

Steve Boyd-Smith  
**I Tell Stories.**  
Beyond words....

interpretive planning, design, and delivery that connects

### Selected Natural History & Science Projects

**Faces of the African Forest**—Led development of exhibitry using murals and sculptures to inspire appreciation for tropical forests and the animals in them. Included creation of an integrated cell phone recycling program.

**Russia's Grizzly Coast**—Lead developer for the Minnesota Zoo's blockbuster exhibit, with bears, sea otters, Amur leopards, and Amur tigers. Included training for staff and volunteers.

**Minnesota Trail**—Developer/Interpretive Project Manager for the Minnesota Zoo's rush renovation of a trail about the place, image, and animals of Minnesota.

**Kathmandu Science Museum**—Producer: Prospectus and Concept for Nepal's first Science Museum.

**"Hearing Birds"**—Scriptwriter for a mostly-sound theater show for the Cornell Lab of Ornithology.

**North Carolina Museum of Natural Sciences**—Developer, Team lead: Over 20,000 square feet of exhibits, including life-size dioramas, live animals, touchable interactives, and more.

**Oklahoma Museum of Natural History**—Developer: Schematic Design for 25,000 square feet of exhibits including the Orientation Theater, "Processes of Diversity," and "People of Oklahoma."

### Selected History & Culture Projects

**Landmark Center**—Producer: Media-driven exhibits in renovated Federal Building. Concept awarded NEH planning and implementation grants.

**Lakota Winter Counts**—[wintercounts.si.edu] Initial visioning and content coordination for Smithsonian web project. *Winner of the 2005 Webby award for cultural institutions.*

**Cycles**—[ima-art.org/Cycles] Developer: Concept and content for web resource about African life through art. *Museums and the Web 2005 "Best Online Exhibition;" 2005 MUSE Award Gold for Art Media.*

**University of Minnesota Heritage Gallery**—Curator: Visioning and implementation for permanent gallery.

**LeDuc Historic Site**—Producer: Interpretive Plan and Schematic Design for four-acre site and house.

**Forests, Fields, and the Falls**—[discovery.mnhs.org/ConnectingMN] Curator, Project lead: Four historic individuals tell their stories from a lumber camp, sawmill, homestead, and flour mill in a graphic novel style.

**Kentucky Coal Museum**—Developer: Simplified Master Plan envisioning a single interpretive experience unifying three nearby mining towns.

**National Historic Trails Interpretive Center**—Developer, Project Manager: Exhibits about changing experiences along the Oregon, Mormon, California, and Pony Express trail.

**Bob Bullock Texas State History Museum**—Developer: Feasibility study for a major new museum.

**Institute of Industrial Technology**—Developer: Master Plan for exhibits + site; development of Phase I.

### Selected Articles and Presentations

"The Psychedelic Experience," Exhibition Review for *Journal of American History*, June, 2010.

"Exhibits as Storytellers," AZA 2008 Conference: panelist.

"Getting Your Message Out," AAM 2004 Conference: chair.

"Telling Stories Out of School: Primary Sources and the Internet," for *Common-Place*, April, 2004.

"Storytelling and Museum Media," AAM 2002 Conference: chair.

### Employment

**Minnesota Zoo**—Interpretive Projects Lead, 2005 - Present

**I Tell Stories.**—Independent Producer of Interpretive Experiences, 2002 - Present

**Minnesota Historical Society**—Curator of Online Interpretive Projects, 2001 - 2002

**Gerard Hilferty & Associates**—Senior Exhibit Developer, 1994 - 2000

**Minnesota Historical Society**—Assistant Curator, Researcher, 1991 - 1994