

Museum Maker

Finding digital content that is both fun *and* educational can be tough. Kids are hungry for knowledge but most learning activities are not like the digital content that they love and consume each & every day.

So how do we compete with today's digital distractions and foster an attitude of making and not consuming? Gamefoot does this by producing educational activities that are built on technology that young people choose to use.

Summary

Gamefoot courses mix “game industry” practice and school curriculum together to make fun online courses. In Museum Maker users build their own exhibition in the form of a game and learn exhibition design basics.

The image shows a screenshot of the 'Museum Maker Tutorial' interface. On the left, a list of three steps is displayed: 1. The Big Idea!, 2. What's the story?, and 3. Exhibition sections. A yellow callout box points to step 1, stating: 'With little or no teacher intervention, young people can progress through Museum Maker at their own pace.' Another yellow callout box points to step 2, stating: 'Learn how museums tell their stories.' A third yellow callout box points to step 3, stating: 'Expose kids to collection content in a new and enjoyable way.' On the right, a preview of the tutorial content is shown, including a text input field for 'What's the story?' and a list of the three steps. At the bottom right, a green banner with a graduation cap icon and a checkmark reads 'Curriculum aligned ✓'. The top right corner of the interface shows the title 'Museum Maker Tutorial' and a progress indicator with three dots, the third of which is highlighted with the number 3.

Description

In this Gamefoot course kids learn how museums tell their stories and they are introduced to the critical thinking that goes into designing an exhibition.

By using Museum Maker, kids have exposure to a potential career in the museums industry as well as playing, enjoying and interacting with museum collection content.

Museum Maker can be customised by Gamefroot to resemble any exhibition space and include objects from any collection.

Curriculum contexts

English (Writing)

Level 2 - Ideas: Show some understanding of ideas within, across, and beyond text.

How does it work?

With little or no teacher intervention students can easily access the Museum Maker template and progress through the game making process simply by following the steps provided.

We provide our clients with a unique link that opens a customized version of Museum Maker that educators can use to track and monitor usage.

We provide educational users the ability to tag games for grouping and archiving purposes. If you are a school or museum you can talk to us about personalising Museum Maker with your own logo and branding.

Our team

Gamefroot has been developing games and working closely with the games industry for 20 years. Museum Maker is built in partnership with the Museum of New Zealand Te Papa Tongarewa and various sector professions.

Beyond curriculum

Museum Maker is a great way to introduce digital technologies to your students.

Using Gamefroot courses, students benefit by experiencing game industry process and technologies, and access the tools that foster the sorts of critical thinking skills that will prepare them for tomorrow's workforce.