Game Inspiration

For ease of use, the following information is split by collections type. However, most of these ideas would work across types with only a little bit of tweaking. I've linked specific case studies where relevant - check out ,here> for a more comprehensive list. If you're stuck on brainstorming, you could also try this <app> to randomise ideas or going through the <ideation> step of the workshop.

Disclaimer: These ideas are free to use. They have arisen from the research, particularly interviews and conversations with collections educators in various fields, and might offer a starting point for conversations or brainstorming about a project.

Archives

Galleries

Sub-category: Science

Museums

Sub-category: Science

Libraries

Academia

From:
https://www.collectionsgames.au/ - **Games for Collections**

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Last update: **2026/02/03 00:45**