

**Museum as Muse: Connecting with New Audiences
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'The Museum as Muse' focuses on the iconic architecture of the Museum of Anthropology at UBC in Vancouver. It is a volunteer led program designed for middle and high school students and makes connections with art, drafting , computer design and architecture curriculum outlines.

The program was developed with a team of volunteers led by Dr. Jill Baird, Curator of Education and Public Programs at MOA. Recognizing that experience is the best teacher, volunteers became actively involved by visiting various structures in the city of Vancouver, having ' phenomenological' experiences , learning more about MOA, keeping a journal and recognizing that we all are experts in how we respond to architecture.

Through trial and error, observing student involvement in pilot programs , building a collection of images of museums around the world which ' spoke ' to visitors through their designs and working with a high school teacher, the group developed the program "Architecture : Museum as Muse"

It is a two hour program designed to encourage students to actively observe their built environments and to respond to the Museum in new ways . During this program students explore and discuss the relationship between design and function, drawing upon two contrasting exhibition spaces at MOA. Students are introduced to a selection of international museums. Multiple aspects of architectural design such as light, size, colour, sound, mood, space and flow are introduced, and students are challenged to consider ways in which cultural traditions and environmental conditions affect building design.

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