











I. COLLECTING AND SUSTAINING THE COLLECTION, (CONTRIBUTORY PROJECT):

- Crowd involvement in preservation of digital heritage (Tonkin)
- Crowd sourcing
- ...

WAYS OF ENGAGEMENT

- Mobile technologies (including AR)
- Wearable technologies (including VR)
- Maker movement; Do-It-Yourself technology
- Internet of Things
- ...

DIGITAL TECHNOLOGIES

II. USING THE COLLECTION (CO-CREATIVE PROJECT):

- Using art works as a source of creativity (Howard)
- Communicating through art (Momeni)
- ...

WAYS OF ENGAGEMENT

- Mobile technologies (including AR)
- Wearable technologies (including VR)
- Maker movement; Do-It-Yourself technology
- Internet of Things
- ...

DIGITAL TECHNOLOGIES

III. DIALOGICAL ENGAGEMENT WITH CROWDS (COLLABORATIVE PROJECT):

- Curation by the audience (Howard)
- Audience determines arrangement of content
- ...

WAYS OF ENGAGEMENT

- Mobile technologies (including AR)
- Wearable technologies (including VR)
- Maker movement; Do-It-Yourself technology
- Internet of Things
- ...

DIGITAL TECHNOLOGIES