

**MUSEUMS AND INTERACTIVE TECHNOLOGIES**  
**PROGRAM IN MUSEUM STUDIES**  
**NEW YORK UNIVERSITY**  
**SPRING 2016**

**Course Description:**

This course presents a survey and analysis of the use of technology in museums. Throughout fourteen classes, you will examine the impact of new technologies on both the museum professional and the museum visitor. You will explore real-world case studies and digital strategies guiding museums today, and will meet with museum professionals throughout the semester to understand practical applications of digital technology.

The course will cover a wide variety of topics, such as collections information systems, metadata, interactive exhibits and their history, digitization, social media, and information management in museums. Among the topics discussed in detail are strategies and tools for collections management, exhibitions, educational resources and programs, Web site design, large-scale digitization projects, and legal issues arising from the use of these technologies within a museum context.

You will acquire a broad knowledge of various technologies used in museums, gain critical skills to assess and evaluate the use of technologies as they affect or extend core museum activities, and develop an active voice to contribute to the field of museum innovation. You will be encouraged to use the web and social media platforms to extend your research capabilities throughout the semester. The final project for this course includes the creation and presentation of an interactive prototype, as well as a final paper. Hands-on instructional programming coursework using open source software and freeware to create a working prototype and wireframes will be included in this course.

Dr. Rosanna Flouty  
Faculty Fellow  
Museum Studies  
New York University  
Phone: [212 998 8384](tel:2129988384)

<http://museumstudies.as.nyu.edu/object/RosannaFlouty.html>