Annual Report: Museology and Egyptian Material Culture *Museo Egizio,* Turin (Italy)

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Fieldschool students discuss properties of ancient and fake artifacts in the collection of Museo Egizio.

This field school provided students with broad insights in the workings of a modern museum ranging from administration, fundraising and outreach, to the preservation, handling and presentation of ancient artifacts. Students received instruction from the staff of both the field school and *Museo Egizio,* as well as from external experts in conservation and restoration. Several of these teaching sessions took place in selected galleries of the museum or in specialized conservation laboratories. Students were furthermore given the opportunity to handle and study ancient objects in the collection of the museum, including wooden and metal artifacts, and fragments of textiles and ceramic vessels. The understanding of these materials was enhanced by practical instruction in weaving, the reconstruction and drawing of ceramic vessels, writing hieroglyphs on papyrus, and playing the ancient game of *senet*. Students interacted with scholars doing research in *Museo Egizio* and, when feasible, were involved in special events taking place in the museum.

Next to instruction and hands-on work in *Museo Egizio,* a number of other museums in Turin were visited, at times introduced with a guided tour, to investigate different approaches to issues concerning the conservation, presentation and appreciation of cultural heritage objects. These visits were followed by a focused discussion to enhance the experience and insights of the students.

The final product of the students was a virtual exhibition of objects kept in *Museo Egizio,* supplemented with virtual loans from other museums. These were created using *Omeka* software and permanently hosted by the *Digital Archaeology Laboratory* of the *Cotsen Institute* at UCLA. *Omeka* is an open-source content management system developed by the *Roy Rosenzweig Center for History and New Media* at George Mason University. It allows users to publish and exhibit cultural heritage objects on-line and is used widely to teach curation. Each project was presented in a short lecture, attended by some of the curators of the museum, and followed by a general and individual discussions of each project to improve the final version. All data were subsequently made available to *Museo Egizio* for future reference.