
Advanced Certificate in Museum Project Management

Exhibition Design and Installation

****Accessibility****

Accessibility in exhibition design refers to the design of exhibits and museum spaces to be inclusive and usable by people of all ages and abilities, including those with disabilities. This includes considering the needs of visitors with visual, auditory, cognitive, and mobility impairments. Accessible design elements may include ramps, accessible restrooms, large print labels, audio descriptions, and American Sign Language (ASL) interpretation.

Related terms: Inclusive design, Universal design, Accessible technology

****American Sign Language (ASL)****

ASL is a visual-manual language used by Deaf and hard-of-hearing individuals in the United States and some parts of Canada. It is a unique language with its own grammar and syntax, distinct from English. ASL interpreters are often hired to provide access to museum exhibitions and programs for Deaf and hard-of-hearing visitors.

Related terms: Interpretation, Accessibility, Inclusive design

****Artifact****

An artifact is a physical object that has historical, cultural, or scientific significance. Artifacts are often collected and displayed in museums to tell stories and provide insights into different cultures, time periods, and scientific phenomena.

Related terms: Object, Collection, Exhibition

****Audio Description****

Audio description is a narration service that provides a detailed verbal description of visual content, such as exhibitions, performances, or films. It is often used to provide access to cultural experiences for people who are blind or have low vision. In museums, audio description may be provided through headsets or through a mobile app.

Related terms: Accessibility, Inclusive design, Universal design

****Branding****

Branding refers to the development of a unique visual and messaging identity for an exhibition or museum. This may include a logo, color palette, typography, and messaging strategy. Effective branding helps to establish a clear identity and build recognition for the exhibition or museum.

Related terms: Exhibition design, Graphic design, Marketing

****Case Design****

Case design refers to the design and construction of display cases for museum objects. Case design must take into account factors such as security, environmental control, and visibility. The design should also complement the overall exhibition design and provide a visually appealing and informative display.

Related terms: Exhibition design, Object mounting, Security

****Collection Management****

Collection management refers to the care and preservation of museum objects, as well as the organization and documentation of museum collections. Collection management practices may include object handling, storage, conservation, registration, and loan administration.

Related terms: Object, Collection, Registration

****Design Development****

Design development is the process of refining and expanding upon the initial concept design for an exhibition. During design development, the exhibition design team creates detailed drawings, models, and specifications for the exhibition, including the selection of materials, finishes, and lighting.

Related terms: Exhibition design, Concept design, Schematic design

****Didactics****

Didactics refers to the educational content and strategies used in museum exhibitions. This may include text panels, interactive displays, multimedia presentations, and educational programs. Effective didactics engage visitors and provide opportunities for learning and exploration.

Related terms: Exhibition design, Learning, Interpretation

****Environmental Graphics****

Environmental graphics are visual elements that are integrated into the built environment, such as wayfinding signage, murals, and wall graphics. In museums, environmental graphics can help to orient visitors, provide information, and enhance the overall exhibition design.

Related terms: Graphic design, Exhibition design, Signage

****Exhibition Design****

Exhibition design refers to the process of planning, creating, and installing museum exhibitions. Exhibition design encompasses a wide range of elements, including graphic design, lighting design, case design, and didactics. Effective exhibition design should be visually appealing, informative, and accessible to a diverse audience.

Related terms: Museum design, Exhibition development, Exhibition installation

****Exhibition Development****

Exhibition development is the process of researching, planning, and creating a museum exhibition. This may include conducting research, developing a concept, creating a design, and overseeing the fabrication and installation of the exhibition.

Related terms: Exhibition design, Exhibition installation, Museum design

****Exhibition Installation****

Exhibition installation is the process of physically installing and assembling a museum exhibition. This may include the installation of display cases, lighting, graphics, and interactive displays. Exhibition installation requires careful coordination and attention to detail to ensure a safe and successful installation.

Related terms: Exhibition design, Exhibition development, Fabrication

****Experiential Design****

Experiential design refers to the creation of immersive and interactive environments that engage visitors on a sensory and emotional level. Experiential design may include the use of multimedia, interactive displays, and immersive installations to create a memorable and impactful visitor experience.

Related terms: Exhibition design, Interpretation, Learning

****Fabrication****

Fabrication refers to the process of constructing and assembling the physical elements of a museum exhibition. Fabrication may include the creation of display cases, mounts, graphics, and interactive displays. Fabrication requires a high level of craftsmanship and attention to detail.

Related terms: Exhibition installation, Exhibition design, Construction

****Graphic Design****

Graphic design refers to the use of visual elements, such as typography, images, and color, to communicate ideas and information. In museums, graphic design is used to create exhibition graphics, wayfinding signage, and marketing materials.

Related terms: Exhibition design, Environmental graphics, Branding

****Interactive Displays****

Interactive displays are museum exhibits that allow visitors to engage with the content in a hands-on and interactive way. Interactive displays may include touch screens, buttons, levers, and other interactive elements that provide a dynamic and engaging visitor experience.

Related terms: Exhibition design, Didactics, Learning

****Interpretation****

Interpretation refers to the communication of museum content and messages to visitors. Interpretation may include the use of text panels, multimedia presentations, interactive displays, and educational programs. Effective interpretation should be engaging, informative, and accessible to a diverse audience.

Related terms: Didactics, Exhibition design, Learning

****Label Design****

Label design refers to the creation of text panels and labels for museum objects. Label design must take

into account factors such as readability, legibility, and visual appeal. Effective label design should provide clear and concise information about the object, while also complementing the overall exhibition design.

Related terms: Exhibition design, Graphic design, Didactics

****Lighting Design****

Lighting design refers to the use of lighting to enhance the visual impact of a museum exhibition. Lighting design may include the selection of light sources, the placement of lighting fixtures, and the control of lighting levels. Effective lighting design should highlight key objects, create a mood, and enhance the overall exhibition design.

Related terms: Exhibition design, Environmental graphics, Scenography

****Learning****

Learning refers to the acquisition of knowledge, skills, and values through experience and education. Museums provide opportunities for informal learning through exhibitions, programs, and interactive displays.

Related terms: Didactics, Interpretation, Experiential design

****Museum Design****

Museum design refers to the planning and creation of museum buildings, exhibitions, and programs. Museum design encompasses a wide range of elements, including architecture, interior design, exhibition design, and graphic design.

Related terms: Exhibition design, Museum planning, Museum studies

****Museum Planning****

Museum planning refers to the process of developing a strategic plan for a museum, including the creation of a mission statement, the identification of target audiences, and the development of a programming and exhibition schedule. Museum planning requires a thorough understanding of museum operations, as well as an awareness of trends and best practices in the field.

Related terms: Museum design, Exhibition development, Museum studies

****Museum Studies****

Museum studies is an interdisciplinary field that examines the history, theory, and practice of museums and other cultural institutions. Museum studies programs may include coursework in areas such as exhibition design, collection management, interpretation, and museum administration.

Related terms: Museum design, Museum planning, Exhibition development

****Object Mounting****

Object mounting refers to the process of designing and creating supports and displays for museum objects. Object mounting must take into account factors such as object safety, stability, and visibility. Effective object mounting should provide support and protection for the object, while also allowing for clear viewing and

interpretation.

Related terms: Exhibition design, Case design, Conservation

****Registration****

Registration refers to the process of documenting and tracking museum objects,