

Red Rover, Red Rover

Advocating for Play in Adult Programming
September 30, 2018, 1:45 – 3 p.m.

Hi, My Name Is...

Erin Thelen

Public Programs &
Residencies Manager

New York Hall of
Science



DESIGN MAKE PLAY • New York Hall of Science



Hi, My Name Is...

Lamont Craven

Program Manager, Adult Programs
Carnegie Science Center
Pittsburgh, PA

CARNEGIE SCIENCE CENTER
ONE OF THE FOUR CARNEGIE MUSEUMS OF PITTSBURGH



Hi, My Name Is...

Adrienne Barnett

Director of Learning Experiences
Thinkery
Austin, TX



Hi, My Name Is...

Ashanti Davis

Exhibits Project
Supervisor

Fleet Science Center

San Diego, CA



What Is Play?

Five Most Agreed-Upon Characteristics of Human Play

- Play Is **Self-Chosen** and **Self-Directed**
- Play is **intrinsically motivated**—means are more valued than ends.
- Play is **guided by mental rules**, but the rules leave room for **creativity**.
- Play is **imaginative**.
- Play is conducted in an **alert, active**, but relatively **non-stressed** frame of mind.

http://www.scholarpedia.org/article/Definitions_of_Play

Why is it important?

5 Reasons why adult PLAY is important in Museums?

- Break the stigma of STEM fields
- Introduce “intimidating” concepts in an approachable/informal way
- Encourage adults not act so adult
 - No subscribed learning must occur = reduced pressure
- Engage and connect visitors
- Inspire continued learning and advances in STEAM fields

How We Play

Creative & Imaginative Play



NYSCI: ReMake Late



NYSCI: Dead or Alive -
Wound and Blood Making



Thinkery21: Human - Experiencing
everyday tasks in a wheelchair



Carnegie Science Center
21+ Night: Doctor Trek Wars
Destroy the Death Star on the Zipline



Fleet Night of Science
Superheroes Edition



Fleet Night of Science
Star Wars Screening Party



Carnegie Science Center
21+ Night: Medieval Times
Inflatable Horse Jousting

Games



NYSCI: Connected Worlds



Carnegie Science Center
21+ Night: Gaming
Axe Throwing



NYSCI: Rocket Park
Mini Golf



NYSCI: VR/AR
Game Night



Carnegie Science Center
21+ Night: Beer Night
Giant Beer Pong



NYSCI: Zombie Tag

Physical Play



NYSCI: Giant
Science Showdown



NYSCI: Dowels and
Rubber Bands



Thinkery21: Science of Sex - Climber
converted into a journey through the
female reproductive system

NYSCI: After Dark Field Trips



Fleet Night of Science Exhibit Prototyping
Science of the Impossible Mind Ball



Carnegie Science Center
21+ Night: Medieval Times
Sword Fighting



Thinkery21: JingleBooze "Snowball" Fight!

Design-Based Play



Carnegie Science Center
21+ Night: Block Party
Glowing Straw Art



Thinkery21: Gettin' Around
Design a gondola



NYSCI: Haute Glue
Bling



NYSCI: Science of Sex



Science on the Rocks:
Love Lust Libido



Re-Design of Studio X
see Tinkering Studio. Designed with the adult in mind.

LET'S PLAY!

Let's Play



Science Warrior Challenge

- STEM based obstacle course
- Wear DRUNK goggles



Studio X

- Metal Stamping



- Dodge the STI



- Haute Glue Bling
- Design Lab House Made Games

LINKS!

- Adults need recess too. Here's why you should make time to play.
 - <https://www.nbcnews.com/better/health/adults-need-recess-too-here-s-why-you-should-make-ncna887396>
- Association of Children's Museums: Playing for Keeps
 - www.childrensmuseums.org/playing-for-keeps
- Tutorial: Haute Glue Bling <https://nysci.org/tutorial-haute-glue-bling/>

Contacts!



Lamont Craven
CravenL@carnegiesciencecenter.org



Ashanti Davis
adavis@rhfleet.org



Adrienne Barnett
abarnett@thinkeryaustin.org



Erin Thelen
ethelen@nysci.org