

Abstract

Project for a museum itinerary through the historic and geologic collections of the APAT

In the first chapter you'll find exposed a critical as well as a historical research on museum architecture including the most significant examples that define the history and the evolution of the contemporary museum.

It faces in synthetic manner the cultural and technical transformations within which the contemporary museum has been conceived. Pointing to the fundamental role that a nowadays museum is given as an urban structure or else as an effective and dynamic component of the modern urban societies.

In the second part of the text there comes a presentation of the project for the museum itinerary and an approach of the specific area destined to be a museum as well as the adopted standards used as a rule on the project.

This area occupies the ground and the first floor of the APAT building at via Curtatone 3a Rome.

Beginning with the analysis of the findings, actually belonging to the APAT collection, there is to be considered not only the objects themselves, but also their dimension and the appropriate systems of the exposing windows to be placed in the specific interior. Also the perception of the visitors moving in the space is to be evaluated.

Trying to define approximately the necessary surface for a museum able to contain the geological and historical collection of the APAT foundation, Problems such as the elevated number of findings to be shown and the need of an establishment with major dimensions are to be faced in primis.

According to these facts and hoping that in the future it will be possible to host the APAT collection in a more appropriate space, able to contain a patrimony of such importance, the project of reorganizing the actual museum area within the APAT building points in giving functional solutions of the various spaces by adding to the structure communal spaces which are currently missing. Above all there is the goal of

Redesigning in conceptual terms a modern exposing space with the use of avant-garde technologies in order to obtain an interactive relationship among visitor and object.

The use of informatics permits then conceiving a museum in new terms also meant as “Virtual museum” to be visited through technology.

By redesigning the exposition halls we achieve an “enlargement” of the space able to contain virtually large amount of objects and information which otherwise could not be shown.