

Information Project for Brecknock Museum & Art Gallery Invitation to Potential Volunteers

October 2018



The Brecknock Society & Museum Friends (BS&MF) is leading the Interpretation Project which is to deliver 45 digital screen terminals for the refurbished Brecknock Museum & Art Gallery. The project is described on our Interpretation Project [webpage](#). We are looking for volunteers able to help research and prepare material for loading onto the digital screens. **Might this be a task you are willing and able to carry out? We invite you to read what's involved and to let us know.**

The Volunteer Task Each volunteer is asked to research, assemble and interpret material for one or more of the 200+ objects to be exhibited and covered by the digital screens. The Excel file title '**List of Objects in the Interpretation Project**' and the PDF files on '**Object images**' which are accessed from our Interpretation Project [webpage](#) show the objects currently available to be allocated to volunteers. Further objects will be earmarked for the project soon.

Be assured that all volunteers will have different backgrounds. Some will have some special expertise or will know all about a particular part of Breconshire, others will simply want to delve into the details of some of the objects - e.g. a penny farthing bicycle or an eisteddfod chair.

Each volunteer will be given a mentor from the project team who can help them choose particular exhibits to work on, and to whom they can turn for further guidance or feedback. Volunteers are expected to work largely from home and need to have access to a computer and the internet. They will have the document on '**Guidance to Volunteers on research and assembling interpretative material**' which can be accessed from our Interpretation Project [webpage](#). BS&MF will also organise a further training workshop to help volunteers who want help in planning their research or in obtaining and assembling information.

Volunteers are asked to deliver their interpretative material for an initial screen on each of their exhibits by February 2019, in time for the opening of y Gaer. ('Interpretative material' can include photos, sound recordings and videos as well as text.) They will then go on to assemble further interpretative material for additional screens, including carrying out any necessary further research. On completing their task, volunteers are asked to hand over and assign to the Museum an 'e-file' containing material from their researches for future use. The overall Interpretation Project must finish by the end of March 2020.

The actual task of uploading the interpretative material onto the digital screens will be done by others, not by the volunteers. The overall **process for delivery of the outputs to y Gaer** by the Interpretation Project is illustrated in a PDF which can be accessed from our Interpretation Project [webpage](#).

Please be reassured that the Volunteer Task need not be an onerous and you will not be asked to deal with exhibits about which you have no interest or knowledge at all.

If you feel you can help, please reply on the Registration Form that can be accessed from our Interpretation Project [webpage](#) confirming your interest. This form includes terms and conditions, data protection etc. One of the project team will then get in touch with you to take matters further. Alternatively, if you would like to discuss anything, please get in touch with Liz Bickerton or me (contact details on our Interpretation Project [webpage](#).)

With best regards,

A handwritten signature in black ink, appearing to read 'Mervyn Bramley', written in a cursive style.

Mervyn Bramley

BS&MF Trustee; Project manager for the Interpretation Project