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







CARNEGIE SCIÉNCE CENTER

ONE OF THE FOUR CARNEGIE MUSEUMS OF PITTSBURGH

Hi, My Name Is...

Lamont Craven

Program Manager, Adult Programs
Carnegie Science Center
Pittsburgh, PA



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?

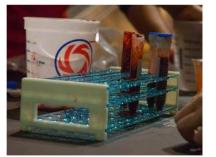
- Break the stigma of STEM fields
- Introduce "intimidating" concepts in an approachable/informal way
- Encourage adults not act so adult
 - No subscribed learning must occur = reduced pressure
- Engage and connect visitors
- Inspire continued learning and advances in STEAM fields

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



NYSCI: Rocket Park Mini Golf



NYSCI: VR/AR Game Night



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



Carnegie Science Center 21+ Night: Gaming Axe Throwing



NYSCI: Zombie Tag

Physical Play





NYSCI: Giant Science Showdown

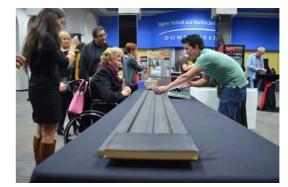


NYSCI: Dowels and Rubber Bands



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



Science on the Rocks: Love Lust Libido



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



Thinkery21: Gettin' Around Design a gondola



NYSCI: Haute Glue Bling





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

LET'S PLAY!

Let's Play



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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-swhy-you-should-make-ncna887396
- Association of Children's Museums: Playing for Keeps
 - www.childrensmuseums.org/playing-for-keeps
- Tutorial: Haute Glue Bling <u>https://nysci.org/tutorial-haute-glue-bling/</u>

Contacts!



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