Museums as catalysts for digital learning

Deb Howes
World’s Fair 50: 
The Probability Machine

The odds were high that this attraction would delight the masses with its use of the Theory of Relativity. And it certainly did. The Probability Machine, looking like an upside-down pinball machine demonstrated how science uses probability to detect the laws of order in this world of random events.
● control your learning path
● use **many senses** to ingest information
● **socialize** and communicate with others
● perceive information from other **points of view**
● **connect** your own thinking to new ideas
● experience **emotions**
How might we adapt museum practices to make digital learning better for everyone, everywhere?
Give users control over learning

Support diverse learning modes

Embrace multiple perspectives

HOW?
Discover
Create
Share
Learn

Publish Your Collections
Share what you have made with the Smithsonian learning community.

Embed
Grab simple code to share any resource or collection.

Share Online
Email It, Tweet It, pass it around. Share what you discover and create with your world.

Assign
Develop a roster of your students and assign your collections to them. Track their responses and progress.
Professor Brenda E. Stevenson moderates an online conversation with Karlos K. Hill and Hannibal Johnson, both authors and experts on the 1921 Tulsa Race Massacre, in which a white mob assaulted residents, looted, and destroyed their homes, churches, schools, and businesses.
Preserving North Tulsa History
Learn about the Eddie Faye Gates Tulsa Race Massacre Collection and upcoming events

Young People Are Digitally Rebuilding Tulsa’s Black Wall Street

KRISTI EATON  MAY 26, 2021
How does home smell, sound, taste, look?

What do you know of the Indigenous peoples whose homelands these were and are?

What is home when a no-knock warrant permits police to enter it while you sleep?

What's visible or invisible in where you call home?
Recognize how race and racism shape architecture and the built environment and the role we as individuals play in creating a just and equitable world.

Explore work by Black architects and artists and discover how Black makers have shaped and reimagined the built environment.
Nintendo’s ‘Animal Crossing’ Goes Upscale With Museum Masterpieces

When the pandemic hit, rappers and rock stars transformed videogames into virtual entertainment venues. Now, art museums—from the Met to the Getty—want to play.

The San Antonio Museum of Art lets people import works from its collections to Nintendo’s ‘Animal Crossing: New Horizons.’ That includes from left: William-Adolphe Bouguereau’s ‘Admiration’; John Neagle’s ‘Children of the Artist’ and John Singer Sargent’s ‘Mrs. Elliott Fitch Shepard (Margaret Louisa Vanderbilt).’
Advocate equity and justice

Activate social change

Foster critical thinking

WHY?
Socio-emotional learning (SEL)

- Storytelling
- Resilience
- Empathy
- Listening & sharing
- Equity
- Self-awareness
- Social confidence
Social Emotional Learning Using Art and Writing

*Judgment Day, 1939*
Artist: Aaron Douglas
Arts Minds
connecting art & well-being

Bring the joy of art to people with dementia and their care partners.

Arts&Minds@home programs are offered online every weekday at 2pm.

Spread the word — follow us on Facebook and Instagram

We offer programs in English and Spanish.
New teaching and learning models

Being Antiracist

To create an equal society, we must commit to making unbiased choices and being antiracist in all aspects of our lives.
Museum Catalyst

- MOOCs
- School systems
- Education Media
- Business
- Public
- Research
- Government