

Registration Form

FULL NAME _____

TITLE _____

ORGANIZATION _____

ADDRESS _____

CITY _____ STATE/PROVINCE _____

COUNTRY _____ ZIP _____

PHONE _____

EMAIL _____

ACM Member: \$275 Nonmember: \$350

Payment Information

Enclosed is my check payable in USD to Association of Children's Museums

Charge my:

Visa MasterCard American Express Discover

CARD NUMBER _____

SECURITY CODE _____ EXPIRATION DATE _____

NAME AS IT APPEARS ON CARD _____

Special needs and requests—diet, accessibility, etc. (please specify): _____

Return completed registration form with payment by Friday, May 19, 2017

By fax: 703.224.3099

By email: ACM@ChildrensMuseums.org

By mail: Association of Children's Museums
2711 Jefferson Davis Highway, Suite 600
Arlington, VA 22202

What You Will Learn

- How to use a toolkit of exhibit design ideas that will encourage curiosity, surprise, and wonder at your museum.
- How to communicate more effectively about exhibit design, so you can have a positive influence on your museum's design process.
- How to develop a distinctive and memorable flavor for your museum.
- How to get people talking about your museum through good exhibit design.

Who Should Attend

- Designers, administrators, educators
- Staff from museums considering new exhibits or expansion
- Staff from emerging children's museums
- Staff from other types of museums interested in new exhibit design strategies.

Hotel

ACM has negotiated a special rate for workshop attendees at the **SpringHill Suites Denver Downtown at MSU Denver**, for \$174 per night (single or double), plus applicable taxes. State that you are with the Association of Children's Museums to receive the group rate. **Book in the block by Friday, May 12, 2017.** Cancellation policy: 24 hours advance notice.

Phone reservations: (502) 583-2552

Note: Complimentary hot breakfast is included with the group rate at the hotel.



Designing for Adventure Workshop

June 5–6, 2017

Children's Museum of Denver at Marsico Campus

2121 Children's Museum Drive
Denver, CO 80211



ASSOCIATION OF
CHILDREN'S MUSEUMS

Designing for Adventure Workshop

This design workshop asks: How can we make exhibits that spark curiosity and hold a child's attention? Exhibits that plant the seeds of surprise and wonder? That entice a family to return again and again and keep exploring? For the exhibits team at the Children's Museum of Denver, the idea of *adventure* encapsulates its answer to these central questions of exhibit design. Unlike other workshops, this immersive program includes a design charrette—an opportunity to collaboratively design an exhibit, get your hands dirty, and gain feedback from colleagues.

Sunday, June 4

Arrival and Hotel Check-In

Visit the Children's Museum of Denver at Marsico Campus (open 10:00 a.m.–5:00 p.m.) by showing your workshop registration confirmation for free admission.

6:00 p.m.–7:30 p.m.

Optional No Host Drinks

Monday, June 5

Breakfast at the Hotel

Workshop will be held in the Skyline Gallery at the Children's Museum of Denver.

9:00 a.m.–10:00 a.m.

Welcome and Framing the Workshop

Victoria Garvin, ACM

Michael Yankovich, Children's Museum of Denver at Marsico Campus (CMD)

Through an interactive exercise, attendees will reflect on their experiences of adventure. These initial recollections serve as a starting point for the sessions that follow.

10:00 a.m.–11:30 a.m.

Explore the Museum

Michael Yankovich, CMD

Jonathan Goldstein, CMD

On guided tours, participants will examine exhibits that strive for adventure, seeing in the details of real exhibits how this can be done. Participants will be asked to document their observations, thoughts, and questions. After the tour, these notes will be examined for themes and qualities that define experiences that beckon repeat visitation.

11:30 a.m.–12:30 a.m.

A Conversation about Designing for Adventure, plus Q&A

Jonathan Goldstein, CMD

Kyle Talbott, University of Wisconsin-Milwaukee

The Children's Museum of Denver will describe its design process and strategies. The process helps designers generate and evaluate exhibits with a sense of adventure and helps administrators, educators, and designers work together productively. They will explain the underlying theory and its basis and cover key questions of exhibit design.

12:30 p.m.–1:00 p.m.

Lunch

1:00 p.m.–4:30 p.m.

Designing an Exhibit

With guidance from museum staff, participants will design an exhibit with the spirit of adventure for a typical multi-purpose museum space. Working in teams with colleagues from other institutions, participants will use the design strategies, and begin producing a small-scale model of the exhibit. Materials will be provided.

4:30 p.m.–5:00 p.m.

Key Insights and Questions

To cap off the day, participants will be asked to share their key insights and any questions that linger.

6:30 p.m.–8:00 p.m.

Optional No Host Dinner

Tuesday, June 6

Breakfast at the Hotel

9:00 a.m.–9:45 a.m.

Final Activity

Participants will engage in a team-building, creative problem-solving, and multi-variable activity that can be used at their own museums.

9:45 a.m.–10:45 a.m.

Completion of Exhibit Models

Participants will finish their exhibit models and prepare to present to the group.

10:45 a.m.–11:45 a.m.

Design Presentations – Part 1

Each team will give a short presentation of their exhibit design and receive feedback from the group.

11:45 a.m.–12:15 p.m.

Lunch

12:15 p.m.–1:15 p.m.

Design Presentations – Part 2

Continuation of presentations and feedback.

1:15 p.m.–1:30 p.m.

Closing and Final Thoughts