



Museo Kordilyera

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<https://museokordilyera.upb.edu.ph>

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This project is generously funded by the StudyPH Program Commission on Higher Education through the International Affairs Staff (CHED-IAS).

In cooperation with Museo Kordilyera and the College of Social Sciences- Social Science Research and Extension Institute (CSS-SSREI), University of the Philippines Baguio

Acknowledgement:

Office of the Chancellor

Office of the Vice-Chancellor for Academic Affairs

Office of the Vice-Chancellor for Administration

UPB Finance Offices

UPB Supply and Property Management Office

UPB Systems and Network Office

MK - CHED Support Team



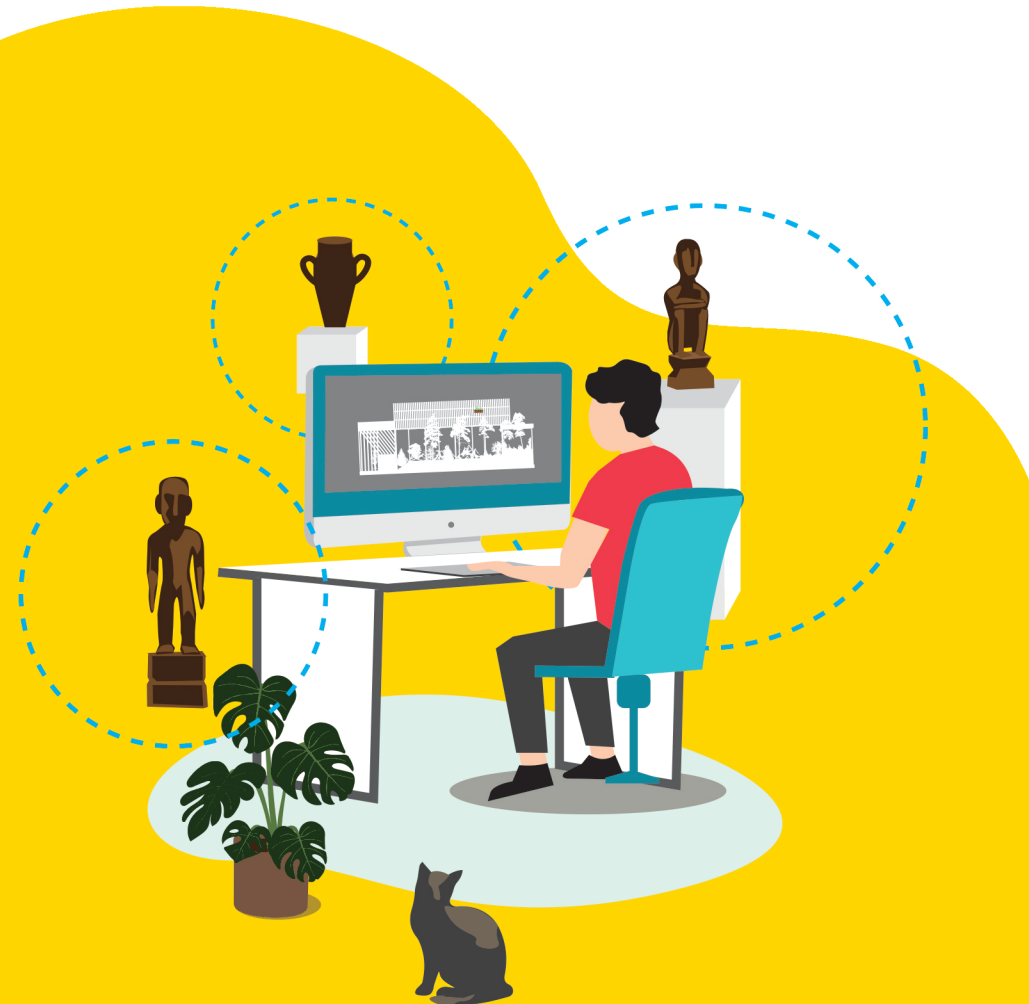
SSREI



Museum Management Training for HEIs (Year 3)

Museums and Virtuality:

Establishment of Virtual Tours for SUCs in the Philippines





Museums and Virtuality:

Establishment of Virtual Tours for SUCs in the Philippines

University museums are powerful resource centers for higher education institutions, however, with the recent challenges brought by the COVID-19 pandemic, HEI museums seized museum operations, or thrive to make their presence online. The International Association of Universities (IAU) survey revealed that half of the universities that responded indicated a weakening of existing partnerships because of COVID-19 crisis (Marinoni et al. 2020). As such, almost 20% of the universities reported a negative impact on the mobility of the students and academic staff.

Recently, the introduction of digital technology such as 3D virtual museum tours and online museum websites adopted the transition of digitization and management of museum cultural collections online. Drawing from digital technology, this online platform could provide an opportunity and new contexts on how the SUCs/HEIs provide and make accessible museum collections and online exhibitions worldwide, at the same time can still provide educational and authoritative content. Furthermore, it shall complement online teaching and internationalization efforts, thereby reshaping the significant role of university museums as producers and distributors of cultural content. As such, this project aims to gather educators, HEI/SUC leaders, and LGUs to enable their respective museums to (1) create digital content for museums; (2) produce a virtual museum tour and (3) enhance online cultural learning and promote educational tourism.

This project aims to contribute to the global targets of SDG 4 (Quality Education) by promoting equitable quality education and life-long learning for all through the production of virtual museum tours and making these accessible. It will also continue UP Baguio's track in SDG 11 (Sustainable Cities and Communities) by increasing the Universities that act as custodians of heritage and environment in and on the Cordillera, Northern Luzon, and the rest of the Philippines.

Main Objectives

1. Create appropriate content for the museum virtual tour
2. Acquire basic and technical skills in museology, specifically on digital curation
3. Design a museum website and virtual museum
4. Showcase a curated 3D virtual museum tour

Main Target Outcomes

Museum-based online resources for learning mainstreamed through digital and online platform via museum website and virtual museum tour; online pedagogy to complement teaching and provide learning resources; and serve as online laboratory for faculty and students; online resources for scholars, the community, and other stakeholders; and MOUs with HEIs for continued assistance and partnership with UPB, HEIs and CHED.

Year 3 of the Museum Management Training project aims to ensure that university museums need not languish into oblivion nor settle into intermittent if not permanent closure to its educators, students, and the public during the pandemic. In retrospect, online museums are more convenient and much more important than ever to modern education. Remote and online (museum) education offers added convenience, safety, freedom, a tailored schedule, a more expansive range of knowledge source, and the accessibility of distance learning.

Capacity Building for Museum Workers

Museum Website and 3D Virtual Tours - participants will be trained how to create their own museum website and create their own 3D virtual exhibition based on the content and data provided by the respective museums. The final output is a working museum website and 3D virtual museum. Museo Kordilyera through the auspices of the CHED grant created their own museum website, the first of its kind in Northern Luzon, and have been a useful resource on cultures of the Cordillera region (<https://museokordilyera.upb.edu.ph>)

Online Webinars

Museum management training through online webinars delivered by a caliber of museum practitioners and technical experts on basic and advanced museology derived from their own experiences as curators, conservators, directors, and administrators of the museum. The series of archived webinars are free and accessible online via the Museo Kordilyera website (<https://museokordilyera.upb.edu.ph>)

Face-to-Face Training

The museum training provided basic and advanced training on museology such as collections management, preventive conservation, curation, taxidermy, installation of exhibitions, educational programming, museum management, photography of artifacts among others to participants. The training is the hands-on component of the museum management training that allows interaction, discussion, and handling of actual artifacts in a museum.

Technical Assistance

The project also provides technical assistance to university museums upon request. Based on needs analysis with university museums from various regions in the Philippines, recommendations are made by technical experts through ocular visits in situ.

Technical assistance also involves in the crafting of proposals, curatorial work, exhibition, and benchmarking among others to improve existing museums; and or advise for museum development.

Museum Resources

Publications

The museum management training produced four volumes of the proceedings from Year 1 to 2. These are important resources on basic and advanced museology that can be a reference guide for the university in working on their museums. The project also produced a museum directory for all the participants in the training. Furthermore, through the CHED's support, the project team acquired publications related to museum work and now in the library for access.

Training Kits

A starter kit of basic tools and materials used in museums. Participants were given a kit that can be used in their respective museums for collections care.



Overview of Activities

DAY 1: July 19, 2023 (Wednesday)

Arrival of Participants
Room assignments for lodgings

8:00 AM-9:30 AM

Registration of Participants
Breakfast
Distribution of Training Kits

OPENING PROGRAM

Venue: Estanislao Hall, DBP Training Complex

9:30-10:30 AM

Opening Remarks
Atty. Lily Freida C. Macabangun-Milla
Executive Director, International Affairs Staff
Commission on Higher Education (CHED)

Welcoming Remarks

Chancellor Corazon L. Abansi
University of the Philippines Baguio

Overview of Level 3 MMT Workshop

Dr. Analyn Salvador-Amores
Project Leader, MK-CHED Project

11:00-12:00 AM

Introduction of Participants, Project Team and Trainors
Open Forum and Expectations Check

12:00-1:30 PM

Lunch
Estanislao Hall, DBP Training Complex

1:30-2:30 PM- Check-in at Lodgings

2:30-4:00 PM

Submission of Museum Content and Assessment of Technical Capacity of Museum Participants

Participants can proceed to respective lodgings

6:00 PM

Welcome Dinner and Socials
Estanislao Hall, DBP Training Complex

DAY 2: July 20, 2023 (Thursday)

7:00 AM-8:00 AM

Breakfast

8:00-8:30 AM

Registration

PLENARY 1

9:00-10:00 AM

How to Digitize Museum Content for Online Exhibitions

Review of Webinars (Year 2 and 3)
Presentation of Sample Museum Websites
Scanning 3D Artifacts
AV Salvador-Amores

10:00-12:00 nn

Breakout Sessions/Application of 3D Scanning of Artifacts (by groups)

12:00-1:00 PM

Lunch
Estanislao Hall, DBP Training Complex

PLENARY 2

1:00-3:00 PM

How to Develop a Museum Website

1:00-2:00 PM

Technical Requirements in Website Hosting
Dr. Lee Javellana
Department of Mathematics and Computer Science
UP Baguio

2:00-3:00 PM

Application 1: Using WordPress
Mailyn Lagundino
CORDITEX Project, UP Baguio

3:00-4:00 PM

Application 3 (online): Using OMEKA
Dr. Cristina Juan and Jorge Juan
SOAS London, UP Baguio

4:00-5:00 PM (Application)

Caucus: Participants Review their
Respective Museum Content

DAY 3: July 21, 2023 (Friday)

7:00 AM-8:00 AM

Registration of Participants
Breakfast

PLENARY 3

8:00 AM-12:00 PM

How to Use a 3D: Matterport for a 3D Virtual Tour

Matterport Camera Training:
How to Create 3D Virtual Tours Using the
Matterport
Maximum Solutions Corporations

Matterport Technical Services Part 1

Matterport Technical Services Part 1

1. What is Matterport? Basics of scanning
2. How to upload to the "Matterport Cloud"
3. Trimming, markings/windows application
(with use of iPad)
4. Basic knowledge of setting up a space
5. Proper handling and care of matterport
equipment
6. Limitations on scanning (indoors and
outdoors)
7. Software subscription plans
8. How to add Mattertags and description
9. Collaborators: Learn how to share models
online

Matterport Technical Services Part 2

10. Archive vs Active 3D Models
11. Dollhouse, Floorplan and Measurement
Mode
12. Account Overview & Management
13. Scanning Repetitive Spaces
14. Coping with Misalignment Errors
15. Scanning Stairs

12:00-1:30 PM

Lunch

1:00-5:00 PM

Hands-on Training Matterport (Per
Group)

DAY 4: July 22, 2023 (Saturday)

7:00 AM-8:00 AM

Registration of Participants
Breakfast

PLENARY 4

9:00-10:00 AM

How to Use the 360 Degrees Camera

Matterport Training (Continuing)

10:00-12:00

Demo Training on how to use the
360 Degree Camera
Arnold Amores
MMT3 Technical Team

12:00-1:00 PM

Lunch

1:00-4:00 PM

Hands-on and Application

6:00 PM

Fellowship Dinner
Dinner and Cultural Night

DAY 5: July 23, 2023 (Sunday)

7:00 AM-8:30 AM

Registration of Participants
Breakfast and Registration

8:30 AM-11:30 AM

Featured Museums Presentations of
Final Output by Participants
Feedback from the Participants

11:30-12:00

Closing Program and Awarding of Certificates

Dean Leah Abayao
CSS-SSREI

Group Photo

What to bring for the Museum Workshop

Business Cards

Make sure to prepare plenty of business cards to pass around. A conference is perfect venue for connecting and building networks.

Pen and Notebook

A small pocketable notebook and pen is a conference staple. It is also good to bring extra pens just in case.

Charger and Power Banks

For those who plan to use their devices during the conference make sure to bring your chargers and power banks.

Water Bottle / Tumblers

Water and coffee stations will be available throughout the day so make sure to bring your tumblers.

Sweater and umbrella

Baguio City during this time will shuffle between a sunny morning to a foggy and rainy afternoon. Be prepared by packing a sweater and an umbrella.

About the Venue



Welcome to the Development Bank of the Philippines Training Complex!

The Development Bank of the Philippines, the country's premier development financial institution, has been at the forefront of nation-building, providing for the basic needs and contributing to the improvement of lives of Filipinos across the nation. Over the years, DBP has expanded its facilities and operations in support of accelerated development through various projects and services.

In its desire to promote knowledge and learning supportive of national development, and foster linkages and partnerships with various sectors in the conduct of conferences and seminars, the Bank opened the DBP Training Complex (DBPTC) in Baguio City to other development institutions and government agencies.

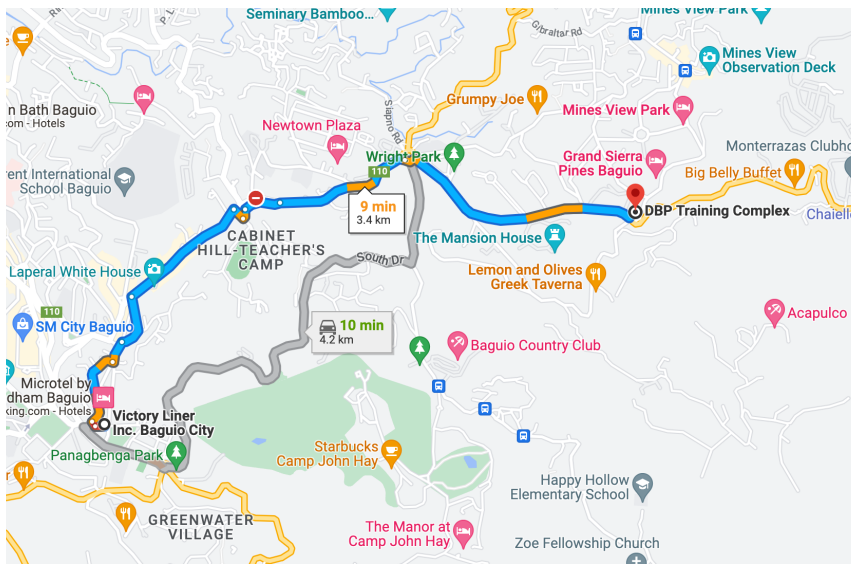
TRAINING CENTER

The Training Center is a two-storey building with five training rooms. Each training room has a capacity of 30-50 persons, for a combined capacity totaling 100 to 150 persons. All training rooms are equipped with a projector and projector screen, training tables and chairs, sound system with two microphones, whiteboard, and Wi-Fi Internet connection. It also has a fitness gym, kitchen and main dining hall.



How to get to the Venue

Scan QR



MK-CHED PROJECT TEAM YEAR 1-3

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