

OPEN CALL

KNOWING NATURE GAMING RESIDENCY



**Love gaming? Storytelling?
Thinking about experience design?
Creating engaging, thought-
provoking content and experiences
for people?**

Apply for the MSU Museum's Knowing Nature Gaming Residency! The MSU Museum CoLab Studio, a division for innovation and experimentation, is seeking a team of undergraduate and graduate students to experiment with gaming in MSU Museum exhibitions. Students will focus on designing a game to be part of the Smithsonian SITES exhibition "[Knowing Nature: Stories of the Boreal Forest.](#)" Opening in April 2023, the MSU Museum is the first venue in the nation to host this exhibition, which focuses on the biodiversity and global importance of our northern-most forests. Outcomes of the residency work have the potential to travel to other Smithsonian-affiliated museums as part of the exhibition content. The residency will run from November 2022 to May 2023.

By participating in this program, you will...

- Learn about games and gamification and their role in educational spaces
- Understand and apply iterative design processes
- Collaborate with individuals from a variety of disciplines
- Design a game to embed into a physical exhibition experience
- Receive a \$1,500 stipend
- Have fun!

HOW TO APPLY

To learn more and apply, please complete the [application form](#). Applicants must be an undergraduate or graduate student at MSU. Further questions can be directed to Caroline White (whitec48@msu.edu).