

# Museum : Educational role of visiting frequency

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**Abstract** - Architectural space occasionally had an impact on human emotions. It might conjure up a specific sentiment or recollection of a historical event in relation to the architecture of a history museum. This focuses on how architectural space has changed over time. The space interacts with the displays to produce a particular effect and conveys the intended message to visitors is a crucial issue in museum and gallery design from both a theoretical and practical standpoint. The goal of this topic is to document and visualize the evolution of humankind's perception of space through the creation of an architectural structure.

**Key Words:** Museum, emotions, visualise, crucial.

## 1. INTRODUCTION :-

What is a MUSEUM?

- A museum is a place where a lot of fascinating and priceless items, like historical artefacts or works of art, are stored, researched, and exposed to the public.
- A museum is a non-profit, long-term organization that preserves, research, gathers, and displays tangible and intangible heritage for the benefit of the public.
- A museum is a temple, where art and knowledge are most important. It has a balance between devotion to art.

## 2. Body of Paper

**HISTORY:** Ancient Greeks and Romans collected and displayed art and objects, but their perceptions of museums differed from modern perceptions. The museums of the classical period were temples and their precincts that housed collections of votive offerings. Sculptures and paintings were on display in gardens, forums, theatres, and bathhouses. There was little distinction between libraries and museums in the ancient world, with both occupying the same building and being frequently used.

Art has been displayed as evidence of status and wealth, and for religious art, as an object of ritual.<sup>1st</sup> Art galleries were aristocratic palaces in churches. As art collections grew, buildings dedicated to art became the first art museums. The modern reasons art may be displayed are aesthetic enjoyment, education, historic preservation, or making purposes. Institutions that preserve a permanent collection are called "galleries of art" or "museums of art ". Art galleries do not maintain a collection, either as a commercial enterprise for the sale of artwork or as a similar space operated by art cooperatives or non-profit organizations. Art galleries play an important role in maintaining the network of connections between artists, collectors, and art experts that define fine art.

## AIM AND OBJECTIVES:

- To create a space with no boundaries.
- To create opportunities for the public and the artistic community to learn together.
- To conduct annual art exhibitions.
- To provide regularly scheduled classes for both adults and kids.
- To create and keep up public events involving all elements of the community.
- To create and maintain tools that support artists' work.
- To give artists a retail space for displays.
- To increase facility space and increase programming and activity options.

## PROBLEM IDENTIFICATION:

Depending on the context and circumstances, different problems can be identified in museums. But the following are some typical problems that museums might run into

1. Getting and keeping visitors is one of museums' biggest problems due to declining visitor numbers. A problem with the museum's exhibits, marketing, or general visitor experience may be revealed if attendance numbers are declining over time.

2. Lack of Engagement: Museums work hard to give visitors engaging experiences that inform and inspire them. It can be a big issue if visitors are not actively engaged with the exhibits or if they think the content is boring or out of date.

## CASE STUDIES:

**The Sydney Modern Project :-** It is a once-in-a-generation transformation of the 151-year-old Art Gallery of New South Wales in Sydney, Australia, creating an art museum campus comprising two buildings connected by an Art Garden on Gadigal Country overlooking Sydney Harbour. The centerpiece of the Sydney Modern Project is a new building designed by Pritzker prize-winning architects Kazuyo Sejima + Ryue Nishizawa / SANAA.

Designed as a complementary counterpart to the Art Gallery's revitalized original building with its 19<sup>th</sup>-century neoclassical facade, SANAA's design for the new building responds to the unique project site with a series of interlocking pavilions that gently step down towards Sydney Harbour. The pavilions sit low and lightly on the site, following the natural topography of the land.

The design delivers much-needed exhibition space while respecting and enhancing public use of the surrounding

landscape, retaining, and celebrating significant trees, and improving access to Sydney's eastern cultural precinct. The new building also comprises art research and education spaces, multipurpose spaces, a gallery shop, food and beverage facilities, and visitor amenities. The new building has been designed to meet the evolving expectations of audiences for a 21st-century art museum with greater capacity to accommodate future Art Gallery visitors, particularly students, teachers, and artists. The Art Gallery is the first public art museum in Australia to achieve the highest environmental standard for design. The Sydney Modern Project has been awarded a 6-star Green Star design rating by the Green Building Council of Australia. Classified as 'world leadership' in sustainability, the rating exceeds the Art Gallery's original 5-star goal and sets a new standard for art museums globally.

## MUSING OVER MUSEUM

Even though museums are always listed as desirable tourist attractions, they may not receive as much enthusiasm from visitors. However, museums all over the world have gained popularity by creating and aligning themselves to offer a comprehensive experience to their visitors. In addition to art galleries, Bengaluru's Museum of Art & Photography also houses a research library, a center for education, a conversation lab, and other amenities. Like this, museums in India are realizing their true value. Additionally, it is essential that each region have its own distinctive local history and heritage that blends into the larger national perspective given the physical and cultural landscape of the nation.

## ENHANCING HEALTH AND WELLBEING

- Museums improve our mental and physical health as well as our quality of life.
- Museums collaborate with health and wellness organizations to help a wide range of people in society with varying needs.
- Meaningful participation and volunteering promote wellbeing and self-confidence and can broaden the horizons of participants, the museum, and the public.

## CREATING BETTER PLACES TO LIVE AND WORK

- Museums help us to value the places where we live, work and visit, and help us to understand where we have come from.
- By engaging with communities and encouraging active public participation in decision-making, museums develop a sense of belonging.
- Museums use engagement, learning and collections to generate understanding within and between different groups and communities in society.
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Museums generate partnerships with community groups, charities, and third-sector organizations to create spaces that are open and accessible to all.

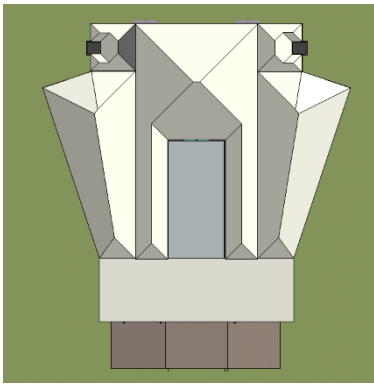
## MATERIAL RESEARCH

Depending on their focus and collections, museums house a wide range of objects. The following items are frequently found in museums:

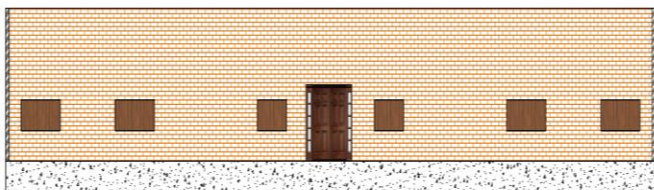
- **Artworks:** Paintings, drawings, sculptures, and other works of art are frequently on display in museums. They may be constructed from a variety of materials, including canvas, paper, wood, metal, clay, stone, or synthetic materials like plastic.
- **Historical Artefacts:** Historical artefacts like weapons, tools, furniture, clothing, ceramics, and everyday items may be on display in museums. Materials like metal, wood, leather, textiles, glass, or priceless stones can be used to create these.
- **Natural history specimens** are displayed in natural history museums, including fossils, minerals, rocks, shells, taxidermy animals, and botanical samples. Minerals make up most fossils, whereas rocks can be made of a variety of minerals and geological formations.
- **Ancient artefacts** found during excavations are frequently displayed in museums with an emphasis on archaeology. These may include pieces of pottery, money, jewellery, gear, and buildings made of clay, metal, stone, bone, or ivory.
- **Textiles:** Historic textiles, clothing, tapestries, carpets, and quilts are displayed in museums with textile collections. Natural fibers like cotton, silk, wool, or linen, as well as synthetic fibers like nylon or polyester, can be used to create these textiles.
- **Photography:** Prints, negatives, or digital images are displayed in museums that display photography. Film, photographic paper, or digital sensors are frequently used to create these.
- **Books, manuscripts, maps, and historical documents** are kept in some museums. These can be created using paper, parchment, or other writing surfaces.

It's significant to note that a museum's collection policy, which determines the kinds of objects and artefacts it acquires and exhibits, affects the specific materials found there. Modern materials, interactive exhibits, audiovisual technology, and multimedia installations are other elements that museums may use to improve visitor experiences.

## DESIGN PROPOSAL:



PLAN



Elevation from entrance



3D View of Conference Area



Main view of museum



3D View of display area



3D View of maze museum area

## 3. CONCLUSIONS

This topic investigates the function of cafés as adaptable locations that may be used for both study and socialising. It found critical design aspects, such as dedicated study and meeting areas, appropriate seating options, decent lighting, and dependable Wi-Fi, that improve the usefulness and comfort of cafe spaces for both study and meeting purposes. It also emphasised the necessity of knowing the many sorts of consumers who frequent cafes for study and meetings, such as students who may prefer quieter spaces with power outlets or groups who may require larger tables or separate meeting rooms. The findings of this thesis may be used to guide the design and functioning of cafés in order to offer consumers with a productive and sociable atmosphere.

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