

Museum Theatre in Greece

Perspectives in open-air site interpretation

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Research Topics

- Forms of Theatre & Theatrical Techniques used
- Relation to Museums' Education Policy (groups addressed, methods used, impact on interpretation)
- Perspectives & Limitations of museum theatre implementation in Greek open – air sites

Introduction in open-air sites operational framework

Open air sites' Categories

- Archaeological open air sites (prehistory to 1830)
- Open air sites of modern cultural heritage (1830-present)

Central Archaeological Council (KAS)

- Central and decisive role in the management of archaeological sites
- Produces aesthetic culture by deciding on issues such as the appropriateness of any intervention in and around archaeological sites, and the modern use of sites (theatrical performances, etc)

Interpretation policies

- Have aroused the last three decades
- Museum Education & Interpretation professionals only lately became part of interpretation policies
- Ongoing development of interpretive strategies
- Growing interest on interpretation programs by municipalities, cultural institutions & schools

Basic Trends in Museum Theatre Interpretation

- Supplementary Educational Programs using Educational Drama techniques next to other educational methods
- Complete Educational Programs applying Live Action Role Playing Games (L.A.R.P.G.)

Supplementary Educational Programs: Educational Drama

- On site programs by museum educators
- Educational material distributed to teachers for on site or school use (great amount produced through the Melina Program)

Melina Program (1995-2001)

Joint Initiative of Ministry of Culture
& Ministry of Education aiming at
upgrading the role of arts and culture
in the educational process,

Educational Material Categories produced by the Melina Program

- Stories' dramatization beginning with characters' or personified object
- Performance based on theatrical script
- Short dramatizations in sketch form
- Overall focus on the everyday life of the past



Drama in Autonomous educational activities: The Zappeion Gardens' example



Complete Educational Programs: Live Action Role Playing Games



- Initiative of a single company named “Gamecraft”
- Recent presence & rapid expansion in museums & heritage sites
- Constant presence in Northern Greece
- Based on the Role Playing Games (R.P.G.) tradition
- Combination of mystery games and dramatic elements

Live Action Role Playing Games

Aims

- The knowledge of the history of the area
- The knowledge of the exact elements of the monument's construction and function
- The knowledge of antiquities found in the area

Summary

- A growing interest in on site interpretation through theatre and its various means
- A growing interest in engaging new visitor groups, focusing on adults and families
- An increased emphasis on cognitive and sensory aims
- The agenda of discourse on social issues is significantly limited.

Perspectives

- Expansion of museum theatre forms used
- Further development of museum theatre forms that will address equally to adults
- Generation of a discourse on challenging issues of the past and current reality
- Transformation of cities and villages rich in open air sites and monuments of cultural heritage into live museums.

Thank you