

UCLQG315: The Digital Museum

[View Online](#)

Aakhus, M. A., & Katz, J. E. (Eds.). (2002). Perpetual contact: mobile communication, private talk, public performance. Cambridge University Press.
<http://ebooks.cambridge.org.libproxy.ucl.ac.uk/ebook.jsf?bid=CBO9780511489471>

Adams, C., Cole, T., DePaolo, C., & Edwards, S. (2001). Bringing the curatorial process to the web. Museums and the Web 2001.
<http://www.archimuse.com/mw2001/papers/depaolo/depaola.html>

Affleck, J., & Kvan, T. (2008). A virtual community as the context for discursive interpretation: a role in cultural heritage engagement. International Journal of Heritage Studies, 14(3), 268-280. <https://doi.org/10.1080/13527250801953751>

Alain, A., & Foggett, M. (2007). Towards community contribution: empowering community voices on-line. Museums and the Web 2007.

Allen-Greil, D. (2010a). Twitter case study: National Museum of American History. In D. Allen-Greil (Ed.), Twitter for museums: strategies and tactics for success : a collection of essays. MuseumsEtc.

Allen-Greil, D. (Ed.). (2010b). Twitter for museums: strategies and tactics for success : a collection of essays. MuseumsEtc.

Allen-Greil, D., Edwards, S., Ludden, J., & Johnson, E. (2011a). Social media and organizational change. Museums and the Web 2011.
http://www.museumsandtheweb.com/mw2011/papers/social_media_and_organizational_change

Allen-Greil, D., Edwards, S., Ludden, J., & Johnson, E. (2011b). Social media and organizational change. Museums and the Web 2011.
http://www.museumsandtheweb.com/mw2011/papers/social_media_and_organizational_change

Allison Woodruff et al. (2002a). Evesdropping on electronic guidebooks: observing learning resources in shared listening environments. Museums and the Web 2002.

Anderson, D. (1999). A common wealth: museums in the learning age: a report to the Department for Culture, Media and Sport. Stationery Office.
http://cols.ou.edu/active/LSMS5113/pdf/Common_Wealth2.pdf

Archives & Museum Informatics. Conferences: Museums and the Web - the international conference for culture and heritage online. (n.d.).

Archives & Museum Informatics. Survey of museum web implementations 2005. (n.d.).

Arts Council England. (2013a). Digital culture: how arts and cultural organisations in England use technology. In Digital Culture 2013 - 2017.
<http://www.artscouncil.org.uk/publication/digital-culture-2013>

Arts Council England. (2013b). Digital culture: how arts and cultural organisations in England use technology. In Digital Culture 2013 - 2017.
<http://www.artscouncil.org.uk/publication/digital-culture-2013>

Arup Foresight + Research + Innovation. (2013c). Museums in the digital age. ARUP.
<https://www.arup.com/publications/research/section/museums-in-the-digital-age?query=Museums%20in%20the%20Digital%20Age>

Arup Foresight + Research + Innovation. (2013d). Museums in the digital age. ARUP.
<https://www.arup.com/publications/research/section/museums-in-the-digital-age?query=Museums%20in%20the%20Digital%20Age>

Arvanitis, K. (n.d.). Digital Heritage [blog]. <https://digitalheritage.wordpress.com/>

Arvanitis, K. (2005). Imag(in)ing the everyday: using camera phones to access everyday meanings of archaeological monuments. In X. Perrot (Ed.), Add to e-Shelf ICHIM : Paris 21-23 Sept. 2005 : digital culture and heritage = patrimoine et culture numérique : proceedings = actes de la conférence. Bibliothèque nationale de France.

Audience 2.0: how technology influences arts participation. (2010).
<http://arts.gov/publications/audience-20-how-technology-influences-arts-participation>

Barry, A. (2006). Creating a virtuous circle between a museum's on-line and physical spaces. Museums and the Web 2006.
<http://www.archimuse.com/mw2006/papers/barry/barry.html>

Beardon, C., & Worden, S. (1997). The virtual curator: multimedia technologies and the roles of museums. In E. Barrett & M. Redmond (Eds.), Contextual media: multimedia and interpretation: Vol. Technical communication, multimedia, and information systems (1st MIT paperback ed, pp. 63-86). MIT Press.

Besser, H. (1997). The transformation of the museum and the way it's perceived. In K. Jones-Garmil (Ed.), The wired museum: emerging technology and changing paradigms (pp. 153-170). American Association of Museums.

Bontempo, M. (2007). Online museum communities: challenges and possibilities. Verlag Dr. Müller.

Bowen, J. P., & Filippini-Fantoni, S. (n.d.). Personalization and the web from a museum perspective. Museums and the Web 2004.
<http://www.museumsandtheweb.com/mw2004/papers/bowen/bowen.html>

Boyle, D., & Harris, M. (2009). The challenge of co-production: how equal partnerships between professionals and the public are crucial to improving public services. NESTA.
http://www.nesta.org.uk/sites/default/files/the_challenge_of_co-production.pdf

Bressler, D. (2006). Mobile phones: a new way to engage teenagers in informal science learning. *Museums and the Web 2006*.

Brown, S., & Gerrard, D. (2006). Squaring the triangle: the implications of broadband for access, diversity and accessibility in museum web design. *Museums and the Web 2006*.
<http://www.museumsandtheweb.com/mw2006/papers/brown/brown.html>

Brown, S., Gerrard, D., & Ward, H. (2005). Adding value to on-line collections for different audiences. *Museums and the Web 2005*.
<http://www.museumsandtheweb.com/mw2005/papers/brown/brown.html>

Burnette, A., Cherry, R., Proctor, N., & Samis, P. (2011a). Getting on (not under) the mobile 2.0 bus: emerging issues in the mobile business model. *Museums and the Web 2011*.
http://www.museumsandtheweb.com/mw2011/papers/getting_on_not_under_the_mobile_2_0_bus

Burnette, A., Cherry, R., Proctor, N., & Samis, P. (2011b). Getting on (not under) the mobile 2.0 bus: emerging issues in the mobile business model. *Museums and the Web 2011*.
http://www.museumsandtheweb.com/mw2011/papers/getting_on_not_under_the_mobile_2_0_bus

Burnette, A., Cherry, R., Proctor, N., & Samis, P. (2011c). Getting on (not under) the mobile 2.0 bus: emerging issues in the mobile business model. *Museums and the Web 2011*.
http://www.museumsandtheweb.com/mw2011/papers/getting_on_not_under_the_mobile_2_0_bus

Caines, M. (Ed.). (2013a). How to use Instagram and Pinterest for your arts organisation [webchat]. *The Guardian*.
http://www.theguardian.com/culture-professionals-network/culture-professionals-blog/2013/dec/11/how-to-instagram-pinterest-arts?CMP=new_1194

Caines, M. (Ed.). (2013b). Twitter tips and tricks for your arts organisation - advice from the experts [webchat]. *The Guardian*.
http://www.theguardian.com/culture-professionals-network/culture-professionals-blog/2013/nov/28/twitter-tips-tricks-arts-dos-donts?CMP=new_1194

Caines, M. (Ed.). (2014a). The art of Facebook: how to make the social network work for you [webchat]. *The Guardian*.
http://www.theguardian.com/culture-professionals-network/2014/feb/14/art-facebook-social-network-culture?CMP=new_1194

Caines, M. (Ed.). (2014b). Tumblr tips for arts organisations and museums [webchat]. *The Guardian*.
http://www.theguardian.com/culture-professionals-network/culture-professionals-blog/2014/jan/16/tumblr-tips-arts-social-media?CMP=new_1194

Cameron, F. (2003). Digital futures I: museum collections, digital technologies, and the cultural construction of knowledge. *Curator: The Museum Journal*, 46(3), 325–340.
<https://doi.org/10.1111/j.2151-6952.2003.tb00098.x>

Cameron, F. (2008a). The politics of heritage authorship: the case of digital heritage collections. In Y. E. Kalay, T. Kvan, & J. Affleck (Eds.), *New heritage: new media and*

cultural heritage (pp. 170–184). Routledge.

<https://www-dawsonera-com.libproxy.ucl.ac.uk/readonline/9780203937884/startPage/187>

Cameron, F. (2008b). The politics of heritage authorship: the case of digital heritage collections. In Y. E. Kalay, T. Kvan, & J. Affleck (Eds.), *New heritage: new media and cultural heritage* (pp. 170–184). Routledge.

<https://www-dawsonera-com.libproxy.ucl.ac.uk/readonline/9780203937884/startPage/187>

Cameron, F., & Kenderdine, S. (Eds.). (2007a). *Theorizing digital cultural heritage: a critical discourse*. MIT Press.

<https://www-dawsonera-com.libproxy.ucl.ac.uk/abstract/9780262269742>

Cameron, F., & Kenderdine, S. (Eds.). (2007b). *Theorizing digital cultural heritage: a critical discourse*. MIT Press.

<https://www-dawsonera-com.libproxy.ucl.ac.uk/abstract/9780262269742>

Cameron, F. R. (2008). Object-orientated democracies: contradictions, challenges and opportunities. *Museums and the Web 2008*.

<http://www.museumsandtheweb.com/mw2008/papers/cameron/cameron.html>

Caruth, N. J., & Bernstein, S. (2007a). Building an on-line community at the Brooklyn Museum: a timeline. *Museums and the Web 2007*.

<http://www.archimuse.com/mw2007/papers/caruth/caruth.html>

Caruth, N. J., & Bernstein, S. (2007b). Building an on-line community at the Brooklyn Museum: a timeline. *Museums and the Web 2007*.

<http://www.archimuse.com/mw2007/papers/caruth/caruth.html>

Castells, M. (2001). Museums in the information era: cultural connectors of time and space. *ICOM News*, Special issue, 4–7.

Castells, M. (2010a). *The rise of the network society: Vol. The information age : economy, society, and culture* (2nd ed., with a new pref). Wiley-Blackwell.

<http://onlinelibrary.wiley.com.libproxy.ucl.ac.uk/book/10.1002/9781444319514>

Castells, M. (2010b). *The rise of the network society: Vol. The information age : economy, society, and culture* (2nd ed., with a new pref). Wiley-Blackwell.

<http://onlinelibrary.wiley.com.libproxy.ucl.ac.uk/book/10.1002/9781444319514>

Caulton, T. (1998). *Hands-on exhibitions: managing interactive museums and science centres*. Routledge.

Champion, E., & Dave, B. (2007). Dialing up the past. In F. Cameron & S. Kenderdine (Eds.), *Theorizing digital cultural heritage : a critical discourse* (pp. 333–347). MIT Press.

<https://www-dawsonera-com.libproxy.ucl.ac.uk/readonline/9780262269742/startPage/348>

Chan, S. (2007). Tagging and searching - serendipity and museum collection databases. *Museums and the Web 2007*. <http://www.archimuse.com/mw2007/papers/chan/chan.html>

Chan, S., & Spadaccini, J. (2007). Radical trust: the state of the museum blogosphere. *Museums and the Web 2007*.

Chen, X., & Kalay, Y. (2008). Making a liveable 'place': content design in virtual environments. *International Journal of Heritage Studies*, 14(3), 229-246.
<https://doi.org/10.1080/13527250801953710>

Christen, K. (2006). Ara Irititja: protecting the past, accessing the future - indigenous memories in a digital age. *Museum Anthropology*, 29(1), 56-60.
<https://doi.org/10.1525/mua.2006.29.1.56>

Ciolfi, L., & Bannon, L. J. (2002). Designing interactive museum exhibits: enhancing visitor curiosity through augmented artefacts.

Clack, T., & Brittain, M. (Eds.). (2007). *Archaeology and the media: Vol. Publications of the Institute of Archaeology, University College London*. Left Coast Press.
<http://ucl.eblib.com/patron/FullRecord.aspx?p=677757>

Cook, S. (Ed.). (2010). *A brief history of curating new media art: conversations with curators*. Green Box.

Copeland, C. R. (2006). Out of our mines! A retrospective look at on-line museum collections-based learning and instruction (1997-2006). *Museums and the Web 2006*.
<http://www.archimuse.com/mw2006/papers/copeland/copeland.html>

Cunliffe, D., Kritou, E., & Tudhope, D. (2001). Usability evaluation for museum web sites. *Museum Management and Curatorship*, 19(3), 229-252.
<https://doi.org/10.1080/09647770100201903>

Curator: the museum journal. (n.d.).

Cutting, J. (Ed.). (2002, May). Requirements for all [Science] museum computer exhibits.

Deshpande, S., Geber, K., & Timpson, C. (2007). Engaged dialogism in virtual space: an exploration of research strategies for virtual museums. In F. Camend & S. Kenderdine (Eds.), *Theorizing digital cultural heritage: a critical discourse* (pp. 261-279). MIT Press.
<https://www-dawsonera-com.libproxy.ucl.ac.uk/readonline/9780262269742/startPage/276>

Dijck, J. van. (2013). *The culture of connectivity: a critical history of social media*. Oxford University Press.
<https://www.dawsonera.com/guard/protected/dawson.jsp?name=https://shib-idp.ucl.ac.uk/shibboleth&dest=http://www.dawsonera.com/depp/reader/protected/external/AbstractView/S9780199970797>

Doyle, J., & Doyle, M. W. (2010). Mixing social glue with brick and mortar: experiments using the mobile web to connect people, objects, and museums. *Museums and the Web 2010*. <http://www.archimuse.com/mw2010/papers/doyle/doyle.html>

Ducatel, K. (2001). *ISTAG : Scenarios for ambient intelligence in 2010*. European Commission.

Economou, M. (1998). The evaluation of museum multimedia applications: lessons from research. *Museum Management and Curatorship*, 17(2), 173–187.
<https://doi.org/10.1080/09647779800501702>

edited by Mia Ridge. (2014). *Crowdsourcing our cultural heritage* (M. Ridge, Ed.). Ashgate.
<https://www-dawsonera-com.libproxy.ucl.ac.uk/abstract/9781472410238>

Emery, D., Toth, M. B., & Noel, W. (2009). The convergence of information technology and data management for digital imaging in museums. *Museum Management and Curatorship*, 24(4), 337–356. <https://doi.org/10.1080/09647770903314712>

Ernst, W. (2000). Archi(ve)textures of museology. In S. A. Crane (Ed.), *Museums and memory: Vol. Cultural sitings* (pp. 17–34). Stanford University Press.

Fahy, A. (1994a). New technologies for museum communication. In *Museum, media, message: Vol. Heritage* (pp. 82–96). Routledge.
<https://www-dawsonera-com.libproxy.ucl.ac.uk/readonline/9780203456514/startPage/85>

Fahy, A. (1994b). New technologies for museum communication. In *Museum, media, message: Vol. Heritage* (pp. 82–96). Routledge.
<https://www-dawsonera-com.libproxy.ucl.ac.uk/readonline/9780203456514/startPage/85>

Filippini Fantoni, S., Stein, R., & Bowman, G. (2010). Exploring the relationship between visitor motivation and engagement in online museum audiences. *Museums and the Web 2012*.
http://www.museumsandtheweb.com/mw2012/papers/exploring_the_relationship_between_visitor_mot

Fisher, M., & Twiss-Garrity, B. A. (2007). Remixing exhibits: constructing participatory narratives with on-line tools to augment museum experiences. *Museums and the Web 2007*. <http://www.archimuse.com/mw2007/papers/fisher/fisher.html>

Galani, A., & Chalmers, M. (n.d.). Can you see me? Exploring co-visiting between physical and virtual visitors. *Museums and the Web 2002*.

Galani, A., Maxwell, D., Mazel, A., & Sharpe, K. (2011). Situating cultural technologies outdoors: designing for mobile interpretation of rock art in rural Britain. *Museums and the Web 2011*.
http://www.museumsandtheweb.com/mw2011/papers/situating_cultural_technologies_outdoors_design

Gates, J. (2007). Case study: new world blogging within a traditional museum setting. *Museums and the Web 2007*. <http://www.archimuse.com/mw2007/papers/gates/gates.html>

Geser, G., & Pereira, J. (Eds.). (2004). *The future digital heritage space: an expedition report* (Issue DigiCULT Thematic issue 7). DigiCULT/Salzburg Research.

Giaccardi, E. (Ed.). (2012). *Heritage and social media : understanding heritage in a participatory culture*. Routledge.
<https://www-dawsonera-com.libproxy.ucl.ac.uk/abstract/9780203112984>

- Giaccardi, E., & Palen, L. (2008). The social production of heritage through cross-media interaction: making place for place-making. *International Journal of Heritage Studies*, 14(3), 281–297. <https://doi.org/10.1080/13527250801953827>
- Goggin, G. (2006). *Cell phone culture: mobile technology in everyday life*. Routledge.
- Goldman, K. H., & Schaller, D. (2004). Exploring motivational factors and visitor satisfaction in on-line museum visits. *Museums and the Web 2004*.
<http://www.archimuse.com/mw2004/papers/haleyGoldman/haleyGoldman.html>
- Haley Goldman, K. (2007). Cell phones and exhibitions 2.0: moving beyond the pilot stage. *Museums and the Web 2007*.
- Haynes, J., & Zambonini, D. (2007). Why are they doing that!? How users interact with museum web sites. *Museums and the Web 2007*.
<http://www.museumsandtheweb.com/mw2007/papers/haynes/haynes.html>
- Hazan, S. (2001). The virtual aura - is there space for enchantment in a technological world? *Museums and the Web 2001*.
- Hazan, S. (2007). A crisis of authority: new lamps for old. In F. Cameron & S. Kenderdine (Eds.), *Theorizing digital cultural heritage: a critical discourse: Vol. Media in transition* (pp. 133–147). MIT Press.
<https://www-dawsonera-com.libproxy.ucl.ac.uk/readonline/9780262269742/startPage/148>
- Hein, H. S. (2000). *The museum in transition: a philosophical perspective*. Smithsonian Institution Press.
- Henning, M. (2006a). *Museums, media and cultural theory: Vol. Issues in cultural and media studies*. Open University Press.
<https://www-dawsonera-com.libproxy.ucl.ac.uk/abstract/9780335225750>
- Henning, M. (2006b). *Museums, media and cultural theory: Vol. Issues in cultural and media studies*. Open University Press.
<https://www-dawsonera-com.libproxy.ucl.ac.uk/abstract/9780335225750>
- Hoff, K. (2000). The small museum web site: a case study of the web site development and strategy in a small art museum. *Museums and the Web 2000*.
<http://www.archimuse.com/mw2000/papers/hoff/hoff.html>
- Holdgaard, N. (2011). The use of social media in the Danish museum landscape. *Museums and the Web 2011*.
http://www.museumsandtheweb.com/mw2011/papers/the_use_of_social_media_in_the_danish_museum_l
- Hooper-Greenhill, E. (2000). *Museums and the interpretation of visual culture: Vol. Museum meanings*. Routledge.
- Howarth, E., Rowley, F. R., Butterfield, W. R., Madeley, C., & Museums Association. (n.d.). *The museums journal*.

Hsi, S. (2003). A study of user experiences mediated by nomadic web content in a museum. *Journal of Computer Assisted Learning*, 19(3), 308–319.
https://doi.org/10.1046/j.0266-4909.2003.jca_023.x

Introduction. Empowering cultural heritage institutions to unlock the value of their collections. (2002a). In *The DigiCULT report. Technological landscapes for tomorrow's cultural economy: unlocking the value of cultural heritage* (p. 13 [11]-23 [21]). Office for Official Publications of the European Communities.
<http://www.digicult.info/pages/report.php>

Introduction. Empowering cultural heritage institutions to unlock the value of their collections. (2002b). In *The DigiCULT report. Technological landscapes for tomorrow's cultural economy: unlocking the value of cultural heritage* (p. 13 [11]-23 [21]). Office for Official Publications of the European Communities.

Isaac, G. (2008). Technology becomes the object: the use of electronic media at the National Museum of the American Indian. *Journal of Material Culture*, 13(3), 287–310.
<https://doi.org/10.1177/1359183508095497>

Izadi, S., Fraser, M., Benford, S., Flintham, M., Greenhalgh, C., Rodden, T., & Schnädelbach, H. (2002). Citywide: supporting interactive digital experiences across physical space. *Personal and Ubiquitous Computing*, 6(4), 290–298.
<https://doi.org/10.1007/s007790200030>

John Vergo et al. (2001). 'Less clicking, more watching': results from the user-centered design of a multi-institutional web site for art and culture. *Museums and the Web 2001*.
<http://www.archimuse.com/mw2001/papers/vergo/vergo.html>

Jones-Garmil, K. (Ed.). (1997). *The wired museum: emerging technology and changing paradigms*. American Association of Museums.

Joost Van Loon. (2008). *Media technology : critical perspectives*. Open University Press.

Kalay, Y. E., Kvan, T., & Affleck, J. (Eds.). (2008a). *New heritage: new media and cultural heritage*. Routledge.
<https://www-dawsonera-com.libproxy.ucl.ac.uk/abstract/9780203937884>

Kalay, Y. E., Kvan, T., & Affleck, J. (Eds.). (2008b). *New heritage: new media and cultural heritage*. Routledge.
<https://www-dawsonera-com.libproxy.ucl.ac.uk/abstract/9780203937884>

Kalay, Y. E., Kvan, T., & Affleck, J. (Eds.). (2008c). *New heritage: new media and cultural heritage*. Routledge.
<https://www-dawsonera-com.libproxy.ucl.ac.uk/abstract/9780203937884>

Karp, C. (2004). Digital heritage in digital museums. *Museum International*, 56(1-2), 45–51.
<https://doi.org/10.1111/j.1350-0775.2004.00457.x>

Keene, S. (1998). *Digital collections: museums and the information age*. Butterworth-Heinemann.
<https://www-taylorfrancis-com.libproxy.ucl.ac.uk/books/9781135145453>

- Keene, S., Royan, B., & Anderson, D. (Eds.). (1999). A netful of jewels: new museums in the learning age. A report from the National Museum Director's Conference. National Museum Directors' Conference.
- Kelly, K. (2005). We are the web. *Wired*, 13.08.
- Kidd, J. (2011). Enacting engagement online: framing social media use for the museum. *Information Technology & People*, 24(1), 64-77.
<https://doi.org/10.1108/095938411111109422>
- Knell, S. J. (2003a). The shape of things to come: museums in the technological landscape. *Museum and Society*, 1(3), 132-146.
- Knell, S. J. (2003b). The shape of things to come: museums in the technological landscape. *Museum and Society*, 1(3), 132-146.
- Lane, G. (n.d.). Social tapestries: public authoring and civil society. In *Proboscis: Vol. Cultural snapshots* (Issue 9).
- Leadbeater, C. (2008). We-think. Profile.
- Lilley, A., & Moore, P. (2013). Counting what counts: what big data can do for the cultural sector. http://www.nesta.org.uk/sites/default/files/counting_what_counts.pdf
- López, X., Margapoti, I., Maragliano, R., & Bove, G. (2010). The presence of Web 2.0 tools on museum websites: a comparative study between England, France, Spain, Italy, and the USA. *Museum Management and Curatorship*, 25(2), 235-249.
<https://doi.org/10.1080/09647771003737356>
- Lütsch, G. (2000). How to get more than 500,000 visitors in 6 Months. Museums and the Web 2000. <http://www.archimuse.com/mw2000/papers/luetsch/luetsch.html>
- Lynch, B. (2011). Whose cake is it anyway? A collaborative investigation into engagement and participation in 12 museums and galleries in the UK. Paul Hamlyn Foundation.
<http://www.phf.org.uk/wp-content/uploads/2014/10/Whose-cake-is-it-anyway.pdf>
- Lynch, B. T., & Alberti, S. J. M. M. (2010). Legacies of prejudice: racism, co-production and radical trust in the museum. *Museum Management and Curatorship*, 25(1), 13-35.
<https://doi.org/10.1080/09647770903529061>
- MacDonald, G. F., & Alsford, S. (1991a). The museum as information utility. *Museum Management and Curatorship*, 10(3), 305-311.
[https://doi.org/10.1016/0964-7775\(91\)90064-X](https://doi.org/10.1016/0964-7775(91)90064-X)
- MacDonald, G. F., & Alsford, S. (1991b). The museum as information utility. *Museum Management and Curatorship*, 10(3), 305-311.
[https://doi.org/10.1016/0964-7775\(91\)90064-X](https://doi.org/10.1016/0964-7775(91)90064-X)
- MacDonald, G. F., & Alsford, S. (1991c). The museum as information utility. *Museum Management and Curatorship*, 10(3), 305-311.
[https://doi.org/10.1016/0964-7775\(91\)90064-X](https://doi.org/10.1016/0964-7775(91)90064-X)

Malpas, J. (2008a). Cultural heritage in the age of new media. In Y. E. Kalay, T. Kvan, & J. Affleck (Eds.), *New heritage: new media and cultural heritage* (pp. 13–26). Routledge.
<https://www-dawsonera-com.libproxy.ucl.ac.uk/readonline/9780203937884/startPage/30>

Malpas, J. (2008b). New media, cultural heritage and the sense of place: mapping the conceptual ground. *International Journal of Heritage Studies*, 14(3), 197–209.
<https://doi.org/10.1080/13527250801953652>

Malraux, A. (1967). *Museum without walls*. Martin Secker and Warburg.

Manovich, L. (2001). *The language of new media*. MIT Press.

Marshall, F. (2001). Making good use of user input: incorporation of public evaluation into the system development process. *Museums and the Web 2001*.
<http://www.archimuse.com/mw2001/papers/marshall/marshall.html>

Marty, P. F. (2004a). The changing role of the museum webmaster: past, present and future. *Museums and the Web 2004*.
<http://www.archimuse.com/mw2004/papers/marty/marty.html>

Marty, P. F. (2004b). The changing role of the museum webmaster: past, present and future. *Museums and the Web 2004*.
<http://www.archimuse.com/mw2004/papers/marty/marty.html>

Marty, P. F. (2007). Museum websites and museum visitors: before and after the museum visit. *Museum Management and Curatorship*, 22(4), 337–360.
<https://doi.org/10.1080/09647770701757708>

Marty, P. F. (2009). An introduction to digital convergence: libraries, archives, and museums in the information age. *Museum Management and Curatorship*, 24(4), 295–298.
<https://doi.org/10.1080/09647770903314688>

Marty, P. F., & Jones, K. B. (Eds.). (2008). *Museum informatics: people, information, and technology in museums*. Routledge.
<https://www-dawsonera-com.libproxy.ucl.ac.uk/abstract/9780203939147>

McCarthy, J., & Wright, P. (2007). *Technology as experience*. MIT Press.
<http://ieeexplore.ieee.org.libproxy.ucl.ac.uk/xpl/bkabstractplus.jsp?bkn=6267305>

McTavish, L. (2006). Visiting the virtual museum: art and experience online. In J. Marstine (Ed.), *New museum theory and practice: an introduction* (pp. 226–246). Blackwell.
<http://onlinelibrary.wiley.com.libproxy.ucl.ac.uk/doi/10.1002/9780470776230.ch9/summary>

Milekic, S. (2007). Toward tangible virtualities: tangialities. In F. Cameron & S. Kenderdine (Eds.), *Theorizing digital cultural heritage : a critical discourse* (pp. 369–388). MIT Press.
<https://www-dawsonera-com.libproxy.ucl.ac.uk/readonline/9780262269742/startPage/384>

Mosquin, D. (2006). All weblogs are not created equal: analyzing what works. *Museums and the Web 2006*. <http://www.archimuse.com/mw2006/papers/mosquin/mosquin.html>

MUBU social media guide. (n.d.).

<http://culturehive.co.uk/wp-content/uploads/2013/11/Social-Media-Guide-1.pdf>

Museum and society. (n.d.).

Museum international. (n.d.).

Museum management and curatorship. (n.d.).

MuseumMobile [wiki]. (n.d.).

Museums Association. (1996). Museum practice.

Naismith, L., Lonsdale, P., Vavoula, G., & Sharples, M. (2004). Literature review in mobile technologies and learning. In Futurelab : Innovation in education (Issue Report 11).

New media & society. (n.d.).

New technologies for the cultural and scientific heritage sector: Vol. DigiCULT technology watch report 1. (2003).

Nickerson, M. (2005). 1-800-FOR-TOUR: delivering automated audio information through patron's cell phones. Museums and the Web 2005.

Nicoletta Di Blas et al. (2002b). Evaluating the features of museum websites (The Bologna Report). Museums and the Web 2002.

<http://www.archimuse.com/mw2002/papers/diblas/diblas.html>

Nielsen, J. (1995). 10 usability heuristics for user interface design. NN/g Nielsen Norman Group.

Nielsen, J. (2005). Accessibility is not enough. NN/g Nielsen Norman Group.

Nielsen, J. (2006). F-shaped pattern for reading web content. NN/g Nielsen Norman Group.

Nielsen, J. (2012). Usability 101: introduction to usability. NN/g Nielsen Norman Group.

Ockuly, J. (2006). Museum expansions and the 'utility' of web-based public information. Museums and the Web 2006.

<http://www.museumsandtheweb.com/mw2006/papers/ockuly/ockuly.html>

Oomen, J., & Aroyo, L. (2011). Crowdsourcing in the cultural heritage domain: opportunities and challenges. In J. Kjeldskov & J. Paay (Eds.), Communities & Technologies 2011 Conference Proceedings 29 June - 2 July, Brisbane, Australia. ACM.

http://www.iisi.de/fileadmin/IISI/upload/2011/p138_oomen.pdf

Oppermann, R., & Specht, M. (1999). A nomadic information system for adaptive exhibition guidance. In J. Trant & D. Bearman (Eds.), Cultural heritage informatics: selected papers from ICHIM99 (pp. 103–109). Archives & Museum Informatics.

<http://link.springer.com.libproxy.ucl.ac.uk/article/10.1023/A%3A1016619506241>

- Pallas, J., & Economides, A. A. (2008). Evaluation of art museums' web sites worldwide. *Information Services & Use*, 28(1). <https://doi.org/10.3233/ISU-2008-0554>
- Parry, R. (2005a). Digital heritage and the rise of theory in museum computing. *Museum Management and Curatorship*, 20(4), 333–348.
<https://doi.org/10.1016/j.musmancur.2005.06.003>
- Parry, R. (2005b). Digital heritage and the rise of theory in museum computing. *Museum Management and Curatorship*, 20(4), 333–348.
<https://doi.org/10.1016/j.musmancur.2005.06.003>
- Parry, R. (2005c). Digital heritage and the rise of theory in museum computing. *Museum Management and Curatorship*, 20(4), 333–348.
<https://doi.org/10.1016/j.musmancur.2005.06.003>
- Parry, R. (2007). *Recoding the museum: digital heritage and the technologies of change: Vol. Museum meanings*. Routledge.
<http://libproxy.ucl.ac.uk/login?url=http://dx.doi.org/10.4324/9780203347485>
- Parry, R. (Ed.). (2010). *Museums in a digital age: Vol. Leicester readers in museum studies*. Routledge. <https://www-dawsonera-com.libproxy.ucl.ac.uk/abstract/9780203716083>
- Parry, R., & Arbach, N. (2005a). The localized learner: acknowledging distance and situatedness in on-line museum learning. *Museums and the Web 2005*.
<http://www.archimuse.com/mw2005/papers/parry/parry.html>
- Parry, R., & Arbach, N. (2005b). The localized learner: acknowledging distance and situatedness in on-line museum learning. *Museums and the Web 2005*.
<http://www.archimuse.com/mw2005/papers/parry/parry.html>
- Parry, R., Ortiz-Williams, M., & Sawyer, A. (2007). How shall we label our exhibit today? Applying the principles of on-line publishing to an on-site exhibition. *Museums and the Web 2007*.
- Parry, R., & Sawyer, A. (2005). Space and the machine: adaptive museums, pervasive technology and the new gallery environment. In S. Macleod (Ed.), *Reshaping museum space: architecture, design, exhibitions* (pp. 39–52). Routledge.
<https://www-dawsonera-com.libproxy.ucl.ac.uk/readonline/9780203483220/startPage/54>
- Paul, C. (Ed.). (2008). *New media in the white cube and beyond: curatorial models for digital art*. University of California Press.
- Peacock, D., & Brownbill, J. (2007). Audiences, visitors, users: reconceptualising users of museum on-line content and services. *Museums and the Web 2007*.
<http://www.archimuse.com/mw2007/papers/peacock/peacock.html>
- Proctor, N. (2007). When in roam: visitor response to phone tour pilots in the US and Europe. *Museums and the Web 2007*.
- Proctor, N., & Trellis, C. (2003). The state of the art in museum handhelds in 2003. *Museums and the Web 2003*.

- Pujol-Tost, L. (2011). Integrating ICT in exhibitions. *Museum Management and Curatorship*, 26(1), 63–79. <https://doi.org/10.1080/09647775.2011.540127>
- Rainbow, R., Morrison, A., & Morgan, M. (2012). Providing accessible online collections. *Museums and the Web 2012*.
http://www.museumsandtheweb.com/mw2012/papers/providing_accessible_online_collections
- Ray, J. (2009). Sharks, digital curation, and the education of information professionals. *Museum Management and Curatorship*, 24(4), 357–368.
<https://doi.org/10.1080/09647770903314720>
- Refsland, S. T., Tuters, M., & Cooley, J. (2007). Geo-storytelling: a living archive of spatial culture. In F. Cameron & S. Kenderdine (Eds.), *Theorizing digital cultural heritage: a critical discourse* (pp. 409–416). MIT Press.
<https://www-dawsonera-com.libproxy.ucl.ac.uk/readonline/9780262269742/startPage/424>
- Resource [The Council for Museums, Archives and Libraries]. (2001). *Renaissance in the regions: a new vision for England's museums*.
- Rheingold, H. (2002). *Smart mobs: the next social revolution*. Perseus Publishing.
<http://ucl.eblib.com/patron/FullRecord.aspx?p=904434>
- Russo, A., & Watkins, J. (2007a). Digital cultural communication: audience and remediation. In F. Cameron & S. Kenderdine (Eds.), *Theorizing digital cultural heritage: a critical discourse*. MIT Press.
<https://www-dawsonera-com.libproxy.ucl.ac.uk/readonline/9780262269742/startPage/164>
- Russo, A., & Watkins, J. (2007b). Digital cultural communication: audience and remediation. In F. Cameron & S. Kenderdine (Eds.), *Theorizing digital cultural heritage: a critical discourse*. MIT Press.
<https://www-dawsonera-com.libproxy.ucl.ac.uk/readonline/9780262269742/startPage/164>
- Samis, P., & Pau, S. (2006). 'Artcasting' at SFMOMA: first-year lessons, future challenges for museum podcasters broad audience of use. *Museums and the Web 2006*.
- Sayre, S. (2000). Sharing the experience: the building of a successful online/on-site exhibition. *Museums and the Web 2000*.
<http://www.museumsandtheweb.com/mw2000/papers/sayre/sayre.html>
- Semper, R. (2006). From on-line exhibits to on-line experiences to on-line community: thirteen years of science centers experimenting with the web. *Museums and the Web 2006*.
<http://www.museumsandtheweb.com/mw2006/papers/semper/semper.html>
- Semper, R. S. (1998). Designing hybrid environments: integrating media into exhibition spaces. In A. Mintz & S. Thomas (Eds.), *The virtual and the real: media in the museum* (pp. 119–127). American Association of Museums.
- Simon, N. (2010). *The participatory museum*. Museum 2.0.

Smith, K. J. (n.d.). Koven J. Smith Dot Com. 'Making dreams reality since 1975' [blog].
<http://kovenjsmith.com/>

Smithsonian Institution. (n.d.-a). Smithsonian Institution web and new media strategy.
<http://smithsonian-webstrategy.wikispaces.com/Executive+Summary+and+Moving+Forward>

Spadaccini, J. (2006). Museums 2.0: a survey of museum blogs & community-based sites.
Springer, J., Kajder, S., & Brazas, J. B. (2004). Digital storytelling at the National Gallery of Art. Museums and the Web 2004.

Springer, J., & White, P. (2007). Video ipods and art education. Museums and the Web 2007.

Srinivasan, R., Enote, J., Becvar, K. M., & Boast, R. (2009). Critical and reflective uses of new media technologies in tribal museums. Museum Management and Curatorship, 24(2), 161-181. <https://doi.org/10.1080/09647770902857901>

Stein, R. (2012). Blow up your digital strategy: changing the conversation about museums and technology. Museums and the Web 2012.
http://www.museumsandtheweb.com/mw2012/papers/blow_up_your_digital_strategy_changing_the_c_1

Steve museum project. (n.d.).

Steven Gray et al. (2012). Enhancing museum narratives with the QRator Project: a Tasmanian devil, a platypus and a dead man in a box | museumsandtheweb.com. Museums and the Web 2012.
http://www.museumsandtheweb.com/mw2012/papers/enhancing_museum_narratives_with_the_qrator_pr

Summative evaluation of the Churchill Museum. (2005).
http://archive.iwm.org.uk/upload/pdf/Churchill_report_FINAL.doc.pdf

Summative evaluation of the Churchill Museum. Report appendices. (2005).
http://archive.iwm.org.uk/upload/pdf/Appendices_FINAL.doc.pdf

Sumption, K. (n.d.). In search of the ubiquitous museum: reflections of ten years of Museums and the Web. Museums and the Web 2006.
<http://www.museumsandtheweb.com/mw2006/papers/sumption/sumption.html>

Szanto, A. (2010). Time to lose control. The Art Newspaper.

Tallon, L., & Walker, K. (Eds.). (2008a). Digital technologies and the museum experience: handheld guides and other media. AltaMira Press.
<http://ucl.ebib.com/patron/FullRecord.aspx?p=467464>

Tallon, L., & Walker, K. (Eds.). (2008b). Digital technologies and the museum experience: handheld guides and other media. AltaMira Press.
<http://ucl.ebib.com/patron/FullRecord.aspx?p=467464>

Tate Modern multimedia tour. (2002).

Technology and culture. (n.d.).

Thomas, S., & Mintz, A. (Eds.). (1998a). The virtual and the real: media in the museum. American Association of Museums.

Thomas, S., & Mintz, A. (Eds.). (1998b). The virtual and the real: media in the museum. American Association of Museums.

Thomas, W. A., & Carey, S. (2005). Actual/virtual visits: what are the links? Museums and the Web 2005. <http://www.museumsandtheweb.com/mw2005/papers/thomas/thomas.html>

Tullio Salmon Cinotti et al. (2004). Evaluating context-aware mobile applications in museums: experiences from the MUSE project. Museums and the Web 2004.

Urban tapestries / social tapestries: public authoring and civil society in the wireless city. (n.d.).

Valtysson, B. (2010). Access culture: Web 2.0 and cultural participation. International Journal of Cultural Policy, 16(2), 200–214. <https://doi.org/10.1080/10286630902902954>

van Vliet, H., & Hekman, E. (2011). Iknowhatthisis. Plan B Publishers.

vom Lehn, D., & Heath, C. (2003). Displacing the object: mobile technologies and interpretive resources. Cultural Institutions and Digital Technology: International Conference on Hypermedia and Interactivity in Museums, Paris, 8-12 September 2003. <http://www.archimuse.com/publishing/ichim03/088C.pdf>

Von Appen, K., Kennedy, B., & Spadaccini, J. (2006). Community sites & emerging sociable technologies. Museums and the Web 2006.

Wakkary, R., & Evernden, D. (2005). Museum as ecology: a case study analysis of an ambient intelligent museum guide. Museums and the Web 2005.

Walker Blogs. (n.d.). <http://blogs.walkerart.org/offcenter/>

Waterton, E. (2010). The advent of digital technologies and the idea of community. Museum Management and Curatorship, 25(1), 5–11. <https://doi.org/10.1080/09647770903529038>

Webb, P. (2003). Five become one: how five Manchester museums developed a shared web portal. Museums and the Web 2003. <http://www.archimuse.com/mw2003/papers/webb/webb.html>

Wellcome Collection. (n.d.-b). High tea [interactive game]. <http://wellcomecollection.org/high-tea>

Wellman, B., & Haythornthwaite, C. A. (2002). The Internet in everyday life. Blackwell Pub. <http://dx.doi.org/10.1002/9780470774298>

West, N. (2005). Urban tapestries: the spatial and social on your mobile. In Proboscis: Vol. Cultural snapshots (Issue 10).

White, N. (2006). Blogs and community: launching a new paradigm for online community? <http://www.tlu.ee/~kpata/haridustehnoloogiaTLU/blogcommunitywhite.pdf>

Wilson, G. (2004). Multimedia tour programme at Tate Modern. *Museums and the Web* 2004.

Witcomb, A. (2003). *Re-imagining the museum: beyond the mausoleum: Vol. Museum meanings*. Routledge.

Witcomb, A. (2007). The Materiality of virtual technologies: a new approach to thinking about the impact of multimedia in museums. In F. Cameron & S. Kenderdine (Eds.), *Theorizing digital cultural heritage : a critical discourse* (pp. 35–48). MIT Press. <https://www-dawsonera-com.libproxy.ucl.ac.uk/readonline/9780262269742/startPage/50>

Witt, L. (2009). Museums as information centres. *Museum International*, 46(1), 20–25. <https://doi.org/10.1111/j.1468-0033.1994.tb01148.x>