

Visitor Studies 101: Evaluating Impact and Understanding Audiences

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Visitor Studies

- Visitor studies are social science inquiries that use empirical or other **systematic** methods to collect, analyze, and interpret information about visitors to either
 - 1) add to general information and theory (**research**) or
 - 2) to inform decisions in specific situations (**evaluation**).

Museum Visitor Studies

Basic Research



Learning styles
Social interactions
Gender differences
Effect on community
Cultural differences
Emotive responses

Learning



Generates and
Tests Theories

Evaluation



Visitor experiences
Visitor understanding
Exhibition layout
Interpretive method
Design of components
Effect on community

Learning



Determines Successes
and Shortcomings

Market Research



Demographics
Psychographics
Target audience
Community attitude
Non-visitors
Satisfaction



Identifies Market
Segments

Graphic from Randi Korn

Basic Phases of Evaluation

Front-end: used at earliest planning stage to find out what potential audience knows about your subject and their interest level

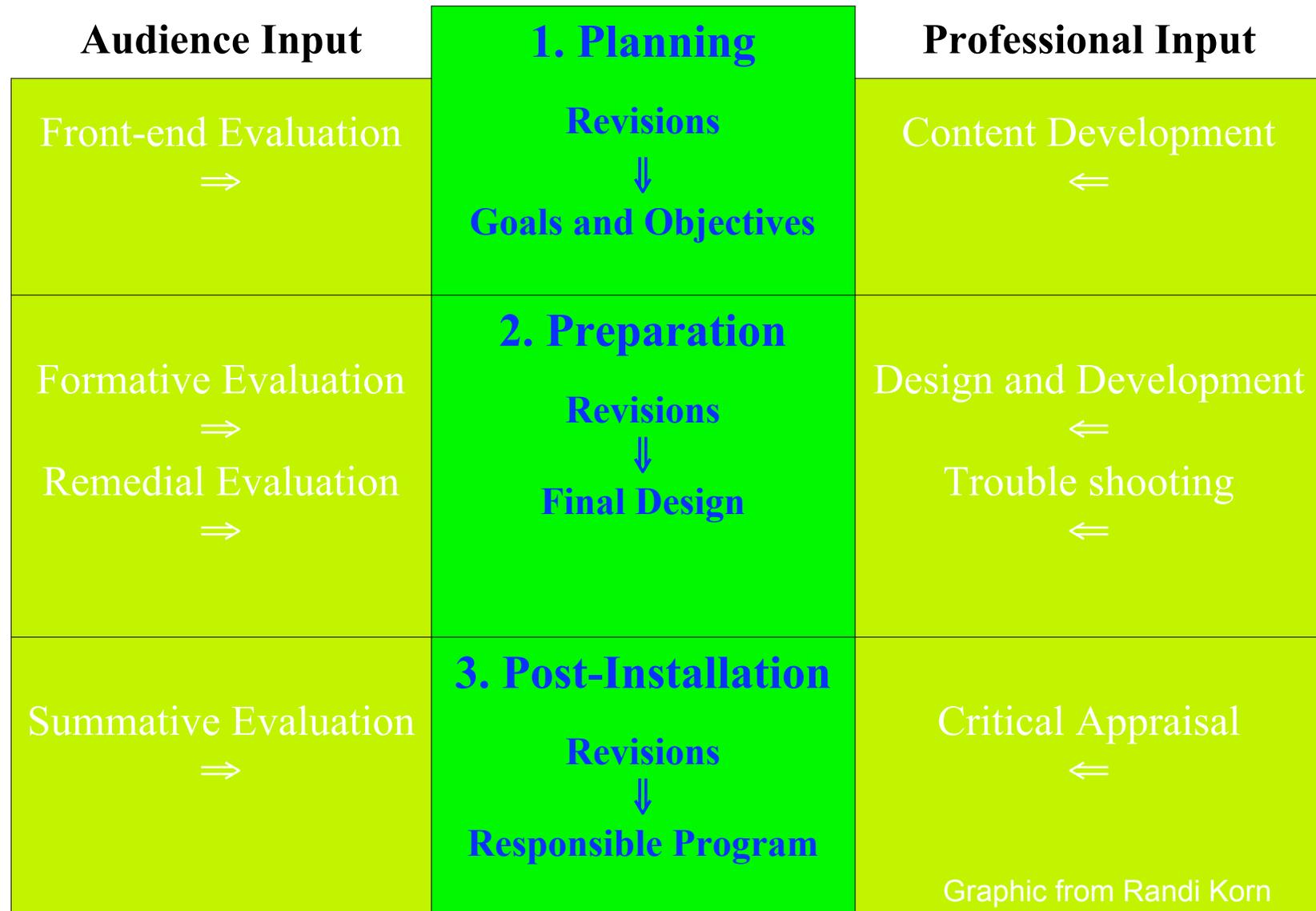
Formative: during development phase to test ideas and prototypes with target audience

Remedial: before opening, to fix weaknesses

Summative: after opening, impact on visitors

Evaluation for Program & Exhibition Development

Development Phase



Front-end or background study

- What does the audience bring
 - Prior knowledge to build on
 - Misconceptions to address
- Methods
 - Qualitative: group or individual depth interviews
 - Quantitative: survey, questionnaire
- Guides development of project **goals** and **objectives**
 - What you will do
 - For whom
 - Proposed impacts

ISE Audiences tend to be...

- Well educated generalists
- In a study at AMNH
 - 5% felt very well informed about new scientific discoveries
 - 55% feel moderately well informed
 - 40% feel poorly informed about new scientific discoveries

Dinosaurs Exhibition

- How interested *are* visitors really?
- Do they know about recent research?
 - In fossil analysis
 - In laboratory technologies
- What do teachers need to help them meet science curriculum standards?

Formative evaluation

- Most important, least formal methodology
 - Can be systematic or “quick and dirty”
- Test your assumptions: explanatory text (exhibit labels), learning technology, graphics
 - What do users think it means?
 - Do they know what to do?
 - Does it match what you intended?
 - If not, there’s still time to change it!

Remedial evaluation

- After the program is finished, tweak & improve
- Remedial evaluation requires:
 - Money set aside for evaluation and potential retrofitting
 - Ability to admit to making mistakes

Summative Evaluation: Impact

- Once the exhibition or program is up and running: has it accomplished its goals?
- What is the *impact* on the target audience?
- May be required by funding organizations

“Evaluation” can be threatening

- It doesn't mean you are *judging* or being judged (is program good or bad?)
- It *does* mean you are thinking about your program's impact on the audience/user during all phases of program development
- Front-end, formative and remedial evaluation means summative will bring few surprises
- **Thinking evaluatively** leads to better programs

In-House vs. External Evaluator

- In-house advantage
 - Familiar with culture of team or organization
 - Familiar with project subject
- External advantage
 - Objectivity
 - Independence from producers
 - Required by federal agencies (e.g., NSF)

Outcomes-Based Planning & Evaluation

- A systematic way to plan a program and to measure if it has achieved its goals.
- STEM impacts to measure*:
 - Awareness, knowledge, understanding
 - Engagement or interest
 - Attitude
 - Behavior
 - Skills
 - Other

* “Framework for Evaluating Impacts of Informal Science Education Projects”

Logic Model

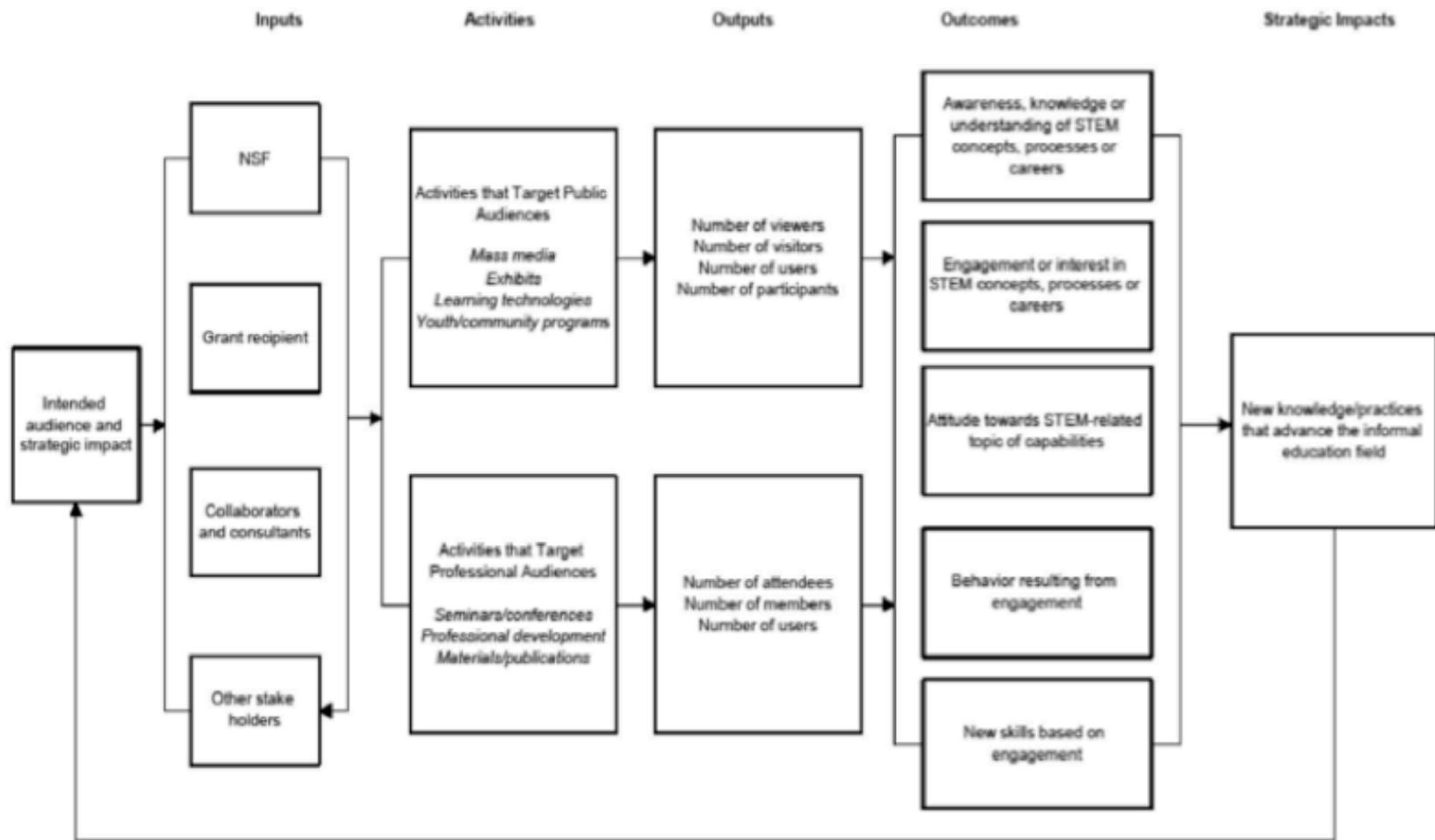
A planning and evaluation tool that helps:

- Identify specific individuals or groups (**target audience**) with a defined need
- Decide on clear program benefits (**outcomes**) to meet that need
- Design program **services** to reach that audience and achieve the desired outcomes
- Develop ways to measure those program benefits (**indicators**)

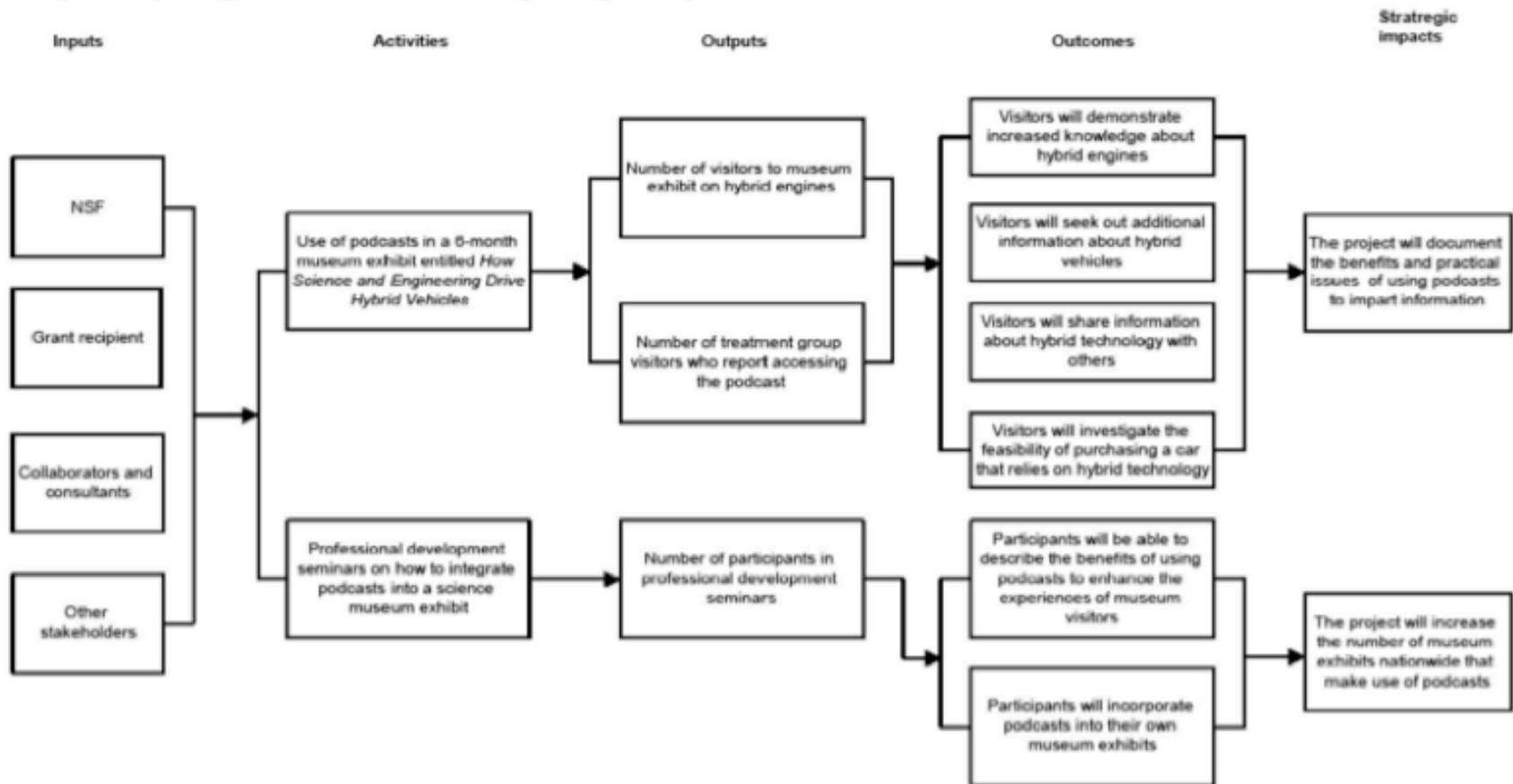
Logic Model

- Visual representation of project rationale
- A roadmap for assessing program **implementation** and **impact**
 - Inputs
 - Activities
 - Outputs
 - Outcomes
 - Strategic impact

Logic Model for the ISE Program



Example of Project Logic Model: *How Science and Engineering Drive Hybrid Vehicles*



Experimental Methodology

- Randomized Control Trials (RCT)
- Randomized post-only design
- Using comparisons
- When comparison not possible:
 - Exhibit's main idea
 - Connection between TV program and self
 - Professionals remembering an experience
 - Self-reporting new knowledge

Naturalistic Methodology

- In-depth interviews
- Focus groups
- Tracking and timing
- “Think out loud”
- Concept maps

Methods

- Quantitative
 - Surveys, questionnaires, tracking and timing
- Qualitative
 - Group or individual in-depth interviews
- Mixed method design
- Systematic samples, verifiable data

ISE Audiences Are Diverse

- Impact reports should be inclusive
 - Demographics (age, disability, language)
 - Prior knowledge and interests
 - Experiences may not be linear, predictable
- Sampling
 - Random (representing potential audience)
 - Purposive (targeting segments of public)
- Report negative findings (no impact)

Ethical Treatment of Respondents

- Purpose of study
 - How data will be used & by whom
- Anonymity & confidentiality
 - Permission to interview kids
 - Written release for photos & video
- Institutional Review Boards (IRB)

Data Analysis and Report Writing

- Statistical and database applications
- Content analysis of qualitative data
- Best if evaluator is part planning process
- Evaluation is one piece of your report to funder