

2023–2025 Evaluation Executive Summary

This document summarizes combined data from the evaluations of Cohorts 1 & 2 of the MuseumLab for Museum Professionals (MLMP) program.

About MLMP

Beginning in fall 2023, Children's Museum of Pittsburgh (CMP) and the Association of Children's Museums (ACM) piloted MuseumLab for Museum Professionals (MLMP), a new approach to professional learning that aims to spark creativity and innovation in the museum field. The first cohort participated in an 8-month program that melded personalized coaching with in-person and virtual learning – with an emphasis on prototyping and project-based, hands-on activities. Building on the success of the pilot, a second cohort launched in fall 2024, continuing to expand the program's reach and impact.

Evaluation Methods

Children's Museum of Pittsburgh's Learning & Research Department gathered the data described in this summary in two ways:

1. Post-program interviews of participants (n=20).
 - a. Cohort 1: 9 of 10 participants were interviewed.
 - b. Cohort 2: 11 of 12 participants were interviewed.
2. Post-program surveys of participants (n=18).
 - a. Cohort 1: 9 of 10 participants completed the survey.
 - b. Cohort 2: 9 of 12 participants completed the survey.

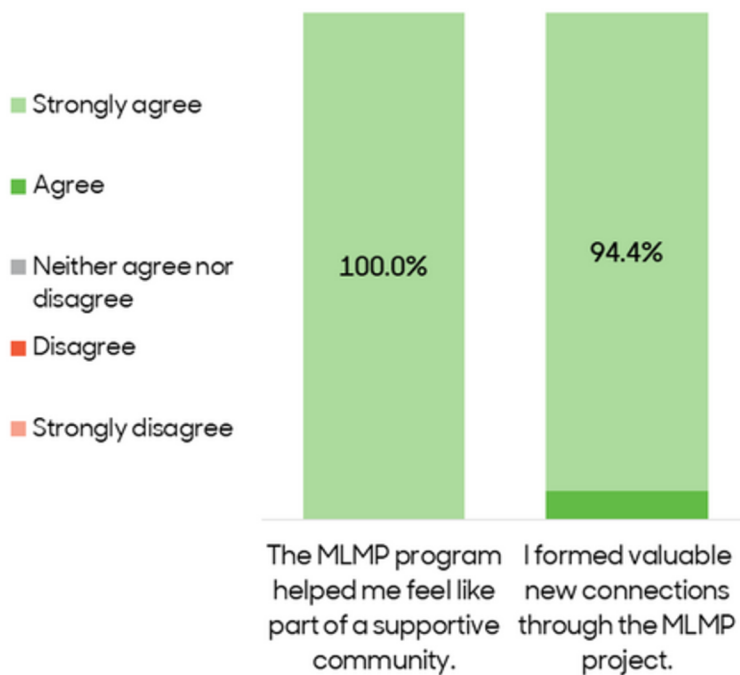
Have questions or want further details? Contact evaluation@pittsburghkids.org.



Community & Connections

MLMP successfully fostered a strong sense of community within the group of participants and provided useful connections beyond the group.

How much do you agree or disagree with the following statements? (n=18)



Networking

"I feel like [MLMP] has really exposed me to a lot of different people in the industry that I otherwise wouldn't have known."

100%

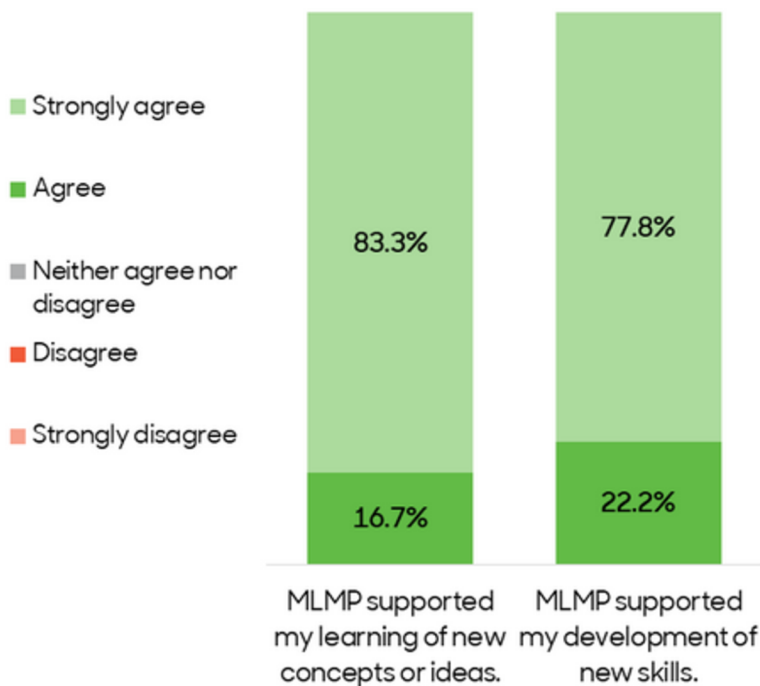
of survey respondents (n=18) found the in-person experience at Children's Museum of Pittsburgh to be "very valuable."

- In post-program interviews, cohort relationships (19 of 20 participants) and in-person experiences (14 of 20) were consistently cited as the most valuable and memorable aspects.
- Participants also highlighted the guest speakers and site visits (12 of 20), a supportive program environment (10 of 20), and access to resources (9 of 20) as key takeaways.

Prototyping & Exhibit Design

Through MLMP, participants were exposed to new techniques, materials, and creative processes that strengthened their confidence and creativity.

How much do you agree or disagree with the following statements? (n=18)



Design Process

"It was a whirlwind, fast-track type of moment that once I was extracted from it and I came back to my museum, I had this knowledge...I can't read it in a book, I can't watch a YouTube video about it. It's only something that you can experience."

75%

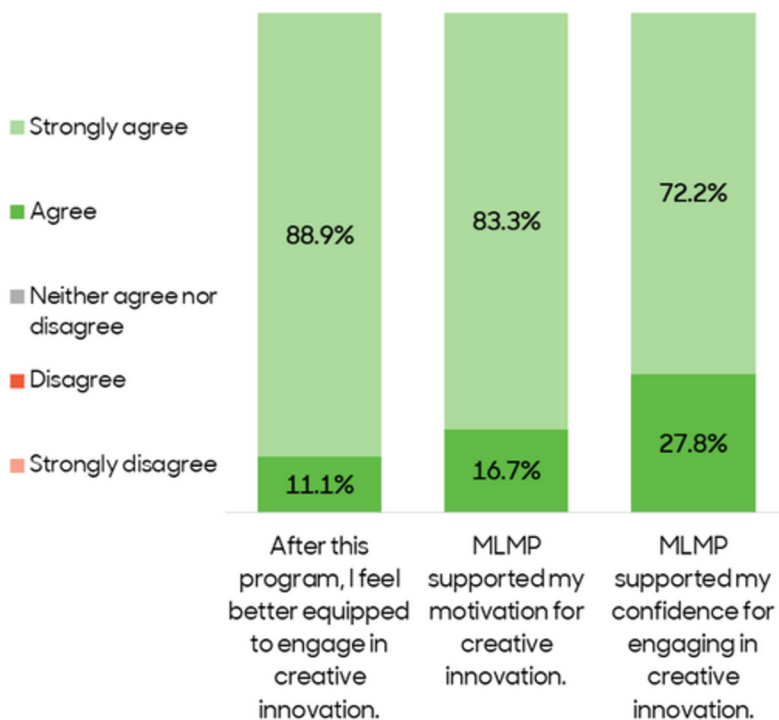
of post-program interviewees (n=20) named their hands-on engagement with CMP's design process as a valuable aspect of the program.

- Participants enjoyed discovering new tools and materials (9 of 20), learning from CMP's exhibit designers (8 of 20), and working alongside others and observing different design techniques (6 of 20).
- Several participants also mentioned that play-testing their prototypes with preschoolers (7 of 20) and learning about creative evaluation techniques (4 of 20) were highly memorable elements of the program.

Confidence & Professional Growth

MLMP was effective at supporting participants' capacity and motivation to lead creative innovation.

How much do you agree or disagree with the following statements? (n=18)



Leadership

"[MLMP] really made me realize the kind of leader and the kind of creative I am, and that I can fit into environments where that is really valuable."

100%

of survey respondents (n=18) found the process of leading their own MLMP project to be "very valuable."

- Post-program interviewees mentioned implementation of acquired knowledge at their home institutions (13 of 20), increased confidence (12 of 20), and willingness to take creative risks (9 of 20).
- Program participation reinforced professional identity (7 of 20) and motivation to stretch participants' skills in new directions (7 of 20).