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Nota di contenuto	Acknowledgments; Foreword; Introduction; Chapter 1: Collaboration; Collaboration Unpacked; Why Collaborate?; Why Collaborate in Museums?; How to Collaborate; An Intrinsic Imperative; Chapter 2: Advocacies and Action Steps; Advocacy Positions as a Team Creation Strategy; Five Advocacies Needed for Every Team; Action Steps; Dangers and Pitfalls; Chapter 3: Advocacy for the Institution; Creating the Landscape for Exemplary Exhibitions; Laying the Foundation; Planning Major Change; Review, Critique, and Approval; Institutional Culture and Risk; Assessing Results and Learning from Them Chapter 4: Advocacy for the Subject MatterIt's about Something Too!; Approach and Philosophy; Object or Idea Driven; Dangers for the Subject Matter Expert; Chapter 5: Advocacy for Visitor Experiences; Developing Exhibition Content for Visitors; Getting Started: Developing the Concepts; Strategies for Organizing Information; Synthesizing and Presenting Initial Concepts; Organizing the Concepts into a Cohesive Narrative; Documentation and Presentation; Getting the Details Ironed Out: How Does This Thing Really Work?; Strategies for Ironing Out the Details; Chapter 6: Advocacy for Design Advocating for the Physical and Sensory ExperienceDesign Advocacy: Working within the Collaboration; Primary Exhibition Design Principles; The Launch of Design; Spatial Planning and Visitor Flow; Gestalt-

Sensory Perception Forming a Whole; The Medium Is the Message: Modes of Display; Accessible and Universal Design; Environmentally Sound Practice; Conclusion; Chapter 7: Advocacy for Project and Team; Managing the Project and Team; Creating a Schedule; Creating a Budget; Managing a Team; Chapter 8: Methods and Techniques; Getting the Most out of the Process; Process Documentation Ways to Produce and Shape Ideas Concept Organization and; Chapter 9: Process and Phases; How Do We Set Up Our Process?; Process Outline; Process Phases; The Postpartum: Evaluating, Maintaining, Evolving, and Documenting; Exhibition Closing; Index

Sommario/riassunto

"This is a must-read for the nervous novice as well as the world-weary veteran. The book guides you through every aspect of exhibit making, from concept to completion. They say the devil is in the details, but so is the divine. This carefully crafted tome helps you to avoid the pitfalls in the process, so you can have fun creating something inspirational. It perfectly supports the dictum-if you don't have fun making an exhibit, the visitor won't have fun using it." -Jeff Hoke, Senior Exhibit Designer at Monterey Bay Aquarium and Author of The Museum of Lost Wonder Str
