



## Museum Development London Skills Plus Training

### **Skills Plus: Assessing your museum's digital capacity**

**Dates:** Session 1: Thursday 03 February

Session 2: Thursday 10 February

Session 3: Thursday 17 February

**Time:** 10 – 12pm

**Location:** Online (Zoom)

***Delegates need to attend all three two-hour training sessions***

**Facilitator:** Museum Development Office, Workforce

**Trainers:** Anra Kennedy, Partnership Director, Culture24; Alec Ward, Digital Skills Manager, Culture24

#### **What will be covered?**

For museums to be able to take full advantage of everything digital can offer, they must first understand how and where digital sits within their organisation. [The Digital Culture Compass](#) is a powerful tool which can help a museum to evaluate how digital relates to their organisation. But the toolkit can be daunting to use, particularly for smaller museums.

In this 3 part workshop museum senior leadership, alongside practitioners, will be guided through using parts of the Digital Culture Compass, to complete an assessment of some of their museum's digital activities. They will leave with the confidence, tools and resources needed to complete the full toolkit within their own organisation, involving their staff, volunteers and trustees in the process.

#### **Who should attend?**

Two members of staff from each participating museum should attend to ensure that they are able to enact and embed change more effectively within their organisation. This includes chief executives, directors, board members and senior leaders from non-NPO, Accredited museums may attend free of

charge. Ideally the second member of staff or volunteer would be involved in the digital activities of the museum.

### **Approximate timetable:**

**This online course will encourage active learning and plenty of discussion for a small group of up to 16 delegates from 8 museums.** You will attend 3 online workshops each lasting between 2hrs and scheduled across several weeks. **We encourage active learning and plenty of discussion and there will be some short self-led workshop exercises in between sessions.**

### **Learning objectives**

By the end of this course you will have:

- A full grasp of how to use the Digital Culture Compass
- A fuller understanding and overview of some of your organisation's digital activities
- Plans, guides and resources on using the Digital Culture Compass as a strategic exercise within your own organisation and teams
- Practical next steps to implement within your organisation
- An area of focus to begin assessing and improving your digital activities
- Signposting to free online resources to support you going forward

### **Support towards Museum Accreditation:**

Organisational Health:

2.1 An approved forward or business plan which covers the current and subsequent planning year

### **Further information**

Please ensure you have your line manager's permission to attend before booking your place. Final confirmation of places will be sent out at least a week before the course. Please keep **03, 10 and 17 February** available in your diary until your place has been confirmed.

Priority is given to staff working in non-national and non-National Portfolio museums in the London region.

## Course leads

Anra Kennedy is Culture24's Partnerships Director. Anra works with museums, galleries and heritage organisations across the UK and internationally. She specialises in digital literacy and skills development, digital publishing and cultural education, all with a view to supporting organisations' resilience, impact and social purpose. She brings extensive experience of training and mentoring museum leaders and practitioners, to build their confidence and empower change in their working practice.

Alec Ward is the Digital Skills Manager at Culture24. Alec's career has focused on building capacity and confidence for smaller cultural organisations by providing digital skills and literacy support. He has extensive experience of developing training around practical digital skills development, from video editing to creating 3D digital models, and focuses that training through a wider organisational strategic context.

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