# 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: <u>Kiasma online</u>
- Museum 14: Gallen- Kallela



#### Time required:

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.



## Alone or in a group:

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. <u>Äldreinstitutets material på svenska</u>, <u>Hyvä mieli – Pohdintoja mielen hyvinvointiin -työkirja ikäihmisille</u>, <u>Vahvike-aineistopankki</u>) and ChatGTP's proposal