



MUSEUM AND LEISURE

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Abstract:

In this study, the relationship between the museum and the concepts of leisure and recreation is discussed. After defining the concept of leisure, it is a study in which the relationship between the museum and leisure, the aspects of leisure activities in museums, and the purposes for which museums are used are discussed. The purpose of this article is to give the reader an idea that museum visits in their free time are also a preferable option. Museums are mostly used for educational purposes, but museum visits are not considered leisure activities. Since the types and number of museums are increasing day by day, the usage areas of museums are also diversified in parallel. In this study, the relationship between the museum and the concepts of leisure is discussed. In this study, after defining the concept of leisure, the relationship between the museum, leisure and recreation, the fact that museums are leisure activities, and the purposes for which museums are used are discussed.

Keywords: museum, leisure, recreation, education

1. Introduction

Today, museums are more important than ever as attraction centers where people spend their leisure. For this reason, more and more museums are being established every day. There are kinds of requests by individuals to museums for two reasons. The first of these is the special request applied by the visitors. Those with special requests for museums may be interested in exhibitions as a leisure activity or as an art historian as profession.

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The visit may be by individual or family decision or be part of an organized activity, e.g., schools or companies. The majority of museum visits can be considered leisure activities. The second type of demand is the economic demands of the people and organizations that benefit from the museum (Ginsburgh and Throsby, 2002).

Today, visiting museums and gaining experience from them is an important leisure gain. These beneficial experiences affect the individual positively and provide psychological satisfaction. While learning something new by visiting museums, gives the opportunity to gain many different gains from museums. In addition, it provides personal development, knowing the environment, life purpose, positive relationships, and acceptance. It also helps rejuvenate, relax, be peaceful, and be thoughtful. Museum visits provide gains in the field of affective, mental, and reflective thinking. At the same time, it gives experiences a sense of achievement, self-actualization, self-expression, socialization, fun and renewal, and rediscovery. Museums have had educational purposes since their establishment. However, education in museums has loaded different meanings and roles in different periods according to social life, education, and museology theories.

2. Museum Concept

"Museum" comes from the Greek mouseion, the temple of muses. The term museum today; is defined as a non-profit, permanent institution that serves society and its development, is open to the public, and aims to protect, research, communicate and exhibit the "abstract" and "tangible" human heritage and its environment for education, work, and entertainment (Kandemir and Uçar, 2015). The definition of the museum used by the accreditation committee of Museums: *"an organized and permanent, non-profit institution with professional staff, primarily for educational or aesthetic purposes, that owns or uses tangible objects, cares for them, and displays them in some places to the public"* (Simmons, 2016). Museums are structures that assimilate the past, comprehend the present, and construct the future (Türkiye Ekonomik ve Toplumsal Tarih Vakfı, 2000; 2001). Today, museums are seen as businesses, collection warehouses, exhibition and display areas, educational institutions, research institutions, common areas, and places of commemoration (<https://archives.history.ac.uk>). Public presentations of the past in museums, historic sites, national monuments, tourist attractions, world fairs, art exhibitions, and archaeological reconstructions tell us a lot about the construction of culture (Broadhurst, 1984). Museums were developed in response to people's need to understand the world by using collections of objects to make sense of the chaos around them (Pearce, 1992). Collecting and organizing things is a universal feature of human being observed in various ways in different cultures (Muensterberger, 1994). The first collection of objects are tools and grave goods that are part of people's material culture (Simmons, 2016). Some researchers have argued that collecting and preserving stems from *"people's tendency to seek, acquire, and preserve"* (Lewis, 1985). Both the modern concept of the museum as a place where learning and objects are associated and the origin of the word museum (Greek mouseion or "place of muses") originated in a philosophical

institution in ancient times called the Temple of the Muses (Findlen, 1989). When collections began to be collected in special cabinets in the 1400s, classification schemes were needed to organize objects (Davenne, and Fleurent, 2012). The fact that not only tangible assets but also intangible assets are accepted as "world heritage" has revealed the necessity of collecting, protecting, presenting, and developing especially traditional creations (Özdemir, 2001).

3. Activities of Museums

Museums, which collect, research, protect the cultural heritage of the society and present it for the education of the public, are considered one of the basic institutions that should be found in contemporary society today (Akmehmet and Ödekan, 2006). It has long been emphasized that museums have educational functions and duties besides collecting, protecting, and researching historical objects (Aktekin, 2008). Based on the idea that everyone can be educated at any age and under any condition, museums are one of the most suitable environments where lifelong education can be offered. In this context, museums should include educational and entertainment activities that meet the intellectual needs of the visitors. The museum has an important function in overcoming the traditional understanding of education with its environment that includes the student, activates her, and accelerates learning by producing (Gartenhaus, 2000).

4. Functions of Museums

In the definition of the educational functions of museums, museums; It is expressed as non-formal education institutions that can contribute to the formation and development of creativity, logic, observation, imagination, and a sense of taste (Riviere'e, 1962). Moreover; learning from the past, museums provide insight into human history, and societies can learn invaluable lessons from past events, especially in times of chaos.

Museums have the power to create unity at the social, political, and local levels as well. Local museums offer the people of a particular region an opportunity to learn about its history, and this collective heritage can create a sense of belonging and being together with people. Museums always play an active role in educating future generations. The exhibitions created for children and the education given to children in a semi-classroom environment reveal that museums are an important educational environment and the importance of these institutions. (<https://www.museumnext.com>). Besides, museums should teach something; should develop the creative powers of the person and bring the person into society. Museums have played an important role in people's use of their leisure and have turned into places of attraction for people to use their leisure.

5. Time, Leisure, and Recreation

People's time use can be considered as working time and non-working time. Working time is defined as the time individuals spend on earning money to survive. Preliminary

work time for the work, the time spent on the way to and from the road are evaluated within the working time. Non-work time consists of sleep, nutrition as free time, and leisure, which are the basic physiological needs of the individual and are suitable for orientation.

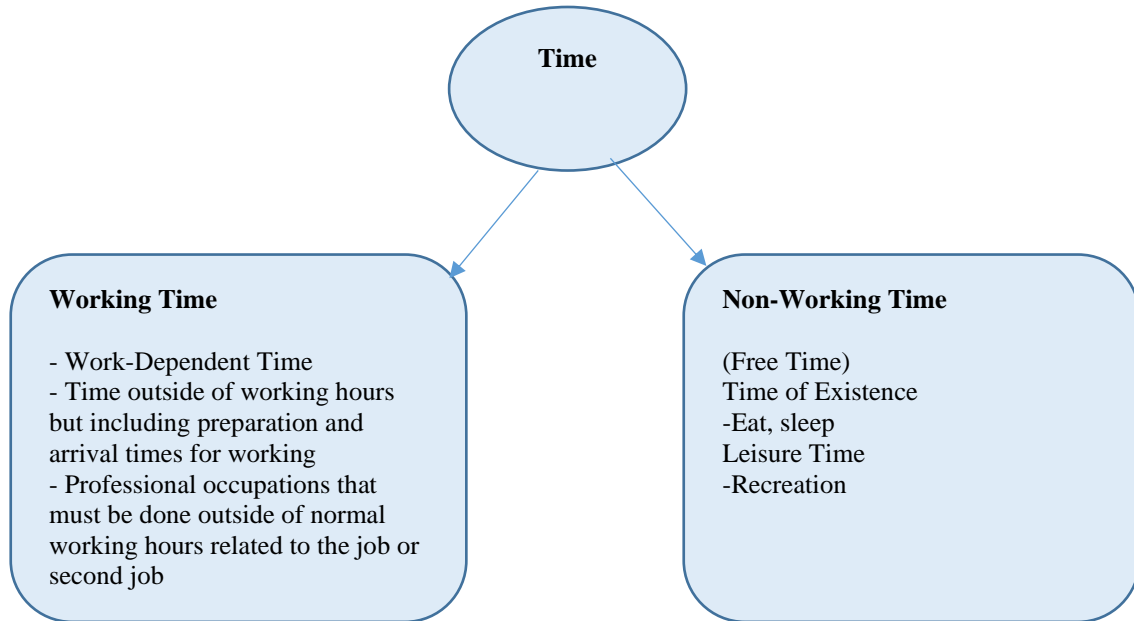


Figure 1: Parts of the Use of Time (Karaküçük, 1999)

Museum visits also include leisure activities (Rebetez, 1969). Leisure activities can be expressed with the concept of "recreation", which is more pronounced as "use of leisure". Recreation; people's health is endangered due to their intense work pace, routine lives, and adverse environmental conditions, and the human body, which is affected by such situations, is healthy again, protecting and maintaining its health, and at the same time enjoying life, except for the time allotted for personal satisfaction and compulsory needs. They are a voluntary and optional individual or group activities in independent and unconnected leisure (<http://ww.rekreasyon.org>). Historical studies show that recreational activities are mostly related to rest and entertainment, sometimes performed individually and sometimes in groups. In the prehistoric period, recreational activities were mostly related to the struggle for life such as hunting and fishing. Apart from these, there are also recreational activities such as wrestling, drawing pictures on cave walls, and painting caves (Broadhurst, 2001). At the same time, museum tours are relaxing and entertaining activities that people do voluntarily in their spare time since ancient times (Karakucuk, 1999). Free time is defined as the time left over from obligatory individual activities such as sleep and work; leisure refers to the voluntary participation in social life, having fun, and remaining from the compulsory activities that a person must fulfill in order to maintain his/her family, professional and social duties at the same time. It is expressed as the period of time when he can do rest, knowledge, and skills development activities. In leisure, the feeling of coercion is the least and the use of this time depends on one's own will, judgment, and choices. Social, cultural, and economic factors, family

structure, place of residence, income level, age, and gender, etc. It has three functions depending on many factors; rest, recreation, and development (Karaküçük, 1999).

Mankind, who solves all kinds of life problems but never reaches happiness, seeks opportunities to live happily. Entertainment is moving away from the center of life due to various social, cultural, economic, political, and scientific concerns. The vital importance of entertainment needs to be re-understood. People who think that they will be happy when their life level rises by devoting more time to their work have to be content with instant happiness that is consumed quickly. For this reason, people have made an effort to increase the time allocated to entertainment and to turn work into entertainment and entertainment into work. The understanding of entertainment differs from society to society (Özdemir, 2005). In addition to "blessing and glorifying", *"education, healing, research, knowledge generation-transmitting-dissemination, tolerance and peace-building-rooting, problem-solving, income generation, development of diversity, making use of leisure time and increasing the quality of life."*

The diversifications in the field of function have attracted all segments of society to museums. With the changes in the field of museology, new types of museums have emerged and new missions have emerged in the open-air museum, science and technology museum, nature museum, education museum, children and toy museum, social history museum, as well as archaeology and art history museums. Museums have evolved to be at the center of life and to be places where people have a good time and entertain themselves in order to be able to cope with the tools (communication tools, internet, entertainment centers, cinemas, theme parks, etc.) that undertake similar functions in the rapidly changing world (Ozdemir 2001:269-295). Volunteering is essential in museum visits, which make an important contribution to the development of individuals. In a study, it was seen that 92% of museum visitors made their museum visits voluntarily. Museum visits create new experiences outside of routine daily experiences (Noreen, 2006). At the same time, museums are important places for recreational activities and social purposes. Like other leisure activities (theatre, cinema, sports, having dinner at a restaurant, spending time with friends, etc.) (Ginsburgh and Throsby, 2002), museums have an educational and recreational structure (Foley & Mcpherson, 2000). Museum tours are within the scope of cultural recreation activities aimed at obtaining information about artistic and historical artifacts. It creates opportunities as an activity to be done in free time. Provides direction for next free time activities and training; for visits to the cinema, theatre, amusement parks, and even museums. (Lehn, 2006). Leisure motivation directs people to their leisure needs. In this case, the power of orientation is based on the satisfaction of the individual in leisure. This internal process guides the person in line with the purpose he has set. In other words, people want to be happy by researching their free time needs and participating in free time activities (Crandall, 1980).

6. Discussion and Conclusion

Although there are many articles and theses on the use of museums for educational purposes, there are almost no studies in which museums are considered a leisure activity. From the middle of the 19th century, museums were established as “museums of education” and the first museum of education was established to provide art education (Hooper-Greenhill, 1994).

Museums are institutions that preserve culture as a function and transfer it to the present and future generations. Visitors' willingness to spend this time to enhance their leisure experience can promote the use of the museum as a leisure activity, as a center of attraction and attraction. While museums are now seen as educational tools, they are also seen as a place of rest and leisure activities. In short, it seems that the functions of museums and entertainment overlap.

Today's understanding of the museum is seen as the place of traditional and redefined cultural functions. Using the artifacts and physical spaces it collects, the modern museum can remarkably function as a context for education, reliving leisure experiences, and improving life for people in society in general. However, there is nothing to suggest that the museum as a recreational context would conflict with its collecting or educational functions (Stephen, 2001). Learning through entertainment is no less effective, although its effects are perhaps less pronounced. Education is an important element for reliving leisure experiences and for the general improvement of life for people in society. In the future, the function of museums "*combining rest and learning, allowing visitors to move away from the intense stimulus of browsing galleries and seeing a large number of objects, will become important.*"

It seems inevitable that entertainment and education will become hybrid places that they work together to fulfill. Museums need not be afraid to use leisure activities. Indeed, they should embrace leisure activities as a learning tool and attract a wider and more diverse audience.

Conflict of Interest Statement

The authors declare no conflicts of interest.

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