

Frascati, 15 marzo 2018

Il nuovo ruolo dei musei della scienza

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Musei di scienza e science centres, che differenza c'è?



A livello europeo...

Ecsite brings together more than **350 organisations** committed to inspiring people with science.



www.ecsite.eu

Dall'interazione alla partecipazione

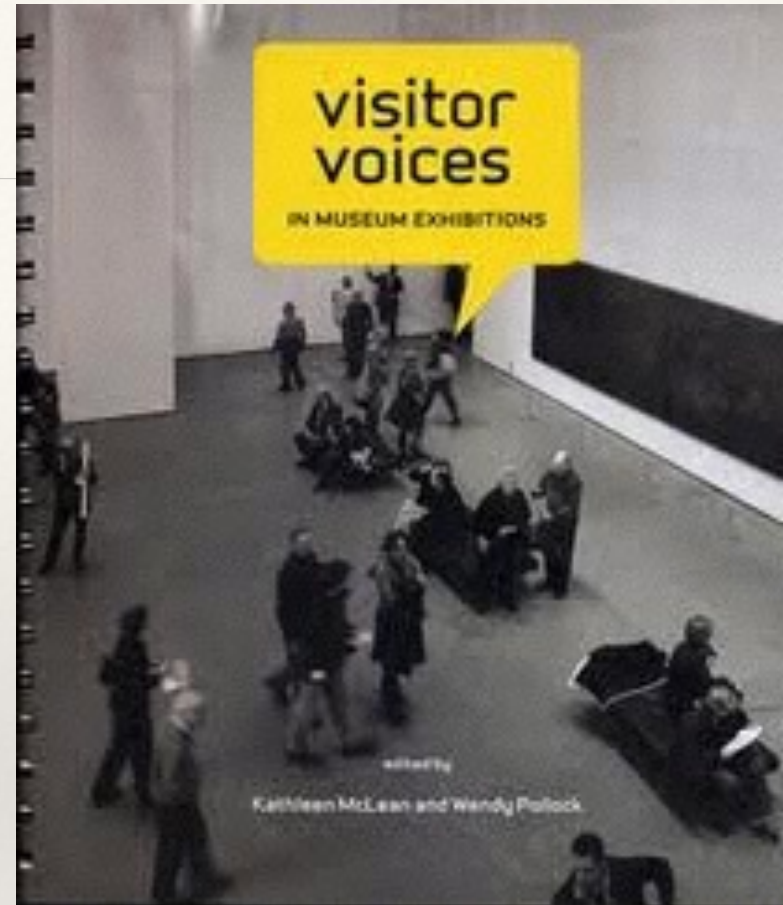
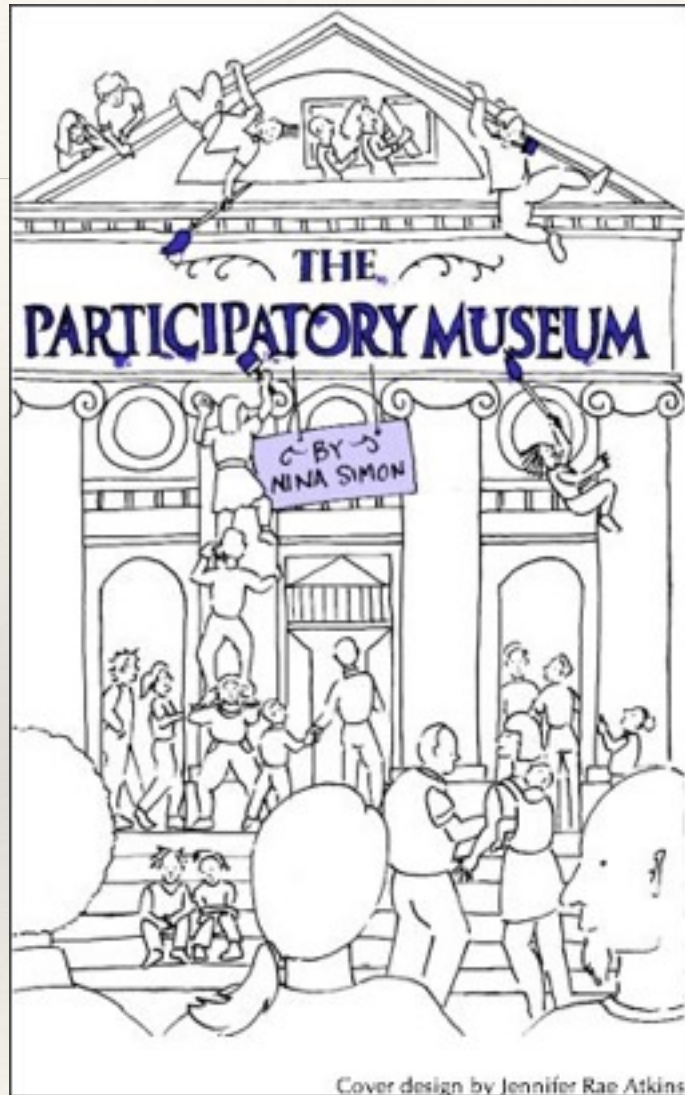
I musei di scienza / science centres sono sempre più luoghi di interazione, ma anche di dialogo e partecipazione, per tanti motivi:

Efficacy

Content

Democracy and inclusiveness

Innovation



Kathleen McLean and Wendy Pollock (eds) 2007

Dall'interazione alla partecipazione

Tipi di « partecipazione » che possono svolgersi in un museo:

- Museo come luogo dove si svolgono processi partecipativi (ad esempio: le consultazioni di VOICES)
- Musei che sviluppano le loro attività / mostre attraverso processi partecipativi.

Dall'interazione alla partecipazione

La partecipazione sembra funzionare particolarmente bene nei musei perché sono considerati come « luoghi neutri »

Sicuramente sono luoghi dove la gente si sente più libera di parlare rispetto a università, associazioni, aziende, comuni, etc.

Ma sono davvero « neutri »?

By Mike Murawski, Director of Education & Public Programs for the Portland Art Museum

Museums have the potential to be relevant, socially-engaged spaces in our communities, acting as agents of positive change. Yet, too often, they strive to remain “above” the political and social issues that affect our lives — embracing a myth of neutrality.



Visitors...

are not considered

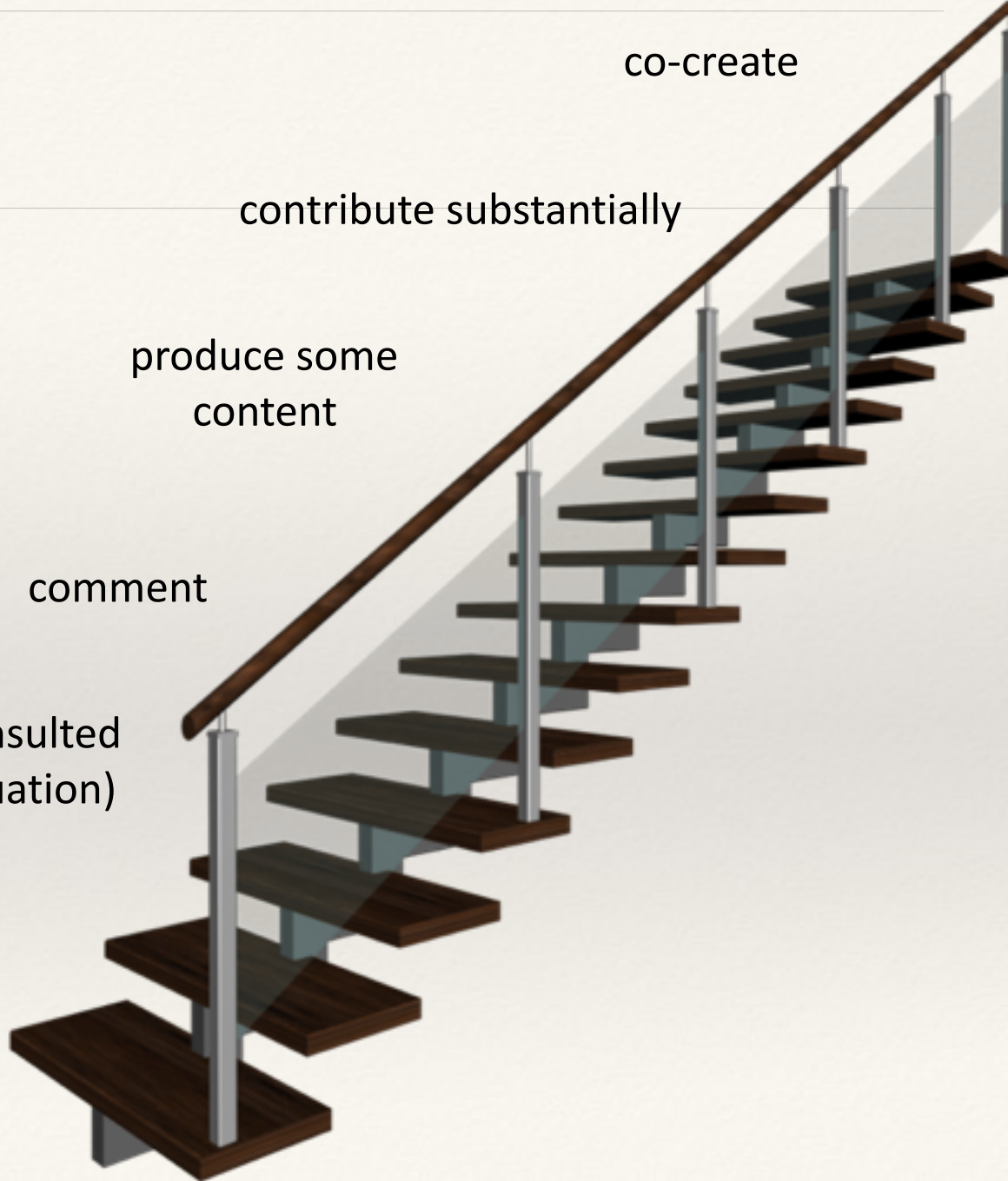
are listened/consulted
(research, evaluation)

comment

produce some
content


contribute substantially

co-create



IAP2'S PUBLIC PARTICIPATION SPECTRUM

The IAP2 Federation has developed the Spectrum to help groups define the public's role in any public participation process. The IAP2 Spectrum is quickly becoming an international standard.

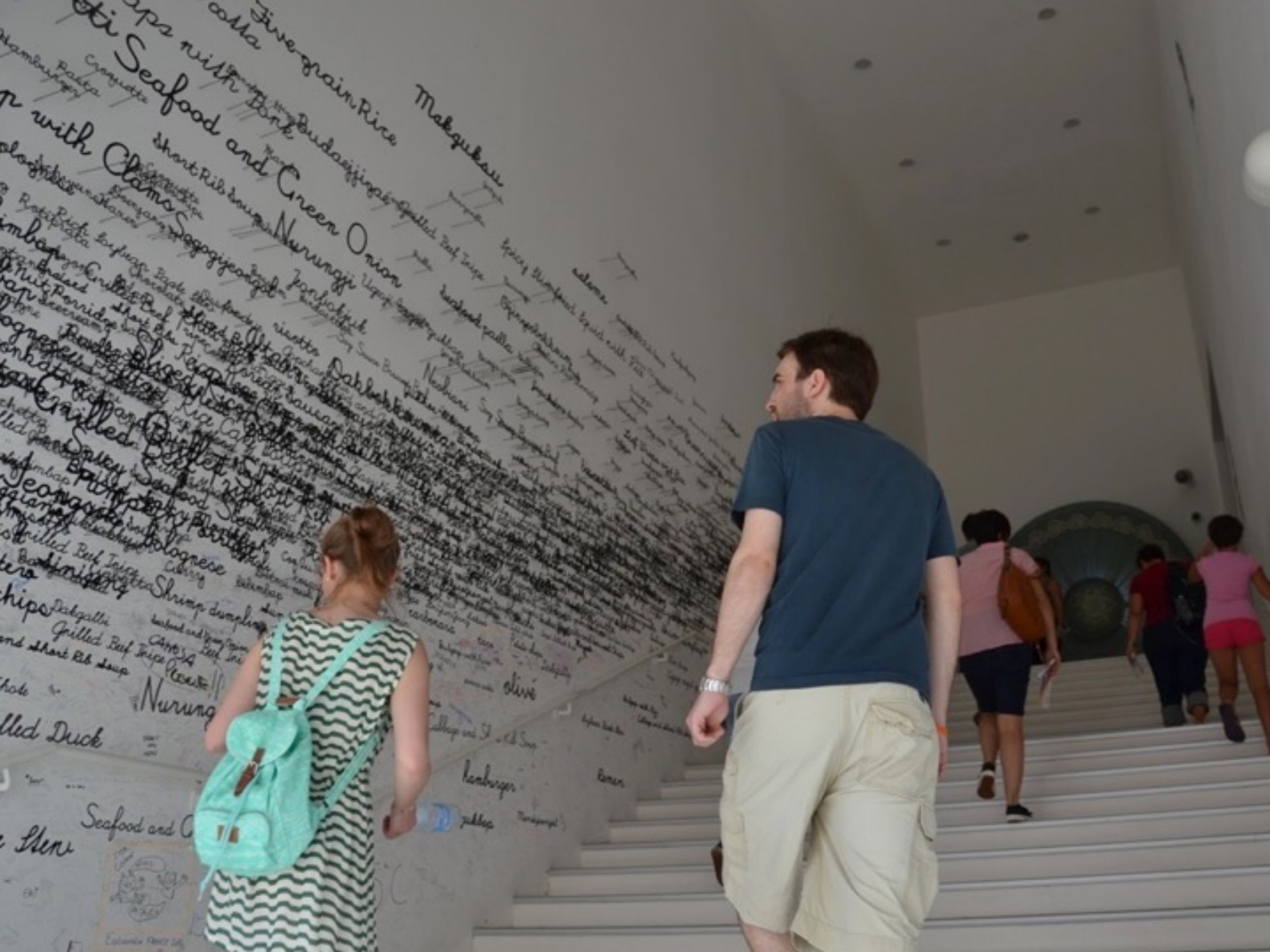
INCREASING IMPACT ON THE DECISION 

	INFORM	CONSULT	INVOLVE	COLLABORATE	EMPOWER
PUBLIC PARTICIPATION GOAL	To provide the public with balanced and objective information to assist them in understanding the problem, alternatives, opportunities and/or solutions.	To obtain public feedback on analysis, alternatives and/or decisions.	To work directly with the public throughout the process to ensure that public concerns and aspirations are consistently understood and considered.	To partner with the public in each aspect of the decision including the development of alternatives and the identification of the preferred solution.	To place final decision making in the hands of the public.
PROMISE TO THE PUBLIC	We will keep you informed.	We will keep you informed, listen to and acknowledge concerns and aspirations, and provide feedback on how public input influenced the decision. We will seek your feedback on drafts and proposals.	We will work with you to ensure that your concerns and aspirations are directly reflected in the alternatives developed and provide feedback on how public input influenced the decision.	We will work together with you to formulate solutions and incorporate your advice and recommendations into the decisions to the maximum extent possible.	We will implement what you decide.

I visitatori commentano o
contribuiscono in modo molto marginale
ai contenuti







s of squishing noises *Johnny Rotten*

ve by *Iris Murdoch*

words. The in the ears.
re wasting



I visitatori esprimono delle opinioni, che
diventano parte integrante della mostra

(marginale - cosa li motiva, chi lo legge?)

Join the GM debate

PRO GM

NO GM

Will GM crops be safe?

Will GM products be safe to eat?

Who owns GM crops?

The 3 safety questions

The safety issues to be asked

How to use the safety issues

Ask the safety issues



I visitatori « partecipano » a una parte dei contenuti della mostra



HOW HAPPY ARE YOU?

ON A SCALE FROM 1-100 TAKE ONE GUMBALL FROM THE CORRESPONDING MACHINE (ONE PER PERSON, PLEASE!)



If you think this is a party, come see the interactive gallery. Happiness, I just want you. This is not the 100% chance the maximum frequency. Good luck. GREAT! **BT ASKING PEOPLE**



Contenuti che sono prodotti attraverso
l'interazione con / tra i visitatori

Participatory exhibitions

- con il pubblico
- con le scuole / studenti
- con gli scienziati

Cuando i « visitors » diventano
« curators »
-> increased ownership

Un modo per combattere stereotipi e
frontiere





‘Science frugale’, vincitrice del Mariano Gago Ecsite Award project - Espace des Sciences Pierre-Gilles de Gennes, TRACES, Parigi, Francia

Science centres and exhibitions that take up the roles of **knowledge production devices**, rather than just communication or public engagement device.

Science centres that become research facilities, through which to explore those aspects of scientific research that can benefit from perturbations and contaminations from other aspects of culture, in order to **produce more inclusive, shared research and, first of all, more research.**

‘Science frugale’, vincitrice del Mariano Gago Ecsite Award project - Espace des Sciences Pierre-Gilles de Gennes, TRACES, Parigi, Francia

The exhibition was a work in progress, constantly changing over time, in which the majority of the objects on display (frugal scientific instruments) were actually built by the visitors themselves.

It is important to ensure that the process of exhibition development includes these diversities, is open to contaminations, and lets itself be driven by many diverse stakeholders, among which the most important are the visitors themselves. We experimented a way to achieve this by adopting what we now call an **open incubation approach**.

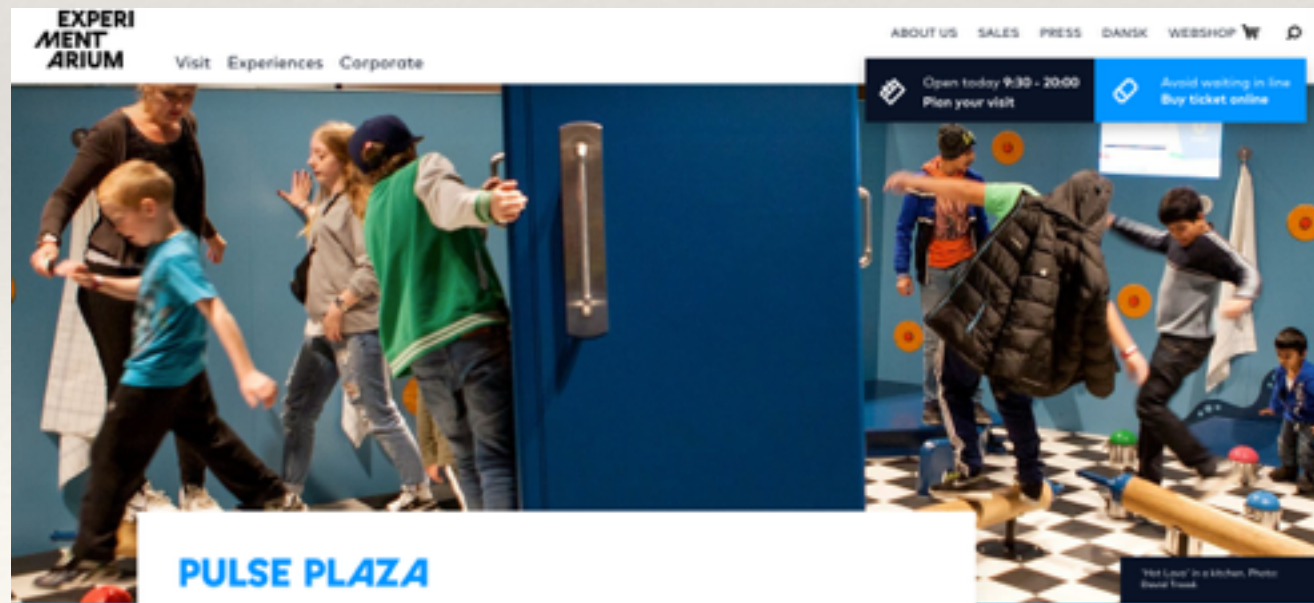
Da leggere: [articolo in Spokes su Science Frugale](#)





PULSE - Experimentarium, Danimarca

- Coinvolgere i bambini nella fase di design / sviluppo: Informant design, participatory design, cooperative inquiry, and child development research in order to adapt the design framework to children
- Bringing a broad group of visitors and staff members in to brainstorm, further develop ideas and reflect and make changes at multiple and different times during the development process



SCIENCE GALLERY



04:10:08–31:10:08

PAY ATTENTION!

DONATE YOUR BRAIN TO SCIENCE

LAB IN THE GALLERY: LIVE NEUROSCIENCE EXPERIMENTS



Exhibitions as innovation platforms

The DIT-Heureka project is testing an environment where startups developing learning applications can co-create and develop their applications together with users. Heureka has around 250 000 visitors annually, including 60 000 pupils, interested in science and technology. They make excellent co-creators in a product-development process. Inspiring exhibitions offer an innovative environment for co-creating learning applications.

DIT Heureka
(Do It Yourself)
Finland



Musei come punti di contatto tra
laboratori, ricercatori e pubblico

The Museum of Science, in Boston, organizes citizen forums to inform NASA's Asteroid Initiative. Representative citizens spent a full day learning about key options for the mission, considering issues such as planetary defense and priorities for future space exploration, and weighing in from a lay perspective on the merits of various proposed policies and mission alternatives. NASA ultimately chose the approach that the citizens favored.

Nature Live

Meet our scientists and discover the fascinating work carried out behind the scenes at the Museum.

Join the Nature Live team each week for interactive talks featuring topical discussions with our scientists, cutting-edge research and incredible specimens from the Museum's collections.

From meteorites to mammoths, evolution to climate change, Nature Live is a great way to explore the natural world.

All events are free and there is no need to book - just drop in.



Nature Live at Lates

Special, extended Nature Live talks are also held at Lates on the last Friday of each month.

Why should visitors contribute?

For imitation

For fun

For interest

To be listened/ To be seen

There is an immediate social reward

For ownership

...

