Digital storytelling has spread rapidly due to the growth and possibilities offered by ICT devices ([3] [4]). Together with digital tools to tell stories, museums and other cultural institutions have adopted Homm-sw, a software application that supports multimedia narratives which enhance tangible and intangible heritage in education, and cultural mediation, as well as in tourism.

**Issues**

Social inclusion, lifelong learning and the regeneration of competence networks are key processes which foster innovation. Museums can play an important role in these processes and ICT strongly supports the effectiveness of the interventions required. Among them, digital tools to tell stories are becoming increasingly popular. Narratives in new dimensions enable the formation of personal and community identities and the construction of meanings ([1][2]).

**Managing the community of users, authors, administrators of the sw**

Homm-sw: the architecture

Homm-sw is based on four pillars: (1) a web system for creating and managing the community of users, authors, administrators of the sw platform and of contents; (2) ICT information points in the museum that integrate contents; (3) a website with a personal workspace that allows for the possibility to ‘prolong the visit after the visit’; (4) a working group for production and content management, and a set of collaboration tools to expand the storage of content.

Homm-sw: tools

The application is online at www.homm-museums-software.org. So far, it implements the engine for creating and managing the activity ‘networks-of-stories’, to create a nonlinear and open multimedia narration ([5] [6]). Homm-sw supports educators, also in contrasting learning difficulties, in developing inclusive and collaborative educational practices.

1. Homm-sw goals

• Deliver multimedia contents about museum topics

• Offer interactive applications (‘Activities’) to visitors

• Build tools to assemble Activities

• Organize a community around the museum

2. Multimedia clip repository

Authors can create clips and add specific data for Activity in node (i.e. nodes for references, labels and metadata for 1 dimension).

3. Activity authoring and use of clip repository

Activity state + Activity structure + Activity interface + Activity authoring engine

4. Activity engines and custom activities

Authors can customize the behavior of clips and add specific data for Activity for different activity states.

5. Personal space and activity instances

Users can have a general look at museum contents and location for a Timeline) specific data for Activity (i.e. nodes for references, labels and metadata for 1 dimension).

6. User interaction state generalization

Users can manage publishing state and custom activities.

7. User lifecycle in Homm-sw

Before-the-visit

• On-site

• After-the-visit

During the visit:

• Build tools to assemble Activities

• Organize a community around the museum

After the visit:

• View and download clips

• Store notes and memos

• Manage contents and clips in the playlist

Conclusion

Homm-sw can be shared with non-profit organizations who intend to develop new features and share the upgrade with previous users, also in new users, on the same grounds. New features will be implemented according to the demands of users, together with multi-channel and multilingual extension. As a tool for digital storytelling, integration with features of other software applications is welcome.

**Acknowledgments**

Credits | contacts | more information


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C a f F o s s i l U n i v e r s i t y (I t a l y)


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Museums adopting Homm-sw benefit from this.

Before the visit: users can have a general look at museum contents and location for a Timeline).

During the visit: with Homm-sw, users can retrieve their notes and add more details about museum exhibits and augmented reality, hands-on activities and multimedia contents, living laboratories, dynamic video clips. Homm-sw in the onsite-mode allows only notes and memos, to fully enjoy what the museum uniquely offers! After the visit: users access their online workspace to retrieve and explore their notes, and many more contents, as much as they like.

Innovative features

Beyond those common to other ICT tools in use in museums, Homm-sw has two key innovative functions.

First, recording and retrieval of users’ activities: during the visit in a museum, the visitor accessing her account may browse and take notes in her personal workspace and then retrieve and explore them, and many more, as much as she likes after the visit.

Second, narratives presented through a set of related clips (videos, albums, texts) are easily seen in the conceptual map proposed by the curators.

References


[7] European Centre for Living Technology (ECLT)