

## Contact Information

### Email

susan.hazan@gmail.com

### Address

Maagal Beit Hamidrash 22,  
Jerusalem, 96342,  
Jerusalem, Israel

### Phone

+972545550686

### Skills

My professional career combines both my academic research on the digital object with my practice in the public cultural sector. I believe that digital resources not only sustain rich narratives but enable them to fold into cultural heritage – or unwrap from them to open up new pathways for self-directed learning and creative ways of thinking about self; past and present.

Social network admin:  
Facebook, Twitter,  
Instagram, Pinterest,  
YouTube, WhatsApp.

Proficiency: PHP, Html

Professional design skills:  
Adobe Suite, 3D production,  
video production and editing

### Languages

#### English

Mother tongue

#### Hebrew

Fluent

#### French

Intermediate

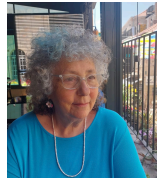
#### German

Intermediate

## Susan Hazan

### Researcher/Curator

*Investigating how digital practices transform cultural experience while augmenting and disrupting the very ethos of the museum*



### Experience

Jerusalem

*Feb 2019 - Currently*

#### CEO

##### Digital Heritage, IL

Digital Heritage, Israel consults to institutions and agencies in Israel to work together to coordinate and stimulate digital activity across the sector - museums, libraries and archives; digital humanities based in universities, innovation hubs and representatives from the related ministries.

Brussels, Belgium

*Jan 2010 - Present*

#### Expert

##### European Commission

Evaluator, moderator, panelist

The Hague

*Mar 2022 - Present*

#### Advisory Board

##### Europeana

**Europeana Foundation Advisory Board** members provide expert insight, knowledge and recommendations relating to the strategic direction of the Foundation.

<https://pro.europeana.eu/about-us/foundation>

##### **Chair: ENA Membership working Group**

<https://pro.europeana.eu/project/ena-membership-working-group>

##### **Chair: Climate Action Community**

<https://pro.europeana.eu/page/climate-action-community>

##### **Diversity and Inclusion Task Force**

<https://pro.europeana.eu/project/diversity-and-inclusion-task-force>

The Hague

*Jan 2021 - Jan 2022*

#### Chair of the Europeana Network Association (ENA)

##### Europeana

The Europeana Network Association (ENA) is a strong and democratic community of experts working in the field of digital cultural heritage united by a shared mission to expand and improve access to Europe's digital cultural heritage.

*Mar 2020 Present*

#### Advisory Board

##### ACM Journal on Computing and Cultural Heritage (JOCCH)

JOCCH publishes papers of significant and lasting value in all areas relating to the use of information and communication technologies (ICT) in support of Cultural Heritage.

<https://dl.acm.org/journal/jocch/editorial-board>

University of Macerata

*Mar 2017- Present*

#### Comitato scientifico

##### IL CAPITALE CULTURALE. Studies on the Value of Cultural Heritage

Jerusalem, Israel  
1991 - 2020

Boston, US (online teaching)  
Sep 2016 - Jan 2017

■ **Senior Curator of New Media and Head of the Internet Office at the Israel**

**The Israel Museum, Jerusalem**

Investigating the digital practices that transform cultural experience while augmenting and disrupting the very ethos of the museum to collect, conserve, stage and interpret unique physical objects.

■ **Lecturer**

**Harvard University**

MUSEE E133

**Performing the Digital Museum**

MA, Museology, Harvard Extension

In an age of digital reproduction, (where art, and artefacts are reproduced for the screen), do we view digital exhibitions, and online collections in any way comparable to how they encounter them during a physical museum visit?

In reference to the cognitive dissonance that this implies, this course covers the numerous ways that the virtual museum is produced/consumed through digital solutions.

The course is both theoretical and practical and poses such questions as:

What happens to notions of trust in the physical object in the museum? Are they transposed onto the digital object?

What happens when collections leave the boundary of the Museum?

When is a Digital Museum NOT a Museum?

<https://canvas.harvard.edu/courses/18300/assignments/syllabus>

■ **Lecturer**

**International**

**Phd. Supervision**

- 2018 Media Lab, Aalto University, Finland
- 2016 Starc, Cyprus Institute, Cyprus
- 2003 PhD Goldsmiths, University of London, Computing Department, London

**Guest Lecturer**

2020 - Hadassah Academic College, Digital Imaging & the Preservation of Tangible Cultural Heritage

2016 - The Jerusalem Academy of Music and Dance, MA Guest Forum Digital Narratives, Jerusalem

2014 - The Polytechnic Museum, Moscow Guest lecturer, Museum curators course, Moscow

2010-2011 - Hong Kong, City University, Intelligent Heritage Course, Hong Kong

- Remote lectures, online seminar series, real-time video conference Intelligent Heritage Lecture Series
- On-site lecturer, The Digital Museum: a Practitioners Guide

2004-10 - University of Haifa, Museum Studies, annual guest lecturer The Digital Museum, Haifa

2001-2003 - Goldsmiths, University of London, UK

- 2003 - Guest Lecturer and teaching assistant, Media and Communication Department MA Digital Media
- 2002 - Guest Lecturer, Computing Department
- Web Design for the Culture Sector
- E-Museology - Intensive course for professionals in the cultural field

## Education

London, UK  
- 2004

### Phd.

**Goldsmiths, University of London, Dept. Media and Communication**

Abstract: *Mapping the Musesphere: Cultures of Exhibition and Technologies of Display*

<http://www.musesphere.com/links/abstract.html>

London, UK  
- 2002

### MPhil, Media and Communications Department Goldsmiths, University of London, Dept. Media and Communication

Digital culture meets traditional Media and Communications.

London, UK  
- 2000

### MA

**Goldsmiths, University of London, Dept. Media and Communication**

Theory-driven MA, focussing on media and communications theory, visual anthropology, anthropology of art, and cultural studies.

## Projects

### Digital Dead Sea Scrolls

In cooperation with Google, the DDSS invites users to examine and explore 5 of the most ancient manuscripts from Second Temple times at a level of detail never before possible.

Visitors view the entire Isaiah Scroll at very high resolution, and search by chapter and verse where a pop-up translates each verse into English. Explanations about each scroll includes texts and embedded videos. The entire platform is available in English, Hebrew, Spanish, and Chinese.

The project received over one million unique users when it was launched, in 2014 and received massive global media coverage.

<http://dss.collections.imj.org.il>

Publication

The Digital Dead Sea Scrolls - working on a Google cloud, Museums and the Web, 2012, San Diego

### **Visualising Isaiah**

The artifacts in this interactive platform mirror the Book of Isaiah and sheds light on the material culture of Isaiah's times, serving as a backdrop to many of his prophecies.

<https://museum.imj.org.il/isaiah>

Research on how end-users perceived the virtual Isaiah artefacts published in:

Hazan S., Katz A.L. (2017) The Willing Suspension of Disbelief: *The Tangible and the Intangible of Heritage Education* in E-Learning and Virtual Museums. In: Ioannides M., Magnenat-Thalmann N., Papagiannakis G. (eds) *Mixed Reality and Gamification for Cultural Heritage*. Springer, Cham

### **MuseBot™**

Using a standard iPad, children in hospital drive the MuseBot™ perched on its own mini-Segway around the gallery from their ward or bed. The child is met by a Museum guide who responds to their questions and, in turn, poses many more.

In the hospital, the child is supported by a volunteer but it is the child that does the Segway driving around the gallery. After a very short time the telematic distance slips away and it is as if both child and museum guide are really both together in the unique shared experience in the museum gallery.

### **Additional projects with Google**

#### **Street View**

Mapping of the entire Museum campus, including the Shrine of the Book complex, the 20 acre Art Garden, designed by the Japanese-American sculptor Isamu Noguchi

#### **Maps**

Internal mapping of all the permanent galleries now available on Google Maps

#### **Google Art Project**

7,300 360 degree panoramas stitched together to create a seamless virtual tour of all of the permanent galleries with 420 hi res objects embedded in the platform

#### **Gigapixel production**

The Great Isaiah Scroll

#### **Glass experience**

Several online exhibitions

#### **3D production of Museum collections**

### **Virtual Multimodal Museum (ViMM)**

Participative Coordination and Support Action (CSA), funded under the EU Horizon 2020 programme (CULT-COOP-8-2016). ViMM brings together Europe and the worlds leading public and private sector organisations working on Virtual Museums and in the wider sector of Digital Cultural Heritage, to support high quality policy development, decision making and the use of technical advances.

#### **Chair: WG 1.1 What is a Virtual Museum?**

Responsibilities including defining the Virtual Museum.

<https://www.vi-mm.eu/>

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## Achievements

In 1992 I was tasked with producing the Museum first website. The comprehensive website was launched in 1994 and one of the first museum websites to go online globally and the first leading cultural institution to appear online in Israel.

Published:

Hazan, S. (1995). *Museums and Art on the Internet*. (David Bearman, Ed.). Hands On: Hypermedia & Interactivity in Museums: Selected Papers from the Third International Conference on Hypermedia and Interactivity in Museums: Volume 2 (ICHIM 95 / MCN 95).

### Museum resources in Chinese

In 2015 Israel signed a bilateral agreement with the Ministry of Tourism in China and I was tasked with producing Museum content in Chinese.

This resulted in:

- A dedicated section of the website in Chinese
- Audioguides across the entire Archaeology permanent Wing in Chinese
- Digital Dead Sea Scrolls project in Chinese

### Israel's National Museum Portal

For 3 years I was seconded to the Ministry of Culture to lead the design of Israel's Museum Portal. The portal is now live and available in Hebrew, English and Arabic.

Critical to this was the integration of the national museum holdings into Europeana.

<https://museums.gov.il/en/Pages/default.aspx>

Google Books citations

<https://www.google.com/search?tbo=p&tbm=bks&q=susan+hazan>

Academia.edu

<https://imjnet.academia.edu/SusanHazan>

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## Publications

S. Hazan, (2021) Mindfulness and the Museum: Can Digital Delivery of Cultural Heritage Contribute to our Wellbeing? «Digitalia», 2021

S. Hazan (2020) Deep Fake and Cultural Truth - Custodians of Cultural Heritage in the Age of Digital Reproduction, Springer, 2020.

S. Hazan (2020) Mining Big Data for Agile Narratives, MBD 2020, Oct, 2020, MUSEUM BIG DATA, Nicosia, Cyprus, Organised by UCL Qatar and The Cyprus Institute

S. Hazan, (2019) *Through the Looking Glass - Cultural Heritage Custodians to Populate the Mirrorworld*

Digitalia, Italy, (upcoming)

<http://digitalia.sbn.it>

Hazan S., Katz A.L. (2017) *The Willing Suspension of Disbelief: The Tangible and the Intangible of Heritage Education in E-Learning and Virtual Museums*. In: Ioannides M., Magnenat-Thalmann N., Papagiannakis G. (eds) *Mixed Reality and Gamification for Cultural Heritage*. Springer, Cham  
[https://link.springer.com/content/pdf/10.1007%2F978-3-319-49607-8\\_22.pdf](https://link.springer.com/content/pdf/10.1007%2F978-3-319-49607-8_22.pdf)

S. Hazan, S. Hermon, (2013), *Rethinking the virtual museum*, Digital Heritage International Congress (DigitalHeritage) 2, 625-632  
<https://www.semanticscholar.org/paper/Rethinking-the-virtual-museum-Hermon-Hazan/ce2db02f412841d6575d3568562b8fea1c4d2f2f>

S. Hazan (2015) *Performing the Museum in an Age of Digital Reproduction* ISSN 2057-519X (Online), FURNACE  
The Postgraduate Journal of the Ironbridge International Institute for Cultural Heritage, University of Birmingham, (download)  
[https://www.academia.edu/16267333/Performing\\_the\\_Museum\\_in\\_an\\_Age\\_of\\_Digital\\_Reproduction\\_ISSN\\_2057-519X\\_Online\\_](https://www.academia.edu/16267333/Performing_the_Museum_in_an_Age_of_Digital_Reproduction_ISSN_2057-519X_Online_)  
<https://furnacejournal.wordpress.com/edition-one/issue-two/>

S Hermon, S Hazan, (2013), *Rethinking the virtual museum*, Digital Heritage International Congress (DigitalHeritage) 2, 625-632

Hazan, S., Hagedorn-Saupe M., & Caffo R. (2010). *ATHENA: A Mechanism for Harvesting Europe's Museum Holdings into Europeana*. (Trant, Jennifer, David Bearman, Ed.). *Museums and the Web*. Abstract  
[https://www.museumsandtheweb.com/biblio/athena\\_mechanism\\_harvesting\\_europes\\_museum\\_holdings\\_e.html](https://www.museumsandtheweb.com/biblio/athena_mechanism_harvesting_europes_museum_holdings_e.html)

S. Hazan, S. Hermon, (2013), *Rethinking the virtual museum*, Digital Heritage International Congress (DigitalHeritage) 2, 625-632  
<https://www.semanticscholar.org/paper/Rethinking-the-virtual-museum-Hermon-Hazan/ce2db02f412841d6575d3568562b8fea1c4d2f2f>

Hazan S., Winer D. (2010) *Uncommon Culture*, Vol. 1, no. 1/2: *Think Culture*  
[https://www.academia.edu/603899/Uncommon\\_Culture\\_Vol.\\_1\\_no.\\_1\\_2\\_2010\\_Think\\_Culture](https://www.academia.edu/603899/Uncommon_Culture_Vol._1_no._1_2_2010_Think_Culture)

S. Hazan (2011) *The museum in the palm of your hand: presenting the Israel Museum through ICT*  
IL CAPITALE CULTURALE. Studies on the Value of Cultural Heritage, 11-23  
<http://riviste.unimc.it/index.php/cap-cult/article/view/166>

S.Hazan (2010) *Musing the metaverse*. Heritage in the Digital Era, Multi-Science Publishing, Brentwood, Esse, UK, The Musesphere and the E-Museum.  
[http://network.icom.museum/fileadmin/user\\_upload/minisites/cidoc/ConferencePapers/2008/63\\_papers.pdf](http://network.icom.museum/fileadmin/user_upload/minisites/cidoc/ConferencePapers/2008/63_papers.pdf)

S.Hazan (2006), *The Treasure House: Objects of Wonder, Objects of Play*, essay from *Mapping the Musesphere Cultures of Exhibition and Technologies of Display*, MPhil/PhD, Media and Communications, Goldsmiths College, University of London, 2006

(Download)

[https://www.academia.edu/28527044/The\\_Treasure\\_House\\_Objects\\_of\\_Wonder\\_Objects\\_of\\_Play](https://www.academia.edu/28527044/The_Treasure_House_Objects_of_Wonder_Objects_of_Play)

s. Hazan (2005) *Weaving Science Webs: E-Learning and Virtual Science Centers*. Back to Source Title. DOI: 10.4018/978-1-59140-591-7.ch005 ISBN13: 9781591405917 ISBN10: 1591405912 EISBN13: 9781591405931.Pages: 93-109 pp. igi-global.com

Hazan S. (2006) *A crisis of authority: old lamps for new*, in *Theorizing Digital Cultural Heritage*, Ed. Fiona Cameron and Sarah Kenderdine MIT Press. (download)

[https://www.academia.edu/603893/A\\_Crisis\\_of\\_Authority\\_New\\_Lamps\\_for\\_Old](https://www.academia.edu/603893/A_Crisis_of_Authority_New_Lamps_for_Old)

<https://mitpress.mit.edu/books/theorizing-digital-cultural-heritage>

S. Hazan (2006) *Constructing reality - The Museum of Jurassic Technology*, Essay from *Mapping the Musesphere Cultures of Exhibition and Technologies of Display*, MPhil/PhD, Media and Communications, Goldsmiths College, University of London, 2006, Chapter 5 - Displaying Mimesis: Fakes, Facsimiles and Fabrications

(Download) [https://www.academia.edu/27721196/Constructing\\_reality\\_-\\_The\\_Museum\\_of\\_Jurassic\\_Technology](https://www.academia.edu/27721196/Constructing_reality_-_The_Museum_of_Jurassic_Technology)

S. Hazan (2005) *The Virtual Dead Sea Scrolls and the Electronic Art Garden*, Institutions / edited by James Hemsley, Vito Cappellini and Gerd Stanke. Ashgate

<https://trove.nla.gov.au/work/17062795?selectedversion=NBD26083938>

S. HAZAN (2003) *The Musesphere and the E-Museum*, The University of Edinburgh 17-20 September 2003 ISBN: 0 9532713 3 1

<https://wenku.baidu.com/view/6e1f96daad51f01dc281f178.html>

S. Hazan (2008) *Cultural institutions take on a [Second] Life of their own*, International Journal of Digital Culture and Electronic Tourism, Inderscience

<https://www.inderscience.com/info/inarticle.php?artid=21405>

Hazan, S. (2001). *The Virtual Aura - Is There Space for Enchantment in a Technological World?*. (David Bearman, Trant, Jennifer, Ed.). *Museums and the Web 2001: Proceedings*. Abstract

[https://www.museumsandtheweb.com/biblio/the\\_virtual\\_aura\\_is\\_there\\_space\\_for\\_enchantment\\_in\\_a\\_.html](https://www.museumsandtheweb.com/biblio/the_virtual_aura_is_there_space_for_enchantment_in_a_.html)

Hazan, S., Paolini P., & Di Blas N. (2003). *The SEE Experience: Edutainment in 3D Virtual Worlds*. (David Bearman, Trant, Jennifer, Ed.). *Museums and the Web 2003: Proceedings*. Abstract

[https://www.museumsandtheweb.com/biblio/the\\_see\\_experience\\_edutainment\\_in\\_3d\\_virtual\\_worlds.html](https://www.museumsandtheweb.com/biblio/the_see_experience_edutainment_in_3d_virtual_worlds.html)

Hazan, S. (1995). *Museums and Art on the Internet*. (David Bearman, Ed.). *Hands On: Hypermedia & Interactivity in Museums: Selected Papers from the Third International Conference on Hypermedia and Interactivity in Museums: Volume 2 (ICHIM 95 / MCN 95)* [https://www.museumsandtheweb.com/biblio/linking\\_and\\_thinking\\_the\\_museum\\_school.html](https://www.museumsandtheweb.com/biblio/linking_and_thinking_the_museum_school.html)

Hazan, S. (2001). *From the First Millennium to the third, the Content is the Message*. (David Bearman, Garzotto, Franca, Ed.).International Cultural Heritage Informatics Meeting: Proceedings from ichim01. Abstract

[https://www.museumsandtheweb.com/biblio/from\\_the\\_first\\_millennium\\_to\\_the\\_third\\_the\\_content\\_is.html](https://www.museumsandtheweb.com/biblio/from_the_first_millennium_to_the_third_the_content_is.html)

Hazan, S. (1999). *Linking and Thinking - The MuseumSchool*. (David Bearman, Trant, Jennifer, Ed.).Museums and the Web 1999: Proceedings.

[https://www.museumsandtheweb.com/biblio/linking\\_and\\_thinking\\_the\\_museum\\_school.html](https://www.museumsandtheweb.com/biblio/linking_and_thinking_the_museum_school.html)

Hazan, S. (1997). *The Fourth Wall. Museum Interactive Multimedia 1997: cultural heritage systems design and interfaces*. Selected Papers from ichim97. Abstract

[https://www.museumsandtheweb.com/biblio/the\\_fourth\\_wall\\_0.html](https://www.museumsandtheweb.com/biblio/the_fourth_wall_0.html)

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## Contact

### **Musesphere Homepage**

<http://www.musesphere.com/about/Susan.Hazan.html>

### **LinkedIn**

<https://www.linkedin.com/in/susanhazan>

### **Twitter**

<https://twitter.com/susanhazan>

### **Pinterest**

<https://twitter.com/susanhazan>

### **Instagram**

<https://www.instagram.com/susanhazan/>

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## Chair of the Europeana Network Association (ENA)

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### **Professional**

#### **Co-Chair, EVA / Minerva**

2004-current

Annual International Conference for Professionals in Digital, Cultural Heritage in Jerusalem

<https://www.digital-heritage.org.il/conferences/>

#### **Florence Heri-Tech, Lisbon**

May, 2020



The International Conference Florence Heri-tech: the Future of Heritage Science and Technologies

Technical Program Committee

<http://www.florenceheritage.com/committees/tpc-technical-program-committee/>

**Jury Chair, Digital Campaigns, Media & Technology MUSE Awards** (current)

American Alliance of Museums, (AAM) Muse Awards

<https://www.aam-us.org/programs/awards-competitions/2019-muse-award-winners/>

**Editorial**

**MIT Press Reviewer**

<https://mitpress.mit.edu/>

**Springer Reviewer**

<https://www.springer.com/gp>

**Review Editor the Editorial Board**

Cultural Heritage Digitization, a specialty of Frontiers in Digital Humanities

<https://loop.frontiersin.org/people/276979/overview>

**Associate Editor, and Reviewer**

Computing and Cultural Heritage (JOCCH)

[http://jocch.acm.org/editorial\\_board.cfm](http://jocch.acm.org/editorial_board.cfm)

**Conference Program Scientific Committees**

**#Museums and the Web Program Committee**

(1999-2015)

**#Ku1 XVII 2019**

Culture and Computer Science, INKA, Berlin

<https://kui.htw-berlin.de/programme-committee/>

**#PATCH 2019**

Workshop on Personalised access to Cultural Heritage

<https://patch2019.di.unito.it/organization.html>

**#EVA London 2019**

Electronic Visualisation and the Arts

<https://patch2019.di.unito.it/organization.html>

**#mobileCH2018**

Workshop on Mobile Access to Cultural Heritage

Barcelona, September 2018

**#EARTH2018**

Digital Environment for Education, Arts and Heritage, International and Interdisciplinary Conference

**#AVI 2018**

International Conference on Advanced Visual Interfaces 2018

**#Kul 2018**

6th Conference Culture and Computer Science

**#EVA London 2018**

Electronic Visualisation and the Arts

**#VSM 2018**

The International Conference on Virtual Systems and Multimedia

**#PATCH 2017**

9th Workshop on Personalized Access to Cultural Heritage

**#Mobile-CH 16**

Mobile-CH 16: Workshop on Mobile access to Cultural Heritage

**#AVI-CH 2016**

Advanced visual interfaces for cultural heritage co-located with AVI 2016, Bari Italy

**#Digital Heritage 2015**

Digital Heritage 2015 International Congress

**#Eagle 2014**

International Conference on Information Technologies for Epigraphy in the Ancient World

**#PATCH 2014**

Personalised Access to Cultural Heritage

The Future of Experiencing Cultural Heritage

Part of the IUI

**#PATCH 2013**

6th International Workshop on Personalised Access to Cultural Heritage



## **#High-Tech-Heritage 2012**

How Are Digital Technologies Changing Our Views of the Past? The University of Massachusetts Amherst Center for Heritage and Society

## **#VSMM 2012**

18th International Conference on Virtual Systems and Multimedia VSMM 2012, Milan, Italy,

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