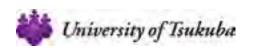


MUSEUMS IN AN INFORMATION SOCIETY:

FROM COLLECTION TO DIGITAL ARCHIVES

Public lecture: SERCA's Agriculture and Development Seminar Series March 6, 2017

DR. Eiji MIZUSHIMA



Today's presentation

- 0. My background and specialities
- 1. What is Museum? Basic question
- 2. Museum is evolving?
- 3. Management issues for museum running
- 4. Potentialities & Future oriented for AgriMuseum

my background and specialities

Museology, museography

(museum studies, cultural heritage studies)

Archives(digital, analogue, cataloguing, Information management)

Museum management

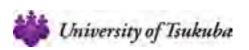
Working experience: 23 years

JSF/Science Museum Tokyo, museum design, exhibition design, Data Base French Science Museum, Paris (5 years)

Project management (consultancy) for foreign countries (since 2003), etc.

University (teaching, research): 15 years

Field research, conservation ICOM, JMMA, MARC-ASPAC





museology & museography

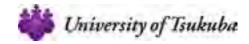
Museology

- Theory, Idea, Philosophy
- History
- Museum Policy
- Museum Law, administration
- Museum Management



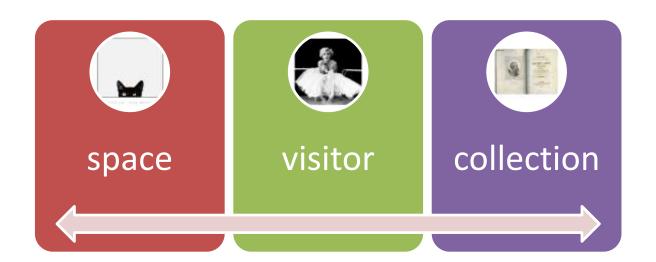
Museography

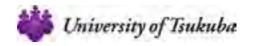
- Communication
 - Exhibition, Education
- Planning
- Conservation & restoration
- Museum Documentation



What is Museology?

 Museology (or museum studies) is the study of organization and management of museums, museum collections or the theory of museums.





My research in material culture

Movable vs Immovable Small object vs Big object

Written(record heritage) vs unwritten(intangible)

Living vs motionless (still life)

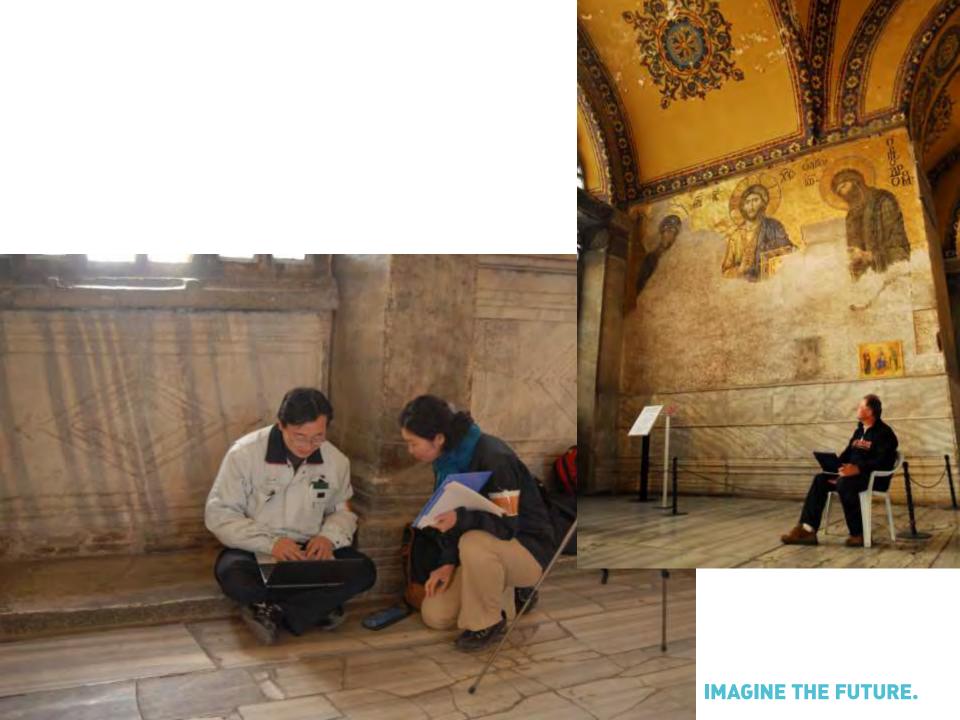


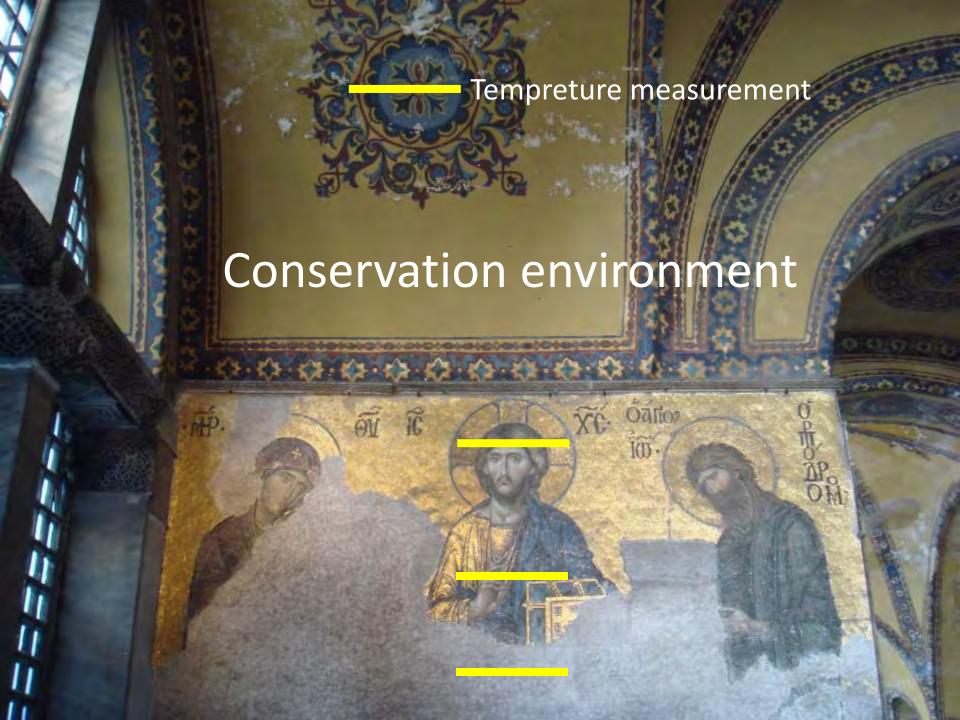


Aya Sophia Museum, Istambul (2005~2007 / 2009~2014)





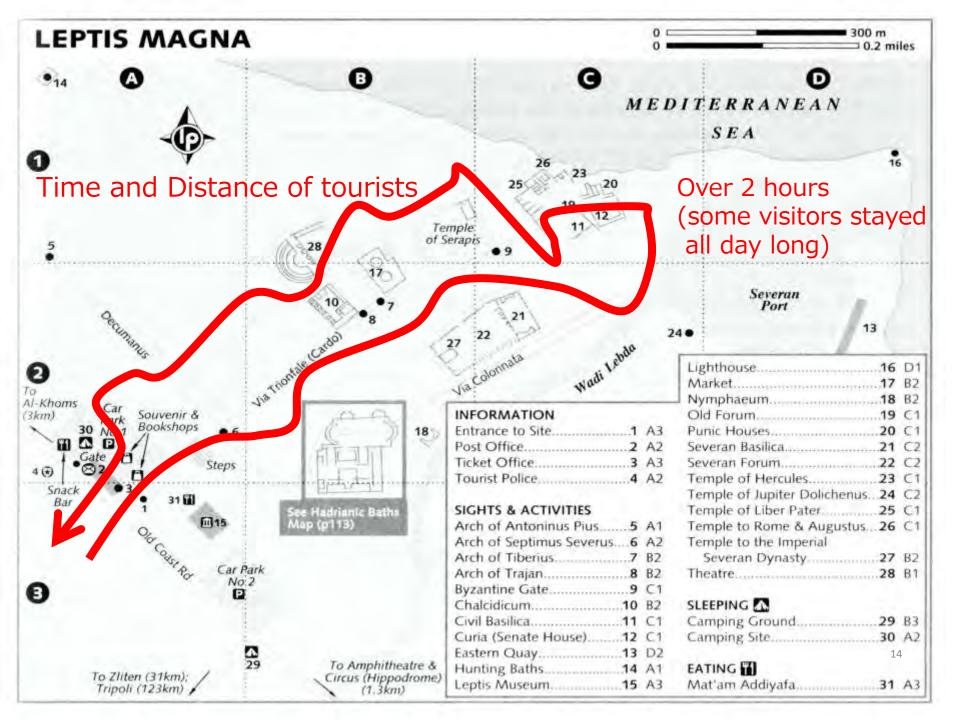






Sabratha Archeological site, Libya For new open air museum construction project





At the university: teaching (practice, field work)



Today's presentation

0. My background and specialities

1. What is Museum? Basic question

- 2. Museum is evolving?
- 3. Management issues for museum running
- 4. Potentialities & Future oriented for AgriMuseum

1. What is Museum? Basic question



1. What is museum?

- 1. Museum for what?
- 2. Function of museums
- 3. Classification of museum (AgriMuseum)
- 4. Difinition of museum



What is museum?



How many museums in the world?

• USA: 18,000

• Japan: 5,747(as of 2011.Oct)

• France: 2,500

• UK: 1,800

Korea : 1,200

• China: $3,500 \rightarrow 5,000$ or 6,000 (within a few years)

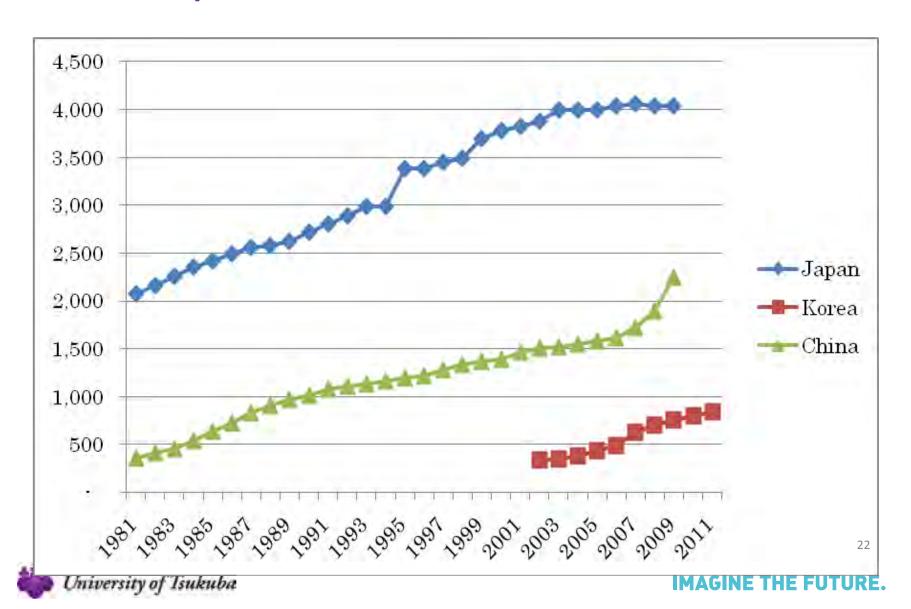
• Taiwan: 600 → 800

• Libya: 12

Philippine?



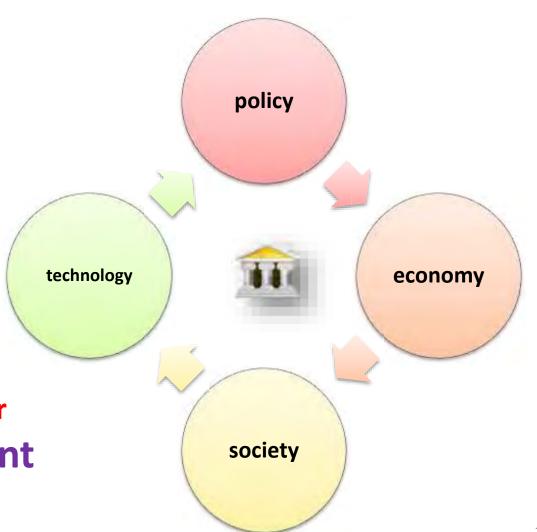
Development of Museums in East Asia

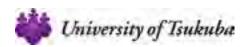


Global Changes surrounded by museums

- Policy
- Economy
- Society
- Technology

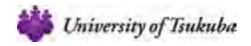
For museums:
We need a strategy for
PEST management





3 PEST management

Global Changes	Museum environment	We need to do
surrounded by museums	towards professionalism	
Policy	Performance	Practice
Economy	Ethics	Education
Society	Standard	Skill up
Technology	Thinking	Training



Japanese Museum's Concerns, Today

Museum Policy



Museum Law & Code
of Ethics

human resources



Training courses for curators

(at university level)

museum accountability



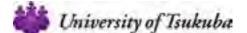
Development of evaluation system

management factor



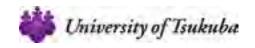
Risk management

Japanese Museum Concerns



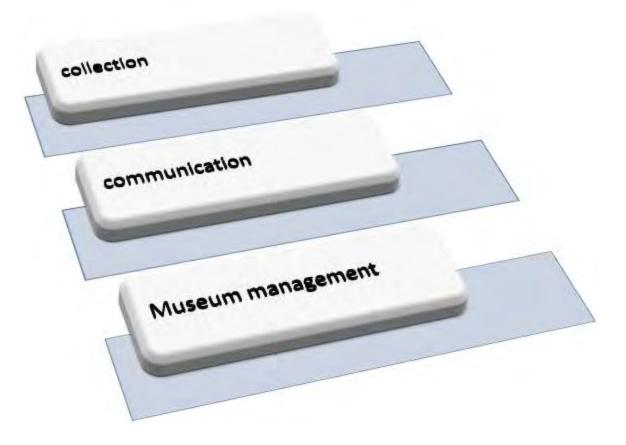
Revision of Museum Law

- 1999-2001 (3years) International comparative studies on <u>Museum Education</u> in Six Countries
 (USA, Candada, UK, France, Germany, Japan)
- 2000, Political report by JAM,
 "Dialogue and Collaboration"
 -The Museum of the New Age to be created with the cooperation of Citizens-
- 2003, "Desirable Image of the Museum"
- 2008, Revision of the Museum Law
- Now, again for discussions to be revised



"Desirable Image of the Museum" (first political report on museums in Japan) 3 major social missions by JAM

Re-definition of Musuem's role (2008)



Consensus "Desirable Image of the Museum" 3 major social missions by JAM

by Japanese Association of Museums



Social mission
Openness to the public

Re-definition of Musuem's role (2008)

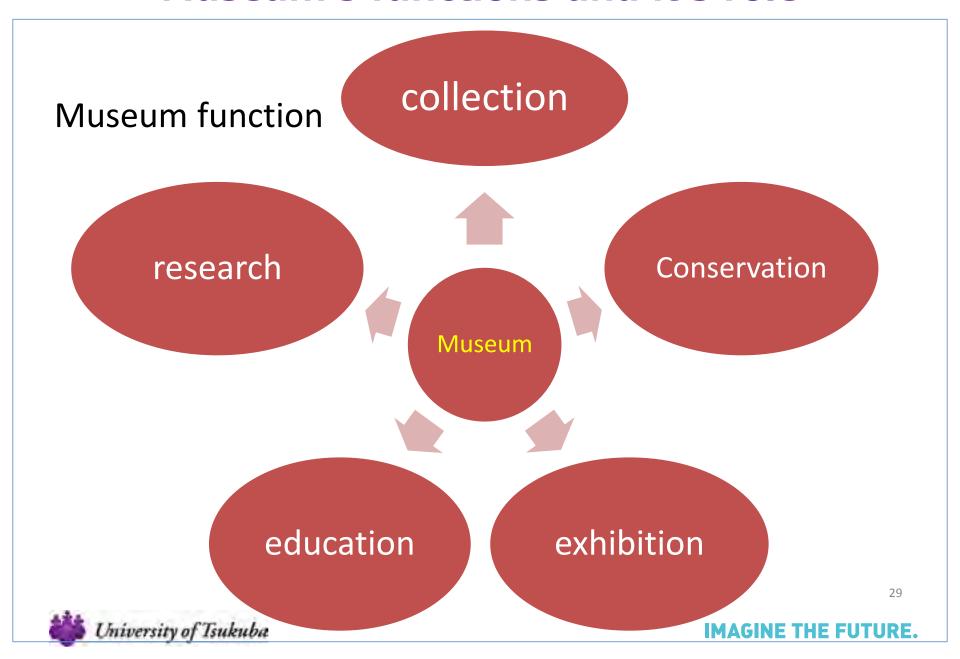
Intellectual motivation Enjoyment Creation of New value

Communication

Trusteeship
For next generation

Collection

Museum's functions and it's role

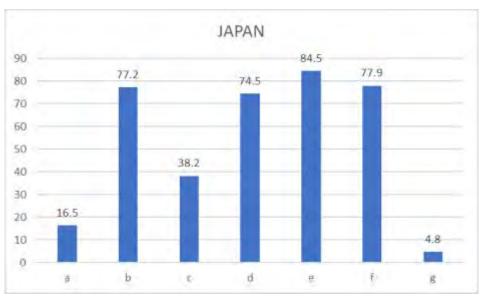


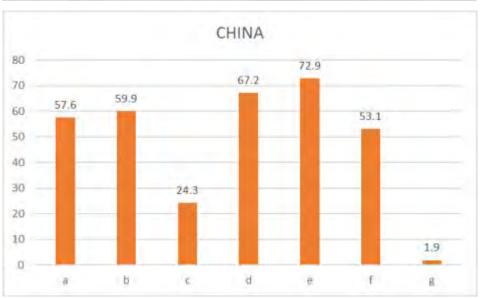
What is the priority?

Collection care? Education activities?



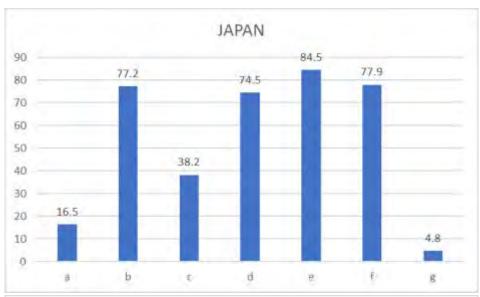
What type of institution do you think a museum is? Comparative study (Japan - China)

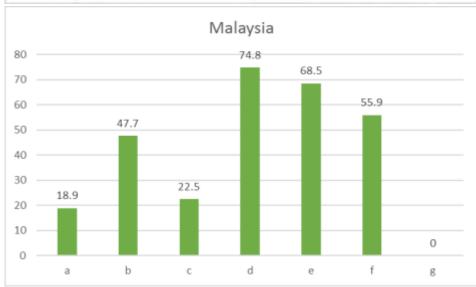






What type of institution do you think a museum is? Comparative study (Japan - Malaysia)





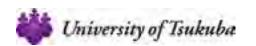


classification(typology) of museums

Founder:

- National Museum
- Local authorities museum (prefecture, city…)
- University museum
- Private museum
- General museum & <u>Specialized museum</u>
- 3. Virtual museum (Digital museum)

ICOM News, 1946

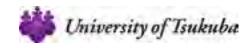


Specialized museum:

- Archaeology museum
- 2. History museum
- 3. Art museum
 - Sculpture museum
 - Mosaic museum
 - Painting museum (pinacothque)



- 4. Natural history museum/ Nature museum
- 5. Science & technology museum
- 6. Folklore museum / ethnology museum
- 7. Agriculture museum



Agriculture related museum (Cooperate museum)

Industry	Museums in Japan
Agriculture, Forestry, Fishery	Agriculture, forestry, whales, milk, salt, mushroom, kelp, soy sauce, potato, soybeans paste, pear, Professional woman diver museum

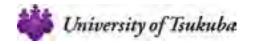
Reference: JMMA Dictionary (2015)

Architecture related, environment museum:

- 1. Open air museum
- 2. Eco museum
- 3. Site museum



Cyrene



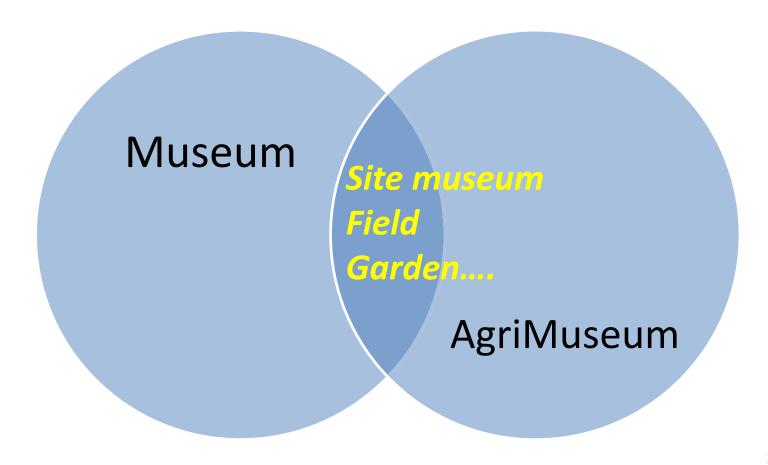
in case of Agriculture...

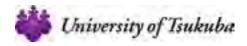
What would be the collection?

- Object? Plant? Botanical Garden?
- Living Animals? Zoo? Domestic animal?
- Gene bank? Seed collection?
- Any other collection?
 - (educational Information, scientific, cultural?)
 - Activities, museum function?

site museum; contextualism

social, scientific, historical context

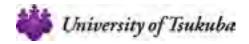




What is museum? -Definition of Museum-

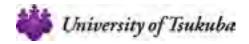
A museum is a non-profit, permanent institution in the <u>service of society</u> and its development, <u>open to the public</u>, which <u>acquires</u>, <u>conserves</u>, <u>researches</u>, communicates and <u>exhibits</u> the <u>tangible and intangible heritage</u> of humanity and its environment for the purposes of <u>education</u>, <u>study</u> and <u>enjoyment</u>.

ICOM Statutes, adopted by the 22nd General Assembly Vienna, Austria, 24 August 2007



Why do we have museum?

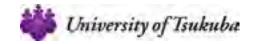
- 1. Collections (specimen?)
 - 1. How do we get them?
 - How do we study and care for them?
 - 3. what do we do with the collection?
- 2. Conservation for the future generation
- Open to the public (citizens, local people)
- 4. Local Development (tourist; to show our rich cultures)
- Research (scientific) eg. History, archaeology, art, culture, science
- 6. Education & Exhibitions



Exhibition and Education

- -for showing the local cultures
- -for national identity(culture)

school education vs museum education







Today's presentation

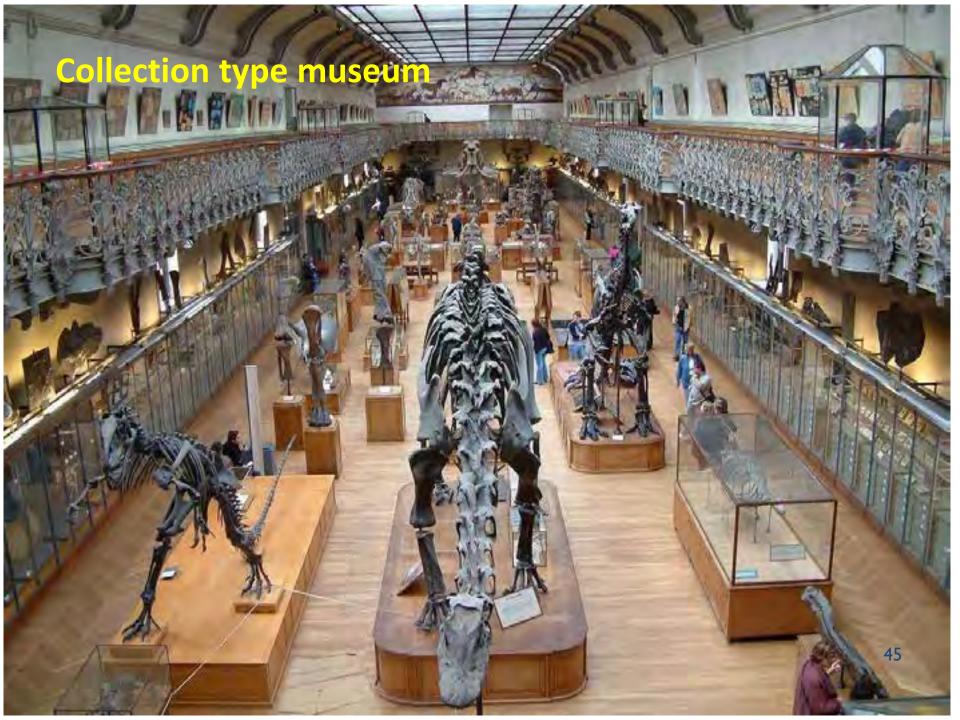
- 0. My background and specialities
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2. Museum is evolving?

- 1. From collection to information
- 2. Information value
- 3. Relation between society and museum



Expansion of a concept of museum object

- The concept of the museum collection is now expanding.
- Ex. Historical building
 - →cultural scenery, landscape
 - →Intangible heritage, craftman's technique
 - → digital data (no physical collection)





Museum deal with...

Art, History

- invisible
 - (ex:music)
- instruments

intangible

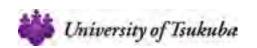
tangible

- object
- movable
- cultural properties

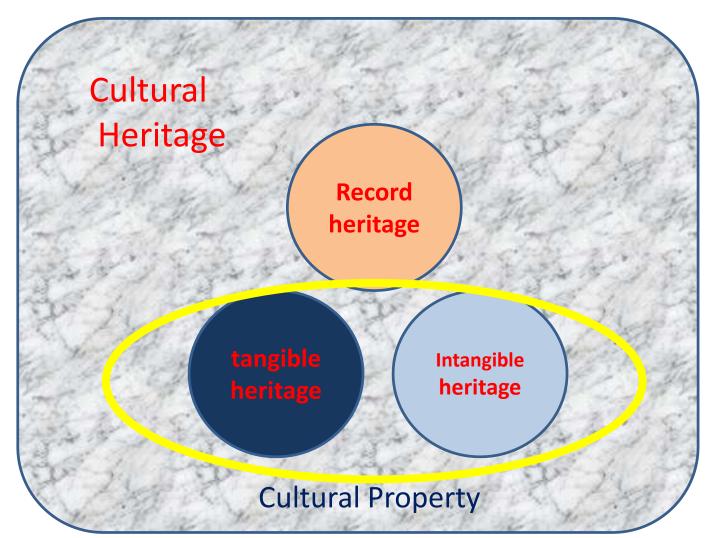
Art Works,
Historical objects
Cultural Heritage

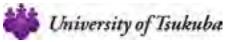
- site
- architecture

immovable



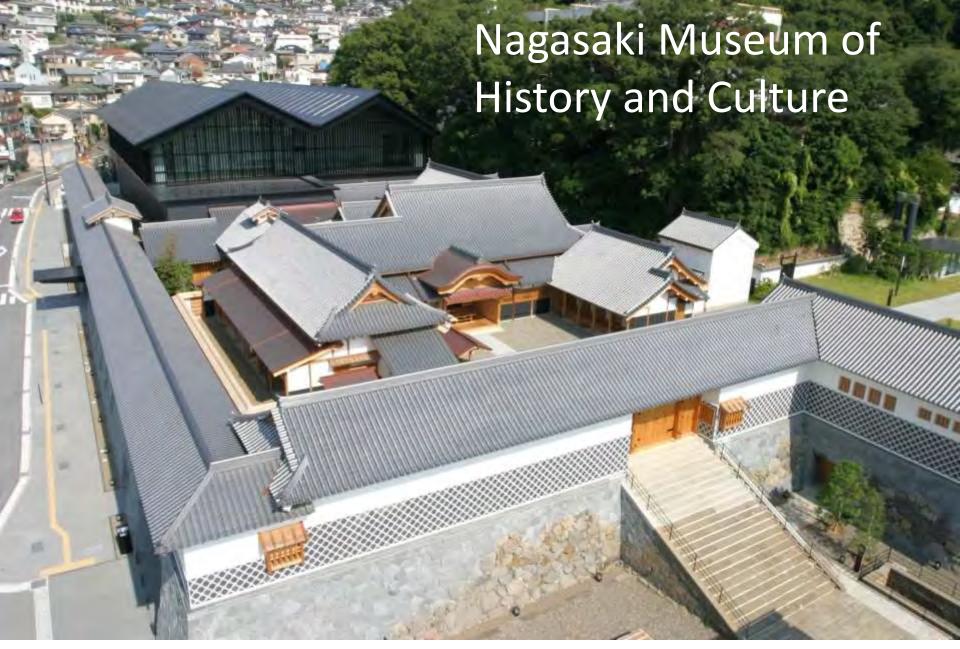
the concept of cultural heritage itself is extended... change the idea from analogue to digital

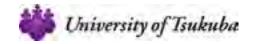








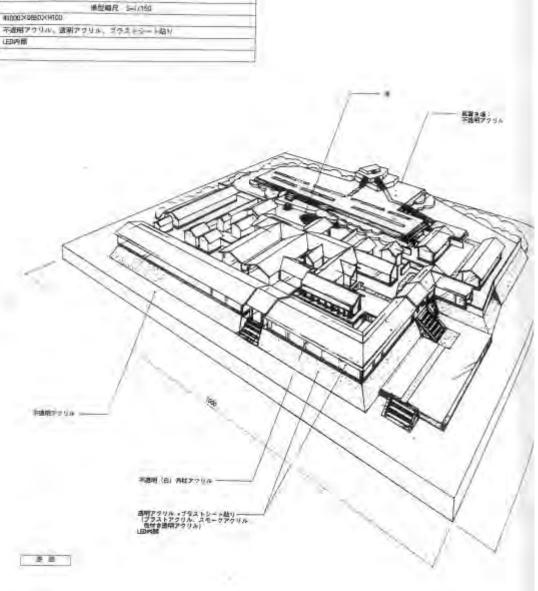




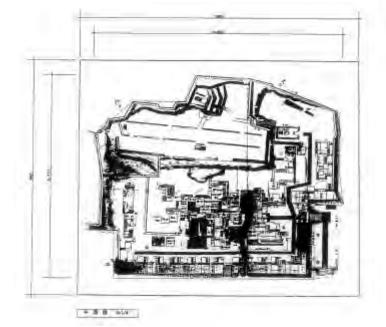
Main gate (restoration)







植



53



Collection and examination

Study for collection layout and information



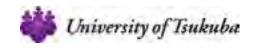
Exhibition design = visualization = computerized audiovisual



City navigation ; from Past to present





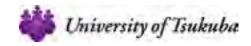


Specific Term (concept)

Object vs Collection

Property vs Heritage

Digital *Heritage* vs Digital *Archives*



Object (by Martin R.Scharer)

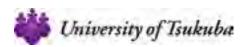
We are surrounded by things in our everyday life. They have a utility function:

First, real reality. Objects are kept for reuse.

Second reality: Special man-thing-relationship.

- Things are decontextualized from the first reality (for attributed values) and recontextualized in a new fictitious/**imaginary** context.

Third reality: Personal. Man creates objects by having a personal dialogue, by isolating the object from the first or the second reality.

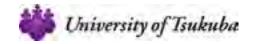


Property: 文化財

Cultural Property :

all **movable** objects, as expression and evidence of human creative work or development of nature, are of artistic, scientific or technical value and interest.

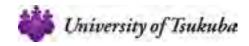
UNESCO recommendation from 30 Nov 1978, Paris



Heritage:文化遺産

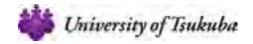
- Cultural Heritage :
 - Entirety of the material and intellectual results of human activity created by mankind within the process of its confrontation with the environment.
- They serve the social development to higher stage, consequently all progressive achievements of the previous culture of mankind.

Klaus Schreiner (1978) Studies on Museology, Terminological Dictionary of Museology, Leipzig



What is the difference between the two?

- There is a vogue (trend) in usage of a term.
- It is a kind of fashion.
- In Japan, we do not use digital property, but we use digital heritage or digital archive. (digital collection: ISO)
- We may misunderstand the original meaning!
- We live in the world of ambiguity.



World Heritage (UNESCO, 1972)

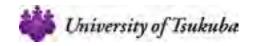
before 1972, in Japan,

Heritage: negative image (~~!

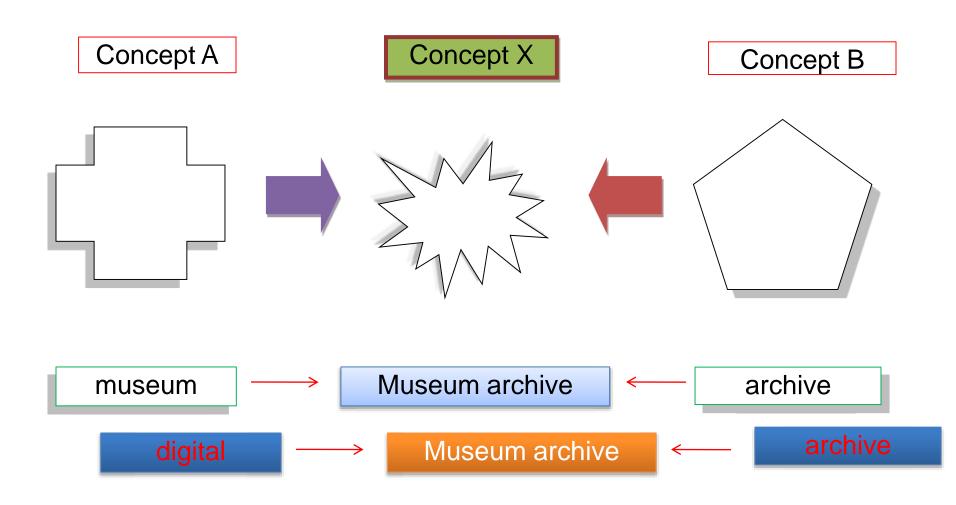








When New Concept has arisen …..



Cultural heritage on-line (National Agency for Culture)



Japanese government provoke to digitization.



Japan is moving toward digital collection.

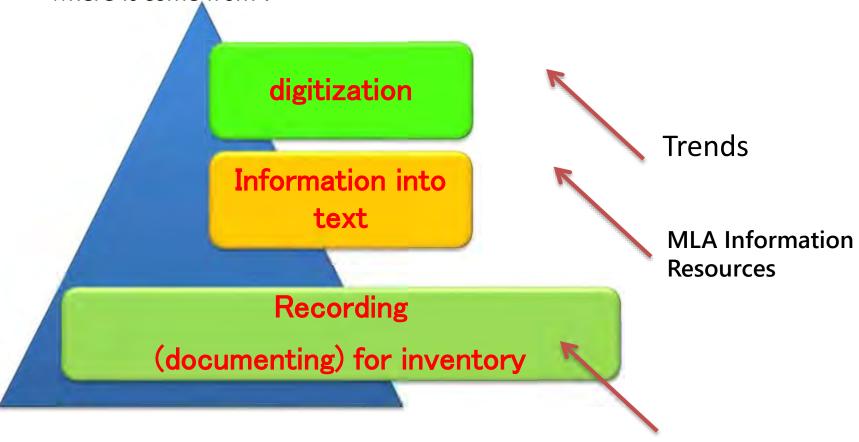


Virtual Collection of Masterpieces (Asia=Europe) ASEMUS

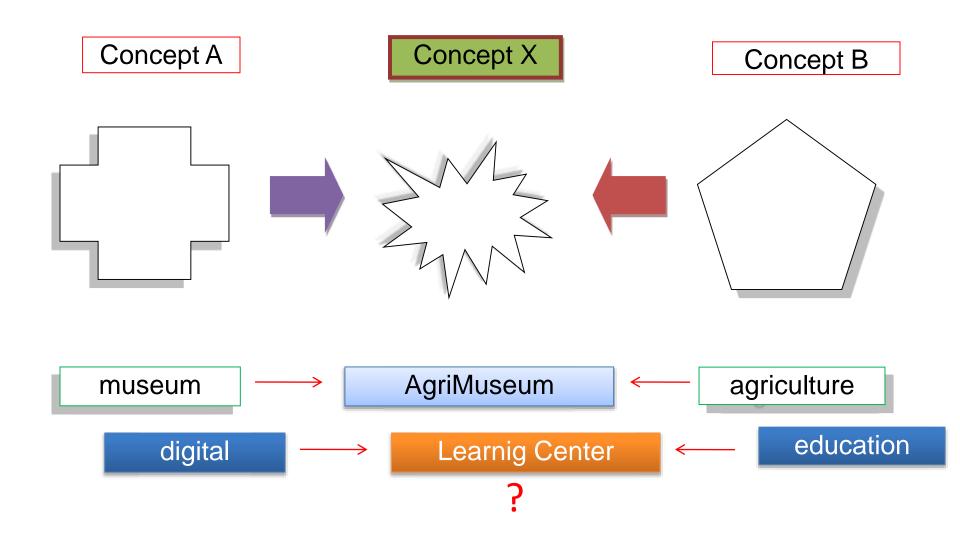


Exploit the museum collection with Digital

The point here is that no one cares about the information resources where it come from .



When 2 Concepts meet···

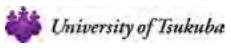












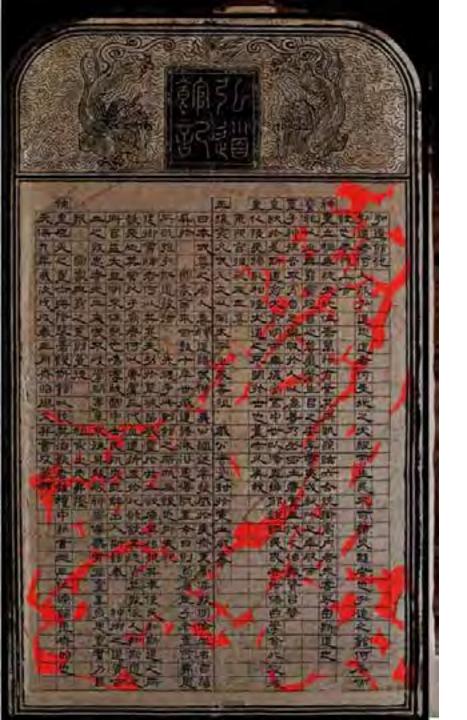


Monuments

Wuiversity o

SINE THE FUTURE.



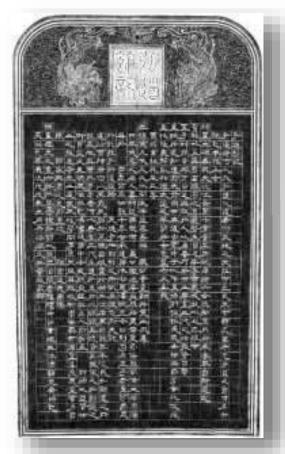




天皇報五所級選斯屛日據東人飲子能更設多多 **之目来納於本東照陵於神心立た道道** 九天 数益也雷推 武人宫吏是张业極教者館 京文機器斯告無無惟何記 **萬貫家零旦營者斯國之久取取道來霜級上人** 决亦無天明外何道家為文及相命写國天古統 30 戊勝窮二不子以發爾人叫正踵大自鰻地 戏降之夷偶廟其獨東萬開萬大倉足目位 道 夏武然者克 百种太 道明樂之焉 **地** 三篇则不也何天 數道平 之亦取尊萬 月段登岐鳴叫分先十譜里 不無炸嚴物 杏 齊斯接恩噓唐於捷車式基 197 野漠人参倉 問践室草子世储吾 天 验告以生素 翅口人 地 事回三昧此承 袒 世馬為目其 之大 文統 集中代錯則遭義 也中華之所 量世万安郎 并其租不士业民館籍心威 施 書治家殊民進堂之沐繼公 赤以参寧縣 双数少其列斯珍斯浴迷音 久降田蜜蜍 产 東土東六 進 者走效灾夷兹凯里咨受 民不可謂史 弗敬延岭土為澤發對 **救婦馬戒合** 卵囊纵統 權隆和與心飲設即人 崇出於康世至冷東 就無以新 哪人致其却今東土 經代之意 民之草内 泰斯其给夫日齊原 有館迹釈祀則更慕 激治服者 烖 難者也必道之館何 首条 三位 其資奉歌 去数帝未 其本 份資 學不由斯道世 東 数使 民神使民 源 更数 係官 子 明 自祭 輻 思奶人如 更 布倫 齊的 宣之和斯 盖座 ياف 看道斯道 可多 弗言 ろ資道之 5定 為 足 藩

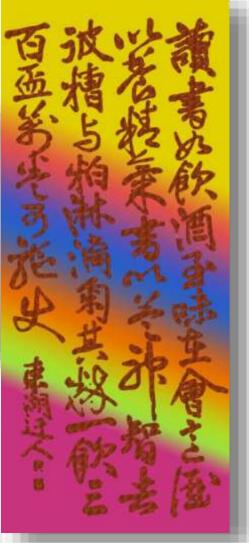
Koudoukan Digital archive Project

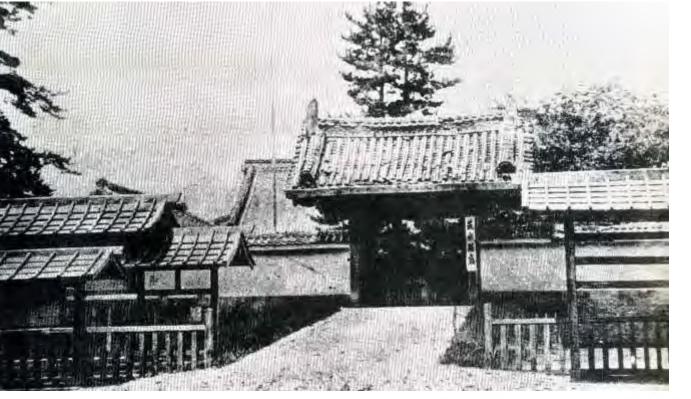
Wood block printing







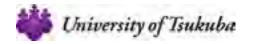




Past



Present





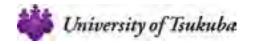


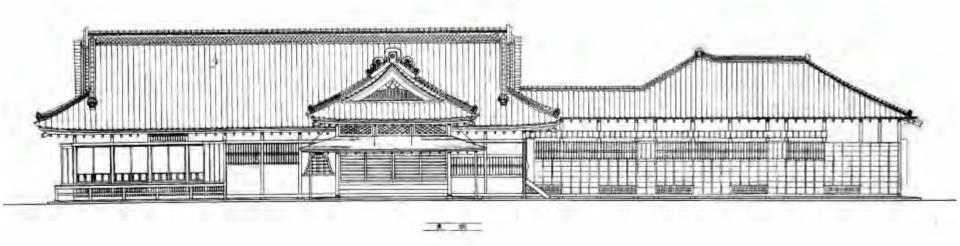


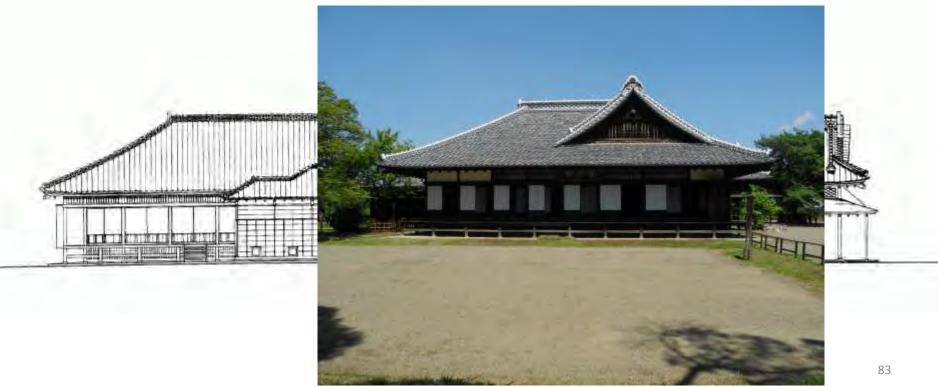


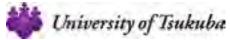
Post card











IMAGINE THE FUTURE.



Woodblock print

Today's presentation

- 0. My background and specialities
- 1. What is Museum? Basic question
- 2. Museum is evolving?

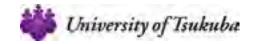
3. Management issues for museum running

4. Potentialities & Future oriented for AgriMuseum

- 3. Management issues for Museum running
- 1. Japanese National Council of Education
- 2. Management factors

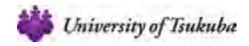
Japanese National Council of Education (2007)

- 21 century is knowledge-based society
 - → Museum Library Archives collaboration
 - → intellectual property right
- Building a sustainability society
 - → Education for Sustainable Development
 - → society of knowledge cycle



For Next generations...

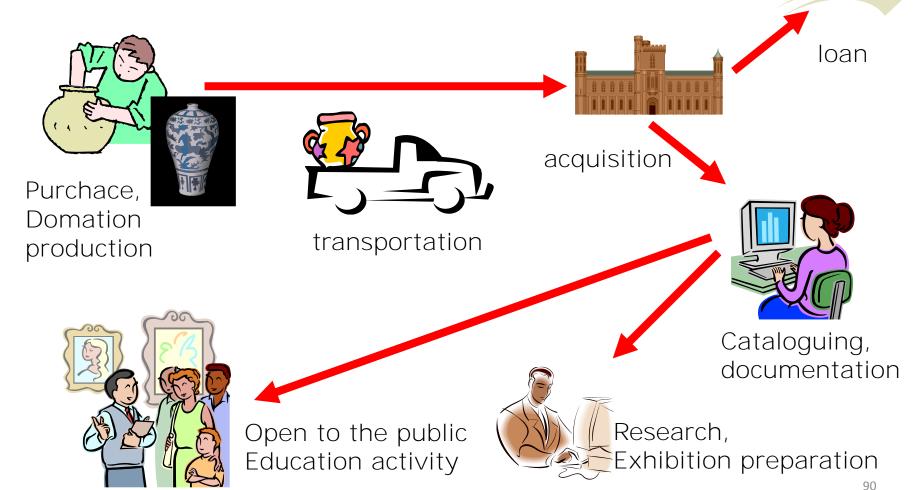
- 1. Today's Museum is different from the old ones.
- 2. The concept of museums and the related terms are always evolving. Digital Museum, Virtual Museum...
- Our mind is changing because of the development of technologies.
- 4. Our society demand different way accordingly what we need.
- 5. Virtual visitor request more and more detailed information. Because MLA have rich information resources.



3. 5 big Management factors

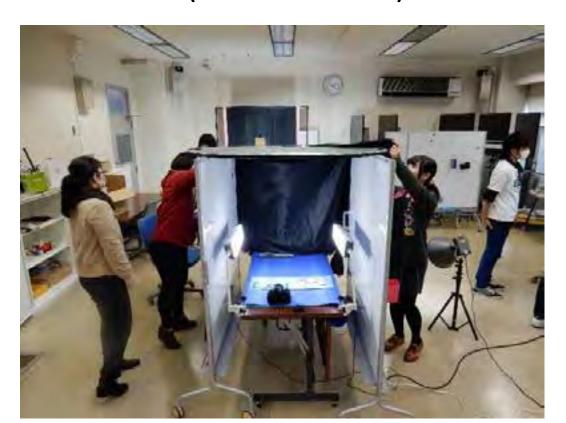
- 1. Human resources (museum staff, visitor)
- 2. Object, collection, heritage
- 3. Budget (money)
- 4. Time
- 5. Information

1) Collection management Physical & information Flow



2) Human management factors

- 1.the importance of Professional Education
- 2. Designing for Training course, museum design, research (MARC ASPAC)





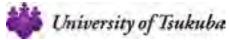






To run the museum, we need 3 factors





		Before	at that moment	after
	People	Human networkingBuilding confidence	 Lifesaving (inside & outsiede the museum) Investigation at the initial stage 	 Self-help Volunteers Give & Take spirit New administration system over the wide area
	Material/ collection	 Stockpile Reliefs for evacuation of the collections, foods, water Set up a stronghold (Headquarters ASAP) 	 Rescue, evacuation, preservation & conservation First aid of collections Refuge Support materials in rescue Transfer and heasures 	 Keeping collection in order Restoration, repair, conservation treatment Disposal Identification Evaluation
	Time	Make an estimate of Time needed and analysis	Time for evacuation	Time for Recovery,Rivival of museum function
Inf	formation	 Forecast of the occurrence (using high technology) Making a Manuals and training Inverntories (keep & 	 Announcement (foreign language) Emergency call networking Information gathering & distribution (using IT) 	 Correct information of the damages Communication for help internationally
	Money	Stock,fund-rasing	RescueInsurance	Budget for recoveryEstimation of damages

Today's presentation

- 0. My background and specialities
- 1. What is Museum? Basic question
- 2. Museum is evolving?
- 3. Management issues for museum running
- 4. Potentialities & Future oriented for AgriMuseum

- 4. Potentialities & Future oriented for AgriMuseum
- 1. Case studies of our project MLA
- 2. New museum function (conclusion)

Micro Museum



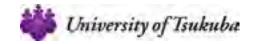


Archive Room

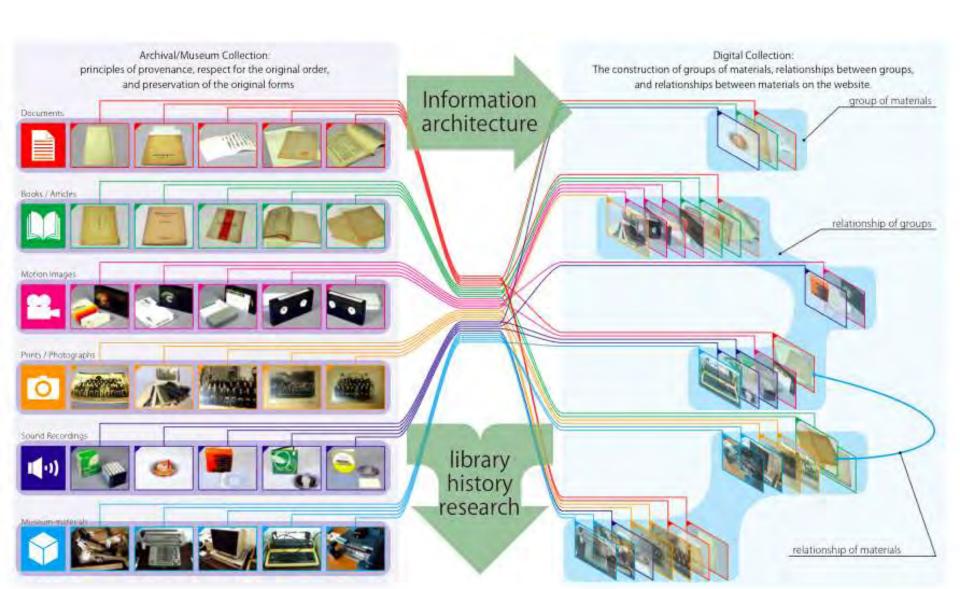


Digitalization





MLA collaboration of the Institutional memories museology, library science, archival science



Research design

museum materials

Archival materials

methodology of archival studies

Information architecture

library history research Purpose 1 construction of the archives

methodology of museology

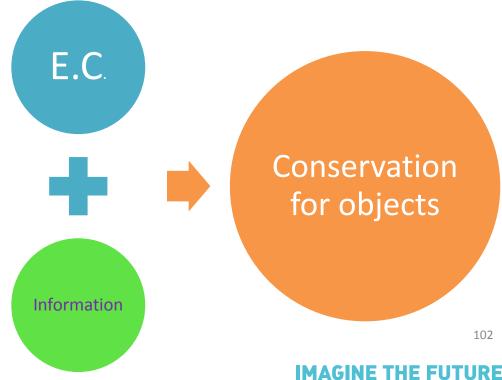
Purpose 2 : Critical examination of the history of library and information professions

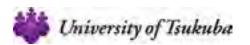


URE.

Conservation and info utilization

- Physical = objects/ collection = environment control (E.C)
- Information = record = inventory, catalogue = documentation = digital archive
- 3. Education for professionalization (curator: scenario making)
- 4. Creating new values





Trends of the museum, by the museum, for the museum

Museum, of the people, by the people, for the people



Digital Heritages

As a information culture as well as material culture, for future generations

Educational contributions for Museums world





International Exchange of the ideas with different perspective Human Networking, understanding each other





What I learned from my experiences



- 1. Confidence, Trustworthy, human relations
- 2. Object oriented, information oriented (techinical issues)
- 3. Museum Management factors such as Budget
- 4. Time management
- 5. Accurate information

Since 2007, once or twice a year on site training courses in Libya

My suggestions: for younger professionals

Museum development Your own carrier development





" Museum for All "

Slogan by UNESCO

Traditional Museum Function

L'Objet de la Museologie (2005), P.A. Marriaux ed.,

Thesaurisation

Collection Conservation

Experience

Knowledge

Research

Communication

Share

Exhibition
Education
Interpretation
Publication

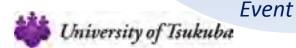
Object
Research Th

Reseach Theme Museography

Public

Museology

107



New Museum Function

L'Objet de la Museologie (2005), P.A. Marriaux ed.,

Social Actor

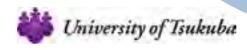
Share or the knowledge

Eternity of the object

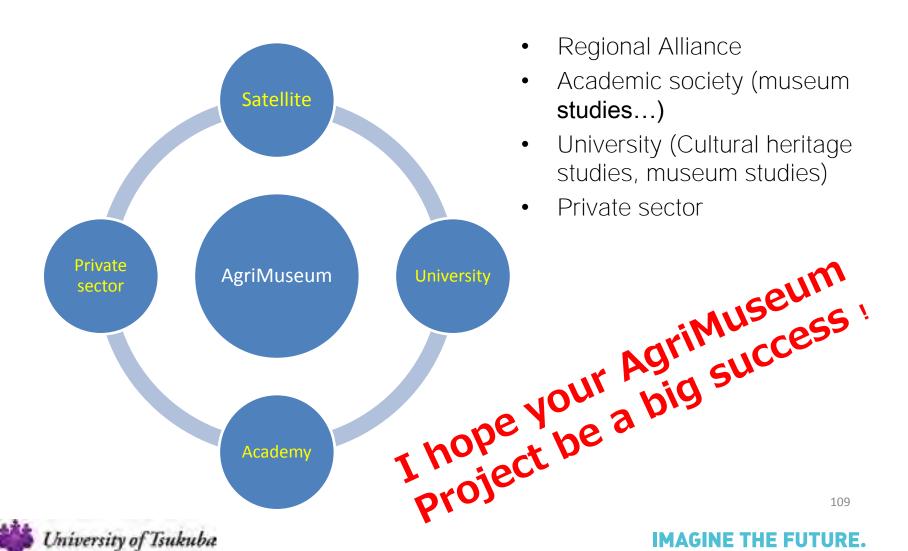
Cultural Actor

Economic Actor

Regional Integration



Networking with International Partner



Contact

mizushima@slis.tsukuba.ac.jp

Annex presentation

museum planning

how do we create A new museum ?

"Museum towards the Future"

MUSEUM of TOCRA T.O.C.R.A

Training Organization for Conservation and Research of Archaeology

Concept

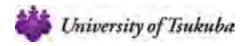
• T: Training

O: Organization

• C: Conservation

R: Research

A : Archaeology



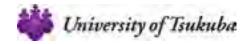
FUNCTIONS of MUSEUM of TOCRA

Exhibition

Management of the site (site museum)

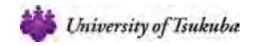
Training & Research

Tourist Facility

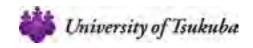


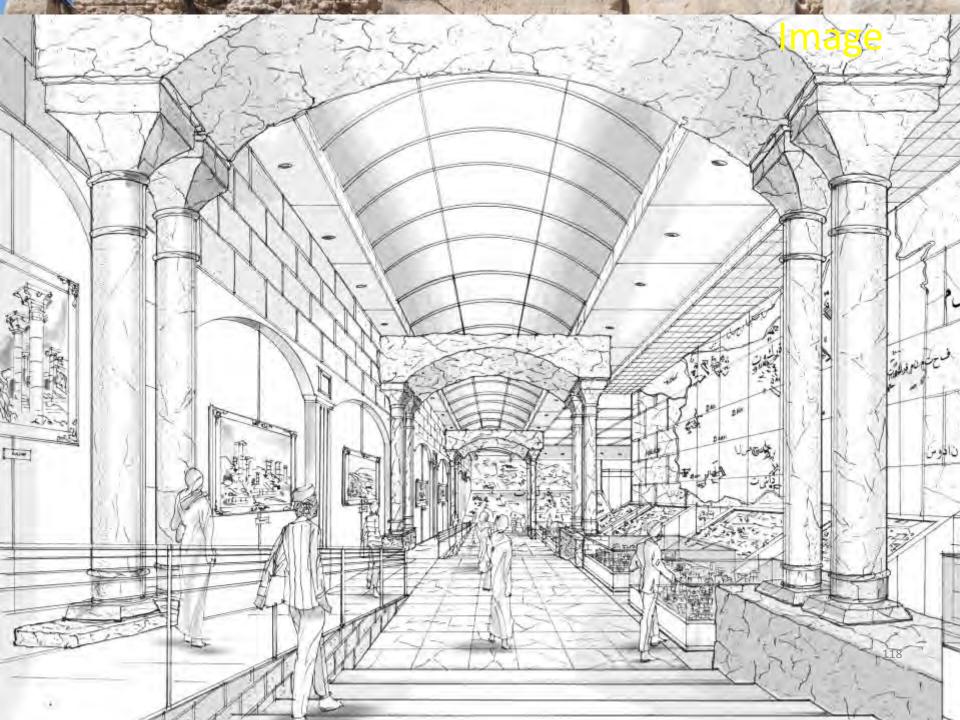












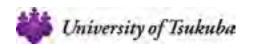






To Do

	checklist
1	Clarification of the concept, location and size
2	Way of cooperation (Libya-Japan)
3	Human Resources, Staffing for T.O.C.R.A
4	Action plan
5	Total amount of collection and preparation for the exhibition (documentation, cataloguing)
6	Museological consideration (exhibition, interpretation, visitor services)
7	Education and training policy
8	Finance



Training & Research Center



In-Class Training: THEORY

- Legislative Framework: International and Domestic
- Surveying and Excavation Methodology and Technique
- Recording and Documentation Methodology and Technique
- -Conservation and Restoration Science

On-Site Training: PRACTICE

- Survey and Excavation
- Recording and Documentation
- Onsite Conservation Treatment

