CODES OF CULTURAL HERITAGE-2022-1-RO01-KA220-SCH 000085067

Museums&Associations in terms of School Survey Results & Evaluation



By Prof. Dr. Didem Baş & Gülden Bayrak

Istanbul STEAM Bilim Teknoloji Eğitim Kültür Sanat Derneği

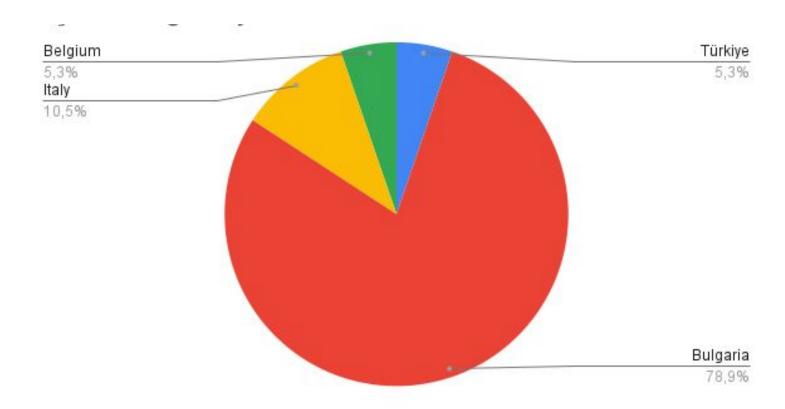
Museums&Associations Surveys Purpose

• With the aim of identifying the needs of Museums&Association in terms of cultural heritage learning/teaching cultural heritage and learning tools, the results of the survey prepared to create a current situation simulation were taken.

Demographic Information Results

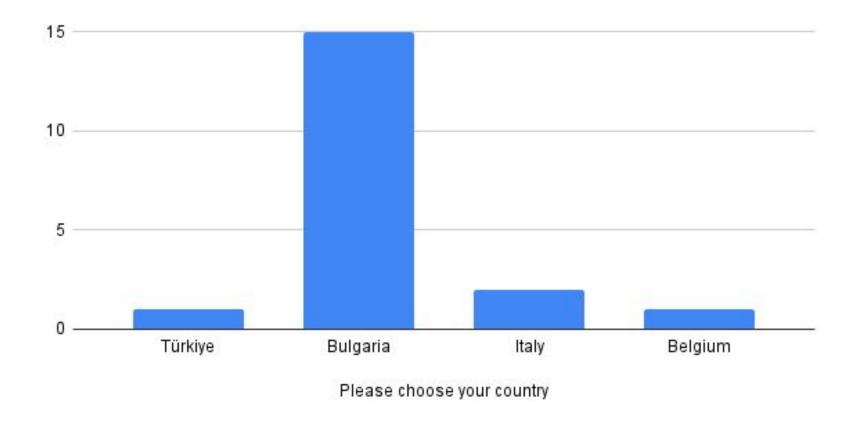
The countries of the Museums&Associations

DEMOGRAPHIC RESULTS



In the survey applied to a total of 19 museums&associations from 4 countries, including the project partners, the highest participation rate was found in Bulgaria with 78.9%, Italy with 10.5%, Belgium with 5.3% and Türkiye with 5.3%.

DEMOGRAPHIC RESULTS



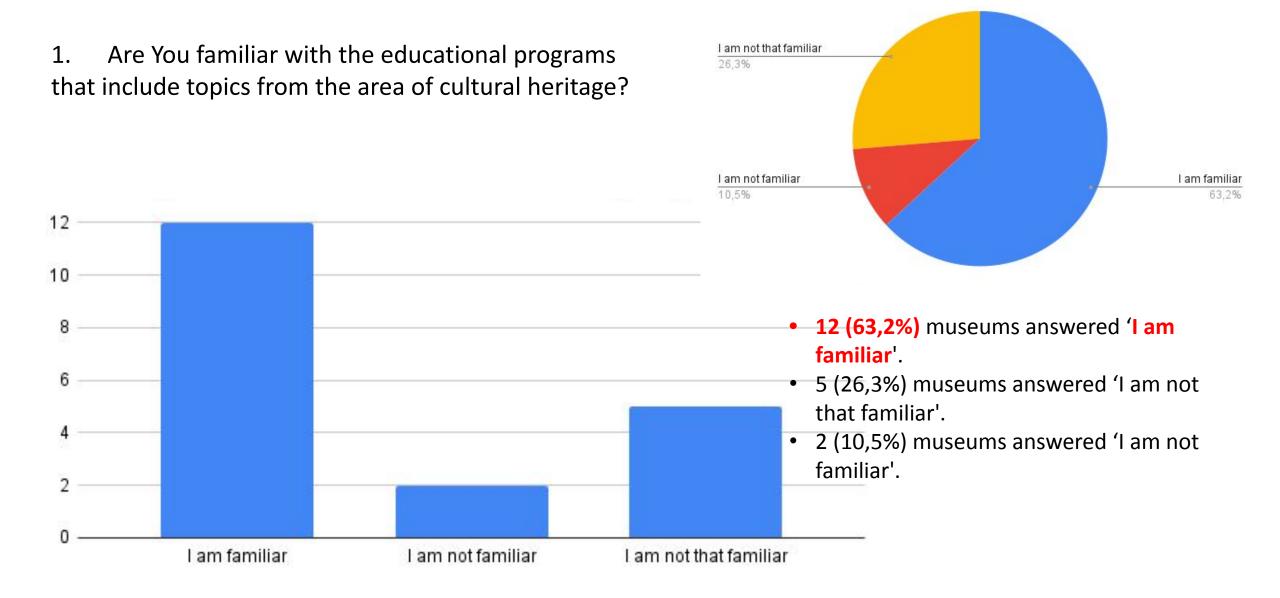
Bulgaria 15 (78,9%) Italy 2 (10,5) Türkiye 1 (5,3%) Belgium 1 (5,3%)

The results of the survey applied for the needs of Museums&Associations

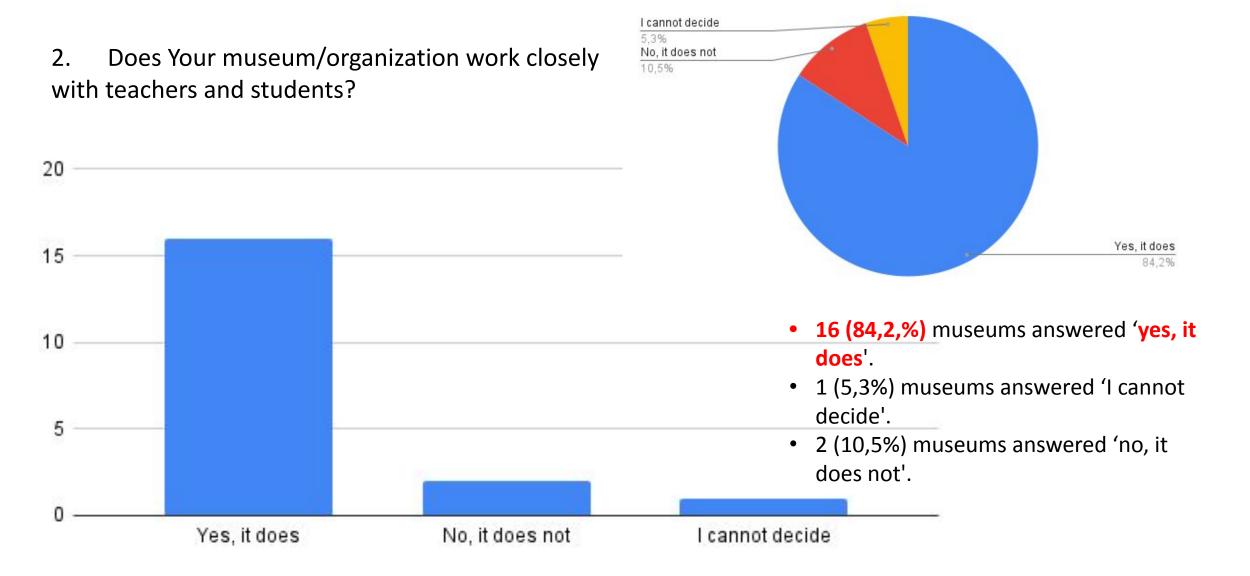
The survey applied for the needs of Museums in all partner countries wanted to know:

The current approaches and knowledges of the participant Museums&Associations about

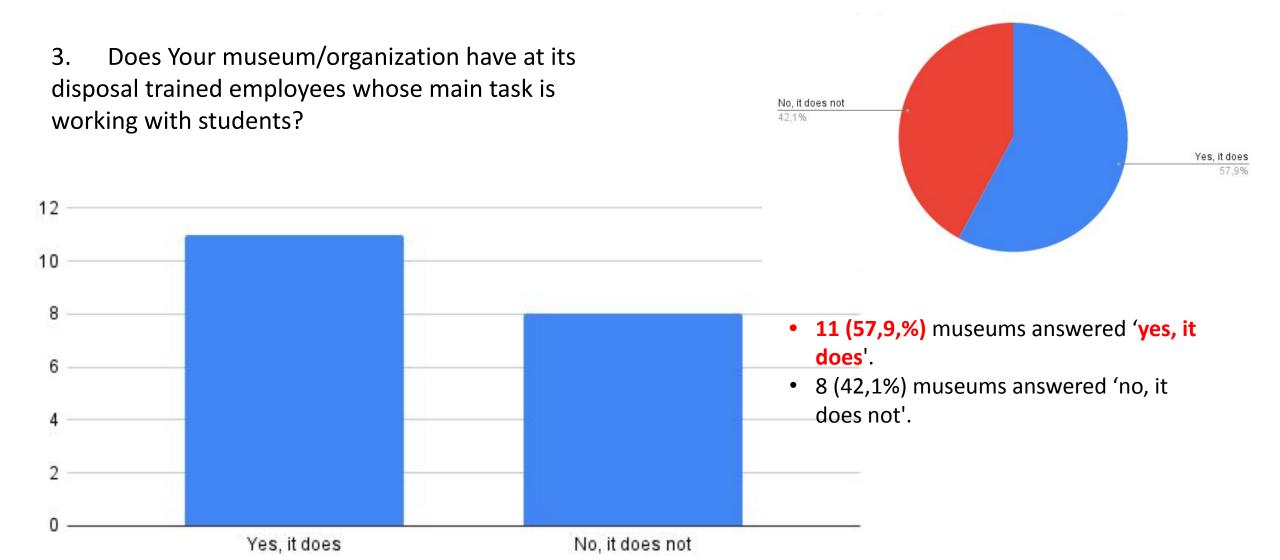
- their familiarities to the educational programs for/through cultural heritage
- their awareness of educational needs for cultural activities in museums.
- their willingness to use digital tools and digital platforms in museum for the educational programs for/through cultural heritage



familiarities to the educational programs for/through cultural heritage

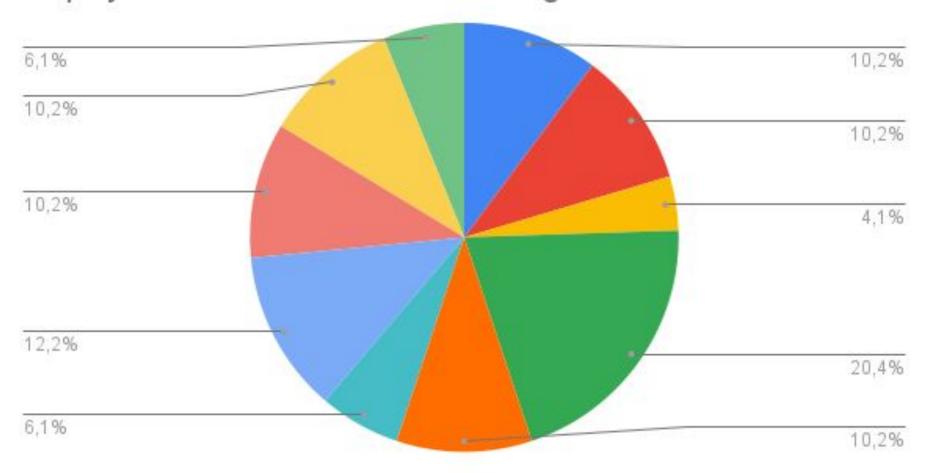


awareness of educational needs for cultural activities



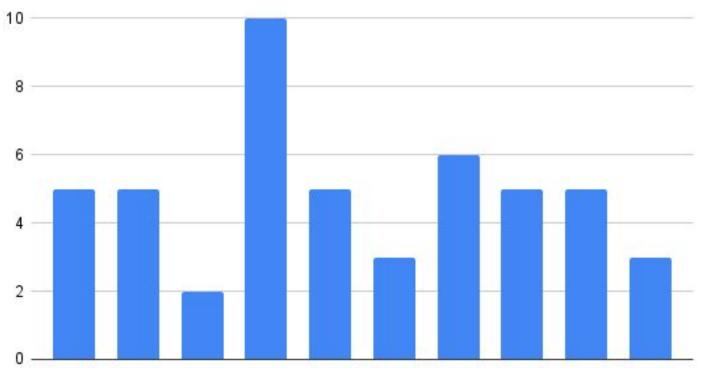
awareness of educational needs for cultural activities

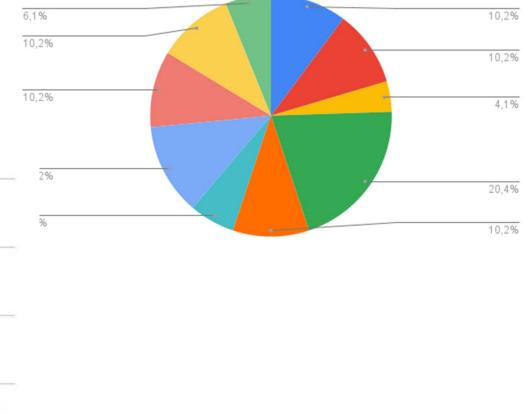
4. In Your opinion, what should be the number of trained employees whose main task is working with students?



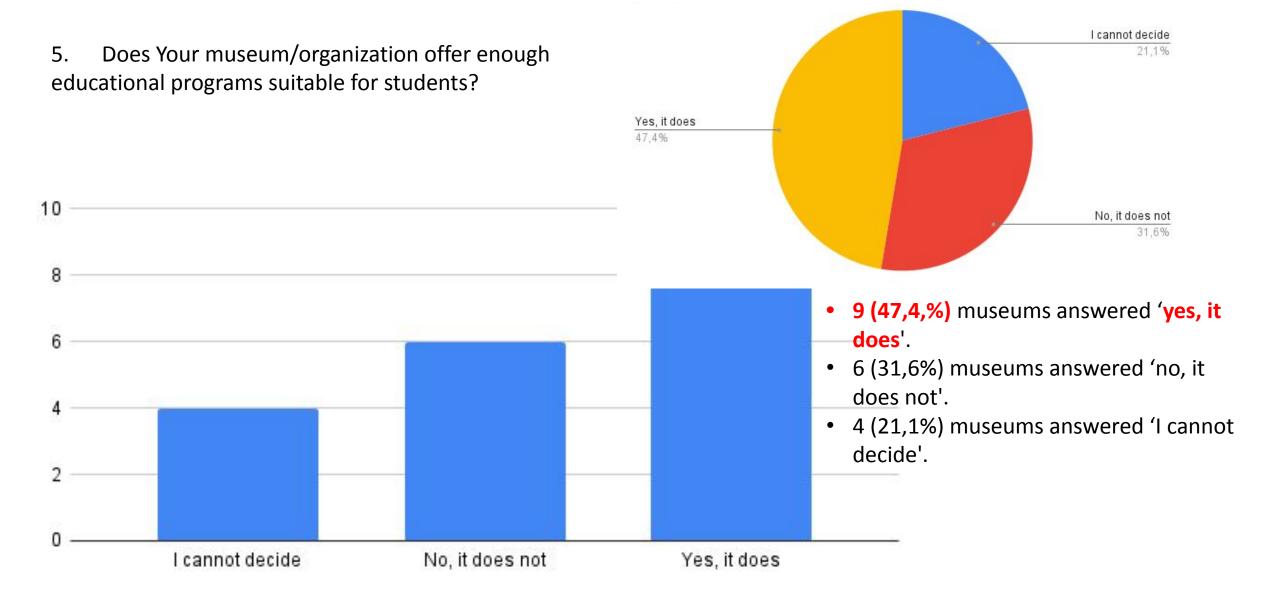
awareness of the needs for education

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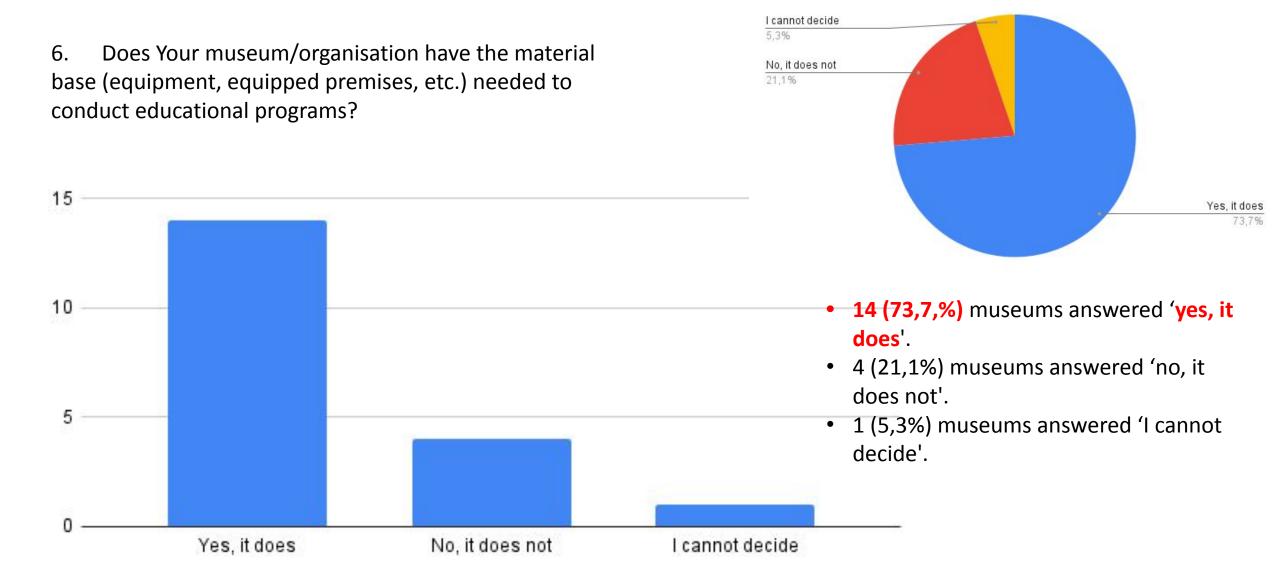




awareness of the needs for education

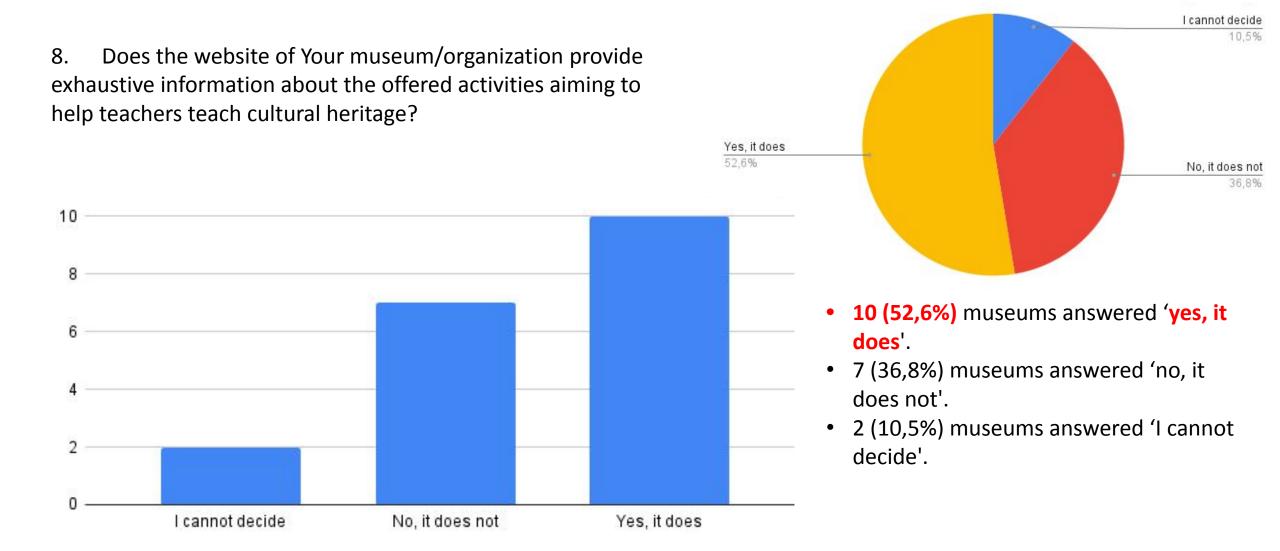


awareness of educational needs for cultural activities

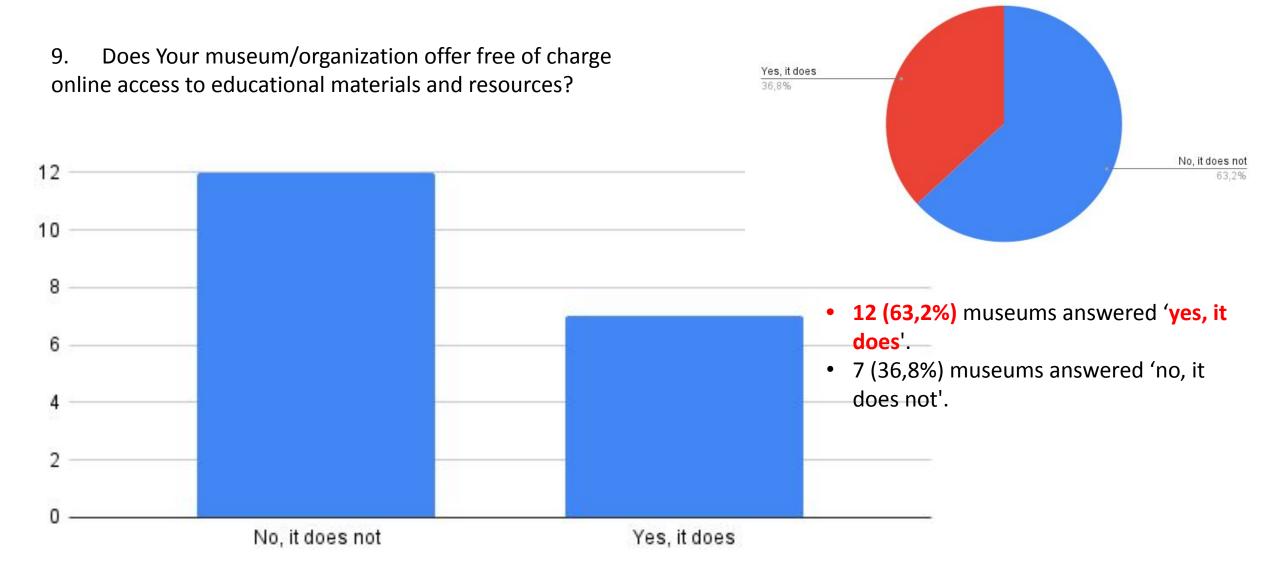


awareness of educational needs for cultural activities

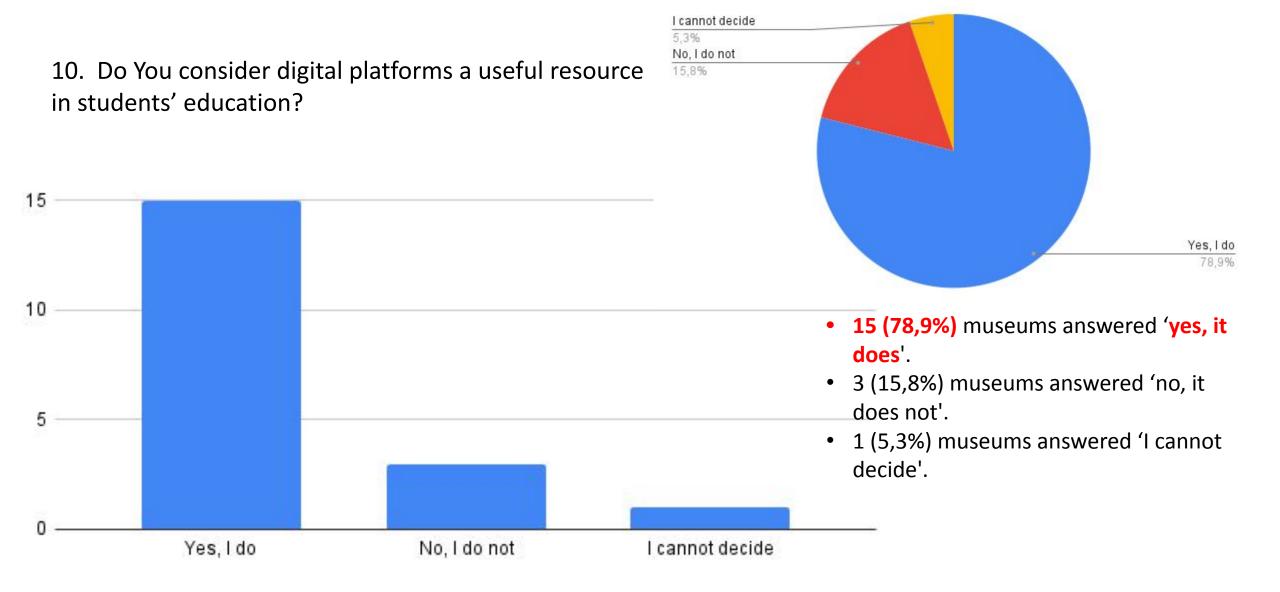
- 7. In Your opinion, what equipment and material base does Your museum/organization need in order to conduct successful educational programs?
- Computer stations, game spaces, interactive boards
- large display for presentations, audio equipment, interactive installations, educational games
- Suitably educational spaces, interactive technologies tablets, VR, AR, etc.p mobile applications, maps and visual materials.
- presentation rooms and multimedia equipment for them
- Yes. It s needed computers, and digital platform.
- We need more computer configuration, and modern technique.
- A specialized hall with thematic equipment, depending on the type of museum.
- digital Technologies
- It depends on the very specifics of the educational program.
- Copies or replicas of specific household items from the 19th to the 20th century
- its not enough
- 1. tablets. 2. Reconstructions of historical costumes and tools for reenactment activities
- cameras, computers, video camera lights
- tablets for individual usage, an extra place for practice of old crafts, etc.
- photographic and video equipment
- Replicas of medieval equipment
- We have the chance to work together with museums so, the propositions are rich, diversified and are realized in the aim to provide children who are thinking, testing.
- A more developed space in which to implement various educational initiatives



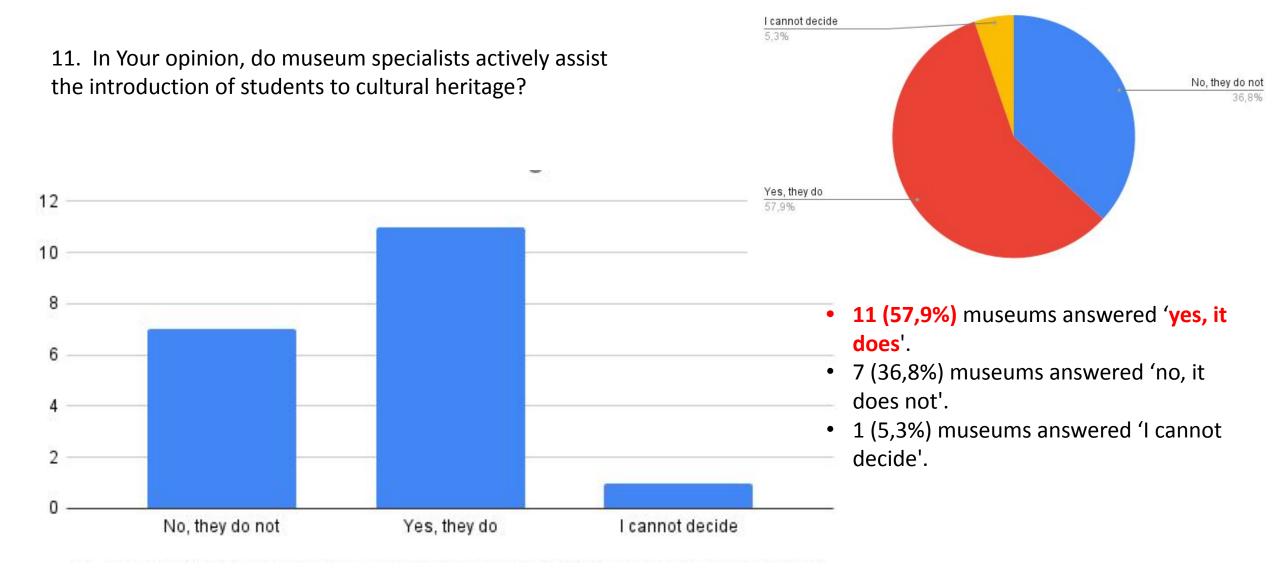
awareness of educational needs for cultural activities



willingness to use digital tools and digital platforms



willingness to use digital tools and digital platforms



awareness of educational needs for cultural activities

- 63,2% of the museums are familiar with the educational programs that include topics from the area of cultural heritage. However, 84% of them work closely with teachers and students.
- 58% of museums have trained staff to work with students. However, museums stated that 'the number of educated employees whose main task is to work with students' can be in the range of 1-10.

- 47,4% of the museums offer enough educational programs suitable for students. However, 74% of the museums have the necessary material base (equipment, equipped facilities, etc.) to carry out their educational programs.
- 'what equipment and material base is needed to run successful training programs?' Museums have given various answers to this question.
- These needs focus on digital materials including hardware and software such as 'tablets, cameras, computers, video camera lights, photographic and video equipment, computer configuration, computer stations, game spaces, interactive boards'.

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- While 52% of the museums state that their websites provide detailed information about activities aimed at helping teachers teach cultural heritage, the other half think that websites are insufficient in this regard.
- In addition, only 37% of museums offer free online access to educational materials and resources.
- However, 80% of them see digital platforms as a useful resource in the education of students.

• And while 60% of museums state that museum experts actively help students get acquainted with cultural heritage, 40% think otherwise or remain undecided.

thank you for your attention