TADD 3780: Museum Experience Design

A. COURSE DESCRIPTION

Credits: 2
Lecture Hours/Week: 0
Lab Hours/Week: 0
OJT Hours/Week: *.*
Prerequisites: None
Corequisites: None
MnTC Goals: None

In this course, students will gain a comprehensive understanding of the different kinds of museums (permanent, temporary, and travel), their various missions, and their experiential characteristics (visitors, research, theories, history, techniques, institutional challenges, educational vision, and public service) common to museums. Students will also explore the various technical and aesthetic approaches for designing museum experiences. The primary focus will be the importance of quality signage, graphics, and engaging media for museums. Prerequisite(s): TADD 3380, TADD 3552.

B. COURSE EFFECTIVE DATES: 08/20/2022 - Present

C. OUTLINE OF MAJOR CONTENT AREAS

1. The history and influence of museums.
2. Different kinds of museums.
3. Experience design for museums.
4. Signage.
5. Graphics.
6. Immersive media.
7. Human-Centered Design.

D. LEARNING OUTCOMES (General)

1. discuss and apply the principles and processes of experiential design for museums.
2. compare the different kinds of museums, their various missions, and their experiential characteristics.
3. apply concepts and present an original museum design.

E. Minnesota Transfer Curriculum Goal Area(s) and Competencies

None

F. LEARNER OUTCOMES ASSESSMENT

As noted on course syllabus

G. SPECIAL INFORMATION

None noted