## Carved in Clay & Ether: Assessing Pottery and *The Romans* App

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## CIR 61 MII (59)



#### Samian Ware pot

- mid 1<sup>st</sup> early 2<sup>nd</sup> Century
- Decorative Floral and Flowing Decoration
- Decoration sets it apart as a piece for middle – upper class
- Primarily Serving Bowls for food etc



- Thrown Pot with Stamped design
- Naturalistic Pattern
- Indicated some social standing

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- Maker's Mark on inside of bowl
- Advertising the company
- Stamped in: Not necessarily showing literacy
- Stamp shows a greater level of industry

### Oil lamps





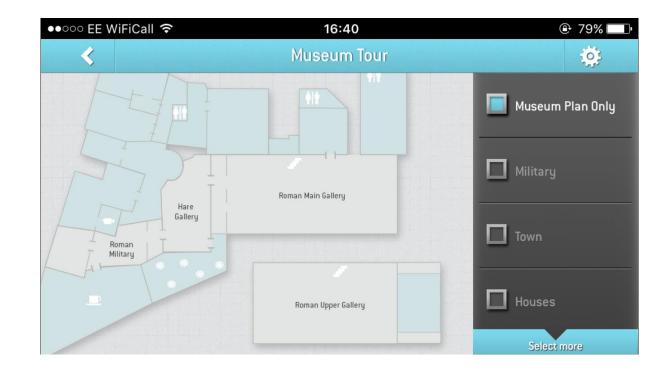
- A common household item
- Less lamps have been found in Britain in comparison to other areas of the Empire as cost of importing oil was high
- Often buried in tombs alongside more decorative items such as jewelry.



#### Best Part of the App

#### The Museum Tour

- Very simple layout
- Clear outline of different artefacts within the museum and to where find them
- Helpful accompaniment to a visit
- Diverse amount of information on the artefacts, that give appropriate context



### Equivalent or Supplementary?

- The app does cover a variety of artefacts from the different areas of the museum; however it cannot cover all of them.
- More suitable to be used during or after a visit to remind people of the different artefacts that were available to be seen.
- However, definitely a noteworthy advantage over museums that do not have an app.
- Especially useful for education purposes.

## Would it make you more or less likely to visit the museum?

#### More likely:

- It can work as advertisement, to entice people who have used the app to visit the museum in person.
- The app makes the museum appear more current, applying therefore to a younger generation.

#### Less likely:

• Some people may view the app as a substitute, and not bother visiting the museum after paying for the app.

# Differences between virtual and physical interaction with artefacts

Virtual interaction is held back by the difficulty of showing different aspects of the artefacts, such as:

- Size
- Weight
- Other sides
- Type of material

### How would you use the app to teach?

- The quiz in the learning section is a chance for students to engage, and reflect what they have learnt
- It is also useful for applying the information gained from the visit

