

Interactive Technology at the Bernice Pauahi Bishop Museum
Kate Kirwan
LIS-258: Museum Informatics
April 3, 2018

Link to Exhibit:

<https://www.bishopmuseum.org/holo-moana/>

Interactive Exhibits at the Bishop Museum

The Bishop Museum does well when it comes to interactive exhibits. One exhibit that fits well with the object in this blog post is the [Holo Moana: Generations of Voyaging](#) Exhibit, located in the J.M Long Gallery. This exhibit portrays the centuries-old ancestral practice of wayfinding, and how this practice has, in recent years, has been revitalized.¹ The exhibit includes:

a wind-based immersive experience that brings to life the winds used by voyagers, a full-dome projection theater with audio..., a touchscreen interactive of crewmembers and all legs of Hōkūleʻa voyages, footage of the original launching of the Hōkūleʻa, and a 4 screen video wall, displaying the many instances of gift-giving and makana throughout the worldwide voyage of Mālama Honua.”²

This fits well with the Bernice Pauahi collection and the *Shell Painting*, as it coincides with Bernice’s vision and museum mission to celebrate the culture and environment of “Hawaii and the Pacific.”³

Interactive Features of the *Holo Moana* Exhibit

As previously mentioned, one of the interactive features is the wind-based immersive activity. In this activity, visitors push a button, which generates wind. The intention of the exhibit is for visitors to feel the wind, determine which way it is blowing, and subsequently, which way his or her hypothetical canoe or boat should go. The designers most likely chose to include this installation because it is both educational and representative of the techniques employed during voyaging in ancient Hawaiian culture. It gets the educational message across in a fun (and slightly challenging) way that will garner more attention because it is more than just reading the information across a plaque. As such, this part of the exhibit will draw the attention of more individuals, such as children.

The full-dome projection theater presentation is the most interactive component of this exhibit. The show, running about 50 minutes, describes the ancient technique of wayfinding, how, in the early 2000s, a group of individuals sailed from Hawaii to Tahiti using these ancient techniques, and lastly, has the group of visitors participate in navigating the group back from Tahiti to Hawaii using the stars, which are projected across the entire dome to mimic the night sky at sea. Again, the designers of this exhibit most likely included this feature because it gets an educational message across in a way that utilizes the modern technologies at the museum,

¹ The Bernice Pauahi Bishop Museum. “*Holo Moana: Generations of Voyaging*,” Accessed March 31, 2018 through <https://www.bishopmuseum.org/holo-moana/>.

² *Ibid.*

³ The Bernice Pauahi Bishop Museum. “About Us,” Accessed April 1, 2018 through <https://www.bishopmuseum.org/about-us/>.

and presents the information in a way that promotes “customizable experiences and less as transactional knowledge transfers.”⁴

Why the *Holo Moana* Serves as a Good Example of Interactivity

This exhibit serves as a good example of interactivity for my object as well as the collection it is from. The *Holo Moana* exhibit offers a highly personal educational experience that allows the visitors to immerse him or herself into a component of Hawaiian culture. This is certainly something that any further exhibits (or exhibit updates) that include the Bernice Pauahi case and the *Shell Painting* should include. Visitors, for example, could make is or her own paint using the same techniques that would have been popular during this time period, and could even paint on a shell using pictures of scenery found throughout Hawaii.

Potential Audiences of My Exhibit

Similar to the *Holo Moana* exhibit, visitors will partake in a fun customizable activity that simultaneously teaches and immerses them into Hawaiian culture, something that would be beneficial to any and all groups that participate. The audience of this exhibit would include a group of time-limited, motivated non-experts.⁵ A lot of people that come through this museum are tourists here on vacation or parents with small children. This means that the exhibit has to be intellectual enough for adults that are coming from many different backgrounds, but also exciting enough for small children to be invested in the exhibit while still learning. The reason the *Holo Moana* exhibit is so great is because it is able to cater to children working with other children or adults, adults who talk and read aloud to other adults or children, and is a place “where visitors interact with others in different social groups, where people of all ages and learning styles are tempted to linger longer...”⁶ The *Holo Moana* is an exemplary interactive exhibit, the further demonstrates the innovativeness of the Bishop Museum, as well as its dedication to its visitors.

⁴ NMC Horizon. “Personalization,” *NMC Horizon Report 2016 Museum Addition*, 2016, pp. 16-17.

⁵ Serrell, Beverly. “Who is the audience (and what do they want)?” *Exhibit labels: An interpretive approach*, 2015, Walnut Creek, CA: AltaMira Press, pp. 63.

⁶ *Ibid*, pp. 63.

References:

The Bernice Pauahi Bishop Museum. "About Us," Accessed April 1, 2018 through <https://www.bishopmuseum.org/about-us/>.

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