

Dissemination of geographical and archaeological thinking by museum exhibitions: Practical approaches using three-dimensional models

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The way of thinking in geography and archaeology are sometimes similar to each other in that they comprise both the spatial and temporal contexts. Geography is more spatial-oriented, while archaeology is more temporal-oriented. The outreaching collaboration of geography and archaeology would, therefore, be effective in developing the ability of thinking in a spatiotemporal context. Such the collaboration of geography and archaeology can be presented in a museum exhibition. Although the number of museums specifically designed for geography is limited in Japan, there are numerous archeological museums in which geographical contents can also be included. Here we discuss the effects of a museum exhibition on the dissemination of geographical and archaeological thinking by their collaborative works. In particular, three-dimensional models of landforms and landscapes are utilized to promote the geographical and archaeological thinking for the visitors. The case studies include several museum exhibitions in Aomori, Fukushima, Nagano, and Kyoto Prefectures, each of which showed different appearances of the exhibitions. The approaches using 3D models were supposed to be informative directly letting the visitors feel and think the geographical and archaeological contexts behind the models.

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