



**Evolution of the Arts  
in a Digital World**

SYMPOSIUM 2021

**ATTENDEE PACKAGE**

# **Playful Interactives**

**January 20, 2021**



Canada Council  
for the Arts

Conseil des arts  
du Canada

**ARUP**



## Thank You for Joining Us.

We are delighted to have you join us for the Evolution of the Arts in a Digital World Symposium. We are so excited to engage you in prevalent and practical conversation about the nature of our digital world, and our place within this digital world. Our goal is to help you feel comfortable returning to your organizations and making recommendations and changes about digital offerings thanks to the information you gather from this event.

If you have any questions before, during, or after the event, don't hesitate to reach out to Kyra at [symposium@winspearcentre.com](mailto:symposium@winspearcentre.com) for assistance.



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This symposium is made possible thanks to the incredible support of Canada Council for the Arts.

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### Event Details:

Wednesday, January 20, 2021  
10:00 AM - 11:30 AM MT

Your personal Zoom link was sent to you in your registration email. You will also receive it in a reminder email one hour before the event begins. If you do not have a Zoom link, please email [symposium@winspearcentre.com](mailto:symposium@winspearcentre.com) for assistance.

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### Zoom Tips and Tricks:

To participate in the sessions, you will need to join the meeting on the Zoom platform. Please note that if you are connected using audio only on your phone, you will not be able to fully participate. We suggest that you connect on a computer or in the Zoom app so you can fully participate.

You will also need the newest version of Zoom to participate in the breakout sessions (as applicable). For a detailed guide on how to check for the latest version of Zoom please [click here](#).

### Reminders about your session:

This session includes a short breakout room exercise. Please be prepared to turn your camera and mic on and join the conversation. If your computer does not have a mic, you can use another device (ie. phone) to call in and participate with audio. Please direct any questions to [symposium@winspearcentre.com](mailto:symposium@winspearcentre.com).



## Evelyn Delgado

Children's Museum Development Consultant

Evelyn is an educational consultant, museum educator and children's museum designer. With more than 15 years of experience in alternative learning intuitions such as children's museums and science centres, she is renowned for her work in space activation and interactive play programming.

## Design Challenge

During this event, Evelyn will be breaking you, our participants, into breakout groups to engage in a design challenge activity. Once you are in your breakout groups, you will be tasked to solve a problem with one of the following four exhibits. Please take a moment to review these exhibits and think about how you might fix them.



### Exhibit 1:

This exhibit was about testing the speed of different objects accelerating down different surfaces. Children were able to change the angle of the inclines. There were lots of objects for them to test (mostly hockey pucks)

**Problem:** The objects bounced out of the catch area, and it wasn't a lot of fun. What would you do to fix it?



### Exhibit 2:

This exhibit was about exploration of the prairie landscape, replicating the hoodoos and caves of Central Alberta.

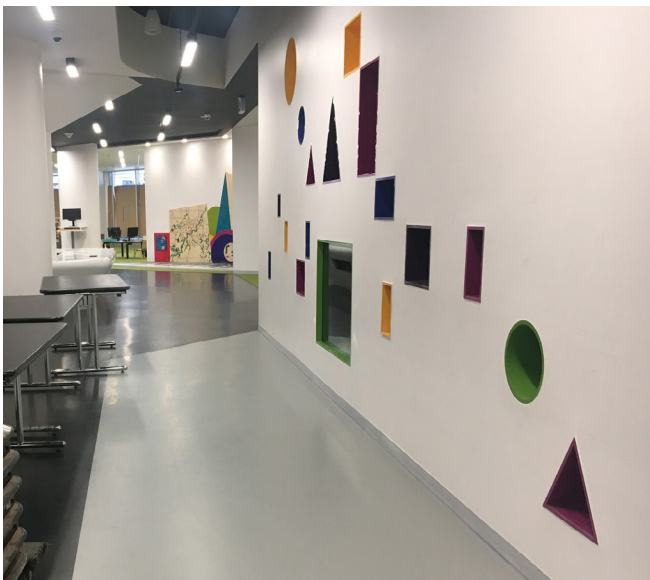
**Problem:** The play in this space was so loud that it disturbed the classes on the other side of the wall. What would you do to fix it?



### Exhibit 3:

There is a hiding spot in this area of the climber, the play in this area is loud, high energy.

**Problem:** The rough play in this area required a staff member to be present, this is not always possible. What would you do to fix this?



### Exhibit 4:

The entryway into the children's library should welcome children and their families while also being playful.

**Problem:** Visitors to the space rushed through the hallway, not really knowing what was at the end of it. What would you do to change this?