

# Creating Digital Exhibits

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## Introduction:

After the COVID Pandemic museums responded to the global shutdown by creating digital exhibits in mass to make up for their decrease in visitors. However, many of these museums did not have enough resources or experience with creating these types of exhibits previously, and there was a sudden need for guidance and advice on the proper ways to design one. My research project sought to fill that gap.

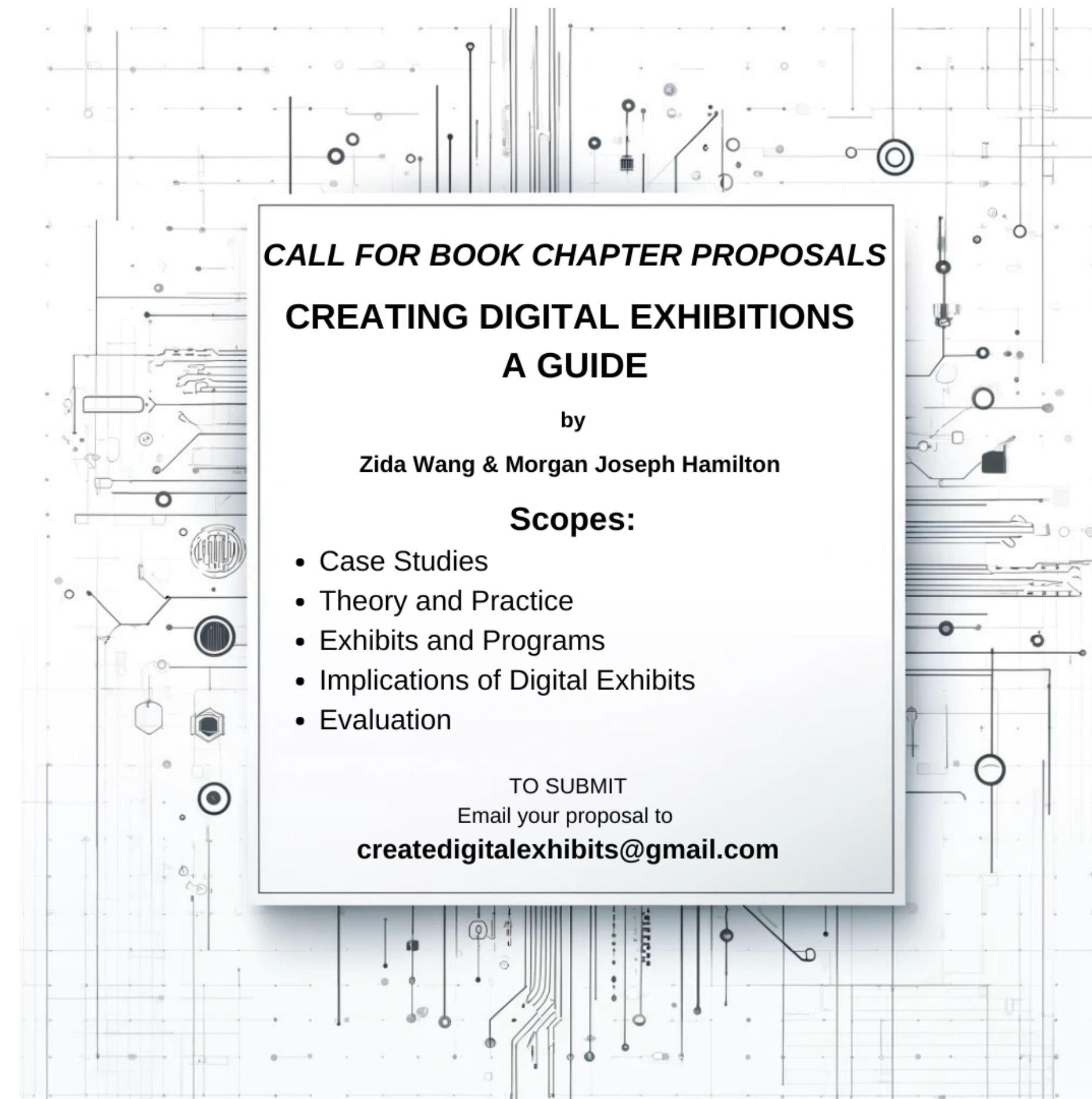
- How do you design digital exhibits?
- Called upon museum experts and digital museum developers to contribute their knowledge.
- Diverse set of perspectives from experts that bolsters the book.
- With their input the book will become a guiding beacon for museums over the world as a practical roadmap to success.

## Methodology:

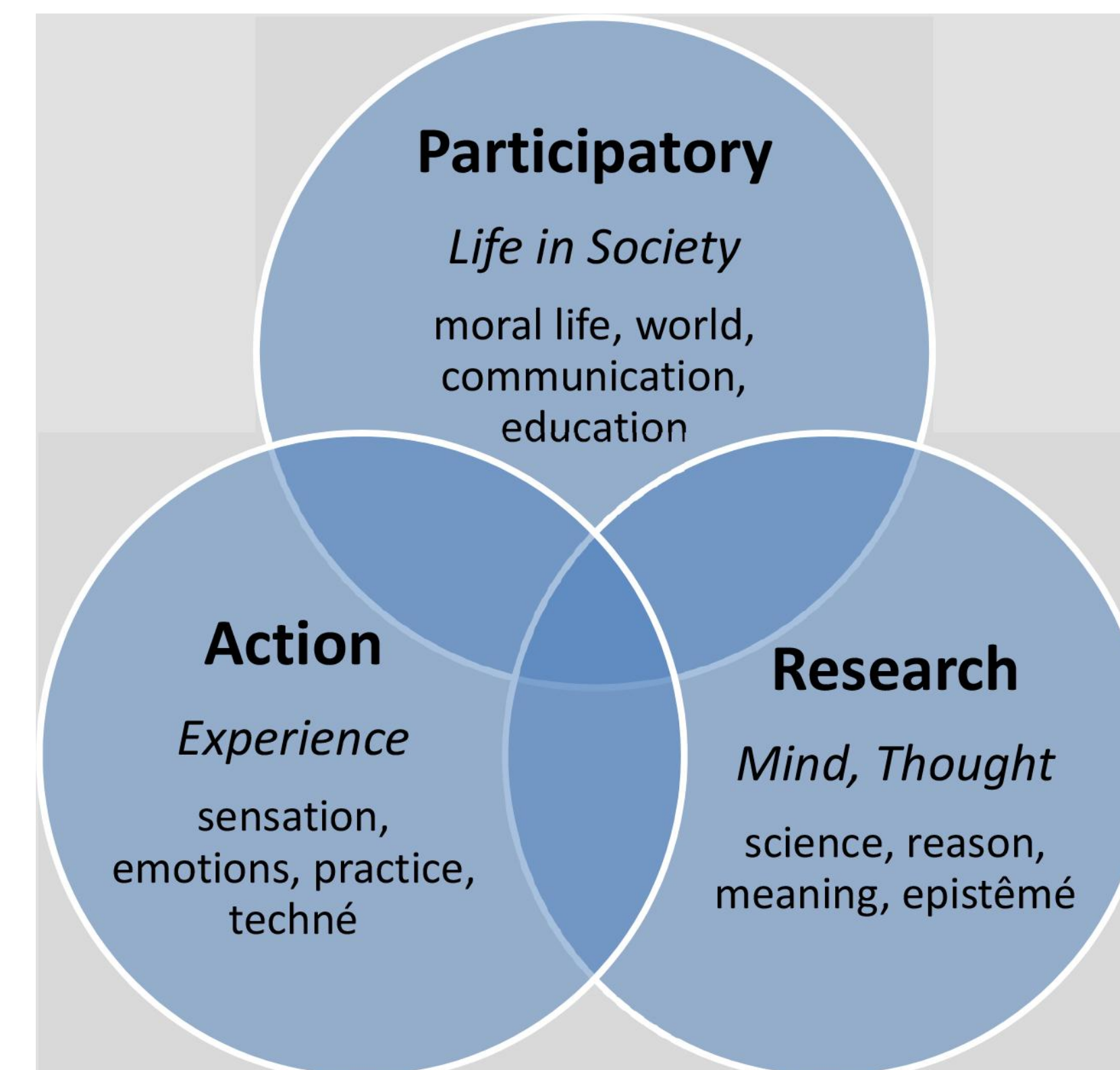
My research project emphasizes Participatory Action Research to ask members of the Museum community what is the best way to improve the community. The project started with a call for authors who would each write a chapter of the book.

Each author would be given a specific topic to write about. After the chapters were submitted it was my job to:

- Create summaries
- Proofread them all
- Verify references.
- My mentor then edited the chapters into a proper order for the book.
- Completed a SWOT Analysis on digital exhibits.



Hamilton, M. & Wang, Z. (2024). *Call for Book Chapter Proposals*. [Image]. American Alliance of Museums, <https://community.aam-us.org/discussion/call-for-book-chapter-proposal>.



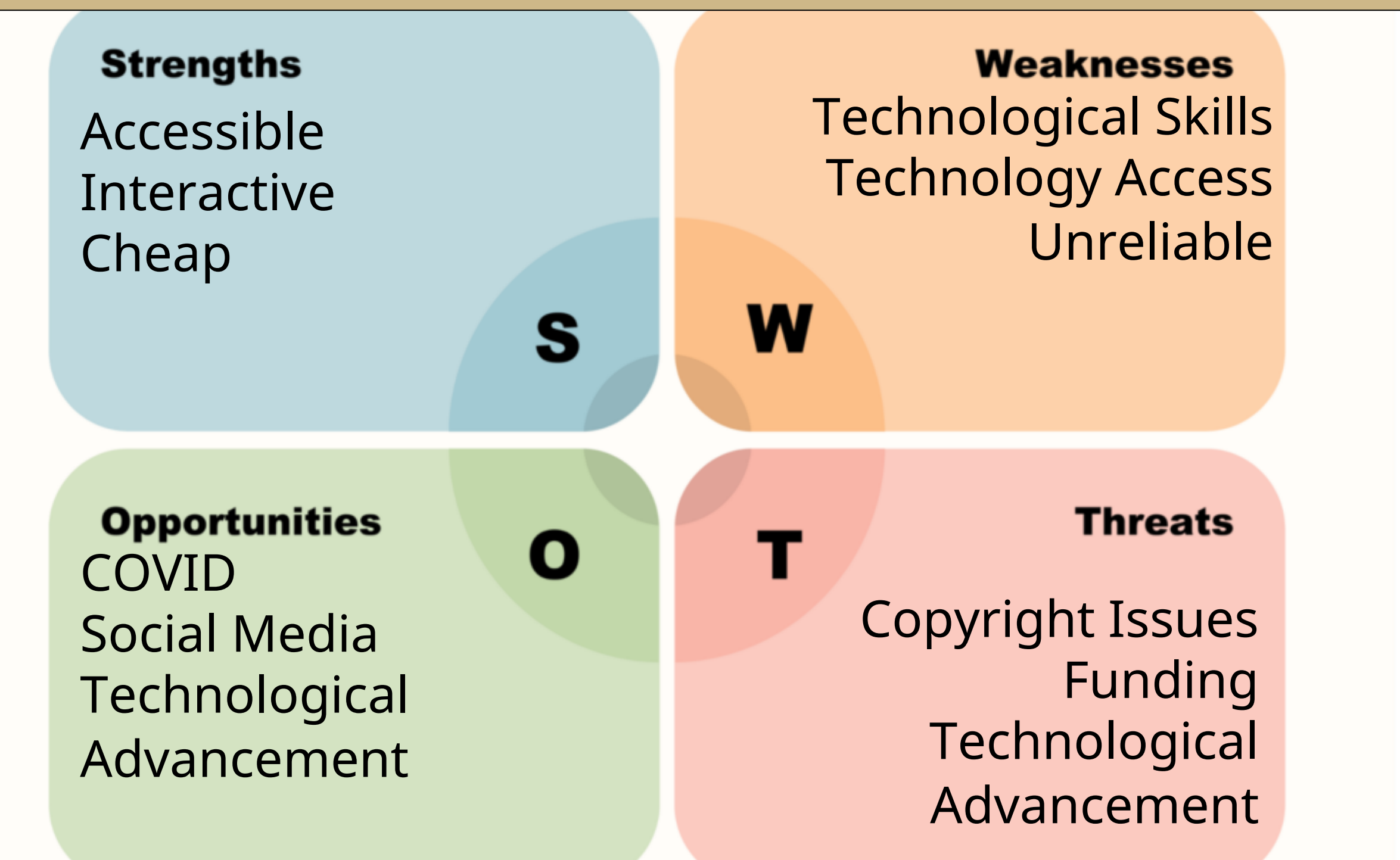
Chevalier, J.M. & Buckles, D. (2013). [Model of Participatory Action Research]. [Model]. Participatory Action Research: Theory and Methods for Engaged Inquiry.

## Results:

For a digital exhibit to be successful, it must:

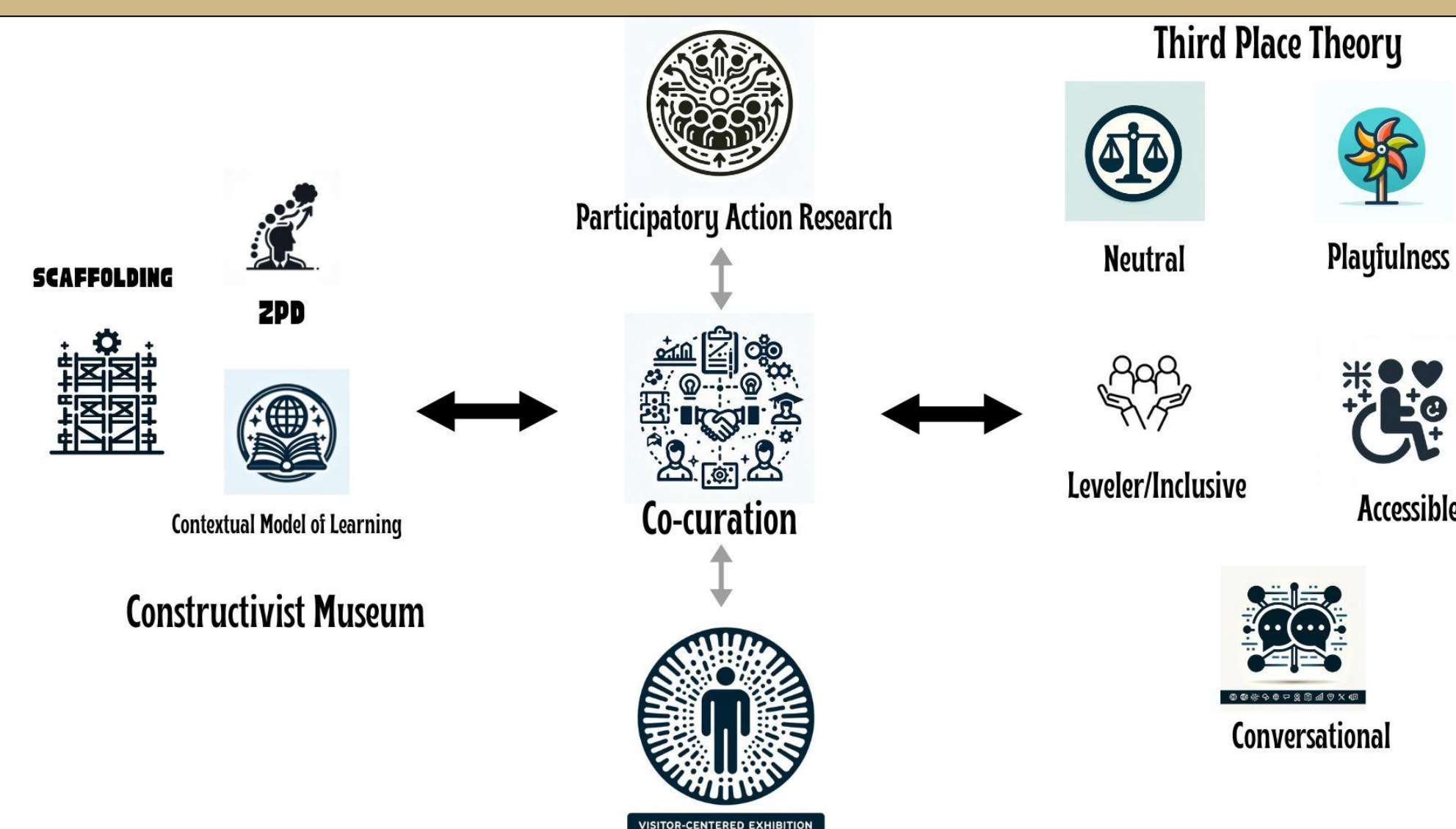
- Be accessible
- Be visitor-focused
- Be interactive

Overall, the results of this research project show that digital exhibits must be different than the typical brick-and-mortar museums and utilize all of the advantages that being digital provides.



## Conclusion:

The Covid Pandemic caused the demand for digital exhibits to increase dramatically. However, there was a real lack of resources that museum could use to help build their new digital exhibits, and as part of my research project I helped write a book that sought to find the best ways to create a digital exhibit, by using Participatory Action Research to ask qualified museum experts their opinions. The results showed that to be successful exhibits must be accessible, visitor focused, and interactive.



Wang, Z. (2024). *A conceptual framework for Co-curation*, [Model].

## Bibliography:

