

Interpretation Project for Brecknock Museum & Art Gallery Invitation to Potential Volunteers



November 2019

The Brecknock Society and Museum Friends (BS&MF) is leading the Interpretation Project which is to deliver 46 digital touch-screen terminals for the refurbished Brecknock Museum & Art Gallery. The project is described on our Interpretation Project [webpage](#). The project has been underway with a team of volunteers working on it for the past year. We are still keen to recruit volunteers willing to assist the Project Team with two current tasks:

- 1) research and prepare interpretative material (text, images) for loading onto the terminals, and
- 2) compile this data onto the management software used with the touch-screen terminals.

We invite you to read what's involved and to let us know if you could help with either task.

1. The Research & Interpretation Task Each volunteer is asked to research, assemble and interpret material for one or more of the 280 objects to be exhibited and covered by the digital touch-screen terminals. The Excel file title '**List of Objects in the Interpretation Project**' and the PDF files on '**Object images**' which are accessed from our Interpretation Project [webpage](#) show the objects currently available to be allocated to volunteers.

We recognise that volunteers will have different backgrounds. Some will have some special expertise or will know all about a particular part of Brecknock, others will simply want to delve into the details of some of the objects - e.g. a penny farthing bicycle or an eisteddfod chair.

Each volunteer will have a mentor from the Project Team to whom they can turn for further guidance or feedback. Volunteers are expected to work largely from home and need to have access to a computer and the internet. They have the document on '**Guidance to Volunteers on research and assembling interpretative material**' which can be accessed from our Interpretation Project [webpage](#).

Volunteers are asked to deliver their interpretative material (text and image) for the main 'digital label' on each of their objects to be displayed 'on screen' in time for the opening of y Gaer. They will then go on to assemble further material for additional digital labels, including carrying out any necessary further research. On completing their task, volunteers are asked to hand over and assign to the Museum an 'e-file' containing material from their researches for future use and reference. The overall Interpretation Project finishes on 30 September 2020.

2. The Data Handling Task The actual task of compiling and uploading the interpretative material to create digital labels is being done by the Project Team assisted by a limited number of computer-savvy volunteers. The tablet computer in each digital touch-screen terminal has an Android operating system. The interpretative data (text, images etc) for each digital label has to be compiled on separate management software (Litebox Lite Manager which operates on Microsoft Windows) prior to being uploaded onto a digital terminal.

The overall **process for delivery of the outputs to y Gaer** by the Interpretation Project is illustrated in a PDF which can be accessed from our Interpretation Project [webpage](#).

If you feel you can help, please get in touch with Liz Bickerton or myself (contact details on our Interpretation Project [webpage](#)). Give us a call or send a short email. If you do volunteer, you will need to complete the Registration Form that can be accessed from our Interpretation Project [webpage](#) to confirm your interest. The form includes terms and conditions, data protection etc.

With best regards,

Mervyn Bramley

BS&MF Trustee; Project manager for the Interpretation Project