

UCLQG315: The Digital Museum

View Online



1

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

2

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

3

Cameron F, Kenderdine S, editors. Theorizing digital cultural heritage: a critical discourse. Cambridge, Mass.: : MIT Press 2007. <https://www-dawsonera-com.libproxy.ucl.ac.uk/abstract/9780262269742>

4

Castells M. The rise of the network society. 2nd ed., with a new pref. Chichester: : Wiley-Blackwell 2010. <http://onlinelibrary.wiley.com.libproxy.ucl.ac.uk/book/10.1002/9781444319514>

5

Clack T, Brittain M, editors. Archaeology and the media. Walnut Creek, Calif: : Left Coast Press 2007. <http://ucl.ebib.com/patron/FullRecord.aspx?p=677757>

6

Cook S, editor. A brief history of curating new media art: conversations with curators. Berlin: : Green Box 2010.

7

New technologies for the cultural and scientific heritage sector. 2003.

8

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

9

Fahy A. New technologies for museum communication. In: Museum, media, message. New York: : Routledge 1994. 82-96.<https://www-dawsonera-com.libproxy.ucl.ac.uk/readonline/9780203456514/startPage/85>

10

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

11

Hazan S. The virtual aura - is there space for enchantment in a technological world? Museums and the Web 2001 2001.

12

Henning M. Museums, media and cultural theory. Maidenhead: : Open University Press 2006. <https://www-dawsonera-com.libproxy.ucl.ac.uk/abstract/9780335225750>

13

Jones-Garmil K, editor. *The wired museum: emerging technology and changing paradigms*. Washington, D.C.: : American Association of Museums 1997.

14

Kalay YE, Kvan T, Affleck J, editors. *New heritage: new media and cultural heritage*. London: : Routledge 2008.
<https://www-dawsonera-com.libproxy.ucl.ac.uk/abstract/9780203937884>

15

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

16

Knell SJ. The shape of things to come: museums in the technological landscape. *Museum and society* 2003;**1**:132–46.

17

MacDonald GF, Alford S. The museum as information utility. *Museum Management and Curatorship* 1991;**10**:305–11. doi:10.1016/0964-7775(91)90064-X

18

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

19

Marty PF, Jones KB, editors. *Museum informatics: people, information, and technology in museums*. New York: : Routledge 2008.
<https://www-dawsonera-com.libproxy.ucl.ac.uk/abstract/9780203939147>

20

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

21

Lilley A, Moore P. Counting what counts: what big data can do for the cultural sector. 2013.
http://www.nesta.org.uk/sites/default/files/counting_what_counts.pdf

22

Parry R, editor. Museums in a digital age. London: : Routledge 2010.
<https://www-dawsonera-com.libproxy.ucl.ac.uk/abstract/9780203716083>

23

Parry R. Recoding the museum: digital heritage and the technologies of change. London: : Routledge 2007.
<http://libproxy.ucl.ac.uk/login?url=http://dx.doi.org/10.4324/9780203347485>

24

Parry R. Digital heritage and the rise of theory in museum computing. Museum Management and Curatorship 2005;**20**:333–48. doi:10.1016/j.musmancur.2005.06.003

25

Rheingold H. Smart mobs: the next social revolution. Cambridge, MA: : Perseus Publishing 2002. <http://ucl.ebib.com/patron/FullRecord.aspx?p=904434>

26

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

27

Thomas S, Mintz A, editors. The virtual and the real: media in the museum. Washington,

D.C.: : American Association of Museums 1998.

28

Museum management and curatorship.

29

Museum international.

30

Museum and society.

31

Curator: the museum journal.

32

Howarth E, Rowley FR, Butterfield WR, et al. The museums journal.

33

Museums Association. Museum practice. 1996.

34

New media & society.

35

Technology and culture.

36

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

37

Archives & Museum Informatics. Survey of museum web implementations 2005.

38

Arvanitis K. Digital Heritage [blog]. <https://digitalheritage.wordpress.com/>

39

Smith KJ. Koven J. Smith Dot Com. 'Making dreams reality since 1975' [blog]. <http://kovenjsmith.com/>

40

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

41

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

42

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

43

Knell SJ. The shape of things to come: museums in the technological landscape. *Museum and society* 2003;**1**:132–46.

44

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

45

Castells M. Museums in the information era: cultural connectors of time and space. *ICOM news* 2001;:4–7.

46

Castells M. *The rise of the network society*. 2nd ed., with a new pref. Chichester: : Wiley-Blackwell 2010.
<http://onlinelibrary.wiley.com.libproxy.ucl.ac.uk/book/10.1002/9781444319514>

47

Chen X, Kalay Y. Making a liveable 'place': content design in virtual environments. *International Journal of Heritage Studies* 2008;**14**:229–46.
doi:10.1080/13527250801953710

48

Paul C, editor. *New media in the white cube and beyond: curatorial models for digital art*. Berkeley: : University of California Press 2008.

49

Ducatel K. *ISTAG : Scenarios for ambient intelligence in 2010*. 2001.

50

Emery D, Toth MB, Noel W. *The convergence of information technology and data*

management for digital imaging in museums. *Museum Management and Curatorship* 2009; **24**:337–56. doi:10.1080/09647770903314712

51

Hazan S. A crisis of authority: new lamps for old. In: Cameron F, Kenderdine S, eds. *Theorizing digital cultural heritage: a critical discourse*. Cambridge, Mass: : MIT Press 2007. 133–47. <https://www-dawsonera-com.libproxy.ucl.ac.uk/readonline/9780262269742/startPage/148>

52

Hein HS. *The museum in transition: a philosophical perspective*. Washington: : Smithsonian Institution Press 2000.

53

Hooper-Greenhill E. *Museums and the interpretation of visual culture*. London: : Routledge 2000.

54

Kalay YE, Kvan T, Affleck J, editors. *New heritage: new media and cultural heritage*. London: : Routledge 2008. <https://www-dawsonera-com.libproxy.ucl.ac.uk/abstract/9780203937884>

55

Karp C. Digital heritage in digital museums. *Museum International* 2004;**56**:45–51. doi:10.1111/j.1350-0775.2004.00457.x

56

Keene S, Royan B, Anderson D, editors. *A netful of jewels: new museums in the learning age. A report from the National Museum Director's Conference*. 1999.

57

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

58

MacDonald GF, Alsford S. The museum as information utility. *Museum Management and Curatorship* 1991;**10**:305–11. doi:10.1016/0964-7775(91)90064-X

59

Malpas J. New media, cultural heritage and the sense of place: mapping the conceptual ground. *International Journal of Heritage Studies* 2008;**14**:197–209. doi:10.1080/13527250801953652

60

Malpas J. Cultural heritage in the age of new media. In: Kalay YE, Kvan T, Affleck J, eds. *New heritage: new media and cultural heritage*. London: : Routledge 2008. 13–26. <https://www-dawsonera-com.libproxy.ucl.ac.uk/readonline/9780203937884/startPage/30>

61

Manovich L. *The language of new media*. Cambridge, Mass: : MIT Press 2001.

62

Marty PF. An introduction to digital convergence: libraries, archives, and museums in the information age. *Museum Management and Curatorship* 2009;**24**:295–8. doi:10.1080/09647770903314688

63

Parry R. Digital heritage and the rise of theory in museum computing. *Museum Management and Curatorship* 2005;**20**:333–48. doi:10.1016/j.musmancur.2005.06.003

64

Ray J. Sharks, digital curation, and the education of information professionals. *Museum*

Management and Curatorship 2009;**24**:357–68. doi:10.1080/09647770903314720

65

Resource [The Council for Museums, Archives and Libraries]. Renaissance in the regions: a new vision for England's museums. 2001.

66

Witt L. Museums as information centres. Museum International 2009;**46**:20–5. doi:10.1111/j.1468-0033.1994.tb01148.x

67

Witcomb A. Re-imagining the museum: beyond the mausoleum. London: : Routledge 2003.

68

Cameron F. The politics of heritage authorship: the case of digital heritage collections. In: Kalay YE, Kvan T, Affleck J, eds. New heritage: new media and cultural heritage. London: : Routledge 2008. 170–84. <https://www-dawsonera-com.libproxy.ucl.ac.uk/readonline/9780203937884/startPage/187>

69

Marty PF. The changing role of the museum webmaster: past, present and future. Museums and the Web 2004 Published Online First: 2004. <http://www.archimuse.com/mw2004/papers/marty/marty.html>

70

Parry R, Arbach N. The localized learner: acknowledging distance and situatedness in on-line museum learning. Museums and the Web 2005 Published Online First: 2005. <http://www.archimuse.com/mw2005/papers/parry/parry.html>

71

Peacock D, Brownbill J. Audiences, visitors, users: reconceptualising users of museum on-line content and services. *Museums and the Web 2007* Published Online First: 2007. <http://www.archimuse.com/mw2007/papers/peacock/peacock.html>

72

Adams C, Cole T, DePaolo C, et al. Bringing the curatorial process to the web. *Museums and the Web 2001* Published Online First: 2001. <http://www.archimuse.com/mw2001/papers/depaolo/depaola.html>

73

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

74

Cameron F, Kenderdine S, editors. *Theorizing digital cultural heritage: a critical discourse*. Cambridge, Mass.: : MIT Press 2007. <https://www-dawsonera-com.libproxy.ucl.ac.uk/abstract/9780262269742>

75

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

76

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

77

Henning M. *Museums, media and cultural theory*. Maidenhead: : Open University Press 2006. <https://www-dawsonera-com.libproxy.ucl.ac.uk/abstract/9780335225750>

78

Hoff K. 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* Published Online First: 2000. <http://www.archimuse.com/mw2000/papers/hoff/hoff.html>

79

Kalay YE, Kvan T, Affleck J, editors. *New heritage: new media and cultural heritage*. London: : Routledge 2008.
<https://www-dawsonera-com.libproxy.ucl.ac.uk/abstract/9780203937884>

80

Lütsch G. How to get more than 500,000 visitors in 6 Months. *Museums and the Web 2000* Published Online First: 2000. <http://www.archimuse.com/mw2000/papers/luetsch/luetsch.html>

81

MacDonald GF, Alsford S. The museum as information utility. *Museum Management and Curatorship* 1991;**10**:305–11. doi:10.1016/0964-7775(91)90064-X

82

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

83

Parry R. Digital heritage and the rise of theory in museum computing. *Museum Management and Curatorship* 2005;**20**:333–48. doi:10.1016/j.musmancur.2005.06.003

84

John Vergo et al. '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* Published

Online First: 2001.<http://www.archimuse.com/mw2001/papers/vergo/vergo.html>

85

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

86

Allen-Greil D, Edwards S, Ludden J, et al. Social media and organizational change. *Museums and the Web 2011* Published Online First: 2011.http://www.museumsandtheweb.com/mw2011/papers/social_media_and_organizational_change

87

Cameron FR. Object-orientated democracies: contradictions, challenges and opportunities. *Museums and the Web 2008* Published Online First: 2008.<http://www.museumsandtheweb.com/mw2008/papers/cameron/cameron.html>

88

Caruth NJ, Bernstein S. Building an on-line community at the Brooklyn Museum: a timeline. *Museums and the Web 2007* Published Online First: 2007.<http://www.archimuse.com/mw2007/papers/caruth/caruth.html>

89

Russo A, Watkins J. Digital cultural communication: audience and remediation. In: Cameron F, Kenderdine S, eds. *Theorizing digital cultural heritage: a critical discourse*. Cambridge, Mass.: : MIT Press 2007. <https://www-dawsonera-com.libproxy.ucl.ac.uk/readonline/9780262269742/startPage/164>

90

Beardon C, Worden S. The virtual curator: multimedia technologies and the roles of museums. In: Barrett E, Redmond M, eds. *Contextual media: multimedia and interpretation*. Cambridge, Mass.: : MIT Press 1997. 63–86.

91

Besser H. The transformation of the museum and the way it's perceived. In: Jones-Garmil K, ed. The wired museum: emerging technology and changing paradigms. Washington, D.C.: : American Association of Museums 1997. 153–70.

92

Bowen JP, Filippini-Fantoni S. Personalization and the web from a museum perspective. Museums and the Web 2004
<http://www.museumsandtheweb.com/mw2004/papers/bowen/bowen.html>

93

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

94

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

95

Burnette A, Cherry R, Proctor N, et al. Getting on (not under) the mobile 2.0 bus: emerging issues in the mobile business model. Museums and the Web 2011 Published Online First: 2011.
http://www.museumsandtheweb.com/mw2011/papers/getting_on_not_under_the_mobile_20_bus

96

Cameron F. Digital futures I: museum collections, digital technologies, and the cultural construction of knowledge. Curator: The Museum Journal 2003;**46**:325–40.
[doi:10.1111/j.2151-6952.2003.tb00098.x](https://doi.org/10.1111/j.2151-6952.2003.tb00098.x)

97

Christen K. Ara Irititja: protecting the past, accessing the future - indigenous memories in a digital age. *Museum Anthropology* 2006;**29**:56–60. doi:10.1525/mua.2006.29.1.56

98

Cunliffe D, Kritou E, Tudhope D. Usability evaluation for museum web sites. *Museum Management and Curatorship* 2001;**19**:229–52. doi:10.1080/09647770100201903

99

Deshpande S, Geber K, Timpson C. Engaged dialogism in virtual space: an exploration of research strategies for virtual museums. In: Camend F, Kenderdine S, eds. *Theorizing digital cultural heritage: a critical discourse*. Cambridge, Mass.: : MIT Press 2007. 261–79. <https://www-dawsonera-com.libproxy.ucl.ac.uk/readonline/9780262269742/startPage/276>

100

Nicoletta Di Blas et al. Evaluating the features of museum websites (The Bologna Report). *Museums and the Web 2002* Published Online First: 2002. <http://www.archimuse.com/mw2002/papers/diblas/diblas.html>

101

Ernst W. *Archi(ve)textures of museology*. In: Crane SA, ed. *Museums and memory*. Stanford, Calif: : Stanford University Press 2000. 17–34.

102

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

103

Goldman KH, Schaller D. Exploring motivational factors and visitor satisfaction in on-line

museum visits. Museums and the Web 2004 Published Online First:
2004.<http://www.archimuse.com/mw2004/papers/haleyGoldman/haleyGoldman.html>

104

Haynes J, Zambonini D. Why are they doing that!? How users interact with museum web sites. Museums and the Web 2007 Published Online First:
2007.<http://www.museumsandtheweb.com/mw2007/papers/haynes/haynes.html>

105

Isaac G. Technology becomes the object: the use of electronic media at the National Museum of the American Indian. *Journal of Material Culture* 2008;**13**:287–310.
doi:10.1177/1359183508095497

106

López X, Margapoti I, Maragliano R, et al. 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* 2010;**25**:235–49. doi:10.1080/09647771003737356

107

Marty PF. Museum websites and museum visitors: before and after the museum visit. *Museum Management and Curatorship* 2007;**22**:337–60. doi:10.1080/09647770701757708

108

Marty PF. The changing role of the museum webmaster: past, present and future. *Museums and the Web 2004* Published Online First:
2004.<http://www.archimuse.com/mw2004/papers/marty/marty.html>

109

McTavish L. Visiting the virtual museum: art and experience online. In: Marstine J, ed. *New museum theory and practice: an introduction*. Oxford: : Blackwell 2006.
226–46.<http://onlinelibrary.wiley.com.libproxy.ucl.ac.uk/doi/10.1002/9780470776230.ch9/s>
ummary

110

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

111

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

112

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

113

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

114

Ockuly J. Museum expansions and the 'utility' of web-based public information. Museums and the Web 2006 Published Online First: 2006.<http://www.museumsandtheweb.com/mw2006/papers/ockuly/ockuly.html>

115

Pallas J, Economides AA. Evaluation of art museums' web sites worldwide. Information Services & Use 2008;**28**. doi:10.3233/ISU-2008-0554

116

Parry R, Arbach N. The localized learner: acknowledging distance and situatedness in on-line museum learning. Museums and the Web 2005 Published Online First: 2005.<http://www.archimuse.com/mw2005/papers/parry/parry.html>

117

Rainbow R, Morrison A, Morgan M. Providing accessible online collections. Museums and

the Web 2012 Published Online First:

2012.http://www.museumsandtheweb.com/mw2012/papers/providing_accessible_online_collections

118

Sayre S. Sharing the experience: the building of a successful online/on-site exhibition.

Museums and the Web 2000 Published Online First:

2000.<http://www.museumsandtheweb.com/mw2000/papers/sayre/sayre.html>

119

Semper R. 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

Published Online First:

2006.<http://www.museumsandtheweb.com/mw2006/papers/semper/semper.html>

120

Stein R. Blow up your digital strategy: changing the conversation about museums and technology. Museums and the Web 2012 Published Online First:

2012.http://www.museumsandtheweb.com/mw2012/papers/blow_up_your_digital_strategy_changing_the_c_1

121

Sumption K. 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>

122

Thomas WA, Carey S. Actual/virtual visits: what are the links? Museums and the Web 2005 Published Online First:

2005.<http://www.museumsandtheweb.com/mw2005/papers/thomas/thomas.html>

123

Thomas S, Mintz A, editors. The virtual and the real: media in the museum. Washington, D.C.: : American Association of Museums 1998.

124

Wellcome Collection. High tea [interactive game]. <http://wellcomecollection.org/high-tea>

125

Allen-Greil D, Edwards S, Ludden J, et al. Social media and organizational change. Museums and the Web 2011 Published Online First: 2011. http://www.museumsandtheweb.com/mw2011/papers/social_media_and_organizational_change

126

Affleck J, Kvan T. A virtual community as the context for discursive interpretation: a role in cultural heritage engagement. *International Journal of Heritage Studies* 2008;**14**:268–80. doi:10.1080/13527250801953751

127

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

128

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

129

Bontempo M. *Online museum communities: challenges and possibilities*. Saarbrücken: : Verlag Dr. Müller 2007.

130

Boyle D, Harris M. The challenge of co-production: how equal partnerships between professionals and the public are crucial to improving public services.

2009.http://www.nesta.org.uk/sites/default/files/the_challenge_of_co-production.pdf

131

Burnette A, Cherry R, Proctor N, et al. Getting on (not under) the mobile 2.0 bus: emerging issues in the mobile business model. Museums and the Web 2011 Published Online First: 2011.http://www.museumsandtheweb.com/mw2011/papers/getting_on_not_under_the_mobile_20_bus

132

Cameron F. The politics of heritage authorship: the case of digital heritage collections. In: Kalay YE, Kvan T, Affleck J, eds. New heritage: new media and cultural heritage. London: : Routledge 2008. 170-84.<https://www-dawsonera-com.libproxy.ucl.ac.uk/readonline/9780203937884/startPage/187>

133

Caruth NJ, Bernstein S. Building an on-line community at the Brooklyn Museum: a timeline. Museums and the Web 2007 Published Online First: 2007.<http://www.archimuse.com/mw2007/papers/caruth/caruth.html>

134

Chan S. Tagging and searching - serendipity and museum collection databases. Museums and the Web 2007 Published Online First: 2007.<http://www.archimuse.com/mw2007/papers/chan/chan.html>

135

van Vliet H, Hekman E. Iknowhatthisis. 2011.

136

Fisher M, Twiss-Garrity BA. Remixing exhibits: constructing participatory narratives with on-line tools to augment museum experiences. Museums and the Web 2007 Published Online First: 2007.<http://www.archimuse.com/mw2007/papers/fisher/fisher.html>

137

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

138

Geser G, Pereira J, editors. *The future digital heritage space: an expedition report*. 2004.

139

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

140

Giaccardi E, Palen L. The social production of heritage through cross-media interaction: making place for place-making. *International Journal of Heritage Studies* 2008;**14**:281-97. doi:10.1080/13527250801953827

141

Holdgaard N. The use of social media in the Danish museum landscape. *Museums and the Web 2011* Published Online First: 2011. http://www.museumsandtheweb.com/mw2011/papers/the_use_of_social_media_in_the_danish_museum_l

142

Kelly K. We are the web. *Wired* 2005.

143

Kidd J. Enacting engagement online: framing social media use for the museum. *Information Technology & People* 2011;**24**:64-77. doi:10.1108/095938411111109422

144

Leadbeater C. We-think. London: : Profile 2008.

145

Lynch BT, Alberti SJMM. Legacies of prejudice: racism, co-production and radical trust in the museum. *Museum Management and Curatorship* 2010;**25**:13–35.
doi:10.1080/09647770903529061

146

Lynch B. Whose cake is it anyway? A collaborative investigation into engagement and participation in 12 museums and galleries in the UK.
2011.<http://www.phf.org.uk/wp-content/uploads/2014/10/Whose-cake-is-it-anyway.pdf>

147

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

148

Allen-Greil D, editor. *Twitter for museums: strategies and tactics for success : a collection of essays*. Edinburgh: : MuseumsEtc 2010.

149

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

150

Oomen J, Aroyo L. Crowdsourcing in the cultural heritage domain: opportunities and challenges. In: Kjeldskov J, Paay J, eds. *Communities & Technologies 2011 Conference Proceedings 29 June - 2 July, Brisbane, Australia*. New York: : ACM 2011.
http://www.iisi.de/fileadmin/IISI/upload/2011/p138_oomen.pdf

151

edited by Mia Ridge. Crowdsourcing our cultural heritage. Farnham: : Ashgate 2014.
<https://www-dawsonera-com.libproxy.ucl.ac.uk/abstract/9781472410238>

152

Russo A, Watkins J. Digital cultural communication: audience and remediation. In: Cameron F, Kenderdine S, eds. Theorizing digital cultural heritage : a critical discourse. Cambridge, Mass.: : MIT Press 2007.

<https://www-dawsonera-com.libproxy.ucl.ac.uk/readonline/9780262269742/startPage/164>

153

Samis P, Pau S. 'Artcasting' at SFMOMA: first-year lessons, future challenges for museum podcasters broad audience of use. Museums and the Web 2006 2006.

154

Simon N. The participatory museum. Santa Cruz, Calif.: : Museum 2.0 2010.

155

Smithsonian Institution. Smithsonian Institution web and new media strategy.

<http://smithsonian-webstrategy.wikispaces.com/Executive+Summary+and+Moving+Forward>

156

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

157

Spadaccini J. Museums 2.0: a survey of museum blogs & community-based sites. 2006.

158

Springer J, Kajder S, Brazas JB. Digital storytelling at the National Gallery of Art. Museums and the Web 2004 2004.

159

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

160

Steve museum project.

161

Szanto A. Time to lose control. The art newspaper 2010.

162

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

163

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

164

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

165

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

166

Valtysson B. Access culture: Web 2.0 and cultural participation. *International Journal of Cultural Policy* 2010;**16**:200–14. doi:10.1080/10286630902902954

167

Dijck J van. *The culture of connectivity: a critical history of social media*. Oxford: : Oxford University Press 2013. <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>

168

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

169

Walker Blogs. <http://blogs.walkerart.org/offcenter/>

170

Waterton E. The advent of digital technologies and the idea of community. *Museum Management and Curatorship* 2010;**25**:5–11. doi:10.1080/09647770903529038

171

Wellman B, Haythornthwaite CA. *The Internet in everyday life*. Malden, MA, USA: : Blackwell Pub 2002. <http://dx.doi.org/10.1002/9780470774298>

172

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

173

Parry R, Sawyer A. Space and the machine: adaptive museums, pervasive technology and the new gallery environment. In: Macleod S, ed. Reshaping museum space: architecture, design, exhibitions. London: : Routledge 2005. 39–52.<https://www-dawsonera-com.libproxy.ucl.ac.uk/readonline/9780203483220/startPage/54>

174

Pujol-Tost L. Integrating ICT in exhibitions. *Museum Management and Curatorship* 2011;**26**:63–79. doi:10.1080/09647775.2011.540127

175

Steven Gray et al. 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* Published Online First: 2012.http://www.museumsandtheweb.com/mw2012/papers/enhancing_museum_narratives_with_the_qrator_pr

176

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

177

Champion E, Dave B. Dialing up the past. In: Cameron F, Kenderdine S, eds. *Theorizing digital cultural heritage : a critical discourse*. Cambridge, Mass.: : MIT Press 2007. 333–47.<https://www-dawsonera-com.libproxy.ucl.ac.uk/readonline/9780262269742/startPage/348>

178

Ciolfi L, Bannon LJ. Designing interactive museum exhibits: enhancing visitor curiosity through augmented artefacts. 2002.

179

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

180

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

181

Cutting J, editor. Requirements for all [Science] museum computer exhibits. 2002.

182

Economou M. The evaluation of museum multimedia applications: lessons from research. *Museum Management and Curatorship* 1998;**17**:173-87. doi:10.1080/09647779800501702

183

Milekic S. Toward tangible virtualities: tangialities. In: Cameron F, Kenderdine S, eds. *Theorizing digital cultural heritage : a critical discourse*. London: : MIT Press 2007. 369-88.<https://www-dawsonera-com.libproxy.ucl.ac.uk/readonline/9780262269742/startPage/384>

184

MuseumMobile [wiki].

185

Parry R, Ortiz-Williams M, Sawyer A. How shall we label our exhibit today? Applying the principles of on-line publishing to an on-site exhibition. *Museums and the Web* 2007 2007.

186

Semper RS. Designing hybrid environments: integrating media into exhibition spaces. In: Mintz A, Thomas S, eds. *The virtual and the real: media in the museum*. Washington, D.C.: American Association of Museums 1998. 119–27.

187

Srinivasan R, Enoté J, Becvar KM, et al. Critical and reflective uses of new media technologies in tribal museums. *Museum Management and Curatorship* 2009;**24**:161–81. doi:10.1080/09647770902857901

188

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

189

Burnette A, Cherry R, Proctor N, et al. Getting on (not under) the mobile 2.0 bus: emerging issues in the mobile business model. *Museums and the Web 2011* Published Online First: 2011. http://www.museumsandtheweb.com/mw2011/papers/getting_on_not_under_the_mobile_20_bus

190

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

191

Galani A, Maxwell D, Mazel A, et al. Situating cultural technologies outdoors: designing for mobile interpretation of rock art in rural Britain. *Museums and the Web 2011* Published Online First:

2011.http://www.museumsandtheweb.com/mw2011/papers/situating_cultural_technologies_outdoors_desig

192

Haley Goldman K. Cell phones and exhibitions 2.0: moving beyond the pilot stage. *Museums and the Web* 2007 2007.

193

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

194

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

195

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

196

Goggin G. Cell phone culture: mobile technology in everyday life. London: : Routledge 2006.

197

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

198

Izadi S, Fraser M, Benford S, et al. Citywide: supporting interactive digital experiences across physical space. *Personal and Ubiquitous Computing* 2002;**6**:290–8.
doi:10.1007/s007790200030

199

Aakhus MA, Katz JE, editors. *Perpetual contact: mobile communication, private talk, public performance*. Cambridge: : Cambridge University Press 2002.
<http://ebooks.cambridge.org.libproxy.ucl.ac.uk/ebook.jsf?bid=CBO9780511489471>

200

Lane G. *Social tapestries: public authoring and civil society*. Proboscis. ;**Cultural snapshots**.

201

Naismith L, Lonsdale P, Vavoula G, et al. Literature review in mobile technologies and learning. *Futurelab : Innovation in education*. 2004.

202

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

203

Oppermann R, Specht M. A nomadic information system for adaptive exhibition guidance. In: Trant J, Bearman D, eds. *Cultural heritage informatics: selected papers from ICHIM99*. Pittsburgh, Pa: : Archives & Museum Informatics 1999.
103–9.<http://link.springer.com.libproxy.ucl.ac.uk/article/10.1023/A%3A1016619506241>

204

Proctor N. When in roam: visitor response to phone tour pilots in the US and Europe. *Museums and the Web* 2007 2007.

205

Proctor N, Trellis C. The state of the art in museum handhelds in 2003. *Museums and the Web 2003* 2003.

206

Refsland ST, Tutters M, Cooley J. Geo-storytelling: a living archive of spatial culture. In: Cameron F, Kenderdine S, eds. *Theorizing digital cultural heritage : a critical discourse*. Cambridge, Mass.: : MIT Press 2007. 409-16. <https://www-dawsonera-com.libproxy.ucl.ac.uk/readonline/9780262269742/startPage/424>

207

Tallon L, Walker K, editors. *Digital technologies and the museum experience: handheld guides and other media*. Lanham: : AltaMira Press 2008. <http://ucl.eblib.com/patron/FullRecord.aspx?p=467464>

208

Tate Modern multimedia tour. 2002.

209

Urban tapestries / social tapestries: public authoring and civil society in the wireless city.

210

vom Lehn D, Heath C. Displacing the object: mobile technologies and interpretive resources. In: *Cultural institutions and digital technology: International Conference on Hypermedia and Interactivity in Museums, Paris, 8-12 September 2003*. 2003. <http://www.archimuse.com/publishing/ichim03/088C.pdf>

211

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

212

West N. Urban tapestries: the spatial and social on your mobile. Proboscis. 2005;**Cultural snapshots.**

213

Wilson G. Multimedia tour programme at Tate Modern. Museums and the Web 2004 2004.

214

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

215

MUBU social media guide.

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