

## Tackling the 'digital divide' in Museums



Boundary Objects Project Workshop Virtual, 18 March, 2022



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# Towards a National Collection: Opening UK Heritage to the World COVID-19 Urgency Call

AHRC/Towards a National Collection welcome applications for research on digital capacity and digital engagement with cultural assets during the COVID-19 lockdown, during the period of emergence from lockdown, and on lessons to be learned from these for future patterns of cultural engagement.











## Making it FAIR: understanding the lockdown 'digital divide' and the implications for the development of UK digital infrastructures

Was a response to challenges faced by smaller museums struggling to engage online with audiences during lockdown, and beyond. Problems include:

- Low levels of basic digital literacy
- Poor understanding of audiences (including those with specific access needs)
- Uncertainty over how to transfer real-world interpretive practice to the digital realm
- Lack of guidance about technical solutions
- Barriers to future-proofing digital assets in line with the FAIR Principles (digital resources should be Findable, Accessible, Interoperable and Reusable) and shoestring budgets.





## **Making it FAIR Partners**

- University of York (Archaeology and Sociology)
- The Collections Trust
- Culture 24
- The Audience Agency
- Intelligent Heritage
- Knowledge Integration
- MOLA (Museum of London Archaeology)





## Eight museums were chosen (out of 52 applications)

- Foxton Canal Museum, Market Harborough, Leicestershire
- Gawthorpe Textiles Collection, Burnley, Lancashire
- Museum of Military Medicine, Aldershot, Hampshire
- Museum of Scottish Railways, Bo'ness, West Lothian
- Somme Museum, Newtownards, County Down
- Spelthorne Museum, Staines, Surrey
- Tenby Museum, Tenby, Pembrokeshire
- Wiltshire Museum, Devizes, Wiltshire





## **Making it FAIR Implementation**

- Action Project: Cohort received training, mentoring and technical support to develop digital collections-focussed content to stay connected with existing audiences, and reach new audiences using the Let's Get Real collaborative action research approach developed by Culture24
- Research Project: Study included a socio-technical challenge where the project team responded by prototyping simple tools that demonstrate how a fully developed infrastructure might support the smallest and least resourced museums (based on integration of existing tools). A Range of evaluation methods were also undertaken throughout, including cohort interviews, benchmarking and surveys





## What did you want to find out?

- Whether our non-specialist audiences found our collections database approachable/engaging
- Whether we can improve this without compromising its usefulness to academic researchers
- How we can best encourage our local audiences to engage with our archaeological collections online
- Whether this would actually lead to more visits to the museum.





## What did you do?

- We made two slightly different versions of the same webpage, sharing information on the recent discovery of The Melksham Hoard: one was typical, and the other a bit more 'dynamic' with slightly less specialist text. This was then sent out as part of our monthly newsletter for people's opinions.
- We also made two different Facebook posts, both emphasising the local link and the narrative of its discovery, rather than the object itself.







27 August at 18:00 · 6

Who knows St Mary's School, in Calne?

Did you know that hidden in the school grounds was a significant archaeological discovery?

This stone is actually a rare Roman relief sculpture. Find out more about this unique discovery on #FindsFriday... See more







#### Wiltshire Museum

3 September at 18:35 - 6

Over to a fascinating Melksham find today for #FindsFriday!

On display in our galleries is the Melksham hoard, which contains 3 copper horse harness fittings.

Notice the stab marks in the pictured image? ... See more







## What were the challenges?

- Pre-existing website architecture limits what we can do without it looking incongruous.
- Our collections management system doesn't link archaeological objects with potentially relevant archive photos, we need to rely on prior knowledge or search through the archive each time.





## What did you learn?

- Our members were split down the middle in terms of which webpage design they preferred: 57% opted for the more basic design, although there were requests for more surrounding information
- 85% said that seeing an object online would make them more likely to search it out if visiting the museum physically
- The Facebook post emphasising local connections and the discovery itself, rather than the object performed far better in every respect.





### What's next?

- We don't need to change the presentation of our online database, as it is what we build around it [via social media] that will drive wider engagement
- We need to ensure that our collections management database makes generating these kinds of posts quick and easy.





### **Observations**

- Cohort changed their mind: content creation is far more daunting and time consuming than technology (technology previously used as a reason for non-engagement)
- Just as important to be capturing, preserving and disseminating curated digital content (social media, blogs, etc.) as digital collections
- Extensive use of proprietary social media platforms means there is a large potential role for TaNC to provide infrastructure for FAIR metadata creation, preservation and dissemination (meeting small museums where they are)

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