



Global Trends in Reimagining Museums

Catherine Devine

Global Business Strategy Leader – Libraries and Museums

Microsoft Worldwide Education

Buongiorno!

Good morning!



Catherine Devine

Global Business Strategy Leader –
Libraries and Museums

Global Cloud Transformation

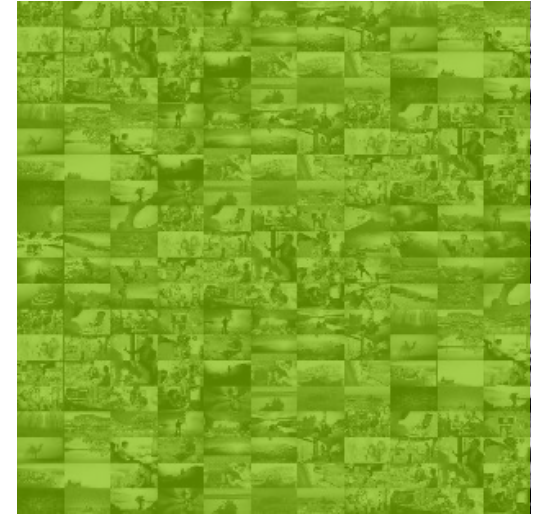
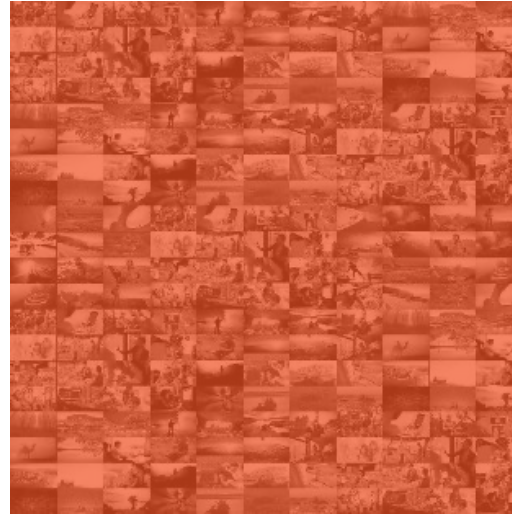
Business Leader

Microsoft Worldwide Education



Microsoft mission

Empower every person and every organization on the planet to achieve more



“Technology enables the reimagining of Museums”

**Every industry has been
reimagined in response to
pandemic, new capabilities or
competitive influences**

Education

Manufacturing

Retail

Technology

Consulting

Automotive

Finance

Media

Health

Government

“Reimagining Museums should be about looking at the opportunity for furthering Museum missions”



During the pandemic the world turned to...



Podcasts



Online Learning



Streaming TV



Video Conferencing



Crafts

Visitors are looking for experiences and their larger world experience is influencing expectations.

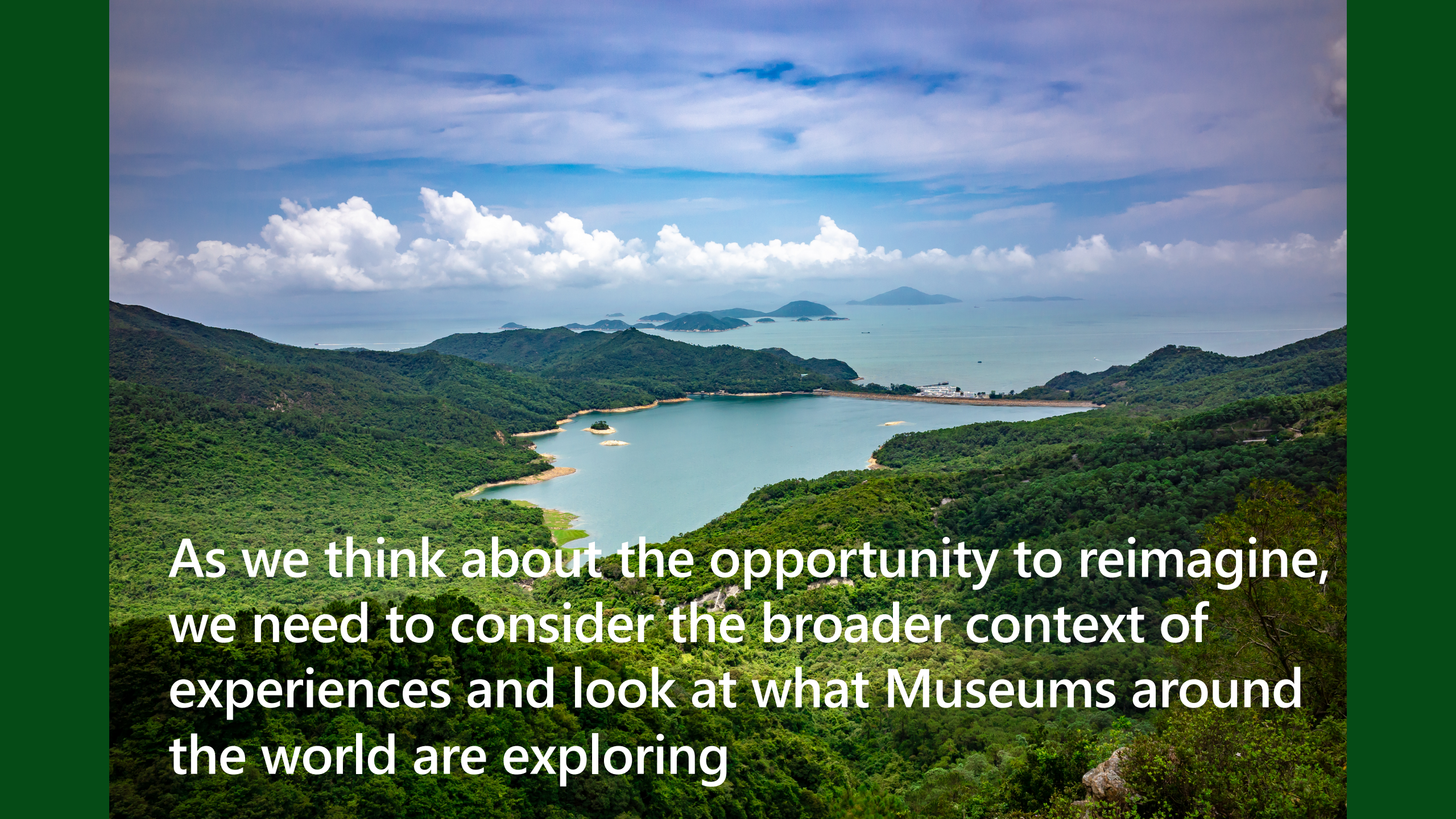




Van Gogh Alive from Grande Experiences is competing with Museums.



Gaming is competing with Museums

A wide-angle landscape photograph showing a large body of water, possibly a bay or reservoir, nestled between lush green, forested hills. The water is a clear, light blue-green color. In the distance, several small islands or peninsulas are visible on the horizon under a sky filled with soft, white clouds. The overall scene is bright and scenic, with a mix of natural elements like trees, water, and sky.

As we think about the opportunity to reimagine, we need to consider the broader context of experiences and look at what Museums around the world are exploring

Anytime, anywhere

in qualsiasi momento ovunque

Museums are moving from being a purely physical building experience available during determined hours, to available anywhere, anytime.

Reaching out to visitors in multiple channels to expand reach and access. Seeing the physical building as only one of the channels.

By focusing only on the physical Museum experience we inadvertently limit access



CHIHULY

GARDEN AND GLASS

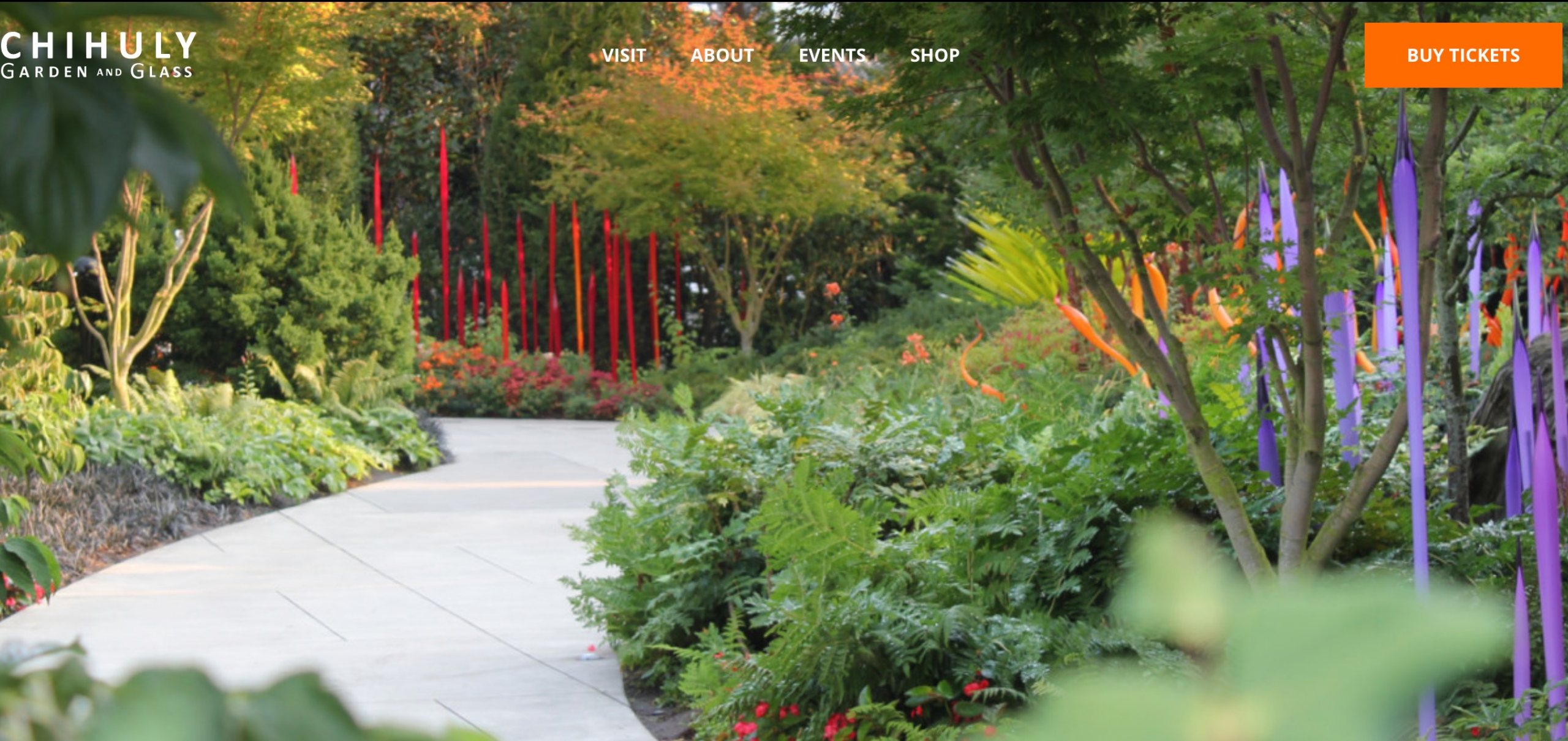
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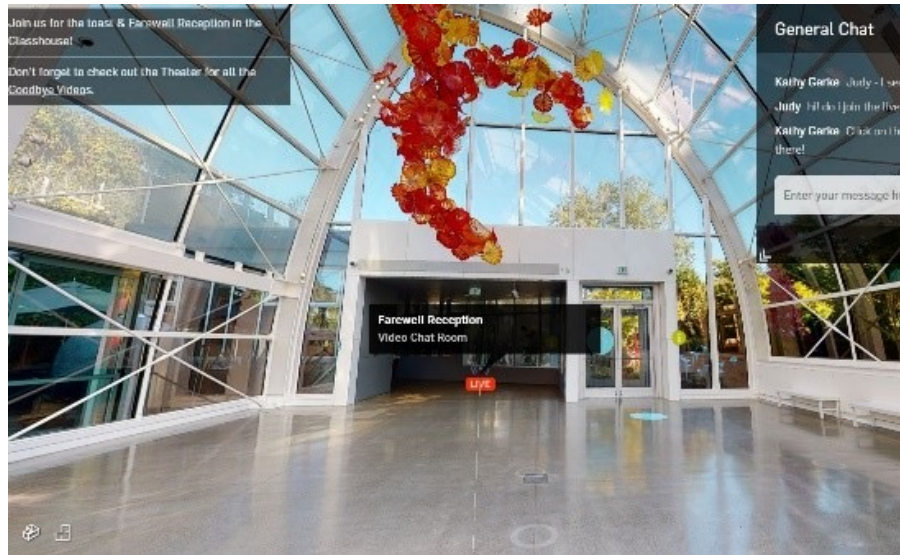
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 **HOURS TODAY:** 10:00 AM — 6:00 PM

Chihuly Garden & Glass, Seattle USA by Galoo



getgaloo.com

[Chihuly Garden and Glass](https://www.getgaloo.com)

Immersive immersivo

Multi sensory immersive experiences both in the Museum and outside the Museum.



Muséum Nationale
D'Histoire Naturelle
Paris, France
By Saola Studio



SAOLA AR

MUSÉUM
NATIONALE D'HISTOIRE
NATURELLE



MUSEUM

REVIVRE

MUSEUM
DES SCIENCES
NATURELLES

S.A.O.L.A.®

LES ANIMAUX
DISPARUS
EN RÉALITÉ
AUGMENTÉE

À partir du 16 juin 2023

GRANDE GALERIE
DE L'ÉVOLUTION

Jardin des Plantes
Paris 5^e

Avec le soutien de  BNP PARIBAS

The poster features a large, detailed model of a mammoth in the center, suspended in a museum gallery. In the background, two children are looking at the exhibit. The text is arranged in a grid-like layout on the right side of the poster.

Telling the Story

raccontare la storia

The story brings the collection to life.

Finding more channels to tell the story both in the Museum and in external channels.



BECOME A MEMBER



MAP Online brings to you a digital museum experience, sign up today.

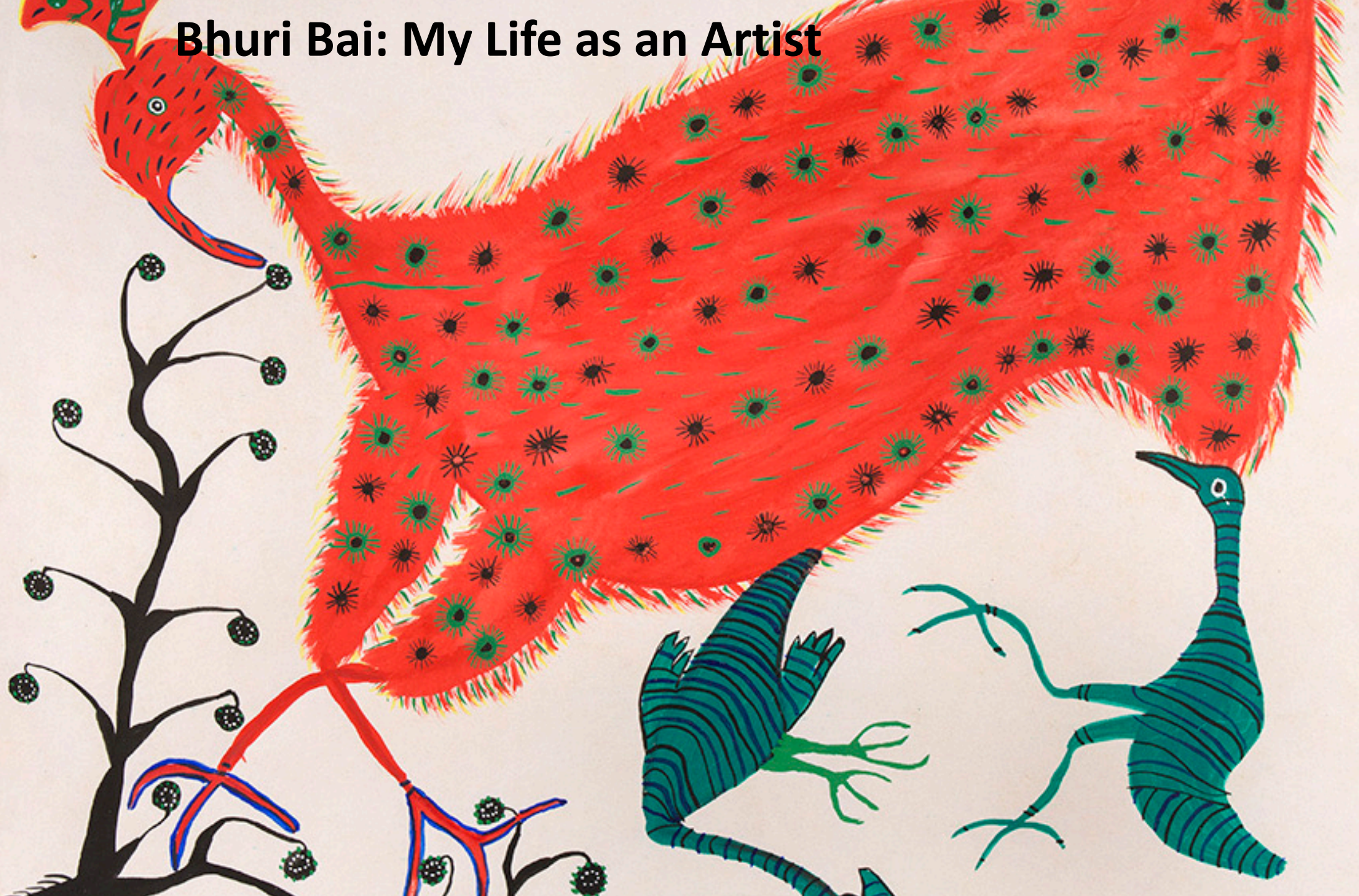
Register as a member today to access ALL sections of the MAP Online, a digital museum for the new era.

Non-stop digital art experiences including curated online exhibitions, exciting events, and content.

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Museum of Art and Photography, Bangalore, India

Bhuri Bai: My Life as an Artist



Beyond Websites

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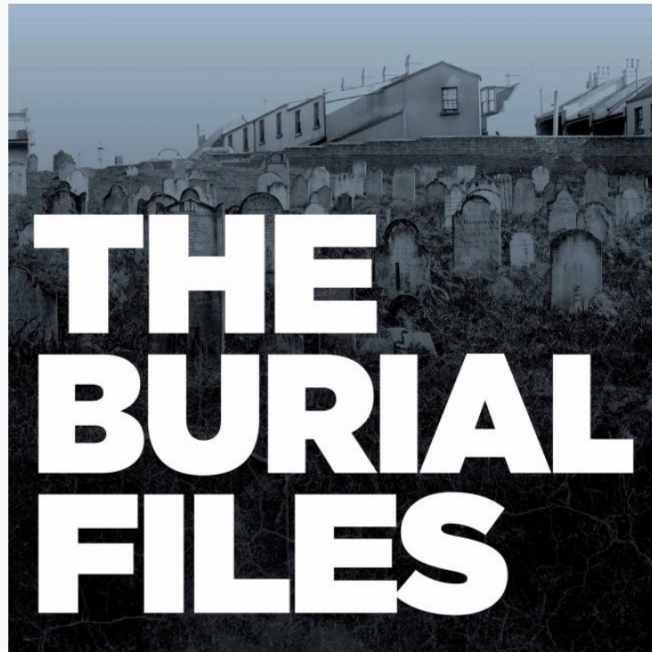
Looking at channels that go beyond websites when thinking about taking the Museum "beyond the walls"

Podcasts, gaming, educational platforms.





STATE LIBRARY
NEW SOUTH WALES



The Burial Files

Thousands of people travel through Sydney's Central Station every day, but how many know what once lay beneath it? This nine-part series will take you on a journey back to 19th century Sydney, to rediscover a place you thought you knew.

▶ All episodes

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State Library of NSW, Sydney Australia
Podcast



Florence in Minecraft by Marco Vigelini

[The City Of Florence \(Italy\) | Minecraft Education Edition](#)



Insights Informed

Drive to **timed entry tickets** for Museums (and everything else) that is producing data previously unavailable to Museums.





Takeaways

- Technology enables achieving more and enables reimagining Museums
- The anywhere, anytime Museum is a progression of transformation experienced in other industries
- Focusing on physical Museum experience inadvertently limits access



Thank you