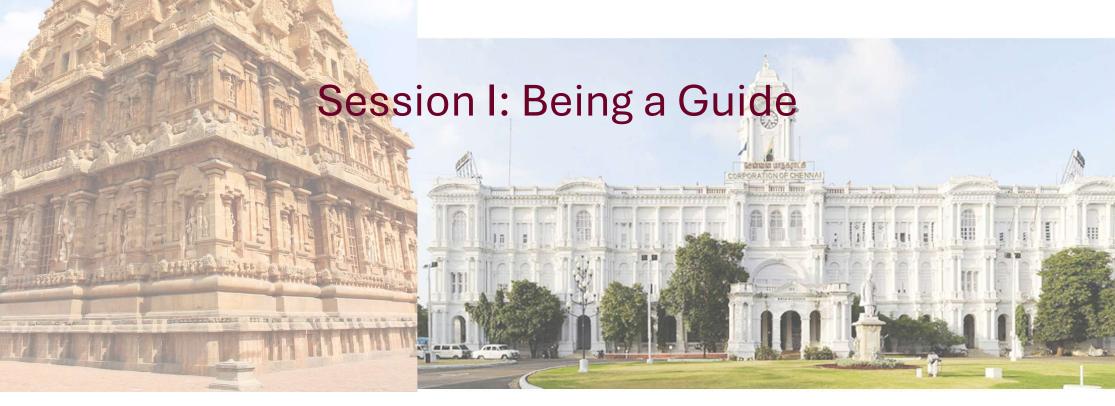


Dakshina Chitra Training Sessions





YOUR TRAINER TODAY

Trainer Full Name:

Trainer Title & Area Specialty:

Trainer Email:

Trainer Phone number:

Trainer Website:





TODAY'S LEARNING OBJECTIVES

- I) Understand what a guide is
- II) Understand a guide's added-value
- III) Understand your audience



AGENDA

Today's Learning Objectives

- I) What a Guide is
- II) More than an Audioguide
- III)Your Audience

Learning Outcomes





I) WHAT A GUIDE ISN'T

WHAT A GUIDE DOESNT DO - MYTHS AND PITFALLS

- "A Guide knows Everything"
- "A Guide must guide the same tour every time"
- "A Guide is there to entertain"
- "A Guide must satisfy ever visitor equally"



I) WHAT A GUIDE IS

DEFINITION

 Leads visitors through a place providing orientation, information, and interpretation to enhance their experience

Docent vs. Guide vs. Historian



I) WHAT A GUIDE IS

WHAT A GUIDE DOES (1/2)

- Logistics: Welcome, follow route & keep group on schedule
- Interpretation & Storytelling: Explain clearly, connect facts to stories
- Engagement & Adaptation: Read group and adjust tone, depth, and pace



I) WHAT A GUIDE IS

WHAT A GUIDE DOES (2/2)

- Group management: Maintain order & movement
- **Professionalism:** Present reliable information, admit unknowns
- Accessibility: Provide alternatives to make experience accessible
- Feedback: Gather Feedback and indicate additional resources





THE ADDED VALUE OF GUIDES

- Help navigate the place
- More engaging namely thanks to facial expressions: in particular your **smile** 😃
- In depth knowledge including the ability to answer any kind of questions
- Provide reassurance and reinterpretation
- Engage in Storytelling
- Provide a personal and human experience: you create a feeling



GUIDE VS. AUDIOGUIDE

Source of Knowledge	Navigation	Level of Engagement	Factual Knowledge	Additional Knowledge	Freedom of Movement	Intellectual Accessibility
Audioguide	✓	✓	✓	*	✓	✓
Guide	√ √	√ √	✓	✓	×	√√



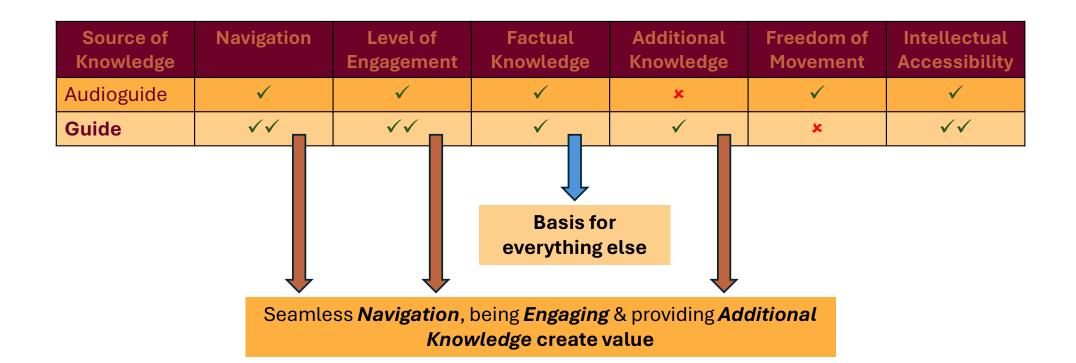
WHAT MAKES A GUIDE

Source of Knowledge	Navigation	Level of Engagement	Factual Knowledge	Additional Knowledge	Freedom of Movement	Intellectual Accessibility
Audioguide	✓	✓	✓	×	✓	✓
Guide	√ √	√ √	√ □	✓	×	√√

Basis for everything else



WHAT MAKES A GREAT GUIDE





THE SKILLS THAT ADD VALUE

- Navigation
- Additional Knowledge:
 - ☐ Personal Anecdotes
 - ☐ Local Knowledge
- Being Engaging:
 - **□**Storytelling
 - ☐ Body language
 - **□** Questioning
 - □ Recommendations



ACTIVITY

- Audioguide Script
- Guide Interpretation









WHEN A GUIDE IS THE BEST OPTION

Options visitors have to know more about the place:

Source of Knowledge	Navigation	Factual Knowledge	Additional Knowledge	Freedom of Movement	Intellectual Accessibility
Sign Boards	×	✓	×	✓	×
Catalogue	×	✓	✓	✓	×
Workshops	×	✓	✓	×	√ √
Audioguide	✓	✓	×	✓	✓
Guide	4 4	✓	✓	*	√ √



ONE AUDIENCE ONE GUIDE

- Defining Target Audience: age, origin, what they are looking for
- Know your audience and adapt your speech
- Discussed in depth in our **next session**



TYPES OF AUDIENCES

Motivations:

- Vacationers
- Knowledge Seekers
- Socializers
- Identity-seekers

Special needs:

- Physically impaired
- Visually impaired
- Cognitively impaired

Composition:

- Families
- Individual Adults
- Seniors
- Schools

Background:

- Domestic
- Foreign



COMMON CHALLENGES

- Wide-range of visitor knowledge and expectations
- Short attention spans
- Group behaviour management
- Time constraints vs. Content
- Sensitive content
- Attention-seekers



LEARNING OUTCOMES

A Guide provides....

A Guide's added value resides in...

...depending on the Audience



LEARNING OUTCOMES

A Guide provides **orientation**, **information**, **and interpretation**

A Guide's value resides in Going beyond the Script, Seamless Navigation and Being Engaging

A Guide should Adapt depending on the Audience



NEXT STEPS

How to practice:

- Learn the script
- Make sure you know the place
- Make the story personal

Next session:

Adapting your content to an audience

