



**HUMBOLDT
FORUM**
IM BERLINER SCHLOSS

DER HUMBOLDT`SCHE KOSMOS IM DIGITALEN RAUM

Conrad Mücke, Stiftung Humboldt Forum im
Berliner Schloss



Die Beauftragte der Bundesregierung
für Kultur und Medien

Gefördert durch

museum4punkt0 



Documentation of the current project

Digital Story Telling and Outreach



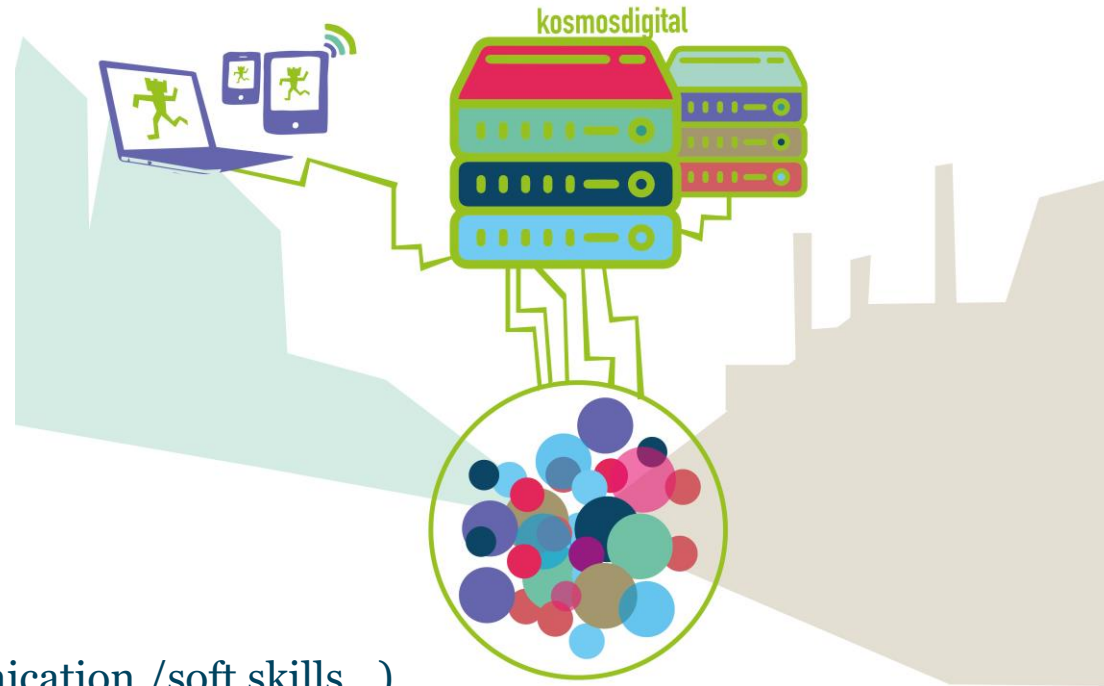
Multiperspectivity

What do we want to teach and how do we want to reach it?

- Museum: a space of experience
- Exploration of job descriptions
- Cultural interchange
- Promote multiperspectivity in the context of memorial and interpretive cultures
- Dialectical methods: for example to lose the power of interpretation



The three dimensions of the implementation



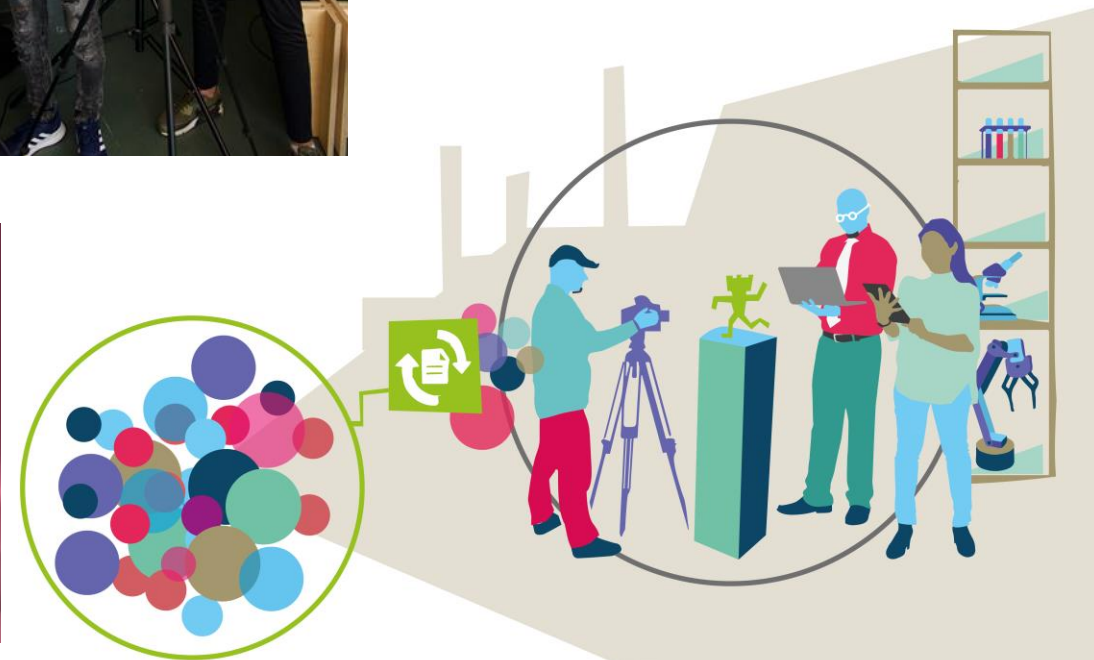
- the human components (communication /soft skills...)
- the narrative components (storytelling: content, structure, dramaturgy...)
- the technological components (cameras, sounddevices, data storage...)

„the stories behind the objects“

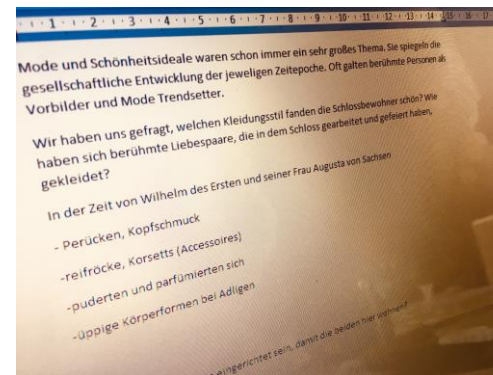
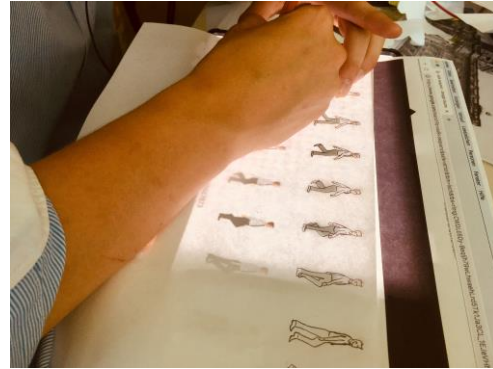


- the real objects are the stories basement
- stories about the objects people or about the object biography
- stories are non-fictional (documentaries/ animated films)
- aim: serious reflection of the topic and engage with it in depth

Workshop with Refugees Class:

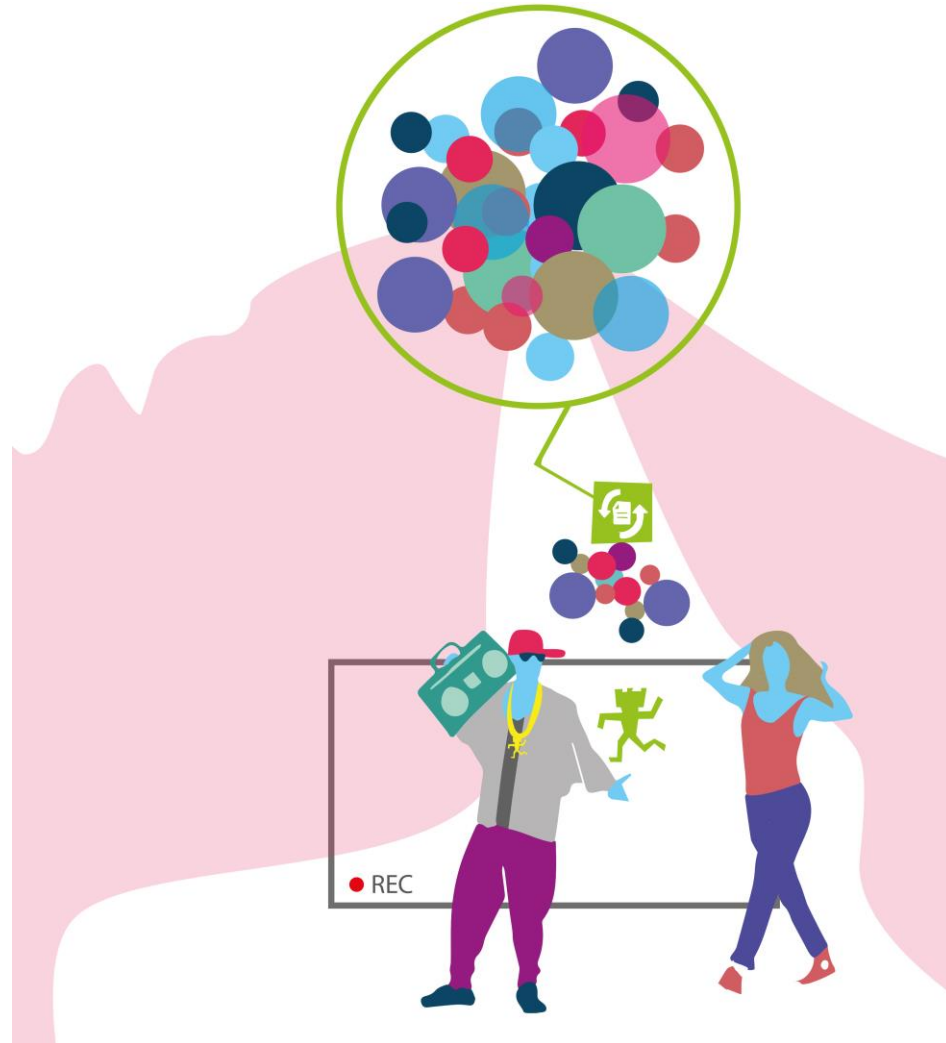


Summer School with Jugendkunstschule



Co-creative shooting of "documentary videos" with found footage on the history of the site

Semester Project with Art Class Moabit



Storytelling Workshops with Kids:



Storytelling workshops with children and young people serve:

- the discovery of the contents
- the strengthening of media literacy





Object Talks Multiperspektive Interviews

Object Talk in HU Science Museum



Object Talk in Depot Stadtmuseum



Object Talk in Museum in der Kulturbrauerei





Digital Object Talks

Digital, Mobil & Personalized

The Concept

- one room - an object
- No barriers
- Exclusive encounter experience with the object
- Basic information about the object
- A round table restrained moderation
- People not known to each other come into conversation

The Challenge

— The challenge is:

- enable a comparable conversation experience in digital space
- enable an equal confrontation with the original object

How can the object conversations be made accessible online and the videos be documented?

The Doing

- Develop a concept idea
- Select a placeholder for a museum object
- Reconstruct an object Talk
- Look for techniques
- create a click dummy
- Build an MVP

Vielen Dank!