

# Towards Inclusive Digital Museum Innovation: Part 1

Juhee Park<sup>a</sup>, Rafie Cecilia<sup>a</sup>, Theano Moussouri<sup>a</sup> (PI), Young Yim Doh<sup>b</sup> (Co-I),  
Jungwha Kim<sup>b</sup>, Ellen Pavey<sup>a</sup>, Chenxing Zhao<sup>a</sup>, Karam Eum<sup>b</sup>, Poosung Koh<sup>b</sup>

<sup>a</sup>Institute of Archaeology, University College London, London, United Kingdom

<sup>b</sup>Games and Life Lab, Graduate School of Culture Technology (GSCT), Korea Advanced Institute of Science and Technology (KAIST), Daejeon, Republic of Korea

## Introduction

### Project Overview

The **Inclusive Digital Museum Innovation** is a cross-disciplinary, international **research network** (Feb 2022 - Jul 2023) funded by the UK's Economic and Social Research Council, exploring inclusive approaches to the **digital transformation of cultural institutions**.

The network aims to motivate museums to take actions to mitigate **global challenges of digital inequality and the digital divide** in society, improve our understanding of **digital ethics** regarding museum practices, and explore the potential benefits of **digital gaming** towards **equity, diversity, and inclusion (EDI)** in museums.

The network was set up by University College London, Institute of Archaeology, in the UK, and the Games and Life Lab, Graduate School of Culture Technology (GSCT), Korea Advanced Institute of Science and Technology (KAIST), Republic of Korea, in collaboration with seven partner museums in the two countries.

### Aims of the Poster

- To introduce the research network to international museum professionals.
- To share initial findings and what the network has learned from its first workshop: 'Tech, Culture, and Ethics'.

### Project Partners

- UK: Science Museum Group, British Library, V&A
- Republic of Korea: National Science Museum, National Library, National Folk Museum, Nam June Paik Art Center

## Workshop 1 Tech, Culture, and Ethics

### Questions for Workshop 1

1. How can museums be proactive in promoting digital inclusion?
2. What types of investment in digital skills and competencies are needed to achieve digital inclusion?
3. What types of collaboration are needed to improve museums' capabilities in relation to the inclusive digital provision and digital ethics/accountability?

### Plotting the New Co-ordinates of Digital Museum Innovation

Speaker: Ross Parry (Professor of Museum Technology, School of Museum Studies, University of Leicester, UK)

- The development of museum technology is increasingly audience-centred and driven by need.
- A greater diversity of people is often needed in decision-making, and the products made are more socially purposeful.
- The key to diversity, inclusivity and equity is to have an institution that reflects those values.



### Digital Transformation in Museums: Is it the Royal Road to Go for "Museums for All"?

Speaker: Jungwha Kim (Founding Director of the Seoul Museum of Craft Art, Former Professor, KAIST GSCT, Republic of Korea)

- Museums are essential social infrastructure in a digital age.
- Marginalised groups are still left behind in the digital transformation of museums.
- Digital inclusivity is culture.
- Involving various stakeholders from the early stage is key.
- A case at the Seoul Museum of Craft Art: collaboration with professionals and disabled visitors for the development of tactile exhibits.



## Learning and Outcomes

### What Did We Learn?

- Digital inclusivity is an academic and practical matter: clear guidelines and action plans are required alongside theoretical academic thinking.
- Digital inclusivity within the community of practice of museum professionals is a sustainability issue: how can we form an inclusive digital culture that is sustainable in the long term?
- International collaborations need to consider and accommodate digital literacy, language and socio-cultural differences to ensure knowledge is effectively shared and is beneficial for the network. Time, resources, funding and effective communication are essential.

### What Next?

- Workshop 2 Digital Engagement at GLAMs: Pushing the Boundaries to Challenge the Digital Divide
- Workshop 3 Digital Inclusion and Disabled Audiences: An Audience-centred Approach
- International conference
- Network development
- Digital inclusive community of practice