

myMuseum is a resource management game that allows large numbers of players to experience and learn about museum objects by creating their own virtual gallery space with the social networking platform, Facebook. The myMuseum prototype is currently being developed at RIT, in conjunction with the Luce Foundation Center at the Smithsonian American Art Museum, by faculty and students across a wide variety of majors and disciplines.

The myMuseum prototype contains only the most basic core game elements and assets. Ongoing work on the project includes expanding gameplay and collections to include cultural institutions from across the country including: history, art, science and natural history collections.

<http://www.rit.edu/cla/mgti/>



All art objects courtesy of the
Luce Foundation Center at the Smithsonian American Art Museum :

Paul Manship, *Indian Hunter and His Dog*, 1926
Beverly Pepper, *Maquette for Excalibur*, 1975
Hale Woodruff, *Afro Emblems*, 1950
Hans Hokanson, *Helixikos #13*, about 1960-69

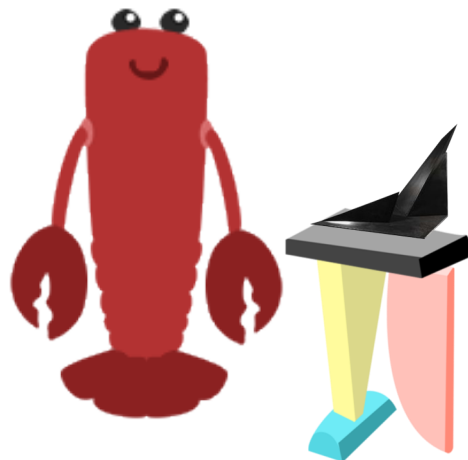


024 Gordon Field House And Activities
Center: Main Floor

My Museum

myMuseum was developed by RIT students and faculty from a wide variety of disciplines: Computing, Illustration, Film and Animation, and Cultural Resource Studies. Designed as a way for museums to reach out to teens and young adults, myMuseum is an educational game that is also fun!

myMuseum allows viewers to own their own museum and collect works of art by designing individual galleries. The goal of the game is to create exhibits that attract the largest numbers of visitors. Players will learn about the objects and the basics of running a museum.



Play!

Begin the game by selecting your avatar and decorating your museum. Players are able to browse a store for items then simply drag and drop into the gallery space.

Game play is focused primarily on acquiring art objects and displaying them in exhibits that represent a theme. Scoring is calculated on the level of theme sophistication—a collection of nautical subject matter would score lower than a collection of Early Colonial paintings. Players will need to learn about the objects in order to make higher scoring groups of objects.

Luce Foundation Center at the Smithsonian American Art Museum

We are partnering with the Luce Foundation Center at the Smithsonian American Art Museum in order to bring real collections to life. To date, the center has allowed the development team access to almost 200 of their images!

www.LuceFoundationCenter.si.edu

