



Explorations in materiality as part of the meSch project at Museon, Den Haag in June 2013

Limerick City of Culture 2014 and meSch

As part of the programme for Limerick City of Culture 2014, the Interaction Design Centre at UL in collaboration with the Hunt Museum, wishes to develop and host a series of interdisciplinary workshops and presentations addressing 'Materiality' in the context of museums.

Extending upon our ongoing research, the aim of the proposal is to highlight the importance of materiality in understanding, appreciating and engaging with cultural heritage and to demonstrate the potential influence visitor involvement can have in re-interpreting the museum's collections.

Outline of the Proposed Project

Emerging innovative technologies are changing the ways in which people can meaningfully engage with heritage objects. The workshops will demonstrate the potential of such technologies (e.g. 3D printing, smart objects) in adding a new dimension to the understanding and reinterpretation of physical museum objects.

Participants on the workshops will be provided with insight into various concepts, methods and approaches to materiality and digital technologies. The project will also offer visitors the opportunity to engage with the museum collection through the active experimentation with new printing and digital technologies. Activities will include physical modeling and the re-appropriation of museum objects.

Interaction Design Centre

The Team at the University of Limerick

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If you would like to learn more about the project and to be kept up to date on events, please contact Fiona McDermott.

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meSch
Material Encounters with
digital Cultural Heritage



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About the Project

The Material EncounterS with digital Cultural Heritage (meSch) project, has the goal of combining the digital aspects of cultural heritage with the physical aspects. It aims to create interactive experiences that connect the physical experience of museums and exhibitions with relevant digital cross-media information in novel ways.

As a project partner, the team at the Interaction Design Centre (University of Limerick) will carry out co-design and participatory design activities with participating museums working towards the realization of meSch interactive artefacts and exhibitions.



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