Hackathon 3.0 Galleries

We expect participants to follow the code of conduct and other Museum policies throughout the Museum as communicated by Museum staff or security guards.

At all times be respectful of the art and other property at the Museum and do not touch or endanger any art objects at any time. Please stay at arm's length distance from the artwork at all times.

If your team are finalists, you will be required to demonstrate your project to the judges in two of the galleries marked with a ◇ .
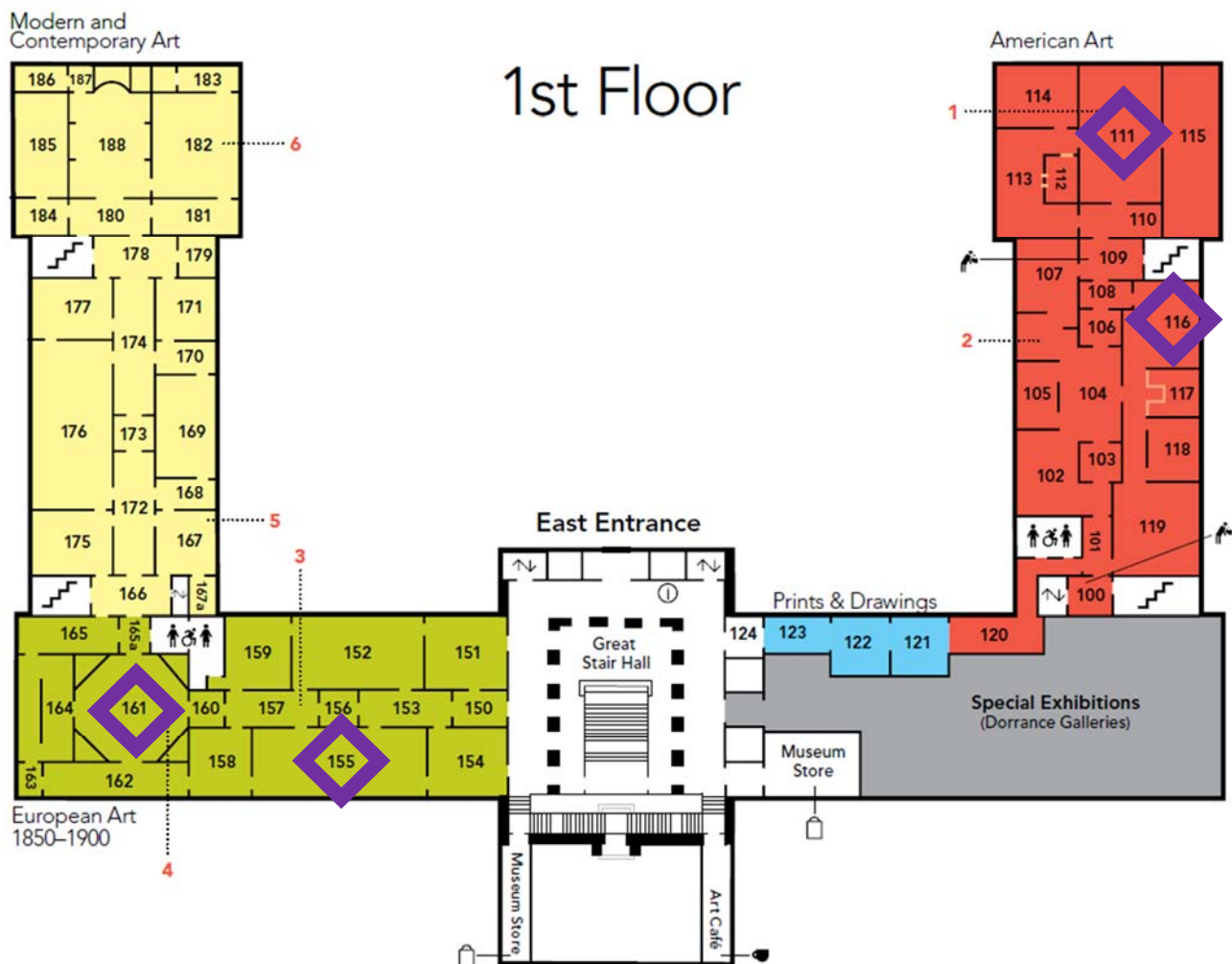
Object counts may vary during the Hackathon month.

First Floor
Gallery 111 – 33 objects
Gallery 116 – 18 objects
Gallery 155 – 23 objects
Gallery 161 – 15 objects

1st Floor

Second Floor

Gallery 201 – 22 objects
Gallery 204 – 39 objects
Gallery 226 – 41 objects
Gallery 244 – 23 objects
Gallery 265 – 74 objects
Gallery 283 – 16 objects
Gallery 299 – 29 objects

Hacking is
Art

philamuseum.org

2nd Floor

European Art 1500–1850

Asian Art

294	295	296
293	299	297
292	291	298

290
290a
280
289
288
287
279
286
284
285
278
281
277
282
276a
276

240	240a	243
239	244	242
238	241

237
236   226   232
231
225
235   230
224   229
234
228
233   223   227
222   221

7
12
8

European Art
1500–1850

11

Great Stair Hall Balcony

273	274	262	261	254	253	252
272	275	263			
269	267	266	264	258	255	250
270	268	265	260	259	257	256	251

Textiles
271

214	216	215	217	218	219	220	221
200		201	202	204	205	206
207	208	209	203		
		210	211	212	213	213a

9

European Art
1100–1500

245   249
246   247   248

10

Arms and
Armor