

INSITE | Nov 2014- Jan 2015

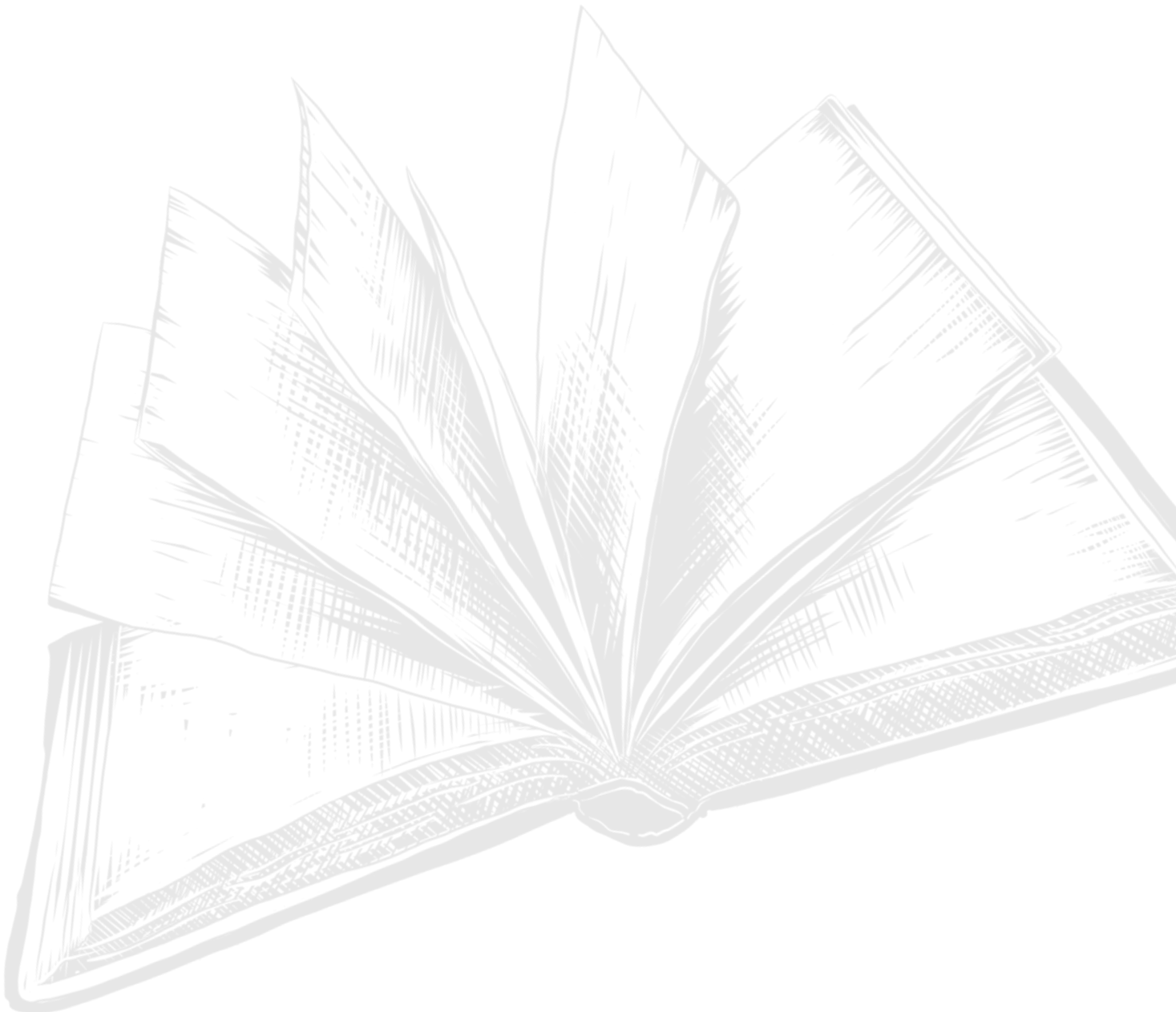
Privacy

DISCLAIMER

The information provided here was accurate as of the publication date. It is advisable to verify any alterations in practices or sector opinions. Additionally, some links provided may no longer be accessible.

SUMMARY

The November 2014-January 2015 Privacy INSITE issue contains articles about the different privacy concerns facing museums including donor information, personal stories and documentary material. Below is a list of the issue's contents and associated links. To get a copy you can contact our office or via our website.



CONTENTS

Cover:

Our cover is from the Personal Space Project run by jeweller, Zoe Brand. The Personal Space Project is an online artspace documenting a private gallery that also exists in the real world. It has been operating since 2013 and is open for 24 hours online or in real life by appointment. The gallery is located in Canberra, in Zoe Brand's bedroom. <http://www.personalspaceproject.com>

Editorial

For some interesting perspectives on privacy listen to the Ted Talk, The End of Privacy at: <http://tinyurl.com/jw9rdsc> or watch some of the presentations from the recent Is This Post-Privacy? forum at Federation Square at: <https://privacy.electronworkshop.com.au>

Graham Willett & Steve Wright (page 2)

Privacy and a Community Archive

The current era of digital access and the availability of personal information online has highlighted the need for attentiveness in managing online resources. Graham Willett and Steve Wright share the concerns of the Australian Lesbian and Gay Archive for retaining the history of the Gay and Lesbian community while protecting the privacy of individuals. <http://www.alga.org.au>

Anisa Puri (page 4)

Oral History Ethics: the Australian Generations Project

The Australian Generations Project is a large-scale oral history program that makes an excellent case study about the management of privacy and the close relationship between privacy and ethics. Anisa Puri explains how the Generations Project is managed and what contemporary factors have influenced its development. <http://artsonline.monash.edu.au/australian-generations/>

Deborah Tout-Smith (page 6)

Collecting Love & Sorrow

The centenary of the first World War has presented museums with the opportunity to tell the stories of the war and its aftermath. Deborah Tout-Smith curated Museum Victoria's World War I: Love & Sorrow exhibition and explains some of the issues around displaying personal and confronting information about returned soldiers and their families. <http://loveandsorrow.com>

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Juliette Hanson (Page 8)

Protection and Exposure: exhibiting artworks from the Cunningham Dax Collection

The Dax Centre holds exhibitions and runs public programs that investigate art, creativity and the mind in order to raise awareness about mental health and encourage empathy for people who have experienced mental illness or trauma. Protecting the privacy and the identity of artists whose works are in the collection or in exhibitions is a constant concern. Juliette Hanson explains how they work with artists and what they achieve.

www.daxcentre.org

Bridget Forbes (Page 9)

The Museums Change Lives Conference

Bridget Forbes shares a day in the life of the Museums Association UK conference that she attended in Wales.

Brian Allison (Page 11)

Percy's Private Matters

The Grainger Museum is the only purpose-built autobiographical museum in Australia. Brian Allison explains how the display of information about aspects of Percy Grainger's personal life has evolved over the life of the Museum.

<http://www.grainger.unimelb.edu.au>

Apps & Online

Explore Westminster Hall app

Designed to enhance a visit to the oldest parts of UK's Houses of Parliament, this app covers the architecture, history and characters of Westminster Hall.

www.parliament.uk/visiting/access/explore-westminster-hall-app

Internet Arcade

A library of emulated, coin operated video games from the 1970s-1990s that illustrates the issues of preserving software collections.

<https://archive.org/details/internetarcade>

Mission Eureka

Interactive family game on an iPad at the Philips Museum that uses iBeacons to locate players in the exhibition gallery.

http://www.philips-museum.com/uk/mission_eureka.html

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Field Museum audience research

Which visitors do and don't want to use digital media in the museum? The Field Museum is releasing a report, titled What Makes a Great Museum Experience and How Can Technology Help?

<http://futureofmuseums.blogspot.com.au/2014/11/digging-deeper-than-dinosaurs-and-pasta.html>

Amara

New government web accessibility requirements kick in at the end of 2014. This free platform is simple and user-friendly for DIY video captions.

www.amara.org/en

The items included in Apps & Online are information listings and have not been tested or reviewed by AMaGA Victoria.