

Big Impact/Low Budget – AAM Presentation
Five Minute Media Matinee – ACM Presentation

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Museum	Media Title & Description	Museum Contact
<p>Abraham Lincoln Presidential Library and Museum Illinois</p>	<p>Flashpoint: 1908-2008, Springfield, Illinois Race Riot</p> <p><i>Flashpoint</i> is an online magazine/exhibit, utilizing Z-mag software. Using text, graphics, primary sources, audio, and video, it explores the story of racial tension and violence that erupted in Mr. Lincoln's hometown in August 1908. Sixteen area high school students created <i>Flashpoint</i>, in the summer of 2008, as part of the grant-funded Abraham Lincoln Summer Scholars Program. Working with librarians, historians, museum professionals, educators, and graphic designers, the goal of the program was to introduce new educational and career opportunities to these adolescents. Their efforts resulted in the stunning magazine that showcases their efforts as photojournalists, museum curators, and research historians.</p> <p>http://viewer.zmags.com/showmag.php?mid=htgrs=3#/page2/</p>	<p>Erin I. Bishop, PhD, Director of Education</p> <p>Erin.Bishop@illinois.gov</p> <p>217.782.8403</p>
<p>AC Gilbert's Discovery Village Oregon</p>	<p>Photo Show: Welcome to A.C. Gilbert's Discovery Village</p> <p>Using the free program available at Roxio Online this lively photo show introduces people to the museum, commemorates special events, and highlights the services we provide. Children's museums are so visual and full of sounds that I wanted a medium to convey, in pictures and music, what happens here. Creating the photo show doesn't take much time, and I'm able to use the link in our blog, or send out the link in our email newsletters. I don't have the money to hire a film crew to shoot videos for me, so I use photographs I already have to make a visual tour of the museum or to promote new exhibits. The <i>Welcome</i> photo show will be shown at the museum's next major fundraiser.</p> <p>http://www.photoshow.com/watch/qJ3le4QP</p>	<p>Stephanie Lenox, Promotions Director</p> <p>promotions@acgilbert.org</p> <p>503-371-3631</p>
<p>Atlanta History Center, Georgia</p>	<p>Turning Point: The American Civil War</p> <p>This project was created for one of the Atlanta History Center's signature exhibitions. Since we aren't bringing in as many traveling exhibitions, we decided to use our energies to promote the collections we already have. <i>Turning Point: The American Civil War</i> is one of the nation's largest and most complete Civil War exhibitions, with over 1,500 Union and Confederate artifacts. Atlanta History Center decided to do create a short video that promoted the exhibit. It was filmed with a digital camera, and edited in-house using iMovie for Mac. The video was posted to their YouTube channel and, Facebook page; it can be sent out to tour operators and even potential donors. Since the video was posted a month ago, it has been viewed over 200 times.</p> <p>http://www.youtube.com/watch?v=E60qFdmBsZQ</p>	<p>Trevor Beemon</p> <p>tbeemon@atlantahistorycenter.com</p> <p>404-814-4094</p>

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Brooklyn Children's Museum, New York	World Brooklyn Bus Tour Inside a model of a NYC bus visitors view a three-minute video of Brooklyn's neighborhoods and its people. The video utilizes photos gathered over five years of research for the exhibit <i>World Brooklyn</i> . Images flow smoothly from one to another accompanied by an audio track of voices, street sounds and music. The progression is non-linear so that visitors can step in or out at any point. The piece serves to evoke the multi-cultural nature of the borough and introduce and reinforce the exhibit's main message (by exploring Brooklyn you can learn about yourself and the world) and the exhibit's interpretive goals. The piece was created on a Mac using Final Cut Pro and After Effects. It is shown in the exhibit and online. http://www.brooklynkids.org/worldbrooklyn/	Liza Reich Rawson, Senior Exhibition Developer lrawson@brooklynkids.org 718/735-4400 x151
Burke Museum of Natural History and Culture, Washington	Meet the Mammals The <i>Meet the Mammals</i> video was created in November 2008 to promote an annual family. The video was filmed and produced by staff in the Communications office, with an inexpensive Flip Camera, with no additional budget. The video gives a behind-the-scenes look at what it takes to move a 250-pound whale skull from storage to the museum lobby and interviews the mammalogy collections manager and the significance of <i>Meet the Mammals</i> to the public. The video was hosted on the museum Web site, the museum's You Tube Channel, was linked to in an e-card sent to the museum's e-mail list, and was picked up on the Seattle Times' online newspaper. http://www.youtube.com/watch?v=6BWIQz1ILb8	Julia Swan, Public Relations Coordinator burkepr@u.washington.edu 206-616-7538
Burke Museum of Natural History and Culture, Washington	Burke Kids <i>Burke Kids</i> is an educational, interactive site for 6-12 year olds designed entirely by staff of the Burke Museum. The objectives of the Web site are to engage a young audience and to make the museum's resources accessible to kids, families, and educators. Burke Kids is divided into 3 sections: Play, Explore, and Visit. Production of Burke Kids was entirely in-house, which is increasingly rare for a mid-sized institution such as the Burke to accomplish. The Web site was developed collaboratively with the communications, education, and curatorial divisions within the museum. Prior to launching the site, Burke staff held several usability sessions with children within the target age range (6-12 years old) and teachers to test the various features of the site. http://www.washington.edu/burkemuseum/kids	Julia Swan, Public Relations Coordinator burkepr@u.washington.edu 206-616-7538

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Cahokia Mounds Museum Society, Illinois	<p>A Visit to the City of the Sun</p> <p>Three multimedia <i>Trail Tours</i> were designed for the expansive Cahokia Mounds grounds. To the casual observer all of the smaller mounds at our site seem much the same. Signage alone is not sufficient to create excitement or provide in-depth background information, and many people simply don't take the time to thoroughly read the available printed guides. As a result, many of Cahokia's greatest stories are missed. A visual delivery system was needed that could be relied upon throughout the extensive grounds. The tours provide engaging audio-enhanced walks and a 1 to 2 minute video at each of eighteen stops, all of which reside on the hand-held iPod Touch.</p> <p>http://www.sacreative.com/itouch</p>	Leah Joyce, Executive Director museumsociety@cahokiamounds.org
Chemical Heritage Foundation, Pennsylvania	<p>Episode 45: Making Modernity</p> <p><i>Distillations</i> is a weekly podcast dedicated to the past, present, and future of chemistry, produced by the Chemical Heritage Foundation (CHF). Our October 17th episode focused on the opening of CHF's new museum and permanent exhibit, Making Modernity. A five-minute "walking interview" in the second half of the piece allowed our curator, Erin McLeary, to paint an audio portrait of some of the highlights of the museum. The piece publicizes the opening of the exhibit and provides a behind-the-scenes glimpse of the thinking behind artifact selection and story selection. As this piece was part of a larger podcasting operating, equipment and development costs are included in the total budget. A typical 12-minute episode costs \$1,300-1,500. The podcast's Web site receives over 2,000 visitors each month from around the globe.</p> <p>http://distillations.chemheritage.org/?p=276.</p>	Erin McLeary, Audra Wolfe awolfe@chemheritage.org 215-873-8217
Discovery Gateway Children's Museum, Utah	<p>Robots</p> <p>As a way of giving our visitors and board members a sneak peek of the traveling exhibit, <i>Robots</i>, the Discovery Gateway Children's Museum edited video footage and still photos from the member opening in the fall of 2007 using iMovie. While originally a documentary piece the museum exported the movie as low-res video format to be displayed in temporarily on the website and the October 2007 eblast.</p> <p>http://www.discoverygateway.org/</p>	Carolyn Crowley, Art Director ccrowley@discoverygateway.org 801-355-2034 x102

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Contemporary Jewish Museum, California	<p>Contemporary Jewish Museum Architecture Tour</p> <p>This audio tour delivers first-hand commentary from the world-renowned architect, Daniel Libeskind, on his design inspiration and process. Through this tour the listener is able to experience the building in great detail as Libeskind directs the eye to architectural design details. The use of delivery on personal devices (cell phones and MP3 players) permits the visitor to listen to the tour while viewing the exterior portions of the building as well as the interior. The tour, built from original interviews, has little production and minimal narration and allows the voices of Libeskind and the Museum's Director, Connie Wolff, as the soundtrack. The tour is offered for free download on Acoustiguide's iTunes page.</p> <p>http://itunes.apple.com/WebObjects/MZStore.woa/wa/viewPodcast?id=282174292</p>	<p>Christa Cliver, Acoustiguide</p> <p>Fred Wasserman, Contemporary Jewish Museum</p> <p>ccliver@acoustiguide.com</p> <p>212-329-1247</p>
Dallas Museum of Art, Texas	<p>Take Your Time: Olafur Eliasson</p> <p>As part of our Arts Network initiative, the DMA is working on development of a streamlined, sustainable method for creation, storage, and distribution of educational, exhibitions-related and collections-related digital materials. By making a relatively small investment in equipment, creating simple workflows, and aligning the right staff for production and collaboration, we are able to create material using our in-house talents and expertise. We can get materials to our viewers and visitors in a timely fashion. It also means that we build an important archive of reference materials and a base of re-purposable assets. These videos were produced leveraging Web 2.0 tools, and can be simultaneously channeled to Web sites, hand-held devices and galleries.</p> <p>http://dallasmuseumofart.tv/eliasson/</p>	<p>Homer Gutierrez, Senior Web Developer</p> <p>HGutierrez@DallasMuseumofArt.org</p> <p>214-922-1206</p>
Fractal Foundation, in partnership with New Mexico Museum of Natural History and Science, New Mexico	<p>Fractals: The Beauty of Math and Nature</p> <p>A video explores the similar fractal patterns in a variety of natural environments, including rivers, lightning bolts, blood vessels, hurricanes, galaxies etc - tied together with dramatic zooms into mathematical fractal patterns that show the same kinds of patterns. The thrust of the piece is that simple mathematical equations can generate the infinite complexity we observe in nature, and that nature itself operates by repeating simple processes again and again. The best testament to its success is without any advertising, they have sold out every single show for over two years, all by word-of-mouth.</p> <p>http://www.FractalFoundation.org/</p>	<p>Jonathan Wolfe, Ph.D. Executive Director</p> <p>jonathan@fractalfoundation.org</p> <p>505.489.3393</p>

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<p>Freer Gallery of Art and Arthur M. Sackler Gallery, Washington, DC</p>	<p>Is that a Text Message...from the Smithsonian</p> <p>The project is titled “Is that a Text Message...from the Smithsonian?” Smithsonian’s Freer Gallery of Art and Authur M. Sackler Gallery are taking advantage of the growth of digital marketing by tapping into Bluetooth technology. Individuals who opted to receive free messages as part of their phone service are getting messages from Bluetooth-enabled bus shelters. The messages highlight the galleries special exhibitions, events and even offer message receivers exclusive discounts at the shops! Mobile ads are used widely in Europe and Asia, but are a first for the Smithsonian.</p>	<p>Lyz Bridgforth, Public Affairs and Marketing</p> <p>BridgforthE@si.edu</p> <p>202.633.0521</p>
<p>Honolulu Academy of Arts, Hawaii</p>	<p>A Visit to the Art Museum</p> <p><i>A Visit to the Art Museum</i> was created to allow outer island students (on five islands) to participate in the Honolulu Academy of Arts Ambassador Outreach program. Prior to the film production, access to the museum was only by airplane. With a very limited budget, the Museum Learning Center staff created a DVD of a tour to show in the classroom. The education staff wrote a script, recorded sections of docents tours, including students arriving and leaving the museum, and photographed galleries and works of art. Another local museum granted permission to use a collection of ethnic music they recorded that complimented the galleries. The only expense was hiring a film editor to combine the script with the music, photographs, map drawings, video, and art collection. Rather than mail copies of DVDs to each teacher, the museum partnered with the local telephone and internet company to hosts the DVD on their server, allowing access to the public. The budget for the piece was \$1500.</p> <p>http://www.honoluluacademy.org/cmshaa/academy/index.aspx</p>	<p>Forrest Robb</p> <p>brobb@honoluluacademy.org</p> <p>808-532-3666</p>
<p>Indianapolis Museum of Art, Indiana</p>	<p>Orly Genger: Whole</p> <p>The main goal of this video was to bring attention to Orly Genger’s exhibition and provide visitors all over the world a sneak peak into the creative process of an artist and an exhibition coming together. Publishing video online also allows the IMA the opportunity to reach a larger number of people. Fans of the video or online publications can also embed this content, further spreading the IMA’s message, but also providing a deeper level of access to this experience. The costs for this production were very minor - \$24.99 for stock music. The IMA had already invested in camera equipment and video editing software. This allows the IMA to produce the majority of video very inexpensively; the majority of our investment falls on staff time.</p> <p>http://www.youtube.com/watch?v=0FBpIRq7e6c</p>	<p>Daniel Incandela, Director of New Media</p> <p>dincandela@imamuseum.org</p> <p>317-923-1331 x412</p>

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<p>Jersey City Museum, New Jersey</p>	<p>I Love Jersey City</p> <p><i>I Love Jersey City</i> was an exhibition that consisted of an open call for 4x6 photos of Jersey City by the museum's public - people who live, work, or play in Jersey City. The public was asked to submit images that represented the way they feel about their diverse and colorful city. Response to the project was very successful and photos submitted were exhibited, grid style, in the museum's upper atrium gallery. People from the community really enjoyed being involved in his exhibition and having their images on display for all museum guests to see. The costs attached to this project were minimal since the museum utilized a very simple installation style and free web-based services such as email blasts, Flickr, and local blog postings for the open call.</p> <p>http://www.flickr.com/photos/jerseycitymuseum/sets/72157605825189814/</p>	<p>Rita Salpietro, Communications Manager</p> <p>rsalpietro@jerseycitymuseum.org</p> <p>201-413-0303 ext. 144</p>
<p>Kohl Children's Museum, Illinois</p>	<p>The Right Thing To Do: Kohl Children's Museum's Early Childhood Connections Program</p> <p>This video was created for our annual gala to introduce new potential donors to the Museum and its mission, highlighting our flagship community outreach program, Early Childhood Connections. The piece focuses more on WHY the Museum exists rather than WHAT we do, in order to prime donors for subsequent asks to support Museum programming. The project cost \$1,000 for filming, narration recording, and editing, all other costs were internal (iMovie software included on computer purchases; script-writing, still photography and iMovie editing done in-house with museum staff, approximately 16 hours spent on script, 24 hours on editing).</p> <p>www.kohlchildrensmuseum.org/bot</p>	<p>Dave Judy</p> <p>DJudy@kohlschildrensmuseum.org</p>
<p>Longwood Gardens Inc., Pennsylvania</p>	<p>Nurturing Curiosity</p> <p>Nurturing Curiosity is the name of our onsite curriculum-based fieldtrip program for students. The video is intended to be an introduction to the program and our offerings. It debuted at a Teacher Open House held at the Gardens in October 2008. Since then, it was posted to YouTube with a link from the Website. Longwood Gardens also plans on using the video at in-service presentations for schools. The piece cost \$1200 (includes video editing, voice over recording, stills, production, and corrections)</p> <p>http://www.youtube.com/watch?v=CJuHggCTxIM</p>	<p>Kate Wachtmeister, School and Youth Programs Coordinator</p> <p>kwachtmeister@longwoodgardens.org</p> <p>610-388-1000 ext 524</p>

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Los Angeles County Museum of Art, California	Interactive Multimedia Tour & Virtual Gallery Online This fall, LACMA launched a unique interactive multimedia PDA tour at the museum coupled with a personalized 3D virtual gallery on their Website. The museum now offers their visitors this free multimedia tour on a Nokia PDA that can display still images and educational text, includes an interactive museum map, plays audio and video commentary, and features a "Favorites" button which allows visitors to bookmark objects that they can later view from home in a 3D virtual gallery online. LACMA's Virtual Gallery enables visitors to interact with their favorite artworks by examining them up close, moving them around the room, accessing all the multimedia content from the tour, and gaining access to additional content through LACMA's Collections Online. The total budget for LACMA's project was \$900,000.	Jane Burrell, VP Education & Public Jburrell@lacma.org 323 857 6505
Lower East Side Tenement Museum, New York	From Ellis Island to Orchard Street with Victoria Confino This game takes you back to 1916...and on a journey to America. The experience begins in Europe, where players create a virtual identity and pack belongings for the trip to New York City. Once on the shores of their new country, players experience the inspection at Ellis Island and head to their new neighborhood: the Lower East Side. Along the way, players get advice from Victoria Confino, a young immigrant who is wise to the ways of America. Victoria even welcomes players into her crowded tenement apartment through a 360-degree virtual reality experience, where they make choices about what they will do for money, food and fun in America. At the end of the game there are postcards that players can write, print, and send. http://tenement.org/immigrate	Ariel Newland, Designer a@arielnewland.com Kate Stober, Public Relations Manager kstober@tenement.org
Museum of Modern Art, New York	Home Delivery: Fabricating the Modern Dwelling <i>Home Delivery: Fabricating the Modern Dwelling</i> was both a survey of the past, present and future of the prefabricated home and a building project on the Museum's vacant west lot. Acoustiguide developed an audio tour for this exhibition with the challenge of delivering an audio guide for the outdoor structures. With the use of personal cell phones and MP3 players this was achieved and 12 stops were made available for visitors to the MoMA lot. The tour was available by calling in, downloading from MoMA's Website and was also made available on iTunes. Original interviews were conducted with the architects and designers describing the unique challenges, design process and final products that were included in the exhibition. The tour highlights the technological advances that have been made in recent years within the building design industry as architects and builders seek to design efficient, mass-produced housing. http://www.moma.org/visit/calendar/exhibitions/50	Christa Cliver, Acoustiguide ccliver@acoustiguide.com Sara Bodinson, Museum of Modern Art 212-329-1247

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<p>Nassau County Museum of Art with POW, New York</p>	<p>Dog and Bear Video</p> <p>Here's a short QuickTime video produced by Dylan Seeger, the teenage son of children's book author Laura Vaccaro Seeger, for the interactive exhibition I designed for the Nassau County Museum of Art. He made it using iMovie.</p> <p>http://www.flickr.com/photos/paul_orselli_workshop/2887938241/in/set-72157607497981599/</p>	<p>Paul Orselli, Chief Instigator Paul Orselli Workshop (POW!)</p> <p>paul@orselli.net</p> <p>516-223-1043</p>
<p>National Palace Museum, Taiwan</p>	<p>Collections Access System</p> <p>The project was in partnership with Image and Vision Laboratory at the National Taiwan University. Four systems were implemented to accommodate different museum collections.</p> <p><i>Living Up Paintings on the Tabletop</i> – This tabletop display system features not only multi-touch, but also multi-resolution display accommodating to the multi-resolution characteristics of human vision.</p> <p><i>Animals of Fantasy</i> – This game was inspired by Chinese New Year of OX in 2009. The main structure of the installation is a special optical mechanism that created an intangible virtual panel floating in the art.</p> <p><i>Magic Crystal Ball</i>– It is said that crystal balls are used to perform divination or fortune telling in the ancient history. The team has developed <i>Magic Crystal Ball</i>, to allow visitors to see virtual artifacts inside a transparent sphere, and to manipulate the displayed content with hand gestures.</p> <p><i>T'ang Ladies, People are Coming</i> – Context-aware system is utilized to develop the painting “A Palace Concert” into a form of uPoster. The uPoster can detect location of visitors. The scenario has provoked visitors’ imagination of T’ang Ladies’ court life.</p>	<p>I-Ling Liu Department of Education & Programs</p> <p>iliu@npm.gov.tw</p> <p>E11=886-2-28812021 ext.2167</p>

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National Zoological Park, Smithsonian Institution, Washington, DC	Saving Golden Lion Tamarins Few visitors understand the roles that zoo researchers and biologists play in international efforts to save animals from extinction. At the Smithsonian’s National Zoo, a small group of biologists (including one of the first American women to be hired as a Zoo scientist) established an international network to save Golden Lion Tamarins and their Atlantic Coastal Forest in Brazil. Scientists tend to publish findings in journals primarily read by other scientists. So their first-person accounts of field adventures and discoveries rarely get recorded—and yet, these are among the most evocative ways to reach non-science audiences. To capture these anecdotes, we interviewed some of those who contributed to this rarest of rare endangered-species-success-story—and secured their voices for posterity. A rough edit of their stories successfully encouraged the creation of new media that explains how it came to be that over half of the tamarins found in the wilds of Brazil are descended from animals born in zoos. http://nationalzoo.si.edu/ConservationAndScience/EndangeredSpecies/GLTProgram	Hank Grasso HankGrasso@mac.com 202-882-0736
Please Touch Museum, Pennsylvania	Kali’s Book To commemorate the opening of Please Touch Museum in its historic new home, the Philadelphia Inquirer and Philly.com created an online children’s story about a young girl called Kali, who one day discovers a magic book in her cupboard. Readers can click through to explore Kali’s world and Memorial Hall yesterday and today. The piece includes 360-degree views of the museum’s galleries, historic photos and music clips, and videos on the creation of the new museum and Memorial Hall’s history. No cost to the museum. The Website and accompanying print coverage was the result of a year-long media relations effort. The Museum’s Website also linked to the storybook. www.pleasetouchmuseum.org http://www.philly.com/inquirer/special/30621649.html	Frank Luzi, Director of Media Relations fluzi@pleasetouchmuseum.org 215-581-3171
Rubin Museum of Art, New York	The Online Guide Resource The Online Guide Resources (OGR) blog is where we upload digitized versions of exhibition information, contextual readings, and videos of tours and trainings, to share with the RMA guides, docents, and educators. Still in its infancy, The OGR makes all of our training material available to our educators from any computer that connects to the internet. It is also a wonderful way for the Rubin to archive our trainings for educators to use and share in the future. Using a Wordpress blog, staff gather exhibition specific resources, digitize them, and upload them to the blog. The Rubin sees this as a model that can be replicated easily by other museums that could set up similar online resource centers that make their work more accessible than ever before.	Aoife Pacheco, Coordinator of Education and Interpretation resources and Web Content apacheco@rmanyc.org 212.620.5000 x 274

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Saint Louis Science Center, Missouri	Youth Exploring Sciences Website Youth Exploring Sciences (YES) is a drupal-based blog with associated flickr account. (Youth Exploring Science program is a work-based outreach program targeted to urban youth facing multiple risk factors.) Goals included creating a vehicle for showcasing and deepening the science inquiry of YES teens, both to internal and external audiences. Introducing authentic technology experiences to YES teens through participation in viable Web communities, and aggregate all of those artifacts in one place. Providing a relevant forum for the literacy growth of site participants, including reading, writing and critical thinking, by way of publishing personal, academic, and work-based reflections; and contributing to the collective imagery and artifact of African American and other minority groups engaged in STEM, providing associative models for urban youth to see their own reflected within the culture of science. http://www.youthexploringscience.com/	Cynthia Graville, Youth Site Coordinator cgraville@slsc.org
San Jose Museum of Art, California	Road Trip For the exhibition Road Trip, the San Jose Museum of Art created a video that functioned both as a marketing tool and as a way to feed postcards into an in-gallery interpretive station. Using a previously purchased HD video camera and working from a story boarded script, staff members created this video since posting has been viewed almost 82,000 times. At one point it was a featured video on YouTube where it was visible on the site’s homepage. The video follows sightseers on the hunt for unique roadside attractions. In this video the protagonists visit the Giant Artichoke located in Castroville California. Once there they photograph it, purchase a postcard of the “Giant Artichoke,” and write a message inviting viewers to send in a fun quirky postcard from their summer road trip. The museum received over 200 postcards in response to this video from all around the world. http://www.youtube.com/watch?v=M_rmqKVOI-U&feature=112	Chris Alexander Manager of Interactive Technology calexander@sjmusart.org 408-271-6875
The Museum at Bethel Woods Bethel Woods Center for the Arts, New York	The Story of the Sixties and Woodstock This four-minute documentary/promo piece was developed for the newly opened museum, which is located at the site of the 1969 Woodstock festival. This was produced specifically for inclusion on a commercial re-release of the Academy-Award-winning 1970 Woodstock documentary. This piece is now included on half a million copies DVDs and BluRay disks, with a large Warner marketing roll-out for the 40th anniversary. This project illustrates an innovative way to partner with a commercial business to do high visibility, world-wide promotion of our museum and programs to a market that is already inclined to be receptive. Because of the long shelf life of a commercial DVD/BluRay feature, our piece will be seen over a period of a decade or more for only the \$26,000 cost of the video production.	Wade Lawrence, Museum Director wlawrence@bethelwoodscenter.org 845.583.2075

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<p>The Wagner Free Institute, Pennsylvania</p>	<p>Science Education Arts Culture History (SEArCH) Podcast Westbrook Lecture Series - Dr. Kenneth Miller: Finding Darwin’s God</p> <p>For the past year the Institute has been recording special evening and weekend adult lectures held on site at the Wagner for our SEArCH podcast. These special programs are one-time talks often given by noteworthy scientists, artists, and historians. Through the request of patrons unable to attend, the Institute learned of a need and wanted to create access that could be filled by multimedia podcasting. Concurrently, through social networks, and blogs, we’ve observed a growing audience in Generation 2.0.</p> <p>http://www.myspace.com/wagnerfreeinstitute http://twitter.com/wagnerinstitute http://www.flickr.com/photos/wagnerfreeinstitute/</p>	<p>Holly Clark Lauren Zalut</p> <p>clark@wagnerfreeinstitute.org</p> <p>215-763-6529 x 15 or 17</p>
<p>University of Colorado Museum of Natural History, Colorado</p>	<p>Rebuilding of A Maya Monument</p> <p>An audio tour at the University of Colorado Museum of Natural History for one of our traveling exhibits was produced and delivered via cell phone. The exhibit chronicles the restoration of a Mayan landmark during the in 1920's located at Chichen Itza. The audio piece includes a narration by two of the principle members of the expedition. An overview of the exhibition can be seen at the Web site. The audio piece was produced in house on a very modest budget.</p> <p>http://cumuseum.colorado.edu/Exhibits/Traveling/TempleWarriors/index.html</p>	<p>Charles Counter, Exhibits Director</p>
<p>William Crow, New York/Alaska</p>	<p>Voicethread: Collective Learning and Sharing of Art for Online Teacher Workshop</p> <p>Voicethread in the context of online teaching and learning of art at the Metropolitan Museum of Art. Voicethread is a flash-based collaborative, multimedia slide show that holds images, documents, and videos. It allows people to leave comments via voice, text, audio file, or video via a webcam. Voicethread is an easy to use Web-based application free for educators.</p> <p>http://voicethread.com/#q.b171117.i912544</p>	<p>Herminia Din, Associate Professor of Art Education University of Alaska</p> <p>hdin@uaa.alaska.edu</p> <p>907-786-1785</p>