

Sydney Living Museums Internship Project Outline

Design Internship – How to Move a Zoo Exhibition

Name (staff member submitting)	Ayumi Moritoki	<i>If staff member submitting is not the proposed supervisor, has the proposed supervisor been notified?</i>			Yes
Unit/portfolio	Digital & Design				
Supervisor (name of staff member who will supervise intern)	Lorinda Taylor	Position title	Graphic Designer		
Phone	02 8239 2454 or 0466 614 744	Email	lorinda.taylor@slm.com.au		
Internship duration	10 weeks	Number of days per week	2 days p/w	Days of the week	Mon-Fri available (Tue & Wed preferred)
Internship start date/month	Around 17-24 August 2021	Internship end date/month	Around 20 – 27 October 2021		
Internship location (please give full address)	The Mint, 10 Macquarie St, Sydney The intern will be based onsite at The Mint, or based at home if impacted by a Covid-19 lockdown.				
Are there any factors likely to affect the timing of this internship? Eg. holidays or periods of absence planned for key staff; key project deadlines? (If so please give details)			COVID outbreak		
Project title	Design Internship - How to Move a Zoo Exhibition				
Project description (please provide a brief description of the project - 150-200 words. include 1-2 sentences outlining the purpose of the project, then add bullet points to list the tasks the intern will undertake)					
<p>How to move a zoo will be an immersive digital exhibition at Museum of Sydney. Other outputs will be MOS forecourt and viewing cube activations and site activations at Vaucluse House, Elizabeth Farm and NSW Parliament House.</p> <p>It will invite visitors to come on a journey to discover the story of the 850 animals that captured the hearts and minds of Sydneysiders when they moved from the confines of Moore Park Zoo to a new vantage point at Taronga, on Sydney's north shore – amidst the upheaval and uncertainty of the Great War</p> <p>The project intent is to deliver a multi-sensory, multi-site and multi-platform (physical and digital) museum experience to share this unique Sydney story through unexpected avenues. Working with creative collaborators <i>How to move a zoo</i> will deliver an interactive exhibition experience for inter-generational audiences complemented by bold site activations that create a sense of wonder and spark the imagination and build our family audiences.</p> <p>The tasks that the intern will undertake will include:</p> <ul style="list-style-type: none"> • Research into the subject matter. • Creative response to the subject matter. • Assist in creating exhibition look and feel creation. • Assist in rolling out design assets for the exhibition's marketing campaign 					

<ul style="list-style-type: none"> • Assist in creating interpretation design • Assist in any digital design required for the promotion of the exhibition. • Assist in creation of any AV works required for the exhibition. 	
Primary subject area <i>(What is the primary subject area for the intern? eg. history, museum studies, marketing)</i>	Design
Secondary subject area <i>(What is the secondary subject area for the intern? eg. history, museum studies, marketing)</i>	Design thinking, interpretation design, marketing and branding, digital design and AV (potentially animation and UX/UI)
Skills required <i>(Bullet points - list the general skills the intern will need for your project – eg writing ability, organisational skills. Include any computer programs and ability level needed)</i>	
<ul style="list-style-type: none"> • Proficient in Adobe Creative Suite applications including InDesign, Illustrator, Photoshop etc. • Experience with After Effects/ video editing software (desirable but not essential) • UX/UI or digital design skills (desirable but not essential) • Organisation skills • Communication skills • Time management skills 	
Aims of engaging an intern	
<p>An intern will gain first-hand experience in the real creative environment. An intern will be assigned to a large-scale multidisciplinary project which provides opportunity to get a broad experience in all the different aspects of the design world.</p> <p>An intern will bring in a fresh perspective and insights to the project as well as new creative resources and technologies that we are not aware of.</p>	
Outputs/deliverables	
1.	Learn the real design process and exposure to creative collaboration with other designers and handling of internal stakeholders needs.
2.	Print design (e.g. press ad, poster, flyer, print invitation, kids trail collateral)
3.	Digital design (digital display ads, e-invitation design, potentially UX/UI)
4.	Interpretation design
Milestones	
Week 1-2	Project orientation, induction to the team and setting of work plan. Research into the project subject matter, audience insights and idea generation.
Week 3-4	Work closely with branding and marketing designers to produce print and digital design collateral.
Week 5-6	Work closely with exhibition designers to produce 2D design for exhibition.
Week 7-8	Work closely with AV producer
Week 9-10	Work closely with a digital designers
Are there any special opportunities for the intern to communicate/present their experience and findings? <i>(eg. publish on SLM website or SLM intranet, present at team meeting)</i>	
<p>Intern will have opportunities to share their research outcomes and present his/her ideas and design to the internal design team.</p>	

Work space and requirements			
Have you secured the necessary facilities for the internship period? Not yet.			
The intern will be based onsite at The Mint. If the internship is impacted by a Covid-19 lockdown the student must be able to work from home as required. If home-based work becomes necessary the intern supervisor will continue to supervise the intern remotely and arrange catch-ups via Zoom, etc.			
Has a specific workspace/desk been identified for use by the intern?	Yes	Please specify desk location	An intern can use the graphic design manager's desk.
Phone line	No		
Network access	Yes		
Workplace Health & Safety			
Are there any risks associated with the intern's work beyond those of a regular office-based location? (eg. dust, heavy lifting, outdoor work)	No. The intern must additionally follow all Covid-safe protocols and requirements.		
On-the-job training			
Will the intern require access to any SLM staff for on-the-job training (eg. IMSS, Caroline Simpson Library staff, object handling) or specialist software programs? Please give details	If yes, has this already been negotiated and approved with the relevant units/portfolios?		
1. IMSS	Yes		
2. Creative server and G drive	Yes		
Will the internship involve travel?	No		
Will the internship involve working with children? (If so this may require a Working With Children Check)	No		
Application process	<p>Students wishing to apply for this internship should submit an application to internships@slm.com.au including <u>ALL</u> of the following:</p> <ol style="list-style-type: none"> 1. A completed Student Information form (please visit http://sydneylivingmuseums.com.au/get-involved/internships to download the form) 2. Letter of interest, outlining why you are interested in the internship and why you would be best suited to the project. This is the main part of your application and it should address the 'project description' and 'skills required' sections of this Project Outline 3. CV including grades for completed units of study 4. Copy of your folio, no more than 5 pages 		
Application deadline	<p>10am Friday 6 August 2021 Interviews are expected to happen around Thurs 12 or Fri 13 August in the Sydney CBD (or via Zoom if necessary)</p>		