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1. Executive summary

This deliverable represents the first iteration of an extensive activity devoted to the integration of Virtual Heritage and Virtual Museums topics into the academic curriculum, starting with V-MUST partners.

2. Introduction

2.1 Introduction to V-MusT.net

Virtual Museums (VM) are a new model of communication that aims at creating a personalized, immersive, interactive way to enhance our understanding of the world around us. V-MUST.NET network of excellence, financed by ICT FP7 (G.A. 270404) is exploring this area, facing challenges and issues and, finally, shaping the domain. The goal is to survey and analyse the actual state of the art and propose a vision for the future virtual museums.

2.2 V-MusT.net Goals in Work Package 6

WP6 has the ultimate aim of greatly improving the training of experts and professionals who are currently active in the field of virtual museum activities, but also, and crucially, prepares through extensive programmes of training those younger professionals who will shape and determine such work in the future. In order to realise these objectives, the WP harnesses the experience and skills of partners who have already been prominently active and successful in educational activities relevant to the V-MusT.net programme, and complements their work by close collaboration with other partners who are positioned to provide high quality vital training and support for such activities in the future. This WP uses a combination of formal, informal, and non-formal teaching and learning methods. The WP6 objectives are:

- to create a high quality and efficient training system in the field of VMs;
- to make lifelong learning and mobility in virtual museums a reality;
- to create the optimal conditions in Europe at the higher education level to support and improve the training of future European researchers and experts in VM;
- to improve the range and richness of employment opportunities in the field of VMs.

2.3 Goals of Deliverable 6.4

This deliverable represents the first iteration of an extensive activity devoted to the integration of Virtual Heritage and Virtual Museums domains in the academic curriculum.

High quality higher education is one of the primary foundations for Europe's success. For this reason one of the main objectives of WP6 tasks (Task 6.3: **Educational Programme**) is to propose an European **Higher Education Programme** (masters, graduate and post-graduate) in Virtual Museums and Virtual Heritage. The creation of the first such academic programme in the world devoted specifically to this subject would put Europe in a position of advantage over other countries and ensure not only the present but also in the future the existence of a sufficient number of European experts in this field. To achieve this objective an internal **Interest Group (HEPIG: Higher Education Programme Interest Group)** and Network of Higher Educational Centres will be created (task 6.3.1).

This Group will have the mission of creating a **Higher Education Strategy document** (task 6.3.2), defining the best way to create a European High Education System in VMs at all levels in the Higher Education Sector. This will include:

- the identification of appropriate educational objectives, audiences and scope;
- describe the programmes and teaching units;
- prepare plans for teaching learning contents;
- define criteria and assessment instruments;
- programming the temporal organization of educational activities
- establish methods for evaluating the quality of the courses.

Through the V-MOVE (the mobility programme) and V-MUSTer SCHOOLS (the educational programme), it will be explored feasible modes of implementation of such programmes amongst the academic and research partners of the project:

1. Through the Virtual Heritage Schools programs, it will be intended as international collaborations between the partners, towards an eventual European degree in VM studies.
2. Through the V-MOVE programme to promote mobility at European level, and, given its innovative aspect, attracting young researchers to Europe.
3. Through the newly established CenterNet Europe.

2.4 Interest Group and Network of Higher Educational Centres

The Higher Education Pedagogical Interest Group (HEPIG), which will be an internal network set up by King's, comprises those members of the consortium with interest in the pedagogy and teaching of subjects that fall under the aegis of Virtual Museums. A call to participate in HEPIG was made during the 3rd year of the project (M28) to the members of the consortium.

Interest Group Members

- Allard Pierson Museum (Archaeological Museum of the University of Amsterdam) (Nederland)
- APRE: Agency for the Promotion of European Research (Italy)
- CULTNAT Centre for Documentation of Cultural and Natural Heritage (Egypt)
- Foundation of the Hellenic World (Greece)
- Fraunhofer IGD (Germany)
- Mercati di Traiano - Museo dei Fori Imperiali (Italy)
- Noho (Ireland)
- Virtualware (Sapin)
- Visual Dimension (Belgium)
- CNR IBAM (Italy)
- Network of Higher Educational Centres (HEPIG)
- CINECA Interuniversity Consortium (Italy)
- CNR (National Research Council): Includes CNR ITABC, CNR ISTI, and CNR ITD (Italy)
- Archeovision, CNRS, Bordeaux, (France)
- Elektrotehnicki fakultet Sarajevo (Bosnia-Herzegovina)
- King's College London, Department of Digital Humanities (U.K.)
- Lund University (Sweden)
- Sociedad Española de Arqueologia Virtual (SEAV) (Spain)
- The Cyprus Institute (Cyprus)
- University of Brighton (U.K.)

- University of Granada, Virtual Reality Lab (Spain)
- University of Udine, Human-Computer Interaction Lab (Italy)
- TU Delft (Technical University Delft) (Nederland)
- University of Padova, Dept. of Archaeology (Italy)
- Aalto University, Media Lab, Helsinki (Finland)
- Vilnius University, Faculty of Communication (Lithuania)
- Università Iuav di Venezia (Italy)
- Universidade de Coruña, Videalab (Spain)
- University of Barcelona - Didpatri Group (Spain)
- Instituto Tecnológico de Monterrey CEM (ITESM) (México)

It is the role of this group to react to the changes in educational marketplace and inform the project on trends within the educational world as well as promoting the projects work within the educational community.

It will be the role of the HEPIG to promote the concept of VM within the Museum/heritage community as part of an educational outreach policy to counteract resistance in those communities. It has often been argued that VM will detract from the physical visitor footfall to institutions without fully understanding the benefits of employing virtual technologies within (and across) physical sites.

Initially all European Higher Educational institutions, museums, cultural heritage institutions and European world heritage organisations will be contacted to alert them of the work that VMUST is undertaking. Further they will be asked to participate in a consultation process, the object of which is to identify the skills required (or desired) by the "end user" institutions, i.e. the museum and the "service provider" i.e. the higher education institutions. Through the dialogue afforded by this the deficits between skills and needs can be identified and closed. It is anticipated that this will require a degree of political lobbying on a local, national, European and perhaps international level to affect change.

HEPIG will hold two annual meeting in the form of a symposia/exhibition where not only can the educational requirement be discussed, examples of best practice be shown, and invaluable networking between professionals occur, but also where institutions looking to recruit both staff, students and professionals can have the opportunity to source human resources. The first symposium is planned at M32.

2.4.1 CenterNet Europe

HEPIG will be linked with the newly established CenterNet Europe, which covers all Digital Humanities Centres in Europe. It will be used as a basis for establishing HEPIG. However, CenterNET Europe has only recently been established.

2.4.2 Work plan 2013-2015

The goal of HEPIG is to contribute to the development of new intellectual skills related to virtual museums. To reach this goal the plan is the following:

- Analysis of the state of the art in the Academy: research into a new curricula and centres, e.g. http://hoc.elet.polimi.it/hoc/; http://www.ischool.utoronto.ca/
- Proposal of integration with V-MOVE and V-MUSTer School programme
- Creation of the Higher Education Group after internal call
- Integration with V-MOVE programme
- Organization of HEPIG symposium
- Definition of the Higher Education Strategy Document (1st draft) (Ch. 4)
- Integration with V-MUSTer SCHOOL programme
- Organization of the second HEPIG symposium
- Final version of the Higher Education Strategy Document

2.4.3 Hepig V-MUST taskforce

After an internal call the following partners have been enrolled in the HEPIG taskforce:

- Sorin Hermon > Cyprus Institute

- Drew Baker > King's College
- Victor Lopez Menchero > SEAV
- Jaap Kamps > University of Amsterdam
- Ivana Cerato > CNR ITABC
- Patrick Reuter > Univ. of Bordeaux

The goal of this task force will be to work in Year 3 and Year 4 of V-MUST.NET project and update this document to a final version and publication at the end of the project. The group will work as follow:

1. They will specify key words useful for an academic survey (such as "Museum Studies", "Virtual Museums", "Digital Heritage" etc...). This task will provide input for the following work
2. They will carry out a survey on existing masters/courses/classes on topics related to the suggested terms. A search will be done in Humanities/Architecture/Computer Graphics or in general ICT and Design/Communication, Museum Studies. A first version of this survey is presented here in this document. A final result will be presented in the final version of the document, published and disseminated also on line.
3. They will summarize the state of art in the final version of the document. They will also analyse, in parallel, what is required by the "market" outside. in order to develop a virtual museum (competences, skills, professional qualities etc.,)
4. They will compare "market" needs and academic offers
5. They will finally organise results and create a proposal for Integration of academic curricula or/and creation of new Masters/Classes on these topics.

3. Survey on academic programmes

This chapter includes result of the survey carried out by the HEPIG task force. More than 72 courses (MA, MSc, Postgraduate Diploma, Certificate, Courses) have been analysed.

The information collected regards:

Name of course | Type | University | City | Country | web | tag

The list is reported in alphabetical order in accordance with the Country at the end of this document (Annex 1). Other links are available through this public link: https://docs.google.com/document/d/1Tif1BKlEuWW_cN-IjNk26hcfHQO1CMV1PHG8KI0ZL1c/edit

We can see that the direction is toward the organisation of Courses.

1) There are almost no courses analysed which takes into consideration "**virtual museums**" as main core topic. Nevertheless there is a course on history and archaeology, entitled "Special Topics in Public History: Digital History & Virtual Museums" (http://studiegids.uva.nl/web/uva/sgs/nl/c/740333.html) which takes more of an online themed museum collection approach, organised by the University of Amsterdam. There are postgraduate summer schools on this topic, such as those organised by V-MUST.NET (Virtual Heritage Schools). There are also a few classes about virtual reconstructions organised within specific courses (such as that on "Digital Heritage "by University of Amsterdam: http://studiegids.uva.nl/web/uva/sgs/nl/c/13105.html at the Graduate School of Humanities)
2) **Digital museum** is a subject mainly treated as part of museum studies, although there are more general 'digital humanities' and 'digital heritage' programs that have considerable attention to digital museum practices, and in particular to research on cultural heritage data.

3) |Topics on **design, human computer interaction, interaction, games, gamification, communication, 3d modelling, video compositing, web, mobile etc**. are not treated typically in museum studies
4) Topics related to **exhibition and design** are mostly organised by art departments.
5) **Virtual reality, artificial life, virtual worlds, simulation, computer graphics and games** are treated by Masters or Courses organised by ICT departments.
6) **Gaming and multimedia** are often treated in the context of computer science (such in the case of **Utrecht Master** where no mention to communication, storytelling or other issues more connected to museums are treated)
7) **Digital storytelling** is a topic generally held by department of telecommunication and school of communication, sometimes humanities, but it is more focused on video and audio and broadcasting, not related with interactivity or museum focused

8) **Interaction design, human computer interaction, interface design** are the main focus of several masters organised by specific Design departments In the art and communication domains. Although there are several art and humanities courses, a certain mix with technical classes is assumed. Many universities in the north of Europe have Masters on these topics Some of these masters includes museum as a reference domain, such as in Copenhagen where it is organised a course on "**Interactivity in Museums**" (http://ciid.dk/external-teaching/interactivity-in-museums-kolding/)

A part this general view on the academic offer, we have noted that there are some universities that are trying to create cross-connections among disciplines, such as the case of **Information Science + Information Studies (ISIS) at Duke University** (that includes: The Digital Landscape: New technologies to visualize ancient landscapes , Technology & Innovation Policy Lab, Visualizing Venice, Live Processing and Live Art: Performance and Technology , Modelling and Simulation, The Lives of Things, Making Data Matter).

Also Media Lab at MIT is promoting interdisciplinary research (http://www.media.mit.edu/about/academics/class-schedule) with its Program in **Media Arts and**

Sciences (see Annex), that creates a mix of scientific and humanities topics, cognitive sciences, although there is no mention to users and museums.

On the other hand, digital museums and virtual museums topics, including interaction and storytelling seem to be more a frontier and research area than an academic established proposal. In fact it is held by post graduate summer schools, such as those organised by V-MUST in Virtual Heritage (http://www.v-must.net/schools).

4. Higher Education Strategy Document

The Higher Education Strategy document aims at defining the best way to create an European High Education System in Virtual Museums and related topics, at all levels in the Higher Education Sector, including:

- the identification of appropriate educational objectives
- audiences
- scope
- suggested programmes
- teaching units
- plans for teaching learning contents
- criteria and assessment instruments
- suggested methods for evaluating the quality of the courses

A further step is to explore the feasible modes of implementation of such programmes amongst the academic and research partners of the project, as well as proposing teaching programs as international collaborations between the partners, towards an eventual European degree in Virtual Museum studies.

As an output, it aspires also to draw the needs of the Virtual Museum community stakeholders and realise these as a series of course modules descriptions appropriate to the specific requirements and specialisations demanded by the market place. As such these will form the basis of a potential pan-European recognised qualification in VM studies. However it is considered that while this may be taken up by a few institutions, a much larger number will pick up the teaching of specific modules relevant to their specific areas of expertise.

These modules will also be connected, wherever appropriate, to the summer schools and advanced autumn schools and VM Academy, maximising their impact on the European education policy.

At M35 will be published the second release of this document that will contain the publication of a "Higher Education Sector Strategy Document", which will be the responsibility of King's College London, and which will incorporate the outcomes of this process of analysis, discussion, and the sharing of experiences.

The Higher Education Strategy document will propose a comprehensive curriculum for an ambitious pan-European postgraduate degree programme exploring the following:

- Justification of a Postgraduate Programme
- Educational Objectives and Competence
- Student Competences and profiles
- Programme Teaching Structure
- Evaluation system
- Grading Systems
- Quality Assurance

The Higher Education Strategy document can be found in Deliverable 6.2.

5. References

Relevant Links:

Artedata	http://www.artedata.it/admin-artedata/brochure/Brochure_Stage_a_FirenzeENG.pdf
Australian ICOMOS	http://australia.icomos.org/get-involved/youngearly-career-professionals/us-internship-programme/
Cultural Heritage Preservation	http://www.culturalheritagelaw.org/
Europa Nostra	http://www.europanostra.org/vacancies/
ICCROM	http://www.iccrom.org/eng/01train_en/lists_en/interns_en.shtml
Illicit Cultural Property	http://illicit-cultural-property.blogspot.com/2010/02/cultural-heritage-preservation.html
International Arts	http://www.artsandartists.org/cep.html
Marie Curie - People	http://ec.europa.eu/research/participants/portal/page/people?callIdentifier=FP7-PEOPLE-2012-CIG
MOMA	http://www.moma.org/learn/courses/internships#course6
New Foundland	http://www.tcr.gov.nl.ca/tcr/heritage/cedp/heritage_internship_opportunity/index.html
Office of fellowships and internships	http://www.si.edu/ofg/intern.htm
Saving Antiquities	http://www.savingantiquities.org/internship.php
Servizi e Centri per l'Impiego	http://impiego.formez.it/content/cultural-heritage-1
Smithsonian Centre	http://www.folklife.si.edu/join_us/internships.aspx
THz Science & Technology	http://thznetwork.net/index.php/archives/1347

Network	
UNESCO	http://whc.unesco.org/en/employments
UNESCO Volunteers	http://www.unescobkk.org/join-us/opportunities/internship-programme-and-volunteers/
Università di Bologna	http://corsi.unibo.it/gioca/Pages/internship.aspx

6. Annex 1

6.1 Survey on Academic offers about Virtual Museums

Country	**Course**	Institution	URL	Type
Australia	**Cultural Heritage and Museum Studies**	Deakin University, Rusden Campus	http://www.deakin.edu.au/arts-ed/chcap/ch-ms/postgrad-ch-ms.php	museum
Australia	**Museum Studies Program**	University of Sydney	http://www.arts.usyd.edu.au/Arts/departs/museum	museum
Canada	**Applied Museum Studies**	Algonquin College	http://extraweb.algonquincollege.com/fulltime_programs/programOverview.aspx?id=0446C01FWO&	museum
Canada	**Art Conservation**	Queen's University	http://www.queensu.ca/art	art
Canada	**Constructing and Curating Digital Heritage**	Univ. Toronto		digital heritage
Canada	**Cultural Resource Management Program - Graduate and Undergraduate Programs for Museum Studies and Management**	University of Victoria	http://www.uvcs.uvic.ca/cultural	museum, management
Canada	**Heritage Resources**	Athabasca University	http://heritage.res	heritage,

	Management Program		ources.athabascau.ca/	management
Canada	**Master of Archival Studies Degree Program**	University of British Columbia	http://www.slais.ubc.ca/	archive
Canada	**Master's Program in Museology**	Université de Montréal	http://www.fesp.umontreal.ca/museologie	museum
Canada	**Museum Studies in Canada**	Canadian Museums Association	http://www.museums.ca/en/jobs/museum_studies	museum
Canada	**Museum Studies Program**	University of Toronto	http://www.ischool.utoronto.ca/programs-courses/master-of-museum-studies	museum
China	**Institute for Museology**	Fudan University	http://www.fudan.edu.cn/englishnew/academics/depart.html	museum
Finland	**European Heritage, Digital Media and the Information Society**	Univ. Turun	http://www.utu.fi/fi/yksikot/hum/yksikot/heri/Sivut/home.aspx	heritage, digital media, ICT
France	**Digital Humanities. Les transformations numériques du rapport aux savoirs**	EHESS	http://www.ehess.fr/fr/enseignement/enseignements/2012/ue/324/	digital humanities
France	**Technologies numériques appliquées à l'histoire**	L'École nationale des chartes	http://www.enc.sorbonne.fr/master-technologies-numeriques-appliquees-l-histoire	history and computing

Greece	**Cultural Technology and Communications**	University of the Aegean	http://www3.aegean.gr/aegean/en/intro_en.htm	cultural technology, communication
India	**Museology Training Program**	Maharaja Sayajirao University of Baroda	http://www.msubaroda.ac.in/	museum
Ireland	**Digital Arts and Humanities**	University College Cork	http://www.ucc.ie/en/cke09/	digital art, digital humanities
Ireland	**Digital Humanities**	National University of Ireland	http://www.learndigitalhumanities.ie/	digital humanities
Italy	**Digital Archaeology**	IUAV University y Fondazione Bruno Kessler	https://www.fbk.eu/press-releases/archive/enrollment-open-master-digital-archeology-iuav-venice-sponsored-fbk	digital archaeology
Italy	**Digital Cultural Heritage**	Univ. Suor Orsola Benincasa	http://www.unisob.na.it/universita/dopolaurea/master/dch/index.htm?vr=1	digital cultural heritage
Italy	**Digital Heritage. Cultural communication trough digital technologies**		http://www.dipscr.uniroma1.it/master-digital-heritage	digital heritage
Italy	**Master in Catalogazione e accessibilità del patrimonio culturale**	University of Modena	http://www.catalogazioneinformaticabeniculturali.unimore.it/site/home.html	cultural heritage archiving, cultural heritage accessibility
Italy	**Master in Formazione, Gestione, Conservazione**	Università degli studi di Macerata	http://www.masterarchividigitali.it	digital archives

	di Archivi Digitali		/	
Italy	**Master in Tecnologie Integrate per i Beni Culturali**	Palazzo Spinelli Associazione No Profit	http://www.palazzospinelli.org/ita/corso.asp?ID=118	technologies, cultural heritage
Italy	**Master in Tecnologie Open Source per i Beni Culturali**	Istituto FICLU	http://www.istitutoficlu.org/open-techne/open-techne-academy/open-techne-master/	technologies, open source, cultural heritage
Netherlands	**Digital Heritage**	University of Amsterdam	http://studiegids.uva.nl/web/uva/sgs/en/c/13105.html	digital heritage
Netherlands	**History and archaeology: "Special Topics in Public History: Digital History & Virtual Museums"**	University of Amsterdam	http://studiegids.uva.nl/web/uva/sgs/nl/c/740333.html	Virtual museums
Netherlands	**International Master's Degree Programme in Museology**	Reinwardt Academie	http://www.ahk.nl/	museum
Netherlands	**Game and Media Technology Master's programme**	Faculty of Science, University of Utrecht	http://www.uu.nl/university/international-students/EN/gamemedia/studyprogramme/Pages/Studyprogramme_details.aspx	game
New Zeland	**Graduation Programme in Museums and Cultural Heritage**	University of Auckland	http://www.arts.auckland.ac.nz/	museum, CH
New Zeland	**Museum and Heritage**	Victoria University of	http://www.victor	museum, heritage

	Studies	Wellington	ia.ac.nz/museum-heritage	
New Zeland	**Museum Studies Program**	Massey University	http://pep.massey.ac.nz/massey	museum
Portugal	**European Heritage, Digital Media and the Information Society**	University of Coimbra	http://www.uc.pt/en/fluc/euromachs/	digital media
Portugal	**Territory, Culture and Development Research Center**	TERCUD - Centro de Estudos do Território, Cultura e Desenvolvimento Universidade Lusófona de Humanidades e Tecnologias	http://tercud.ulusofona.pt/indexEN.htm	territory, culture
Spain	**Especialización en Virtualización de Patrimonio**	University of Alicante	http://www.patrimoniovirtual.com/	virtual heritage
Spain	**Experto SEAV en arqueología y patrimonio virtual**	Spanish Society of Virtual Archaeology	http://www.seavtraining.com/experto.html	virtual heritage
Spain	**Humanidades Digitales**	University of Castilla-La Mancha	http://www.mhd.posgrado.uclm.es/	digital humanities
Spain	**Máster en Comunicación Digital para Museos y Exposiciones Científicas**	University of Valencia	http://postgrado.adeit-uv.es/es/cursos/humanidades-3/13321040/programa.htm	digital communication, museum, exhibition
Spain	**Museology**	University of Girona	http://www.udg.es/	museum
Sweden	**Archaeology and Ancient**	University of Lund	http://www.lunduniversity.lu.se/o.o	digital

	History: Digital Archaeology, GIS in Archaeology		.i.s?id=24855&lukas_id=ARKN09	archaeology
Sweden	**Master's Programme International Museum Studies**	Museion Gothenburg University	http://www.museion.gu.se/museumstudies	museum
Sweden	**Museology and Museum Studies**	Umea University	http://www.umu.se/kultmed	museum
Switzerland	**BERN-Lectures on Digital Heritage**	Bern University	http://www.pdach.ch/en/	digital heritage
Switzerland	**Museum Training Program**	Universite de Neuchatel	http://www.unine.ch/	museum
UK	**Archaeology and Museums**	University of Cambridge	http://www.ucl.ac.uk/archaeology	museum, archaeology
UK	**Art Gallery and Museum Studies**	University of Manchester	http://www.arts.manchester.ac.uk/museology/postgraduatestudy/taught	art, museum
UK	**Digital Curation**	King's College London	http://www.kcl.ac.uk/artshums/depts/ddh/study/pgt/madc/index.aspx	digital curation
UK	**Digital Heritage**	Univ. York	http://www.york.ac.uk/archaeology/postgraduate-study/taught-postgrads/masters-courses/msc-digital-heritage/	digital heritage
UK	**Digital Heritage**	Univ. Leicester	http://www2.le.ac.uk/study/postgrad/distance/muse	digital heritage

			um/digitalheritage	
UK	**Digital Humanities**	King's College London	http://www.kcl.ac.uk/artshums/depts/ddh/study/pgt/madh/index.aspx	digital humanities
UK	**Digital Humanities**	UCL	http://www.ucl.ac.uk/dh/courses/mamsc	digital humanities
UK	**Graduate Program in Museum Studies**	University of Leicester	http://www.le.ac.uk/museumstudies	museum
UK	**Heritage Studies**	University of East London	http://www.uel.ac.uk/study/courses/heritage-studies.htm	heritage
UK	**Professional Masters in Games Development**	Abertay University	http://www.abertay.ac.uk/studying/find/pg/cgd/	game
UK	**International Heritage Visualisation**	Glasgow School of Art	http://www.gsa.ac.uk/study/graduate-degrees/international-heritage-visualisation/	heritage visualisation
UK	**Master's in Museology Program**	University of East Anglia	http://www.scva.org.uk/education/courses	museum
UK	**Museum and Gallery Studies**	University of St. Andrews	http://www.st-andrews.ac.uk/~mgstud	museum
UK	**Museum Studies School**	University of Leicester	http://www2.le.ac.uk/uol/departments/museumstudies/	museum studies, curationship

UK	**Museum Studies, Cultural Heritage Studies**	UCL, London	http://www.ucl.ac.uk/archaeology	museum, CH
UK	**Museum Studies, Gallery Studies and Heritage Studies**	University of Newcastle upon Tyne	http://www.ncl.ac.uk/sacs/about/icchs	museum, heritage
UK	**Social Anthropology with Museum Studies**	University of Cambridge	http://www.socanth.cam.ac.uk/	anthropology, museum
USA	**Digital Curation**	John Hopkins University	http://advanced.jhu.edu/academics/certificate-programs/digital-curation-certificate/	museum, digital curation
USA	**Information, Society & Culture**	Duke University	http://bassconnections.duke.edu/theme/information-society-and-culture	ICT, culture
USA	**International Training Programs**	Smithsonian	http://museumstudies.si.edu/training.html	museum
USA	**Museum Studies**	John Hopkins University	http://advanced.jhu.edu/academics/certificate-programs/digital-curation-certificate/	museum, digital curation
USA	**Museum Studies**	New-York University	http://museumstudies.as.nyu.edu/page/graduate_program	museum studies
USA	**Webcasts of lectures/Smithsonian**	Smithsonian	http://museumstudies.si.edu/webcasts.html	museum

USA	**Master of Arts in Telecommunications (Digital Storytelling)**	Ball state university	http://cms.bsu.edu/academics/collegesanddepartments/telecommunications/academicsandadmissions/programsofstudy/mastersdegree	storytelling
USA	**Master's in Digital Media and Storytelling (School of Communication)**	Loyola University	http://www.luc.edu/soc/mc/digital-media-degree.shtml	communication, storytelling, digital media
USA	**MA in Communications: Digital Storytelling**	Asbury University	http://www.asbury.edu/comarts/degree-programs/graduate/digital-storytelling/program	communication, storytelling
USA	**Media Arts and Sciences**	MIT	http://www.media.mit.edu/about/academics/class-schedule	design, media
Various	**Interaction Design: List**	Various	http://en.wikipedia.org/wiki/List_of_schools_offering_interaction_design_programs	interaction

6.2 Detailed program on selected courses

6.2.1 Museum Studies, University of Leicester, UK

Link: http://www2.le.ac.uk/uol/departments/museumstudies/

Programme Structure

Core module 1 - Museums, Societies and Cultural Change

The museum's relationship to society is complex, multidimensional and shifting. Increasingly subject to the influences and challenges of rapidly changing social, political and economic environments, museums - traditionally been characterised as static and fiercely resistant to change - are responding by embracing new roles, forging new relationships, charting new territory and reconfiguring themselves around a full range of cultural and heritage resources.

Core module 2 - Strategic Resource Development

Museums are made up of a number of resources. These include people, infrastructures and collections and associated information. This module explores how these resources are acquired – and how and why they are maintained and developed. This module will help you to:

- Define museum resources;
- Identify how these resources are acquired;
- Demonstrate why these should be developed;
- Illustrate how resources are utilised and developed;
- Relate these resources to changing contexts and audience development;
- Apply concepts of strategic resource development to different museu contexts;
- Evaluate existing examples of strategic resource development;
- Plan for strategic resource development in museums.

Core module 3 - Communication, Media and Museums

Making the rich and diverse resources of the museum accessible to individuals and communities in a changing society, involves a wide range of media. Working from theories of communication and learning, this module looks at a variety of key media tools available to museums, and how these can deployed through project management processes in different museum contexts.
This module will help you to:

- Understand the communicating museum;
- Engage with theories of communication and learning;
- Identify the different media tools (including: objECTS; the written word; space and design; and, interactivity);
- Develop appropriate project management tools for using these media;
- Formulate informed design briefs;
- Design evaluation methodologies;
- Understand the issues and practice relating to loans and packing.

Option Module

- Archaeology for the Museum
- Curating the Art Museum
- Digital Media and Curatorship
- Museum & Gallery Communication and Education
- Museum & Gallery Marketing
- Museums and Histories
- Natural Science Curation
- World Arts/Museum Ethnography

Museum/Gallery Experience

During the summer term, all students **undertake an eight-week Museum/Gallery Experience placement.** One of the strengths of the programme, this placement enables students to test and develop the content of the taught programme in the workplace environment.

Each year over one hundred museums on the LUMeN network (Leicester University Museum Network) send in projects from which the students can choose.

Masters Dissertation

In order to obtain an MA or MSc, students undertake supervised research into a topic and complete a dissertation, maximum 15,000 words. Those that wish to obtain a Postgraduate Diploma do not complete the dissertation.

A Master of Science (MSc) can be awarded in preference to a Master of Arts (MA) where the dissertation concerns a science collection or museum, or where the nature of the investigation can be termed 'scientific'

Contact information: School of Museum Studies, University of Leicester, Museum Studies Building - 19 University Road, Leicester LE1 7RF - Tel: +44 (0)116 252 3963 - Fax: +44 (0) 116 252 396 - museum.studies@le.ac.uk

6.2.2 MA in Museum Studies, Johns Hopkins, Washington, USA

Link: http://advanced.jhu.edu/academics/graduate-degree-programs/

Course Locations	**Online** **No. 9 online courses and** one onsite, two-week intensive seminar **(to be held in Washington, DC, or in another location organized by the program) are required to complete the degree.**
Available 100% Online	
Entry Terms	Fall, Spring or Summer semester
Degree Requirements	10 courses

The Johns Hopkins MA in Museum Studies offers a perspective on the theory and practice of museums in a changing technological, social and political environment. Geared for current and future museum professionals, it emphasizes technology's critical role in today's museum. It also

examines new models of education, exhibition, and business strategies while exploring the role of the museum as an agent of social change.
We welcome students from around the world interested in all types of museums including history, technology, science, art, special topic or themed museums, historic sites, national parks and zoos as well as those interested in exhibitions for corporations, government agencies and private organizations.

The majority of the program is available **online**, allowing us to offer the expertise of highly regarded professors and museum professionals from around the world. You'll also have access to innovative virtual field trips and global resources from a wide array of museums brought together in new and exciting ways. Our international student body provides diverse perspectives and experiences in a dynamic online learning environment.

Onsite Seminar

As part of the program, you'll participate in a two-week, intensive museum study seminar in Washington, D.C., or in another location organized by the museum studies program. The seminar includes practicum opportunities in a variety of museum settings; conversations with local museum professionals; interaction with museum visitors; and class sessions to integrate the daily experiences. You'll have a chance to use what you've learned in your prior courses, network with fellow students and museum experts, and explore the latest in museum practice, including exhibition design and development, public programming, collections management, conservation, and uses of technology in the museum.

6.2.3 Certificate Program in Digital Curation, Johns Hopkins, Washington, USA

Link:http://advanced.jhu.edu/academics/certificate-programs/digital-curation-certificate

It is possible to get a Certificate in Digital Curation, offered through the Museum Studies program of the same Johns Hopkins University. **Course Descriptions** (offered in both the MA in Museum Studies and the Digital Curation Certificate). In **bold** topics most related to virtual museum domain:

Required Courses

460.601 - Exploring Museum Professions

460.602 - Museums in the Digital Age

460.610 - Two-Week Onsite Seminar

Core Courses

460.604 - Introduction to Museum Education

460.606 - Exhibition Strategies

460.608 - The Business of Museums

460.609 - Museums in a Global Perspective

460.666 - Collection Management

Elective Courses

460.611 - History & Philosophy of Museums

460.612 - Multimedia History, Theory, and Practice

460.614 - Ethnically Specific Museums

460.615 - Museums and Community Engagement

460.616 - Legal Issues of Museum Administration

460.617 - Ethics, Technology, and the Museum Professional

460.618 - Museum Controversies: Ethical Issues in Museums

460.620 - Accessibility in the Museum

460.621 - Evaluation Theory & Techniques for Museums

460.628 - Architecture of Museums

460.630 - Exhibition Design, Construction, and Documentation

460.633 - Core Aspects of Conservation: A 21st Century Approach

460.634 - Museums, Libraries, and Archives: Issues of Convergence for Collecting Institutions

460.635 - Curatorship: Principles and Practices

460.636 - Living Collections

460.639 - Material Culture and the Modern Museum

460.640 - Educational Programming for Museum Audiences
460.641 - Digital Media in the Museum
460.642 - Creating Online Learning Environments for Museums
460.650 - Fundamentals of Writing
460.652 - The Practice of Museum Publishing
460.655 - Expanding Roles of Museum Marketing and Communications
460.657 - Fundamentals of Museum Fundraising
460.660 - Culture and Management of Technology in Museums
460.662 - Internet Strategies
460.667 - Collections Information Management Systems
460.668 - Cataloguing Museum Collections: History, Standards, and Applications
460.670 - Digital Preservation
460.671 - Foundations of Digital Curation
460.672 - Managing Digital Information
460.673 - Digital Curation Certificate Internship
460.674 - Digital Curation Research Paper
460.675 - Leadership of Museums
460.682 - Museum Procurement and Contracting
460.684 - Museums, Finance, and the Economy
460.750 - Museum Internship
460.755 - Museum Projects

6.2.4 Master of Arts degree in Museum Studies, New-York University, New York, USA

Link: http://museumstudies.as.nyu.edu/object/museum.1315.grad.progreq.ma

The Program in Museum Studies offers a Master of Arts degree in Museum Studies, and an Advanced Certificate in Museum Studies.

Course Descriptions (GSAS Bulletin)
History and Theory of Museums

MSMS-GA 1500- Introduction to the social and political history, and theory of museums. This course focuses on the formation of a variety of museums from a diversity of disciplinary perspectives and analyses questions surrounding governance, nationalism, identity, and community. The requirements include frequent visits to museums, short writing assignments, and a final research paper.

Museum Collections and Exhibitions- This course covers museum collections management and the organization of exhibitions. There are arranged visits to the storage collections of the American Museum of Natural History and the Guggenheim Museum, among others. Guest speakers are curators, a registrar and a conservator. Assignments consist of individual reports and team projects.

Museum Management - Overview of management, finance, and administration. Topics covered include organizational structure and the roles and relationships of museum departments; operational issues, including security and disaster planning; museum accounting and finance, including operating and capital expense budgeting; leadership and strategic planning; and legal and ethical issues facing museums.

Internship - Students nearing completion of their master's in museum studies, or their certificate and their academic degree, must apply in writing to the program internship coordinator. Placements are made on an individual basis and are project oriented. For one or more semesters, a minimum of 300 hours is spent as an intern at a museum or other suitable institution. A daily log, diary, and progress report are required. Students must earn a grade of B or better to receive the M.A. or advanced certificate.

Research Seminar - Students conduct research combining their academic and professional interests, using appropriate methodology. They formulate a topic, prepare an annotated bibliography, and write the qualifying paper based on their research. M.A. students also develop their thesis proposal.

Topics in Museum Studies - Current issues in the museum profession and the interdisciplinary study of museums. Outside museum scholars, specialists, and university faculty offer in-depth examination of topics. Among the topics offered in recent years have been, Anthropology in and of Museums, Exhibition History, Creating a Memorial Museum, Curating as Collaboration, Museums and Political Conflict, Museums and the Law, Challenges for Art Museum Curators Today, and The Museum Life of Contemporary Art. Practicums with hands-on components also are offered periodically under this course number. (Refer to the current course schedule for particular seminars offered in each academic year.)

Research in Museum Studies - Independent research on a topic determined in consultation with the program director.

Development, Fund-Raising, and Grantsmanship - Overview of organizational development principles as they relate to the fund- raising and grantsmanship process. Topics include sources of funding, current trends, and fund-raising techniques; earned income; public relations; volunteers; and membership. Includes a practicum in proposal writing and work experience with an arts organization in program development and fund-raising.

Museum Conservation and Contemporary Culture - This seminar introduces students to the conservation of cultural heritage and the role it plays in shaping cultural memory. It covers preservation values as they developed in western culture, and addresses concerns of living artists, indigenous groups and others with claims to the disposition and care of cultural materials.

Historic Sites, Cultural Landscapes, and the Politics of Preservation - Examines the cultural politics, social trends and economic circumstances that shape the preservation and interpretation of historic spaces. Through readings, site visits, and archival research, students investigate a wide variety of historic sites, exploring the social and political contexts that dictated sites' original use and influence subsequent reuse and interpretation.

Museum Education - This seminar provides an overview of the field of museum education in the context of the institution's relationship with constituent communities and with application to a broad range of audiences. Among the topics considered are teaching from objects, learning strategies, working with docents and volunteers, program planning, and the educational use of interactive technologies.

Museums and Interactive Technologies - This course presents a survey and analysis of museum use of interactive technologies. Among the topics discussed in detail are strategies and tools for collections management, exhibitions, educational resources and programs, Web site design, digitization projects, and legal issues arising from the use of these technologies. Each student develops an interactive project in an area of special interest.

Exhibition Planning and Design - This course focuses on the planning, development, and design of exhibitions, permanent, temporary, and traveling. It is a participatory class where students learn basic exhibition design techniques, including spatial layouts and the use of graphics, audio-visual aids, lighting, colours, materials, and fabrication methods. There are visits to designers to discuss their work and to museums to analyse exhibition design techniques. Individual student projects provide hands-on experience.

Museums and Contemporary Art - This course investigates historical, theoretical, and practical aspects of the collecting and exhibiting of contemporary art in museums. Topics include curatorial strategies for exhibition and collection development, international biennials, museums and the art market, conservation of new art forms, artworks that take the museum as subject, and conflicts of interest.

6.2.5 Museum Studies Programs - Association of Academic Museums and Galleries. Federated USA & Canada

Link: http://www.aamg-us.org/learn-with-us/museum-studies

The program includes the following topics:

Museum Studies/Museology
Museum Anthropology
Museum Communication
Museum Education
Museum Exhibition and Design
Arts Management
Collections Management
Curatorial Studies/Curatorial Practice
Undergraduate Minors
Certificates
Canadian Programs

The program involves in USA and Canada the following universities:

USA

Museum Studies

- Arizona State University
- Baylor University
- Brown University
- Chadron State College
- Cooperstown Graduate Program
- Florida International University
- George Washington University
- Harvard University Extension School
- Indiana University - Purdue
- Institute of American Indian Arts
- Johns Hopkins University
- John F. Kennedy University
- Kent State University

- Lehigh University
- New York University
- San Francisco State University
- Seton Hall University
- Southern Illinois University at Carbondale
- Southern University at New Orleans
- Syracuse University
- Texas Tech University
- Tusculum College
- University of Central Oklahoma
- University of Colorado, Boulder
- University of Denver
- University of Florida
- University of Kansas
- University of Minnesota
- University of Missouri - St Louis
- University of North Carolina at Greensboro
- University of Oklahoma
- University of Oregon
- University of San Francisco
- University of South Florida
- University of Washington
- University of Wisconsin-Milwaukee
- Virginia Commonwealth University

Museum Communication

- University of the Arts

Museum Education

- Bank Street College

- George Washington University
- Tufts University
- University of the Arts

Museum Exhibition and Design

- Fashion Institute of Technology (S.U.N.Y.)
- San Francisco Art Institute
- University of the Arts

Collections Management

- Eastern Illinois University
- Ryerson University

Curatorial Studies/Curatorial Practice

- Bard College
- Brigham Young University
- California College of the Arts
- Institute of Fine Arts

Canada

Association of Manitoba Museums, Winnipeg
Program: Museum Practice
Degree: Professional Certificate in Museum Practice

Alberta Museums Association, Edmonton
Program: Museum Practice
Degree: Certificate in Museum Practice

Museums Association of Saskatchewan, Regina
Program: Museum Studies
Degree: Professional Certificate in Museum Studies

Sir Sandford Fleming College, Peterborough
Program: Museum Management and Curatorship
Degree: Certificate in Museum Studies

University of Calgary
Program: Museum and Heritage Studies
Department: Department of Communication and Culture
Degree: Minor in Museum and Heritage Studies

University of Guelph, Guelph
Program: Museum Management and Curatorship
Department: School of Fine Art and Music
Degree: B.A. Minor in Museum Studies

Universite Laval Unversité Laval (Canada)
Program: Museum Studies (French)
Department: Département d'histoire
Degree: M.A. in Museum Studies

Universite de Montreal Université de Montréal
Program: Museology, Department of Art History (French)
Department: Departments of History and Art
Degree: M.A. in Museology

University of Toronto University of Toronto
Program: Museum Studies
Department: Humanities Division of the School of Graduate Studies
Degree: Degree of Master of Museum Studies (MMSt)

6.2.6 Master's programme in Game and Media Technology, Utrecht University Utrecht, The Netherlands

Link:http://www.uu.nl/university/international-students/EN/gamemedia/studyprogramme/Pages/Studyprogramme_details.aspx

Program:

First period:

- Multimedia Retrieval
- Motion and Manipulation

Second period:

- Pattern recognition
- Computer animation
- Computer vision

Third period:

- Geometric algorithms
- Advanced graphics
- Multimodal interaction

Fourth period:

- Game physics
- Path planning
- Games and agents

6.2.7 Arts and Sciences Course, MIT, Boston, USA

Link: http://www.media.mit.edu/about/academics/class-schedule

UNDERGRADUATE SUBJECT

Introduction to Doing Research in Media Arts and Sciences

Camera Culture

Integrative Design Across Disciplines, Scales, and Problem Contexts

GRADUATE SUBJECT

Hands on Foundations in Media Technology
Camera Culture
Imaging Ventures: Cameras, Displays, and Visual Computing]
Innovation Hubs: Integrating Technology and Design [Quito Lab]
Social Television: Creating New Connected Media Experiences
Networks, Complexity, and Their Applications
Human 2.0
Media Lab Entrepreneurship: Digital Innovations
Integrative Design Across Disciplines, Scales, and Problem Contexts
Future of News and Participatory Media
Creative Learning Technologies
The Society of the Mind
ProjECTS in Media and Music
Sensor Systems for Interactive Environments
The Physics of Information Technology

SPECIAL TOPICS
Special Topics: 3D Design for Rapid Prototyping and Rendering
Special Topics: STAR: Shared Tangible Augmented Reality (
Special Topics: Silicon Menagerie: From Bioinspiration to Biomimetics
Special Topics: Tools for Well-Being
Special Topics: Engineering Health II
Special Topics: Principles of Social Computing

6.3 Institutions Studying Interaction Design around the world

Link: http://en.wikipedia.org/wiki/List_of_schools_offering_interaction_design_programs

University	Undergraduate degree	Graduate degree
Aarhus University, Denmark	BA (Information Studies + Digital Design)	MA (Information Studies + Digital Design)
Academy of Art University, San Francisco	BFA, 2nd BFA (Web Design & New Media +New Media	MFA (Web Design & New Media+New Media Online Program)

	Online Program)	
Aegean University, Syros Island, Greece	BSc (Department of Products and Systems Design Engineering)	MSc (Design of interactive and industrial products and systems)
Arizona State University		MSD (Interaction Design)
Art Centre College of Design	BS (Interaction Design)	MFA (Graduate Media Design Program)
Austin Centre for Design		Yes (Interaction Design and Social Entrepreneurship)
California College of the Arts	BFA (Interaction Design)	MFA (Design)
Carnegie Mellon University		MDes (Interaction Design), Ph.D (Design)
Chalmers University of Technology		MSc. (Interaction Design & Technologies)
Copenhagen Institute of Interaction Design	No	Yes
Danish School of Media & Journalism	BA (Interactive Design)	
Design Programme, IIT Kanpur, India	MDes	PhD
Designskolen Kolding	BA (Interaction Design)	MA (Interaction Design)
Domus Academy		MA (Interaction Design)
L'École de design Nantes Atlantique		Master (Tangible Interface)
Eindhoven University of Technology	BSc. (Industrial Design)	MSc. (Industrial Design)(Human-Technology Interaction)

Emily Carr University of Art and Design	BA (Interaction Design)	
Faber-Ludens Institute	(Interaction Design)	
Georgia Institute of Technology		MID (Interaction track)
Gjøvik University College		(MSc Interaction Design)
Gobelins School of the Image		MA Interaction Design
Haute Ecole d'Art et Design – Genève		MA (Media Design)
The Hong Kong Polytechnic University	BA (Interactive Media)	MDes (Interaction Design)
IIT Institute of Design		MDes, Ph.D
Indiana University (Bloomington)		MS (Human Computer Interaction Design)
Industrial Design Centre, IIT Bombay, India		MDes
Instrument Design Development Centre, IIT Delhi, India		MDes
Kent State University		MS (Information Architecture and Knowledge Management – User Experience Design)
Korea Advanced Institute of Science and Technology		
Laval University		MA (Maîtrise en Design Multimédia)
Linnaeus University		

London College of Communication	BA Design for Interaction and Moving Image (imihub)	
Malmö University	Yes	1 or 2 year Master (Interaction Design)
Magdeburg-Stendal University of Applied Sciences, Germany	BA Industrial Design	MA Interaction Design
Maryville University, St. Louis	BFA (Interactive Design)	
Monash University		2 year Master Master of Interaction Design
National Institute of Design, Gandhinagar, India		PG diploma in New Media Design
National Institute of Design, Bangalore, India		PG diploma in Design for Digital Experience & PG diploma in Information and Interface Design
New York University: Tisch School of the Arts		MPS Interactive Telecommunications Programme
Oslo School of Architecture and Design		MA Interaction design
Norwegian School of Information Technology		Yes
Parsons The New School for Design	Interaction Design	MFA (Design and Technology)
Pratt Institute	Yes	MFA (Interactive Arts)
Purdue University		MFA (Interaction Design)
Queensland University of Technology		Yes

Royal College of Art		MA (Design Interactions), PhD (Design Interactions), MA (Information Experience Design), PhD (Information Experience Design)
Savannah College of Art and Design	BA (Interactive Design and Game Development)	MA (Interactive Design and Game Development), MFA (Interactive Design and Game Development)
School of Visual Arts		MFA (Interaction Design)
Sheridan College	BAT (Interaction Design)	
Simon Fraser University	BSc, BA (Interactive Arts & Technology)	MA, MSc, PHD (Interactive Arts & Technology)
Stan Ackermans Institute		PDEng (User-System Interaction)
Stockholm University	BSc (Interaction Design)	
Syracuse University		
Tsinghua University	BA (Information Design)	
Umeå Institute of Design		Yes
University of Amsterdam		Bsc. Information Science
University of Applied Sciences and Arts of Southern Switzerland		MAS (Interaction Design)
University of Baltimore		M.S. Interaction Design and Information Architecture D.S. Information and Interaction Design
University of California, Berkeley		Yes

School of Information		
University of California, Irvine: Donald Bren School of Information & Computer Science		Yes (Informatics)
University of Dundee	BSc (Digital Interaction Design)	Yes
University of Kansas		Yes
University of Limerick, Ireland	BSc Digital Media Design	MSc/MA Interactive Media
University Iuav of Venice		Yes
University of Miami		MFA (Interactive Media)
University of Oslo	BSc (Informatics: design, use, interaction)	MSc (Informatics: design, use, interaction)
Université du Québec à Montréal		
University of Queensland		MIDes Interaction Design
University of Southern Denmark	BE (Interaction Design)	MSc (IT Product Design)
University of Sydney		Yes (Interaction Design and Electronic Arts)
University of Washington	Bachelor of Design (Formerly BFA) ([6])	Yes
University of Applied Sciences Potsdam	BA Interface Design	MA Interface Design
University of the Arts Bremen	BA Digital Media	MA Digital Media
University of Saskatchewan	BA & BSC Interactive Systems	

	Design (BA & Bsc)	
Universidad Iberoamericana		Lic. (Diseño Interactivo)
Yildiz Technical University, Art and Design Faculty	BA (Interaction Design)	MA in Interactive Media Design+PhD in Art and Design, Special Interest Group on IxD
Zurich University of the Arts	BA (Interaction Design)	MA (Interaction Design)
Istituto Europeo di Design	BA (Interaction Design)	