

ACTIVE LEARNING

Learning is fundamental to the museum experience. Our education-based approach to interactive environments is based on capturing and sustaining the curiosity of each visitor as the key to meaningful learning.

ACTIVE: Active learning is more lasting and meaningful than passive learning, changing users from passive on-lookers to active participants. To learn by doing is to own it, remember it and use it.

ACCESSIBLE: The features and content of interactive exhibits should be easily and immediately accessible to the visitor. Interactive learning assumes that the visitor already has the skills and knowledge needed to engage the exhibit with little or no instruction.

CONTEXTUAL: Incorporating aspects of local and regional culture into a unique thematic identity enriches the interactive exhibit environment. Place making is stronger than exhibit making.

ENGAGING: Interactive exhibits work by first attracting the visitor's attention and then creating reasons to remain and explore the exhibit in depth. Active learning encourages visitors to stop, spend more time with each exhibit, and experience information in new ways. Slowing down the visitor allows learning to emerge.

ENTERTAINING: The best interactive exhibits entertain while they inform. The challenge is to create an interactive learning experience that also is fun, providing the visitor with meaning as well as magic. Fun means the visitor will return.

IMMERSIVE: Meaningful interactive exhibits go beyond the visual experience to involve the whole person in a range of intellectual, emotional, physical and sensory activities. Learning is enriched when visitors can experience exhibits in multiple ways.

INCLUSIVE: Interactive learning is for everyone, capturing the interest of children as well as adults and families. The design of interactive exhibits should appeal to different levels of experience, with each visitor able to learn something of value.

OPEN-ENDED: Active learning does not end with the museum visit. Visitors should be able to take their exhibit experience and apply it more broadly to their own abilities and interests.

SELF-DIRECTED: Interactive environments strengthen the visitor's learning by putting control in the hands of the individual and encouraging self-directed exploration. Interactive exhibits tap the visitor's own skills and knowledge to open doors to further learning.

SUPPORTIVE: The Interactive exhibit environment should welcome visitors into a friendly and informal setting. Active learning begins when visitors are comfortable and relaxed about what they will experience. Active learning has no wrong answers and no grades.



Walk-On Color Wheel at Lakes Art Center