

CARPADUS Workshop on practices, guidelines and standards in Svalbard tourism

Longyearbyen Feb.07 2023

Hege Anita Eilertsen Svalbard Museum



Natural and cultural history of Svalbard





400 years of cultural history Kvitoya 10°-34°E, 74°-79°N Nordaustlandet Longyearbyen – Oslo 2042 km Longyearbyen – North pole 1200 km Svalbard, an arctic archipelago: Spitsbergen, Nordaustlandet, Edgeøya Kong Karls Land Barentsøya, Bjørnøya Alesuno Ca 3000 inhabitants Prins A Pyramiden Karls Forland Barentsøya Longyearbyen - the world's most northernly town (78°N) Longyearbyen Spitsbergen Barentsburg vea or uva Edgeøya Svalbard discovered in 1596 **Svalbard museum:** Nature and culture of the archipelago Hopen The perfect start to understanding Svalbard ©Norsk Polarinstitutt «Topo Svalbard» Bjørnøya 🏠

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Understand Svalbard

- A diversity in topics makes the museum of interest to a wide group of visitors
- Exhibits are built to get a quick overview or a d dive, depending on time and interest
- We **speak** through objects, photos and texts
- Understanding nature and cultural history is esse a good stay in Svalbard.
- The museum is an attraction to visitors
- A platform for knowledge for visitors, locals, studer scientists
 - A wide network
 - Qualified staff
 - Dedicated to our mission; collect, preserve, share...



Svalbard Museum

Natural and cultural history of the archipelago

Permanent exhibits covering central topics

- o Basis for life in the Arctic
- The discovery of Svalbard
- Exploration of the archipelago
- Hunting/whaling
- Trapper's life
- Geology and mining
- Modern life and research
- Life in the ocean and on the tundra
- The Svalbard Global Seed Vault



«Life in light and ice»

Basis exhibition



Possibilities

Focus even more on history/culture in marketing of Svalbard and by each operator

Attract the guests who seek knowledge (as oppose to «only» nature adventures?)

Why?

Reduce stress on nature Increase knowledge and understanding for both nature and culture Stay another night

Mandatory museum visit for all visitors? In a today not known shape or form?

A museum «without walls» - disseminating outside the exhitibion Walks

Talks

Etc

- Ensure more «products» with the museum, make it more attractive to buy more than the one ticket
- (will also make the museum more economically sustainabl Manpower, skillset.
- How to do this in all kinds of weather and seasons?



Challenges

History and culture does not have a proprietor. «Everyone» may share.

Find a solid ground and understanding for who shares what. What is history, what is storytelling?

Do we have a common (enough) understanding of topics that must be shared?

How to make a hub for knowledgebased experiences – the knowledge excist but is the content easily enough available?

How do we model cooperation in these matters?

How do we secure that the museum has the capasity and competence to work with other that shares history?

How do we ensure that partners are teaming up?



Museum gift shop – and other shops

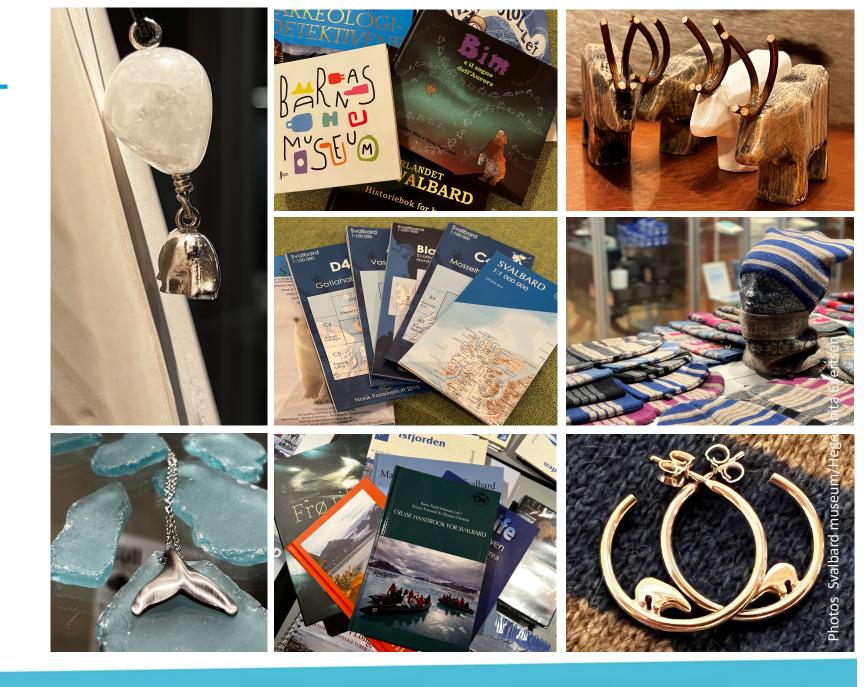
Purpose of gifts Quality of gifts Afterlife of gifts

Produced where, by who?

How to cooperate in product development, manufacturing etc? How to ensure a «perfect selection» with a natural distribution amongst the various shops?

How to wrap knowledge as a gift? How to lower freight/impact/waste?

Cooperation project?



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