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Titolo	What makes learning fun? [[electronic resource]] : principles for the design of intrinsically motivating museum exhibits / / Deborah L. Perry
Pubbl/distr/stampa	Lanham, Md., : AltaMira Press, 2012
ISBN	1-280-64783-3 9786613633880 0-7591-2128-1
Descrizione fisica	1 online resource (257 p.)
Disciplina	069/.5
Soggetti	Museum exhibits - Planning Museums - Educational aspects
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Understanding visitor experiences -- Visitors, conversation, and learning -- Interpretive activism -- An overview of the Selinda model of visitor learning -- Designing visitor experiences -- Communication -- Collaboration -- Guidance -- Curiosity -- Perceptual curiosity -- Intellectual curiosity -- Interest -- Confidence -- Success -- Expediency -- Challenge -- Expectations -- Uncertainty -- Control -- Choice -- Power -- Play -- Imagination -- Sensory exploration -- References -- Appendix A. Descriptions of the colored shadows and the color connection exhibits -- Appendix B. Overview of original research -- Appendix C. Summary of motivations, principles, and strategies -- Appendix D. Sample knowledge hierarchies.
Sommario/riassunto	What Makes Learning Fun? presents a set of tested principles and strategies for the design of museum exhibits, with concrete examples of design successes and failures drawn from the author's many years in the field.