

## Vulnerability of collection parts for visitor impact

Collection part	Score																						Average	Rank
Stairs	1	3	1	1	1	5	1	3	8	4	2	1	5	4	1	3	1	4	1	5	1	4	2.7	1
Floors	1	5	1	2	1	3	5	5	3	5	2	1	5	4	2	1	1	2	1	7	2	5	2.9	2
Wooden sculptures	1	3	4	1	2	8	1	3	5	6	4	2	6	4	7	2	5	7	7	3	4	8	4.2	3
Furniture	2	5	3	4	2	9	3	5	5	3	5	2	3	4	3	5	4	7	5	5	4	6	4.3	4
Books	8	8	6	10	5	1	1	8	4	1	3	7	4	5	6	8	6	4	5	4	7	1	5.1	5
Doors	7	5	2	3	7	6	4	5	3	10	5	3	5	5	9	2	2	7	2	6	4	10	5.1	6
Walls	9	7	2	2	8.5	2	4	7	2	5	4	3	9	5	4	8	5	8	2	6	7	3	5.1	7
Paintings	8	5	6	2	2	5	2	5	6	2	7	3	5	5	10	6	4	8	6	1	6	9	5.1	8
Architecture	2	4	3	2	8.5	10	8	4	1	6	6	3	8	5	8	7	4	7	1	9	5	7	5.4	9
Organ	3	8	9	3	5	5	10	8	5	7	4	2	7	5	5	5	4	7	2	8	5	10	5.3	10
Windows	6	8	4	3	7	5	10	8	3	10	10	4	5	5	10	1	3	8	2	7	4	10	6.0	11
Anorganic (excl metals)	8	7	5	10	5	4	4	7	9	9	8	9	8	8	10	7	6	7	6	5	5	10	7.1	12
Metals	10	9	3	8	8	7	9	9	6	8	9	8	4	8	10	8	6	8	3	2	7	10	7.3	13
Ceilings	10	7	10	10	10	5	10	7	10	10	10	8	9	5	11	6	2	8	8	10	10	2	8.1	14

1 = extremely vulnerable

10 = not vulnerable

NB: the few empty cells were given a 5, as the generated 0 would not be representative

### Type of damage and the possible cause for the most vulnerable collection

Object	Cause	Type of damage	No. of times mentioned	Comments
Floors (wood)	walking (physical contact)	abrasion of wood, material loss	12	Turning points extra damage
Stairs	walking (physical contact)	abrasion of wood	9	Turning points extra damage
Wooden sculptures	people touching	fingerprints, paint loss	4	What is damage in contrast to wear and tear of normal use?
Books	people touching	tears, fingerprints, discolouration	4	
Floors (wood)	walking (physical contact)	dirt, sand, etc.	3	
Floors (marble)	walking (physical contact)	scratches, material loss, breakage	2	
Stairs	heavy load/shock	structural damage/board breakage	2	
Architecture	people not recognizing the value, wanting to use	damage caused by use	2	Especially wooden components
Paintings	people nudging	material loss in frames, scratches in paint/varnish	2	
Paintings	people touching	dents, abrasion	2	
Floors (wood)	walking (physical contact)	abrasion of paint	1	
Floors (wood)	vibrations	loosing boards	1	
Floors (marble)	walking (physical contact)	loose and broken marble slabs	1	
Stairs	bumping shoe nose into steps	dents, material loss	1	
Wooden sculptures	climatic changes caused by visitors	cracks	1	dry air
Books	visitation	theft	1	
Walls	rubbing and leaning against		1	
Architecture	visitors touching	deposit of grease	1	
Architecture	temperature	material change	1	
Paintings	vandalism	vibrations in canvas, paint loss	1	
Windows	condensation	wood rot	1	
Windows	movement	abrasion	1	
Furniture	nudging, leaning against	mechanical damage	1	because of small spaces
Metals	people touching	corrosion, grease	1	
Metals	use	mechanical damage	1	