

Subject card

Subject name and code	Innovative Museology, PG_00073595						
Field of study	Nowoczesne muzealnictwo						
Date of commencement of studies	October 2024	Academic year of realisation of subject			2025/2026		
Education level	Bachelor's studies	Subject group			Obligatory subject group in the field of study		
Mode of study	full-time studies	Mode of delivery			at the university		
Year of study	2	Language of instruction			Polish		
Semester of study	3	ECTS credits			2.0		
Learning profile	academic	Assessment form			credit		
Conducting unit	Division of 19th Century History -> Institute of History -> Faculty of History -> Rector						
Name and surname of lecturer (lecturers)	Subject supervisor		dr Michalina Petelska				
	Teachers		dr Michalina Petelska				
Lesson types	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	0.0	30.0	0.0	0.0	0.0	30
	E-learning hours included: 0.0						
	Additional information: ćwiczenia audytoryjne, zajęcia terenowe poza UG - w muzeum						
Learning activity and number of study hours	Learning activity	Participation in didactic classes included in study plan		Participation in consultation hours		Self-study	SUM
	Number of study hours	30		2.0		30.0	62
Subject objectives	<p>Creating a basis for critical reflection on contemporary museology.</p> <p>Introduce students to the activities of museums in its various dimensions.</p> <p>Preparing students to co-create museum activities in the Internet.</p>						

Learning outcomes	Course outcome	Subject outcome	Method of verification
	[PGHL3_W10] Knows and understands the basic economic, legal, ethical and other conditions of various professional activities related to historical games, including the basic concepts and principles of industrial property protection and copyright law.	Knows and understands the economic, legal and ethical determinants of various professional activities related to work at a museum related to PR and organizing events.	[SW1] wypowiedź ustna/rozmowa/dyskusja
	[PGHL3_K03] Is ready to initiate public interest activities in the protection and promotion of historical heritage at the local and regional level	Is ready to initiate activities popularizing history as part of work at the museum, with particular emphasis on organizing museum games.	[SK5] realizacja zadania problemowego [SK8] obserwacja samodzielnej lub zespołowej pracy studenta
	[PGHL3_K02] Is ready to fulfill social obligations, co-organize activities for the benefit of the social environment in the field of education and promotion of historical and cultural heritage of his/her region, Poland and Europe	Is ready to take up a career at a museum in a department of cultural projects and responsible performance of professional duties.	[SK1] wypowiedź ustna/rozmowa/dyskusja [SK5] realizacja zadania problemowego
	[PGHL3_U02] Can select and apply methods and tools (including advanced information and communication techniques) in a manner appropriate to the problem being solved	Is able to correctly select and use appropriate tools for popularizing history through museum activities, including the use of: museum games, museum social media channels, multimedia projects, online workshops, and museum databases.	[SU1] wypowiedź ustna/rozmowa/dyskusja [SU8] obserwacja samodzielnej lub zespołowej pracy studenta
[PGHL3_U07] Able to plan and organize individual work and interact with others in teamwork	Is able to plan and organise individual work and interact with others within the work of the cultural projects department or the PR department in a museum.	[SU8] obserwacja samodzielnej lub zespołowej pracy studenta	
Subject contents			
Prerequisites and co-requisites			
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	test	51.0%	70.0%
	reading, solving problem tasks	0.0%	30.0%
Recommended reading	Basic literature	<p>D. Folga-Januszewska, Dzieje pojęcia muzeum i problemy współczesne - wprowadzenie do dyskusji nad nową definicją muzeum ICOM, "Muzealnictwo" 2020(61): 39-57.</p> <p>Muzeologia cyfrowa. muzeum i narzędzia cyfrowe humanistyki, pod red. M. Baki, Toruń 2020.</p> <p>J. Orzechowska-Waślawska, Efekt Bilbao w Polsce? Katowicka Strefa Kultury jak Abandoibarra, czyli baskijskość i śląskość w procesie rewitalizacji, "Kultura Współczesna. Teoria. Interpretacje. Praktyka", 2017 (98/5), s. 108 - 123.</p> <p>M. Przybysz, T. Knecht, Wykorzystanie social media w muzeum - korzyści i zagrożenia, "Studia Elckie", 22(2020), nr 3, s. 325 - 342.</p> <p>R. Więckowski, "Chmura" dostępnej sztuki, Kultura Współczesna, 3(102)/2018, s. 146 - 157.</p>	

	Supplementary literature	<p>M. Lorenc, "Proszę się cofnąć do przodu!" - o polityce partycypacji w pracach ICOM nad "praską definicją muzeum", "Muzealnictwo" 2022(63): 165-172.</p> <p>K. Sala, Ekomuzea jako innowacyjny produkt turystyczny na przykładzie Ekomuzeum Rzemiosła w Dobkowie, "Zeszyty Naukowe Małopolskiej Wyższej Szkoły Ekonomicznej w Tarnowie", t. 33, nr 1, marzec 2017, s. 115 - 124.</p> <p>A. Stasiak, Muzeum jako produkt turystyczny [w:] Przemysł turystyczny, pod red. A. Schwichtenberga i E. Dziegieć, Koszalin 2000, s. 165-182.</p>
	eResources addresses	<p>Basic</p> <p>http://cejsh.icm.edu.pl/cejsh/element/bwmeta1.element.desklight-647a11ad-3f79-478f-ac62-3152b582514b - M. Przybysz, T. Knecht, Wykorzystanie social media w muzeum - korzyści i zagrożenia, "Studia Etckie", 22(2020), nr 3, s. 325 - 342. [accessed: 29.06.2024].</p> <p>http://cejsh.icm.edu.pl/cejsh/element/bwmeta1.element.ojs-doi-10_26112_kw_2017_98_08 - J. Orzechowska-Waławska, Efekt Bilbao w Polsce? Katowicka Strefa Kultury jak Abandoibarra, czyli baskijskość i śląskość w procesie rewitalizacji, "Kultura Współczesna. Teoria. Interpretacje. Praktyka", 2017 (98/5), s. 108 - 123. [accessed: 29.06.2024]</p> <p>https://repozytorium.umk.pl/handle/item/6676 - Muzeologia cyfrowa. muzeum i narzędzia cyfrowe humanistyki, pod red. M. Baki, Toruń 2020. [accessed: 29.06.2024].</p>
Example issues/ example questions/ tasks being completed	<p>Make your own interpretation of the changes taking place in the definition of a museum.</p> <p>Can examples of the "Bilbao effect" be identified in Poland?</p> <p>Analysis of the activity of selected museums in social media. Students prepare proposals for their own social media posts/promotional campaigns.</p> <p>What does an "accessible museum" mean?</p>	
Work placement	Not applicable	

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