



BIO

MEGAN DICKERSON is an “experience designer” who partners with individuals and groups to create immersive, intergenerational spaces that leave lasting impressions on communities. In the past ten years at Boston Children’s Museum, Megan's user-centered designs have included: Boston's Longest Dinner Table, a three-month community participation project focused on family dinner; GoKids in Boston Neighborhoods, a two-year health and nutrition project co-designed with Boston Housing Authority family development tenants; and numerous, playful interventions on Friday dollar nights, from projecting short films on the Museum's iconic milk bottle to

leading families through spy-style alternative reality games. Megan is an active member of Boston's creative community. Through **play(space)**, the umbrella for her independent projects, she is known for public art projects such as the Bumpkin Island Art Encampment, a partnership with the Massachusetts Department of Conservation and Recreation, and Willy Wonka in Smellovision, a partnership with the City of Somerville.

Megan holds a BA in History & Museum Studies from the University of California, Los Angeles, and is an MA candidate in the interdisciplinary Play and Playwork program at the University of Gloucestershire.

Learn more about Megan’s take on playfulness and urban issues at at play(space): www.takeplayseriously.org.