

Dianna S. Bradley

EDUCATION

PH.D. STUDENT / MUSEUM EDUCATION AND VISITOR-CENTERED CURATION

Florida State University, Tallahassee FL

2021-Present

MASTER OF ART / ART HISTORY: MUSEUM & CULTURAL HERITAGE STUDIES

Florida State University, Tallahassee FL

2015-2017

BACHELOR OF ART / HISTORY & RELIGION

Florida State University, Tallahassee FL

2012-2015

WORK EXPERIENCE

Special Collections and Archives Digital Library Center Metadata Specialist

Florida State University Libraries, Tallahassee, FL / 2021- Present

- Generate Metadata for archival materials and collections
- Train and Supervise part time/OPS employees
- Coordinate and lead instruction sessions for collegiate classes
- Assisting with FSU Special Collections Public Programing
- Assist with moves and rehoming for archival and rare materials
- Chair and funds manager for Popular Literature Collection committee
- Co-Chair for Art in the Library Committee at FSU Libraries

Data Discovery Catalog Supervisor

Florida State University Libraries, Tallahassee, FL / 2017-2021

- Train and Supervise part time/OPS employees
- Original and copy cataloging of monographs and special collection materials.
- Data Remediation for monographs in need of attention.
- Providing research services in FSU Special Collections Library
- Assist with moves and rehoming for archival and rare materials.
- Co-Chair and funds manager for Popular Literature Collection committee.
- Member of the 2019 FSU Libraries Strategic Planning Team.

Museum Assistant

John and Mable Ringling Museum of Art, Sarasota, FL / 2016-2017

- Facilitated public programs developed and delivered tours.
- Conducted research for family focused educational activities
- Designed gallery guides
- Conducted visitor evaluation surveys
- Collaborated on development of staff trainings.
- Assisted with exhibition installation and de-installation and gallery maintenance.
- Constructed weights and boxes of varying sizes to be used with objects storage.
- Reorganized paper storage vault and corresponding TMS records.

Intern

FSU Museum of Fine Art, Tallahassee, FL / 2015

- Researched and developed educational packets and interpretive materials
 - Created and gave presentations and tours for visitors and class groups.
 - Assisted with exhibition opening nights.
 - Assisted with public programs related to permanent and temporary exhibitions.
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AWARDS & RECOGNITION

FSU Libraries Julia Zimmerman Award: Fall 2021

In recognition of your demonstration of the values Dean Zimmerman championed in her tenure, including collegiality, trust, recognition, diversity, inclusion, empowerment, service, innovation, and risk taking. For being one of the first people in RMaDS to return to campus to ensure continuity in receiving and processing materials and being especially attuned to the need to process items requested for Rush processing. For representing RMaDS and the staff viewpoint on many committees and frequently being one of the first members of the RMaDS team to volunteer for assignments.

RESEARCH

Working Dissertation Topic

I am interested in researching physical accessibility in small rotating exhibit and gallery spaces, specifically in libraries and small museums.

Visitor Study of the one-day visitor at the John and Mable Ringling Museum of Art: Fall 2022

The Fall 2022 Visitor Studies course led by Ann Rowson Love at Florida State University asked museum visitors and staff members about their perceptions and expectations of an all-day experience at The Ringling Museum. The research team created, prototyped, and conducted four evaluation instruments to better understand visitor day-long experiences.

These tools included:

General Visitor Questionnaires - to glean general demographics, topical ideas, and to try a new approach

Staff Questionnaires - to determine if staff expectations are different from visitor expectations

Accessibility Exit Interviews - to better understand accommodations for visitor expectations

Mapping Interviews - to understand how people navigated the campus

Frameworks: The Gallery Game

I worked with a team of museum and art educators to co-design a physical board game that could be used as a facilitation tool for art education in museum and classroom settings. Our research investigates board games as an engagement tool that strengthens the tangible experience of game play and allows for creating with materials. This research tracked our design, prototyping, and play testing processes and asked what we can learn from the process of designing a museum game. We worked with staff and community members at Florida State University's Museum of Fine Arts (MoFA) to create a reusable and tailored game for museum engagement in galleries. Our in-gallery game expands research into alternative pedagogies for museums.

Accessibility for Museum Visitors with Hearing Impairments at the John and Mable Ringling Museum of Art: Spring 2017

Masters Capstone Project submitted to Florida State University College of Fine Arts as partial requirement for completion of master's in arts in Museum and Cultural Heritage Studies. Capstone included research done at the Ringling presented in the form of a paper and manifested in a staff workshop on providing the best customer service for those visitors who are Deaf or hard of hearing and may not have or want a sign language interpreter for their visit.

Archaeological Field and Lab work at the historic site of Mission San Luis: Summer 2016

The Mission's unique combination of European and Native American culture made it ideal for the Art History/State of Florida collaborative program, which taught myself, and my fellow students, to investigate the archaeological site as a set of landscapes connected by place but changing over time. Research this summer focused on the plantation phase of the mission, building on existing material and targeting gaps in the narrative of change from prehistory to the present.

CONFERENCES AND PRESENTATIONS

Association of Academic Museums and Galleries

Summer 2022: Poster: Gaming with the Academic Art Gallery. This poster covered a case study that investigates avenues that games offer for engaging community members at Florida State University's Museum of Fine Arts (MoFA). This research expands current understandings of the efficacy and creative potential of gameplay as an engagement strategy for serious topics.

Summer 2023: Roundtable: The name of the game is collaboration: Engaging Visitors in the Academic Art Gallery. Discussion on mechanics of a boardgame and how to create a unique game for visitor engagement and education in your academic museum.

Summer 2023: Panel: Students, Staff, and Visitors, Oh my! Collaborative approaches to visitor studies at The Ringling. This panel focused on an ongoing collaboration between Florida State University graduate students enrolled in FSU's Visitor Studies course and The John and Mable

Ringling Museum (The Ringling), governed by FSU, as a lens through which to explore cyclical approaches to visitor studies grounded in service and trust.

Summer 2024: Poster: Choose your own adventure: Students Curating for the undergraduate audience. This poster covers the experiences of a collaborative curatorial team creating an exhibition on children's literature for the FSU undergraduate audience.

American Alliance of Museums Annual Meeting

Summer 2023: Poster: Mapping the Meaning of Visitor Experiences. Poster presenting an adaptation of meaning mapping tools developed for visitor studies use in galleries, to better understand the overall experience of a full day visit to The Ringling.

Southeast Museum Conference

Fall 2022: Poster: Frameworks: Designing a boardgame for the academic library. Poster which addressed the game mechanics of a boardgame created for visitor engagement and education and our road map for decision making in planning, constructing, and refining an art gallery game.