

THEN NOW WOW MN

How do we remain relevant as an educational institution into the future?

21st Century Learner



21C Engagement + 21C Skills

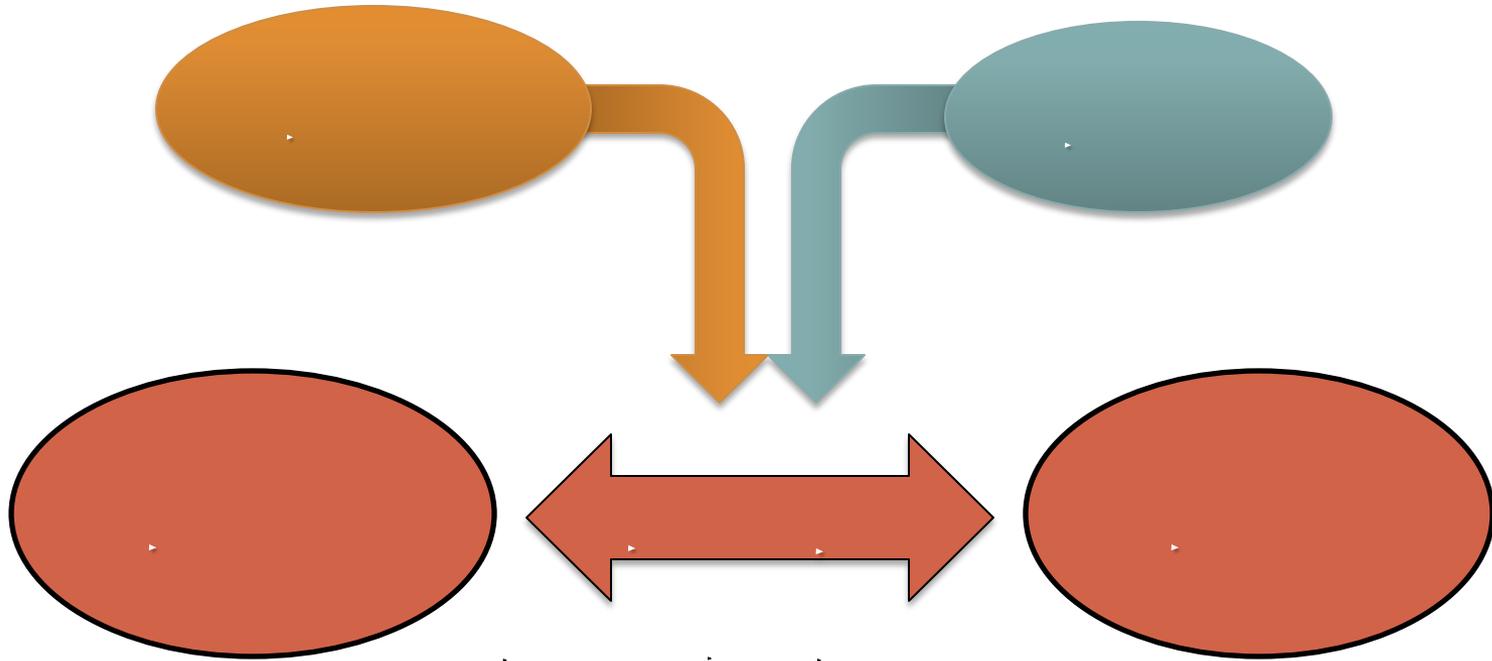
Minnesota Historical Society

- Minnesota History Center (44,000 Square Feet of Exhibit Space)
- 25 Historic Sites (13 major)
- Over 350,000 students served per year through educational programs (not including web)
- 250,000 of those students served through field trips

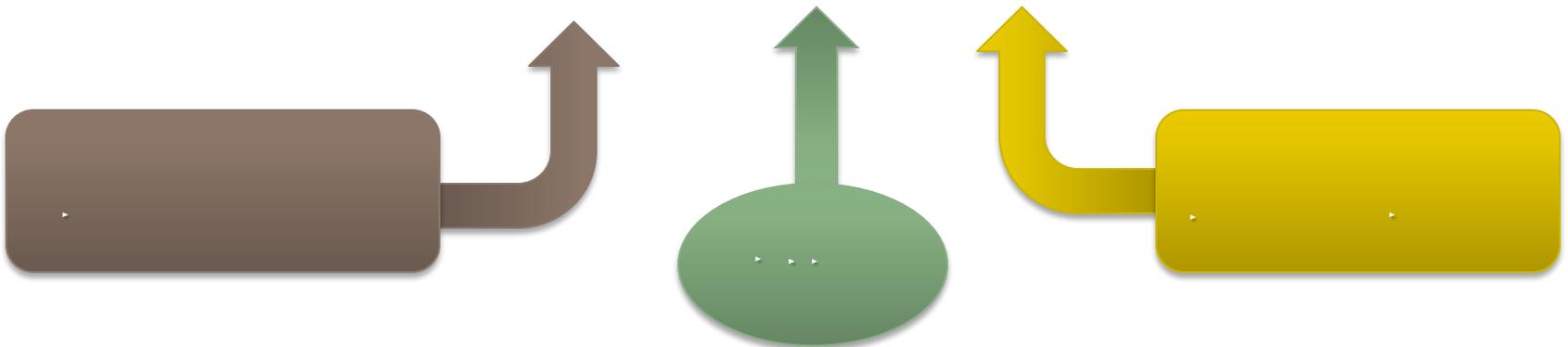


Why Not Reinvent the Field Trip for the 21st Century?





- Students have a positive experience
- Students use 21st century skills
- Students demonstrate an increased enthusiasm for history
- Students demonstrate increased knowledge of history



How?



Research



- Challenge assumptions
- Inform process
- Confirm need
- Create staff buy-in

Low-hanging Fruit



- Keep momentum
- Build stakeholder support
- More staff buy-in

Incremental infrastructure changes



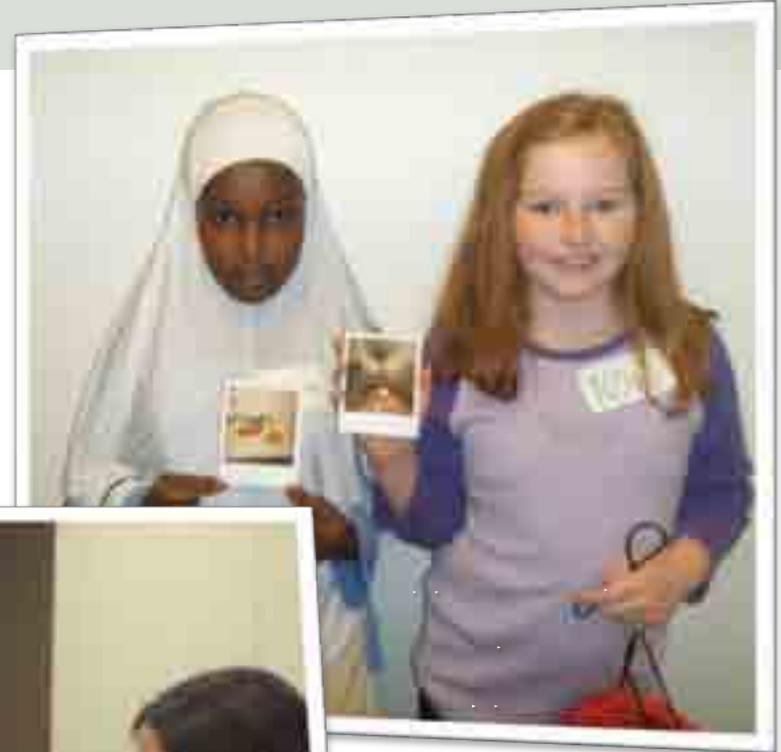
- Lasting change
- Change with limited resources
- Even more staff buy-in

New Paradigm



- Preparing for the future
- Transformative use of technology
- Leading those we serve

Research



Focus Groups



Research



21C Engagement

Prefer graphics, sound and video before text

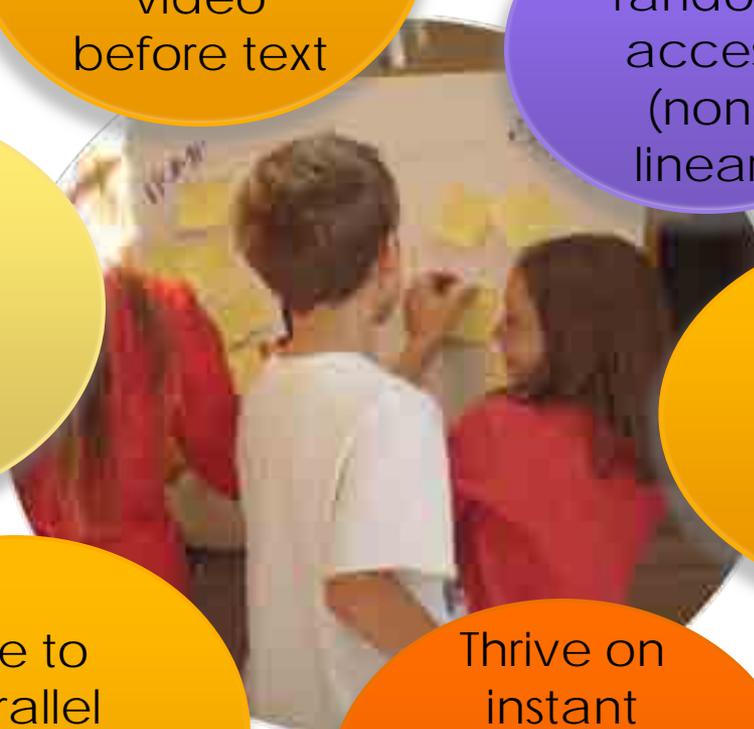
Prefer random access (non-linear)

Used to receiving information fast

Function best when networked/ collaborating

Like to parallel process and multi-task

Thrive on instant gratification and frequent rewards



Low-Hanging Fruit



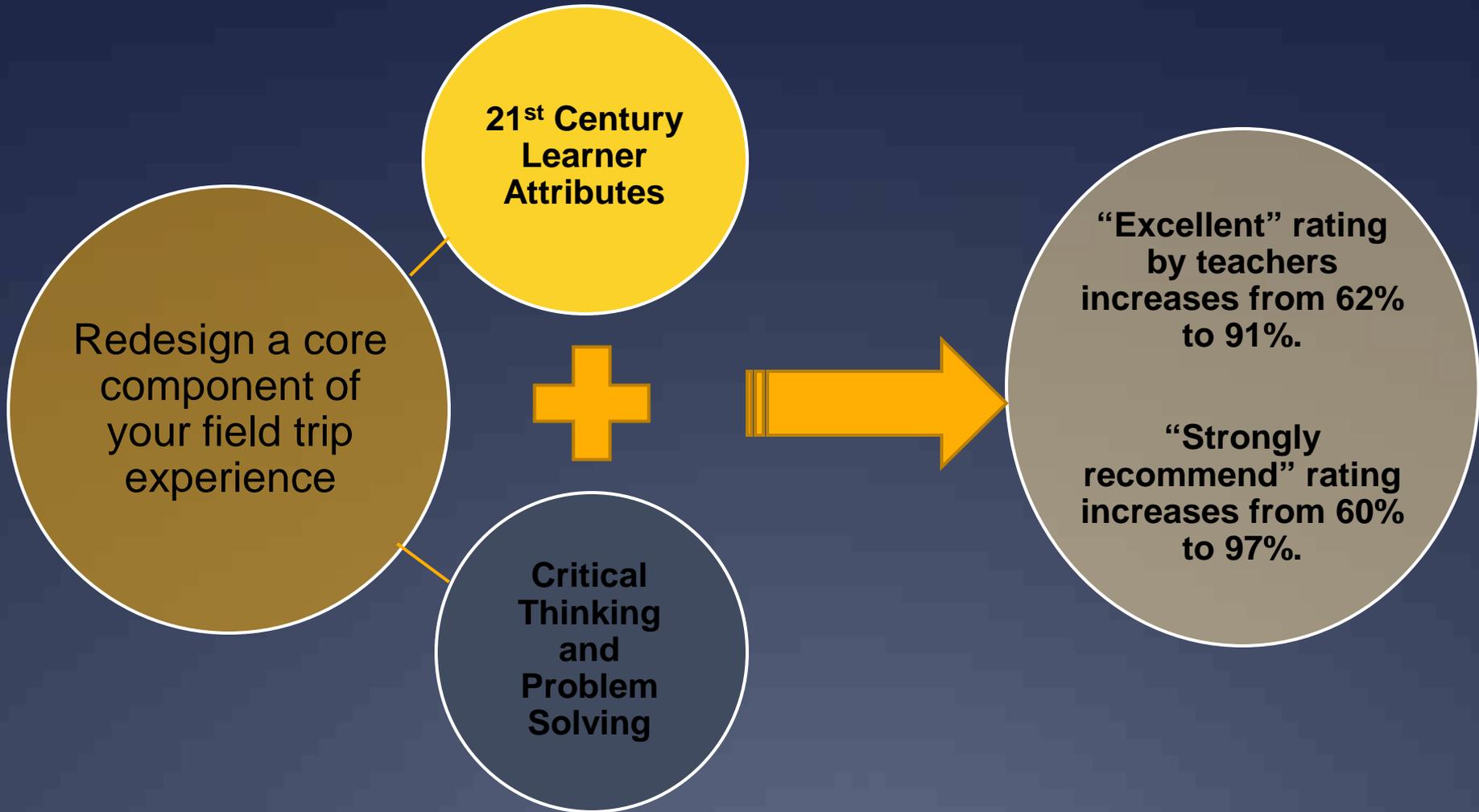
The image shows a YouTube video player interface. At the top left is the YouTube logo. To its right is a search bar and a "Browse" button. Below the logo is the channel name "Jeffers Petroglyphs" and a "Subscribe" button. The video title is "MNHSVideo 9 videos". The video thumbnail shows a person kneeling on the ground, looking at petroglyphs. The video player controls at the bottom show a play button, a progress bar at 15:17 / 19:11, and a resolution of 360p.

**Visual/
Media**

**Challenge
me!**

Short

Incremental Infrastructure Changes



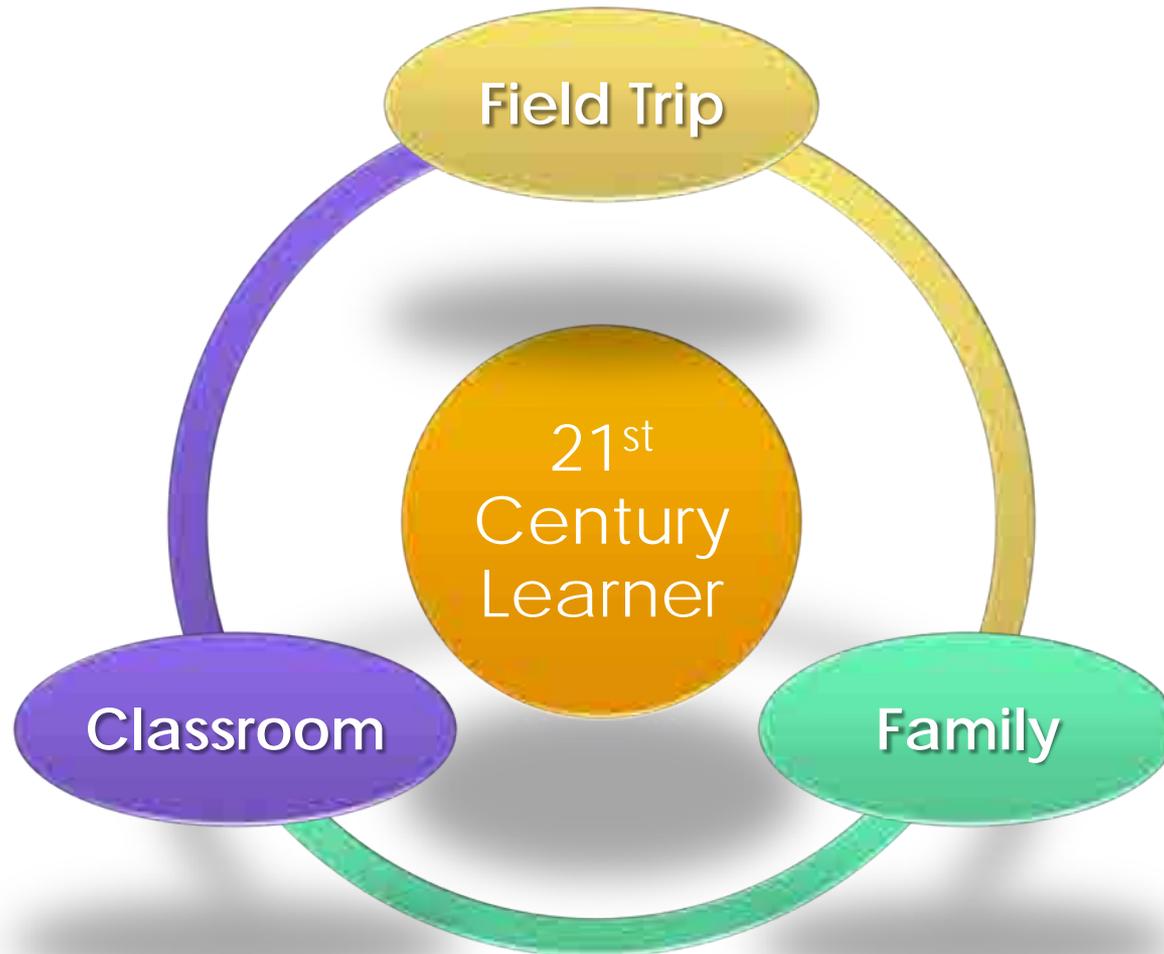
New Paradigm



Create a new model for field trips that:

- Uses mobile and web technologies to capitalize on the natural behaviors and learning styles of 21st Century Learners
- Promotes the development of 21st century skills

Use Technology to Transform Learning



The Virtuous Circle



Mobile Application In-Gallery Engagement



Guide &
Focus

Think
&
Solve

Record
&
Collect

Create &
Share



Collaboration

Games, Learning & Society (UW-Madison)



arisgames.org



A New Paradigm



THEN NOW WOW MN

History in Our Hands