



Innovation in Museums: Games and Interactive Resources for K12 Student Learning

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Showcase Messages

- Museums offer exciting online content, games, education technology, and digital resources.
- The Institute of Museum and Library Services can support the development of these types of projects.

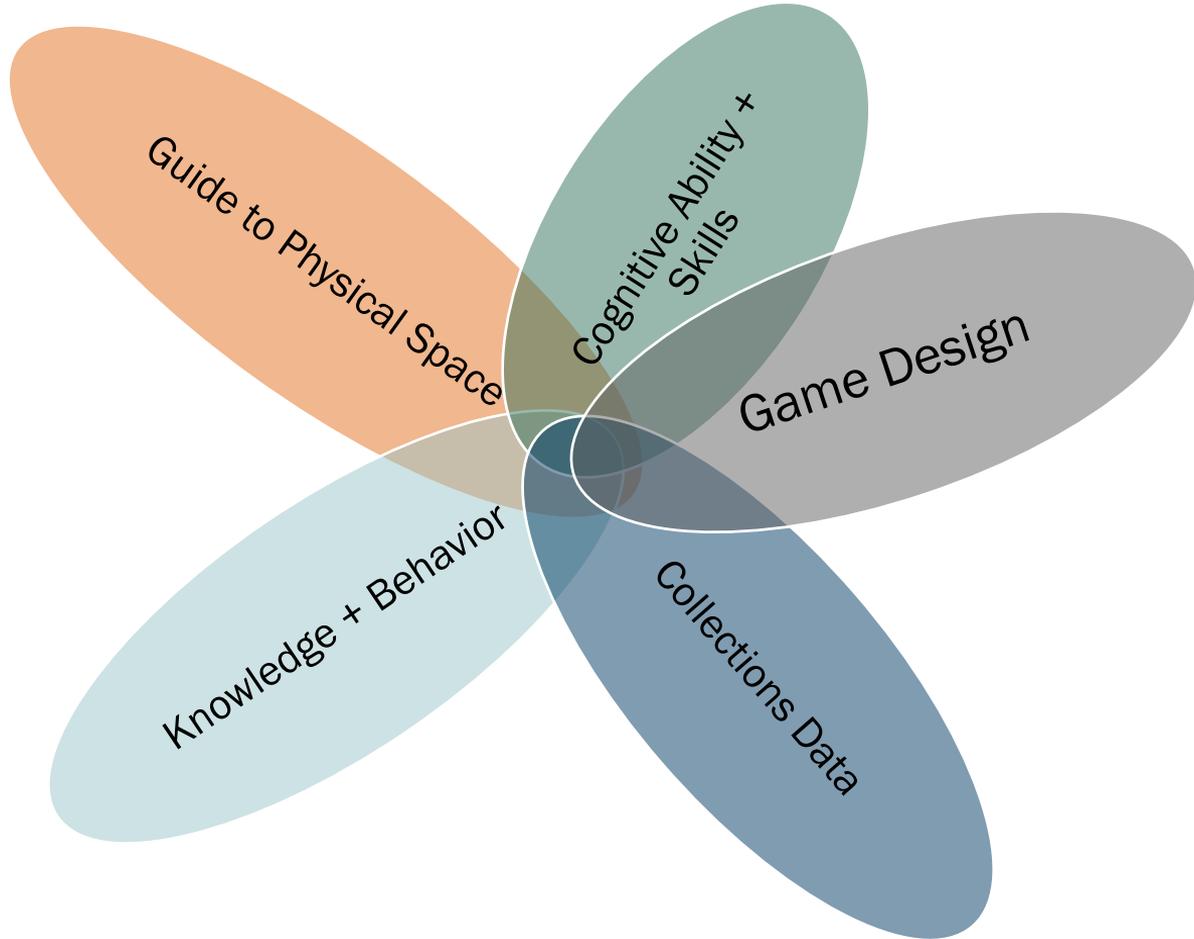


About IMLS

Who are we?

- IMLS is an independent federal grant-making agency and the primary source of federal support for the nation's libraries and museums.
- IMLS helps ensure that all Americans have access to museum, library, and information services.







Grant Programs

- Museums for America
- National Leadership Grants for Museums



Museums for America

Program Goal	To strengthen the ability of individual museums to serve the public
Project Categories	<ul style="list-style-type: none">▪ Lifelong Learning▪ Community Anchors▪ Collections Stewardship Access
Duration	1-3 years
Funding	\$5,000-\$250,000
Cost Share	1:1 cost share required
Deadline	November 15, 2021



Museums for America

Historic Hudson Valley Pocantico Hills, NY

MA-10-14-0169-14

Traders and Raiders



\$149,558 to work with developers to design and build “Traders and Raiders,” a free learning game and mobile treasure hunt to teach players about transatlantic trade, piracy, and how Philipsburg Manor played a role in the vast and complex system.



National Leadership Grants for Museums

Program Goal	To address critical needs of the museum field and to advance museum practice		
Duration	1-3 years		
Funding Levels	\$5,000-\$50,000	\$50,000-\$750,000	\$50,000-\$750,000
Cost Share	Rapid Prototyping Projects: None required	Research Projects: None required	Non-research Projects: 1:1 required
Deadline	November 15, 2021		

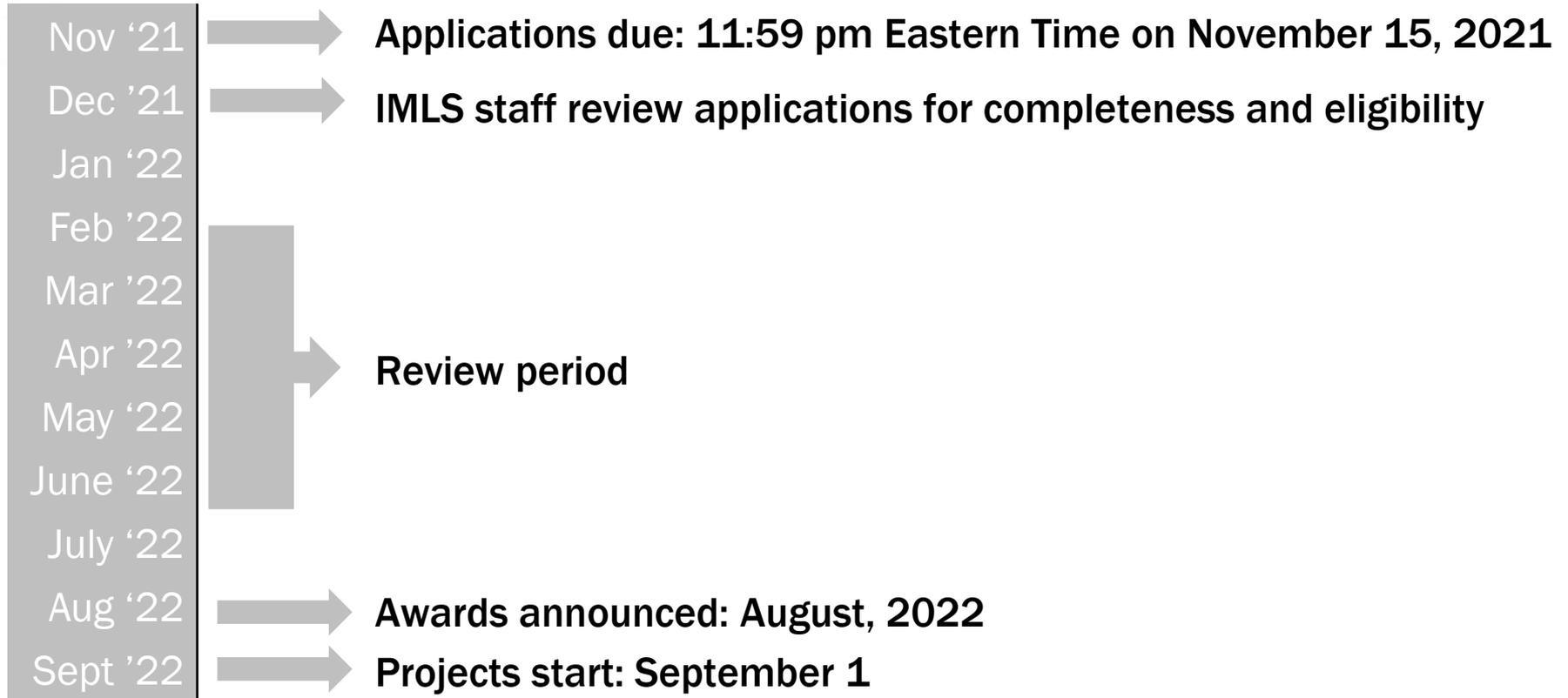




Characteristics and Eligibility: MFA vs NLG

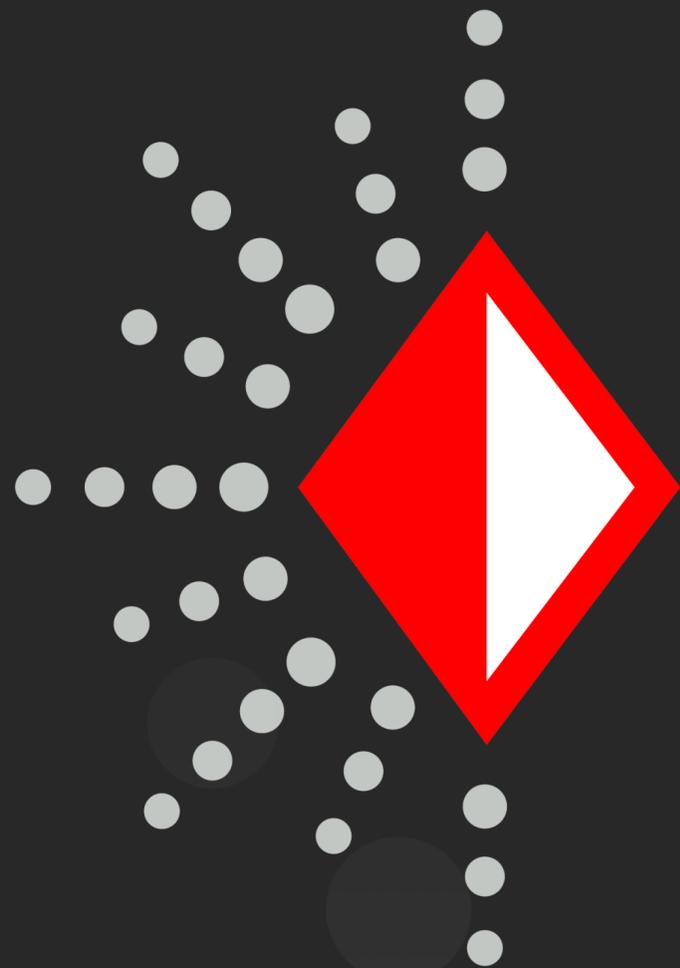
Museums for America	National Leadership Grants - Museums
Characteristics of Successful Proposals	
Institutional Impact	Broad Impact
In-depth Knowledge	In-depth Knowledge
Project-based Design	Innovative Approach
Demonstrable Results	Collaborative Process
	Shared Results
Eligibility	
Museums	Museums
	Higher Ed
	Organization advancing museums and the museum profession

Review Timeline



Thank you and good luck!
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GAME PLAN

Museum Education & Game Design

Games For Change

Since 2004, Games for Change has been the leading advocate for the power of games beyond entertainment:

Through our programs we:

- ▶ Provide a platform for the exchange of ideas and resources through our flagship event, the annual Games for Change Festival
- ▶ Engage with underserved youth empowering the next generation game designers
- ▶ Incubate new game projects through executive production of new games and strategic workshops
- ▶ Engage the public about the power of games through digital and live games and XR arcades



**GAMES
FOR
CHANGE**

ABOUT GAME PLAN

Game Plan is a two-year National Leadership Grants for Museums initiative to integrate game design into museum education programs, adapting the methods and materials from the Games for Change Student Challenge.

The G4C Student Challenge is a proven game design program and competition that has benefited hundreds of educators and thousands of middle and high school students, especially from underserved communities, across the country.



Museum Recruitment and Participation

- ▶ Museum educators were recruited from across the United States with preference given to **New York City, Los Angeles, Atlanta and Detroit**
- ▶ Process included an application, information sessions and individual conversations and meetings.
- ▶ Over **70 museums** applied to participate.
- ▶ **40 museums** were accepted with a total of **62 museum educators** participating from **18 different states**.
- ▶ According to applications, museums are participating to **increase youth engagement, learn innovative practices, level up virtual programming** and **connect museum content to a younger audience**

Expectations for Participation

- ▶ Professional Development Sessions
- ▶ Implementation fo Student Challenge
- ▶ Active Participation in the online community

Professional Development Sessions

- ▶ Session #1 - Introduction to Game Design and Digital Game Design Tools
- ▶ Session #2 - Designing a learning game
- ▶ Session #3 - Designing a game like learning experience and best practices in the field



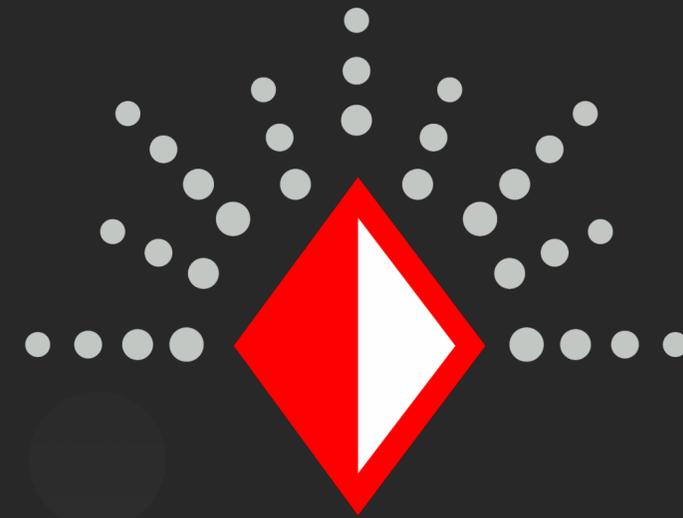
Online Collaborative Community

The screenshot displays the 'Game Plan' website interface, which is dedicated to 'Museum Education & Game Design'. The header features a red diamond logo with a white arrow pointing right, followed by the text 'GAME PLAN' in large red letters and 'Museum Education & Game Design' in smaller red letters below it. A navigation bar includes a 'Join community' button, a search bar for 'Filter Discussions', and dropdown menus for 'Tags', 'Visibility', and 'Sort'. The main content area is organized into a grid of discussion cards. On the left, a sidebar for 'Games for Change' lists options: Feed, Discussions, Resources, Members, and About. The discussion cards are as follows:

- Learning Game Design Challenge:** 20 members, 28 comments, 6 replies. Description: 'Share your creation for feedback from the group! Check out my comment below for an example!'.
- Museum Programming:** 2 members, 2 comments, 0 replies. Description: 'A place to share the programming your museum is implementing based of the Game Plan training.'.
- Scratch Projects:** 3 members, 7 comments, 5 replies. Description: 'Share links to your Scratch Projects and get feedback from this community.'.
- Lone Wolves:** (Card partially visible)
- Mixtape:** (Card partially visible)
- Ask Us Anything (AUA)!** (Card partially visible)

Findings and Next Steps

- ▶ Program requires flexibility - every museum is so different!
- ▶ Professional Development most valuable - more tools for museum educator's toolboxes.
- ▶ Museums can be silos - online community and collaboration valuable.
- ▶ G4C running a second cohort in the Fall - smaller and focused on the Professional Development.



Thank You.

GAME PLAN

**Museum Education
& Game Design**



@G4C

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