

# DIA Education and Interpretive Specialist (July 2)

Broad topic: Interpretive priorities @ the DIA and their use of technology. Technology should augment the gallery experience. If it can already be done in a "non techie" way, why bother?

\*Ideal characteristics of technologies in gallery:\*

- (1) Should encourage social experiences, e.g.: get people talking to each other in the gallery, not "silo" them away to their PDA's.
- (2) Should place focus on artifacts and add something that couldn't be provided before the tech was there
- (3) Should facilitate experience (emotional, social, intellectual, learning/critical). Does it help you think more critically about something, or is it just a cool interaction that serves no interpretive purpose?
- (4) Should provide a way for people to "talk back" to the museum and the way it EXHIBITS AND INTERPRETS artifacts
- (5) Should allow people to connect ideas explored in the gallery with the outside world and their own lives - connections to communities, culture, books, music, art history, etc. Does it teach you how to learn more?