

# UCLQG315: The Digital Museum

[View Online](#)

Aakhus, Mark A., and James Everett Katz, eds. *Perpetual Contact: Mobile Communication, Private Talk, Public Performance*. Cambridge: Cambridge University Press, 2002. Web.  
<http://ebooks.cambridge.org.libproxy.ucl.ac.uk/ebook.jsf?bid=CBO9780511489471>.

Adams, Carrie et al. 'Bringing the Curatorial Process to the Web'. *Museums and the Web* 2001 (2001): n. pag. Web.  
<http://www.archimuse.com/mw2001/papers/depaolo/depaola.html>.

Affleck, Janice, and Thomas Kvan. 'A Virtual Community as the Context for Discursive Interpretation: A Role in Cultural Heritage Engagement'. *International Journal of Heritage Studies* 14.3 (2008): 268–280. Web.

Alain, Angèle, and Michelle Foggett. 'Towards Community Contribution: Empowering Community Voices on-Line'. *Museums and the Web* 2007 (2007): n. pag. Print.

Allen-Greil, Dana et al. 'Social Media and Organizational Change'. *Museums and the Web* 2011 (2011): n. pag. Web.  
[http://www.museumsandtheweb.com/mw2011/papers/social\\_media\\_and\\_organizational\\_change](http://www.museumsandtheweb.com/mw2011/papers/social_media_and_organizational_change).

---. 'Social Media and Organizational Change'. *Museums and the Web* 2011 (2011): n. pag. Web.  
[http://www.museumsandtheweb.com/mw2011/papers/social\\_media\\_and\\_organizational\\_change](http://www.museumsandtheweb.com/mw2011/papers/social_media_and_organizational_change).

---. 'Twitter Case Study: National Museum of American History'. *Twitter for Museums: Strategies and Tactics for Success : A Collection of Essays*. Ed. Dana Allen-Greil. Edinburgh: MuseumsEtc, 2010. Print.

---, ed. *Twitter for Museums: Strategies and Tactics for Success : A Collection of Essays*. Edinburgh: MuseumsEtc, 2010. Print.

Allison Woodruff et al. 'Eavesdropping on Electronic Guidebooks: Observing Learning Resources in Shared Listening Environments'. *Museums and the Web* 2002 (2002): n. pag. Print.

Anderson, David. *A Common Wealth: Museums in the Learning Age: A Report to the Department for Culture, Media and Sport*. London: Stationery Office, 1999. Web.  
[http://cols.ou.edu/active/LSMS5113/pdf/Common\\_Wealth2.pdf](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.p., n.d. Print.

'Archives & Museum Informatics. Survey of Museum Web Implementations 2005'. N.p., n.d. Print.

Arts Council England. 'Digital Culture: How Arts and Cultural Organisations in England Use Technology'. Digital Culture 2013 - 2017 2013. Web.  
[<http://www.artscouncil.org.uk/publication/digital-culture-2013>](http://www.artscouncil.org.uk/publication/digital-culture-2013).

---. 'Digital Culture: How Arts and Cultural Organisations in England Use Technology'. Digital Culture 2013 - 2017 2013. Web.  
[<http://www.artscouncil.org.uk/publication/digital-culture-2013>](http://www.artscouncil.org.uk/publication/digital-culture-2013).

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

---. 'Museums in the Digital Age'. 2013. Web.  
[<https://www.arup.com/publications/research/section/museums-in-the-digital-age?query=Museums%20in%20the%20Digital%20Age>](https://www.arup.com/publications/research/section/museums-in-the-digital-age?query=Museums%20in%20the%20Digital%20Age).

Arvanitis, Konstantinos. 'Imag(in)Ing the Everyday: Using Camera Phones to Access Everyday Meanings of Archaeological Monuments'. Ed. Xavier Perrot. Add to e-Shelf ICHIM : Paris 21-23 Sept. 2005 : digital culture and heritage = patrimoine et culture numérique : proceedings = actes de la conférence 2005 : n. pag. Print.

Arvanitis, Kostas. 'Digital Heritage [Blog]'. N.p., n.d. Web.  
[\(<https://digitalheritage.wordpress.com/>\)](https://digitalheritage.wordpress.com/)

'Audience 2.0: How Technology Influences Arts Participation'. 2010. Web.  
[<http://arts.gov/publications/audience-20-how-technology-influences-arts-participation>](http://arts.gov/publications/audience-20-how-technology-influences-arts-participation).  
Barry, Alisa. 'Creating a Virtuous Circle between a Museum's on-Line and Physical Spaces'. Museums and the Web 2006 (2006): n. pag. Web.  
[<http://www.archimuse.com/mw2006/papers/barry/barry.html>](http://www.archimuse.com/mw2006/papers/barry/barry.html).

Beardon, C., and S. Worden. 'The Virtual Curator: Multimedia Technologies and the Roles of Museums'. Contextual Media: Multimedia and Interpretation. Ed. Edward Barrett and Marie Redmond. 1st MIT paperback ed. Technical communication, multimedia, and information systems. Cambridge, Mass: MIT Press, 1997. 63-86. Print.

Besser, H. 'The Transformation of the Museum and the Way It's Perceived'. The Wired Museum: Emerging Technology and Changing Paradigms. Ed. Katherine Jones-Garmil. Washington, D.C.: American Association of Museums, 1997. 153-170. Print.

Bontempo, Melissa. Online Museum Communities: Challenges and Possibilities. Saarbrücken: Verlag Dr. Müller, 2007. Print.

Bowen, Jonathan P., and Silvia Filippini-Fantoni. 'Personalization and the Web from a Museum Perspective'. Museums and the Web 2004 n. pag. Web.  
[<http://www.museumsandtheweb.com/mw2004/papers/bowen/bowen.html>](http://www.museumsandtheweb.com/mw2004/papers/bowen/bowen.html).

Boyle, David, and Michael Harris. 'The Challenge of Co-Production: How Equal Partnerships

between Professionals and the Public Are Crucial to Improving Public Services'. 2009. Web. <[http://www.nesta.org.uk/sites/default/files/the\\_challenge\\_of\\_co-production.pdf](http://www.nesta.org.uk/sites/default/files/the_challenge_of_co-production.pdf)>.

Bressler, Denise. 'Mobile Phones: A New Way to Engage Teenagers in Informal Science Learning'. *Museums and the Web* 2006 (2006): n. pag. Print.

Brown, Stephen, and David Gerrard. 'Squaring the Triangle: The Implications of Broadband for Access, Diversity and Accessibility in Museum Web Design'. *Museums and the Web* 2006 (2006): n. pag. Web.

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

Brown, Stephen, David Gerrard, and Helen Ward. 'Adding Value to On-Line Collections for Different Audiences'. *Museums and the Web* 2005 (2005): n. pag. Web.

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

Burnette, Allegra et al. 'Getting on (Not under) the Mobile 2.0 Bus: Emerging Issues in the Mobile Business Model'. *Museums and the Web* 2011 (2011): n. pag. Web.

<[http://www.museumsandtheweb.com/mw2011/papers/getting\\_on\\_not\\_under\\_the\\_mobile\\_20\\_bus](http://www.museumsandtheweb.com/mw2011/papers/getting_on_not_under_the_mobile_20_bus)>.

---. 'Getting on (Not under) the Mobile 2.0 Bus: Emerging Issues in the Mobile Business Model'. *Museums and the Web* 2011 (2011): n. pag. Web.

<[http://www.museumsandtheweb.com/mw2011/papers/getting\\_on\\_not\\_under\\_the\\_mobile\\_20\\_bus](http://www.museumsandtheweb.com/mw2011/papers/getting_on_not_under_the_mobile_20_bus)>.

---. 'Getting on (Not under) the Mobile 2.0 Bus: Emerging Issues in the Mobile Business Model'. *Museums and the Web* 2011 (2011): n. pag. Web.

<[http://www.museumsandtheweb.com/mw2011/papers/getting\\_on\\_not\\_under\\_the\\_mobile\\_20\\_bus](http://www.museumsandtheweb.com/mw2011/papers/getting_on_not_under_the_mobile_20_bus)>.

Caines, Matthew, ed. 'How to Use Instagram and Pinterest for Your Arts Organisation [Webchat]'. The Guardian. N.p., 2013. Web.

<[http://www.theguardian.com/culture-professionals-network/culture-professionals-blog/2013/dec/11/how-to-instagram-pinterest-arts?CMP=new\\_1194](http://www.theguardian.com/culture-professionals-network/culture-professionals-blog/2013/dec/11/how-to-instagram-pinterest-arts?CMP=new_1194)>.

---, ed. 'The Art of Facebook: How to Make the Social Network Work for You [Webchat]'. The Guardian. N.p., 2014. Web.

<[http://www.theguardian.com/culture-professionals-network/2014/feb/14/art-facebook-social-network-culture?CMP=new\\_1194](http://www.theguardian.com/culture-professionals-network/2014/feb/14/art-facebook-social-network-culture?CMP=new_1194)>.

---, ed. 'Tumblr Tips for Arts Organisations and Museums [Webchat]'. The Guardian. N.p., 2014. Web.

<[http://www.theguardian.com/culture-professionals-network/culture-professionals-blog/2014/jan/16/tumblr-tips-arts-social-media?CMP=new\\_1194](http://www.theguardian.com/culture-professionals-network/culture-professionals-blog/2014/jan/16/tumblr-tips-arts-social-media?CMP=new_1194)>.

---, ed. 'Twitter Tips and Tricks for Your Arts Organisation - Advice from the Experts [Webchat]'. The Guardian. N.p., 2013. Web.

<[http://www.theguardian.com/culture-professionals-network/culture-professionals-blog/2013/nov/28/twitter-tips-tricks-arts-dos-donts?CMP=new\\_1194](http://www.theguardian.com/culture-professionals-network/culture-professionals-blog/2013/nov/28/twitter-tips-tricks-arts-dos-donts?CMP=new_1194)>.

Cameron, F. R. 'Object-Orientated Democracies: Contradictions, Challenges and Opportunities'. *Museums and the Web* 2008 (2008): n. pag. Web.

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

Cameron, Fiona. 'Digital Futures I: Museum Collections, Digital Technologies, and the Cultural Construction of Knowledge'. *Curator: The Museum Journal* 46.3 (2003): 325–340. Web.

---. 'The Politics of Heritage Authorship: The Case of Digital Heritage Collections'. *New Heritage: New Media and Cultural Heritage*. Ed. Yehuda E. Kalay, Thomas Kvan, and Janice Affleck. London: Routledge, 2008. 170–184. Web.

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

---. 'The Politics of Heritage Authorship: The Case of Digital Heritage Collections'. *New Heritage: New Media and Cultural Heritage*. Ed. Yehuda E. Kalay, Thomas Kvan, and Janice Affleck. London: Routledge, 2008. 170–184. Web.

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

Cameron, Fiona, and Sarah Kenderdine, eds. *Theorizing Digital Cultural Heritage: A Critical Discourse*. Cambridge, Mass.: MIT Press, 2007. Web.

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

---, eds. *Theorizing Digital Cultural Heritage: A Critical Discourse*. Cambridge, Mass.: MIT Press, 2007. Web.

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

Caruth, Nicole J., and Shelley Bernstein. 'Building an On-Line Community at the Brooklyn Museum: A Timeline'. *Museums and the Web* 2007 (2007): n. pag. Web.

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

---. 'Building an On-Line Community at the Brooklyn Museum: A Timeline'. *Museums and the Web* 2007 (2007): n. pag. Web.

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

Castells, Manuel. 'Museums in the Information Era: Cultural Connectors of Time and Space'. *ICOM news Special issue* (2001): 4–7. Print.

---. *The Rise of the Network Society*. 2nd ed., with a new pref. The information age : economy, society, and culture. Chichester: Wiley-Blackwell, 2010. Web.

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

---. *The Rise of the Network Society*. 2nd ed., with a new pref. The information age : economy, society, and culture. Chichester: Wiley-Blackwell, 2010. Web.

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

Caulton, Tim. *Hands-on Exhibitions: Managing Interactive Museums and Science Centres*. London: Routledge, 1998. Print.

Champion, Erik, and Bharat Dave. 'Dialing up the Past'. *Theorizing Digital Cultural Heritage : A Critical Discourse*. Ed. Fiona Cameron and Sarah Kenderdine. Cambridge, Mass.: MIT Press, 2007. 333–347. Web.

<<https://www-dawsonera-com.libproxy.ucl.ac.uk/readonline/9780262269742/startPage/34>>.

8>.

Chan, Sebastian. 'Tagging and Searching - Serendipity and Museum Collection Databases'. *Museums and the Web* 2007 (2007): n. pag. Web.  
[<http://www.archimuse.com/mw2007/papers/chan/chan.html>](http://www.archimuse.com/mw2007/papers/chan/chan.html).

Chan, Sebastian, and Jim Spadaccini. 'Radical Trust: The State of the Museum Blogosphere'. *Museums and the Web* 2007 (2007): n. pag. Print.

Chen, Xiaolei, and Yehuda Kalay. 'Making a Liveable "Place": Content Design in Virtual Environments'. *International Journal of Heritage Studies* 14.3 (2008): 229–246. Web.

Christen, Kimberly. 'Ara Irititja: Protecting the Past, Accessing the Future - Indigenous Memories in a Digital Age'. *Museum Anthropology* 29.1 (2006): 56–60. Web.

Ciolfi, Luigina, and Liam J. Bannon. 'Designing Interactive Museum Exhibits: Enhancing Visitor Curiosity through Augmented Artefacts'. (2002): n. pag. Print.

Clack, Timothy, and Marcus Brittain, eds. *Archaeology and the Media*. Publications of the Institute of Archaeology, University College London. Walnut Creek, Calif: Left Coast Press, 2007. Web. <<http://ucl.eblib.com/patron/FullRecord.aspx?p=677757>>.

Cook, Sarah, ed. *A Brief History of Curating New Media Art: Conversations with Curators*. Berlin: Green Box, 2010. Print.

Copeland, Cynthia R. 'Out of Our Mines! A Retrospective Look at on-Line Museum Collections-Based Learning and Instruction (1997-2006)'. *Museums and the Web* 2006 (2006): n. pag. Web.  
[<http://www.archimuse.com/mw2006/papers/copeland/copeland.html>](http://www.archimuse.com/mw2006/papers/copeland/copeland.html).

Cunliffe, Daniel, Efmorphia Kritou, and Douglas Tudhope. 'Usability Evaluation for Museum Web Sites'. *Museum Management and Curatorship* 19.3 (2001): 229–252. Web.

'Curator: The Museum Journal'. n. pag. Print.

Cutting, Joe, ed. 'Requirements for All [Science] Museum Computer Exhibits'. N.p., May 2002. Print.

Deshpande, Suhas, Kati Geber, and Corey Timpson. 'Engaged Dialogism in Virtual Space: An Exploration of Research Strategies for Virtual Museums'. *Theorizing Digital Cultural Heritage: A Critical Discourse*. Ed. Fiona Camend and Sarah Kenderdine. Cambridge, Mass.: MIT Press, 2007. 261–279. Web.  
[<https://www-dawsonera-com.libproxy.ucl.ac.uk/readonline/9780262269742/startPage/276>](https://www-dawsonera-com.libproxy.ucl.ac.uk/readonline/9780262269742/startPage/276).

Dijck, José van. *The Culture of Connectivity: A Critical History of Social Media*. Oxford: Oxford University Press, 2013. Web.  
[<https://www.dawsonera.com/guard/protected/dawson.jsp?name=https://shib-idp.ucl.ac.uk/shibboleth&dest=http://www.dawsonera.com/depp/reader/protected/AbstractView/S9780199970797>](https://www.dawsonera.com/guard/protected/dawson.jsp?name=https://shib-idp.ucl.ac.uk/shibboleth&dest=http://www.dawsonera.com/depp/reader/protected/AbstractView/S9780199970797).

Doyle, Jeff, and Maureen Ward Doyle. 'Mixing Social Glue with Brick and Mortar:

Experiments Using the Mobile Web to Connect People, Objects, and Museums'. Museums and the Web 2010 (2010): n. pag. Web.

<<http://www.archimuse.com/mw2010/papers/doyle/doyle.html>>.

Ducatel, K. 'ISTAG : Scenarios for Ambient Intelligence in 2010'. 2001 : n. pag. Print.

Economou, Maria. 'The Evaluation of Museum Multimedia Applications: Lessons from Research'. Museum Management and Curatorship 17.2 (1998): 173-187. Web.

edited by Mia Ridge. Crowdsourcing Our Cultural Heritage. Ed. Mia Ridge. Farnham: Ashgate, 2014. Web.

<<https://www-dawsonera-com.libproxy.ucl.ac.uk/abstract/9781472410238>>.

Emery, Doug, Michael B. Toth, and William Noel. 'The Convergence of Information Technology and Data Management for Digital Imaging in Museums'. Museum Management and Curatorship 24.4 (2009): 337-356. Web.

Ernst, W. 'Archi(ve)Textures of Museology'. Museums and Memory. Ed. Susan A. Crane. Cultural sitings. Stanford, Calif: Stanford University Press, 2000. 17-34. Print.

Fahy, Anne. 'New Technologies for Museum Communication'. Museum, Media, Message. Heritage. New York: Routledge, 1994. 82-96. Web.

<<https://www-dawsonera-com.libproxy.ucl.ac.uk/readonline/9780203456514/startPage/85>>.

---. 'New Technologies for Museum Communication'. Museum, Media, Message. Heritage. New York: Routledge, 1994. 82-96. Web.

<<https://www-dawsonera-com.libproxy.ucl.ac.uk/readonline/9780203456514/startPage/85>>.

Filippini Fantoni, Silvia, Rob Stein, and Gray Bowman. 'Exploring the Relationship between Visitor Motivation and Engagement in Online Museum Audiences'. Museums and the Web 2012 (2010): n. pag. Web.

<[http://www.museumsandtheweb.com/mw2012/papers/exploring\\_the\\_relationship\\_between\\_visitor\\_mot](http://www.museumsandtheweb.com/mw2012/papers/exploring_the_relationship_between_visitor_mot)>.

Fisher, Matthew, and Beth A. Twiss-Garrity. 'Remixing Exhibits: Constructing Participatory Narratives with on-Line Tools to Augment Museum Experiences'. Museums and the Web 2007 (2007): n. pag. Web.

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

Galani, Areti et al. 'Situating Cultural Technologies Outdoors: Designing for Mobile Interpretation of Rock Art in Rural Britain'. Museums and the Web 2011 (2011): n. pag. Web.

<[http://www.museumsandtheweb.com/mw2011/papers/situating\\_cultural\\_technologies\\_outdoors\\_desig](http://www.museumsandtheweb.com/mw2011/papers/situating_cultural_technologies_outdoors_desig)>.

Galani, Areti, and Matthew Chalmers. 'Can You See Me? Exploring Co-Visiting between Physical and Virtual Visitors'. Museums and the Web 2002 n. pag. Print.

Gates, Jeff. 'Case Study: New World Blogging within a Traditional Museum Setting'. Museums and the Web 2007 (2007): n. pag. Web.

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

Geser, Guntram, and John Pereira, eds. 'The Future Digital Heritage Space: An Expedition Report'. 2004 : n. pag. Print.

Giaccardi, Elisa, ed. *Heritage and Social Media : Understanding Heritage in a Participatory Culture*. New York: Routledge, 2012. Web.

<<https://www-dawsonera-com.libproxy.ucl.ac.uk/abstract/9780203112984>>.

Giaccardi, Elisa, and Leysia Palen. 'The Social Production of Heritage through Cross-media Interaction: Making Place for Place-making'. *International Journal of Heritage Studies* 14.3 (2008): 281-297. Web.

Goggin, Gerard. *Cell Phone Culture: Mobile Technology in Everyday Life*. London: Routledge, 2006. Print.

Goldman, Kate Haley, and David Schaller. 'Exploring Motivational Factors and Visitor Satisfaction in On-Line Museum Visits'. *Museums and the Web* 2004 (2004): n. pag. Web.  
<<http://www.archimuse.com/mw2004/papers/haleyGoldman/haleyGoldman.html>>.

Haley Goldman, Kate. 'Cell Phones and Exhibitions 2.0: Moving beyond the Pilot Stage'. *Museums and the Web* 2007 (2007): n. pag. Print.

Haynes, Judy, and Dan Zambonini. 'Why Are They Doing That!? How Users Interact with Museum Web Sites'. *Museums and the Web* 2007 (2007): n. pag. Web.  
<<http://www.museumsandtheweb.com/mw2007/papers/haynes/haynes.html>>.

Hazan, Susan. 'A Crisis of Authority: New Lamps for Old'. *Theorizing Digital Cultural Heritage: A Critical Discourse*. Ed. Fiona Cameron and Sarah Kenderdine. *Media in transition*. Cambridge, Mass: MIT Press, 2007. 133-147. Web.  
<<https://www-dawsonera-com.libproxy.ucl.ac.uk/readonline/9780262269742/startPage/148>>.

---. 'The Virtual Aura - Is There Space for Enchantment in a Technological World?' *Museums and the Web* 2001 (2001): n. pag. Print.

Hein, Hilde S. *The Museum in Transition: A Philosophical Perspective*. Washington: Smithsonian Institution Press, 2000. Print.

Henning, Michelle. *Museums, Media and Cultural Theory. Issues in cultural and media studies*. Maidenhead: Open University Press, 2006. Web.  
<<https://www-dawsonera-com.libproxy.ucl.ac.uk/abstract/9780335225750>>.

---. *Museums, Media and Cultural Theory. Issues in cultural and media studies*. Maidenhead: Open University Press, 2006. Web.  
<<https://www-dawsonera-com.libproxy.ucl.ac.uk/abstract/9780335225750>>.

Hoff, Kristine. '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 (2000): n. pag. Web.  
<<http://www.archimuse.com/mw2000/papers/hoff/hoff.html>>.

Holdgaard, Nanna. 'The Use of Social Media in the Danish Museum Landscape'. *Museums*

and the Web 2011 (2011): n. pag. Web.

<[http://www.museumsandtheweb.com/mw2011/papers/the\\_use\\_of\\_social\\_media\\_in\\_the\\_danish\\_museum\\_l](http://www.museumsandtheweb.com/mw2011/papers/the_use_of_social_media_in_the_danish_museum_l)>.

Hooper-Greenhill, Eilean. Museums and the Interpretation of Visual Culture. Museum meanings. London: Routledge, 2000. Print.

Howarth, E. et al. 'The Museums Journal'. n. pag. Print.

Hsi, S. 'A Study of User Experiences Mediated by Nomadic Web Content in a Museum'. Journal of Computer Assisted Learning 19.3 (2003): 308-319. Web.

'Introduction. Empowering Cultural Heritage Institutions to Unlock the Value of Their Collections'. 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]. Web.

<<http://www.digicult.info/pages/report.php>>.

'---'. 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]. Print.

Isaac, G. 'Technology Becomes the Object: The Use of Electronic Media at the National Museum of the American Indian'. Journal of Material Culture 13.3 (2008): 287-310. Web.

Izadi, Shahram et al. 'Citywide: Supporting Interactive Digital Experiences across Physical Space'. Personal and Ubiquitous Computing 6.4 (2002): 290-298. Web.

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 (2001): n. pag. Web. <<http://www.archimuse.com/mw2001/papers/vergo/vergo.html>>.

Jones-Garmil, Katherine, ed. The Wired Museum: Emerging Technology and Changing Paradigms. Washington, D.C.: American Association of Museums, 1997. Print.

Joost Van Loon. Media Technology : Critical Perspectives. Open University Press, 2008. Print.

Kalay, Yehuda E., Thomas Kvan, and Janice Affleck, eds. New Heritage: New Media and Cultural Heritage. London: Routledge, 2008. Web.

<<https://www-dawsonera-com.libproxy.ucl.ac.uk/abstract/9780203937884>>.

---, eds. New Heritage: New Media and Cultural Heritage. London: Routledge, 2008. Web. <<https://www-dawsonera-com.libproxy.ucl.ac.uk/abstract/9780203937884>>.

---, eds. New Heritage: New Media and Cultural Heritage. London: Routledge, 2008. Web. <<https://www-dawsonera-com.libproxy.ucl.ac.uk/abstract/9780203937884>>.

Karp, Cary. 'Digital Heritage in Digital Museums'. Museum International 56.1-2 (2004): 45-51. Web.

Keene, Suzanne. Digital Collections: Museums and the Information Age. Oxford:

Butterworth-Heinemann, 1998. Web.  
<<https://www.taylorfrancis.com.libproxy.ucl.ac.uk/books/9781135145453>>.

Keene, Suzanne, Bruce Royan, and David Anderson, eds. 'A Netful of Jewels: New Museums in the Learning Age. A Report from the National Museum Director's Conference'. 1999 : n. pag. Print.

Kelly, Kevin. 'We Are the Web'. *Wired* 13.08 (2005): n. pag. Print.

Kidd, Jenny. 'Enacting Engagement Online: Framing Social Media Use for the Museum'. *Information Technology & People* 24.1 (2011): 64–77. Web.

Knell, Simon J. 'The Shape of Things to Come: Museums in the Technological Landscape'. *Museum and society* 1.3 (2003): 132–146. Print.

---. 'The Shape of Things to Come: Museums in the Technological Landscape'. *Museum and society* 1.3 (2003): 132–146. Print.

Lane, Giles. 'Social Tapestries: Public Authoring and Civil Society'. *Proboscis* : n. pag. Print.

Leadbeater, Charles. *We-Think*. London: Profile, 2008. Print.

Lilley, Anthony, and Paul Moore. 'Counting What Counts: What Big Data Can Do for the Cultural Sector'. 2013. Web.

<[http://www.nesta.org.uk/sites/default/files/counting\\_what\\_counts.pdf](http://www.nesta.org.uk/sites/default/files/counting_what_counts.pdf)>.

López, Ximena 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* 25.2 (2010): 235–249. Web.

Lütsch, Guido. 'How to Get More than 500,000 Visitors in 6 Months'. *Museums and the Web* 2000 (2000): n. pag. Web.  
<<http://www.archimuse.com/mw2000/papers/luetsch/luetsch.html>>.

Lynch, Bernadette. 'Whose Cake Is It Anyway? A Collaborative Investigation into Engagement and Participation in 12 Museums and Galleries in the UK'. 2011. Web.  
<<http://www.phf.org.uk/wp-content/uploads/2014/10/Whose-cake-is-it-anyway.pdf>>.

Lynch, Bernadette T., and Samuel J.M.M. Alberti. 'Legacies of Prejudice: Racism, Co-Production and Radical Trust in the Museum'. *Museum Management and Curatorship* 25.1 (2010): 13–35. Web.

MacDonald, George F., and Stephen Alsford. 'The Museum as Information Utility'. *Museum Management and Curatorship* 10.3 (1991): 305–311. Web.

---. 'The Museum as Information Utility'. *Museum Management and Curatorship* 10.3 (1991): 305–311. Web.

---. 'The Museum as Information Utility'. *Museum Management and Curatorship* 10.3 (1991): 305–311. Web.

- Malpas, Jeff. 'Cultural Heritage in the Age of New Media'. *New Heritage: New Media and Cultural Heritage*. Ed. Yehuda E. Kalay, Thomas Kvan, and Janice Affleck. London: Routledge, 2008. 13–26. Web.  
<<https://www-dawsonera-com.libproxy.ucl.ac.uk/readonline/9780203937884/startPage/304>>.
- . 'New Media, Cultural Heritage and the Sense of Place: Mapping the Conceptual Ground'. *International Journal of Heritage Studies* 14.3 (2008): 197–209. Web.
- Malraux, André. *Museum without Walls*. Martin Secker and Warburg, 1967. Print.
- Manovich, Lev. *The Language of New Media*. Cambridge, Mass: MIT Press, 2001. Print.
- Marshall, Fiona. 'Making Good Use of User Input: Incorporation of Public Evaluation into the System Development Process'. *Museums and the Web* 2001 (2001): n. pag. Web.  
<[http://www.archimuse.com/mw2001/papers/marshall\\_marshall.html](http://www.archimuse.com/mw2001/papers/marshall_marshall.html)>.
- Marty, Paul F. 'An Introduction to Digital Convergence: Libraries, Archives, and Museums in the Information Age'. *Museum Management and Curatorship* 24.4 (2009): 295–298. Web.  
---. 'Museum Websites and Museum Visitors: Before and after the Museum Visit'. *Museum Management and Curatorship* 22.4 (2007): 337–360. Web.
- . 'The Changing Role of the Museum Webmaster: Past, Present and Future'. *Museums and the Web* 2004 (2004): n. pag. Web.  
<<http://www.archimuse.com/mw2004/papers/marty/marty.html>>.
- . 'The Changing Role of the Museum Webmaster: Past, Present and Future'. *Museums and the Web* 2004 (2004): n. pag. Web.  
<<http://www.archimuse.com/mw2004/papers/marty/marty.html>>.
- Marty, Paul F., and Katherine Burton Jones, eds. *Museum Informatics: People, Information, and Technology in Museums*. New York: Routledge, 2008. Web.  
<<https://www-dawsonera-com.libproxy.ucl.ac.uk/abstract/9780203939147>>.
- McCarthy, John, and Peter Wright. *Technology as Experience*. Cambridge, Mass: MIT Press, 2007. Web.  
<<http://ieeexplore.ieee.org.libproxy.ucl.ac.uk/xpl/bkabstractplus.jsp?bkn=6267305>>.
- McTavish, Lianne. 'Visiting the Virtual Museum: Art and Experience Online'. *New Museum Theory and Practice: An Introduction*. Ed. Janet Marstine. Oxford: Blackwell, 2006. 226–246. Web.  
<<http://onlinelibrary.wiley.com.libproxy.ucl.ac.uk/doi/10.1002/9780470776230.ch9/summary>>.
- Milekic, Slavko. 'Toward Tangible Virtualities: Tangialities'. *Theorizing Digital Cultural Heritage : A Critical Discourse*. Ed. Fiona Cameron and Sarah Kenderdine. London: MIT Press, 2007. 369–388. Web.  
<<https://www-dawsonera-com.libproxy.ucl.ac.uk/readonline/9780262269742/startPage/384>>.
- Mosquin, Daniel. 'All Weblogs Are Not Created Equal: Analyzing What Works'. *Museums and the Web* 2006 (2006): n. pag. Web.

<<http://www.archimuse.com/mw2006/papers/mosquin/mosquin.html>>.

'MUBU Social Media Guide'. Web.

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

'Museum and Society'. n. pag. Print.

'Museum International'. n. pag. Print.

'Museum Management and Curatorship'. n. pag. Print.

'MuseumMobile [Wiki]'. N.p., n.d. Print.

Museums Association. 'Museum Practice'. (1996): n. pag. Print.

Naismith, Laura et al. 'Literature Review in Mobile Technologies and Learning'. Futurelab : Innovation in education 2004 : n. pag. Print.

'New Media & Society'. n. pag. Print.

New Technologies for the Cultural and Scientific Heritage Sector. DigiCULT technology watch report 1. N.p., 2003. Print.

Nickerson, Matthew. '1-800-FOR-TOUR: Delivering Automated Audio Information through Patron's Cell Phones'. Museums and the Web 2005 (2005): n. pag. Print.

Nicoletta Di Blas et al. 'Evaluating the Features of Museum Websites (The Bologna Report)'. Museums and the Web 2002 (2002): n. pag. Web.

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

Nielsen, Jakob. '10 Usability Heuristics for User Interface Design'. NN/g Nielsen Norman Group (1995): n. pag. Print.

---. 'Accessibility Is Not Enough'. NN/g Nielsen Norman Group (2005): n. pag. Print.

---. 'F-Shaped Pattern for Reading Web Content'. NN/g Nielsen Norman Group (2006): n. pag. Print.

---. 'Usability 101: Introduction to Usability'. NN/g Nielsen Norman Group (2012): n. pag. Print.

Ockuly, James. 'Museum Expansions and the "Utility" of Web-Based Public Information'. Museums and the Web 2006 (2006): n. pag. Web.

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

Oomen, Johan, and Lora Aroyo. 'Crowdsourcing in the Cultural Heritage Domain: Opportunities and Challenges'. Communities & Technologies 2011 Conference Proceedings 29 June - 2 July, Brisbane, Australia. Ed. Jesper Kjeldskov and Jeni Paay. New York: ACM, 2011. Web. <[http://www.iisi.de/fileadmin/IISI/upload/2011/p138\\_oomen.pdf](http://www.iisi.de/fileadmin/IISI/upload/2011/p138_oomen.pdf)>.

Oppermann, Reinhard, and Marcus Specht. 'A Nomadic Information System for Adaptive Exhibition Guidance'. Cultural Heritage Informatics: Selected Papers from ICHIM99. Ed.

Jennifer Trant and David Bearman. Pittsburgh, Pa: Archives & Museum Informatics, 1999. 103–109. Web.

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

Pallas, John, and Anastasios A. Economides. 'Evaluation of Art Museums' Web Sites Worldwide'. *Information Services & Use* 28.1 (2008): n. pag. Web.  
<<http://search.ebscohost.com.libproxy.ucl.ac.uk/login.aspx?direct=true&AuthType=ip,shib&db=bth&AN=31547130&site=ehost-live&scope=site>>.

Parry, Ross. 'Digital Heritage and the Rise of Theory in Museum Computing'. *Museum Management and Curatorship* 20.4 (2005): 333–348. Web.

---. 'Digital Heritage and the Rise of Theory in Museum Computing'. *Museum Management and Curatorship* 20.4 (2005): 333–348. Web.

---. 'Digital Heritage and the Rise of Theory in Museum Computing'. *Museum Management and Curatorship* 20.4 (2005): 333–348. Web.

---, ed. *Museums in a Digital Age*. Leicester readers in museum studies. London: Routledge, 2010. Web. <<https://www-dawsonera-com.libproxy.ucl.ac.uk/abstract/9780203716083>>.

---. *Recoding the Museum: Digital Heritage and the Technologies of Change*. Museum meanings. London: Routledge, 2007. Web.

<<http://libproxy.ucl.ac.uk/login?url=http://dx.doi.org/10.4324/9780203347485>>.

Parry, Ross, and Nadia Arbach. 'The Localized Learner: Acknowledging Distance and Situatedness in on-Line Museum Learning'. *Museums and the Web* 2005 (2005): n. pag. Web. <<http://www.archimuse.com/mw2005/papers/parry/parry.html>>.

---. 'The Localized Learner: Acknowledging Distance and Situatedness in on-Line Museum Learning'. *Museums and the Web* 2005 (2005): n. pag. Web.

<<http://www.archimuse.com/mw2005/papers/parry/parry.html>>.

Parry, Ross, Mayra Ortiz-Williams, and Andrew Sawyer. '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): n. pag. Print.

Parry, Ross, and Andrew Sawyer. 'Space and the Machine: Adaptive Museums, Pervasive Technology and the New Gallery Environment'. *Reshaping Museum Space: Architecture, Design, Exhibitions*. Ed. Suzanne Macleod. London: Routledge, 2005. 39–52. Web.  
<<https://www-dawsonera-com.libproxy.ucl.ac.uk/readonline/9780203483220/startPage/54>>.

Paul, Christiane, ed. *New Media in the White Cube and beyond: Curatorial Models for Digital Art*. Berkeley: University of California Press, 2008. Print.

Peacock, Darren, and Jonny Brownbill. 'Audiences, Visitors, Users: Reconceptualising Users of Museum on-Line Content and Services'. *Museums and the Web* 2007 (2007): n. pag. Web. <<http://www.archimuse.com/mw2007/papers/peacock/peacock.html>>.

Proctor, Nancy. 'When in Roam: Visitor Response to Phone Tour Pilots in the US and Europe'. *Museums and the Web* 2007 (2007): n. pag. Print.

Proctor, Nancy, and Chris Trellis. 'The State of the Art in Museum Handhelds in 2003'. *Museums and the Web* 2003 (2003): n. pag. Print.

Pujol-Tost, Laia. 'Integrating ICT in Exhibitions'. *Museum Management and Curatorship* 26.1 (2011): 63–79. Web.

Rainbow, Rachael, Alex Morrison, and Matt Morgan. 'Providing Accessible Online Collections'. *Museums and the Web* 2012 (2012): n. pag. Web.  
[http://www.museumsandtheweb.com/mw2012/papers/providing\\_accessible\\_online\\_collections](http://www.museumsandtheweb.com/mw2012/papers/providing_accessible_online_collections).

Ray, Joyce. 'Sharks, Digital Curation, and the Education of Information Professionals'. *Museum Management and Curatorship* 24.4 (2009): 357–368. Web.

Refsland, Scot T., Marc Tuters, and Jim Cooley. 'Geo-Storytelling: A Living Archive of Spatial Culture'. *Theorizing Digital Cultural Heritage : A Critical Discourse*. Ed. Fiona Cameron and Sarah Kenderdine. Cambridge, Mass.: MIT Press, 2007. 409–416. Web.  
<https://www-dawsonera-com.libproxy.ucl.ac.uk/readonline/9780262269742/startPage/424>.

Resource [The Council for Museums, Archives and Libraries]. 'Renaissance in the Regions: A New Vision for England's Museums'. 2001 : n. pag. Print.

Rheingold, Howard. *Smart Mobs: The next Social Revolution*. Cambridge, MA: Perseus Publishing, 2002. Web. <http://ucl.eblib.com/patron/FullRecord.aspx?p=904434>.

Russo, Angelina, and Jerry Watkins. 'Digital Cultural Communication: Audience and Remediation'. *Theorizing Digital Cultural Heritage : A Critical Discourse*. Ed. Fiona Cameron and Sarah Kenderdine. Cambridge, Mass.: MIT Press, 2007. Web.  
<https://www-dawsonera-com.libproxy.ucl.ac.uk/readonline/9780262269742/startPage/164>.

---. 'Digital Cultural Communication: Audience and Remediation'. *Theorizing Digital Cultural Heritage : A Critical Discourse*. Ed. Fiona Cameron and Sarah Kenderdine. Cambridge, Mass.: MIT Press, 2007. Web.  
<https://www-dawsonera-com.libproxy.ucl.ac.uk/readonline/9780262269742/startPage/164>.

Samis, Peter, and Stephanie Pau. "“Artcasting” at SFMOMA: First-Year Lessons, Future Challenges for Museum Podcasters Broad Audience of Use". *Museums and the Web* 2006 (2006): n. pag. Print.

Sayre, Scott. 'Sharing the Experience: The Building of a Successful Online/on-Site Exhibition'. *Museums and the Web* 2000 (2000): n. pag. Web.  
<http://www.museumsandtheweb.com/mw2000/papers/sayre/sayre.html>.

Semper, R. S. 'Designing Hybrid Environments: Integrating Media into Exhibition Spaces'. *The Virtual and the Real: Media in the Museum*. Ed. Ann Mintz and Selma Thomas. Washington, D.C.: American Association of Museums, 1998. 119–127. Print.

Semper, Robert. '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 (2006): n. pag. Web.  
<<http://www.museumsandtheweb.com/mw2006/papers/semper/semper.html>>.

Simon, Nina. *The Participatory Museum*. Santa Cruz, Calif.: Museum 2.0, 2010. Print.

Smith, Koven J. 'Koven J. Smith Dot Com. "Making Dreams Reality since 1975" [Blog]'. N.p., n.d. Web. <<http://kovenjsmith.com/>>.

Smithsonian Institution. 'Smithsonian Institution Web and New Media Strategy'. Web.  
<<http://smithsonian-webstrategy.wikispaces.com/Executive+Summary+and+Moving+Forward>>.

Spadaccini, Jim. 'Museums 2.0: A Survey of Museum Blogs & Community-Based Sites'. 2006 : n. pag. Print.

Springer, Julie, Sara Kajder, and Julia Borst Brazas. 'Digital Storytelling at the National Gallery of Art'. *Museums and the Web* 2004 (2004): n. pag. Print.

Springer, Julie, and Paula White. 'Video Ipods and Art Education'. *Museums and the Web* 2007 (2007): n. pag. Print.

Srinivasan, Ramesh et al. 'Critical and Reflective Uses of New Media Technologies in Tribal Museums'. *Museum Management and Curatorship* 24.2 (2009): 161–181. Web.

Stein, Robert. 'Blow up Your Digital Strategy: Changing the Conversation about Museums and Technology'. *Museums and the Web* 2012 (2012): n. pag. Web.  
<[http://www.museumsandtheweb.com/mw2012/papers/blow\\_up\\_your\\_digital\\_strategy\\_changing\\_the\\_c\\_1](http://www.museumsandtheweb.com/mw2012/papers/blow_up_your_digital_strategy_changing_the_c_1)>.

'Steve Museum Project'. N.p., n.d. Print.

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 (2012): n. pag. Web.  
<[http://www.museumsandtheweb.com/mw2012/papers/enhancing\\_museum\\_narratives\\_with\\_the\\_qrator\\_pr](http://www.museumsandtheweb.com/mw2012/papers/enhancing_museum_narratives_with_the_qrator_pr)>.

'Summative Evaluation of the Churchill Museum'. 2005. Web.  
<[http://archive.iwm.org.uk/upload/pdf/Churchill\\_report\\_FINAL.doc.pdf](http://archive.iwm.org.uk/upload/pdf/Churchill_report_FINAL.doc.pdf)>.

'Summative Evaluation of the Churchill Museum. Report Appendices'. 2005. Web.  
<[http://archive.iwm.org.uk/upload/pdf/Appendices\\_FINAL.doc.pdf](http://archive.iwm.org.uk/upload/pdf/Appendices_FINAL.doc.pdf)>.

Sumption, Kevin. 'In Search of the Ubiquitous Museum: Reflections of Ten Years of Museums and the Web'. *Museums and the Web* 2006 n. pag. Web.  
<<http://www.museumsandtheweb.com/mw2006/papers/sumption/sumption.html>>.

Szanto, A. 'Time to Lose Control'. *The art newspaper* (2010): n. pag. Print.

Tallon, Loïc, and Kevin Walker, eds. *Digital Technologies and the Museum Experience: Handheld Guides and Other Media*. Lanham: AltaMira Press, 2008. Web.  
<<http://ucl.eblib.com/patron/FullRecord.aspx?p=467464>>.

---, eds. *Digital Technologies and the Museum Experience: Handheld Guides and Other Media*. Lanham: AltaMira Press, 2008. Web.  
[<http://ucl.eblib.com/patron/FullRecord.aspx?p=467464>](http://ucl.eblib.com/patron/FullRecord.aspx?p=467464).

'Tate Modern Multimedia Tour'. N.p., 2002. Print.

'Technology and Culture'. n. pag. Print.

Thomas, Selma, and Ann Mintz, eds. *The Virtual and the Real: Media in the Museum*. Washington, D.C.: American Association of Museums, 1998. Print.

---, eds. *The Virtual and the Real: Media in the Museum*. Washington, D.C.: American Association of Museums, 1998. Print.

Thomas, Wendy A., and Sheila Carey. 'Actual/Virtual Visits: What Are the Links?' *Museums and the Web 2005* (2005): n. pag. Web.

[<http://www.museumsandtheweb.com/mw2005/papers/thomas/thomas.html>](http://www.museumsandtheweb.com/mw2005/papers/thomas/thomas.html).

Tullio Salmon Cinotti et al. 'Evaluating Context-Aware Mobile Applications in Museums: Experiences from the MUSE Project'. *Museums and the Web 2004* (2004): n. pag. Print.

'Urban Tapestries / Social Tapestries: Public Authoring and Civil Society in the Wireless City'. N.p., n.d. Print.

Valtysson, Bjarki. 'Access Culture: Web 2.0 and Cultural Participation'. *International Journal of Cultural Policy* 16.2 (2010): 200-214. Web.

van Vliet, Harry, and Erik Hekman. 'Iknowhatthisis'. 2011 : n. pag. Print.

vom Lehn, Dirk, and Christian Heath. '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. N.p., 2003. Web. [<http://www.archimuse.com/publishing/ichim03/088C.pdf>](http://www.archimuse.com/publishing/ichim03/088C.pdf).

Von Appen, Kevin, Bryan Kennedy, and Jim Spadaccini. 'Community Sites & Emerging Sociable Technologies'. *Museums and the Web 2006* (2006): n. pag. Print.

Wakkary, Ron, and Dale Evernden. 'Museum as Ecology: A Case Study Analysis of an Ambient Intelligent Museum Guide'. *Museums and the Web 2005* (2005): n. pag. Print.

'Walker Blogs'. N.p., n.d. Web. <http://blogs.walkerart.org/offcenter/>.

Waterton, Emma. 'The Advent of Digital Technologies and the Idea of Community'. *Museum Management and Curatorship* 25.1 (2010): 5-11. Web.

Webb, Pauline. 'Five Become One: How Five Manchester Museums Developed a Shared Web Portal'. *Museums and the Web 2003* (2003): n. pag. Web.  
[<http://www.archimuse.com/mw2003/papers/webb/webb.html>](http://www.archimuse.com/mw2003/papers/webb/webb.html).

Wellcome Collection. 'High Tea [Interactive Game]'. N.p., n.d. Web.  
[<http://wellcomecollection.org/high-tea>](http://wellcomecollection.org/high-tea).

Wellman, Barry, and Caroline A. Haythornthwaite. *The Internet in Everyday Life*. Malden, MA, USA: Blackwell Pub, 2002. Web. <<http://dx.doi.org/10.1002/9780470774298>>.

West, Nick. 'Urban Tapestries: The Spatial and Social on Your Mobile'. *Proboscis* 2005 : n. pag. Print.

White, N. 'Blogs and Community: Launching a New Paradigm for Online Community?' 2006. Web. <<http://www.tlu.ee/~kpata/haridustehnoloogiaTLU/blogcommunitywhite.pdf>>.

Wilson, Gillian. 'Multimedia Tour Programme at Tate Modern'. *Museums and the Web* 2004 (2004): n. pag. Print.

Witcomb, Andrea. *Re-Imagining the Museum: Beyond the Mausoleum*. *Museum meanings*. London: Routledge, 2003. Print.

---. 'The Materiality of Virtual Technologies: A New Approach to Thinking about the Impact of Multimedia in Museums'. *Theorizing Digital Cultural Heritage : A Critical Discourse*. Ed. Fiona Cameron and Sarah Kenderdine. Cambridge, Mass.: MIT Press, 2007. 35–48. Web. <<https://www-dawsonera-com.libproxy.ucl.ac.uk/readonline/9780262269742/startPage/50>>.

Witt, Leonard. 'Museums as Information Centres'. *Museum International* 46.1 (2009): 20–25. Web.