

Impact Output and Input Workshop

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IMPACT

**MUSEUMS
CHANGE
LIVES**

Impact
Difference
Outcome

MUSEUMS
CHANGE
LIVES

Input
Output
Outcome

MUSEUMS
CHANGE
LIVES

- 1. Who or where**
- 2. What impact?**
- 3. Partners**
- 4. Discuss, research**
- 5. Agree output**
- 6. Allocate inputs**
- 7. Do it!**
- 8. Evaluate, learn, improve**
- 9. Celebrate, share**
- 10. Aim for long-term relationships**

**MUSEUMS
CHANGE
LIVES**

Look from the outside

Start with impact

People's needs,
not collection's needs,
nor the need of museums

Health and wellbeing
of communities
(rather than of the museum)