

Session 12

Selection Criteria/Tips

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Unnatural Selection for APE

(plus tips from the team)

Pursuing



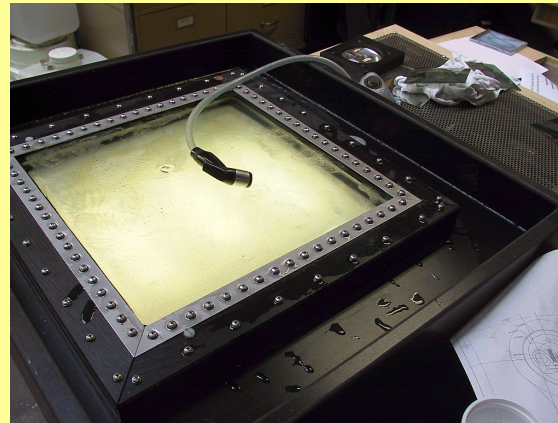
Following Leads

Weeding



Disclaimer

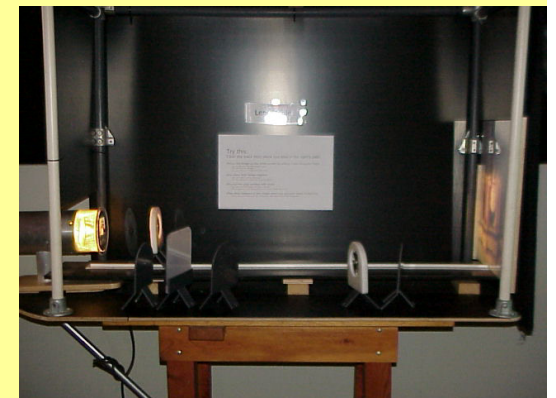
- No hard and fast criteria
- Finite resources for development
 - We combined iteration with best-guess strategies
- Every exhibit is different, and was developed under unique circumstances
 - Developers manage each project's direction
 - Ideas came from a wide variety of sources



- We draw from each new exhibit experience
 - Exhibit Development apes APE
 - Ape Selection Criteria is changing even as you participate in this workshop

Pursuing Potential-*what seemed doable and why*

- Was *Engaging* to, and within reach of the developer/builder
 - Perhaps it was wonderful, odd, exciting, fun or beautiful
 - Perhaps excitement takes us further and is infectious
- Seemed *Minds On* in some way
 - Showed potential for a variety of interactions and results
 - Multiple options, outcomes
 - Potential for multiple intellectual or aesthetic pathways
 - Developer could imagine different directions or things to do
 - Potential for self-authored inquiry or activity
- Appeared promising for *Prolonged* potential
 - No early dead end
 - Manipulable
- Might get people from disparate backgrounds equally engaged
 - Might stimulate *Social Engagement* within and among visitor groups



Following Leads-Processes and tools we developed to allow the exhibits and visitors steer us

- Informal video watching and sharing
 - Primary, gratifying and real
- Gang of Six -*selecting strategies for iteration*
 - Cadre input, brainstorming
 - Posed questions to the developer
 - Always finished with next steps
- Critique -*listening to peer input and ideas*
 - Full group input
 - No next steps, more open ended, flowing
 - at exhibit,
 - away from it, and
 - with tape clips
- Formative evaluation
 - Marking progress among iterations
 - Pursuit of specific questions

Weeding- *when and why we might let ideas go- even when it is painful*

- Visitor Input
 - Perhaps visitors seem frustrated, but Part A fixes don't appear to help
 - Perhaps visitors seem confounded, and a number of attempts at revealing pathways did not appear to work.
 - Perhaps visitors find it satisfying, but don't want to investigate further
 - Perhaps there is no good way for a visitor to investigate
- Time- bang for the buck
- Tried a bunch of stuff and it didn't fruit
 - No magic number of times to try
 - Usually weighed against another option
 - This idea might bear fruit more quickly

Some that we let go

Perhaps they are just unrealized

Mystery Spot

Wave

Open water

Vortex

Velvet Hands

Hot Box

Air Table

Nite Lite

Conversation

Spinning Cannon

Mirror Wells

Whirligigs/Parting
Water

Lissajous Pendulum

Face in the Mirror

Jiggly Balls

**Some we
aren't sure of**

Try Pi
Transformer

Tips for fostering APE

Easier to stomach than criteria

- **Nail Part A**

- Keep the interfaces simple

- Ape may rely on repetition of a simple interface

- Circuit workbench

- **Interface, text and title can reflect the nature of the exhibit**

- Title as instruction

- **Provide ownership of space**

- Make room for flow of groups in a given space

- **Systematically watch visitors**

- Could be cheap and informal

- **Be ruthless**

- Holding on to an investment may not be a good idea