

The Vision-led Audience-focused Museum

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morris
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Introduction

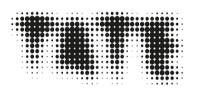
Where we work





Immersed in the cultural sector

Rolling research for London consortium





National Portrait Gallery







Immersed in the cultural sector

...to international 'big hitters'





ngv National Gallery of Victoria



San Francisco Museum of Modern Art



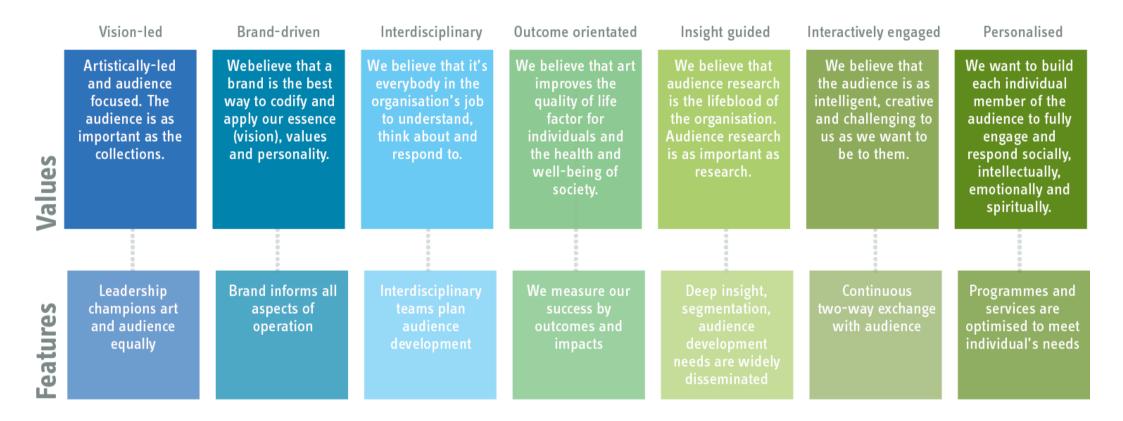


Vision-led Audience-focused

	External focus									
	-	Narrow	Wide							
		Vision-led,	Vision-led,							
		peer-focused	audience-focused							
	Artistic	Innovative organisations wanting to push boundaries of art form	Ambitious, aspirational vision that aims to engage with the widest possible audience							
		Focus: extending critical debate and artistic practice	Focus: on captivation							
mernal rou:		Introverted	Accessible							
		Audience-led,	Audience-led,							
Ĭ		socially-focused	audience-focused							
	Au dien ce	Community-based developmental organisation where artistic vision, activies and programme is reflection of the needs of the target audience	Mainstream commercial organisation aimed at making profit							
		Focus: to increase life opportunities, quality of life and skills of target audience	Focus: on commercial success by meeting mainstream market needs							
		Positive action	Mainstream							

Internal focus

Seven Pillars of Audience Focus

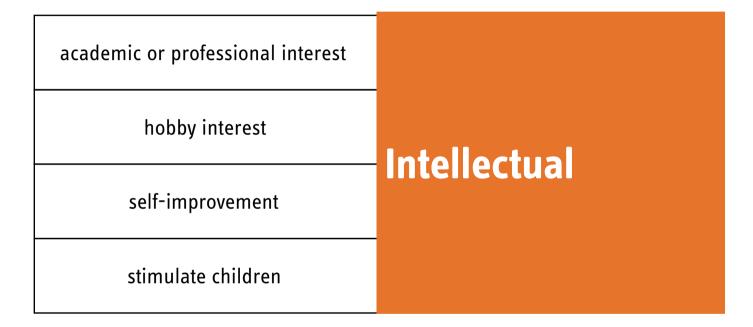


WHY do people visit museums?



social interaction	
entertainment	
to see, to do	Social
inclusion, welcome	
access, comfort, security, warmth, welcome	







aesthetic pleasure awe and wonder	
moving personal relevance	Emotional
experience the past	
nostalagia	
sense of cultural identity	

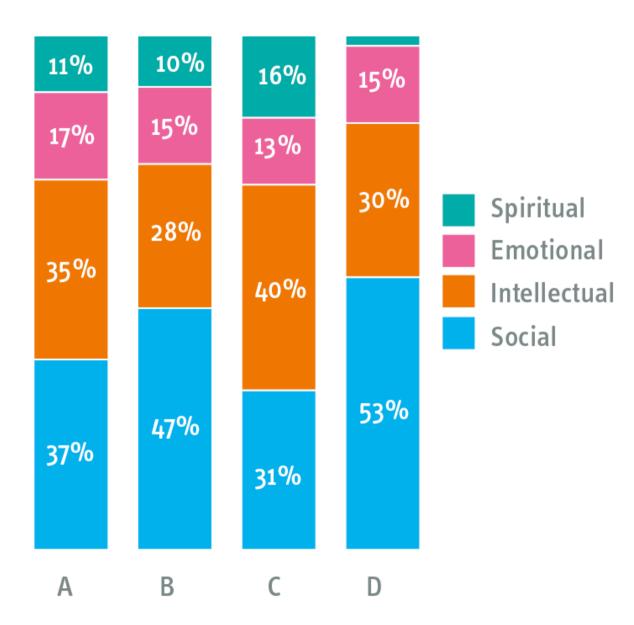


escapism	
contemplation	Spiritual
stimulate creativity	

MHM's hierarchy of visitor motivations and outcomes



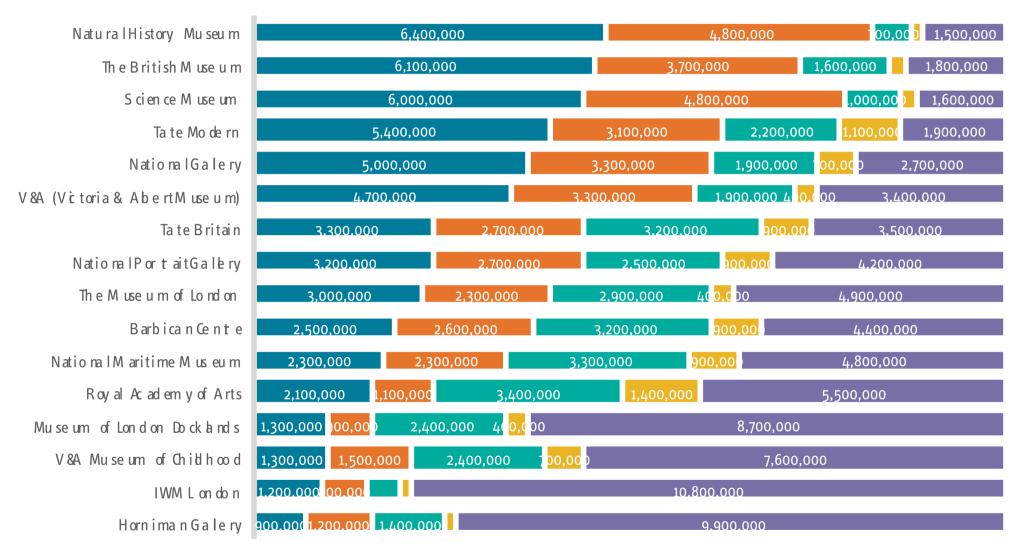
Example from national museums data



Example outcome shift from a British Museum exhibition

Motivation **Outcome Spiritual** 14% 11% **Emotional** 18% Intellectual 18% **Social** 20% 47% **47%** 25%

Market size in 2018 (London, East and South East)



'Viste din past3 years 'Viste dm ore than 3 years ago 'Never, inte reste d'Never, not inter este d'Una ware



Changing expectations

- Involvement
- Immersion
- Co-creation
- Co-curation
- Empowerment
- Multiple voices
- Blurred boundaries multi-sensory
- Participatory



Planning for changing public expectations of museums

Deliver

WE BELIEVE Museum knowledge and research underpin our civilisation

PERSONALITY Trusted expert

THE MUSEUM IS A Storehouse of knowledge

WE OFFER Authoritative reference

YOU'LL EXPERIENCE Knowledge

OUR PROMISE

Our expert knowledge is credible, authoritative and accurate

OUR BRAND ESSENCE Keepers of the flame

CONTEXT OF EXCHANGE Institutional

OUR COMMUNICATION STYLE Single, authoritative voice QUALITIES THAT SHOULD BE RETAINED

Authority. This gives us permission to tackle subject matters others can't.

Expertise. This is empowering for our people.

Credibility. Trust is critical to building deeper connections.

ATTITUDES THAT SHOULD BE AVOIDED

Don't touch. The idea that collections are too good for visitors is a huge demotivator.

We know best. Our audiences are all experts of their own areas and their views have value.

One way flow of information. Our job is not just to deliver, we need to accept and learn from dialogue.

IMPACT FOR BRAND

We need to use these qualities as a platform for an egalitarian conversation.





Inform

WE BELIEVE Education sets you free and improves your life

PERSONALITY Benevolent educator

THE MUSEUM IS A Centre for learning

WE OFFER Interpretation

YOU'LL EXPERIENCE

We will open your mind and expand your horizons

OUR BRAND ESSENCE Explain the world

CONTEXT OF EXCHANGE Individual

OUR COMMUNICATION STYLE One group telling another QUALITIES THAT SHOULD BE RETAINED

Learning. Learning is an essential part of empathy and shifting perception.

Altruism. A desire to benefit WA people and culture is very important.

Connections. The ambition to create connections is very important.

ATTITUDES THAT SHOULD BE AVOIDED

Transmission of knowledge. The information is still travelling in a one-way direction.

We know what's best for you. The notion that we have a more enlightened perspective.

Your life needs improving. It is not our place to judge.

IMPACT FOR BRAND

An egalitarian conversation from which we and our audiences gain benefit.





Passion. These people will be our advocates.

Inspire curiosity. Realisations come from inquisitive exploration.

Learning journeys. Interactivity as a more effective transmission of ideas.

Relevance. Make sure it's for our audiences, not for us.

ATTITUDES THAT SHOULD BE AVOIDED

Collections are everything. It is the ideas that collections inspire which should be our goal.

Individual. While each person's journey is important, we must also think about the broader collective picture.

IMPACT FOR BRAND

An egalitarian conversation from which our audiences' curiosity inspires shared discoveries.

Involve

WE BELIEVE Museums inspire curiosity and fire the imagination

PERSONALITY Inspirational storyteller

THE MUSEUM IS A Portal to an amazing world

WE OFFER

Immersive experiences

YOU'LL EXPERIENCE Active engagement

OUR PROMISE

We make learning and discovery fun and magical

OUR BRAND ESSENCE Hands on, minds on

CONTEXT OF EXCHANGE Social

OUR COMMUNICATION STYLE Telling relevant stories





Co-create mode

QUALITIES THAT SHOULD BE RETAINED

Partnership. An equal two-way exchange.

Ideas are king. Collections and stories are vehicles for ideas.

Shared relevance. The basis for community.

ATTITUDES THAT SHOULD BE AVOIDED

People's collections. Other people's things in jars is not quite lofty enough, we need a big idea to ensure we are not trivialising.

IMPACT FOR BRAND

An egalitarian exchange which creates an ideas-based community.

Co-create

WE BELIEVE Sharing experiences and identities builds community

PERSONALITY Generous partner

THE MUSEUM IS A Community builder

WE OFFER Emotional connections

YOU'LL EXPERIENCE A sense of community

OUR PROMISE

Share your story and ours to find personal relevance

our BRAND ESSENCE Self-discovery + Shared identity = Community

CONTEXT OF EXCHANGE

OUR COMMUNICATION STYLE Two-way exchange





Empower mode

QUALITIES THAT SHOULD BE RETAINED

Facilitator of debate. The Museum has the role of facilitator and the community becomes the advocate for justice.

Self-directed thinking. A paradigm shift from institutionaldirected thinking to self-directed discovery.

Questions not answers. Breaking down prejudices through unbiased presentation of viewpoints.

ATTITUDES THAT SHOULD BE AVOIDED

Militance. Relevance demands this to be an opt-in experience, not one that is forced upon you.

An egalitarian exchange which creates an unprejudiced ideas-based community.

Empower

WE BELIEVE Sharing ideas builds an empathetic and participatory society

PERSONALITY Egalitarian facilitator

THE MUSEUM IS A Platform for ideas

WE OFFER Debate and discussion

YOU'LL EXPERIENCE New perspectives

OUR PROMISE You will not be judged and can make up your own mind

OUR BRAND ESSENCE Safe place for challenging ideas

CONTEXT OF EXCHANGE Societal

OUR COMMUNICATION STYLE Multiple viewpoints with as many questions as answers





Spectrum of Audience Engagement

Deliver	Inform	Involve	Co-create	Empower
we BELIEVE Museum knowledge and research underpin our civilisation	WE BELIEVE Education sets you free and improves your life	WE BELIEVE Museums inspire curiosity and fire the imagination	WE BELIEVE Sharing experiences and identities builds community	we BELIEVE Sharing ideas builds an empathetic and participatory society
PERSONALITY	PERSONALITY	PERSONALITY	PERSONALITY	PERSONALITY
Trusted expert	Benevolent educator	Inspirational storyteller	Generous partner	Egalitarian facilitator
THE MUSEUM IS A	THE MUSEUM IS A	THE MUSEUM IS A	THE MUSEUM IS A	THE MUSEUM IS A
Storehouse of knowledge	Centre for learning	Portal to an amazing world	Community builder	Platform for ideas
we offer	WE OFFER	we offer	WE OFFER	we offer
Authoritative reference	Interpretation	Immersive experiences	Emotional connections	Debate and discussion
YOU'LL EXPERIENCE	YOU'LL EXPERIENCE	YOU'LL EXPERIENCE	YOU'LL EXPERIENCE	YOU'LL EXPERIENCE
Knowledge	Understanding	Active engagement	A sense of community	New perspectives
OUR PROMISE	OUR PROMISE	OUR PROMISE	OUR PROMISE	OUR PROMISE
Our expert knowledge is credible,	We will open your mind and	We make learning and discovery	Share your story and ours to	You will not be judged and can
authoritative and accurate	expand your horizons	fun and magical	find personal relevance	make up your own mind
our BRAND ESSENCE Keepers of the flame	our brand essence Explain the world	our brand essence Hands on, minds on	OUR BRAND ESSENCE Self-discovery + Shared identity = Community	OUR BRAND ESSENCE Safe place for challenging ideas
CONTEXT OF EXCHANGE	CONTEXT OF EXCHANGE	CONTEXT OF EXCHANGE Social	CONTEXT OF EXCHANGE Communal	CONTEXT OF EXCHANGE
OUR COMMUNICATION STYLE Single, authoritative voice	OUR COMMUNICATION STYLE One group telling another	OUR COMMUNICATION STYLE Telling relevant stories	our communication style Two-way exchange	OUR COMMUNICATION STYLE Multiple viewpoints with as many questions as answers



1 In the 21st century, Mankind is facing unprecedented possibilities and unparalleled challenges.

We will create a museum fit for the 21st century, a museum that has something to say; a museum that unleashes creativity and co-creates insight; a museum which is collections based, curatorially informed and audience focused; a museum with a human face providing a third space anchoring community life.



2 Conventional museums and disciplines represent thinking from a bygone age.

We will examine, challenge, and disrespect assumptions, conventions, and disciplinary borders. We will scrutinize and contest what a museum is and how it is run by creating an interdisciplinary, free-thinking hybrid museum.



3 Museums of the future must enable personal and collective insights, not just present knowledge and aesthetics.

We will re-think the physical museum spaces and buildings to create compelling, immersive experiences which speak to the mind, the body and the soul, engaging the senses, triggering the imagination and stimulating creativity, delivering social, intellectual, emotional and spiritual audience outcomes.



- 1. A fundamental feature of a democratic society is each and everyone's awareness of their ability to influence the development of society.
- 2. 2. We will bring new perspectives, make a difference and enrich peoples lives.



Case Study: Art Institute Chicago Delivery – vision-led, audience-focused

Issues identified:

- Alternative entrance developed with a new Modern Wing which housed the Modern Collection
- First timers use the Modern Wing entrance because it is spacious
- More relaxed and balanced in use.
- But low proportions of visitors exit to the modern and contemporary galleries.



Intended and actual behaviour

Observations at the Art Institute of Chicago

Our observational research with the Arts Institute of Chicago provoked a fundamental rethink to their visitor journey; including the approach to interpretation and messaging.

We conducted multiple layers of visitor observations in arrival spaces and within the galleries. Our findings have resulted in a full rehang of the Modern Wing of the museum, along with the development of a new interpretation scheme.

Intended behaviour

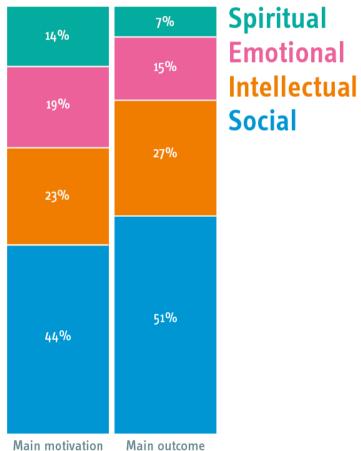
56 END *(*..... 399 399 Galleries 390 - 398 5% 12% 389 389 START t∔ t∔

Actual behaviour

A very simple but effect navigation tracking method (above) used at an art gallery found that due to counterintuitive signage and design, the majority of visitors were experiencing an important collection in the 'wrong direction'.

Visitors not achieving desired outcomes

Main motivation and outcome - total audience (phase 1 only)



Summary presentation of 'The complete picture'

Key changes made

- Red banners for room signs
- Orientation panels by stairs
- Orientation panels by lift

Desired impact:

To drive more visits to the Modern Art Galleries by lift or stairs



Little change reported

- People still not coming up in the lift
- Those that reach 3rd floor enter galleries in wrong door



Phase 2 – more changes made

- Clearer directional signage on 3rd floor
- Entrance and Exit signs on the gallery doors
- A timeline of C20th art along the corridor to provide context





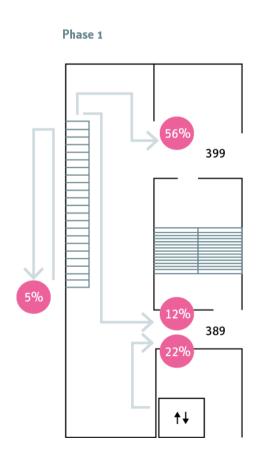


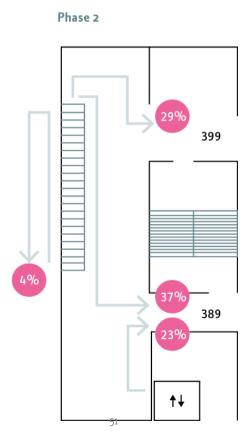
The impact of changes made to visitor experience

Signage on third floor Modern Wing

Impact of changes made:

- 60% entered the galleries through room 389 (the correct chronological order). This compares with 34% from phase one.
- This represents almost twice the proportion of visitors entering the European Modern Art galleries in the direction in which is curatorially designed.





The impact of changes made to visitor experience

Interpretation on third floor of the Modern Wing

Key changes made:

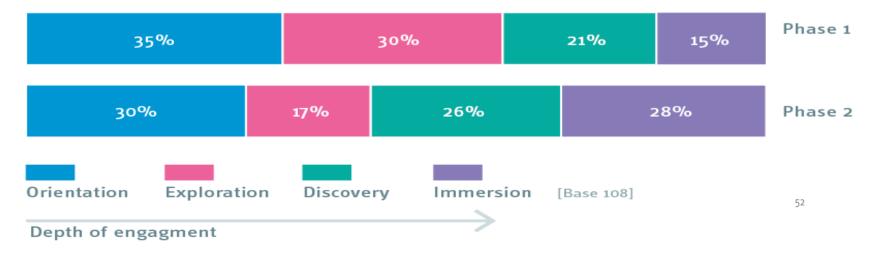
- Timeline outside galleries.
- Introduction panel outside galleries.

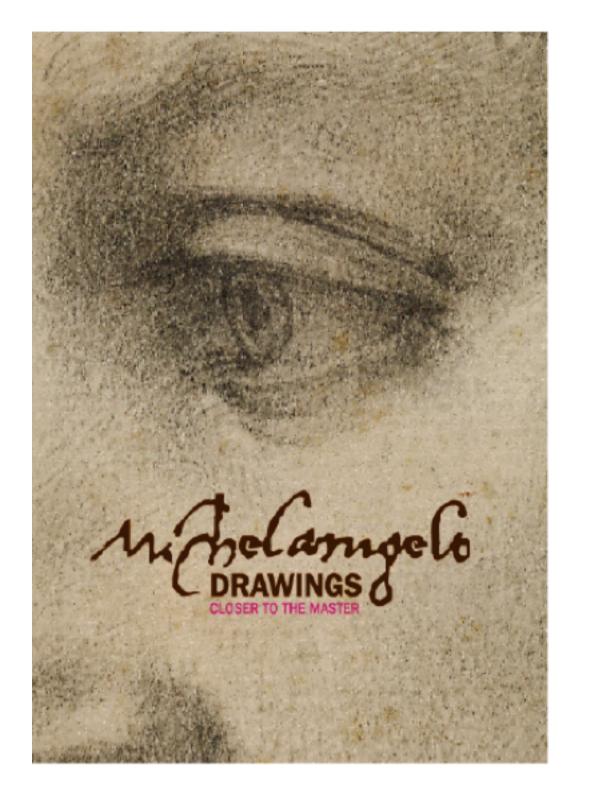
The impact of these changes:

How visitors engaged in gallery 391

Desired impact of these changes

• Deeper engagement within the galleries'

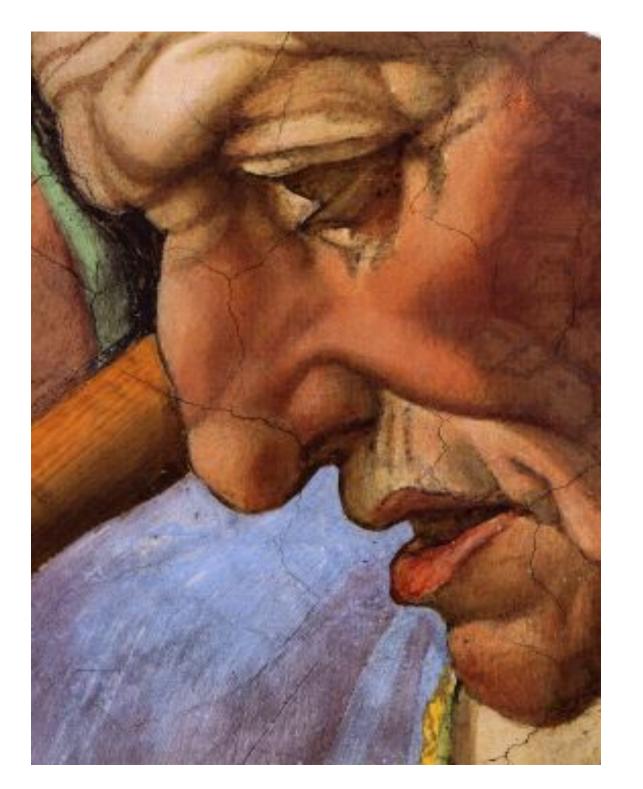




Michelangelo the draftsman – drawings only

Michelangelo the artist

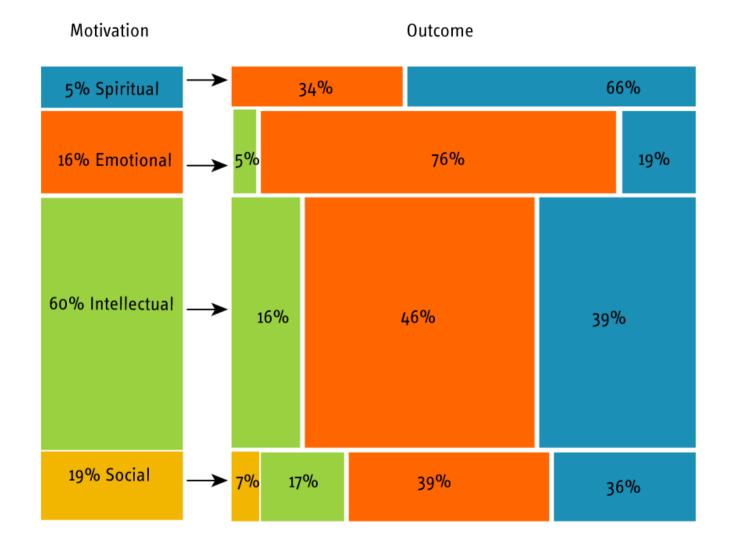
Michelangelo the man and his world



An emphasis on facts or presentation of the debate

Welcomed innovative presentation style

Desire for time travel experience





Thank you