Red Rover, Red Rover

Advocating for Play in Adult Programming
September 30, 2018, 1:45 – 3 p.m.
Hi, My Name Is...

Erin Thelen
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New York Hall of Science
Hi, My Name Is...

Lamont Craven
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Carnegie Science Center
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Hi, My Name Is...

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Adrienne Barnett
Director of Learning Experiences
Thinkery
Austin, TX
Hi, My Name Is...  

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Ashanti Davis  
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Fleet Science Center  
San Diego, CA
What Is Play?
Five Most Agreed-Upon Characteristics of Human Play

- Play is **Self-Chosen** and **Self-Directed**
- Play is **intrinsically motivated—means** are more valued than ends.
- Play is **guided by mental rules**, but the rules leave room for **creativity**.
- Play is **imaginative**.
- Play is conducted in an **alert, active, but relatively non-stressed** frame of mind.

Why is it important?
5 Reasons why adult PLAY is important in Museums?

- Break the stigma of STEM fields
- Introduce “intimidating” concepts in an approachable/informal way
- Encourage adults not to act so adult
  - No subscribed learning must occur = reduced pressure
- Engage and connect visitors
- Inspire continued learning and advances in STEAM fields
How We Play
Creative & Imaginative Play

NYSCI: ReMake Late
NYSCI: Dead or Alive - Wound and Blood Making

Fleet Night of Science
Superheroes Edition

Fleet Night of Science
Star Wars Screening Party

Thinkery21: Human - Experiencing everyday tasks in a wheelchair

Carnegie Science Center
21+ Night: Doctor Trek Wars
Destroy the Death Star on the Zipline

Carnegie Science Center
21+ Night: Medieval Times
Inflatable Horse Jousting
Physical Play

NYSCI: Giant Science Showdown
NYSCI: Dowels and Rubber Bands
Thinkery21: Science of Sex - Climber converted into a journey through the female reproductive system

NYSCI: After Dark Field Trips
Fleet Night of Science Exhibit Prototyping
Science of the Impossible Mind Ball
Carnegie Science Center
21+ Night: Medieval Times Sword Fighting
Thinkery21: JingleBooze “Snowball” Fight!
Design-Based Play

Carnegie Science Center
21+ Night: Block Party
Glowing Straw Art

Thinkery21: Gettin’ Around
Design a gondola

NYSCI: Haute Glue Bling

NYSCI: Science of Sex

Science on the Rocks: Love Lust Libido

Re-Design of Studio X nee Tinkering Studio. Designed with the adult in mind.
LET'S PLAY!
<table>
<thead>
<tr>
<th>Science Warrior Challenge</th>
<th>Studio X</th>
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<tbody>
<tr>
<td>● STEM based obstacle course</td>
<td>● Metal Stamping</td>
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<td>● Wear DRUNK goggles</td>
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<tr>
<td>● Dodge the STI</td>
<td>● Haute Glue Bling</td>
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<td>● Design Lab House Made Games</td>
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Adults need recess too. Here’s why you should make time to play.

Association of Children’s Museums: Playing for Keeps
  ○ www.childrensmuseums.org/playing-for-keeps

Tutorial: Haute Glue Bling  https://nysci.org/tutorial-haute-glue-bling/
# Contacts!

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