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

<table>
<thead>
<tr>
<th>Program Goal</th>
<th>To strengthen the ability of individual museums to serve the public</th>
</tr>
</thead>
</table>
| **Project Categories**                 | ▪ 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                                                  |
$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

<table>
<thead>
<tr>
<th>Program Goal</th>
<th>To address critical needs of the museum field and to advance museum practice</th>
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</thead>
<tbody>
<tr>
<td>Duration</td>
<td>1-3 years</td>
</tr>
<tr>
<td>Funding Levels</td>
<td>$5,000-$50,000</td>
</tr>
<tr>
<td>Cost Share</td>
<td>Rapid Prototyping Projects: None required</td>
</tr>
<tr>
<td>Deadline</td>
<td>November 15, 2021</td>
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## Characteristics and Eligibility: MFA vs NLG

<table>
<thead>
<tr>
<th>Characteristics of Successful Proposals</th>
<th>Museums for America</th>
<th>National Leadership Grants - Museums</th>
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</thead>
<tbody>
<tr>
<td>Institutional Impact</td>
<td>In-depth Knowledge</td>
<td>Broad Impact</td>
</tr>
<tr>
<td>In-depth Knowledge</td>
<td>Project-based Design</td>
<td>In-depth Knowledge</td>
</tr>
<tr>
<td>Project-based Design</td>
<td>Demonstrable Results</td>
<td>Innovative Approach</td>
</tr>
<tr>
<td>Demonstrable Results</td>
<td></td>
<td>Collaborative Process</td>
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<tr>
<td></td>
<td></td>
<td>Shared Results</td>
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</tbody>
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### Eligibility

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<td>Museums</td>
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<tr>
<td>Higher Ed</td>
<td>Organization advancing museums and the museum profession</td>
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Review Timeline

- Nov ‘21: Applications due: 11:59 pm Eastern Time on November 15, 2021
- Dec ‘21: IMLS staff review applications for completeness and eligibility
- Jan ‘22: Review period
- Feb ‘22: Awards announced: August, 2022
- Mar ‘22: Projects start: September 1
Thank you and good luck!

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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
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 for 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

Game Plan  |  Museum Education & Game Design
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.

@G4C

GAMESFORCHANGE.ORG

GAME PLAN

Museum Education & Game Design

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