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FREQUENTLY ASKED QUESTIONS
ACTIVATING SMITHSONIAN OPEN ACCESS

Besides the proposal timing, what's the timing for the ASOA program?

Once we've announced the finalists, we expect to kick off the build period within two to three weeks to allow for contracting and administrative work. We expect the prototype delivery deadline to be in late May or early June, and to schedule public and internal presentations for mid to late June, as soon as prototypes are hosted and made available to the public.

Within the 10-week build period, how often will participants be required to meet with Cooper Hewitt team and mentors?

We will be providing mentors to support your build over the 10-week period, and it will be required for you to meet with them bi-weekly. In addition, it will be required to meet with the smaller Cooper Hewitt team weekly for a brief status check in.

Is $10,000 for the beta stage of development, with potential for more funding if there is an interest to expand on early-stage designs?

The ten-thousand-dollar award covers the development of a prototype during the ten-week build period. We do not expect the proposer to have a production ready piece, but the prototype will need to be usable by the public. If successful there is potential for further funding to develop the work into a finalized place. That said, we do not have funding secured at this time for this purpose.

Should we be designing a tool for online or in person museum experiences?

The focus is on digital experiences to reach a wider audience. Once the museum is open again, we may feature the work inside if possible, but this should not be the primary focus of your interaction.

Is it possible to focus on a particular period or would we need to propose a broader use of the Open Access assets?

You can focus on a particular period, yet we ask that you carefully consider the specific audience you are building for and design your approach accordingly. We expect the assets you use to be well chosen for the specific audience you're trying to reach.

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Is there a roadmap for how many 3D assets are currently in the database?

We currently have 2346 3D assets available as part of the Open Access dataset. You can search the entire assortment of 3D assets via the Open Access search page: https://www.si.edu/search/3d-models

Can a team of international participants submit a proposal if one of the team members is a US citizen?

Yes. Each proposal will be submitted by one person on their own behalf or on behalf of their team. The submitter must meet the eligibility requirements outlined in the official ASOA rules and guidelines.

Are there any projects to reference that have used Open Access?

Refer to the presentation linked under the info session video on the ASOA page.

What is the most important aspect of accessibility to focus on?

Please refer to the Accessibility and Inclusive Design Considerations under "Submitting your proposal" on the program web page.

What happens if a proposal requires personally identifying information (PII)?

First and foremost, we highly encourage you to devise an idea that does NOT require the collection of personally identifying information from users, which includes things like name, address, email address and so on. To be able to collect this kind of information would require rigorous compliance review with the Smithsonian Privacy Office, which will be practically impossible to complete in the timeframe we've outlined for this program. If you're interested in offering users the ability to create an account of some kind, we suggest that you devise a system that will create a unique identifier that is not PII, i.e. not an email address.

What kind of audience outcomes would you consider a success for this initiative?

We're open to a range of audience outcomes and interactions as outlined in the program web page under "interaction types". Additionally, we've included detailed evaluation criteria on the program website to help you develop your proposal.

What server will the prototype be hosted on?

The prototypes will be hosted by Cooper Hewitt for one year after the program is complete. As such, hosting costs will be covered by Cooper Hewitt. However, any processing costs related to the operation of the prototype will need to be covered by the creator.