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Museum informatics is an interdisciplinary field of study that refers to the theory and application of informatics by museums. It represents a convergence of culture, digital technology, and information science. In the context of the digital age facilitating growing commonalities across museums, libraries and archives, its place in academe has grown substantially and also has connections with digital humanities. In all ages, museums are responsible for obtaining, storing, and exhibiting objects

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Museum Informatics. My academic work centers on the study of museum informatics, which explores the sociotechnical interactions that take place between people, information, and technology in museums [1]. Over the past couple decades, I have worked to establish museum informatics as an interdisciplinary field of study relevant to researchers and professionals, scholars and students across multiple academic disciplines [2].

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