Challenging Populist Truth-Making in Europe. The Role of Museums in a Digital "Post-Truth" European Society

Initiative: Herausforderungen für Europa

Bewilligung: 03.12.2019

Laufzeit: 4 Jahre

Projekt-Website: https://www.carmah.berlin/chapter/

The project aims to challenge populist truth-making in Europe by relating ethnographic research in museums with innovative science communication measures in order to develop best practices for cultural institutions. It sheds light on how museums and their visitors are affected by populist truth-making and uses these insights for the development and evaluation of a digital museum app that fosters the critical citizenship skills of young visitors (16-21 years). Therefore, researchers from Germany, the United Kingdom and Poland are collaborating with museums in the respective countries, being supported through a review board with members from five other European countries. In the first phase, the project team wants to study the impact of populist truth-making on museums and their visitors in Germany, the UK and Poland, by combining an explorative interview study with indepth ethnographic research within museums' physical and digital spaces. While the researchers will focus mainly on the perspective of museum professionals in the first year, they will conduct ethnographic visitor research in the second year, asking how visitors experience the "affective contact zones" of museums in relation to post-truth practices and emotional truth-making. In the second project phase, the team intends to build upon the re-search findings in order to develop and implement a museum app together with a company and in cooperation with three partner museums. The purpose of this app is to challenge young visitors to critically engage in practices of populist truth-making. The research group further aims to analyze and evaluate the app and its use in order to gain critical knowledge about the potential of digital media in museum contexts. A best practice portfolio is developed, including an audio-visual documentation of the project, a policy paper and a set of principles for the design of digital museum apps. The consortium integrates three PhD students and one Postdoc researcher.

Projektbeteiligte

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Es werden die Institutionen genannt, an denen das Vorhaben durchgeführt wurde, und nicht die aktuelle Adresse.

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