Course Description:
This seminar examines the creation, dissemination, and proliferation of digital surrogates in the GLAM (Gallery, Library, Archive, Museum) community, from digital collections and online exhibitions to social media.

Course Objectives:
Students will:
- Develop professional research, writing, and presentation skills
- Connect theories presented in readings to contemporary museums through relevant examples from print publications, online media, and/or in-person visits
- Understand the development of technology in museums

Required Reading:

Recommended Reading:

Both texts are available on reserve at the Architecture and Fine Arts Library (AFA). Additional readings that are not publicly available will also be placed on RESERVE or E-RESERVE at AFA or uploaded to CANVAS.

Evaluation:

<table>
<thead>
<tr>
<th>Component</th>
<th>Weight</th>
</tr>
</thead>
<tbody>
<tr>
<td>Individual Presentation</td>
<td>15%</td>
</tr>
<tr>
<td>Technology project</td>
<td>15%</td>
</tr>
<tr>
<td>Participation</td>
<td>20%</td>
</tr>
<tr>
<td>Case Study Presentation</td>
<td>20%</td>
</tr>
<tr>
<td>Case Study</td>
<td>30%</td>
</tr>
</tbody>
</table>
Individual Presentation (15%)
Students will present a current event and/or article and lead a class discussion focused on the topic. Individual dates will be assigned during the semester.

Technology Project (15%)  DUE October 31
Students will produce a 3d print of a museum artifact that is publicly available and present it to the class.

Case Study Presentation (20%)  DUE December 5
Students will present their final case study research to the class.

Case Study (30%)  DUE December 11
Students will write a case study research paper that examines one or two current or recent (within 3 years) museum’s use of technology as discussed in the course. This should be a cohesive paper which presents original research and places the museum/event/technology into the larger narrative of museum practice and theory.

Eight to ten pages (not including bibliography and images), 1.5 spacing, Times New Roman, 12 pt.

Participation (20%)
Class attendance is essential and expected. Students are allowed two excused absences.

Students are expected to participate in each class, as well as professionally engage online via Twitter. Class relevant tweets should include #musetech6930.

Plagiarism and the Honor Code:
On all work submitted for credit by students at the University of Florida, the following pledge is either required or implied:
"On my honor, I have neither given nor received unauthorized aid in doing this assignment."
This includes plagiarism, which includes but is not limited to:
1. Quoting oral or written materials including but not limited to those found on the internet, whether published or unpublished, without proper attribution.
2. Submitting a document or assignment which in whole or in part is identical or substantially identical to a document or assignment not authored by the student.
For more on plagiarism and the honor code see: https://www.dso.ufl.edu/sccr/process/student-conduct-honor-code/

Students with Disabilities:
Students with disabilities requesting accommodations should first register with the Disability Resource Center (352-392-8565, www.dso.ufl.edu/drc/) by providing appropriate documentation. Once registered, students will receive an accommodation letter which must be presented to the instructor when requesting accommodation. Students with disabilities should follow this procedure as early as possible in the semester.

Online Course Evaluation:
"Students are expected to provide feedback on the quality of instruction in this course by completing online evaluations at https://evaluations.ufl.edu. Evaluations are typically open during the last two or three weeks of the semester, but students will be given specific times when they are open. Summary results of these assessments are available to students at https://evaluations.ufl.edu/results/.

#musetech6930
August 22 Introduction

August 29


September 5 Websites & Apps


September 12 Digital Collections & Metadata


September 19 Community Engagement


September 26 Social Media

Guest speaker


October 3


October 10 In gallery experience

Guest speaker


October 17

Guest speaker


October 24 Online Exhibits


October 31 3d printing/scanning

3d prints due, class presentations


November 7

NO CLASS – Follow #MCN2017

November 14

Guest speaker

**November 21 Accessibility/Usability**


**November 28 Crowdsourcing**


**December 5**

Case Study presentations