Exploration of Digitalized Information Platform

At the Beijing Capital Museum

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The former Capital Museum, which was located in the Confucius Temple, started its planning stage in 1953 and formally opened to the general public in 1981. Under the concern and guidance of Beijing Municipal Government, the new Capital Museum finally makes its debut along the western extension of Chang'an Street in 2006, the very first street of China after four years of hard work. The new Capital Museum develops as a major cultural construction project in Beijing in the "10th Five-Year Plan". With its magnificent architecture, abundant exhibitions, advanced technology and complete functions, the large and modern Capital Museum, makes its contribution to the titles such as "famous historical and cultural city", "cultural center" and the "international metropolis" of Beijing and ranks among the first class museums both in China and internationally.

The Information Center of the Capital Museum responsible for planning, promoting, and organizing information projects at the museum. Mr Qi Qing Guo, the head of the Photography and Information Center, will give an overview for the museum's Digitalized Information Platform. .

The digital information project of the Capital Museum is a creative project in the national cultural heritage field. Digital technologies have been utilized in the management of the collected cultural heritages and as supplements to exhibitions here in the museum. Visual multimedia effects such as multi-screen projection, visual reality images and digital movies have been widely used as means to enhance the effectiveness of the exhibitions. The comprehensive information platform of the museum is the first to be established in China to serve different departments and visitors of the museum.

Subject of Mr Qi will be covered:
1. How planning, promoting, and organizing information projects for the museums.
2. Information gathering, storing, managing related information resources of images, documents, videos, etc.
3. Constructing and supporting computer networks for the museum.
4. Creating and updating the website of the museum.
5. Constructing and technologically supporting cultural display systems for technological research and test for the museum. Such as the Adoption of multimedia elements. Multimedia projecting (first adopted in international museums), illusory imaging, visual reality images, digital movies etc.