

Iv

Local and Wide Area Networking

15 NETWORKING MULTIMEDIA

John Perkins
CIMI
Canada

Communication is perhaps the most important information issue facing museums. Museums must communicate with their visitors, with their colleagues, with their staff, and with their public.

Networking is one process of communication that connects people together - by face-to-face encounters or by physical or virtual connections. Museums have traditionally been networkers in the sense of bringing people together, but are now starting to explore technology for electronic connections.

In this session we will explore some of the human and technology issues pertinent to networking.

Jim Oker's "The Holy Grail of Multimedia: Moving Beyond the Box" looks at the issues in creating a group experience with multimedia and offers insights into design principles for interactives of both the human and technology kinds. Perhaps the suggestions offered in this paper, gathered by observing the past, will help in developing applications for the new information networks.

Michael Breaks' contribution on "SuperJANET" presents interesting possibilities for online access to museum information and the creation of "virtual collections". As he points out human factors will need to be considered for both developers and consumers of this experience.

This session provides an excellent point of departure for a look at an important future museum activity.