

Connected communities: Application to Contribute.

Share Academy: About Us

Share Academy is an Arts Council England funded project, managed in partnership with UCL, UAL and the London Museums Group, researching and facilitating collaborative working and promoting partnerships of equivalence between universities and museums.

During 2014-2015 we were given the opportunity to support a series of collaborative projects through seed funding delivering 15 collaborative projects between university academics and museums professionals. Our motivation was to explore new possibilities and we would like to share our findings to inspire others by presenting two case studies.

Presentation

Case Study I: MiCLUES collaboration between Gabriele Rossi Rognoni, Curator at the Royal College of Music (RCM), Museum of Music & Dr Nicolas Gold, UCL Department of Computer Science.

Our first case study draws on the work of Nick and Gabriele who worked together to develop an app that would enable visitors to unlock the sounds of the RCM's collection of instruments and explore additional content from the museums archives on their smart phones in proximity to the related instruments. Share Academy funded a proof of concept project to support Nick and Gabriele who are now seeking additional funding to realize the work through Horizon 2020. The presentation will contain video content from the project.

Case Study II: Inspiration Examined collaboration between Zoe Hendon, Museum of domestic Architecture (MODA) and Linda Sandinio.

Zoe and Linda used Share Academy's support to design and deliver a small research investigation into inspiration narratives. Inspiration Examined explored how art practitioners make use of the MODA archive through a series of filmed interviews. This project was concerned with how museum staff might re-engage with collections and participate in what Zoe and Linda explored as an inspiration process.

Requirements

We will present the case studies in a PowerPoint presentation. We will also present two videos associated with the projects and will need audio in the room.