When you hear technology in museums, what comes to mind?! Do you think social media, videos, QR codes? Maybe AR or VR?
THE STORY

- Fall of 2020 Museum Internship
  - Travel time to destination
- Museum Studies minor curriculum
  - Accessibility, equity, and inclusion in museum experiences

How can museums leverage technology to further provide accessible, equitable, and inclusive experiential learning opportunities for all?
Project comes from independent Research in the Fall of 2021

Research Process:

○ Phase 1: The theoretical and practical research
  ■ What are museums doing today?
  ■ What are scholars, researchers, and museum professionals saying?

○ Phase 2: LUAG Proposal
  ■ What can LUAG do to incorporate technology?

○ Phase 3: LUAG Lounge Exhibition
  ■ Turning research into a graphic display for learning
The evolving exhibition

As the semester progress, graphics have been developed to answer six key questions.
What is Immersive Technology?
**Def.** The layering of a digital reality on top of the users existing environment.
Virtual Reality

def. A digital simulation replacing the users current reality with a new environment they can engage with.
What Barriers are Museums Facing?
LIMITS OF TECHNOLOGY

takeaway from experience  
pace of advancement  
visitor comfortability  
sensory overload  
barrier to entry  
nontraditional  

untested  
expertise  
know-how  
distraction  
accessibility  
affordability
equipment.
training.
funding.
expertise.
awareness.

University museums and galleries are uniquely positioned as testing grounds for immersive technology.
What are museums doing today?
The ongoing global pandemic forced museums to rethink the incorporation of technology in their programing and exhibition spaces. Prompting boardroom conversations to become interactive experiences for the public.

— Lena Weisman
Technology is a tool to enhance and add to the existing museum experience. Technology should not replace nor takeaway from the transformative experience of seeing art in person.

— Lena Weisman
What are the possibilities for AR/VR?
the POSSIBILITIES are LIMITLESS...
How can technology personalize the visitor experience?
**ART**

*How is art made and what makes it art?*
A specialized track for artists and art lovers.

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**HISTORY**

*How does art relate to a broader historical context?*
A specialized track for history buffs and fact finders.

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**SCIENCE**

*How science and technology are involved in art?*
A specialized track for scientists and eternal inventors.

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**CULTURE**

*Why were these people and places preserved in art?*
A specialized track for culture seekers and adventurers.
How would you reimagine your museum experience?
THE FUTURE IS YOURS

What technology would be integrated?

What barrier(s) would be removed?

What have you seen in museums you would like to experience again?

What do you imagine the incorporation of technology will look like?

How would you personalize your museum experience?

How would you implement technology?

THE VISITOR EXPERIENCE

The visitor experience is how museums quantify the value, engagement, and learning outcomes of visitors.
CONTRIBUTE TO THE WALL

To interact with the exhibition grab a sticky note and a marker, add your thoughts, and stick it to the wall near a key question!