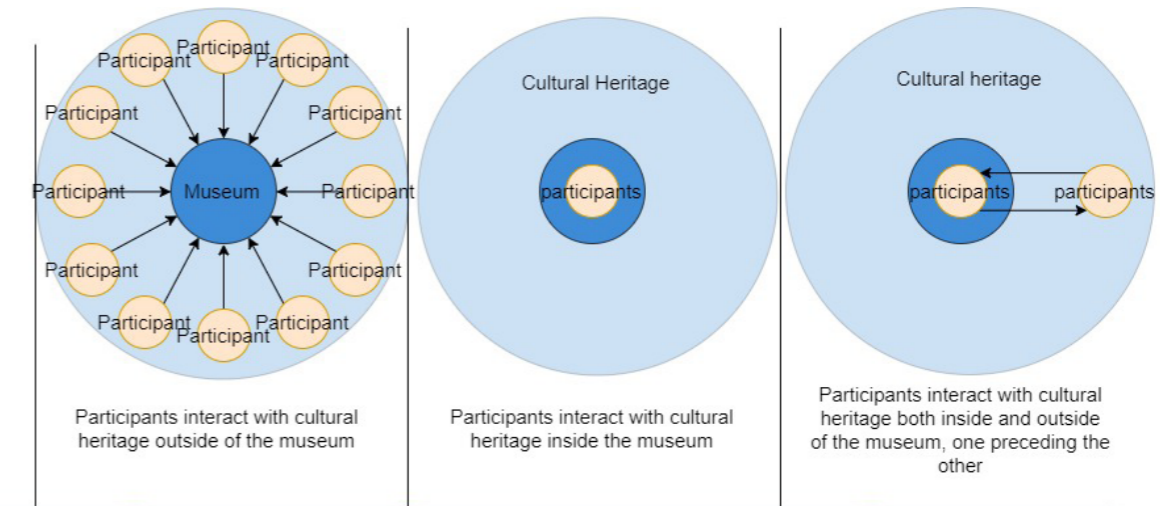
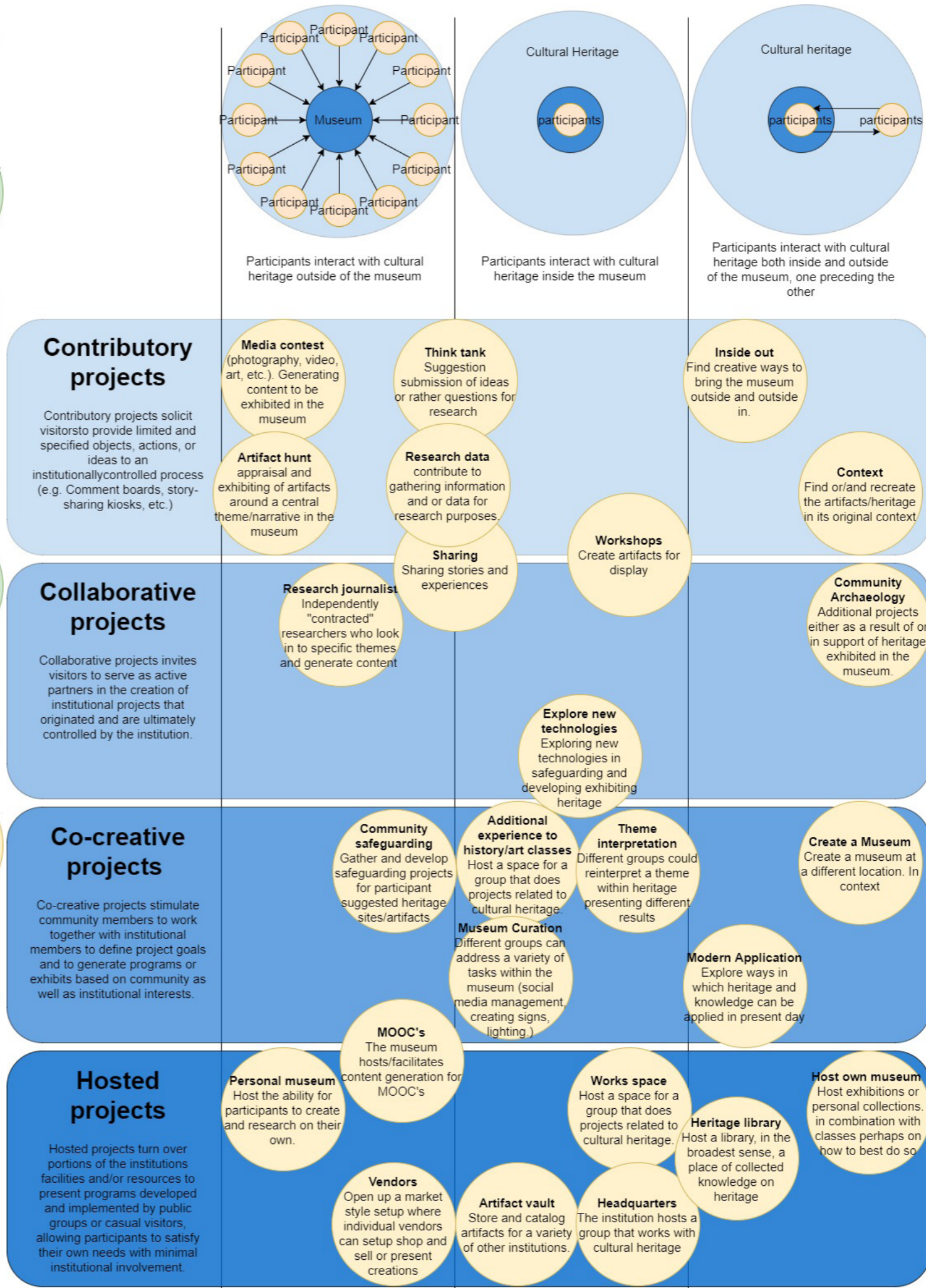
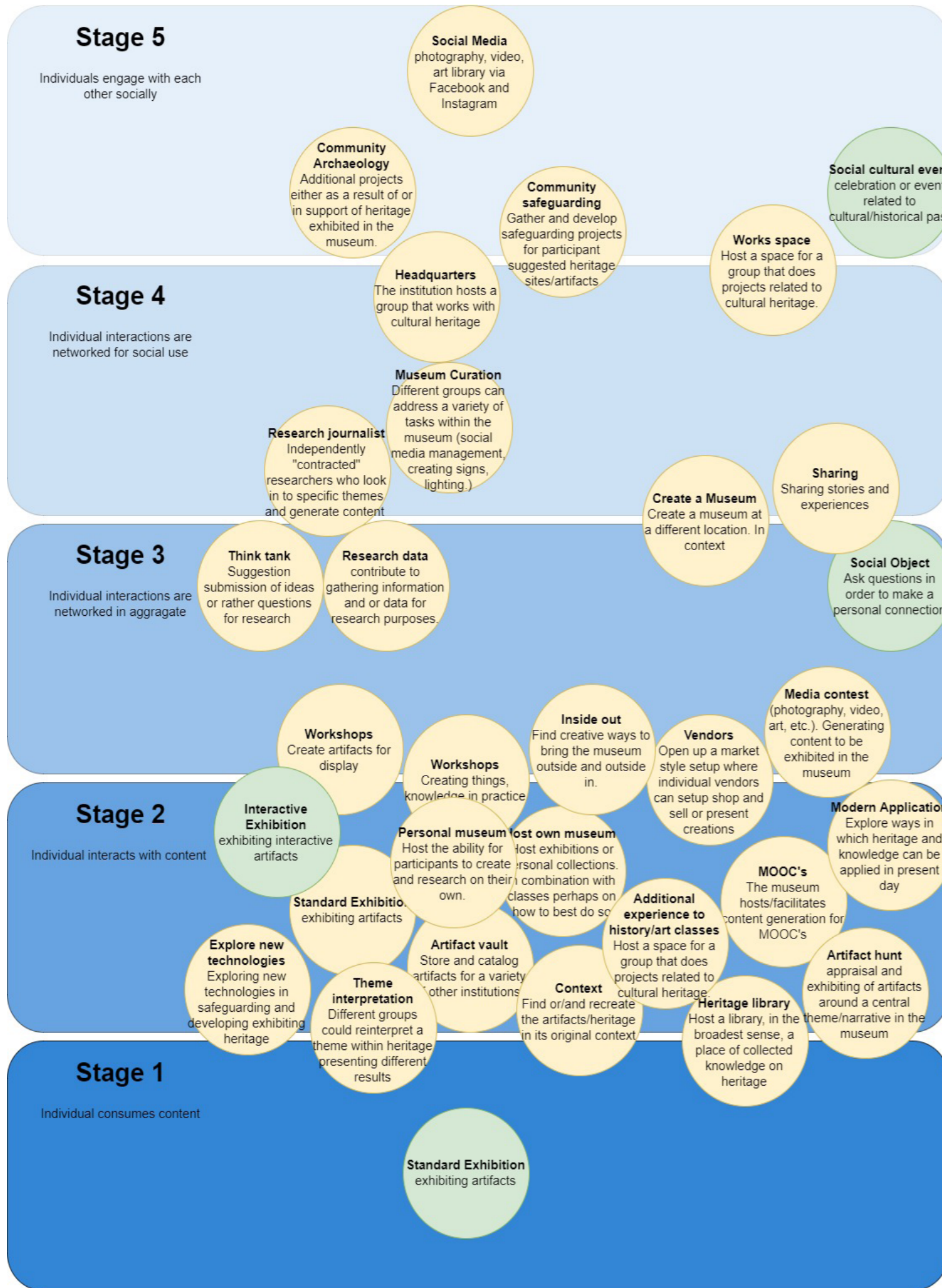


Appendix D: Ideation



Appendix D: Ideation

	Museum Idea 1	Museum Idea 2	Museum Idea 3	Museum Idea 4	Museum Idea 5	Museum Idea 6	Museum Idea 7	Museum Idea 8	Museum Idea 9	Museum Idea 10
Youth Participation	Community Archaeology Additional projects either as a result of or in support of heritage exhibited in the museum.	Additional experience to history/art classes Host a space for a group that does projects related to cultural heritage.	Media contest (photography, video, art, etc.). Generating content to be exhibited in the museum.	Research Journalist Committed researchers who look in to specific themes and generate content.	Explore new technologies Exploring new technologies in safeguarding and developing exhibiting heritage.	Create a Museum Create a museum at a different location. In context.	Community safeguarding Gather and develop safeguarding projects for participant suggested heritage sites/artifacts.	Sharing Sharing stories and experiences.	Research Journalist Committed researchers who look in to specific themes and generate content.	Create a Museum Create a museum at a different location. In context.
Medium	Heritage library Host a library, in the broadest sense, a place of collected knowledge on heritage.	MOOC's The museum hosts/facilitates content generation for MOOC's.	Standard Exhibition exhibiting artifacts.	Social Media photography, video, art library via Facebook and Instagram.	Workshops Creating things, knowledge in practice.	Social cultural event celebration or event related to cultural/historical past.	Workshops Creating things, knowledge in practice.	Social Object Ask questions in order to make a personal connection.	Standard Exhibition exhibiting artifacts.	Personal museum Host the ability for participants to create and research on their own.
Museum Function	Artifact vault Store and catalog artifacts for a variety of other institutions.	Passion and expertise Facilitate meetings and lectures with people with expertise and passion for cultural heritage.	Theme interpretation Different groups could reinterpret a theme within heritage presenting different results.	Sharing Sharing stories and experiences.	Works space Host a space for a group that does projects related to cultural heritage.	Works space Host a space for a group that does projects related to cultural heritage.	Modern Application Explore ways in which heritage and knowledge can be applied in present day.	Interactive Exhibition exhibiting interactive artifacts.	Accessible Education Making material accessible and suitable for education, through cataloging and research.	Sharing Sharing stories and experiences.
	Heritage Library The museum will host an "artifact vault", which will allow visitors to examine and interact with artifacts and pull data similar to a library. Both short-term and long-term projects will provide a variety of opportunities to contribute and do research within this space. Participants Participants will be able to sign up for specific projects and tasks differing in length and difficulty. All of which however will serve a central goal in documenting and researching cultural heritage. Non-Participants Non-participants, should be able to be able to access and interact with the acquired knowledge. Participant results will have to be uniformly structured and easily accessible to the public. Stakeholder Opportunities Opportunities to work with NAAM and other familiar heritage management and archaeological institutions such as the University of Florida and Leiden. How will it evoke a sense of pride and ownership? Through participation and doing work that contributes to the breadth and identity of the museum.	Heritage University An institution that hosts a variety of MOOC's and workshop courses, making a broad canon of Bonairean heritage knowledge accessible in digestible ways. These will be based around generating "useful" or relevant knowledge for follow-up internships and/or job opportunities as well as broadening creative perspectives using heritage. Participants Participants will be able to sign up and follow courses that can be supplementary to certain job descriptions and/or a requirement for new recruiting and interning. Apart from the relevant outcome, these courses will highlight the unique perspective of Bonairean Heritage. Non-Participants No direct benefit to non-participants at this point. Though the end result of having followed such a course may generate a richer experience elsewhere. Stakeholder Opportunities Opportunities to possibly work with the UNA as well as other vocational education institutions on the island. Additionally some of these courses can be geared toward prepping individuals to directly intern for NAAM and other heritage institutions/foundations. How will it evoke a sense of pride and ownership? Pride related to achievement of finishing the course, as well as the fact that heritage will have contributed to their own self-development.	Media Gallery The museum will host monthly competitions related to heritage where participants are asked to capture and/or (re-)interpret different themes within cultural heritage. The results of which can be used as exhibition content. Participants Participants will produce their interpretations of specific themes which differ per competition cultural heritage. In this way participants are stimulated to interact with different aspects of heritage while also being able to explore and develop skills of their own interest. Non-Participants Non-participants will be able to view these results. Viewing these products as social objects, this would also open non-participants up to sharing their own points of view. Stakeholder Opportunities Opportunities to work with SKAL, FuHiKuBo and other parties that already utilize social media for promotion like TCB. How will it evoke a sense of pride and ownership? Through participation and doing work that contributes to the breadth and identity of the museum.	Heritage Journal The museum will host research projects aimed at gathering and documenting heritage related knowledge. These can then be digitally made accessible and released through a variety of media similar to a National Geographic magazine. Participants Participants will be able writing short articles on differing topics related to cultural heritage. These will be periodically released by the museum, either singularly or as a collection. Non-Participants Non-participants, will be able to view these results. Stakeholder Opportunities Opportunities to work with SKAL, FuHiKuBo and other parties that already utilize social media for promotion like TCB. How will it evoke a sense of pride and ownership? Through participation and doing work that contributes to the breadth and identity of the museum. And by sharing personal connections with heritage.	Maker Space The museum will become a STEM/STEAM based project hub, where youth have an opportunity to develop a variety of practical skills. Though traditional maker spaces are often centered around CNC-mills, power tools and 3d printers, given the Bonairean context and cost of materials, other activities like jewelry making and crash courses in electronics can also be explored. Participants Participants will be able to attend workshops that cover a variety of maker topics, giving them an opportunity to make and develop practical skills. Results from these workshops could possibly be exhibited or utilized in some other way. Non-Participants Non-participants could suggest or sponsor topics and/or materials. Stakeholder Opportunities Opportunities to work with SKAL, schools and other fabrication parties on the island. How will it evoke a sense of pride and ownership? Pride related to achievement of finishing the course, as well as the fact that heritage will have contributed to their own self-development.	Heritage Events The museum will host a work space for creating enriching exhibition experiences for cultural events, with the idea of bringing cultural heritage to life in the context. Participants Participants will create enriching experiences to current cultural events which bring the underlying heritage to life. Non-Participants Non-participants will experience these results, hopefully enriching their experience of the cultural event. Stakeholder Opportunities Opportunities to work with NAAM, SKAL, TCB and other fabrication parties on the island. How will it evoke a sense of pride and ownership? Through participation and doing work that contributes to the breadth and identity of these cultural events.	Community safeguarding The museum will workshops around cultural heritage and safeguarding. These workshops will explore modern safe guarding techniques and applicability on Bonaire. Participants Participants will attend workshops and projects on the safeguarding of cultural heritage. Combining practical and theoretical knowledge. Non-Participants - Stakeholder Opportunities Opportunities to work with NAAM, SKAL, FuHiKuBo, TCB and others. How will it evoke a sense of pride and ownership? Through participation and doing work that contributes to the breadth and identity of cultural heritage.	Interactive Museum The museum will house a variety of interactive exhibits that allow visitors to interact with cultural heritage. Participants Participants will be able to interact with heritage and share their own personal perspectives. Non-Participants - Stakeholder Opportunities Opportunities to work with NAAM, SKAL, FuHiKuBo, TCB and others. How will it evoke a sense of pride and ownership? Through participation and doing work that contributes to the breadth and identity of the museum.	Heritage Education The museum will function as a place of research where participants will help in (re-)discovering and presenting cultural heritage to new audiences. As a result the content generated can both be exhibited as well as utilized by educators. Participants Participants will be a part of an effort to make heritage more accessible and digestible. Projects will include research, cataloging and reformulating knowledge for a wide array of consumers. Non-Participants Non-participants, mainly educators and students, will benefit from the addition of new heritage centered education material. Non-participants will also be able to plainly visit the exhibition as a normal museum. Stakeholder Opportunities Opportunities to work with NAAM, SKAL, FuHiKuBo, TCB and others. How will it evoke a sense of pride and ownership? Through participation and doing work that contributes to the breadth and identity of the museum and heritage.	Personal Museum Participants will be able to curate and examine their own museum. Creating an environment with artifacts and exhibits that matter to you. Participants Participants will be able to interact with heritage and share their own personal perspectives. Non-Participants Non-participants will be able to experience curated heritage from other perspectives. Stakeholder Opportunities Opportunities to work with NAAM, SKAL, FuHiKuBo, TCB and others. How will it evoke a sense of pride and ownership? Through participation and doing work that contributes to the breadth and identity of the museum.
Requirements										
The solution is dynamic and applicable to a wide variety of topics	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
The solution involves the Bonairean community and takes bottom-up approach	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
The solution is relevant to Bonaire's youth	✓	✓	✓	✓	✓	✓	✗	✓	✗	✗
The solution must make use of platforms and tools people are familiar with (to a certain degree)	✓	✗	✓	✓	✓	✗	✓	✓	✓	✓
The solution will not hinder the day-to-day operation of the public servants also residing within Passangrahan	✓	✓	✓	✓	✓	✗	✓	✓	✓	✓
The solution makes efficient use of the Passangrahan ground floor space	✓	✗	✓	✗	✗	✗	✓	✓	✓	✗

Appendix E: Conceptualisation

Concepts

Some of the previous ideas do not meet the set criteria. Therefore it would be unwise to base a museum off of any of these ideas on their own. However, in combination with other ideas, they could add to or strengthen the concept. The following concepts are in part based on the previous ideas having considered the requirements

Cultural Heritage Library

The museum will host an artifact "vault", which will allow participants to examine and interact with artifacts and pull data similar to a library. The museum will function as a place of research where participants will help in (re-)discovering and presenting cultural heritage to new audiences. Both short-term and long-term projects will provide a variety of opportunities to contribute and do research within this space. The results of these research projects will be formulated in a way that can both be exhibited as well as utilized by educators. In addition to being a work space a section of space can be dedicated to exhibiting the results as well.

Participation

The museum will host a variety of projects and tasks. These projects will cater more towards cooperation with existing youth groups like BONAI. Participants will be able to sign up for specific projects and tasks differing in length and difficulty. All of which however will serve a central goal in preserving, documenting and researching cultural heritage.

Non-Participants

Non-participants (including educators and students), will be able to be able to access and interact with the acquired knowledge. Additionally, the physical space will allow for a small exhibition space for exhibiting and presenting results.

Stakeholder Opportunities

These projects and the results thereof, can be predefined by NAAM in cooperation with SKAL and the UNESCO Werkgroep. Additionally, FuHiKuBo could also stand to benefit from such projects.

How will it evoke a sense of pride and ownership?

Through participation and doing work that contributes to the breadth and identity of the museum.

What is unique to this approach?

Unique to this approach is the fact that you would be able to contribute to the education system as well as work towards restructuring archives and making them accessible

Cultural Heritage Gallery

The museum will host an exhibition in the more classic sense. However the artifacts and narrative will be supplemented by participant generated content. Monthly competitions related to heritage where participants are asked to capture and/or (re-)interpret different themes within cultural heritage. The results of which can be used as exhibition content. The produced media can however also spawn an online interaction space via social media. Using popular sites/apps like facebook and instagram, media content can be shared and promoted. This setup would allow for both separate or mixed participation of schools and other visitors.

Participants

Participants will produce their interpretations of specific themes which can differ per competition cultural heritage. In this way participants are stimulated to interact with different aspects of heritage while also being able to explore and develop skills of their own interest.

Non-Participants

Non-participants will be able to view these results in the museum as well as selections through social media. The social media aspect also utilizes the power of social objects.

Stakeholder Opportunities

These projects and the results thereof, can be predefined by NAAM in cooperation with SKAL and the schools. Additionally other parties that already utilize social media for promotion like TCB are equally valuable.

How will it evoke a sense of pride and ownership?

Through participation and doing work that contributes to the breadth and identity of the museum. Additionally one could be proud of one's own work which is then exhibited.

What is unique to this approach?

Unique to this approach is the opportunity for interaction and (re-)interpretation of cultural heritage aspects.

Interactive Heritage Exhibitions

The museum will host an exhibition in the more classic sense. However the artifacts and narrative will be supplemented with a variety of interactive exhibits that allow visitors to interact with cultural heritage. The goal of these interactive objects would be to allow visitors to interact and stimulate a personal connection with the subject matter. Additionally, sharing of personal experiences and stories should also be possible.

Participants

Participants will be able to interact with heritage and share their own personal perspectives. These shared stories in turn will become part of the exhibition. Cascading the past with the present.

Non-Participants

Non-participants in turn will be able to see these different perspectives and reflect on them. Empathy in this sense playing an important role as well.

Stakeholder Opportunities

Opportunities to work with NAAM, FuHiKuBo and SKAL to curate these shared and collected narratives. Additionally other artistic or design parties can be approached to contribute to the interactive side of the exhibition.

How will it evoke a sense of pride and ownership?

A deeper reflection and understanding of your own connection to cultural heritage.

What is unique to this approach?

Unique to this approach is the fact that you would be able to contribute to the education system as well as work towards restructuring archives and making them accessible

City Heritage Exhibitions

The museum will host an exhibition in the more classic sense. However, the historic city center will be used as a backdrop for an outside exhibition. The aim is to bring cultural heritage to life. While the outside exhibit aims to trigger people to consider the underlying heritage of the historic city center, the main exhibition can offer greater insights and history.

Participants

Participants will help create and setup these enriching experiences to bring the underlying heritage to life.

Non-Participants

Non-participants will experience the results, hopefully enriching their experience of the cultural event.

Stakeholder Opportunities

Opportunities to work with NAAM, UNESCO werkgroep, SKAL, TCB and other fabrication parties on the island

How will it evoke a sense of pride and ownership?

Through participation and doing work that contributes to the breadth and identity of museum and the city.

What is unique to this approach?

Unique to this approach is bringing cultural heritage to life within the historic city center. As a popular night life location, bringing content outside of the physical space

Heritage Event Exhibitions

The museum will host an exhibition in the more classic sense. However, the cultural events on the island will also be utilized as an opportunity to present enriching experiences for for the event-goers. Exhibit themes will coincide with different cultural events. The aim is to bring the underlying cultural heritage to life in the context. While the outside exhibit aims to trigger event-goers to consider the underlying heritage, the main exhibition can offer greater insights and history.

Participants

Participants will help create and setup these enriching experiences to bring the underlying heritage to life.

Non-Participants

Non-participants will experience the results, hopefully enriching their experience of the cultural event.

Stakeholder Opportunities

Opportunities to work with NAAM, SKAL, TCB and other fabrication parties on the island

How will it evoke a sense of pride and ownership?

Through participation and doing work that contributes to the breadth and identity of these cultural events

What is unique to this approach?

Unique to this approach is that these exhibitions will lend a deeper level of context to these events (historical and cultural context). Both important for outsiders as well as addressing romanticized views of cultural heritage.

Weighted Criteria

	Weight	Cultural Heritage Library	Cultural Heritage Gallery	Interactive Heritage Exhibitions	City Heritage Exhibitions	Heritage Event Exhibitions
Preservation, protection, development and promotion of cultural heritage	5	5	3	3	2	2
Facilitation and promotion of cultural and artistic expression	5	2	5	2	2	2
Promotion of cultural education	4	5	3	2	2	2
Promotion of cultural cooperation	3	3	2	2	2	2
Improve cultural documentation and registration	4	5	3	3	1	1
Promoting culture through the media	3	4	5	1	3	3
Promotion of cultural tourism	2	1	3	1	5	5
Improving cultural infrastructure	1	1	1	1	1	1
Educational Value	4	4	3	1	2	2
Work Value	5	5	4	2	3	3
Social Value	3	5	4	2	1	1
Learning Value	4	5	2	1	2	2
Total Score		175	144	81	92	92

Appendix F: Cards for Culture

Strategies defined with stakeholders based on the Cards for Culture Toolkit



Integrated strategy web on the Cards for Culture Toolkit

