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).