

CHARACTERISTICS OF MUSEUM EXHIBIT LEARNING OBJECTS IN 21ST CENTURY?

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In contrast to traditional museum brick and mortar exhibits, visitors now experience online museums where two and three dimensional digital artifacts convey the ideas and knowledge of the curator. Prior studies examined how visitors gained new knowledge and experience through learning theories of passive and incremental knowledge versus active learning constructs incorporated by museums. The objective of this literature review is to examine how twenty-first century museum exhibits evolved from historical/aesthetic representations into learning objects using cognitive load and constructivist theories. Results indicate that some museums appear unwilling or unable to evolve or adapt constructivist theories that prioritize delivery of facts and instead pursue popularity and increased revenues through high-profile exhibitions. Future investigations might focus on reasons preventing change and cutting edge museums that implement multi-user virtual environments

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