artifacts can be conveyed with the incorporation of user feedback accomplished via user supplied descriptive tags. This project will explore the effect of context on learning experiences by studying the use of museum artifacts in two different settings:

1) Artifacts in the traditional museum environment; and
2) Artifacts in the three-dimensional digital environment created using Arius3D technology.

Research Questions

Museums act as a control mechanism in deciding what exhibit the visitor will see and the context within which one will see it. A more holistic approach is needed in constructing cultural narratives. This research is going to investigate the similarities and differences in user supplied descriptive tags by answering the following questions:

1) What curatorial descriptors define the onsite artifact?
2) What curatorial descriptors define the 3D digital artifact?
3) What user descriptors define the onsite artifacts?
4) What user descriptors define the 3D digital artifacts?

Does the Construction of Personal Meaning from Museum Artifacts Change with Contextual Variation?

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