

Have a general knowledge of specific exhibition outcomes:

- Interpretation and educational goals;
- Design and creation of didactic material;
- Proper techniques for interactive design.

Class Format

The classes will include lectures and tutorials. The tutorials are hands-on classes. During the tutorials we will put in practice the materials from the lectures. The tutorials are two different sessions, one for the students at Museum and Curatorial Studies Program and a Spanish session for students at the Hispanic Studies program.

Technical requirements (in the case of having to switch to online delivery):

Stable internet connection

Working microphone

Laptop or computer

Working webcam

The evaluation method of this course will consist in five different assignments. These assignments will train, develop and encourage skills such as creativity, communication, critical and analytical thinking. The final product of this course will be an exhibition design project. The rest of the assignments of the course will work towards this final project. Attendance is not mandatory in this course. The assignments can be written in Spanish or English.

Component / Assignment	Weighting	Due Date
Participation, Engagement in class	15%	
Response Papers	20%	Week 4, Week 7
Project Idea Proposal	15%	Week 8
Prototype Presentations	15%	Week 10
Final Project	35%	Week 13

(15%): Students will be graded based on attendance, participation in class discussions and the activities during the tutorials. Students should demonstrate that they have prepared the readings and the activities for the class. The tutorials are created to put in practice what we

Most of the readings will be available to read on OWL. This is the list of recommended readings for the lectures.

The course material consists of all the articles available on OWL. The students should bring their own electronic device as a laptop in which they can install and work with the programs that we cover in the course.

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