

**Museum Career Pathways (focus areas) offered:**

Digital Culture (DC)	Apply digital tools and technology to cultural heritage.
Exhibition Design (ED)	Convey a message or experience through the built environment.
Fabrication and Production (FB)	Turn design ideas into physical products.
Collections Management (CM)	Provide care, storage, and record keeping of a collection.
Museum Conservation (MC)	Combine science, history, and craft to care for collections.
Museum Education (ME)	Facilitate learning experiences for the public.

For in-depth descriptions of each focus area, please see the museum career guide on the program webpage. Practicums are color coded below by focus area.

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The National Museum of the American Latino (NMAL) partners with museums and offices (referred to as units) across the Smithsonian and with the National Gallery of Art to host interns. Please note that internship project descriptions are submitted to NMAL and LMSP by the respective unit.

## **1. Designing 3D Interactive Experiences in Voyager**

**Museum/Office:** Office of Digital Transformation, [Digitization Program Office](#)

**Mentor(s):** Megan Dattoria-Flores, Project Manager and Outreach

**Focus area(s):** Digital culture

### **PROJECT OVERVIEW**

The Smithsonian's 3D digitization team is a small, agile group of artists and technologists within the Office of Digital Transformation. We focus on developing solutions to further the Smithsonian's mission of "the increase and diffusion of knowledge" using 3D capture technology, in-house developed software tools, and our distribution platform at [3d.si.edu](https://3d.si.edu).

Our team seeks an intern with a passion for new technology and cultural heritage storytelling to audit and expand upon our library of 3D interactive experiences. Because we are continually developing our 3D storytelling software, Voyager, and because 3D technology is a rapidly progressing field, projects that were published in previous years might not be utilizing the program to its fullest storytelling potential. After thoroughly learning how to use the Voyager authoring interface, the intern will be responsible for reviewing published 3D scenes for utilization of up-to-date features and standards, as well as researching and adding story content (annotations, articles, tours, audio clips, etc.) to newly digitized objects. In some cases, updating may mean adding Augmented Reality assets to a scene so that users can explore 3D models in their living space through their smartphone camera, or adding newly developed features to stories, such as "annotation views" which guide the user in to view a key detail on a 3D model when they select a related annotation. The intern will aid our program in keeping the Smithsonian's 3D content modern and accessible and will have the opportunity to showcase their creativity and scholarship by authoring new interactive stories that will be accessed by the global community.

The intern will also have the opportunity to shadow active digitization projects, learn how to use 3D digitization tools, and embed themselves within the Digitization Program Office culture via regular team meetings and events.

### **LEARNING OUTCOMES**

- Learn about the challenges and unique opportunities in online storytelling.
- Learn how to use the open access 3D web visualization tool, Voyager.
- Learn how to interact with a small team experimenting with new technologies in cultural heritage.
- Learn how to investigate, experiment, iterate, and present ideas.

### **QUALIFICATIONS**

No previous experience is needed with Voyager or 3D capture technology. Interns should have experience or a strong interest in 3D technology, digital storytelling, digital preservation, educational technology, or interactive media. Interns must be comfortable learning and experimenting with new software programs independently.

## **2. 3D Accessibility Development**

**Museum/Office:** Office of Digital Transformation, [Digitization Program Office](#)

**Mentor(s):** Jamie Cope, Lead Developer

**Focus area(s):** Digital culture

### **PROJECT OVERVIEW**

The Smithsonian's 3D digitization team is a small, agile group of artists and technologists within the Office of Digital Transformation. We focus on developing solutions to further the Smithsonian's mission of "the increase and diffusion of knowledge" using 3D capture technology, [in-house developed software tools](#), and our distribution platform at [3d.si.edu](#).

The DPO 3D team is looking to enhance the accessibility of [Voyager](#), the SI platform for 3D experiences on the web, by including support for visual descriptions of objects and object tours via screen reader accessible text. The intern would implement the functionality within Voyager (with guidance from DPO staff) and create a proof-of-concept demonstration. This project would require experience with the JavaScript or TypeScript programming languages.

In addition to the tasks of this project, the intern will have the opportunity to shadow active digitization projects, learn how to use 3D digitization tools, and embed themselves within the Digitization Program Office culture via regular team meetings and events.

### **LEARNING OUTCOMES**

- Learn about the challenges and unique opportunities in online storytelling.
- Learn how to interact with a small team experimenting with new technologies in cultural heritage.
- Learn how to investigate, experiment, iterate, and present ideas.
- Learn how to apply JavaScript or TypeScript to cultural heritage projects.

### **QUALIFICATIONS**

Candidate is required to have experience with the JavaScript or TypeScript programming languages.

### **3. Storytelling through Web Content at the National Air and Space Museum**

**Museum/Office:** [National Air and Space Museum](#)

**Mentor(s):** Amanda Laughead, Digital Content Specialist

**Focus area(s):** Digital Storytelling and Strategy, Web Content

#### **PROJECT OVERVIEW**

Work as part of the digital content team to evaluate, improve, and create digital content for the National Air and Space Museum's public website to further our goal of reaching visitors "beyond the walls."

While learning about digital content best practices, you will gain familiarity with the variety of storytelling tools the Museum's website uses, from deep dive landing pages to taxonomies, metadata, and related content. Become comfortable using and developing content for a website content management system (CMS). A specific project and deliverables will be selected based on Museum needs and the intern's interest. Possibilities include remediating high priority content including improving metadata and SEO, drafting new digital content, developing digital training materials, or a combination of the above.

In addition to project work, the intern will see how all aspects of the website and wider Museum staff work together, including code and development, database management and integration with collections and digital asset management systems, "power editors" from across the Museum, and evaluation. Interns will also understand the content creation process from various perspectives, including content expertise, user experience, search engine optimization, accessibility, and best practices in public history.

Their work will make a meaningful impact on the Museum and digital audiences as part of the Museum's Transformation.

#### **LEARNING OUTCOMES**

The intern will learn:

- Strategies and best practices for digital storytelling, including current standards of inclusive storytelling
- The digital architecture behind complex museum sites, including the power of metadata
- Current best practices for search engine optimization (SEO)
- Current best practices and legal requirements for digital accessibility
- Digital audience-first user experience (UX) strategy and design, as well as best practices of writing for the web
- Methods of evaluation for digital products, including using analytics, heatmapping, and screen recordings

- Basic web management using a CMS (content management system) and a WYSIWIG editor. No coding experience required!
- Collaborative skills across a robust digital team and various Museum departments
- How different roles contribute to web management including developers, database managers, content experts, content editors, and more.
- Familiarity with a variety of digital tools including: Drupal, Google Analytics, Google Search Console, and Microsoft Clarity.

#### **QUALIFICATIONS**

- Strong writing proficiency
- Interest in history, American studies, aerospace, public history, or related fields
- Interest in digital strategy, communications, web management
- High level of comfort with digital tools and learning new software

#### **4. Digital Product and Experience: Creating Interactive Exhibition Tools**

**Museum/Office:** [National Gallery of Art](#), Department of Digital Product and Experience

**Mentor(s):** Matin Franzini, Head of Digital Product and Experience

**Focus area(s):** Digital Culture, Exhibition Design

##### **PROJECT OVERVIEW**

The National Gallery of Art's Digital Product and Experience (PDE-PE) team seeks an intern to support the conception, design, and development of interactive digital products for upcoming exhibitions.

The PDE-PE team is responsible for creating and maintaining free, public-facing digital products, including websites, mobile apps, online games, audio tours, and in-gallery digital experiences that support the Gallery's mission. The intern will join a cross-functional team of user experience designers, product managers, digital analytics specialists, and technologists who collaborate with visitor experience, exhibitions, education, public programming, and IT teams.

Various upcoming exhibitions at the National Gallery have requests for possible collaborations with the PDE-PE team in delivering an interactive on-the-floor digital experience. The intern will be actively involved in one or more projects related to upcoming exhibitions, contributing to interactive, digital experiences with emphasis on audience research, stakeholder management, product management, agile software development, visual design, and analytics and data evaluation.

##### **LEARNING OUTCOMES**

- Gain hands-on experience collaborating within cross-functional teams
- Learn and apply human-centered design principles to digital products
- Learn to translate educational goals into dynamic digital products, bringing learning outcomes to life through interactive tools.
- Develop decision-making skills in the context of complex, large-scale projects
- Build knowledge in audience research and understanding

##### **QUALIFICATIONS**

- Curiosity and enthusiasm for digital product development and museum experiences
- Strong interest in audience research, user experience design, or digital storytelling
- Basic familiarity with design tools (a plus but not required)
- Strong communication and organizational skills

## **5. SIE Exhibit Design Internship**

**Museum/Office:** [Smithsonian Exhibits \(SIE\)](#)

**Mentor(s):** Andrew B. Scott, Acting Head of Design and R. Scott Schmidt, Associate Director of Production

**Focus area(s):** Exhibition Design, Fabrication/Production, Museum Education/Interpretation

### **PROJECT OVERVIEW**

Smithsonian Exhibits (SIE) is a full-service design and build team within the Smithsonian. Our team provides exhibit development and fabrication services to the entire Smithsonian community (our “clients”), from the big-name museums to behind-the-scenes offices. Our projects range from multi-million dollar exhibits to single graphic panels. The intern will learn all aspects of SIE’s exhibit process, from content development and design through fabrication and installation. The internship will focus primarily on exhibit design, based on SIE’s scheduled projects in the fall of 2025, with additional opportunities to participate in fabrication, graphic production, and SIE’s 3D studio. This internship is an opportunity to learn how exhibits are made from start to finish.

During the 11-week internship, the intern will learn how to:

- Interpret ideas and stories from clients to create cohesive messages for exhibits;
- Develop and organize image and object matrices and gather information on interpretation and image research from exhibit developers
- Test the “look and feel” of an exhibit by creating elevations and plans of a graphic treatment in a given space;
- Create 2D and 3D designs to convey the design intent and aesthetics of a project (Develop 2D drawings in Adobe InDesign; Develop 3D drawings in Vectorworks);
- Lay out images in design drawings and create final digital art (FDA) for production;
- Factor graphic production, fabrication, and mount/model making into design work;
- Create image and object matrices by gathering information on interpretation and image research from exhibit developers;
- Visit exhibit sites to take accurate measurements and see how designs fit in real-world spaces;
- Fabricate and use tooling in the production shops;
- Produce and review material tests, final graphics, and participate in installation work;
- Gain an understanding of material and departmental purchasing, as well as cost estimating exhibit elements;

### **LEARNING OUTCOMES**

The intern will learn how to apply technical design skills into designing and building exhibits that tell compelling stories that inspire and educate people from all walks of life. By the end of the program you will:

- Understand the full exhibit-making process, from brainstorming ideas to installing a finished product
- Apply design concepts with interpretive development techniques of museum settings
- Build confidence using design tools like Adobe Creative Suite and Vectorworks.
- Learn how to collaborate with a team of designers, fabricators, and storytellers
- Develop a deeper appreciation of how museums engage with their audiences through the built environment

During the first week, the intern supervisor and the intern will work to set more specific learning goals and internship deliverables based on SIE's projects and intern interest. The intern will learn basic exhibit and interpretive development, graphic design, exhibit fabrication, and installation. Additional learning outcomes include project management in a museum environment, and situational visitor experience awareness.

### **QUALIFICATIONS**

- Basic skills in Vectorworks or AutoCAD; Adobe InDesign, Adobe Photoshop and/or Illustrator, and experience with graphic design principles;
- Basic ability to organize information in a spreadsheet or database;
- Comfortable to communicating in writing and speaking as the intern will interface with various teams and clients;
- Familiarity or willingness to learn how to work with hand tools;
- Ability to work safely, independently, and collaboratively;



## **6. SIE Fabrication and Production Internship**

**Museum/Office:** [Smithsonian Exhibits \(SIE\)](#)

**Mentor(s):** Ariana Lilligren, Head of Fabrication, Mike Reed, Acting Head of Graphic Production, and R. Scott Schmidt, Associate Director of Production

**Focus area(s):** Exhibition Fabrication/Production

### **PROJECT OVERVIEW**

Smithsonian Exhibits (SIE) is a full-service design/build unit within the Smithsonian. The intern will learn all aspects of exhibit production. The Exhibit Fabrication and Production Internship will provide an immersive, hands-on introduction to exhibit production and installation by offering experience in our Graphics, Fabrication, and 3D Studio shops. Each shop focuses on a different area of exhibit production. The Graphics shop covers all types of graphic element preparation, printing, and finishing. The Fabrication shop offers opportunities to learn how to fabricate exhibit cases, structures, and components, including hands-on interactive elements. The 3D Studio offers experience in model making, 3D printing, mount making, and sculpture.

During the 11-week program, interns will:

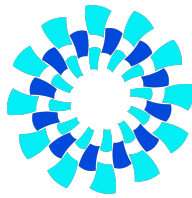
- Participate in pre-production planning, materials and component sourcing, purchasing, and workflow planning;
- Understand exhibit fabrication process, primarily the areas of carpentry, metalworking, plastics fabrication, and finishing;
- Learn and contribute to multiple aspects of graphic design, typically including printing graphics, cutting parts, assembling components, installing hardware, and packing elements for shipping;
- Learn the basics of mount making including the proper techniques when handling collection objects, patterning, and mount production/installation.

### **LEARNING OUTCOMES**

During the first week, the supervisor and the intern will work to set more specific internship goals, based on SIE's existing projects and intern interest. By the end of the internship, the intern will have had exposure to the many shops on the SIE production floor and strengthened their understanding of the following programs: Autodesk Inventor, Fusion 360, VCarve Pro, Mastercam, Onyx, Adobe InDesign, Photoshop, and Illustrator.

### **QUALIFICATIONS**

- Familiarity with basic fractions and decimals;
- Ability to read tape measures and take accurate measurements;
- Possess a basic understanding of and experience using hand tools such as cutting tools, layout and measuring devices, drills, and sanders;
- Knowledge of and experience with stationary power tools, such as a table saw, band saw, drill press, and chop saw are a plus;



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- An aptitude for and ability to follow safety protocols and commitment to complete all required safety training;
- Ability to lift 50+ pounds safely;
- Ability to wear personal protective equipment (PPE) for 8+ hours;

## **7. Producing the 2026 Smithsonian Folklife Festival**

**Museum/Office:** [Center For Folklife and Cultural Heritage](#)

**Mentor(s):** Tyler Nelson, Technical Director, Smithsonian Folklife Festival

**Focus area(s):** Exhibition Design, Exhibition fabrication and production

### **PROJECT OVERVIEW**

[The Smithsonian Folklife Festival](#) (“the Festival”), established in 1967, honors living cultural traditions and celebrates those who practice and sustain them. Staged annually on the National Mall in Washington, D.C., the Festival has featured participants from all fifty states and more than one hundred countries. During the Festival, musicians, artists, craftspeople, workers, cooks, storytellers, and others demonstrate the skills, knowledge, and aesthetics that embody the creative vitality of community-based traditions. Producing the Festival is a complex and draws on the expertise and efforts of a diverse group of scholars, administrators, event production specialists, volunteers, sponsors, and supporters.

This internship is hosted by the highly skilled team of artisans and technicians responsible for designing, fabricating, and installing the exhibits and structures that make the Festival come to life. The intern(s) will contribute to production, design and fabrication efforts for the 2026 Folklife Festival and a final sculptural art or structural architecture project. This opportunity will expand and draw on curriculum and training modules developed as part of the Festival’s participation in the LMSP program in 2023 and 2024 and the Tech-Teach Fabrication and Design Skills Program (Tech-Teach), a workforce development initiative focused on providing training in museum exhibition design and fabrication that took place from 2019-2022.

The intern(s) will be exposed to various aspects of museum exhibition design and fabrication, computer-aided drafting (CAD) processes, live event production, and project management. There will be ample opportunities for collaboration with the Festival’s technical and curatorial teams on the research, design, CAD drafting, and construction of projects at the FolkShop fabrication facility in support of the curatorial goals of the 2026 Folklife Festival. Festival staff will work collaboratively with the intern team to develop deliverables and a training curriculum that aligns with their goals and learning objectives.

### **LEARNING OUTCOMES**

Participants will:

- Develop basic proficiency in the operation of exhibits-based fabrication tools.
- Develop proficiency in the use and application of digital tools/software related to exhibit design and fabrication.
- Understand the installation and maintenance process of exhibits and exhibition structures.
- Gain basic familiarity with methods and systems associated with museum-based project management.

- Think critically and apply mathematical and design knowledge toward solving problems associated with developing exhibitions.
- Observe the collaboration between curators, scholars, and technical staff required to produce museum-based exhibits and public events such as the Folklife Festival.
- Participants will learn how design and technology contribute to communicating information in a museum setting.

The intern(s) will also have an opportunity to develop critical twenty-first century ‘soft’ skills necessary to be successful in contemporary educational and employment environments including critical thinking and problem solving, collaboration, creativity and innovation, and communication.

#### **QUALIFICATIONS**

- Interest or background in using basic power tools (e.g., table saw, radial arm saw, jig saw, router, etc.
- Familiarity with or interest in developing skills with design software such as AutoCAD, Sketchup, and VCarve.
- Basic ability to organize information in a spreadsheet or database

## **8. Imaging and Conservation at the Museum Conservation Institute**

**Museum/Office:** [Museum Conservation Institute \(MCI\)](#)

**Mentor(s):** E. Keats Webb, Imaging Scientist and Shannon Brogdon-Grantham, Photo and Paper Conservator

**Focus area(s):** Museum conservation, digital culture (imaging technologies)

### **PROJECT OVERVIEW**

The Smithsonian's Museum Conservation Institute (MCI) is a center for specialized technical collection research and conservation care for all Smithsonian museums and collections. MCI combines knowledge of materials and the history of technology to provide technical research studies and interpretation of artistic, anthropological, biological, and historical objects. We are the only Smithsonian resource for technical studies and scientific analyses for most of the Smithsonian's collections, offering unique analytical capabilities to Smithsonian researchers.

This project will work between conservation and technical studies at MCI offering the intern(s) a unique opportunity to experience both conservation and conservation science. The project will include working with photograph and paper conservation to gain fundamental skills relating to the care and conservation of photographic and paper artifacts. The project will allow the intern(s) to perform examination, documentation, research/analysis, and treatment on an object or group of objects. In addition to working with a conservator, the intern(s) will work with an imaging scientist to explore a range of imaging techniques that are used to support the research and conservation of heritage objects. These techniques include infrared imaging, ultraviolet imaging, digital x-radiography, reflectance transformation imaging (RTI), and photogrammetry (3D imaging). The variety of techniques help to look at objects in different ways, to record the condition of an object, to inform the care of an object, and to increase our understanding of the materials and manufacture of an object.

Although this project will be primarily imaging and photograph/paper conservation focused, MCI is an interdisciplinary unit and often projects require consultation and expertise from other conservation and analytical specialties within the unit. Thus, the project will likely result in some collaboration beyond imaging and photograph/paper conservation.

The project will be co-created with the intern(s) based on the students' skills and interests, however one goal of any internship, specifically one in conservation, is for the intern to have a completed project to present in a portfolio of work. Supervisors will ensure the intern(s) have a balanced experience where they are able to enjoy their time at the institution and develop their portfolio.

### **LEARNING OUTCOMES**

- Imaging – Be able to utilize a range of imaging techniques to support research and conservation of heritage objects and be able to identify when to use techniques for different questions or applications.

- Conservation – Gain fundamental skills for examining, documenting, condition reporting, and researching photographs and works on paper. The interns will be able to assess and identify some types of condition issues associated with photographs and paper artifacts. They will also gain experience in research to understand how such objects were created, in proper exhibition and storage parameters, and in some analytical techniques useful for characterizing the materials used in creating these types of objects.
- Gain a broader understanding of both conservation and conservation science by being in a unique and interdisciplinary unit like MCI.

### **QUALIFICATIONS**

Students can come in with previous imaging and/or conservation skills but these are not needed. We plan to tailor the experience based on their skills and learning objectives. This project is best suited for interns serious about exploring museum conservation and collections care and stewardship.

## **9. Behind the Scenes: Introduction to Museum Conservation and Collections Management**

**Museum/Office:** [National Museum of African American History and Culture](#) (NMAAHC), Office of Collections Management

**Mentor(s):** Amber Tarnowski, Supervisory Collections Specialist, Antje Neumann, Chief Conservator

**Focus area(s):** Collections management and museum conservation

### **PROJECT OVERVIEW**

The NMAAHC Office of Collections Management is responsible for the stewardship and conservation of both exhibited and stored collections. Our goal is to ensure public access to these collections through effective management and preservation strategies. This internship focuses on collections management and museum object conservation, while providing exposure to departments such as registration, cataloging, digitization, and exhibition support. This comprehensive approach aims to equip interns with insight into the essential behind-the-scenes efforts that facilitate access to collections while ensuring the longevity of objects in storage and on display, balancing theoretical knowledge with practical application.

Interns will divide their time between the collections and conservation teams, gaining hands-on experience by shadowing Collections staff with Amber Tarnowski, engaging in activities that enhance intellectual control and access, while also implementing preservation measures to protect the collections. Primarily interns will learn: object handling; design and fabricate object housing; storing objects; labeling and barcoding; location tracking and database utilization; collections reorganization; space assessments and object needs surveys; environmental management; Integrated Pest Management (IPM); housekeeping; and safely mitigating collection hazards.

In the Conservation Lab with Antje Neumann, interns will learn how conservation and collections care are intertwined and where they differ. They will learn introductory documentation, treatment methods, and preservation techniques alongside conservators of paper, photography, and textiles. Objects on display in the museum will be cleaned as a supervised team, with discussion on prevention of damage in the public realm. Interns will perform documentation and treatment of a variety of objects under the direct supervision of specialty conservators preparing objects for exhibition or storage, with emphasis on theory and ethics of interventions.

Interns will take part in meetings to understand the mechanics and variables behind decisions made in the museum for: new collection acquisitions; exhibitions and rotations; conservation treatments and the role of the curator in treatment options and outcomes; short term and long term planning of department activities and priorities; how exhibitions are formed and

executed; how different specialists and departments coordinate; and updates to core museum policies and procedures.

They will also acquire foundational knowledge through weekly readings, videos, workshops, and online conferences (as available). Opportunities to shadow other staff within Collections Management, observe other NMAAHC departments, and tour different SI units are arranged based on the interns' interests.

### **LEARNING OUTCOMES**

Interns will acquire extensive practical experience in:

- Understanding different museum roles;
- Learning fundamental conservation techniques and principles;
- Stewardship of cultural heritage and working with sensitive materials;
- Object examination, documentation, preservation, and conservation;
- Collection and personnel safety;
- Utilizing a collections management database;
- Designing and creating custom storage for various types of objects;
- Understanding and implementing collections care activities;
- Surveys and storage planning;
- Understanding stewardship policies, legal considerations, and collection management;
- Exploring the object life cycle from acquisition and storage to exhibition;
- Assisting in the maintenance of objects on exhibition; AND
- Developing practical skills and critical thinking abilities.

### **QUALIFICATIONS**

- Academic concentration in museum studies, conservation/preservation, applied history, archival studies, or other related fields.
- Experience with technical or artistic hand-skills, digital photography, fabrications tools, object handling, and collection databases are advantageous but not required for application.
- Physical capabilities such as climbing ladders, pushing carts, utilizing tools, and lifting objects weighing up to 25 lbs are required.
- Attention to detail and demonstrated ability to do repetitive tasks is a plus



## **10. Collections Care and Registration at the National Museum of the American Indian**

**Museum/Office:** [National Museum of the American Indian](#) (NMAI)

**Mentor(s):** Laura Quinn, Museum Registration Specialist; Christine Oricchio, Museum Specialist

**Focus area(s):** Collections management

### **PROJECT OVERVIEW**

The National Museum of the American Indian's (NMAI) object collections (266,000 catalog records) scope encompasses two- and three-dimensional objects/works made, created, used, designed, or commissioned by Native peoples of the Western Hemisphere); preserved botanical, plant, animal, and mineral samples representative of agriculture, gathering, hunting, medical practices, and other Native knowledge systems; items that illustrate or document the history and work of the Museum of the American Indian (MAI), Heye Foundation, the National Museum of the American Indian, and the life and work of George and Thea Heye; and items that reflect or help interpret attitudes toward Native peoples

With Christine Oricchio in Collections Care and Stewardship the intern will:

- Learn about preservation standards for a variety of object types, specifically those present in Native American collections, in consideration of museum standards of preservation and cultural standards of preservation including consultation.
- Collaborate with collections specialists, registrars, conservators, exhibit fabricators, and project managers and participate in the installation of the upcoming exhibit *Water's Edge: The Art of Truman Lowe*.
- Understand collections storage principles and techniques for creating supportive object housing.
- Learn about hosting and facilitating community engagements via in person and virtual access visits.

With Laura Quinn in Registration the intern will:

- Participate in the annual object inventory of the NMAI collection at the Cultural Resource Center (CRC).
- Inventory select objects (including archeology, ethnography, and contemporary native art), checking for catalog numbers, location, and condition changes.
- Assist in completing inventories of loaned, valuable, sensitive and highly significant objects.

### **LEARNING OUTCOMES**

With Collections Care and Stewardship, the intern will:

- Gain experience and knowledge of object handling, housekeeping, organization, and preventative care techniques.
- Understand the basics of Integrated Pest Management, environmental monitoring, collections emergency management and exhibit installation/deinstallation.

With Registration, the intern will:

- Gain skills in object handling, collections care, cataloging, inventory practices, and using our collections database (KE EMu).
- Contribute to the annual inventory project, which will expose the intern to a wide range of object types and materials that will give us the opportunity to discuss the Museum's collaboration with Native communities in caring for and conserving their culture.
- Become familiar with NMAI's catalog numbering systems and collections accountability and access.

### **QUALIFICATIONS**

Ability to work professionally and collaboratively as well as have good attention to detail. The Collections and Registration projects will also require some physical work including moving carts, using ladders, and the ability to lift 40 lbs.

## **11. From Storage to Spotlight: Preparing Collections for Exhibition**

**Museum/Office:** [National Museum of the American Latino](#), Collections

**Mentor(s):** Sarah Elston, Registrar; Courtney Asher, Collections Manager

**Focus area(s):** Collections Management

### **PROJECT OVERVIEW**

In December of 2020, Congress passed legislation to create the National Museum of the American Latino to advance the representation, understanding and appreciation of Latino history and culture in the United States. The museum operates its Molina Family Latino Gallery, the Smithsonian's first gallery dedicated to the Latino experience, at the National Museum of American History. Part of the management of this gallery includes artifact processing and care, and preparation for the upcoming exhibitions. The next exhibition is *¡Puro Ritmo! The Musical Journey of Salsa*. Artifacts in this exhibition include textiles, instruments, art, albums, papers, and more.

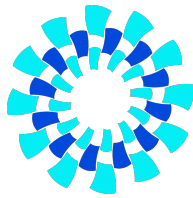
The intern(s) will assist the Collections Manager and Registrar with collections-related activities to prepare for this exhibition. These activities consist of incoming loan cataloging, mount reviews, photography, packing for transport, and interpreting exhibit documentation. This internship will also incorporate general collections care tasks of NMAL's inaugural collection. This includes, but is not limited to, collections committee meetings, initial artifact intake, condition reporting, cataloging in the Collections Information System, and rehousing. Additional guidance will be provided on how to properly monitor collections storage spaces and galleries considering factors like temperature, humidity, and pest management. Through these experiences the intern(s) will collaborate with conservators, exhibit fabricators, collections specialists, and project managers.

By the end of the internship, intern(s) will have compiled a portfolio of professional skills developed which can be used when applying for future academic and employment opportunities. The portfolio will include examples of their collections care work around rehousing, cataloging, and research. In addition to the portfolio, the intern(s) will apply mount making skills to 2-D artifacts in preparation for display.

### **LEARNING OUTCOMES**

By the end of the internship, the intern(s) will be able to:

- Recognize all the needed fields to complete an artifact record in the Collections Information System (The Museum System) and update this information accordingly which includes photography, descriptions, and correct locations
- Understand best practices for artifact mounts and activities required for installation
- Learn proper artifact handling techniques
- Learn best practices in labeling and barcoding artifacts



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**UNDERGRADUATE INTERNSHIP**  
**2025 PRACTICUM OFFERINGS**

- Identify and implement proper rehousing techniques on a variety of artifact types and conditions
- Understand different artifact storage requirements and organizational parameters
- Understand the roles registration and collections management performs within the museum overall

**QUALIFICATIONS**

An ideal applicant is detail-oriented, proficient in computer skills for database use, and comfortable working both independently and as part of a team. Prior three-dimensional artifact handling is preferred but not required.

## **12. Creating Digital Education Resources for the Reckoning with Our Racial Past Initiative**

**Museum/Office:** Office of the Undersecretary of Education, [Our Shared Future: Reckoning with Our Racial Past](#)

**Mentor(s):** Maureen O'Connor, Education Specialist

**Focus area(s):** Museum education/interpretation, digital culture

### **PROJECT OVERVIEW**

The Our Shared Future: Reckoning with Our Racial Past (RWORP) is a pan-Smithsonian initiative that explores the history and legacy of race and racism in the United States and globally. The initiative seeks to spark positive social change and build a more equitable shared future through interdisciplinary scholarship, creative partnerships, dialogue, and engagement. This initiative convenes stakeholders and collaboratively develops programs and processes that support a measurable shift towards equity by exploring the complicated history and legacy of race and racism in U.S. communities and institutions. The team also collaborates with the Smithsonian's Digitization Program Office to create high fidelity 3D scans of physical collections centered on race, history, and culture and uses these objects in programs and professional development workshops.

The intern will engage with the following:

- Collaborate with the Education Specialist to assess, refine, and/or create new education resources to be hosted on the RWORP website.
- Contribute to identifying and implementing improvements in the organization of content and user experience on the Initiatives' website.
- Develop a public resource on how to discover and reckon with our racial pasts at the local community level.
- Create an outline for an interactive resource with 3D objects using ArcGIS StoryMaps.
- Analyze resources developed during previous RWORP programs and identify ways to transform them for a public audience.

Projects will be developed in collaboration with RWORP's Education Specialist and can be approached based on the student's skills and interests. As mentors, we will ensure the intern has a balanced experience where they are able to enjoy their time at the institution, meet our internal collaborators, and develop their professional portfolio.

### **LEARNING OUTCOMES**

- Learn about existing digital and onsite programs and resources that the RWORP team has created and how they support the racial justice work of cultural institutions throughout the country.
- Gain experience developing digital resources with a focus on the intersections of history and race.
- Learn how to utilize 3D scanned objects as an educational tool.

- Gain a broader understanding of best practices in museum education programming and asynchronous resource development for different audience types.

#### **QUALIFICATIONS**

- Ability to communicate well both written and orally.
- Experience and/or interest in creating digital learning experiences. Prior experience using ArcGIS StoryMaps is preferred but not required.
- Ability to work independently and collaboratively.

### **13. Art Around the Corner Program Intern**

**Museum/Office:** [National Gallery of Art](#), Division of Learning and Engagement, Department of Gallery and Studio Learning

**Mentor(s):** Meghan Lally Keaton, Manager of Art Around the Corner

**Focus area(s):** Museum Education

#### **PROJECT OVERVIEW**

Art Around the Corner (AAC) is a whole-school approach to partnerships with local school communities, creating programs for students, educators, and families. We seek to build authentic relationships with District of Columbia Public School (DCPS) communities through collaboration and multiple engagements. Our programs are rooted in creative expression and using art as a platform to build connections with new ideas, ourselves, each other, and the world. Art Around the Corner offers a variety of programs based on the individual needs of a school community. Program offerings include school and gallery experiences, teacher workshops, family engagements, and opportunities to work with local artists. In addition to working with individual schools, Art Around the Corner supports DC Public Schools on a district level through professional development workshops, art supplies and resources, curriculum development, and local artist videos and lesson plans.

AAC is celebrating its 30<sup>th</sup> anniversary and undergoing a strategic planning process through which we've identified family and community engagement a growth area. We have just hired someone on our team to focus on this full time. This internship would be focused on supporting two areas of our program: helping to develop programs that engage families, with a focus on Latino families, as well as our programs for students. The experience will be a mixture of hands-on teaching, as well as program development and curriculum writing.

This intern will work closely with the AAC team to lead programs in the Galleries and at partner schools, as well as to help develop programs to engage parents and families. We will be focusing on an exhibition about Photography in the Black Arts Movement and working closely with curators and our interpretation team to develop curriculum for K-5 audiences.

#### **LEARNING OUTCOMES**

- Gain hands-on Gallery and Classroom teaching experience
- Develop curriculum-writing skills
- Contribute to developing parent and family programs
- Learn about museum education and community building practices

#### **QUALIFICATIONS**

- Strong communication skills are important (interns will communicate with students and the public.)
- A passion for education and comfort speaking in front of groups of students.

## **14. Illuminating Latino Stories in Air and Space for Family Audiences**

**Museum/Office:** [National Air and Space Museum](#)

**Mentor(s):** Gale Famisan Robertson, Family Learning Education Specialist

**Focus area(s):** Museum education/interpretation

### **PROJECT OVERVIEW**

The Education Department at the National Air and Space Museum (NASM) provides all families with a variety of opportunities to learn together through collaborative exploration, discovery, and conversation, and be inspired by our research and collections, which highlight the science, technology and history of aeronautics and space exploration. Soar Together at Air and Space Family Days, the signature family program at NASM, provides monthly programming for families, with virtual, live, and on-demand activities, and in-person events happening throughout the year onsite at the museum amongst the iconic artifacts and exhibits.

The family audience goals of Soar Together are as follows:

- Learn together about the science, technology and history of aeronautics and space exploration through developmentally appropriate, collaborative learning experiences;
- Find connections and meaning between the program content and activities and their lives;
- Gain an understanding of what experts at NASM do, and how collections, artifacts and primary sources are used in their world;
- Gain an understanding of the contributions of underrepresented groups in aerospace history and illuminate present-day examples of diversity in aviation and aerospace.

The intern will create two or three activities highlighting untold and overlooked stories of Latinos in aerospace history for future Soar Together at Air and Space family days. The intern will be guided by established activity templates for Soar Together activities but will also be encouraged to think of new and creative ways of engaging audiences with content from their resource bank, including artifacts, images, and collections objects. These activities will be posted online on the Soar Together webpage or developed for an onsite Soar Together program at one of our museum sites.

### **LEARNING OUTCOMES**

- Learn skills and trends in museum education relating to visitors of all ages, but especially intergenerational family groups;
- Understand best practices in informal science education methodologies;
- Gain exposure to how a museum engages audiences during the pandemic;
- Gain experience in planning and implementing family programs;
- Increase their understanding of how programs are developed to balance needs of different stakeholders;
- Gain experience in networking and conducting informational interviews.





**LATINO MUSEUM STUDIES PROGRAM**  
**UNDERGRADUATE INTERNSHIP**  
**2025 PRACTICUM OFFERINGS**

**QUALIFICATIONS**

Experience teaching or assisting with programs and activities in museums, libraries or other informal learning environments; interest in learning about educational program; basic graphic design and web layout experience preferred (or a creative aptitude and the ability to learn new technology quickly). Loves people and kids, and helping them find excitement and joy in museums.

## **15. Creating Enriching Public Programs and Large-scale Events**

**Museum/Office:** [National Gallery of Art](#), Division of Learning and Engagement, Department of Public Programs

**Mentor(s):** Chris Rusinko, Manager of Multigenerational Programs

**Focus area(s):** Museum Education

### **PROJECT OVERVIEW**

The intern will support large-scale public programming within the Department of Public Programs at the National Gallery of Art, which creates enriching experiences for visitors, both onsite and online. By contributing to events like First Saturday Festivals and National Gallery Nights, the intern will play a direct role in fostering meaningful community engagement and expanding access to the museum's collections and educational resources.

They will gain hands-on experience in all stages of event planning, from brainstorming to implementation, and will serve as front-facing staff alongside the public programs team and weekend/evening contractors during events. These programs are central to the department's mission of providing dynamic, interactive opportunities for visitors to connect with art in informal, social settings.

The intern will also have the opportunity to design the Sketching Lab space, an interactive and critical component of First Saturday Festival programming that encourages creative participation among visitors. Additionally, they will assist in preparing materials in the education studio for public programs. Depending on their interest, the intern may also contribute to the Sketchbook Club, a virtual family program, by planning, researching, and writing a lesson plan, culminating in an internal presentation. Through this work, the intern will help strengthen the museum's efforts to offer inclusive, accessible, and engaging educational experiences to our visitors.

### **LEARNING OUTCOMES**

- Gain awareness of the planning and implementation process for large-scale public programs
- Become familiarized with best practices in materials for public museum programming
- Develop a sense of value for a shared/team approach to public programming work
- Develop communication skills within project teams and with the public
- Develop lesson plan writing skills

### **QUALIFICATIONS**

Intern should come with a curiosity and/or enthusiasm for working with public museum visitors. Individual should be able to lift 30 lbs of materials and push materials carts between areas of the museum. Drawing skills a plus.