





متحف الأطفال
The Children's Museum
الأردن • Jordan

The Children's Museum Jordan
Program Mystery Boxes

Shireen Sabanegh



الذوق

كيف نذوق؟



هذا هو
الذوق
الذي
نستخدمه
للتذوق
والشم

How Taste and Smell work

كيف نذوق
والشم

1 2 3 4 5 6 7 8 9 10

What Defines an **Interactive** Exhibit?





Interactivity = 'open ended and branching outcomes'.

A push button is not **Interactive**

- ▶ Only one outcome
- ▶ Limited options
- ▶ A common misconception



The Fine Line Between Interactive and Reactive



Interactive Exhibits

- The best interactive exhibits are ones that have limited actions coming from the exhibit itself
- Example: Sandbox exhibit does very little action until it starts being used
- Visitor's actions and dialogue become part of the interaction



Interactive Exhibits at Museums



Bottom line Museum Exhibits are a form of informal communication; we communicate history, stories and facts and we hope that through this communication we create memorable learning experiences and WOW moments.



تکسي الوظائف
متحف الأطفال

What Defines an **Interactive** Program?



Play



Five key advantages of Play

Making a mistake is okay

I can try again it's fun

This feels like

This makes sense

I can do this and I feel proud

5 *Mystery Boxes*



Open your Eyes

- Inside each box is a different program project.
- Each project has a different objective but they all aim to communicate knowledge to our visitors
- You will need to define the best method of communication
- How will you interpret your content and how can you contextualize it and make it relevant to your culture
- You are all working on developing an program targeting children between the ages of 6-12
- The program must serve school and family audiences



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Thank you

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