

An Era of Arts: Examining Intersection of Technology and Museums

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Abstract : With the rapid development of technology, virtual reality (VR) and augmented reality (AR) are becoming increasingly prominent in our lives. Museums have led the way in digitization, offering their collections to the wider public through the open internet, which is dramatically changing our experience of art. Technology is also being implemented into our physical art-viewing experience, enabling museums to capture historical sites while creating a more immersive experience for patrons. This study takes a qualitative approach, examining secondary sources and synthesizing information from interviews with field professionals to answer the question: to what extent is the contemporary perception of art transformed by the digitization of art museums? The findings establish that museums are becoming increasingly open with their collections, utilizing digitization to spread their intellectual content to people worldwide and to diversify their audiences. The use of VR and AR is also enabling museums to preserve and showcase historical artifacts and sites in a more interactive and user-focused way. Technology is also crafting new forms of art and art museums. Ultimately, the intersection of technology and museums is not changing the definition of art but rather offering new modes for the public to experience and learn about arts and history.

Keywords : art, augmented reality, digitization, museums, technology, virtual reality

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