

## Participate in an art exhibition virtually



### Objective:

The aim of this activity is to give elderly the opportunity to explore and appreciate artworks from different eras and styles in a virtual environment. By creating a virtual art exhibition, we promote creativity, interest in art and cultural engagement among elderly. In addition, this activity can serve as a form of cognitive stimulation and encourage reflection and discussion about art.

### Description of how to do the activity:

- Choose a suitable platform to display the virtual art exhibition.
- Gather the elderly in the common space and inform them about the purpose of the activity.
- Display the artworks on the virtual platform and give participants the opportunity to explore them individually.
- Encourage participants to discuss their impressions and reactions to the artworks. Promote conversations about colours, composition, messages and the artist's background.

### What is needed to carry out the activity:

- A computer or tablet that can be connected to a TV or a projector.
- Various digital art exhibitions.
- A place to gather the older participants.
- Chairs to sit on.

## Examples of digital exhibitions in museums:

- **Museum 1:** [Paul och Fanny Sinebrychoffs hemmuseum](#) (Finland)
- **Museum 2:** [Oili Mäki – När livet gav mig färger](#) (Finland)
- **Museum 3:** [Ett hem museum](#) (Finland)
- **Museum 4:** [Van Gogh museum](#) (Amsterdam, Nederländerna)
- **Museum 5:** [Medelhavsmuseet](#)
- **Museum 6:** [Metropolitan museum of arts](#) (New York, USA)
- **Museum 7 :** [Rijksmuseum](#) (Asterdam Holland)
- **Museum 8:** [Nationalmuseum](#) (Stockholm, Sverige)
- **Museum 9:** [Ateneum](#) (Helsingfors, Finland)
- **Museum 10 :** [The art of color](#)
- **Museum 11:** [Audio art tour](#)
- **Museum 12:** [Klimt](#)
- **Museum 13:** [Kiasma online](#)
- **Museum 14:** [Gallen- Kallela](#)

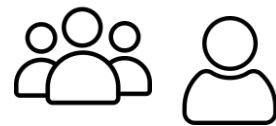
**Time: Long**



**Activity: Activating**



**Fellowship: Together or alone**



The duration of the virtual art exhibition can vary from 30-60 minutes, but it can be adapted to the needs and interests of the participants.

This activity can be carried out both individually and in groups.

Source: The activity is created with inspiration from models and ideas from national material banks. [Äldreinstitutets material på svenska](#), [Hyvä mieli – Pohdintoja mielen hyvinvointiin -työkirja ikäihmisille](#), [Vahvike-aineistopankki](#)) and ChatGTP's proposal