### Tools
- games: digital, physical
- social media platforms
- museum tour/live interpretation
- crowdsourced annotation
- installation (object, environmental)
- wall text
- wayfinding
- maps and gallery guides
- archival material

### Tactics
- sensory manipulation/limitation
- visitor or interpreter persona
- spatial/visitor movement intervention
- content manipulation or interpretation
- driving social interaction
- storytelling and scenario building
- creating an immersive experience/environment
- play in galleries
- telling new stories about objects or collections

### Questions
- How do you get visitors to interact with new people?
- What is the boundary between art and specimen?
- What is the unique story of the museum?
- How can you encourage new ways of seeing the familiar?
- How can we honor the past, without getting lost in it?
- What is the purpose of a collection, and who gets access to the objects in it?
- What makes grown-ups playful and curious?
- What does it feel like to be a museum “insider”?

### Galleries/Collections
- Minerals
- New England Forest
- Romer Hall of Paleontology
- Mammals
- Glass Flowers
- Fishes
- endangered and recently extinct animals
- familiar animals and/or exotic animals