Museums and the Web 2005

Final Program

April 13-16, 2005

www.archimuse.com/
mw2005

location
Hyatt Regency
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Vancouver
British Columbia
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organized by
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Bruce Williams, Canadian Museum of Nature, Canada
Karen Worcman, Museum of the Person, Brazil
Bruce Wyman, Denver Art Museum, USA

Scholarships

Professional Scholarships

Archives & Museum Informatics recognises that many individuals would be unable to attend MW2005 without some financial assistance. Each year, competitive scholarships covering the full conference registration and a full day of workshops are awarded to a select number of applicants. ***Congratulations to the winners of the professional scholarships.***

Elisam Magara
Senior Lecturer, East African School of Library and Information Science, Uganda

Christina Tsagariki
Network Coordinator, Instituto Latinoamericano de Museos, Costa Rica

Additional support provided to:
Ana-Isabel Ramirez-Quintana Carr, Professor, University of Guadalajara, Mexico and
Márcio Pinho, Professor, Catholic University of Rio Grande do Sul, Brazil

Community Contribution Scholarship

Once in a while someone creates a tool that could be quite useful to the community. We want to make sure that Museums and the Web is a venue for sharing resources, so Archives & Museum Informatics created a scholarship this year to recognise a contribution to the museum Web community. Congratulations to the first winner of a Community Contribution Scholarship.

Matt Morgan
Manager of Information Systems, Brooklyn Museum of Art
Matt and the Brooklyn Museum of Art have created Mozilla Kiosk, an open-source extension to the Mozilla Web browser that enables a secure kiosk mode. See it in a mini-workshop.

Thanks to the Scholarship Program's Supporters

The **Government of Canada**, through the **Canadian Heritage Information Network (CHIN)** and **Canadian Culture Online (CCO)** initiatives of the Department of Canadian Heritage, is contributing expertise and funding to this event including funding towards the provision of the Canadian Professional Scholarships.

Canadian Heritage Patrimoine canadien

Box UK: Internet Development and Consultancy (http://www.boxuk.com) provided partial funding for the Scholarship provided to Elisam Magara of Uganda.

Additional funding for scholarships provided by
Archives & Museum Informatics.

Canadian Professional Scholarships

Thanks to the Canadian Heritage Information Network (CHIN), fifteen competitive scholarships have been awarded to Canadians. Congratulations to the winners of the Canadian Professional Scholarships.

Anne Botman, Senior Web Development Officer
Canadian Museum of Nature

Line Bouffard
director archivist, Centre d'archives regional des iles

Beverly Clayton,
Administrative Assistant, Kamloops Art Gallery

Naomi Grattan
Communications Director, Canadian Museum Association

Grant Hughes
Director, Curatorial Services, Royal British Columbia Museum

Lisa McIntosh
Public Programs Officer, Vancouver Maritime Museum

Jules Morissette
Systems analyst, Musee de la Civilsation Quebec

Daniel Mosquin
Bioinformatics and Web Manager, UBC Botanical Gardens

Janis Novosel
Information Services, Vernon Public Art Gallery

Sarah Palmer
Communications Program Manager, Ontario Museums Association

Farrah Rooney
Curator of Education and Collections, BC Museum of Mining

Debbie Tardiff
Director Public Relations, Marketing and Fundraising, Vancouver Maritime Museum

Bruce Thomson
Project Manager, New Brunswick Museum

Stephen Topfer
Collections Manager, Art Gallery of Greater Victoria
http://www.aggv.bc.ca

Simon Tunley
Volunteer, Whitewater Historical Society / Ross Museum

Congratulations

Welcome!

Museums and the Web 2005

Final Program

Tuesday April 12

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Produced by

Archives & Museum Informatics
www.archimuse.com

Conference Co-Chairs
David Bearman and
Jennifer Trant

Conference Manager
Sofia Ganni

Thanks to everyone who helped make MW happen, including the International Program Committee, the Volunteers, the Best of the Web Judges, and the hosts of the pre-conference tours.

Workshops

Pre-Conference Tours – April 12, 2005

8:30 *prompt*
Melville St. entrance

University Of British Columbia Tour

- Botanical Garden, http://www.ubcbotanicalgarden.org/
- Nitobe, http://www.nitobe.org/
- Museum of Anthropology, http://www.moa.ubc.ca/

9:15 *prompt*
main entrance

Walking Tour – Downtown Vancouver Museums

- Vancouver Art Gallery, Janet Cardiff: Eyes of Laura, http://www.eyesoflaura.org/
- Storyeum, http://www.storyeum.com/
- Science World, http://www.scienceworld.bc.ca/

Registration – April 13, 2005

8:00 - 5:00
Regency Foyer

Full Day Workshops – April 13, 2005

9:00 - 5:00
Georgia A

Successful On-line Learning Interactives

Steven Allison-Bunnell, David Schaller, Educational Web Adventures LLP, USA

The workshop will employ an Interactivity Design planning process for on-line activities to guide participants through the early phases of the development cycle. While we will consider some technical features and limitations of the Web, this workshop will not teach technical skills such as HTML or graphics. Rather, we'll focus on the creative process of creating an engaging, effective online learning experience.

9:00 - 5:00
Georgia B

Hands on Usability and User Testing

Paul Marty, Florida State University and Michael Twidale, University of Illinois at Urbana-Champaign, USA

This full-day workshop will provide a discussion-based, hands-on, and very interactive introduction to usability analysis. The workshop will emphasize high-speed user testing and will directly address the challenges of performing user testing under tight constraints of budget and time. Participants will learn to use rapid and inexpensive methods to test the effectiveness and usability of their web sites and to discover the potential difficulties encountered by their on-line visitors.

9:00 - 5:00
Regency F

Content Management Essentials

John O'Brien, Soul Solutions Pty Ltd. and Darren Peacock, University of South Australia, Australia

Effective content management is essential to developing, managing and sustaining quality websites. This workshop gives participants an in depth introduction to the issues and technologies that underpin content management of museum Web sites.

Workshops

XML - Creating a Data Repository with Presentation Formats

9:00 - 5:00
Regency E

Richard Morgan, Twin Cities Public Television, USA

In this workshop students will learn to create XML (extensible markup language) documents to store data. They will create rules for the use of your XML with DTDs (document type definitions) and Schemas. Then the students will use XSLT (extensible stylesheet language transformations) with XSL (extensible stylesheet language), XSL:FO (extensible stylesheet language : formatting objects) and XPATH to present the data in formats for the web, print documents and other presentation options such as SMIL (synchronized multimedia language) for multimedia presentations. Finally students will learn how to create graphics with SVG (scalable vector graphics).

Open Source Developers

9:00 - 5:00
Balmoral

Willy Lee, Minneapolis Institute of Arts, USA

The goal of this "Working Workshop" is to create an open source content management solution that museums of any size can use to put a dynamic museum Web site on-line. Built with php and MySQL, the project should be compatable with countless low cost Web hosting providers.

Morning Workshops – April 13, 2005

Introducing Advanced Learning Paradigms For 3-D Environments

9:00 -12:30
Plaza C

Nicoletta Di Blas, Paolo Paolini, Caterina Poggi, Politecnico di Milano, Italy

This workshop examines the design and use cooperative 3D worlds in cultural heritage applications. The progression from goals to requirements and design will be illustrated.

Learning Objects: Theory, Practice, Resistance and Rehabilitation

9:00 -12:30
Plaza B

Brian Lamb, University of British Columbia, Canada

This workshop will provide a pragmatically-focused introduction to how educational media is created, collected and shared. The triumphs of the learning object approach will be considered alongside their discontents.

Introducing Standards Into Your Museum's Web Site

9:00 -12:30
Plaza A

Ted Drake, Brian Rountree, Superior Pixels, USA

This workshop will introduce you to the basic elements of standards-based design. We will show you how to take an existing site and create the standards-based version of it. You will see the steps required, how to use tags properly, and how the style sheet presents the pages to the public.

Lunch for all workshop registrants

12:30 - 1:30
Regency D

Workshops

Afternoon Workshops

1:30 - 5:00
Plaza B

Making Museum Websites Accessible

Jonathan Bowen, London South Bank University, United Kingdom

In this half-day workshop you will gain an insight into how to meet the challenge of making your website accessible to a wide range of visitors, and in particular those with disabilities, by becoming aware of the issues involved and learning about freely available online resources and tools.

1:30 - 5:00
Plaza C

Evaluation of Educational Benefits in Advanced 3D Learning Environments

Nicoletta Di Blas, Paolo Paolini, Caterina Poggi, Politecnico di Milano, Italy

This workshop examines evaluation criteria to be applied to 3D applications for cultural heritage, stressing the relationship between goals and accomplishment.

1:30 - 5:00
Plaza A

Easy to Use, Inexpensive On-line Presentation Tools for Museum Educators (and others on a budget)

Matthew Fisher, Dan Kuetemeyer, Juan Leon, Night Kitchen Media, USA

In recent years an affordable set of tools has become available to museum educators and others who wish to rapidly produce online presentations. Educators in a variety of settings are using these tools to inexpensively create high quality interactive presentations.

1:00 - 5:00
Queen Charlotte

E-mail and Speaker Prep

6:00 - 8:00
UBC

Welcome

Reception at the
UBC Museum of Anthropology
6:00-8:00 pm

- 5:30 Buses leave Melville St. entrance ~ every 15 min.
- View the Collections and Enjoy BC wines
- 8:00 Museum Closes – Last Bus to Hotel

MOA photo: Photo: Bill McLennan

Gallery Systems provides collections, content and media management software and services for archives, visual resource libraries and museums of any size or type. Our powerful, easy-to-use solutions organize and manage information and publish content from the database to the Web. Our clients include many of the world's pre-eminent private collectors, museums, corporate and government archives and agencies.

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Sessions

7:30 - 5:00
Regency Foyer

Registration

Welcome Coffee Break
Regency Foyer

9:15 - 10:15
Regency DEF

Opening Plenary

Chair: Jennifer Trant, Archives & Museum Informatics, Canada

Opportunities for Museums in the Knowledge Society

Eileen Sarkar, Assistant Deputy Minister, Citizenship and Heritage, Heritage Canada

The heritage community's ability to empower audiences to more fully interact with our shared stories and collections, by capitalizing on information and communication technologies, is key to its future success.

Enhancing The Heritage Experience

Namir Anani, Director General, Canadian Heritage Information Network

The changing face of the virtual society, the developments in information and communication technologies and their use suggest that personalization, convenience, and meaningful interactivity through on-line services would help museums further impassion and engage the public in the coming years.

Coffee Break
RegencyFoyer

11:00 - 12:30
Regency EF

Finding Stuff

Chair: Lee Iverson, University of British Columbia, Canada

Search Engines and On-line Museum Access on the Web

design

Jonathan Bowen and Teresa Numerico, London South Bank University, United Kingdom, Silvia Filippini Fantoni, Université Paris I-Sorbonne, France

We will discuss some practical issues of finding museum information and how museums could improve their search rankings and their own searching facilities, and we will introduce some promising solutions for finding museums' Web sites and searching within them, such as Peer-to-Peer (P2P) search tools.

New ways to search, navigate and use multimedia museum collections over the Web

Matthew Addis, Paul Lewis, and Kirk Martinez, University of Southampton, James Stevenson, Victoria & Albert Museum, United Kingdom, Fabrizio Giorgini, Giunti Interactive Labs, Italy

Over the past three years, the European Commission IST supported SCULPTEUR project has been developing new ways to create, search, navigate, access, share, repurpose and use multimedia content over the Web for professional users.

Of Ansel and Atomz: Surfacing Deep Content On-line and On-Site at SFMOMA

Peter Samis, Tana Johnson, Dana Mitroff, San Francisco Museum of Modern Art, USA

This paper contrasts a site-wide search solution at www.sfmoma.org; and the new Koret Visitor Education Center Discovery Interface, which reorganizes the contents of thirteen different multimedia programs and presents them through three point-and-click visual interfaces.

Sessions

Learning On-line and On-Site

11:00 - 12:30
Plaza Ballroom

Chair: Liddy Nevile, La Trobe University, Australia

education

Adding value to online collections for different audiences

David Gerrard and Stephen Brown, De Montfort University, Helen Ward, East Midlands Museums, Libraries & Archives Council (EMMLAC), United Kingdom

In this paper we examine two models for handling diversity in on-line audiences, one developed specifically for museum Web sites, the other developed for curriculum design and media selection. Both models consider the need to go beyond mere publishing of information.

Telling an Old Story in a New Way: Raid on Deerfield: The Many Stories of 1704

Juliet Jacobson and Lynne Spichiger, Pocumtuck Valley Memorial Association, USA

We examine a multi-cultural collaborative effort that commemorates and reinterprets the 1704 raid on Deerfield from the perspectives of the five different groups who were present at the event: Kanienkehaka (Mohawk), Wôbanakiak (Abenaki), Wendats (Huron), the French, and the English.

Using Mobile Devices to Help Teachers and Students during a Visit to a Museum

Maurício Girardi, Adriano Gonella, Márcio Pinho, Milene Silveira, Patrick Calvetti, and Melina Herrmann, Catholic University of Rio Grande do Sul, Brazil, Ana Clair Bertoletti, Museu de Ciências e Tecnologia - PUCRS, Brazil

This work presents an interactive system built to help teachers and students during a museum visit. We also present the interaction design process used to define the user interface.

Publication Models

11:00 - 12:30
Regency D

Chair: Susan Chun, The Metropolitan Museum of Art, USA

tools
+ tech

1-800-FOR-TOUR: Delivering Automated Audio Information through Patron's Cell Phones

Matthew Nickerson, Southern Utah University, USA

This paper will review the creation, test, and evaluation of a unique system for delivering automated audio tours to cultural heritage patrons. The system moves away from renting museum hardware to visitors and instead delivers audio tour information directly to the patron's own player: their personal cell phone.

Science Bulletins: Cross-media Publishing of Current Science Stories

Steve Gano, Ro Kinzler, and Vivian Trakinski, American Museum of Natural History, USA

Science Bulletins is a unique cross-media publishing program which brings current science to permanent exhibition halls in the Museum, informal learning centers throughout the country, and through the Science Bulletins web site (http://sciencebulletins.amnh.org), to everyone in the world.

Sessions

The 24 Hour Museum Tunable RSS News Feed

Jonathan Pratty, 24 Hour Museum, United Kingdom

The paper examines the technical challenges involved in extending (January 2005) the UK museums RSS feed into a multi-region, multi-city, tunable content feed, capable of offering tailored output to meet specific editorial needs of the 24 Hour Museum Web site, as well as of partners in the museum sector and beyond in the UK.

Lunch on Your Own

1:30 - 3:00
Regency EF

Interface Design

Chair: Stefan Göbel, ZGDV Darmstadt, Germany

Deriving Meaning From Specimens: Making Zoological Data Available On The Web

Alan Brooks, KE Software, Canada, Basil Dewhurst, Collections Australia Network, and Elycia Wallis, Museum Victoria, Australia

design

The challenge in presenting natural sciences collections on the web is to construct meaning from the individual, duplicate specimens. Users may be interested in how common is the species, what is its geographical distribution, and has that distribution changed over time.

Expanding the Knowledge Base Managing Extended Knowledge at the National Museum of the American Indian

Jane Sledge, National Museum of the American Indian, Smithsonian Institution, USA, Michael Vulpe, i4i, Canada

The NMAI is testing a suite of Web infrastructure tools that offers Native communities opportunities to represent themselves in the knowledge base and locally manage knowledge about NMAI objects, media, and documents and related objects often stewarded by others.

Media Stories: An Integrative Storytelling In Physical And Virtual Spaces

Otmar Moritsch, Technisches Museum Wien, Austria

The development of multidimensional storytelling embedded in physical exhibitions is investigated by the example of the new permanent exhibition medien.welten, at the Technisches Museum Wien (Vienna), which deals with history of media.

1:30 - 3:30
Plaza Ballroom

Education Projects

Chair: Jim Wehmeyer, Smithsonian Institution, USA

The Localized Learner: Acknowledging Distance And Situatedness In On-Line Museum Learning

education

Nadia Arbach, Tate, and Ross Parry, University of Leicester, United Kingdom

The paper suggests a more layered typology of localization, informed by sociological readings of spatial production, in order to differentiate between location (the physical, geographical position of the learner), place (the type of space the learner perceives himself/herself to be in), and situation (the learner's circumstance, activity or intent).

Sessions

Leveling the Playing Field: Empowering Learners with Primary Sources

David Ellis, Petar Bojkov, Ray Shah, and Gavin Lee Foster, Think Design, Inc., Cynthia Copeland, The New York Historical Society, USA

This paper looks at the incarnation of an on-line object-based educational (K-12) Web site which helps enliven teaching and learning history. The site intends to provide the experience of direct engagement with rich and diverse historical resources to educators and learners.

Learning Styles and On-line Interactives

Minda Borun, The Franklin Institute Science Museum, Steven Allison-Bunnell and David Schaller, Educational Web Adventures LLP, USA

This paper reports on current research into the impact of learning style on preference for on-line informal learning experiences. We are currently developing ways to measure children's learning styles and testing hypotheses about learning style, activity preferences, engagement, and satisfaction.

Handhelds

1:30 - 3:30
Regency D

Chair: Edward Rodley, Museum of Science, Boston, USA

tools + tech

Culture around the Corner and Its Location-Based Application

Martijn Arts and Sophie Schoonhoven, ZaPPWeRK Creative Webdevelopment, The Netherlands

Via this service information about the nearest cultural event, museum, monument, theatre or archaeological heritage is sent to mobile phone, Personal Digital Assistant (PDA) or laptop. The system retrieves your position automatically and matches your location with the location of the required place of interest.

MoMo: A Hybrid Museum Infrastructure

Javier Jaén, Vicente Bosch Campos, Jose Miguel Esteve Ferrandis, and Jose A. Mocholí, Polytechnic University of Valencia, Spain

In the Hybrid Museum (HM) PDAs are used both to tailor content to the visitor and to enrich the learning and entertainment experience. Customization and personalization are achieved by implementing a modified Partial Prediction Matching algorithm and a distributed Ant Colony System algorithm to find optimal itineraries within the museum.

Museums as Ecology: A Case Study Analysis of an Ambient Intelligent Museum Guide

Ron Wakkary and Dale Evernden, Simon Fraser University, Canada

We analyze an ambient intelligence museum guide from the perspective of a museum as an information and cultural ecology. The paper aims to explore the usefulness of the ecology concept as an analytical framework when considering the use of interactive technology in museums.

email and speaker prep

1:00 - 5:00
Queen Charlotte

Coffee Break
Regency Foyer

Sessions

3:30 - 5:00
Regency EF

Introducing Pachyderm

Chair: Ted Bairstow, Canadian Heritage, Canada

Taking Teaching by the Tusks: Introducing Pachyderm 2.0

design

Larry Johnson, NMC: The New Media Consortium and Peter Samis, San Francisco Museum of Modern Art, USA

We present an overview the history, new open source specification, and the collaborative processes that have made Pachyderm 2.0 possible. We describe how museums and other interested institutions can participate in the project and in the planned Pachyderm user community.

Shaping Pachyderm 2.0 with User Requirements

Deborah Howes, The Metropolitan Museum of Art, Holly Witchey, The Cleveland Museum of Art, USA Wendy Shapiro, Case Western Reserve University, and Rachel Smith, NMC: The New Media Consortium, USA

This presentation describes the process of gathering user requirements and the types of user testing that have occurred throughout the development of Pachyderm 2.0.

Architecting the Elephant: Software Architecture and User Interface Design for Pachyderm 2.0

Joshua Archer and Michelle LaMar, California State University, Tom Hapgood, University of Arizona, D'Arcy Norman, University of Calgary, Canada and Tim Wang, University of British Columbia, Canada

This paper covers the processes of designing the system architecture and the authoring interface for Pachyderm 2.0, as well as some of the fundamental conceptual strategies that enabled the development of the soft-ware.

3:30 - 5:00
Plaza Ballroom

Pre + Post Visit

Chair: Paul Marty, Florida State University, USA

Using Museum Web Sites to Change Visitors' Real-World Behaviour

education

Paula Sincero, InquiryLearn, and Brad Larson, Brad Larson Media, Inc., USA

There is surprisingly little research about how often museum exhibits, much less museum Web sites, actually lead to changes in visitor behavior. To promote further discussion and research in the field, we review some of the challenges and promising examples in the museum field.

Actual/Virtual Visits: what are the links?

Wendy A. Thomas and Sheila Carey, Canadian Heritage Information Network (CHIN), Canada

As museums expand their on-line profile, they continue to ask what a virtual space can mean to an audience, the ways an audience can experience it, and how the virtual space relates to the museum's physical space. This paper will discuss the implications of a study undertaken in 2004 by the Canadian Heritage Information Network (CHIN).

Sessions

Cultural Visit Memory: The Visite+ System Personalization and Cultural Visit Tracking Site

Roland Topalian, Cité des sciences et de l'industrie, France

Visite+. Creates a cyberlog of the visit for all visitors, providing them with a record of their paths at the exhibition, their results at activities and complete exhibition contents and complementary resources.After three years of experimentation, during which time 104,000 Web sites have been created for nearly 100,000 visitors, we at the Cité have learned a number of lessons that we would like to share with others.

The Extended Museum Visit: Documenting and Exhibiting Post-Visit Experiences

Gustav Taxen, The Royal Institute of Technology, and Emmanuel Frécon, SICS, Sweden

Previous research shows that visitors make connections between their experiences in the museum and experiences that happen after the visit. We provides a description of a system designed to document post-visit experiences, the exhibit we have built, how the exhibit is managed, and how it has worked in practice.

Broadband and Beyond

3:30 - 5:00
Regency D

Chair: Leonard Steinbach, The Cleveland Museum of Art, USA,

tools
+ tech

Curating for Broadband

Tilly Blyth, Science Museum, United Kingdom

We argue that in order to create appealing broadband Web sites, producers need to bring together the skills and quality of television production with the active participation of the Web. In this way the creation of broadband Web sites presents new opportunities for museums to deliver public service values.

Cross Media: When the Web Doesn't Go Alone

Stefania Boiano and Giuliano Gaia, InvisibleStudio, and Francesca Pasquali, Università degli Studi di Bergamo, Italy

The concept of medium is now crossing the borders of traditional media like radio or newspapers. The paper will present case histories of successful and interesting integration

5:00 - 8:00
Regency ABC

Exhibits

8:30 - 4:30
Regency ABC

Booth 67

Accurex Dimensional Measurement

http://www.accurexmeasure.com
Joe Schroeder
Accurex Dimensional Measurement, USA
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West Deptford, NJ 08066 USA
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Accurex provides high-precision 3D measurement systems for dimensional analysis and surface scanning. Our products use optical and laser technology to create 3-Dimensional models which can be used as a virtual 3D library or other purposes. Accurex products include: TriTOS scanner for art and archeological applications; OptoTOP-HE high accuracy 3D scanner; and DPA-Pro photogrammetry systems. We also provide 3D measurement services on-site or in our facilities.

Booth 50

Acoustiguide Ubiquity

http://www.ubiquityinteractive.com
Leora Kornfeld, Acoustiguide Ubiquity
Lars Meyer, Ubiquity Interactive, Canada
Bradley Klein, and Kathryn Glass, Acoustiguide, USA
1504 Duranleau Street
Vancouver BC V6H 3S4 Canada
e-mail: leora@ubiquityinteractive.com

Acoustiguide and Ubiquity Interactive joined forces in Winter 2005 to consolidate the industry's leading creative and software teams for museums seeking innovative and reliable solutions to handheld multimedia projects. Acoustiguide has been synonymous with audio tour content and technology since pioneering the concept in the 1950s. Ubiquity is a pioneer in user behavior research, content design and technology for mobile devices that provide museum visitors with rich media curatorial-on-demand programming. Together, the Acoustiguide Ubiquity 'one-stop' alliance furnishes clients with unparalleled experience in interpretive content, visitor behavior, interface design, updateable content management systems, data collection, and dynamic visuals and soundscapes.

Booth 30

Antenna Audio

http://www.antennaaudio.com
Nancy Proctor, Antenna Audio, United Kingdom
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Antenna Audio is the world leader in audio and audio-visual interpretation in the global cultural arena. More than 50,000 people enjoy an Antenna Audio tour each day in hundreds of the principle museums, archaeological sites and visitor destinations around the world. With nearly 20 years' experience as technology and content innovators in the field of educational interpretation and entertainment, we design, manufacture and manage portable digital information systems and multilingual audio-visual productions for most of the major cultural attractions of the world. With the progress of technology, Antenna Audio has successfully expanded its audio tour business to include the provision of advanced audio-visual and interactive interpretation. Our experience in deploying new technologies in the sensitive environments of museums and archaeological sites is unequalled.

Booth 31

Barking Dog Studios

http://www.barkingdogstudios.com
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Guelph ON N1H 2S8 Canada
e-mail: jen@barkingdogstudios.com

Barking Dog Studios specializes in web development and the things that go with it like: research + strategy, web identity, design + development, dynamic content, rich media, web applications, online promotion, e-learning and marketing collateral. ideas | action From start to finish, we can help you get your project off the ground.

Booth 25

Box UK : Internet Development and Consultancy

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Box UK is an Internet Development and Consultancy company with a focus on Heritage. Amaxus, our XML Content Management System, currently drives the websites for clients including the Imperial War Museum, National Maritime Museum, Royal Observatory Greenwich, SeaBritain2005 and English Heritage. Born out of the work of leading thinkers and doers in the industry, Box UK works with our clients to leverage the power of the Internet and turn their visions into reality.

Booth 20

Brad Larson Media

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We develop technologies that encourage family learning in exhibits. Growing out of a decade's experience as Technology Developer at the Boston Children's Museum, Brad Larson Media develops new media formats that encourage parent/child collaboration and social interaction. We focus in particular on visitor storytelling and on integrated, inquiry-based learning connected with national standards. Recent project: Smithsonian's Conservation Central, winner of Museums and the Web 2004 "Best Museum Website" and of AAM's MUSE Award in science. Clients include: American Museum of Natural History, Smithsonian's National Zoo, American Visionary Art Museum, and children's museums across the US.

coffee
in the Exhibit Hall
9:30 - 11:00

Friday

Exhibits

Booth 61

Contents Co., Ltd,

http://www.contents-jp.com

Kunitomo Shinjo and Hiroshi Ono
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Okayama 700-0972 Japan
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CONTENTS Co., Ltd. introduce a high speed Web distribution system for high-resolution digital image content. Distribution for high-resolution digital image contents becomes possible due to the spread of broadband Internet connection technology. We also introduce "Digital Replica". By using our advanced computing techniques, we create "Digital Replica" in hand-made Japanese paper.
Our high-resolution digital image contents, Web distribution system and Digital Replica are gaining high reputation from museums, university libraries and archives in Japan.

Booth 60

Ecentricarts Inc.

http://www.ecentricarts.com

Keith Durrant
Ecentricarts Inc., Canada
317 Adelaide Street West, Suite 309
Toronto ON M5V 1P9 Canada
e-mail: bizman@ecentricarts.com

Founded in 2000, ecentricarts provides innovative Internet solutions to cultural organizations, government, not-for-profits and select corporate clients. Utilizing the best in new technologies and top creative talent, ecentricarts consistently delivers timeless projects that engage, enrich and enlighten the end user. Our services offerings include interactive strategy, web design, virtual exhibitions, online databases and e-commerce. We have worked with organizations such as the McMichael Canadian Art Collection, Art Metropole, the Canadian Music Centre, the Glenbow Museum, Canada's National History Society, National Film Board of Canada, Canadian Heritage, the Textile Museum of Canada and the Virtual Museum of Canada.

Booths 54-55

e-Culture, Canadian Heritage

http://www.culturescope.ca

Taylor Murphy, Canadian Heritage, Canada
15 Eddy Street (15-8-G)
Gatineau QC K1A 0M5 Canada
e-mail: taylor_murphy@pch.gc.ca

Visit the Business Centre in our booth during the MW2005 conference. Learn more about two collaborative initiatives of the Department of Canadian Heritage. Culture.ca, Canada's cultural gateway, is a place for all to find, explore, and share the best of Canada's cultural and creative life online. Culturescope.ca, the interactive hub of the Canadian Cultural Observatory, offers single-window access to cultural development resources. It connects cultural professionals to the issues that affect their community, and to the data, research and analysis that stimulates discussion.

Booth 22

Educational Web Adventures

http://www.eduweb.com

David Schaller and Steven Allison-Bunnell
Educational Web Adventures LLP, USA
1776 Iglehart Ave., St.Paul MN 55104 USA
e-mail: david@eduweb.com

Educational Web Adventures (Eduweb®) develops innovative online learning activities about sart, science, history and technology that hit the sweet spot where learning theory, Web technology, and fun meet. We seek to engage the many ways that people learn about the world through thoughtful application of learning theory, best practices and frequent evaluation. Our clients include Colonial Williamsburg, Minneapolis Institute of Arts, Shedd Aquarium and many other museums and informal learning organizations. Our projects have won numerous awards including three Best of the Web awards from Museums & the Web and seven MUSE awards from the American Association of Museums.

Booth 32

Gallery Systems

http://www.gallerysystems.com

Joshua Arfer, Kevin Arista and Marcia Finkelstein
Gallery Systems, USA
261 West 35th Street, 12th Floor
New York NY 10001 USA
e-mail: joshua@gallerysystems.com

Gallery Systems provides data-driven Web applications for museums publishing collections and exhibitions online. We offer integrated, affordable solutions incorporating our eMuseum and Embark Web Kiosk applications, combining advanced technologies with flexible interface design to publish content directly from any database to the Web. Our clients include the Dallas Museum of Art, Memorial Art Gallery of the University of Rochester, National Portrait Gallery (Smithsonian Institution), Seattle Art Museum, Brooklyn Children's Museum, San Francisco Museum of Modern Art and the International Center of Photography/ George Eastman House.

Booth 41

Ideum

http://www.ideum.com

Jim Spadaccini and Michelle Williamson
Ideum, USA
107 Caledonia Street, Suite H
Sausalito CA 94965 USA
e-mail: jims@ideum.com

Ideum works collaboratively with museums, nonprofit organizations, and socially responsible companies to develop compelling interactive Websites and electronic exhibits. We're deeply interested in the topics we explore and passionate about finding the best ways to present them. We have backgrounds in visual and graphic design, video and photography, programming, writing, and education. Our clients include; Adobe Systems, Inc., The Association of Science-Technology Centers, California Science Center, The David Rumsey Historical Map Collection, The Exploratorium, NASA, National Baseball Hall of Fame, The National Park Service, Peggy Rathmann, the Tech Museum of Innovation, and UC Berkeley Space Sciences Laboratory.

Exhibits

8:30 - 4:30
Regency ABC

Booth 40

Interactive Knowledge

www.interactiveknowledge.com

Tim Songer and Chuck Barger,
Interactive Knowledge, Inc., USA
3201-B N. Davidson St.
Charlotte NC 28205 USA
e-mail: tim@interactiveknowledge.com

Interactive Knowledge is a leading developer of educational interactive web sites for museums and cultural organizations. Our clients include the National Museum of American History, the Smithsonian Institution Traveling Exhibition Service (SITES), the Glenbow Museum, PBS, National Geographic, the Mint Museums, ITVS, the National Science Foundation, the American Visionary Art Museum and many others. Our web sites consistently win national acclaim for their appealing design and outstanding educational content. We work closely with our clients to deliver their message in the most engaging and memorable way. Established in 1991, Interactive Knowledge brings experience, creativity and enthusiasm to every new project.

Booth 51

IT Innovation

http://www.it-innovation.soton.ac.uk

Matthew Addis and Kirk Martinez,University of Southampton,Adrian Pillinger, Daniel Prideaux and Patrick Sinclair, IT Innovation, United Kingdom
2 Venture Road, Chilworth Science Park,
Southampton, Hampshire SO16 7NP
United Kingdom
e-mail mja@it-innovation.soton.ac.uk

IT Innovation has extensive experience of building innovative systems for professionals to search, navigate and use large multimedia digital collections over the Web. Through collaborative projects such as Sculpteur (www.sculpteur-web.org)and eCHASE (www.echase.org), we are enabling museums, libraries and archives across Europe to make their digital collections accessible over the Web in a structured and interoperable way. This allows multimedia cultural heritage content to be remotely searched, explored and integrated into a wide range of applications including education, publishing and scientific research.

Booth 21

KE Software

http://www.kesoftware.com

Alan Brooks
KE Software, Canada
750 - 601 West Broadway
Vancouver BC V5Z 4C2 Canada
e-mail: alan.brooks@kesoftware.com

KE EMu is a full-featured collections management system designed to provide ease of access from small to very large collections. KE EMu manages all aspects of a museum's collection, management and other related information while providing extensive retrieval facilities within the museum and to external patrons via the Internet. Clients include Smithsonian Institution; American Museum of Natural History; Carnegie Museum of Art; Winterthur Museum, Garden & Library; Canadian Museum of Civilization; Minnesota Historical Society; Field Museum of Natural History; The Natural History Museum; United States Navy & Marine Corps; United States Holocaust Memorial Museum.

Booth 10-11

Learning@Europe

http://hoc.elet.polimi.it

Paolo Paolini and his team from the Politecnico di Milano, Italy, Ugo Barchetti, Alberto Bucciero, Nicoletta Di Blas, Stefano Santo Sabato
Politechnico di Milano, HOC Laboratory
Via Ponzio 34/5 Milano 20133 Italy
http://hoc.elet.polimi.it

Learning@Europe is an innovative e-learning project developed by Politecnico di Milano in cooperation with Accenture Foundation, aimed at students aged between 15 to 19 years. Learning@Europe implements a new extraordinary learning paradigm, in which traditional learning activities (research, team-work) blends with online interaction. Students from all over Europe meet together in a shared (over the internet) 3D environment, where they discuss over historical issues in a multicultural perspective and play breath-taking games! Online forums keep the discussion open and promote bonds between far away peers, also giving students the unique opportunity to ask questions to world-renowned experts. Already 1200 students from 6 European countries have gone through this thought-provoking, unforgettable experience.

Booth 65

Luna Imaging

http://www.luna-img.com

Nancy Harm, Peter Cho, Alton Hoover, and Harvey Goldstein
Luna Imaging Inc., USA
3542 Hayden Ave, Building 1, Suite B
Culver City CA 90232 USA
e-mail: nancy@luna-img.com

Luna Imaging (www.lunaimaging.com) provides Insight software and professional digital imaging services for visual collections. Insight revolutionizes the way leading educational and cultural heritage institutions archive, research and teach. Insight comes with a complete set of tools for creating digital collections whether they include simple or complex descriptive data for 100 to 1,000,000 images or media records. The Luna name is synonymous with building high quality digital resources. Our professional practices for image fidelity and consistency have become the standard for digitization within the museum community because we extend beyond the scope of typical scanning vendors to create lasting digital archives.

Booth 53

Mediatrope

http://www/mediatrope.com

Laura Mann
Mediatrope Interactive Studio, USA
144 Townsend Street, Suite 200
San Francisco CA 94107 USA
e-mail: laura@mediatrope.com

Mediatrope develops award-winning museum Web sites, kiosks and interactive environments. Mediatrope is the creator of Sitebots® the preeminent content and communica-

Exhibits

tion manager for museums. Sitebots makes it easy to update your site, publish your collection online, manage email marketing, and power e-commerce. Sitebots is designed for non-technical staff no knowledge of HTML or Flash is required. Sitebots supports multilingual sites and works with software you already use like The Raiser's Edge and TMS. Clients include The Fine Arts Museums of San Francisco, Hewlett-Packard, Los Angeles Museum of Natural History, Seattle Art Museum and Smithsonian.

Booth 33

MINISIS Inc.

http://www.minisisinc.com
Christopher Burcsik
MINISIS Inc., Canada
333 Terminal Avenue, Suite 802
Vancouver BC V6A 2L7 Canada
e-mail: christopher@minisisinc.com

MINISIS Inc. is a dynamic, world leader in providing software solutions to 1000s of clients in over 60 countries since 1975. Our core product line is centered around the MINISIS RDBMS which includes: the MINISIS database engine, an easy to use graphic interface to enable non-technical staff to develop databases, as well as modify any of our several pre-defined applications for archives, libraries and museums (among others) and a robust web interface to allow for exceptional public access. MINISIS is also one of the few companies that possess a wealth of expertise with BPR, change management, application analysis and design and experience with the complete System Development Life Cycle (SDLC) for customized solutions. MINISIS Inc. is a Canadian internationally incorporated company with offices in Ottawa (Ontario), Vancouver (British Columbia), Valencia (Spain) and Tunis (Tunisia).

Booth 62

Monro Communications

http://www.monroco.com
James Monro, Liz Walker, Teri McArter
Monro Communications, Canada
3557 W. 40th Avenue,
Vancouver BC V6N 3B7 Canada
e-mail: james.monro@monroco.com

Monro Communications produces interactive software and dynamic web-content for educational and outreach programs.

Our system MovieStudio + WebCollector enables users to author their own web documentaries completely online including music, sound effects and narration using a text-to-speech software that converts written commentary into voice-over narration. The resulting movies can be e-mailed to others for sharing, debating or evaluation. Our 10-year track record of producing award-winning best sellers for clients like the National Film Board of Canada demonstrates our commitment to building stable, intuitive architecture that creates satisfying and compelling interactive experiences.

ice cream
in the exhibit hall
3:30 - 4:30

Booth 45

New Tilt

http://www.newtilt.com
Michelle Chambers, Donna Tramontozzi, and Scout Stevenson
New Tilt, USA
36 Cameron Avenue
Cambridge MA 02140 USA
e-mail: michelle@newtilt.com

New Tilt is a Boston-based web site firm that creates interactive online exhibits that are compelling and thoughtful solutions focused on learning. We combine innovation steeped in practical knowledge of education and communication principles to build online experiences that allow for exploration, multiple levels of interaction and an acknowledgment of differing learning styles. We seek to engage a user's imagination, curiosity and drive to improve through a creative use of content assets and a strong understanding of how to use technology as an educational tool. Our clients include the Smithsonian National Museum of American History, Smithsonian Center for Education and Museum Studies, Mattatuck Museum, PBS and the Anacostia Museum. Our work has been recognized by every major design competition in North America.

Booth 35

Night Kitchen Media

www.whatscookin.com
Matthew Fisher, Juan Leon, and Dan Kuetemeyer
Night Kitchen Media, USA
411 South Second Street, Suite 200
Philadelphia PA 19147 USA
e-mail: matthew@whatscookin.com

Night Kitchen Media designs creative interactive solutions that educate and inspire. Through interactive exhibits, digital narratives and online visitor activities, we provide experiences that are engaging, intuitive and participatory. We encourage a spirit of collaboration and partnership with our clients, including: The National Constitution Center, The Philadelphia Museum of Art and The Academy of Natural Sciences. Founded in 1997 and located in Center City Philadelphia, Night Kitchen Media has received industry recognition and awards for work with the Philadelphia Museum of Art, a cornerstone to the Museum Education Partnership - our commitment to providing innovative yet affordable interactive solutions to museums and cultural institutions.

Booth 64

Planar Systems, Inc.

http://www.planar.com
Hal Newton and Matt Walsh
Planar Systems, Inc., USA
1195 NW Compton Dr.
Beaverton OR 97006 USA
e-mail: hal_newton@planar.com

Planar Systems' DS family of integrated kiosks allows compelling interactive experiences to be delivered anywhere there is an electrical outlet. The DS15 and DS15i provide power, flexibility and a high bright display to handle an array of graphic-intensive applications without the complicated installation and maintenance issues that often accompany customized solutions.

Exhibits

8:30 - 4:30
Regency ABC

Compact, durable, and flexible enough to support a variety of applications environments, the DS platform offers an entirely new level of performance in a museum-ready package. Planar is one of the world's leading providers of flat-panel displays with more than 20 years of expertise in developing display solutions for demanding applications.

Booth 66

Public Works and Government Services Canada

http://www.parliamenthill.gc.ca

Jonathan Juteau

Public Works and Government Services Canada,
16A1, Place du Portage III, 11 rue Laurier
Gatineau QC K1A 0S5 Canada
e-mail: jonathan.juteau@pwgsc.gc.ca

Parliament Hill is among Canada's most recognizable heritage sites. Our Web site, entitled "A Treasure to Explore", offers an unparalleled look at these historical buildings, from their original construction to the conservation work being carried out today. It showcases innovative techniques to take you on the ultimate virtual tour of your Parliament Hill. From the "live" Hill Cam to the Youth Zone, to virtual tours of the Senate Chamber, Peace Tower, House of Commons, Hall of Honour and more, you are bound to enjoy all the history and heritage of Parliament Hill.

Booth 43

Second Story

http://www.secondstory.com

Brad Johnson and Julie Beeler

Second Story Interactive Studios, USA
1104 NW 15th Ave., Suite 400
Portland OR 97209 USA
e-mail: brad@secondstory.com

Since 1994, Second Story has created more than 80 original interactive Websites and interpretive multimedia installations with many outstanding museums and cultural institutions including Monticello, National Archives & Record Administration, National Gallery of Art, Smithsonian Institution, National Geographic, Peabody Essex Museum, U.S. Holocaust Memorial Museum and The Museum of Modern Art. Second Story's pioneering work continues to set new standards for interactive media and has received hundreds of industry awards and honors. From database-driven applications and collections accessibility tools to rich-media interpretive presentations, the studio is dedicated to inspiring, educating and entertaining audiences through innovative, interactive storytelling.

Booth 52

Soul Solutions Pty Ltd,

http://www.soulsolutions.com.au

John O'Brien

Soul Solutions Pty Ltd, Australia
GPO Box 706, Canberra ACT 2601 Australia
e-mail: John@SoulSolutions.net.au

Soul Solutions is a provider of content managed web and multimedia solutions for museums and galleries. We help stream line content creation by enabling and empowering content authors to deliver directly to the internet. Our systems improve your website, speed up the publication process and free your technical resources. Ask John what we can do for your organisation.

Booth 44

Systems Planning

http://www.systemsplanning.com

Stephen Toney and Rebecca Lachter Menendez, Autry National Center, USA

Systems Planning, 1037 Krejci Blvd.
Mount Jackson VA 22842 USA
e-mail: toney@systemsplanning.com

Systems Planning is the developer of MWeb(tm), the easiest way for museums and image collections to publish their catalogs on the Web. MWeb provides several types of searches, simple to advanced, some requiring no typing at all. In addition to the built-in search engine and displays, MWeb is extensible to meet any special needs. The design is customized to match your existing website. MWeb can integrate any number and types of databases for integrated searching and display, so the catalog can include records from multiple museums, libraries, or collections, which can be searched separately or together.

Booth 42

The Donohue Group

http://www.dgiinc.com

Christine Donohue, The Donohue Group, Inc., USA

185 Silas Deane Hwy
Wethersfield CT 06109 USA
e-mail: cdonohue@dgiinc.com

The Donohue Group, Inc. (DGI), a woman-owned small business, was established in 1984 to provide professional contract services to libraries, museums, and archival institutions. Specializing in collection management, cataloging, and data conversion services, DGI has gained an excellent reputation for successful projects in a variety of cultural organizations. By offering a full-range of services, DGI can provide seamless support in a highly fragmented arena. From initial consultation through collection conversion, clients can benefit from the experience of a team of professionals who serve cultural institutions exclusively.

Booth 34

Think Design, Inc.

http://thinkdesign.com

Ray Shah and Gavin Lee Foster

Think Design, Inc.
310 E. 46th Street, 14th Floor
New York NY 10017 USA
e-mail: ray@thinkdesign.com

Think Design, Inc., is a Web development and consulting company. We provide online services that help our customers achieve their online goals efficiently and effectively. We produce thoughtful and high-functioning Web sites using Open Source and Standards-based software wherever possible for our clients in the non-profit, museum, education and retail sectors. Our services include Web site design and development, programming, interface design, creative services, database development, content management, graphic design, multimedia and animation, and Web hosting. We work closely with our clients, taking an investigative approach to discover how best to respond their needs and those of their target audience. The expertise of Think Design, Inc., gets the vision across while creating compelling and enduring experiences for our clients.

Exhibits

8:30 - 4:30
Regency ABC

Booth 23

Vernon Systems Ltd.

http://www.vernonsystems.com
Abby Turbott
Vernon Systems Ltd., New Zealand
PO Box 6909
Kingsland, Auckland 1003 New Zealand
e-mail: vsl@vernonsystems.com

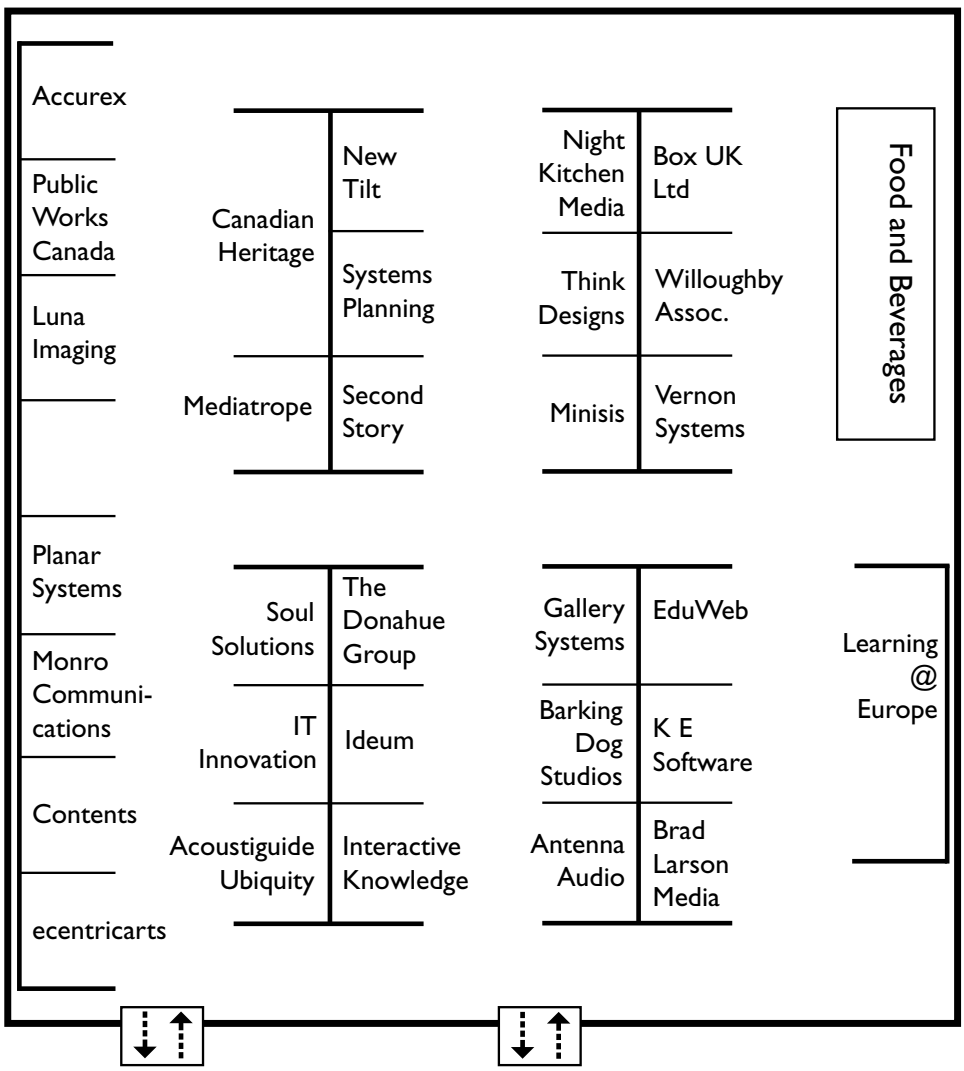
Vernon is a leading collections management system for Museums & Galleries used by hundreds of museum professionals worldwide. Vernon provides unparalleled power, functionality and flexibility. The intuitive user interface is suitable for any user and for all types of collections. The system handles acquisition proposals, cataloguing, location tracking, conservation, loans, entry, exit, exhibitions, movement planning and more. Vernon Browser, our state-of-the-art web access module, provides public access with sophisticated search facilities. It offers detail, label, light box and list views, and enables interpretive presentations, adding value to your on-line catalog. Log-on facilities offer secure in-house access to further collections information.

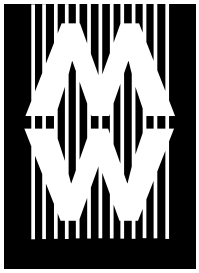
Booth 24

Willoughby Associates

http://www.willo.com
Liz Appleby and Mike Pfriem,
Willoughby Associates, USA
266 Linden St., Winneta IL 60093 USA
e-mail: lappleby@willo.com

With over twenty years of experience, Willoughby Associates creates the most innovative Collections Management Systems in the world. Our two systems, iO and MIMSY XG, address the needs of the wide variety of institutions that make up the diverse museum marketplace. Both systems offer cultural heritage institutions highly customizable databases that feature innovative interfaces and integrated digital media management capabilities. Willoughby also offers comprehensive Internet and custom product solutions.





Overview

Wednesday April 13, 2005

Time										
8:00 am	Registration - Regency Foyer									
8:30 am										
9:00 am	Reg. Regency Foyer	3-D Design Plaza C	Learning Objects Plaza B	Standards Plaza A	Content Management Regency F	On-line Learning Georgia A	Open Source Developers Balmoral	Usability Georgia B	XML Data Repository Regency E	
9:30 am										
10:00 am										
10:30 am	Break									
11:00 am										
11:30 am										
12:00 pm	Registration Regency Foyer									
12:30 pm		Lunch - Regency D								
1:00 pm										e-mail & speaker prep Queen Charlotte
1:30 pm		3D Evaluation Plaza C	Accessibility Plaza B	On a Budget Plaza A						
2:00 pm										
2:30 pm										
3:00 pm	Break									
3:30 pm										
4:00 pm										
4:30 pm										
5:00 pm	Registration - Regency Foyer									
5:30 pm		Bus to Welcome Reception - Melville St. Entrance								
6:00 pm	Welcome Reception University of British Columbia Museum of Anthropology									Bus
7:30 pm										
8:00 pm	Bus to Hotel									

Thursday April 14, 2005

Time					
7:30 am	Registration Regency Foyer				
8:00 am					e-mail & speaker prep Queen Charlotte
8:30 am	Registration - Regency Foyer	Welcome Coffee Break - Regency Foyer			
9:15 am		Opening Plenary Regency DEF			
10:00 am					
10:15 am		Coffee Break - Regency Foyer			
11:00 am		Publication Models Regency D	Learning On-line and On-Site Plaza	Finding Stuff Regency EF	
11:30 am					
12:00 pm					
12:30 pm		Lunch on Your Own			
1:00 pm					
1:30 pm		Handhelds Regency D	Education Projects Plaza	Interface Design Regency EF	
2:00 pm					
2:30 pm					
3:00 pm		Coffee Break - Social			
3:30 pm		Broadband and Beyond Regency D	Pre + Post Visit Plaza	Introducing Pachyderm Regency EF	
4:00 pm					
4:30 pm					
5:00 pm	Exhibitors' Reception Regency ABC				
8:00 pm					

Friday April 15, 2005

7:30 am	Registration - Regency Foyer		Birds of a Feather Breakfast Plaza ABC						e-mail and speaker prep Queen Charlotte
8:30 am		Exhibit Hall Regency ABC							
9:00 am			Usability Lab 1 Regency D	Attentive Interfaces Regency F	Authoring Tools Georgia B	Com. Curation Balmoral	2-way Com. Regency E		
9:30 am								Web Life Story Georgia A	
10:00 am				Coffee Exhibit Hall	Coffee - Exhibit Hall				
10:30 am					Live Data Vis. Georgia B	Pedagogy in 3D Balmoral	Distance Education Regency E		
11:00 am								Research in Progress Georgia A	E-Com. Regency F
11:30 am					Mozilla Kiosk Balmoral		Paper Prototyping Plaza C		
12:00 pm				Crit Room - 1 Plaza AB					
12:30 pm			Usability Lab 2 Regency D			Learning Objects Regency E			
1:00 pm					Direct Capture Georgia B			Cat. by Crowd Georgia A	Oral History Regency F
1:30 pm							Multi-Channel Balmoral		
2:00 pm				Crit Room - 2 Plaza AB	Measurement Georgia B	Hands-on Class. Regency E		Coffee Exhibit Hall	
2:30 pm							User Gen. Content Balmoral	Gender Issues Georgia A	Modest Means Regency F
3:00 pm									
3:30 pm			Ice Cream Break in the Exhibit Hall - Regency ABC						
4:00 pm									
4:30 pm		Best of the Web Awards Regency DEF							
5:30 pm	Buses to Harbour - Melville St. Entrance								
6:30 pm	Conference Reception - On Board Britannia tickets required								
9:00 pm									
9:30 pm	Buses to Hotel								

Saturday April 16, 2005

8:00 am	Registration - Regency Foyer	Demonstrations - Session 1 Regency ABC		Coffee Break in the Demos	e-mail and speaker prep - CLOSED
9:30 am		Demonstrations - Session 2 Regency ABC			
11:00 am		User Content: Projects Georgia A	3-D - Tech Plaza	Evaluation Programs Georgia B	e-mail and speaker prep Queen Charlotte
11:30 am					
12:00 pm					
12:30 pm		Lunch On Your Own - Social		Learning @ Europe Balmoral	
1:00 pm					
1:30 pm		User Content: Tools Georgia A	New Media / Art Plaza	Accessibility Georgia B	
2:00 pm					
2:30 pm					
3:00 pm		Coffee Break			
3:30 pm		Closing Plenary Regency DEF			
5:00 pm	closed				

Mini-Workshops

7:30 - 9:00
Plaza A, B, C

Birds of a Feather Breakfast

Join a table with a topic that interests you. Propose a topic that you want to have others join you to discuss. Come and meet others who share your interests!

8:00 - 5:00
Queen Charlotte

E-mail and Speaker Prep

Mini Workshops

9:00 -10:00
Regency E

2-way Communication: 50 ways to make your site communicate in two directions

Gail Durbin, Victoria & Albert Museum, United Kingdom

The core of this workshop will be small group discussions to generate ideas. I will send all participants the final list of ideas and examples after the conference.

9:00 -10:00
Balmoral

Community Curation of Small-Scale Animation and Video

Roger Topp, University of Alaska Museum of the North, USA

How smaller museums can create targeted, small-scale media for exhibits and education programs by employing community curation, local resources at hand, and off-the-shelf software.

9:00 -10:00
Georgia B

MuViPlan - Interactive Authoring Environment to Plan Individual Museum Visits

Axel Feix and Stefan Göbel, ZGDV Darmstadt, Germany

MuViPlan is an interactive authoring environment addressing those issues and enabling a (more or less 'virtual') collaboration between museum staff and visitors.

9:00 -10:00
Regency F

Attentive Interfaces for Museum/Gallery Content

Slavko Milekic, University of the Arts, USA

This mini-workshop workshop will present an overview of unorthodox ways of interacting with museum content, both on-site and on-line.

9:00 -11:00
Regency D

Usability Lab - Session I

Paul Marty, Florida State University, USA,
Michael Twidale, University of Illinois at Urbana-Champaign, USA

Real-time the user tests. Volunteer users are selected at random. Anyone can signup for a time to have their site tested. After each test, the user, site owner, test administrators and audience discuss what was learned. *Valérie Chartrand of the Canadian Heritage Information Network (CHIN) will be on-hand to provide French language interpretation where needed. / Valérie Chartrand du Réseau canadien d'information sur le patrimoine (RCIP), offrira un service d'interprétation en français pour les participants désirant se prévaloir de ce service.*

9:30 -10:30
Georgia A

Professional Forum

International Year of the Web Life Story

Karen Worcman, Museum of the Person, Brazil, Thom Gillespie, Indiana University and Philip B. Stafford, Indiana Institute on Disability and Community, USA, Pedro Henriques, Universidade do Minho, Portugal and Jean-François LeClerc, Centre d'histoire de Montreal, Canada

Representatives of the various nuclei of the Museum of the Person (Brazil, Canada, Portugal, USA) ask you to join a collective brainstorm on the possibilities of integrating on the web archives and museums experiences (oral histories museums, archives, community archives) to organize an international year of Web Life stories.

Mini-Workshops

Coffee Break in the Exhibit Hall
Regency ABC
9:30-11:00

Mini-Workshops

Taking the Distance Out of Distance Learning

10:30 -11:30
Regency E

Kris Morrissey, Denice Leach and Nick Visscher, Michigan State University Museum, USA

This session will share our core principles for distance learning and how they are shaping the development of a pedagogy grounded in inquiry and a constructivist approach.

Achievement of Student Cognitive Growth: Results of Integrating Interactive Museum Videoconferencing

Patricia Barbanell and John Falco, Schenectady City School District, and Dianna Newman, State University of New York at Albany, USA

We will examine the process designed by Project VIEW to develop and implement interactive videoconferencing experiences and summarize methodologies and outcomes related to student learning.

Live Data and Visualisation: Real Science: Making Connections to Research and Scientific Data

10:30 -11:30
Georgia B

Jim Spadaccini, Ideum, USA

This "mini-workshop" will examine the technical aspects of incorporating datasets, including real-time images.

The PECA Code: Codifying Pedagogy in 3D Virtual Instructors

10:30 -11:30
Balmoral

Jayfus Doswell, George Mason University, USA

This mini-workshop will present an overview of PECA technology, a research review of PECA, virtual instructor, and pedagogical agent use in museum domains, and the PECA's ability to provide personalized and group instruction of museum content.

The Rise and Fall and Rise of the MFA Boston's On-line Gift Shop

11:00 -12:00
Regency F

Phil Getchell, Museum of Fine Arts, Boston, USA

Launched in 1998, the MFA's Online Gift Shop grossed over 6 million dollars in its first 3 years. After an 18-month hiatus, the MFA is relaunching our full-scale online gift shop. Explore why?

Professional Forum

10:30 -11:30
Georgia A

Research Work In Progress

Darren Peacock, University of South Australia, Australia, Paul Marty, Florida State University, USA, Joan Nordbotten, University of Bergen, Norway

The purpose of the forum is to enable the sharing of research methods and early findings in the area of museums and the use of internet technology.

Mini-Workshops

Mini-Workshops

11:30 - 12:30
Plaza C

Cutting-edge Prototyping: Paper-based User Trials

Stephen Brown and David Gerrard, De Montfort University, United Kingdom

Hands-on illustration of an approach to prototyping heritage websites using paper prototypes to rapidly ascertain the intelligibility, accessibility and navigatability of a particular design.

11:30 -12:30
Balmoral

Using Mozilla Kiosk

Matt Morgan, Brooklyn Museum, USA

In this workshop, one of the developers of the publicly available Mozilla Kiosk will describe its multiple current applications at Brooklyn Museum and demonstrate its capabilities and its configuration.

Lunch on Your Own

12:00 - 1:30
Plaza AB

Crit Room - Session 1

Chair: Jennifer Trant, Archives & Museum Informatics

Panel: Willy Lee, USA, Graham Howard, United Kingdom, Deborah Howes, USA

Experienced Web designers review real museum Web sites and offer their comments in the Crit Room sessions. In this interaction, modeled on the art school critique, Web sites are volunteered in advance by MW2005 attendees, who are present to respond.

The Sites:

National Maritime Museum, London, United Kingdom: http://www.nmm.ac.uk
introduced by Viv Toye

Jewish Women's Archives: http://www.jwa.org
introduced by Jen Spadafora

Yale University Art Gallery: http://artgallery.yale.edu
introduced by Amy Jean Porter

Manon Larocque of the Canadian Heritage Information Network (CHIN) will be on-hand to provide French language interpretation where needed. / Manon Larocque du Réseau canadien d'information sur le patrimoine (RCIP), offrira un service d'interprétation en français pour les participants désirant se prévaloir de ce service.

12:30 - 1:30
Regency E

A Learning Objects Repository Management System for Museum Education

Ana Carolina Bertoletti de Marchi, Universidade de Passo Fundo, Raquel Mello de Miranda, and Antônio Carlos Rocha Costa, Universidade Catolica de Pelotas, Brazil

This mini-workshop examines a system to manage several repositories of learning objects conformant to the IEEE/LOM specification, with metadata extended with a few items to make the standard more suitable for use in museum education.

12:30 - 1:30
Balmoral

Multichannel Design Techniques for a Successful User Experience

Davide Bolchini and Marco Speroni, University of Lugano, Switzerland and Paolo Paolini, Politecnico di Milano, Italy

This mini-workshop explains and discusses IDM (Interactive Dialogue Model), a novel design technique specifically tailored for multi-channel applications.

Mini-Workshops

Usability Lab - Session 2

12:30 - 2:30
Regency D

Paul Marty, Florida State University and Michael Twidale, University of Illinois at Urbana-Champaign, USA

Mike Twidale and Paul Marty will administer real-time the user tests in the MW Usability Lab. Sites to be tested are not evaluated in advance and volunteer users are selected at random. After each test, the user, site owner, test administrators and audience discuss what was learned. *Valérie Chartrand of the Canadian Heritage Information Network (CHIN) will be on-hand to provide French language interpretation where needed. / Valérie Chartrand du Réseau canadien d'information sur le patrimoine (RCIP), offrira un service d'interprétation en français pour les participants désirant se prévaloir de ce service.*

Mini-Workshop

Oral History Techniques: Filmed Interviews as a Retrospectoscope: Re-Discovering A 'Lost' Disease

1:00- 2:00
Regency F

Jim Devine and Ian Franklin, University of Glasgow, Scotland

Affordable, good-quality and user-friendly digital video capture hardware and video-editing software has opened up enormous possibilities for museums to create archival quality digital video resources, recording key people, places and events.

Direct Digital Capture: RIT American Museums Survey on Digital Imaging for Direct Capture of Artwork

1:00- 2:00
Georgia B

Franziska Frey and Mitchell R. Rosen, Rochester Institute of Technology, USA

More than 50 cultural heritage institutions from throughout the United States participated in the American Museums Digital Imaging Benchmark Survey. We will discuss the results.

Professional Forum

Cataloguing by Crowd: A proposal for the development of a community cataloguing tool to capture subject information for images

1:00- 2:00
Georgia A

Susan Chun and Michael Jenkins, The Metropolitan Museum of Art, USA

We will present a proposal for the development of an open source tool for collecting subject information for works of art in our collections and hold a discussion with audience members about how such a tool might be developed.

Coffee Break in the Exhibit Hall
1:30- 2:30
Regency ABC

Creating a Hands-on Academic Classroom with On-line Teaching Companions

2:00 - 3:00
Regency E

Andy Mink, University of Virginia, Amanda Robertson, Imedia - Instructional Media Design, and Joseph Covington, North Carolina Museum of Art, USA

Our goals are to inform educators on how to evaluate and implement interactive online technology to transform the way students learn academic content and to model new ways to approach a museum or other educational site design to facilitate active, participatory learning.

Mini-Workshops

2:00 - 3:00
Georgia B

Mini-Workshop – Measurement

Chair: Xavier Perrot,AMIE, France

Beyond Hits: Gauging Visitor Behavior at an On-line Manufacturing Exhibit

Leilah Lyons and Zbigniew Pasek, University of Michigan, USA

We will discuss how we engineered the user data collection for the on-line version of a game, what the rationale was behind technology decisions, and what corresponding issues (technical and ethical) had to be considered.

Catching the Flash: Tracking Users through the Black Box of Flash Web Sites

Giuliano Gaia, InvisibleStudio, Italy and Tim Svenonius, San Francisco Museum of Modern Art and Johanna Rogers, USA

We will demonstrate how a Flash-based site was modified to capture user activity, how we interpret the activity logs, and how the two different pools of data can be reconciled.

Oh, the Places they'll go! (Or won't): Learning from web log analysis and traffic data on the SFMOMA Web Site

Johanna Rogers, USA

This paper will report on the knowledge gained and the technical challenges faced at the San Francisco Museum of Modern Art while moving from a tracking software package that was installed on our own servers to an hosted, on-demand web tracking service.

2:00 - 3:30
Plaza AB

Crit Room - Session 2

Chair: Jennifer Trant, Archives & Museum Informatics, Canada

Panel: Dana Mitroff, Bruce Wyman, Slavko Milekic, USA

Experienced Web designers review real museum Web sites and offer their comments in the Crit Room sessions. In this interaction, modeled on the art school critique, Web sites are volunteered in advance by MW2005 attendees, who are present to respond.

The Sites:

Raid on Deerfield: The many stories of 1704: http://www.1704.deerfield.history.museum
introduced by Lynne Spichiger

Victoria & Albert Museum: http://www.vam.ac.uk
introduced by Gail Durbin

Canadian Heritage Information Network: http://www.chin.gc.ca
introduced by Wendy Thomas

Manon Larocque of the Canadian Heritage Information Network (CHIN) will be on-hand to provide French language interpretation where needed. / Manon Larocque du Réseau canadien d'information sur le patrimoine (RCIP), offrira un service d'interprétation en français pour les participants désirant se prévaloir de ce service.

2:30 - 3:30
Georgia A

Professional Forum

Gender Issues and Museum Web Sites

Jonathan Bowen, Ann Borda, Sue Black, Nadia Blinova, and Teresa Numerico, London South Bank University, United Kingdom, Eleanor Thoe Lisney, France, Clara Baiget and Isabel Bernel, Spain, Stefania Boiano, InvisibleStudio, Italy and Wera Grahn, University of Linköping, Sweden

We look forward to exploring museum Web sites with respect to gender issues from a number of different perspectives.

Mini-Workshops

Mini-Workshops

Modest Means: Web Site Management for Solo Techies and Small Web Teams

2:30- 3:30
Regency F

Jen Spadafora, Jewish Women's Archive, USA

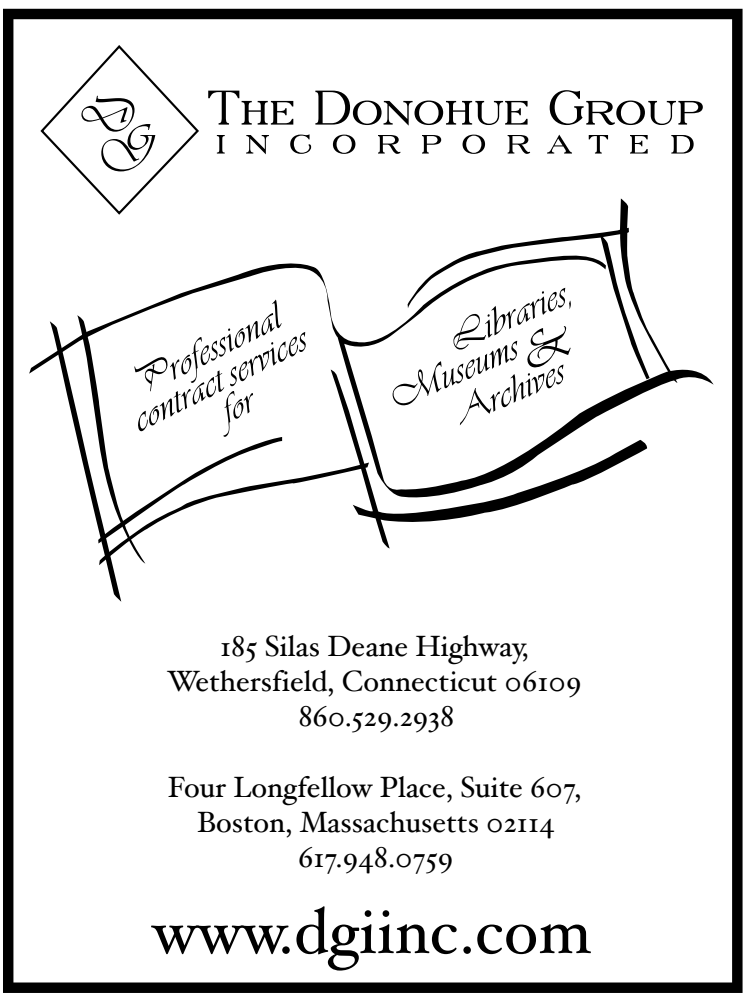
We'll explore key aspects of creating a framework for solo web development: educating non-technical staff, setting priorities and delivering by deadline, determining when to hire contractors for specific skills, and tips and tools for managing workflow.

Storymaker: User-generated Content - Worthy Or Worthwhile?

2:30- 3:30
Balmoral

Jonathan Pratty, 24 Hour Museum, and Graham Howard and Mike Stapleton, System Simulation Ltd., United Kingdom

We have built an open authoring tool which channels user-generated content called Storymaker. This mini-workshop demonstrates, in live Web sessions with the tool, how the 24 HM system offers two differing routes through the tool for different types of user.



Ice Cream Break
in the Exhibit Hall
Regency ABC
3:30- 4:30

Best of the Web

Best of the Web Awards

4:30- 5:30
Regency DEF

Chair: Jennifer Trant, Archives & Museum Informatics, Canada

Each year, Museums and the Web sponsors the Best of the Web competition. Museum Web sites from around the world are nominated in a variety of categories and judged by an independent panel of judges. Tonight the judges present the winners in each category and discuss the what made them stand out. We'll use the opportunity to explore some best practices and note especially innovative ideas that emerged from the nominated sites.

The categories are:

- On-line Exhibition
- E-Services
- Educational Use
- Innovative or Experimental Application
- Museum Professional's Site
- Research Site

In addition, the Judges select the Best Overall Museum Site, from all sites nominated.

Judges

Jim Angus, National Institutes of Health, USA
Pat Barbanell, Schenectady City Schools, USA
Karen Bellnier, American Association of Museums, USA
Manfred Bogen, Fraunhofer-Gesellschaft, Germany
Ann Borda, London South Bank University, United Kingdom (through Stage 1)
Katherine Jones, Harvard University, USA
Cynthia Copeland, New York Historical Society
Jim Devine, Hunterian Museum and Art Gallery, Scotland
Leni Donlan, Library of Congress, USA
Karen Elinich, Franklin Institute, USA
David Greenfield, Independent, USA
Kate Haley Goldman, Institute for Learning Innovation, USA
Marjo Mäenpää, University of Art and Design, Helsinki, Finland
Susannah McGowan, Georgetown University, USA
Marla Misunas, San Francisco Museum of Modern Art, USA
Dana Mitroff, San Francisco Museum of Modern Art
Delphin Muise, Carleton University, Canada
Lawrence Monda, National Museums of Kenya, Kenya
Joan Nordbotten, University of Bergen, Norway
Kathy Talley Jones, Independent, USA
Bruce Wyman, Denver Art Museum, USA

Conflict of Interest

No site will be considered for a Best of the Web Award, if a judge is associated with it in any way. Nominated sites will be reviewed before judging begins to assure no conflicts exist.

CRUISE

Conference Reception On Board Britannia 6:30-9:30

- 5:30 Buses leave Melville St. entrance until 6:15 *prompt*
- 6:30 Boat leaves dock
- 9:30 Buses return to the hotel

Tickets required. Absolutely no boarding without ticket.

Cuadra STAR solutions meet the full range of archive, library and museum automation needs. With the robust browser-based public access modules, you can search both within and across collections. And, now you have a choice between managing the collections on an in-house server or through our hosted ASP service.

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Demonstrations

8:00 - 9:30
Regency ABC

Demonstrations - Session 1

Booth 20

Artventure: A collector's challenge

Melanie Brown, Library and Archives Canada, Canada

In this site, students take the role of a famous art expert who is challenged to travel to a virtual art shop in London to collect pieces of the Winkworth collection.

Booth 21

100 Catalogues on-line or How I spent my Summer Vacation

Stephen Topfer, Art Gallery of Greater Victoria, Canada

In the summer of 2004 the Art Gallery of Greater Victoria set out to make more than fifty years of published Art Gallery catalogues available on-line makings years of Gallery research available to the world

Booth 22

Bringing Collections On-line for Children: Using Front-End Research to Develop an Interface

Beth Alberty and Jill Fruchter, Brooklyn Children's Museum, USA

Our focus in this demonstration is on the research with end users, children ages 8+, that guided our design of the on-line interface for our collections management database.

Booth 23

A Journey to a New Land

Ivana Filipovich and Barbara Winter, Simon Fraser University, Canada

A Journey to a New Land, is a multi level educational resource designed as a series of reusable learning objects, thus maximizing its educational potential.

Booth 24

Creating a Classroom for Democracy

David Clark and Scott Roley, Truman Presidential Museum & Library, USA

We will show how the Truman Library has transformed many of the static pages on its Web site to pages that are displayed through a large relational database.

Booth 25

Archival Resources in the Classroom: Letters from the Trunk

Collene Armstrong, Points North Design Services, and Michael Gourlie, Archives Society of Alberta, Canada

The Archives Society of Alberta worked with teachers to create a compelling learning object that develops critical thinking and research skills, describes the principles of archival processes and opens the vault to the resources of Canadian archives.

Booth 30

Designing Tools to Extend and Leverage an Online Collection Project

Allegra Burnette, The Museum of Modern Art, USA

In this demonstration, the collection project will be shown and discussed, with a particular focus on the related projects that were developed along the way, and the relationship between the technical developments and working processes within the museum.

Canadian Professional Scholarship Winner

Booth 31

Ghosts at the Museum

Jules Morissette, Musée de la Civilisation, Canada

An educational site designed for young people that presents a large number of collection objects and archive documents, both in their historical context and through an interactive scenario of playful phantasmagoria and virtual visits.

Booth 32

Education On-line: Art Explorer and Science, Art & Technology: The Art Institute of Chicago

Erin Hersher, Art Institute of Chicago, USA

The Art Institute of Chicago is expanding education online with two new Web modules, Art Explorer and Science, Art, & Technology.

Booth 33

Historica Youthlinks

Scott Anderson, Historica Foundation, Canada

YouthLinks redesigned Website includes enhanced features that add to its educational value, including a discussion forum where students and teachers can share ideas with their peers across Canada.

Booth 34

Gambling: Calculating The Risk - developing a controversial educational Web interactive

Sebastian Chan, Powerhouse Museum, Australia

This controversial site was developed as an educational learning tool about chance, probability and the social consequences of gambling for teenagers who, in Australia, are not legally allowed to gamble.

Booth 35

Making Local History Live

Jonathan Pratty, 24 Hour Museum, United Kingdom

This demonstration is a chance to interact online with the 24 Hour Museum's new Storymaker program that gives informal users and supervised groups the chance to write

Booth 40

Journeys & Transformations – British Columbia Landscapes

Grant Hughes, Royal BC Museum, and Julie Zilber, 7th Floor Media, Canada

Nature, First Peoples and History are interconnected themes throughout the site, presented in pictures, records and information from the Royal British Columbia Museum.

Booth 41

MoliNet: Museum and Library Objects in the Classroom

Kirsten Stiehm, University of Alaska Museum of the North, USA

The presentation of Museum objects along side highly accessible library materials brings museum objects front and center as researchable resources for primary, secondary, and college education.

Demonstrations

D

8:00 - 9:30
Regency ABC

Booth 42

Ontario Museum Association Web Site Redesign

Sarah Palmer, Ontario Museum Association, Canada

The goal of the site is to act both as a central site for heritage-related resources for OMA members and as a vehicle to promote Ontario's museums to the public.

Booth 43

Navigation in the Age of Exploration

Christina DePaolo, Seattle Art Museum, USA

A demonstration of this kiosk would give museum professionals an example of multimedia interactives that are targeted for specific in gallery use. We have a version of the site on the Web that is for mouse use.

Booth 44

Revealing Hidden Content: How the V&A Web site has been transformed to help our visitors find what they want

Mark Hook, Victoria & Albert Museum, United Kingdom

The Victoria and Albert Museum's Web site was relaunched in August 2004. We will demonstrate how user testing at the design stage helped us to double the number of visits to the site and produce much more positive feedback.

Booth 45

Saint Mary's University Oral History Project

Hansel Cook, Saint Mary's University Archives, Canada

The Oral History Project Web site allows the visitor to browse or search the database, read the full-text of the transcripts, sign up for interviews or leave behind their own recollections using the "memory submission" form.

Booth 50

The Space Weather Center

Paul Dusenbery and James Harold, Space Science Institute, USA

The Space Weather Center is a NASA and NSF funded site for the general public that tells the story of space weather.

Booth 51

Teaching the Arts Online Newsletter

Willy Lee and Cori Wulf, The Minneapolis Institute of Arts, USA

The Minneapolis Institute of Arts monthly "Teaching the Arts" online newsletter for teachers reaches subscribers wherever they receive their email, September through May.

Booth 52

The Virtual Lightbox for Museums and Archives: A Portlet Solution for Structured Data Reuse Across Distributed Visual Resources

Brian Fuchs, Max Planck Institute for the History of Science, Germany and Leif Isaksen and Amy Smith, Ure Museum of Greek Archaeology, United Kingdom

Virtual Lightbox for Museums and Archives (VLMA) is an RDF-driven visual collections aggregator/syndicator applet that allows viewing, collecting, and reusing distributed visual archives and relevant metadata via P2P technology.

Booth 53

The Evolution Of A New Web Site For The Vancouver Maritime Museum

Lisa McIntosh, and Debbie Tardiff, Vancouver Maritime Museum, Canada

During the demonstration we will show how we worked collaboratively with a range of community partners including Canada's Digital Collection, local businesses and students from the Vancouver Film School, New Media Program to produce a Web site which helps the museum to broaden its reach and fulfill its mandate.

Booth 54

VPAG: Website on a Shoestring

Janis Novosel, Vernon Public Art Gallery, Canada

Conference participants are invited to view present and future features of the Web site, including a Web portal for gallery staff created using XML and XSLT.

Booth 55

The Latin American Museums and the Internet: The Experience of ILAM

Christina Tsagaraki, Instituto Latinoamericano de Museos, Costa Rica

ILAM (Instituto Latinoamericano de Museos) is a non profit organization that promotes commu-nication and training to Latin American Museums and Parks.

Booth 61

The Metropolitan Museum of Art's Timeline of Art History

Teresa Lai, The Metropolitan Museum of Art, USA

The Timeline of Art History, numbering more than 20,000 pages, contextualizes 5000 works of the Met's collection by geography, chronology, and theme, via maps, 300 chronological narratives and 800 thematic essays.

Booth 63

www.mosaica.ca: The Digital Diaspora and a New Cultural Aesthetic

Shelley Hornstein and Reesa Greenberg, York University, Canada

MOSAICA is a creative arts-based, transnational, virtual "museum" dedicated to exploring and galvanizing the possibilities of the internet as a new space for contemporary Jewish culture.

Coffee Break in the Demonstrations 8:00 - 10:30

Canadian Professional Scholarship Winner

Saturday

Demonstrations

9:30 -11:00
Regency ABC

Demonstrations - Session 2

Booth 20

Arctic Peoples and Archaeology CD-ROM
Collene Armstrong, Points North Design Services and Ericka Chemko, Inuit Heritage Trust Inc., Canada
The Arctic Peoples and Archaeology CD-ROM presents, in plain language, much of what is known (or surmised) about the societies that have populated Northern Canada.

Booth 21

Accessibility for the midsize museum: concept building for a Virtual Museum Project
Farrah Rooney, BC Museum of Mining, Canada
The BC Museum of Mining is embarking on an ambitious capital project including refurbishing of the Concentrator, an epic building now closed to the public for safety reasons but available as an interactive, online visit experience.

Booth 22

Beyond The Clearinghouse: How Standards Mapping, Evaluation, and Technology Bridged the Curriculum Gap
Sonja Hyde-Moyer, Museum of Science, Boston, USA
We provide educators nationally with a searchable database of recommended Museum exhibits and resources that have been evaluated, rated, and mapped to national and state educational standards, and to grade levels.

Booth 23

Discovering Buddhist Art: Seeking the Sublime
Christina DePaolo, Seattle Art Museum, USA
Discovering Buddhist Art is a kiosk and Web site companion to an art installation on view at the Seattle Asian Art Museum allowing visitors watch videos of Buddhist monks performing sacred ceremonies on the objects on view.

Booth 24

Building the New MoMA: A Digital Guide
Allegra Burnette, The Museum of Modern Art, USA
The Museum of Modern Art recently collaborated to create a PDA project, entitled Building the New MoMA that is being offered on a limited basis as a free pilot with a visitor survey, initial findings of which we will discuss.

Booth 25

Education for Sustainable Development: K-12 Resources
Víctor Bedoy-Velazquez, Hermila Brito-Palacios, Alejandro Valenzuela, Donald Wayne Carr and Ana Isabel Ramirez-Quintana Carr, University of Guadalajara, Mexico
This project poses new challenges for educators asking "How can I teach about sustainability?"

Booth 30

Creating Online Educational Resources by Recycling Exhibition Content
Elizabeth Crist, North Carolina Museum of History, USA
See two educational resources: an professional development workshops for educators and a new resource database - that recycle previously produced content.

Booth 31

History of a little community
Line Bouffard, Centre d'archives régional des Îles, Canada
Les Îles-de-la-Madeleine is a small, remote, island community that produced a local history Web site in six months with 3 local youth supervised by an informatics technician.

Booth 32

Explore Tate Britain
Sarah Tinsley, Tate, United Kingdom
Explore Tate Britain is an interactive, online map of the gallery and interpretation material, such as a comprehensive timeline, written captions for works and audio clips drawn from a wide range of sources.

Booth 33

Weblogs, Online Forums and RSS - How a Small Garden Engages a Global Community
Daniel Mosquin, University of British Columbia, Canada
UBC Botanical Garden runs one of the few, and perhaps the largest, botanical garden online community bulletin boards in the world. The garden is experimenting with collaborative community-based data curation and expanded use of XML to stream data directly from databases.

Booth 34

Graveyard of the Pacific: Shipwrecks of Vancouver Island, Richard Mackenzie
Maritime Museum of British Columbia, Canada
This exhibition offers a wealth of information about the numerous ships that have floundered on the Island's shores as well as the fascinating human and social history.

Booth 35

Impacting and Inspiring Communities
Kristopher Barks, Nathan McClain Gallery, USA
The Web site was established primarily for family/friends to share stories about a young artist's tragic death and to be a memorial to his life. It has reconnected friends, mobilized grassroots efforts, and inspired the art community.

Booth 40

Multi-purposing Museum Media: Quilt Treasures Oral History and Documentary Web Portraits
Marsha MacDowell and Justine Richardson, Michigan State University, USA
This demonstration explores videotaped oral histories and curated Web portraits as a model for multiplying the uses of a museum's media materials on-line.

Booth 41

Kamloops Art Gallery
Beverley Clayton, Kamloops Art Gallery, Canada
Small to mid size museums, like the KAG, have to make do with very limited resources. Web content management systems provide a simple and inexpensive option.

Canadian Professional Scholarship Winner

Coffee Break in the Demonstrations
8:00 - 10:30

Saturday

Demonstrations

Booth 42

MZTV Museum Website

Michael Adams, MZTV Museum of Television, Canada

Guided by the Virtual Host, Museum visitors can tailor their tours and interact with the artifacts through a detailed and personal experience, whether utilizing the Web site or the gallery.

Booth 43

Lakota Winter Counts

Robert Leopold, National Anthropological Archives, USA

The Lakota marked the passage of time by drawing pictures of memorable events on calendars known as winter counts. Lakota educators and community members wanted to make these primary source materials available online..

Booth 44

Reconstructing and Presenting Bernini's Borghese Sculptures

Roland Kuck and Manfred Bogen, Fraunhofer Institute for Media Communication, Germany

Bernini wanted these sculptures to be experienced individually but the position of the sculptures has changed.This project re-presents them in a virtual environment.

Booth 45

National Gallery of Victoria Multimedia: On-site and On-line

Helen Page, National Gallery of Victoria, Australia

Explore the continuum of knowledge management, content management and learning management to facilitate the process of e-learning.

Booth 50

Synchrotext: A Tool for Curating and Publishing Media Content

Peter Seitel, Smithsonian Institution, USA

Smithsonian Folkways' software Synchrotext is an annotated-media producer/player that synchronizes digital audio and video with scrolling transcriptions, translations and multimedia commentaries in ways that educate and entertain.

Booth 51

Canadian Centre for Architecture's Collections Online

Elspeth Cowell and Dirk De Meyer, Canadian Centre for Architecture, Canada

This demonstration will present CCA Collections Online – a searchable online catalogue for the scholarly and research community.

Booth 52

The Global Performing Arts Database

Ann Ferguson, University of Washington, USA

This demonstration will offer an introduction to the Global Performing Arts Database and its metadata schema.

Booth 53

Rijksmuseum Amsterdam Web site relaunched

Peter Gorgels, Rijksmuseum Amsterdam, The Netherlands

Visitors can access the vast databases of the museum. Open Source software was used in developing the system and our aim is to distribute the system to other cultural heritage institutions in an Open Source scenario.

Booth 54

The Gloves are Coming Off!

Bruce Thomson, New Brunswick Museum, Canada

This demonstration will feature virtual exhibition examples produced by the New Brunswick Museum and will highlight the benefits and challenges involved with such projects.

Booth 55

The Atlanta History Center

Hillary Hardwick and Casey Steadman, Atlanta History Center, USA

In December 2004, the Atlanta History Center launched a brand new Web site. This long-term investment was deemed necessary to keep up with the growing status and reputation of the Atlanta History Center.

Booth 60

The Living Room Candidate: Presidential Campaign Commercials, 1952-2004

Carl Goodman, Museum of the Moving Image, USA

Take a behind-the-scenes look at the production of a broadband online exhibition from the Museum of the Moving Image, using mostly open source tools.

Booth 61

Ukaliq: The Arctic Hare

Anne Botman, Canadian Museum of Nature, Canada

I will be presenting the new Web site - Ukaliq: the Arctic Hare and outline my experiences, as Project Leader.

Booth 62

The USS Monitor Center Web Site

Chris DallaVilla, DallaVilla Design, and Anna Holloway and Justin Lyons, The Mariners' Museum, USA

The Web Site features a core storytelling interactive designed and developed in Flash yet allows a flexible system for updating the site experience with either new content or new promotions.

Booth 64

The University of Essex Collection of Latin American Art Online

Yi Shuai and Gabriela Salgado, University of Essex, United Kingdom

The demonstration of UECLAA Online will present both technical structure and key functions as well as introduce the unique content-based research generated by this project.

Booth 66

www.bcfieldtrips.ca - An Online Database of Fieldtrip Opportunities

Lisa McIntosh, Vancouver Maritime Museum, Jamie Purves, Britannia Heritage Shipyard National Historic Site, Krista Tulloch, Wolfe Elementary School, and Maggie Kilian, VanDusen Botanical Garden, Canada

Low budgets make it very difficult for museum educators to effectively and efficiently promote their field trip programs to teachers. volunteers from three Vancouver museums and a teacher with the Vancouver School Board will demonstrate their solution.

Canadian Professional Scholarship Winner

Sessions

11:00-12:30
Georgia B

Evaluation

Chair: Kati Geber, Canadian Heritage Information Network (CHIN), Canada

DigiCulture, a study in user behaviours with digital cultural materials in contemporary art

James Turner, Suzanne Bertrand-Gastaldy, Pierrette Bergeron, Michelle Gauthier, and Stephanie Pouchot, Université de Montréal, Canada

The authors report on a study of user behaviour in regard to Canadian digital cultural content and present data that is rich and offers new information about user, digital cultural content, and museums.

evaluation

Hands-on versus on-line: Evaluating the MarsQuest Online project

James Harold and Paul Dusenbery, Space Science Institute, Christopher Randall, TERC and Randi Korn, Randi Korn & Associates, Inc., USA

MarsQuest Online has now been live for over a year, and has had well over a half million visits. Is the project a success as an informal learning experience, as the physical exhibit was? If so, how can that to be defined and demonstrated?

Whither the Web: Professionalism and Practices for the Changing Museum

Kate HaleyGoldman, Institute for Learning Innovation, and Michael Haley Goldman, United States Holocaust Memorial Museum, USA

This paper examines the nature of successful museum Web sites by conducting in-depth interviews with the designers and developers behind award-winning museum Web sites.

11:00-12:30
Plaza

3-D

Chair: Jim Devine, University of Glasgow, Scotland

Recontextualizing the Collection: Virtual Reconstruction, Replacement, and Repatriation

John Tolva, IBM Corporation, USA

Using IBM project case studies from a decade of experience, this paper brings to the fore the ways in which virtual representation in the cultural milieu both reify and challenge traditional ideas of what a museum is or should be.

tools
+ tech

Place-Based Storytelling Tools: A New Look at Monticello

Brad Johnson, Second Story Interactive Studios and Chad Wollerton, Thomas Jefferson Foundation, USA

This is an in-depth look at how museums can create rich, immersive interactive sites that connect on-line audiences with places and spaces,- and the ideas, people, objects and histories that have inhabited them.

3-D Worlds and Cultural Heritage: Realism vs Virtual Presence

Nicoletta Di Blas and Paolo Paolini, Politecnico di Milano, Italy and Evelyne Gobbo, University of Lugano, Switzerland

3-D graphics applications have turned out not be as successful as promised to be. Therefore we must rethink goals (what can 3-D be used for?), requirements (which features should we try to achieve?) and design (how do we do it?).

Sessions

User Content: Projects

11:00-12:30
Georgia A

Chair: Ann Stevenson, Museum of Anthropology, University of British Columbia, Canada

Digitisation of Community Indigenous Knowledge in Developing Countries: A Strategy for Uganda

Elisam Magara, Makerere University, Uganda

users

This paper attempts to establish the documented Indigenous Knowledge (IK), the content, form and attributes of records kept about IK; assesses the digitization requirements; and propose strategies for its digitization in Uganda.

Identity and Representation: Social Justice and Community Building Through The Museums Of The Person

Karen Worcman and Rosali Henriques, Museu da Pessoa, Brazil, and Thom Gillespie, Indiana University USA, Jean-François LeClerc, Centre d'histoire de Montreal, Canada, Jorge Gustavo Rocha, Universidade do Minho, Portugal, Philip B. Stafford, Indiana Institute on Disability and Community, USA

The Museum of the Person is an initiative that emerged in São Paulo, Brazil, in 1991. Its history will be described., along with the Museum of the Person Indiana.

Democratize and Distribute: Achieving a Many-to-many Content Model

Katie Streten, Channel 4 and Rachel Coldicutt, Victoria & Albert Museum, United Kingdom

How can museums attract and maintain large on-line audiences? This paper explores the opportunity of mass distribution and mass participation as a future means of delivering meaningful content to the on-line and non-traditional user.

Project 'Naming': Always on Our Minds

Beth Greenhorn, Library and Archives Canada, Canada

This paper will discuss a project to identify Inuit individuals portrayed in the photographic collections of Library and Archives Canada by encouraging Nunavut Youth to connect with Elders who may be the last people able to identify these individuals.

Learning @ Europe - Hands On Interaction

12:30- 1:30
Balmoral

Nicoletta Di Blas and Paolo Paolini, Politecnico di Milano, Italy

education

Learning@Europe is a shared 3D environment in which users, represented by avatars, interact, chat, and play games. The project was in the exhibit hall on April 15 and discussed at the session on 3D April 16, from 11:00-12:30. Interested attendees are invited to try it "hands on" in this session, three "players" at a time.

Lunch On Your Own
12:30- 1:30

e-mail and speaker prep

11:30 - 3:30
Queen Charlotte

The e-mail room is closed during the Demonstrations as all the computers are needed there. Wireless is still available.

Sessions

1:30- 3:00
Georgia B

Accessibility

Chair: Kris Morrissey, Michigan State University, USA

The Accessibility of Museum Websites: Results from an English Audit and International Comparisons

Marcus Weisen, Council for Museums, Libraries and Archives, and Neil King and Helen Petrie, City University London, United Kingdom

We report on the largest and most comprehensive web accessibility audit ever undertaken and unusual in prominently involving extensive user testing as well as automatic auditing of websites.

Providing Deaf and Hard-Of-Hearing Visitors With On-Demand, Independent Access To Museum Information and Interpretation Through Handheld Computers

Nancy Proctor, Antenna Audio, United Kingdom

This paper discusses the use of handheld computers or PDAs to provide accessible interpretation for deaf and hard-of-hearing visitors to museums and visitor attractions.

Let's Go Mobile! Design Issues In Multichannel "Accessible" Applications For Cultural Heritage

Sebastiano Colazzo, Franca Garzotto, and Paolo Paolini, Politecnico di Milano, Italy

When "porting" an existing Web site for culture heritage to mobile devices, a number of design issues arise. We rerview the potential and the limits of mobile technology, introduce the concept of multi-channel Web applications, discuss location awareness and its design tradeoffs and consider accessibility requirements.

1:30- 3:00
Plaza

New Media / Art

Chair: Bruce Wyman, Denver Art Museum, USA

Researching And Presenting A History Of New Media: Ten Years Of The Banff New Media Institute

Sarah Cook, University of Sunderland, United Kingdom

New media art (including digital art, net.art, and interactive installations) has had an interesting relationship with major art institutions. I'll exlore the current state of the challenges and relationships from a perspective of professional curation.

Taxonomies Of New Media Art – Real World Namings

Beryl Graham, University of Sunderland, United Kingdom

This paper provides an outline of current taxonomies, categories and critical vocabularies for new media art or digital art drawn from real-world art contexts, including the new-media curating discussion list.

Participation, Flow, and the Redistribution of Authorship: The Challenges of Collaborative Exchange and New Media Curatorial Practice

Sara Diamond, The Banff Centre, Canada

Despite the continuing attachment of galleries and museums to the single author, several factors create apertures for the exhibition of collaboratively created and participant-driven new media in the gallery world. This paper explores the challenges of collaborative exchange and new media curatorial practices.

Sessions

Using the Web to Support and Document New Media Collaboration

J. Karen Parker, Banff Centre, BNMI, Canada

This paper presents case studies of two Banff New Media Institute collaborations, both involving the use of on-line Web communities.

User Content: Tools

1:30- 3:00
Georgia A

Chair: Darren Peacock, University of South Australia, Australia

Interpretation and Personalisation: Enriching Individual Experience by Annotating On-line Materials

Liddy Nevile and Behzad Kateli, La Trobe University, Australia

Providing historical and cultural information that adapts to personal content and presentation preferences is increasingly important to museums. This paper describes how annotations can be used to support an interpretive process.

Attraction by Interaction: Wiki Webs As A Way To Increase The Attractiveness Of Museums' Web Sites

Peter Hoffmann, Institute for Multimedia and Interactive Systems and Michael Herczeg, University of Luebeck, Germany

For museums, both virtual and real, Wiki Web technology can be interesting because visitors are able to change the information content of the exhibition in several ways, and thus leave their own individual traces in the exhibition.

Getting The Most Out Of Our Users Or The Science Museum Lab: How The Dana Centre Lets Us Play

Dan Evans, Dave Patten and Mike Ellis, The Science Museum, United Kingdom

This paper examines this range of technologies and their application - in particular focusing on the ways in which the Dana Centre is beginning to allow users to contribute content for use both on- and off-line.

Coffee Break in Regency Foyer

Closing Plenary

3:30- 5:00
Regency DEF

Chair: David Bearman, Archives & Museum Informatics, Canada

Converging Content

Ian Wilson, Librarian and Archivist of Canada, Library and Archives Canada, Canada

The nature and use of the World Wide Web has dramatically changed over the past decade. In the future, we as cultural, knowledge-based institutions will be measured by not only how we have contributed to the tidal wave of knowledge, but also how we have managed the rich currents of information. Converging content on the Web for Library and Archives Canada means being: proactive, engaging, discovery-oriented, e-democracy based, freely accessible and truly convergent in attitude. The Web medium provides an unprecedented technology to make content accessible. However, cultural institutions run the real risk of becoming virtual "ivory towers." The technology can only be used to its fullest potential when we make the appropriate, non-virtual convergences in mentality and practice. Converging content not only means bringing together knowledge digitally, but also bringing together all cultural and knowledge-based institutions in the development of, and interaction with, this content.

ICHIM
PARIS 21-23 SEPT. 2005
DIGITAL CULTURE AND HERITAGE
Patrimoine et culture numérique

ICHIM 05 CALL FOR PROPOSALS

Types of Proposals and Schedule

Five types of proposals are encouraged: (Working languages of the conference will be English, French and German.)

a - Papers for the main conference sessions [CONFERENCE]
b - Posters and interactive or online demonstration sessions [DEMO-POSTER]
c - Prototypes and research innovations for the Science & Arts Research Labs Exhibition [SARLE 05]
d - Products for the Commercial and Institutional Exhibition Hall [PRO EXHIB]
e - Juried evening of digital Doctoral dissertation presentations [DOC]

a - [CONFERENCE]
Proposals for ICHIM 05 papers

You are invited to take part in this international event, and we invite you to inform us of your proposed contribution before APRIL 4 2005 to be submitted online at http://www.ichim.org. Your abstract, of about 500 words, must be drafted in English, French or German, and mention names, titles and addresses (including e-mail) of the authors or co-authors.

Focal themes for ICHIM 05 include:
- Web archiving
- Scenography: robotics, the real/virtual hybridization
- Augmented reality, virtual reality: technological innovations and patrimonial valorization
- Nomadic informatics and access to culture
- Electronic publishing of cultural contents
- Video games: artistic and cultural aspects
- Technological art: conservation, exhibition
- Cultural diversity and digitization: the risks and roles for institutions
- Audiovisual archives: audio, photo, video, TV, radio

ICHIM's International Scientific Committee will examine all the submitted proposals. By APRIL 30th, 2005, the selected authors will be notified of acceptance and provided with precise technical specifications for their final contribution.

Full papers (10 to 20 pages) should be delivered by the authors by JUNE 15, 2005, for publication in the ICHIM Proceedings, which will be made available to all participants. Failure to deliver a complete paper by the deadline may result in cancellation of the presentation.

Selected authors will be granted one full registration to ICHIM 05 per paper and a complete exposure on the ICHIM 05 official program, website and proceedings.

b - [DEMO-POSTER]
Proposals for posters and demo sessions

A big hall in the Cité Internationale will be transformed into an active and interactive social space. ICHIM participants will have the chance to meet with authors and projects of interest to them, and to discuss their work in this informal and efficient setting.

If you wish to take advantage of this facility to advertise a non-commercial project you are planning to develop or to demonstrate what you have created (on-line, CD/DVD or with your own equipment) please submit your proposal before June 27th, 2005 at http://www.ichim.org.

Presenters will be notified by July 12th, 2005.

Developers and presenters will be featured in the ICHIM 05 official program and website. Payment of regular registration fee is required for participation confirmation.

c - [SARLE 05]
Proposals for the Science & Arts Research Labs Exhibition

We are organizing a special exhibition that will feature the best of the world research developments in various artistic and technological fields including Virtual Reality, Robotics, Ergonomics, Artificial Intelligence, Multimedia Design, Visual art and Sound Design.

This exhibition will also be open to the general public on Sept 22-23rd, at the Cité Internationale. Each piece or device will be presented to the public by its author.

Please contact sarle@ichim.org if you want to discuss a possible involvement for your institution or yourself.

e - [PRO EXHIB]
Applications for space in the Commercial and Institutional Exhibition

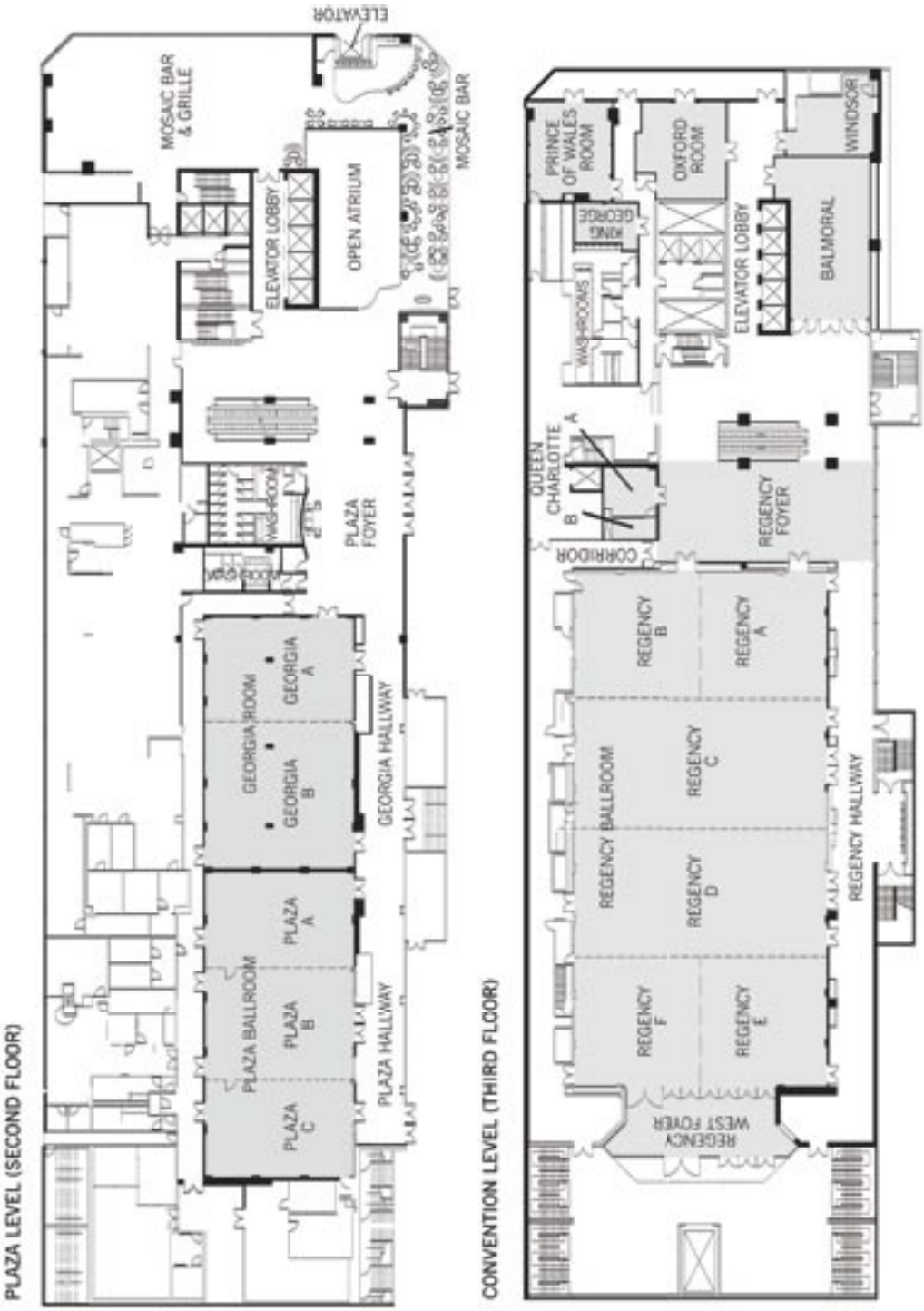
ICHIM 05 features an Exhibition Hall in the Maison Internationale, linking the SARLE exhibition room to the interactive foyer. The atmosphere of this busy zone will encourage discovery and conversation, and the ICHIM participants will be given there a chance to explore commercial services and applications involving digital technologies, and institutional programs seeking to promote their projects or recruit new clients. Please contact info@ichim.org if you want to know more about the terms and conditions for exhibiting at ICHIM 05.

e - [DOC]
Proposals for involvement in the evening of Digital Doctoral Dissertation presentations

ICHIM 05 offers young researchers an opportunity to present their dissertation projects in an international and stimulating context with a live and distant (by streaming web) audience. A jury will decide on the best work in progress which will be then be disseminated on the ICHIM site. The other participants of the demonstration will give the authors much encouragement! Depending on the number of participants each presentation will last about 5 to 7 minutes maximum, delivered in an ambiance charged with enthusiasm and exchange! The research subject should be in accordance with at least one of the fundamental tenets of ICHIM (Art, Culture, Technology). Self-nominations are encouraged at any time; we will contact you with the exact details for participation (to be announced also at http://www.ichim.org) at the end of April 2005.

Welcome!

Hyatt Regency Vancouver
655 Burrard Street
Vancouver, British Columbia, Canada



Museums and the Web 2006

March 22 - 25, 2006
Albuquerque, New Mexico, USA
http://www.archimuse.com/mw2005/

Call for Participation

You are invited to participate in the Tenth Annual Museums and the Web Conference!

Themes for 2006

Tenth Anniversary Retrospective
- Serious analysis of any aspect of Museums and the Web over the past ten years

Social Issues and Impact
- Community Involvement
- Publication or Content Creation Models
- Schools + Educational Programs
- Sustainability

Organizational Strategies
- Building + Managing Web Teams
- Multi-Institutional Ventures
- Distributed Content, Gateways + Aggregators
- Change Enabled by the Web

Applications
- Wireless Inside/Outside
- Visitor Support On-site + On-line
- Library, Archive and Museum together

Museum Services on the Web, like:
- Webcasting
- E-commerce for Museums
- Art on the Web

Technical and Design Issues
- Standards, Architectures + Protocols
- Interface + Design Paradigms
- New Tools + Methods
- Managing Content + Metadata

Evaluation + User Studies
- Results
- Methods
- Impact Studies
- User Analysis + Audience Development

Session Formats

Different methods of presentation are available, each suited to a particular kind of content. Choose the right presentation format for your proposal. Even the best ideas can be rejected if proposed for an inappropriate venue. See descriptions at:
http://www.archimuse.com/mw2006/sessions/sessionFormats.html

- Research?
  Propose a Paper, to be given in a formal session with other papers and discussion
- Case studies?
  Present a Paper or a Demonstration, depending on whether you wish to emphasize generalizability, or your specific case
- Methods and techniques?
  Teach others in a Pre-conference Workshops (full or half-day) or Mini-workshop (1hr)
- Debate or Problem Statement?
  Engage colleagues in a Professional Forum
- Product to Show?
  Propose an Exhibit (commercial) or Demonstration (non-commercial)
- Performance? Interaction? Service?
  Propose any other format of participation + explain how it works. Note: that proposals for entire sessions are rarely accepted.

Deadlines

- ***September 30, 2005***
  for papers, workshops, mini-workshops + professional forums
- ***December 31, 2005***
  for demonstrations (written paper optional)

Peer Review

All proposals are subject to critical peer review and selected on the basis of the quality of the abstract, previous work and recommendations. Accepted program participants must write formal papers for the conference *Proceedings* and register to attend the full conference. Selected speakers will be notified before November 30, 2005. Papers are due by January 30, 2006.

Further Details?

For more information contact the MW2006 Conference Co-Chairs
David Bearman + Jennifer Trant by e-mail: mw2006@archimuse.com

Watch http://www.archimuse.com/mw2006/ for on-line proposal submission, program details, and registration information.

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