



Dear friends,

Research suggests that interactivity in museum exhibitions fosters learning, engagement, and understanding. But what really makes a great interactive? And when is an interactive the best solution for the interpretive challenge at hand?

For fall 2018, *Exhibition* takes on interactivity. It's a big topic, so for the purposes of this issue, we define it as "physical interaction by visitors in physical exhibitions." Our authors explore digital, analog, simple, complex, high budget, low budget, active, contemplative, calls to explore and calls to action. They take us down the road, across the country, and even around the world, to exhibitions in Canada and Russia.

Reading through these engaging and provocative articles, you'll likely find that certain threads carry through. For me, it is the imperative to be visitor-centered; that the best interactives are in service to the exhibit's core idea; that multisensory engagement can be the richest; and that creativity doesn't depend on the size of a budget. I'm sure you will find much that will inspire you, and, for those in the work of exhibition-making, be readily transferable to your own practice.

As always, deep thanks to *Exhibition's* editorial advisory board, the NAME board, managing editor Liza Rawson, designer Charita Patamikakorn, outgoing Exhibits Newsline editor Paul Orselli (many thanks for a great job!), our authors, our reviewers, our contributors, and, of course, you, our readers.

Enjoy!



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