

P2A.10 WHEN AN ARCHAEOLOGY MUSEUM «SOUNDS WELL»

Alessandra Menegazzi & Cinzia Bettineschi, Padua University, Italy

Between 2015 and 2016, the Museum of Archaeological Sciences and Art (MSA) took part in the University project, "Archaeology and Virtual Acoustics: A Pan Flute from Egypt" carried out together with archaeologists and sound engineers. The main objective was to find a new model to display ancient musical instruments in archaeology museums. In MSA, the instrument was a Pan flute from greek-roman Egypt. The project adopted a multidisciplinary approach that allowed us to virtually rebuild the flute and recreate its sound. An important step for the Museum was defining co-curation together with the academic group, especially young Ph.D. students at their first approach to a museum exhibit. The key outcomes: virtual presentation (e.g. the Pan flute can be virtually played and explored in deep by the public through an electronic device); new opportunities to communicate the collections to a wider public; educational engagement; social role (e.g. music for people's inclusion). The message: even a single object can change the way you work in a museum and its perception to the public.

Biographies

Alessandra Menegazzi is Curator of the Museum of Archaeological Sciences and Art at University of Padua. Her main interests are in museology and history of collecting, especially plaster casts collections.

Cinzia Bettineschi holds a Ph.D. in archaeometry. Her main interests are Public Archaeology, with a special emphasis on Museum Education and dissemination activities.