

### Concept

This is professional work in planning, coordinating, designing and installing exhibits in a museum of history or house museum complex. Employees conceptualize and design an exhibit including space allocations, floor plans, technical drawings, color schemes, graphics, scale models, corresponding layouts and other detailed production instructions. During the production phase of an exhibit, employees determine specific materials, equipment needs, budgetary allowances and construction timetables. Employees incorporate the proposed artifacts into the overall exhibit concept. Employees regularly collaborate with exhibit planning teams and provide technical advice on matters regarding design and construction standards. Work may include the review of designs submitted by contractual designers and provide oversight of technical support staff, temporary workers and volunteers. Work is performed under the general supervision of a higher-level curator or program expert. Employees perform other related duties as required.

### Recruitment Standards

#### Knowledge, Skills and Abilities

- Thorough knowledge of museum exhibit design, production and current exhibit techniques.
- Thorough knowledge of architectural design, drafting and computer aided design (CAD) skills.
- Thorough knowledge of equipment, materials and supplies needed for exhibit production.
- Skills in creative design.
- Ability to plan, assign and review work of others and to establish and maintain effective working relationships.
- Ability to communicate effectively both orally and in writing.

#### Minimum Education and Experience

Bachelor's degree in art, art history, design or related field from an appropriately accredited institution with course work in three-dimensional design and two years of experience in museum exhibit design; or an equivalent combination of education and experience.

Note: This is a generalized representation of positions in this class and is not intended to identify essential functions per ADA.