

**Creating an Interactive,
Technology-Driven Museum Space**
RESOURCE GUIDE

Presenters

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Further Reading and Resources

Center for the Reconstruction of Historical and Archaeological Sites /Immersive landscape

<http://cerhas.uc.edu/>

Studies from the Denver Art Museum on Interactive Learning

http://www.denverartmuseum.org/discover_the_dam/museum_resources

Papers from Getty Museum Symposium “From Content to Play: Family-Oriented Interactive Spaces in Art and History Museums”

http://www.getty.edu/education/museum_educators/content_play.html

Article about ‘museums 2.0’ by Elaine Heumann Gurian (2007)

<http://www.informallearning.com/archive/Gurian%2090%20article%202.pdf>

Ask a Curator Project

<http://askacurator.com/>

“Please Chime In: The Challenges and Opportunities of Participatory Culture” (Rob Stein, Indianapolis Museum of Art Blog, 2011)

<http://www.imamuseum.org/blog/2011/10/11/please-chime-in-the-challenges-and-opportunities-of-participatory-culture/>

MIDEA (Marcus Institute for Digital Education in the Arts) – excellent articles on museums & technology

<http://midea.nmc.org/>

A 100 Word Elevator Pitch for Museum Software (Rob Stein, Indianapolis Museum of Art Blog, 2009)

<http://www.imamuseum.org/blog/2009/09/15/museum-software-elevator-pitch/>

Belle & Wissel, Co. – Experience Design Studio

<http://bwco.info/>

Horizon Report: Museum Edition

2010: <http://www.nmc.org/publications/horizon-report-2010-museum-edition>

2011: <http://www.nmc.org/publications/horizon-report-2011-museum-edition>

Brooklyn Museum: iPad in the Galleries Blog Posts

<http://www.brooklynmuseum.org/community/blogosphere/tag/vishnu/>