

第二波美術館熱潮

主編語

美術館的興建，除可盤點文化資源，推展藝文活動，更可凝聚地方認同，帶動文化產業發展。本期專題「第二波美術館熱潮」的兩篇專文分別從美術館的觀眾行為及歷史建築作為博物館進行專題探討。蘇瑤華的專文以法國羅浮宮藝術博物館推動十年的「人人都是藝文贊助者」的群眾募資計畫為案例，探討美術館「替代性財務工具」的可能性。殷寶寧的專文以臺北市大稻埕街區晚近設置的AMA家及207博物館為例，從後博物館理念出發，討論博物館與地方活化和文化經濟的關係與連結。

兩篇藝術論文則討論當代藝術創作的兩個趨勢發展。呂佩怡的專文從閱讀陳界仁的三件作品《加工廠》、《路徑圖》與《殘響世界》，反思藝術作為運動殘響之作用力。社會行動藉由視覺化、具體化與情感化的藝術轉換，開展藝術於社會運動後可持續發揮的角色。藝術社會行動及公共平臺的開放論證揭示了藝術的無限潛能。邱誌勇的專文探討虛擬實境藝術中「影像」、「身體」、「時間」與「空間」之交互關係。虛擬實境藝術中的「本體論事件」與「共感聯覺美學」，闡述參與者透過穿戴裝置與機械設備進入虛擬實境的作品，從而體驗並創造出讓感知與身體在虛擬與實在之間得以相互對位的經驗。

面對社會的快速變遷，美術館正是具現公眾需求及不同聲音的最佳場域。整合多元資源，鼓勵文化生產，落實公共利益，將是新時代美術館的社會價值。當今臺灣各地積極籌建美術館，掀開了臺灣「第二波美術館熱潮」。這些迎向未來的美術館，是否以公共利益為優先？關注人文與環境的互動，倡導與社區的合作共融，帶領議題、激發創意、回應挑戰，美術館是時代價值的倡議者。

專題主編 賴瑛瑛

A Note from the Chief Editor

Besides cultural resource inventory and the promotion of arts and cultural activities, the establishing of museums can also maintain local identity and boost the development of cultural industry. In this issue, two essays under the topic "Second Wave of Art Museum Craze" thematically discuss from the perspective of visitor's behavior and historical building as museum. In SU Yaohua's essay, she takes the crowdfunding program "everyone could be the patron" that has been promoted for ten years by the Louvre Museum as a case study, discussing the possibility of museum's being "alternative tools of economy." YIN Pao-Ning yet takes the lately established AMA museum and 207 museum in Dadaocheng, Taipei as case studies. From the idea of post-museum, the author discusses the relation and links among museum, regeneration and cultural economy.

The other two essays on the arts yet discuss the development of two trends in contemporary artistic practices. LU Pei-Yi's essay is reading CHEN Chieh-Jen's three works, "Factory," "The Route," and "Realm of Reverberations" rethinking the force when art serves the function as the resounding of social movement. Through the artistic transformation of visualization, formalization and emotionalization, social actions open up a continuous role of art that can keep on after social movement. CHIU Chih-Yung's essay explores the interactive relation among "image," "body," "time" and "space" in the artistic practices of virtual reality. "Ontological events" and "synesthesia aesthetics" in the arts of virtual reality explain the participants' contrapositioning experiences of perceptions and body senses in two realms of reality and virtuality when entering works of virtual reality with wearable devices and technological equipment.

Facing the rapid social changes, art museums are the best places to reflect public's need and different voices. Integrating multiple resources, encouraging cultural production, and implementing public's interest will be the social value of art museums in the coming era. Nowadays, local governments are actively preparing to establish art museums in many places, thus bringing out the "second wave of art museum craze."

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Will these future-facing art museums place public interest on their priority? Focusing the interaction between humanity and the environment, proposing the corporation and integration with community, leading current issues, stimulating creativity and responding to all the challenges, museums are the advocators of the zeitgeist.

Guest Chief Editor, LAI Ying-Ying