Edward M. Kennedy Institute for the US Senate

Featuring an open-source style content platform, digital media, and custom-designed, game-based interactives.

Inside a full-scale representation of the Senate Chamber, up to 100 visitors engage in actor-facilitated roleplay and custom game-based activities.
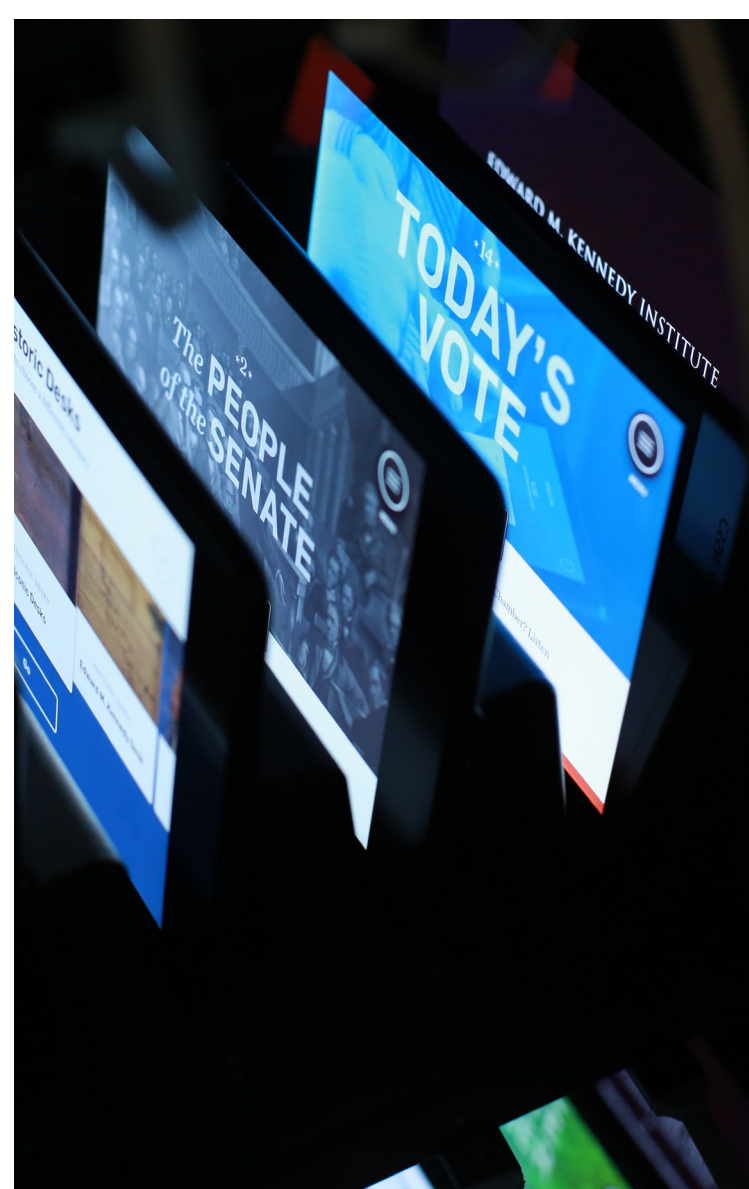
A New Model for a Dynamic, Experience-Based Museum

Over 40,000 SF of interactive exhibits, digital content and collaborative activities fulfill Senator Kennedy's vision for a radically different cultural space.

Visitors engage in hands-on experiences—each uniquely shaped by the participants, ever-evolving content and interactive dynamics involved—as they become 'senators-for-a-day' and expand their understanding of the legislative process and history.

"In this museum, you don't learn about senators. You are a senator."

— Fast Company

The Senate is based on a collaborative process, and this Senate-based experience encourages participatory democracy, stimulates civil discourse, and inspires the next generation of leaders.