



# Beringia Museum of Science & Culture

## Exhibit Notes Planning Workshop 1 July 9 & 10, 2007 Nome, Alaska

### Important Themes:

- All stories told from Native perspective -museum should be "For Us, By Us".
- Museum to be a celebration (not a preservation) of Native culture.
- Museum to tell important science stories of the Beringia region.
- Museum must appeal to youth as well as elders.
- Museum should seek to bring the villages to Nome and Nome to villages.

### Exhibit Content to Include:

- Celebration of Native Culture
  - cultural traditions: hunting, dwellings, clothing, artwork, language, etc.
  - subsistence living techniques & practices
  - native technology, ingenuity: kayak, parke, dwelling design, etc.
  - contemporary village life
  - native language & language instruction.
  - oral history of the region, tribes, families.
- Art & Artifact Displays
  - paleontology displays of indigenous artifacts from the region
  - displays of contemporary artwork from the region
  - Museum to start artifact fund to purchase & preserve locally found artifacts.
  - Museum to seek repatriation of local objects currently in other museums.
- Science of Beringia Region
  - deep history of Beringia: ice ages, land form changes, etc.
  - land bridge & human / animal migrations
  - climate change: affects on flora, fauna, populations, economy of region
  - ecology of region: tundra, Artic, Bering Sea, Artic Ocean, ice shelf, ice floes, etc.
  - light / darkness seasonal changes: effect on people, flora, fauna
  - Auroras Borealis effect
  - connections between modern "green living" movement & traditional subsistence living.

### Exhibit Content to Include:

(The following content will be primarily addressed by other museum / Kawerak programs and should not be a central focus of the exhibits)

- Traditional dance.

## **Spaces & Usage**

- Art & Artifact Exhibit Gallery
  - approx 800 sq ft, w/ additional 200 sq ft of storage.
  - display of locally excavated artifacts.
  - display of contemporary native artwork.
- Gathering Hall
  - approx 3000 sq ft
  - exhibits can be located on perimeter & in center of space.
  - exhibits in center of space should be movable for large events, dance performances.
  - iconic center piece is desirable, might not need to move.
  - seating is important to encourage social gathering & for elders to rest.
  - possibly incorporate fire place as icon in the space.
- Performance Stage
  - approx 500 sq ft, located in Gathering Hall (in addition to 3000 sq ft of GH).
  - stage used for live events, video presentation, demonstrations, teleconference, etc.
  - stage needs activity when no formal performance is scheduled.
- Classroom
  - approx 800 sq ft
  - could feature general public mode, used for workshops, etc.
  - could contain exhibit displays or artwork.
  - could be equipped for demonstrations & workshops.
- Other Spaces
  - Entry Hall: possible location for artifact or artwork display.
  - Outdoor Sculpture Garden: possible location for contemporary artwork.

## **Design Aesthetic**

- Design should draw from native inspiration but feature fresh, clean, contemporary approach.
- Design should be warm, friendly, and youthful.

## **Staffing**

- Staffing levels are undetermined at this time.
- Roto to suggest exhibit related staffing during schematic design phase.

## **Partnerships**

- Beringia Museum will pursue a range of project content & funding partners including:
  - Federal & local government research & programs
  - Local university research & programs
  - Media providers: History Channel, Discovery Channel, PBS, etc.
    - Roto to provide History Channel contact information.

## **Budget**

- Budget to be led by exhibit design process.
- Gross estimate 1: 10% - 20% of project = approx \$700,000 - \$1.4 million.
- Gross estimate 2: approx 4000 sq ft x \$250/ sq ft = 1 million.

**Schedule**

- Workshop 2 July 30<sup>th</sup>
- Workshop 3 mid-Aug
- Fund raising begins fall of '07
- Exhibit design process projected for Spring / Summer of '08
- Opening Spring 2010

**Other**

- Youth Documentary Program
  - potential to develop youth program to document regional traditions, stories.
  - content: elder stories, traditional techniques: hunting, fishing, dwellings, artwork, etc.
  - way to connect youth to elder population & document traditions.
  - Roto to provide youth media contacts.

## **KEY MUSEUM GOALS & VOTING RESULTS**

Foster Connections -within the Nome community, between the communities in the region, across continents, among varied stories of the past and how we came to be here.

**(0 votes)**

Highlight Beringia - one region that spans two continents, traditionally connected through family, travel, dance, tradition and trade.

**(2 votes)**

Showcase the “Ingenuity of the Arctic” and Perpetuate Bering Sea culture - help Native people identify with their traditions and culture and share that culture with the world.

**(8 votes)**

Engage elders & youth in traditional arts & crafts -help the region’s youth build self-esteem and provide recreation and meaning.

**(9 votes)**

Provide a place to collect and interpret the region’s artifacts.

**(3 votes)**

Interpret the natural history & ecology of Beringia, become a national center for scientific research.

**(4 votes)**

Teach & celebrate Native languages.

**(8 votes)**

Celebrate & encourage artists of the region.

**(8 votes)**

Use Nome as a “hub” with spokes that extend to extend programs, activities, eco-tourism to every village.

**(3 votes)**

Exchange programs with other Arctic facilities, universities, artists, & tradition bearers.

**(3 votes)**

## **EXPERIENCE IDEAS & VOTING RESULTS**

Virtual Exploration of Bering Sea

- seals, walrus, whales, fish, polar bears, sea floor, ice bergs, etc.

**(1 votes)**

Artifact Collection

- display, storage of native artifacts from region.

**(0 votes)**

Food Storage

- traditional techniques & technology

**(0 votes)**

Hands-On Exhibits for Children

- creative, content connected play experience for children.

**(5 votes)**

Bottle Collection

- display of historical glass bottles & other post contact artifacts from region

**(0 votes)**

Giant Interactive Topo Map of Beringia

- control real water levels to reveal & hide land bridge, show land form changes.

**(2 votes)**

Interactive Computer Map

- see changes in sea ice, shorelines, erosion, weather, over time.

**(1 votes)**

Educational Video Exhibit

- content covers culture of region.

**(0 votes)**

Artist Exhibit

- content covers culture of region.

**(1 votes)**

Hand-On Exhibit

- content covers culture of region.

**(1 votes)**

Eskimo Culture / Artifact Display

- content covers culture of region.

**(3 votes)**

Aquarium

- features fish, marine mammals of region

**(1 votes)**

Seasonal Sky Display

- show light/darkness changes, Auroras Borealis, projected on ceiling

**(8 votes)**

Flora & Fauna  
- ecology of region  
**(0 votes)**

Language  
- undefined language activity  
**(2 votes)**

Elder Oral History  
- storytelling & documentation  
**(6 votes)**

History Told Through Artifacts  
- artifacts from different eras used to tell history or region, people  
- contact, trade, warfare, repatriation  
**(1 vote)**

Styles of Hunting & Gathering  
- design of clothes, technology, tool making, hunting  
**(1 vote)**

Affect of Gold Rush on Native People  
- descrimination, disease, trade,  
**(2 votes)**

Introduction of Reindeer  
**(3 votes)**

Native Library Collection  
**(0 votes)**