Immersive Exhibitions (cont.)

- Do immersive exhibitions engender more sociability?
- Are immersive exhibitions more memorable?
- Do they draw visitors? Do they attract different audiences?
- Do visitors return for immersive experiences?

This set of questions could investigate if and how these exhibitions affect visitors' sociability and overall experience.

Someone recently said to me that learning comes out of having an experience and reflecting on that experience. Our jobs as exhibit professionals is to present our messages via media that give visitors experiences they cannot get in school or elsewhere. Do immersive exhibitions provide visitors with an experience on which they can look back and reflect for years to come?

References

Gilbert, H. (2000). Immersive exhibitions and the American natural history and science museum experience. Unpublished master's project, John F. Kennedy University.

Jones, J. & Wageman, S. (2000). The promise of immersion environments. Current Trends in Audience Research and Evaluation, 13: 103-112.

McNichol, T. (1998). The geek guide to Silicon Valley: In the world capital of high tech, a new museum is pushing visitors' buttons. The Washington Post, Nov. 1.

Perry, D. & Garibay, C. (1998). Front end evaluation for Life Underground: A Field Museum exhibit about life in the soil. Current Trends in Audience Research and Evaluation,

Schaefer, J., Perry, D.L. & Gyllenhaal, E.D. (2002). Underground Adventure: Summative/ remedial evaluation. Unpublished manuscript, The Field Museum.

The Author

Hallie Gilbert is currently an exhibit developer at Redmond-Jones & Associates in Berkeley, CA. She completed her M.A. in museum studies at John F. Kennedy University in Orinda, CA, in August 2000. hallie@redmond-jones.com

Immersive Exhibitions: A Bibliography

Eric D. Gyllenhaal

What Is Immersion?

Bitgood et al., (1990) defined "simulated immersion" as "the degree to which an exhibit effectively involves, absorbs, engrosses, or creates for visitors the experience of a particular time and place."

Gilbert (2000) recognized two distinctive types of immersive exhibits.

• Immersive environments: Re-created realistic settings intended to make visitors feel as if they are visiting a particular time or place. and

• Immersive experiences: Creating a situation and experience distinct from merely the physical re-creation of the environment.

Psotka (1995) and others have extended the term to include virtual reality experiences.

If you don't recognize these uses of the term, you're not alone. Gilbert (2000) found that many exhibit professions were not aware of the range of meanings of the word "immersion," or used the word in a restricted sense.

Below is some of the literature available on immersion exhibits. Many of these papers are referenced in one or more online databases, including:

ERIC (Educational Resources Information Center): Search for online abstracts at http://askeric.org/Eric/ using the ERIC # or author's name in Simple Search.

MLC (Museum Learning Collaborative): Search for online abstracts at http://mlc.lrdc.pitt.edu/Annotatedlit.html using the author's name or the paper's title.

Bibliography continued on next page

Immersive Exhibitions: A Bibliography (cont.)

continued from previous page

References

Birney, B. A. (1990). Using rotating guides to interpret immersion exhibits: A solution to public display problems. *Current Trends in Audience Research*, 4: 1-3.

Bitgood, S. (1990). *The Role of Simulated Immersion in Exhibition*. Report #90-20. Jacksonville, AL: Center for Social Design. (Includes Bitgood et al., 1990, plus some unpublished material.)

Bitgood, S., Ellingsen, E. & Patterson, D. (1990). Toward an objective description of the visitor immersion experience. *Visitor Behavior*, *5*(2): 11-14. [Abstract on MLC]

Bitgood, S., Pierce, M., Nichols, M. & Patterson, D. (1987). Formative evaluation of a cave exhibit. *Curator*, *30*(1): 31-39. [Abstract on MLC]

Coe, J. (ND). Activity-based design and management: New opportunities for apes and people. Paper presented at The Apes: Challenges for the 21st Century, a conference at Brookfield Zoo, Brookfield, IL. Retrieved May 17, 2002 from the Brookfield Zoo website: http://www.brookfieldzoo.org/pagegen/inc/ACCoe.pdf

Conan, M. (Ed.) (2001). Environmentalism in Landscape Architecture. Dumbarton Oaks Colloquium on the History of Landscape Architecture, 22. Washington, D.C.: Dumbarton Oaks Research Library and Collection. Retrieved May 20, 2002 from Dumbarton Oaks website: http://www.doaks.org/COEN.html

Dede, C. (1995). The evolution of constructivist learning environments: Immersion in distributed, virtual worlds. *Educational Technology*, *35*(5): 46-52. [Abstract on ERIC #EJ512185]

Gilbert, H. (2000). *Immersive exhibitions and the American natural history and science museum experience*. Unpublished master's project, John F. Kennedy University. [Abstract on MLC]

Harvey, M.L. (1995). The influence of exhibit space design features on visitor attention. Unpublished doctoral dissertation, Colorado State University. [Abstract on MLC]

Harvey, M.L., Loomis, R.J., Bell, P.A. & Marino, M. (1998). The influence of museum exhibit design on immersion and psychological flow. *Environment and Behavior*, *30*: 601-628.

Hyson, J. (2001). Jungles of Eden: The design of American zoos. In, M. Conan (Ed.) *Environmentalism in Landscape Architecture*. Dumbarton Oaks Colloquium on the History of Landscape Architecture, 22. Washington, D.C.: Dumbarton Oaks Research Library and Collection. Retrieved May 10, 2002 from Dumbarton Oaks website: http://www.doaks.org/env1.pdf

Jones, J. & Wageman, S. (2000). The promise of immersion environments. *Current Trends in Audience Research and Evaluation*, *13*: 103-112. Retrieved May 10, 2002 from The Tech Museum website: http://www.thetech.org/rmpo2/commentary_/thepromiseofimm_/default.htm

Koran, Jr., J.J., Lehman, J.R., Shafer, L.D. & Koran, M.L. (1983). The relative effects of pre- and post-attention directing devices on learning from a "walk-through" museum exhibit. *Journal of Research in Science Teaching*, 20(4): 341-346.

[Abstract on ERIC #EJ278646 and on MLC]

Philips, M. (1999). Maine's *Explore Floor*: Creating immersive environments for informal science learning. *Exhibitionist*, 18: 42-44.

Perry, D. L. (2002). Profound learning: Stories from museums. *Educational Technology, 42* (2): 21-25.

Psotka, J. (1995). Immersive training systems: Virtual reality and education and training. *Instructional Science*, 23(5-6): 405-431. [Abstract on ERIC #EJ518515]

Schaefer, J., Perry, D.L. & Gyllenhaal, E.D. (2002). Underground Adventure: *Summative/remedial evaluation*. Unpublished manuscript, The Field Museum.

Spirn, A.W. (1997). The authority of nature: Conflict and confusion in landscape architecture. In J. Wolschke-Bulmahn (Ed.) *Nature and Ideology: Natural Garden Design in the Twentieth Century.* Dumbarton Oaks Colloquium on the History of Landscape Architecture, 18. Washington, D.C.: Dumbarton Oaks Research Library and Collection. Retrieved May 20, 2002 from the Dumbarton Oaks website: http://www.doaks.org/natur012.pdf

Stickler, J.C. (1995). Total immersion: New technology creates new experiences. *Museum International*, 47: 36-40.

Stoinski, T.S., Ogden, J.J., Gold, K. & Maple, T.L. (ND). The role of great apes in the educational efficacy of modern zoos. Paper presented at The Apes: Challenges for the 21st Century, a conference at Brookfield Zoo, Brookfield, IL. Retrieved May 17, 2002 from the Brookfield Zoo website: http://www.brookfieldzoo.org/pagegen/inc/ACStoinski.pdf

Wolschke-Bulmahn, J. (Ed.) (1997). Nature and Ideology: Natural Garden Design in the Twentieth Century. Dumbarton Oaks Colloquium on the History of Landscape Architecture, 18. Washington, D.C.: Dumbarton Oaks Research Library and Collection. Retrieved May 20, 2002 from Dumbarton Oaks website: http://www.doaks.org/WONA.html

The Author & Acknowledgments

Eric D. Gyllenhaal, Ph.D., is a researcher at Selinda Research Associates in Chicago, IL, where he conducts exhibit and program evaluations and contributes literature reviews to client projects. EGyllenhaal@SelindaResearch.com

Eric compiled this bibliography as part of a project with the Garfield Park Conservatory Alliance and the Chicago Park District, and with the assistance of Cecilia Garibay of Selinda Research Associates.