

Science Gallery: A Brainstorming

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Terms

Museum and art gallery

Aspect	Museum	Gallery
Visitors' goal	View art and educate self about it	View art and find art to purchase
Type of art	Various types separated into different categories	Focused on a specific type of art, the owner most knowledgeable about
Ownership	Local government or organization (not single individual)	Individual (and private)
Profit	Entrance fee, other services	Selling art
Exhibition	Own (or private) collection	Featuring different artist

Philippe Hoerle-Guggenheim, "The Difference Between an Art Gallery and a Museum", Medium, 28 Jul 2017, url https://medium.com/@PhilippeHG_NYC/613b0db6353f [20221104].

Science museum and science center

Aspect	Science museum	Science center
Begin	Since 18th and 19th centuries	Since 20th century
Purpose	Collective history and place in society	Visitors learn and how to utilize technology more effectively
Visitor experience	Passive: Observe , read/view, discuss, reflect	Active: Participate , observe, read/view, discuss, reflect
Reflection	To the past	To the future

IDEA, “Difference between a science museum and a science center”, IDEA, 31 Mar 2011, url <https://www.idea.org/blog/2011/03/31/difference-between-a-science-museum-and-a-science-center/> [20221104].

Science gallery

- It brings science, art, technology and design together.
- It ignites a passion in young people for new ideas and areas of study that can help to guide their career and educational choice, equipping them with resilience, empathy and ethical understanding to thrive in the knowledge economy.
- Experiences in science gallery enable young people to develop skills needed for the 21st century (STEAM + essential skills).

-, “What Science Gallery Does”, Science Gallery Network, url <https://sciencegallery.org/what-sg-does> [20221104].

STEAM + essential skills

- STEAM: Science, Technology, Engineering, Arts and Maths
- Essential skills: Creativity, problem solving, adaptability, resilience and communication.

The Science Gallery

What makes Science Gallery different?

1 — UNIVERSITY LINKED

Located on the campus of leading universities and research institutions in major urban centres, Science Gallery brings research groups, staff and students into dialogue with the arts, creative community and the public. Exhibitions are staffed by student mediators and regular educational programmes offer young people the opportunity to pursue projects that explore the boundaries of art and science.

2 — FOCUSED ON THE FUTURE

Science Gallery is a place for questions about what will and might be, rather than a place to share what is already known. Our programme of exhibitions, events and education programmes interrogate the many possibilities for the future.

-, “What Science Gallery Does”, Science Gallery Network, url <https://sciencegallery.org/what-sg-does> [20221104].

3 — EVER-CHANGING PROGRAMME

Science Gallery has no permanent collection, instead presenting an ever-changing programme of exhibition and events. Events keep the programme fresh by delving deeper into exhibition themes, bringing in big names and up-and-comers for intimate discussions, performances and workshops that explore current and future trends in science and art. This means that every visit is a vastly different experience, so people keep coming back to see what's new.

4 — CREATED FOR YOUNG ADULTS

While other attractions focus on kids or adults, the primary Science Gallery audience is aged between 15 and 25 years old — young adults who are in high school, university and in the early stages of their career. Science Gallery understands this audience and presents them with the opportunity to engage with new ideas when they are making key decisions about future course choices and careers.

5 — OPEN CALL PROCESS

Our Open Call process allows anyone, artists, scientists, engineers, technologists from all over the world — and anyone else with an interest — to submit their ideas, effectively crowdsourcing its programme. This makes each exhibition a truly unique, multidisciplinary and diverse collection of ideas. Leading the development of the programme, the Leonardo Group includes fifty inspirational individuals drawn from the local creative community of scientists, artists, engineers, technologists, media and entrepreneurs who form a brain trust for Science Gallery. The Leonardos lead the development of ideas for Science Gallery exhibitions and events.

6 — MEDIATOR MODEL

Science Gallery Mediators are the superheroes of Science Gallery, a multi-talented team of young STEAM educators who discuss and debate the themes explored in our exhibitions with visitors to Science Gallery. Their primary role is to engage people in conversations catalysed by our exhibitions, events and education programmes. The Science Gallery Mediator model empowers young people to master the 21st century skills they will need to succeed in the future. Focused on storytelling and conversation around science and art, the Mediator model enables critical thought, creativity, confidence, adaptability and interpersonal approaches. The experience of working as a Mediator at Science Gallery helps young people to explore new ideas and opportunities, to think about the future they want to shape and equips them with the with 21st century skills they need to succeed in their future careers – something our MSC research confirms.

7 — TRANSDISCIPLINARY

Science Gallery is a place where the usual rules don't apply, where radical experimentation can occur and where genuinely disruptive innovations can be developed through the collision of different ideas and perspectives. At their core, the people we work with are researchers — whether artists, scientists or otherwise — looking for answers in their chosen area of interest. Using universal themes, our model brings diverse people together through their common interests, creating a kind of 'skunkworks' for the university, drawing together academics, professionals, the surrounding creative and technology communities and the public into new conversations and collaborations.

8 — SOCIAL AND CONVERSATIONAL

For many people Science Gallery acts as a meeting place, where people and ideas collide. Rather than watching over you, our staff chat to you and seek to discover your interests so that they can help you find elements of the programme that are most interesting to you. In parallel, we work to forge new social connections for this key group — between mediator staff, visitors, peers, scientists or artists.

9 — FOCUSED ON IDEAS

We're not a museum. We're a marketplace for ideas and exchange rather than 'show and tell'. We invest in the spread of ideas, not podiums on which to place them.

10 — FREE ENTRY

Through the tremendous support of our partners, our exhibitions are free to visit — and we open beyond normal gallery hours on weekday evenings. Because Science Gallery entry is free, and exhibitions open beyond normal working hours, Science Gallery is accessible to anyone with an interest in visiting.

Location of Science Gallery

Location	Partner institution	Opening Date
Dublin, Ireland	Trinity College Dublin	2008
Detroit, United States	Michigan State University	2018 ^[1]
London, United Kingdom	King's College London	2018
Melbourne, Australia	University of Melbourne	2020 ^[2]
Venice, Italy	Ca' Foscari University of Venice	2020 ^[3]
Bengaluru, India	Government of Karnataka ^[4]	planned for 2022
Atlanta, United States	Emory University	planned for 2022
Rotterdam, Netherlands	Erasmus MC	planned for 2023
Berlin, Germany	TU Berlin	planned for 2024



Wikipedia contributors, 'Science Gallery', Wikipedia, The Free Encyclopedia, 29 May 2022, 23:40 UTC, <https://en.wikipedia.org/w/index.php?oldid=1090523429> [20221104].

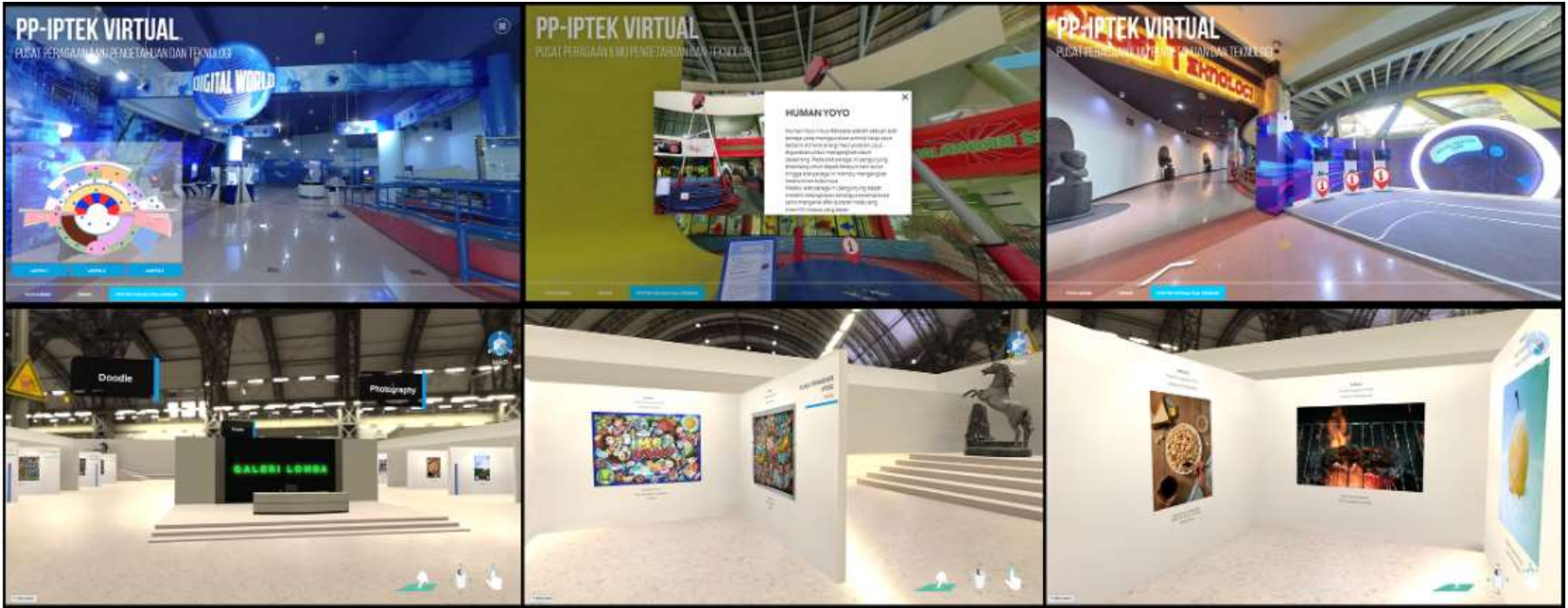
Galeri IPTEK

Galeri IPTEK dan Teater Kubah



url <https://saraga-sabuga.itb.ac.id/galeri-iptek/> [20221104].

Galeri Virtual



url <https://ppiptek.brin.go.id/pages/galeri-virtual> [20221104].

Discussion

Discussion

- Visitor characteristics
- Purpose of the facility
- Plan for development
- Support and profit
- Real, virtual, hybrid, .. other modes of interaction (metaverse?)
- ..



Thank you

.., url <https://> [20221103]