



## **Interactive e-Books: a Useful Tool to Learn History of Art**

**Giada Marinensi, Claudia Matera, Carlo Maria Medaglia**

CATTID-LABeL, Sapienza University of Rome (Italy)

[label@cattid.uniroma1.it](mailto:label@cattid.uniroma1.it)

### **Abstract**

History of art teaching is an activity that involves different fields of study and several competences. The knowledge of history and literature, the study of science and technology and visual analysis skills are the building blocks for analyse a work of art, comprehend its meaning and learn the language of art.

This subject is studied mostly in schools and universities, and in cultural places such as museums.

In the school context, the main learning material is the manual, a book which briefly correlates works of art, artists, artistical movements, showing their chronological and diachronic evolution.

In the museum context, through the activities of the departments of education, there are several examples of activities that enhance the multidisciplinary nature of the history of art using technology tools: educational workshops for children and teens; interactive displays that are part of multimedia itineraries; mobile applications to look multimedia contents before, during and after the visit; videos, podcasts and games hosted on the site of the museum.

Mobile devices for educational purposes are mostly used in museums, combining their potential with a more strictly recreational dimension; this is the case of the educational workshops made by MAXXI Foundation (Museum of Arts of the XXI century) in Rome and by the Smithsonian Institute in its 19 museums in the United States.

Could the high interactivity and multimedia of these solutions enhance the learning experience related to consultation and study of history of art manuals? What tools could be used?

The purpose of this paper is to describe the research begun in this area to test the use of the instrument eBook Author, recently released by Apple, for the creation of a manual on the subject of "Graphics in the contemporary art".