Digital Museum

--A case of the National Museum of Ethnology--

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1 Museums as multi-media archives

1.1 Storage place of historical products by human activities
1.2 Meaning of culture and civilization
1.3 Data from the cultural anthropology
1.4 Variations of museum names by materials they collect
1.5 Unified system by digitizing multi-media information

2 Multi-media System at the National Museum of Ethnology (NME)

2.1 Outline of NME
2.2 Multi-Media Information Retrieval System (MMIR)
    2.2.1 Text
    2.2.2 Slide and picture
    2.2.3 Artifact
    2.2.4 Voice and music
    2.2.5 Video

3 Applications of IT for museum exhibition

3.1 Video-theque: full automatic video jukebox
3.2 Portable personal multi-media exhibition guide system
3.3 Multi-screen system
3.4 Interactive explanation system for artifacts
3.5 PDA for a deaf person

4 An Experimental System for Global Digital Museum (GDM※)

4.1 Project of NME, IBM Japan, British Museum, Cornell University
4.2 Functions of GDM
4.3 Contents of GDM

※S.Sugita, J-K.Hong, T.Fujii, J.Reeve, G.Gay(eds.) *Global Digital Museum (GDM) for Museum Education on the Internet* , Senri Ethnological Reports 28,National Museum of Ethnology,Osaka,2002