The Discovery Museums inspire enduring curiosity and love of learning through interactive discovery, hands-on inquiry and scientific investigation.
Free Choice . . . we must . . .

Invite, Intrigue, Engage!

The Discovery Museums
Where do Exhibit Ideas come from?
Staff designed and built

The Discovery Museums
Collaborations with Scientists

The Discovery Museums
Collaborations with Artists and Exhibit designers

The Discovery Museums
Student built or inspired

The Discovery Museums
Exhibit design process

Brainstorm, plan, prototype, test, modify, build model, test, adjust, . . .

The Discovery Museums
Interactive

The Discovery Museums
Interactive and Open Ended

The Discovery Museums
Open ended

The Discovery Museums
Multi-sensory

The Discovery Museums
Multi-sensory

The Discovery Museums
Self explanatory, Self directed

Hand Battery

Control the Flow

Scoops

The Discovery Museums
Developmentally appropriate

The Discovery Museums
Developmentally appropriate
Safe

The Discovery Museums
Controls

The Discovery Museums
Accessible - handicapped and cultural

The Discovery Museums
Inexpensive

The Discovery Museums
Familiar Materials

The Discovery Museums
Scientifically accurate

Radio waves are not sound waves
To learn about sound waves, go to the Sound Area.

The Discovery Museums
Relevance to everyday life, interdisciplinary connections

The Discovery Museums
Themes - harmonize with nearby exhibits

The Discovery Museums
Aesthetics

The Discovery Museums
Aesthetics

The Discovery Museums
Encouraging interactions

The Discovery Museums
Free Choice experiences
Invite, Intrigue, Engage

- Museums, activities, and toys are ‘free choice’ so must invite, provide intuitive interaction, and initial feedback.

- Doesn’t have to be successful first try, but at least intrigue and tempt to continue exploration.

- Keep it simple, layer experiences, TEST early, TEST often, evaluate, tweak, redesign, idea and materials.

The Discovery Museums
Key points

- Choose something that interests you
- Determine your goal
- Decide who is your target audience
- Design with them in mind
- Test design ideas and signs
- Enjoy the creative process!
Visiting The Discovery Museums

Check the public hours!
www.discoverymuseums.org
Bring a friend or child.
Explore and play!
Begin with exhibits that draw you in,
then reflect on why.
What are the attributes of that exhibit?
Photos are OK, but not of other people.
Talk to the Explorers!
Imagination is more important than knowledge.
Albert Einstein