

E-MODULE 3

Virtual visits and temporary
digital exhibitions



Co-funded by
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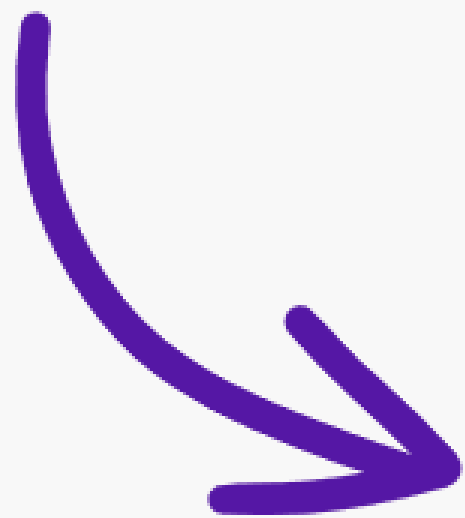
Lesson 2 – Grain 11

Audio and video tools for remote engagement: overview of podcasts and videos for off-site immersive, accessible experiences

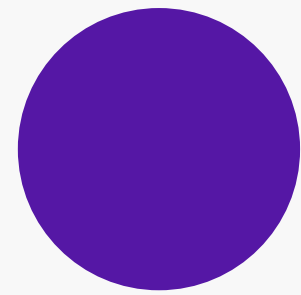


Multimedia devices such as podcasts or videos can be converted into real **cultural mediation tools**. They have two main advantages:

1. They can be used **outside the walls**
=> makes the cultural offer **accessible** without having to go on-site
2. They promote **different and innovative approaches** to culture
=> helps cultural sites attract **new audiences**



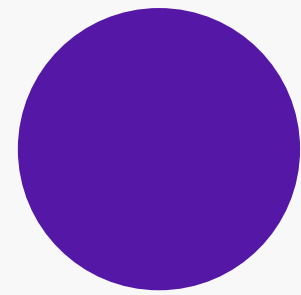
So here is an **overview** of existing solutions deployed by other cultural institutions, which can serve as models or sources of inspiration.



Cultural podcasts

- Giverny podcast (Museum of Impressionism): homemade, it is an **extension** of the theme of the current exhibition.
- MUCEM podcast (Museum of Museum of European and Mediterranean Civilisation): homemade, it aims to **expand their cultural offer** by dealing with current and **local** subjects.
- Centre Pompidou podcast (Centre for Modern and Contemporary Art): it aims to “replace” the classic audio guide by being **accessible both on-site and outside**.

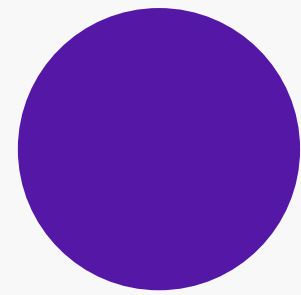




Cultural podcasts

- Les Enquêtes du Louvre (the Louvre “investigations”): a more original approach that aims to **discover** the museum's works **in a different way**, by revisiting the ‘detective series’.
- National Museum of Natural History podcasts: an abundant offer of podcasts on environmental themes. They are also banking on **partnerships** with well-known media outlets (France Inter.) to **increase their audience** and disseminate their content more widely (especially for youth podcasts).



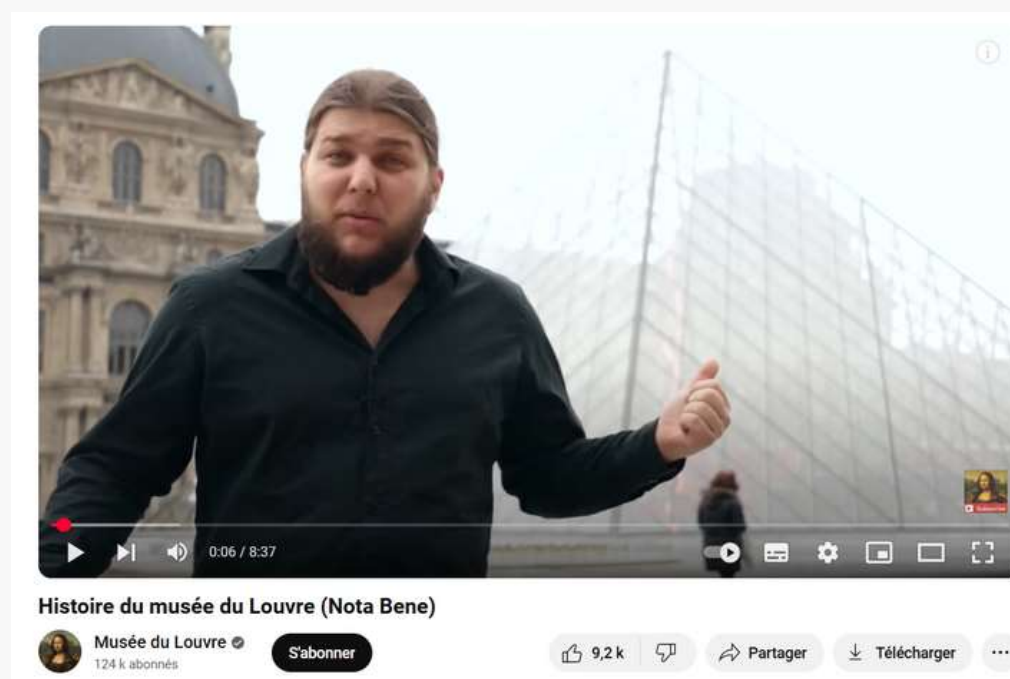


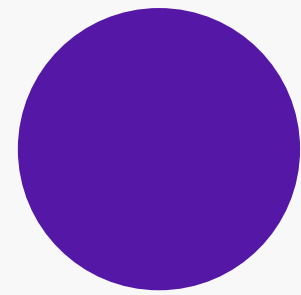
Partnership with content creators

Cultural sites are also developing **partnerships with content creators** on social media and on popular listening platforms such as YouTube.

This strategy is beneficial in several ways:

- **Promotes** the museum
- **Popularises** the content and makes it more **accessible** to the general audience
- Generates **membership** and creates communities around the site





Virtual tours

Virtual tours are also a good way of making a cultural site more accessible. They can take several forms depending on the objective and the budget: 360° views, videos or live formats (on Twitch), visual only or enhanced with sound content, etc. [\[link to grain 7\]](#)



[360° virtual tour of the Lascaux cave](#)
> enhanced with written content



[Online visit of the exhibition Raphaël at Château de Chantilly](#), guided tour by the curator