Pachyderm 2.0

openware

about the project

The *Pachyderm 2.0 Project* is a partnership led by NMC: The New Media Consortium and the San Francisco Museum of Modern Art (SFMOMA), and funded by the Institute for Museum and Library Services (IMLS). The project brings software development teams and digital library experts from five NMC universities together with counterparts from five major museums to create a new, open source authoring environment for creators of web-based and multimedia learning experiences. The new tool will be based on Pachyderm, the authoring and publishing tool developed by SFMOMA to author its successful series, *Making Sense of Modern Art*.

Developed by SFMOMA to make the publication of modular and updateable rich media an easy task, Pachyderm has allowed non-programmers to create a variety of engaging resources that draw from the digital collections of SFMOMA. The result has been detailed interactive learning programs such as *Ansel Adams at 100*, and *Eva Hesse*. To date, literally millions of online and in-museum users have used the interactive learning programs authored using Pachyderm at SFMOMA.

The *Pachyderm 2.0 Project* is creating an interoperable, robust, easily distributable version of Pachyderm that will be open-source and include a wide range of pedagogical templates. Pachyderm 2.0 will be piloted by leading museums and universities across North America in an extensive series of field tests. The learning materials created with Pachyderm 2.0 will be optimized for Internet delivery, easily reusable, and conformant with key search, archival, and cataloging standards. The final product will be made available to the field at no charge as an explicit goal of the project.

The effort brings together the metadata and other expertise of the NMC's library community, the technological expertise in infrastructure and programming of key university members, and the expertise of a team of experienced interactive producers from five museums and several NMC schools advising on interface design, audience needs, and the technological capacities of future students, faculty, curatorial staff, and museum users.

Project Leads
NMC: The New Media Consortium
San Francisco Museum of Modern Art

University Partners	Museum Partners
California State University	Berkeley Art Museum
Case Western Reserve University	Cleveland Museum of Art
Northwestern University	Fine Arts Museums of San Francisco
University of Arizona	Metropolitan Museum of Art
University of British Columbia	San Francisco Museum of Modern Art
University of Calgary	

Central to the project is the development of at least 20 richly interactive learning experiences by the project's museum and university partners using the new environment. These will constitute a comprehensive test of the software in at least 10 different settings, and prove its worth as an authoring environment — as well as provide exemplars for the range of ways in which the tool might be used.