Engaging youth in GLAMs (Galleries, Libraries, Archives, Museums) during the pandemic

Katerina Zourou and Elisa Pellegrini, Web2Learn, Greece, with support of The GLAMers partners

The GLAMers project is an effort to understand how the GLAM sector has used digital technologies to engage with and serve the needs of young people during the pandemic. We thus carried out surveys and interviews with GLAM professionals, background research on the use of digital media for youth engagement, and a selection of 15 original initiatives organised by European GLAMs. The project seeks to create dialogue within the cultural sector about the challenges and opportunities of using digital media to benefit young people in a time of crisis and change. The study was launched in March 2021 and the resulting publication was released in August 2021.



5 main selection criteria

- Covid-19 responsiveness
- Youth engagement
- Easy to use technology
- Collection in context
- Self-expression



15 selected practices that emphasize:



COVID-19 responsiveness

Initiatives designed as a response to the pandemic

92



Youth engagement

Initiatives created for and with young people



Easy to use technology

Approachable technology that is mainstream among the youth



Collection in context

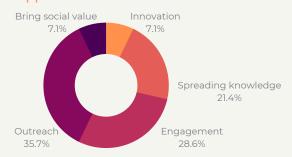
GLAM visitors are encouraged to connect the collection with the surrounding context, and eventually express their opinions on this relationship



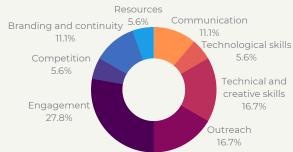
Self-expression

The audience is explicitly called in the description of the initiative to give its personal contribution to the project

Opportunities for GLAMs



Challenges for GLAMs





'Create and keep a dialogic communicative flow with the young audience, gratify them and offer them a leading role." (Silvia Mascalchi, Uffizi Galleries, Italy)



"Find new and creative ways to communicate with the public and present the content in an interactive and fun way." (Marta Kuliš Aralica [left] and Vedrana Ceranja [right], Museum of Arts and Crafts, Croatia).

'Ask auestions take seriously and let them escape from the daily routine (Tessa van Deijk, Laren Netherlands).



resources of the museum more accessible straightforward and easy to use or print." (Jennie Ryan, Museum of Literature

Ireland, Ireland).

'Make the learning

"Youths need themselves. Get insight on what's inside their hearts and head and start from there to find connections with your collection." (Peter Aerts, Municipal Museum of Contemporary Art, Belgium)



"There is no need to be afraid of new approaches and ways. Just keep on trying testing." (Maria and Vähäsarja, Espoo Museum of Modern Art, Finland).



Read the full open access report at https://glamers.eu/



The GLAMers project







