

## Technology Programs for Local History Exhibits

### Examples of technology that could be utilized in an exhibit:

**Basic:** A soundscape of the center of the courthouse square in the 1880s.

**Good:** Scrolling interactive that allows visitors to continue at their own pace. The interactive uses text and photos to combine third person narration with first person stories, creating a rich narrative.

**Better:** Two-minute video interviewing an individual talking about their connection to a local place and why it's important to them. Video shows recorded footage and photos.

### Audio

**Programs:** [Audacity](#), [Garageband](#)

- Audio tools help deliver content to onsite or remote visitors. Tools to record audio content are often built into personal computers or mobile phones, and there are a number of inexpensive microphones and sound recorders that can be purchased for nominal cost. Software to edit sound files is often free.
- Audio formats are great for helping you reach a wide audience and capture oral content that you otherwise would not be able to include in your exhibitions.
- For cultural institutions, audio recording and production can be used to deliver oral histories, sound for videos, environmental sound, narration or announcements for exhibits, and podcasts.
- Podcasts are audio recordings made available online for downloading to a personal audio player, computer, or mobile device. Podcasts, in particular, are rapidly becoming a hugely consumed medium and are perfect for our busy world. They can be listened to while driving, exercising, studying, working, and during any number of activities.
- Examples:
  - **Basic:** [Museum Archipelago](#)
  - **Good:** [A Daughter's Voice \(Clyfford Still Museum\)](#)
  - **Better:** [JFK35 \(John F. Kennedy Library Foundation\)](#)

### Blogs

**Programs:** [Wordpress](#), [Medium](#), [Tumblr](#), [Blogger](#)

- There are many ways to create a website, including [wikis](#), [content management systems](#), [learning management systems](#), or straight coding of HTML.
- Blogs are useful because they can be used over time and are easy to update so that new information is always at the top.
- Blogs also make it easy to categorize (“tag”) entries (called “posts”) so that information is organized by topics.
- Blogs can be used to enhance exhibits by creating real-time and behind-the-scenes updates for your visitors even when they are not physically onsite.
- Blogs help keep content fresh and re-engage people with your institution. Creating a blog is a casual way to converse with audiences and develop an online community.
- Examples:
  - **Basic:** [Beyond Bones \(Houston Museum of Natural Science\)](#)

- **Good:** [Behind the Scenes \(NY Historical Society\)](#)
- **Better:** [Texas General Land Office](#)

### Visual Stories

**Programs:** [Comic life](#), [Storybird](#), [iMovie](#), Powerpoint, [WeVideo](#)

- Visual storytelling comes in many different forms, ranging from commonly used softwares such as PowerPoint to online tools Comic Life, a comic-book format tool, or Storybird, a website that creates image and text slideshows.
- Ultimately you can create a visual story with a video camera and any editing application.
- Adobe Spark provides a number of templates, soundtracks, and animations that can be used to create a video, web page, or even banners for social media.
- It is important to remember that a visual story is just that – a story. It's not meant to be instructional, but rather is intended to have characters and a narrative.
- Visual stories can be used in museums or cultural centers online or in exhibits.
- Examples:
  - **Basic:** [Dear Grandma \(Matt MacArthur\)](#)
  - **Good:** [Love and Sorrow \(Melbourne Museum\)](#)
  - **Better:** [Snow Fall \(The New York Times\)](#)

### Resources:

[Medium](#)

[Wordpress](#)

[Podcasts](#)

[Visual Storytelling](#)