



# **Dustin Growick, Museum Hack, New York**AUDIENCE ENGAGEMENT

Half Day Professional Development Workshop Monday 17<sup>th</sup> October 2016 – Fremantle Maritime Museum



When: Monday 17 October 2016 9AM – 1PM

#### Where:

Fremantle Maritime Museum, Peter Hughes Drive, Victoria Quay, Fremantle, Western Australia 6160

#### Cost:

Workshop cost Including Morning Tea \$349 MAWA members \$399 non-members

### **Payment/ Registration:**

https://www.trybooking.com/Booking/BookingEventSummary.aspx?eid=231675

#### Please contact:

Nina.Frichot@museum.wa.gov.au PO Box 224, Northbridge WA 6865

# ONLY 15 PLACES, SO BE QUICK TO REGISTER!







Dustin Growick spearheads both Museum Hack's Audience Development initiatives and is their Team Lead for Science. He has worked in education at the New York Hall of Science, the American Museum of Natural History, and as a traditional classroom teacher. Now, at The Metropolitan Museum of Art, the American Museum of Natural History and with museum colleagues around the world, Dustin specializes in creating unique, engaging, and educational adult museum experiences that attract and capture new audiences.

This is a rare occasion to have such a high calibre international presenter in Perth. Seats are limited to 15, so do not delay in registering.

Who Should Attend: Managers, Coordinators of Guides, Guides in the Collections or Heritage Sector

Format: Small group, interactive workshop

## **Topics covered:**

- 1. How to Have Guests Actively Participate in the Creation of their Museum Experience
- 2. Audience Engagement How to Hack a Museum, 5 Elements of a Hack
- 3. Activities in the Museum Encouraging Visitors to Speak Their Minds, Exploring Spaces, Using the Tools in Our Pockets

#### **Workshop Deliverables**

- Proven approaches to executing a passion based storytelling format for creating engaging interactions with art, exhibitions, and spaces
- Creation of tour structure that acknowledges pacing and elements that ensure a dynamic experience that appeals to all visitors
- Interactive and inquiry based games and activities that utilize technology and the expertise of your audience to reenergize visitors in exhibition spaces.