



Awareness on biodiversity crisis

a transformative experience in Naturalis



We are currently facing a worldwide **biodiversity crisis**. **Naturalis** is exploring ways to showcase this in the museum. This project provides one suitable way to enhance awareness of the topic. It focuses on the decrease of insects, in particular bees in the Netherlands to make the topic more manageable. A **transformative experience** is designed for Naturalis where **families with children from 4-12** can learn more about the biodiversity crisis in a **playful** and **informative way**. The transformative part follows the first two steps of a guide to transformation, which is based on transformative learning theory from **Mezirow**. These steps include creating **awareness** and initiating **self-reflection**. Families can create a 'decor' by steering wheels to discover objects that can be put in a garden, such as flowers, trees, and stones. Some objects are good for bees, while others are not, with the goal of creating a good environment where humans and bees can coexist. The effects and explanations of the choices can be found on the screen below the decor. For example: 'you have chosen a tulip, which is often toxic for humans and bees.' This stimulates a conversation between family members and possibly makes them reconsider their choices. When the game is finished, **flower seeds paper** appear as reminder on the experience which can be taken by family members and grown in their own surroundings. The context is about a garden and a bee to make it recognizable for families and increase the chances of them connecting and engaging with the experience. To emphasize the **diversity**, a less-known bee species, 'Vosje,' is chosen to focus on.

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