Blast off for adventure in...

ROCKETS ROBOTS RAY GUNS

Now Open!
A long time ago, in a galaxy far, far away, the world was introduced to the revolutionary Star Wars movie franchise. Learn about the impact of the legendary films on play and playthings at The Force at Play—a companion exhibit to Rockets, Robots, and Ray Guns. Explore the evolution of the beloved franchise and view dozens of artifacts from The Strong’s collections, including the first 12 Kenner Star Wars action figures, an original movie poster, and early advertising for Star Wars toys. Check out an intricate diorama of Star Wars characters and vehicles depicting a battle between the Rebel Alliance and evil Empire. See how Star Wars inspired other playthings, including a variety of LEGO toys, and play with Mr. Potato Head’s evil counterpart—Darth Tater! Take on the Dark Side and immerse yourself in the fantastic video game realms that Star Wars inspired throughout the decades. Play arcade classics, such as Star Wars and The Empire Strikes Back, and modern classics like Star Wars Battlefront. Jump in the cockpit and try to take down the original Death Star or save the ice planet Hoth in the new Star Wars Battle Pod.

View videos of children incorporating Star Wars into their adventures and see a range of branded costumes, light sabers, and other toys used to bring the movies to life through play. Beware the large-scale X-Wing and The Fighter models overhead.

The Force at Play is on view through September 5, 2016. Playable machines in the exhibit require purchased tokens. Money collected from the sale of tokens helps maintain these original artifacts.

Produced by The Strong’s International Center for the History of Electronic Games.

Rockets, Robots, and Ray Guns is on view through September 5, 2016. See page 5 for details on The Strong’s Sci-Fi Summer activities.

Playable machines in the exhibit require purchased tokens. Money collected from the sale of tokens helps maintain these original artifacts.

Produced by The Strong’s International Center for the History of Electronic Games in partnership with Rochester Institute of Technology.

The imaginative universes of science-fiction classics beckon at Rockets, Robots, and Ray Guns—an original exhibit that explores the ways that science-fiction books, toys, movies, and video games have captured people’s imaginations and shaped the way they play. Travel to distant futures and faraway galaxies to explore key sci-fi themes in zones that couple artifacts from The Strong’s collections with dynamic, hands-on activities:

ALIENS AND MONSTERS
Experience the realms of other-worldly creatures and play a variety of games based on monsters and alien life forms, such as Galactus, Galaga, and Primal Rage. Zap the attackers from outer-space and try to save Earth in a giant version of the classic arcade game Space Invaders. Create your own two-dimensional alien or monster on light tablets. Listen to an original radio broadcast of the iconic book The War of the Worlds by H.G. Wells.

FUTURE PERFECT
Utopia or dystopia? Explore what the future might hold and learn about humanity’s fascination with apocalyptic events by playing the classic Cold War arcade game Missile Command and viewing artifacts such as the Nuclear War game, the Apple II game Wasteland, a Katrius Everdeen figure from the popular series The Hunger Games, and a copy of George Orwell’s ground-breaking novel 1984.

NEW FRONTIERS
Travel at the speed of light and learn about humanity’s fascination with exploring and colonizing space. View colony play sets, and seek out new galaxies on rare arcade games such as Two-Player Computer Space and a cockpit version of Sega’s classic vector game Star Trek.

RAY GUNS
Ray guns, blasters, phasers, heat rays, and other futuristic energy weapons have been a key part of space lore for decades. See a sampling of toy versions and check out the oldest toy ray gun ever created! Zap the bad guys in arcade game shooters such as Alien Extermination and Terminator II.

ROBOTS
Marvel at a wide-range of toy robots, including Big Loo (a talking, mechanical robot developed by Louis Marx and Company for Christmas season 1963), and learn about the influence of Japanese toys on the development of real robots. Make your own robot from a variety of materials and play robot-centric arcade games such as Robotron: 2084, Berzerk, and Xybots. Check out a first edition of Isaac Asimov’s book I, Robot, which introduced the Three Laws of Robotics.

ROCKETS
Learn about trajectory and velocity by creating and launching an air-powered paper rocket. Solve a giant, 3-D puzzle depicting a rocket launch, and view rocket toys from the Cold War era. Test your space piloting skills on classic arcade games such as Asteroids and Lunar Lander. Also explore famous sci-fi spaceships such as the earliest model of the Star Trek Enterprise ever made.

SPACE HEROES
Explore the men and women of space—from real astronauts to fictional heroes—through dozens of related artifacts, including costumes and action figures of space operas legend Buck Rogers. Solve a sliding puzzle to reveal a hero. Battle enemy starships on the 3-D space shooter arcade game StarBirds and fight back alien creatures as Ellen Ripley in Konami’s Aliens arcade game.

TIME TRAVEL
Step into a time machine and go back in time or propel into the future. View clips from well-known time travel movies, such as Back to the Future and answer the question, “If you could go back in time to change one thing, what would you change?”

OPEN THROUGH SEPTEMBER 5!
Upon entering the exhibit, visitors are greeted by a large dinosaur skeleton, which immediately sets the tone for the adventure that awaits. To the left of the entrance, a large sand play table allows children to leave their mark on history by creating their own dinosaur footprints. Nearby, with a dinosaur footprint in front of a sand play table, a guide is available for visitors to learn about these prehistoric creatures and the different types of dinosaurs that roamed the Earth. The guide also highlights the significance of fossils and how they help scientists understand the past.

To the right of the entrance, visitors are introduced to the “Dinosaurs: Land of Fire and Ice” section, which showcases the different types of dinosaurs that lived in areas that are now the United States. Visitors can explore the land of fire and ice, which is covered in lava, and learn about the different dinosaurs that lived there. They can also learn about the different types of volcanoes and how they affect the environment.

A large dinosaur figure stands tall, representing a T-Rex, and invites visitors to learn about these massive creatures. A large interactive screen displays information about T-Rex, including its size, habitat, and diet. Visitors can also learn about the different types of dinosaur fossils that have been found in the United States, including those of the Triceratops and the Stegosaurus.

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In the background, visitors can see a large interactive screen displaying information about the Triceratops, including its size, habitat, and diet. Visitors can also learn about the different types of dinosaur fossils that have been found in the United States, including those of the Triceratops and the Stegosaurus.

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Playing with Politics
Friday, July 8-Monday, November 14
Cast your ballot at The Strong’s new Playing with Politics display opening July 8 near The Strong Express Train. The artifacts showcase the satirical side of campaigning, in addition to White House-inspired paper houses and puzzle sets, other pieces in the collection include a Barbie for President doll, political-party-inspired board games, playing cards, and jigsaw puzzles, as well as presidential-themed paper dolls, table tennis paddles, and a ring toss game.

Sonic the Hedgehog’s 25th Anniversary
Saturday & Sunday September 17 & 18
Celebrate the anniversary of the iconic game Sonic the Hedgehog—one of the newest inductees to The Strong’s World Video Game Hall of Fame. Meet and pose for pictures with the speedy title character, watch screenings of the animated television show Boom, play versions of Sonic the Hedgehog in the atmaevolution exhibit, and create your own Sonic headgear.

Fairy House Award Winner Display
Tuesday, July 12-Friday, July 29
The museum plays host to 10 award-winning fairy houses from the 4th Annual Corn Hill Arts Festival Fairy Houses Tour. The whimsical display recognizes categories including Best Use of Natural Materials, Most Unique, Most Whimsical, and the People’s Choice Award. These one-of-a-kind fairy habitats are made from stones, bark, twigs, and other natural materials. Visit fairyhouses.com to learn how to create your own fairy house to enter next year.

Storytime Club
Celebrate the joy of reading. Hear children’s stories on select Mondays at 10:30 and 11:30 a.m. Have your Storytime Club passport punched once during each visit. Collect five punches and receive a free children’s book.

Mondays, September 12, 19 & 26
New Beginnings
Every heartwarming tales about trying new things and making friends.
Sponsored by Parent

New Artifacts Build on Museum’s Toy Collections
The Strong recently acquired a collection of more than 1,500 construction toys and building sets from George Wetzel of Illinois. Wetzel spent more than 35 years studying, assembling the collection, which spans from the earliest manufactured building sets made in Europe and the United States, to those from the mid-19th century through today.

The collection contains variations of iconic construction toy brands, such as Lincoln Logs, TinkerToys, and Crazy Links, as well as sets of Froebel’s blocks, ceramic bricks, metal-based sets, and Erector sets, including the iconic No. 10 (the largest and heaviest set ever produced) and sets made of rubber and earlyastics. In addition to the construction toys, the non-circulating display includes store displays, printed advertising and marketing pieces, and approximately 100 built models of castles, ships, the Sears Tower, a 1893-style Ferris Wheel, and the Eiffel Tower.

For centuries, philosophers, teachers, educators, and parents have acknowledged the importance of block play and building play. This kind of play helps kids develop their imaginations, self-expression, problem-solving skills, and motor skills,” says Chris Bensch, The Strong’s vice president for collections and chief curator.

Rochester Criterium Bike Race Rolls through Town in August
The Strong invites its members, guests, and neighbors to cheer on professional cyclists from across the nation and the globe at the Rochester Criterium bike race held in downtown Rochester on August 13. Racing begins at approximately 6:25 p.m.; awards are presented at 10:15 p.m.

Criteriums are a unique, American-style bike race, designed on city-center streets and staged on spectator-friendly course loops. The racing provides lap-after-lap excitement highlighting the athletes’ extraordinary bike-handling skills and explosive speed. The Rochester Twilight Criterium is one of only 17 major races of this type hosted in the United States.

The bicycle was inducted into The Strong’s National Toy Hall of Fame in 2000. Part kids’ toy, part adult athletic equipment, and part basic transportation, bicycles first gained popularity at the end of the 19th century. A variety of bicycles are on view in the museum’s Toy Halls of Fame gallery and several additional examples will be on display in the museum’s Caterpillar Atrium from Tuesday, August 2 through Tuesday, August 16. A special online trivia game featuring examples of The Strong’s comprehensive bicycle collection will publish on Google Culture Institute in August.

The Rochester Twilight Criterium is free for all spectators. Learn more at rochestercrit.com.

Nominate a Favorite Toy for Induction into Toy Fall of Fame
Do you have a favorite toy you’d like to see enshrined in The Strong’s National Toy Hall of Fame? Nominations are in full swing and toy lovers across the nation are encouraged to recommend their favorite toys for induction this November. Nominations may be made online at toyhalloffame.org or by mail. Submissions for 2016 must be received by July 31, 2016. To date, 59 toys have earned a place in the National Toy Hall of Fame. Visit toyhalloffame.org to learn more about past honorees.
Producer of The Oregon Trail Donates Video Game Collection

A group of former employees from the Minnesota Education Computer Consortium (MECC)—including Don Rawitsch, co-creator of The Oregon Trail; Dale LaFrenz, co-founder and president; and Susan Schilling, vice president for product development—recently donated an extensive assemblage of materials documenting the history of the pioneering company from 1973 to 1996. The collection includes hundreds of pieces of software, internal documents, and press clippings that illuminate the ways that MECC integrated their educational products into school curricula around the nation.

“MECC was a leading producer of educational games, played a prominent role in helping schools integrate computers into classroom learning, and produced the most recognized, most influential educational game of all time, The Oregon Trail,” says Jon-Paul C. Dyson, director of The Strong’s ICHEG. “This agreement formalizes a long-standing relationship between The Strong and MECC, and it illustrates the important video game work being done right here in Rochester, which is becoming an increasingly important center of video game development and study.”

As part of the agreement, RIT will provide the Strong with four co-op students each year to advance video game preservation efforts in the areas of video game capture, digital data migration, and other technical issues related to the collection, description, and maintenance of video game data. The two organizations will also work together on joint exhibits—both at The Strong and at RIT—beginning with the upcoming Game, Hero, Robot, and Ray-Guns now open. (See page 2.)

The partnership also calls for joint participation in national and international conferences to advance the study of video games. The Strong, RIT, Matsuoka University in Japan, and the University of Alberta in Canada are working together to bring the Replaying Japan conference to Rochester in 2017 to promote understanding of the origins and development of the Japanese gaming industry and its impact on worldwide culture. The Strong and RIT will also explore opportunities to collaborate on public and academic educational pursuits, such as classes, workshops, and lecture series. For example, The Strong looks to make its video game collection accessible to a wide audience through a series of Behind-the-Scenes tours and study.

The Strong and Rochester Institute of Technology Form Partnership

The Strong and Rochester Institute of Technology (RIT) announced a partnership in June to formally collaborate on game preservation projects, exhibits, workshops, and video game conference presentations aimed at enhancing knowledge and understanding of the history and impact of video games and ways to preserve them.

“There’s great synergy between The Strong’s International Center for the History of Electronic Games (ICHEG) and RIT’s Center for Media, Arts, Games, Interaction and Creativity in studying video game history and working to preserve it,” says Jon-Paul C. Dyson, director of The Strong’s ICHEG. “This agreement formalizes a long-standing relationship between The Strong and RIT, and it illustrates the important video game work being done right here in Rochester, which is becoming an increasingly important center of video game development and study.”

2016 Class Inducted into the World Video Game Hall of Fame

The Strong’s World Video Game Hall of Fame welcomed its second class in May—Grand Theft Auto III, The Legend of Zelda: The Sims, Sonic the Hedgehog, and Space Invaders. The six inductees span multiple decades, countries of origin, and gaming platforms, but they all significantly influenced popular culture and society in general.

Grand Theft Auto III

Released in 2001, Grand Theft Auto III was the first 3-D open-ended, “sandbox-style” game to achieve mainstream popularity and widespread influence. It became the critical and commercial crown jewel in the franchise sold 14.5 million copies by 2008, acting as the first breakout hit in a series that sold more than 220 million units as of 2015.

The Legend of Zelda

Inspired by creator Shigeru Miyamoto’s childhood expeditions through woods and caves, The Legend of Zelda (1986) popularized nonlinear, open-world exploration games and paved the way for some of the industry’s most famous role-playing and adventure-games. It sold more than 6.5 million copies and became the fourth best-selling NES game of all time, behind only the first three Super Mario games.

The Oregon Trail

Three student teachers created The Oregon Trail in 1971 to help Minnesota schoolchildren learn American history. First programmed on a pistolete typewriter, the game challenged students to assume the role of Western settlers crossing the continent on the Pacific coast. In the 1970s and 1980s, when computing access was rare, The Oregon Trail not only introduced players in American history but also introduced them to computers. More than 65 million copies of the game in its several iterations have been sold.

The Sims

Released in 2000, designer Will Wright’s virtual dollhouse game, The Sims, pushed the boundaries of what a video game could be by allowing players to tell stories in an open-ended environment. With nearly 200 million sales in 60 countries and more than 20 languages, The Sims is the best-selling PC game franchise ever.

Sonic the Hedgehog


1980, Space Invaders entered the home market and became the Atari 2600’s most popular game.


Out and About

Suzanne Seldes, executive vice president and chief marketing officer, joined the Museum Association of New York’s board of directors earlier this year. In June she was voted to the executive committee of Rochester Downtown Development Corporation where she has served as a board member since 2011.

Curator Nic Ricketts has been elected to the Association of Game and Puzzle Collectors board of directors.

Curator Patricia Hogan’s article “Studying Dolls at The Strong National Museum of Play” appeared in the Spring 2016 issue of Doll News, the quarterly magazine distributed to the more than 11,000 members of the United Federation of Doll Clubs.

In May Carrie McNeal, director of conservation, presented The Strong’s preservation policy for pinball and arcade game collections at the Joint Meeting of the American Institute for Conservation held jointly with the 42nd Annual Conference of the Canadian Association for Conservation in Montreal, Canada.

Julia Novokovic and Dane Flansburgh, archivist and project archivist respectfully for The Strong, presented papers at The American Library and Archives, presented “Processing Collection Acquisitions with a 3D Printer: What to Do After a Semi-Trailer Shows Up at Your Loading Dock” to archivists at the Mid-Atlantic Regional Archives Conference in Pittsburgh, Pennsylvania, in May, as well as to the New York Archives Conference in Plattsburgh, New York, in June.

Debbie McCoy, assistant vice president for education, presented an article in the United Federation of Doll Clubs’ School of Education Convocation and LIVES graduation ceremony. In June she also presented at Opal School’s Symposium in Portland, Oregon, to discuss playful inquiry in The Strong’s education programs.

Visit www.museumofplay.org for more information.
Donation Enhances Gaming Publication Collection

American archivist, technology historian, and filmmaker, Jason Scott, recently donated more than 2,100 electronic gaming titles in magazines to The Strong’s Brian Sutton-Smith Library and Archives of Play. Popular gaming titles in the donation include Computer, Language, Hi-Res Magazine, PC Action (Italy), PC World, and Your Atari ST. The Jason Scott, Ben Gandini, and Computer Magazine Collection, 1980-2017, supplements and enhances the museum’s existing collection of more than 20,000 electronic-game related magazines. Overall, the museum’s broad range of play-based materials related to video and other electronic games provides researchers with a timeline that spans the entire history of the gaming industry.

The Strong’s Reggio-Inspired Conference Offers a Playful Approach to Learning

In May, The Strong held its first national Reggio-inspired education conference titled “Playful Encounters with the Reggio Emilia Approach.” Nearly 500 teachers, principals, and administrators from around the United States attended the two-day conference to explore the world of Reggio Emilia—a playful, innovative approach to teaching and learning that emphasizes collaborative exploration and inquiry. World-renowned early childhood educator Lella Gandini, United States Liaison for the Reggio Emilia Approach to Early Childhood Education, and Ben Mardell, Project Director of the Pedagogy of Play, Project Zero, Harvard Graduate School of Education, were keynote speakers.

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Workshops included a Light and Shadow seminar where participants experimented with variations of light, shadows, and colors to create shapes that tell stories and develop imaginative play, a Woodbury School-focused discussion on imaginative play “playful inquiry” session where attendees explored the museum’s Dancing Wings Butterfly Garden and brainstormed ideas for bringing primary sources into the classroom to both engage students and meet state and national curriculum standards in social studies.

Volunteers Celebrated at Luncheon

The Strong’s volunteers were honored at a luncheon in May. Pictured from left to right are Barbara Fuhst, Chris Holmes, Sarah Masterson, Marilyn Hamilton, Shannon Peterson, John Pearall, Alice Sangio, Shannon Lachance, and Valerie Young. The group has given a combined 129 years of service to the museum.

The Strong Hosts AP Conference

In April, The Strong welcomed more than 900 students from 17 high schools to the 26th Annual Advanced Placement American History Conference. The conference challenged students to think critically about progressive activism and its influence on American history and culture since the 1890s. Students attended seminars by college and university professors and engaged in group discussions about feminism, environmentalism, and the aftermath of the civil rights movement.

Collections Inform Fellowship Recipient’s Work of Art

Nancy Calahan, emeritus art professor at the State University of New York at Oneonta, conducted research in April on the history of educational toys made after the late 1800s. By examining The Strong’s collections of 19th- and 20th-century board games, jigsaw puzzles, alphabet block sets, and other toys that were used for learning—focusing particularly on ones with colorful and detailed graphic printing—Calahan was able to inform her work on the crafting of an art sculpture that illustrates the playful connection between toymakers and their imaginations.

Dodson Added as Tourism Sales Associate

For more than a decade, The Strong’s annual attendance has included guests from all 50 United States, Canada, and dozens of countries from around the world. And each year, museum activities are reported in newspapers, radio, and television newscasts and news websites from across the nation—earning more than 4 billion media impressions in 2015 alone. To build on its growing regional, national, and international presence and attract guests, The Strong has hired Karen Dodson as Tourism Sales Associate. Dodson is charged with implementing strategic activities that drive new visitation to the museum from outside of New York State, particularly from international markets such as Canada, China, Australia, and the United Kingdom.

The Strong Welcomes Distinguished Guests

Cheryl Hansen (right), president of The Jim Henson Foundation and daughter of the legendary puppeteers and Kripke (center), archives director for The Jim Henson Company, toured The Strong’s Henson-related collections with the museum’s Chris Barchan.

Susan Bennett, the original voice of Apple’s Siri, toured exhibits with The Strong’s Shane Rhiness.

Greg Topper (left), author of The Game Believes In You, toured The Strong’s Library and archives with the museum’s Jon-Paul Dyson (center).

American Journal of Play Explores the Modern World

In the spring issue of the American Journal of Play, Thomas Henricks, professor at Elon University and one of the nation’s foremost play theorists, explores the place of play and playful learning in the modern world. Henricks notes over the last century and a half that society has grown increasingly better organized, more technically sophisticated, and more “rational.” He gauges the emotional impact of this revolutionary change and asks if the softer, more expressive side of life has diminished as a result.

Henricks also raises questions about the effect of this shift on the way that people play. Does modern life shrink available space for exuberant, spontaneous, disorderly play? Henricks argues that modernity is often associated with a certain style of play, which gravitates toward order-making, clearly defined goals, technical emphasis, and institutional games. “This modernity is envisioned as a process of advancement and skills development,” he writes.

Henricks sees this diminishment of spontaneous play as problematic because “play at its base celebrates disorder, improvisation, unpredictability, irreverence, and impulsive display.” He posits that people need to be able to play just beyond the edge of their own control and argues that the advent of “extreme sports” represents a revolt against this modern model and calculation.

Other articles in the issue focus on active play on school playgrounds, the shift in youth baseball from play to sport, and the prevalence of Posttraumatic Stress Disorder (PTSD) in dancers and athletes. View the issue free online at journalofplay.org.
The Happiest Hour Returns in August!

The Strong will host its next Happiest Hour on Wednesday, August 17, from 5:30 to 9:30 p.m. The Happiest Hour is a ticketed, after-hours fundraiser and museum experience for “big kids” age 21 and older. The science-fiction themed event will feature a sampling of snacks, cash bar, lightsaber training, music and dancing, out-of-this-world arts and crafts, cryptozoological surprises, and full access to The Strong’s interactive exhibits, including the all-new Rockets, Robots, and Ray Guns.

Proceeds from the Happiest Hour help to support The Strong’s overall educational mission and community outreach programs. The Happiest Hour will sell out fast. Tickets may be purchased at museumofplay.org/happiesthour.

The Happiest Hour is presented by The Strong Play Makers Leadership Council, a volunteer group of young professionals who believe in the importance of play for people of all ages, and by the generous sponsors listed below:

- Delta Air Lines: Official Airline of The Strong
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Delta Air Lines: Official Airline of The Strong

The Strong is pleased to name Delta Air Lines the official airline of the museum. The Strong welcomes more than half-a-million guests annually, including guests from all 50 United States and six continents. As the largest air carrier in New York, Delta Air Lines support demonstrates a shared interest in the Greater Rochester community and beyond.

“The Strong is a unique Rochester institution with a reputation for excellence and fun, and Delta is proud to continue our valued partnership,” says Gail Grimmett, Delta’s senior vice president–New York. “Delta is committed to giving back to the communities in which we live and serve, and as New York’s largest carrier, we’re especially pleased to support the rich culture of the Upstate community through partnerships like these.”

The Delta Air Lines partnership provides generous financial support for the museum’s 2016 schedule of family programming and The Strong’s annual Play Ball fundraising gala.

“We are grateful to Delta Air Lines for their support of our ongoing family programs and fundraising efforts,” says Lisa Feinstein, The Strong’s vice president for institutional advancement. “Family programs play an integral role in The Strong’s mission to explore play and the ways in which it encourages learning, creativity, and discovery and illuminates cultural history.”

Save the Date for The Strong’s Annual Play Ball on October 21

On the evening of Friday, October 21, The Strong will transform into an adult-only wonderland of glittery magic and glitzy, sophisticated fun at Play Ball—Rochester’s most playful gala! Play Ball 2016 will feature an eclectic array of larger-than-life performers, costumed characters, delicious dinner and dessert, creative cocktails, amazing auctions, and an exclusive performance by a nationally renowned singer.

Guests can join in the transformation by wearing metallic and shimmery tones, spectacular sequins, and glittery accessories—or go all out and come dressed as your favorite character, game, or toy. At Play Ball, costumes are admired but not required!

Dave and Margaret Burns and their family are serving as honorary chairs of Play Ball 2016. The Strong and the Burns family are proud to pioneer a multi-generational model of chairmanship for Play Ball. Dave Burns has served on The Strong’s Board of Trustees since 2003. Proceeds from Play Ball support The Strong’s educational mission and outreach programs. Tickets are $175 each. To purchase tickets, learn about sponsorship opportunities, or make a gift in support of Play Ball, please contact Kyle Fassler, advancement services and special events manager, at 585-475-6346 or kfassler@museumofplay.org.

Thank You Corporate Partners

Businesses that make a financial contribution to The Strong as corporate partners and sponsors provide meaningful support for the museum while receiving valuable benefits for their employees. To learn how your company can participate, contact Michelle Pammitt-O’Dwyer at 585-475-6353 or mdwyer@museumofplay.org.

For information on how your company can participate as a sponsor or partner, contact mdwyer@museumofplay.org.
Spot the Differences

Hey little sci-fi fans, can you spot the five differences between the two pictures below? Visit the Rockets, Robots, and Ray Guns exhibit for more science-fiction fun. See page 2 for details.

KIDS PAGE

Book Nook

Librarians’ picks from the Grada Hopeman Gelser Library

Darth Vader and Son

by Jeffrey Brown

(for the younger readers)

Darth Vader faces his greatest challenge imaginable: raising his four-year-old son, Luke Skywalker. From bedtime meltdowns to play ground bashes to Take Your Child to Work Day on the Death Star, the Dark Lord of the Sith meets the challenges of parenthood with the power of the Force on his side. (shelved in Rockets, Robots, and Ray Guns).

Whales on Stilts!

by M. T. Anderson

(for intermediate readers)

Lily Gefelty doesn’t know much about her father’s job. Sometimes he complained about the lack of air-conditioning or raved about the new packages of muffins in the vending machine. So it was a bit of a surprise to twelve-year-old Lily on Career Day when she finds out that he works for a mad scientist seeking to conquer the world. (shelved in Rockets, Robots, and Ray Guns).

Wool

by Hugh Howey

(for older readers)

In a suffocating, post-apocalyptic world where the land and air are toxic, people are forced to live in a 144-story silo dug deep into the earth. It is dangerous to talk about what lies outside the Silo. Those who ask too many questions risk the ultimate punishment of getting what they wanted: sent outside. (shelved in Rockets, Robots, and Ray Guns).
The Strong® is a highly interactive, collections-based museum devoted to the history and exploration of play. As a 501(c)(3) not-for-profit educational organization, The Strong is funded in part by contributions and grants from individuals, corporations, foundations, and state and federal entities. It is home to the International Center for the History of Electronic Games, the National Toy Hall of Fame, the World Video Game Hall of Fame, the Brian Sutton-Smith Library and Archives of Play, the Woodbury School, and the American Journal of Play and houses the world’s largest and most comprehensive collection of historical materials related to play.

The Strong is supported with public funds from the Institute of Museum and Library Services (IMLS) and the New York State Council on the Arts (NYSCA), a State agency. The Strong is accredited by the American Alliance of Museums (AAM), and is an institutional member of AAM, the American Association for State and Local History (AASLH), the Association of Children’s Museums (ACM), and the Museum Association of New York (MA NY).

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The Strong was named the number one “Family Travel Destination” in the United States by readers of FamilyFun magazine. Two thousand readers nationwide responded to survey questions and rated hundreds of destinations across five categories. The Strong emerged at the top of a list that included such places as the National Mall and Memorial Parks in Washington, DC, and Mount Rushmore National Memorial.