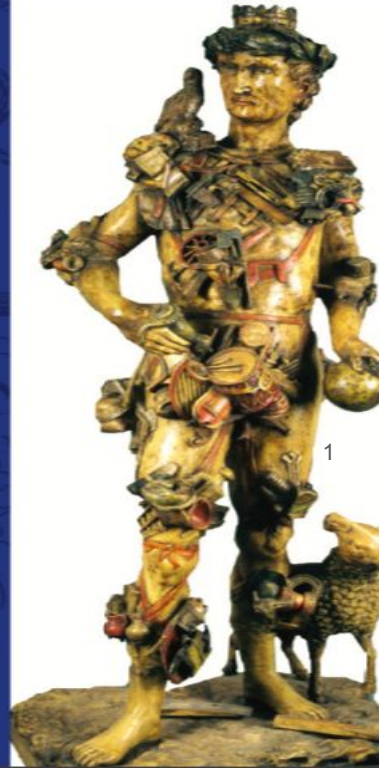


# Hunt Museum Business Plan 2023

Changing Lives with Culture, Creativity and Learning



# Our Strategic Ambitions:

By 2025 the Hunt Museum wants to have Impact in 3 areas:

Our **social impact** goals for 2025:

1. Lives are better and fuller for our disadvantaged, dementia, mental health communities and benefit from our life-long learning opportunities.
2. Society is more cohesive with active participation in cultural heritage overcoming stereotyping by ourselves and others.



Art & Object Conversation with Alzheimer sufferers and carers

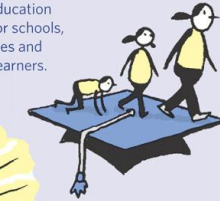
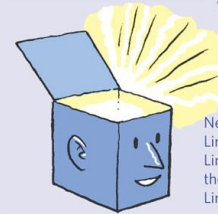


Collection of migration stories, human and object

Our **innovation** goals are:

1. Joint services for cultural heritage & galleries have increased capacity.
2. A vibrant, edgy and creative museum for Limerick and the world.

A joint education service for schools, universities and lifelong learners.



New culture created with Limerick School of Art & Design, Limerick Institute of Technology, the University of Limerick, Dance Limerick and others.

Our **economic impact** goals for 2025:

1. Limerick Region is culturally more attractive for employment and tourism.
2. Pride in cultural heritage has delivered a cleaner and brighter living space.



Improved tourism using our Medieval and Georgian heritage.



New urban heritage spaces kept clean and nurtured by locals.

# One overarching theme

## Climate

Make the Hunt Museum more climate friendly in all our actions and activities  
*Starting by educating ourselves on what to do and how to do it.*



# Platform priorities

## Virtual

Capture more of the public, community and volunteer knowledge related to the museum

**Measure:** increase in stories and content available online

## Physical

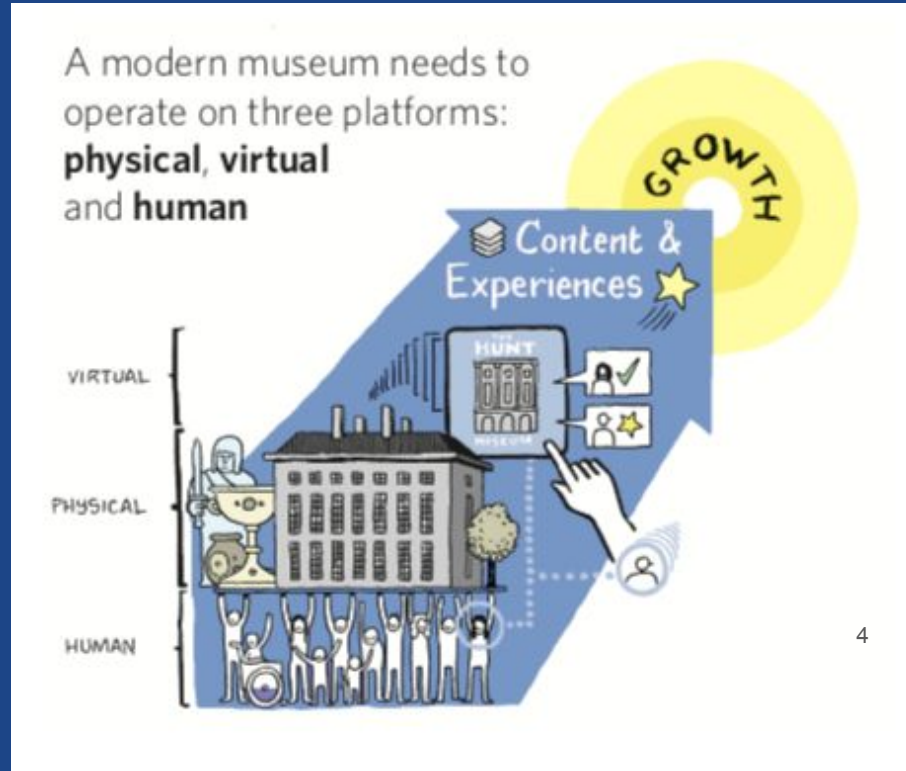
Develop a climate aware culture within and without the museum

**Measure:** every decision is made in the light of climate impact

## Human

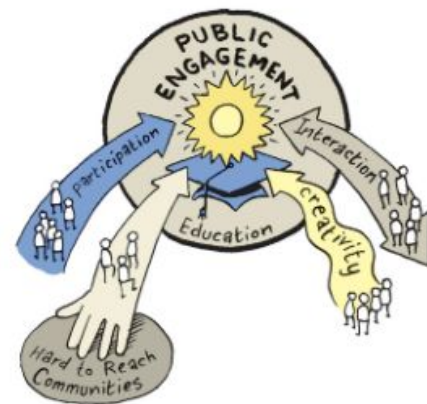
New communities use the museum and garden

**Measure:** number of new communities participating in projects, activities and events





# KPI's per priority



# Priority 1 Collections KPI's



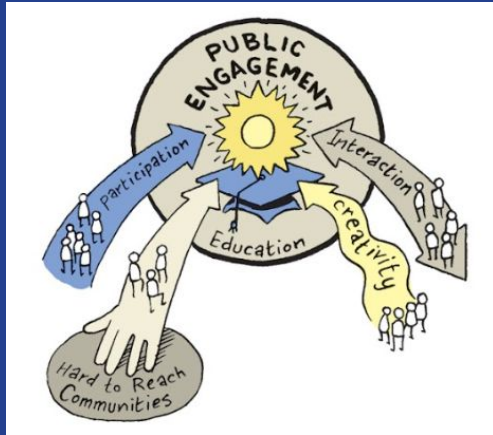
## 1 Collect the stories of the objects and the museum

- Expert & docent research
- 2D & 3D digitisation
- Staff research
- Visitor & community stories

## 2. Tell the stories

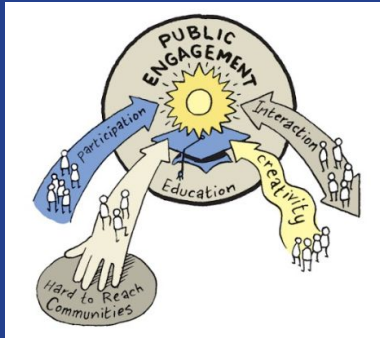
- Labelling & descriptions
- Stories on website
- Stories on virtual platforms
- Incorporate visitor & community stories

# Priority 2 Public Engagement: Exhibitions KPI's



1. **Diversify our exhibition visitor audiences by geography, age and ethnicity**
2. **A three year planning horizon for exhibitions is in place**

# Priority 2 Public Engagement: Education KPI's



1. **35% of schools in Limerick City and County have accessed Hunt Museum programmes and resources**

Measure:

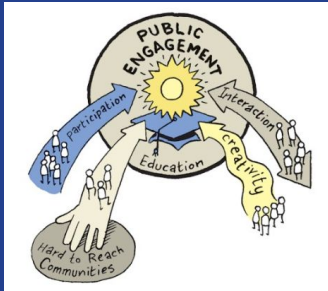
- Number of returning schools
- Number of new schools
- Number of schools who have used our physical and digital resources.
- Number of referrals by teachers

2. **A primary school STEAM programme on sustainability is piloted**

Measure:

- Number of partners in the programme
- Number of Pilots with schools
- Teacher Evaluation

# Public Engagement: Participation – Community KPI's



## 1. **Communities of Culture digital playbook is in place**

Measure:

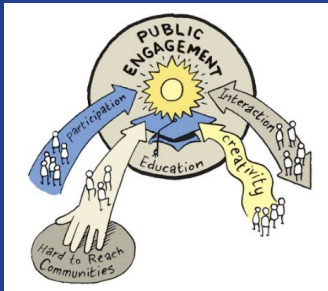
- Feedback from EDNIP, Teachers & Developers
- Take up by primary schools

## 2. **An engaged network of King's Island volunteers and stakeholders to contribute to the museum and Failte Ireland/City Council project.**

Measure:

- 5 Kings Island Groups active
- 25 Volunteers from King's Island actively participating
- Level of social impact
- Number of activities/ initiatives
- Reduction in level of anti-social behaviour

# Public Engagement: Participation – Docents KPI's



## 1. 4 Docent Projects Delivered

Measure:

- Docents taking leadership roles
- The number of docents active
- How many projects are delivered

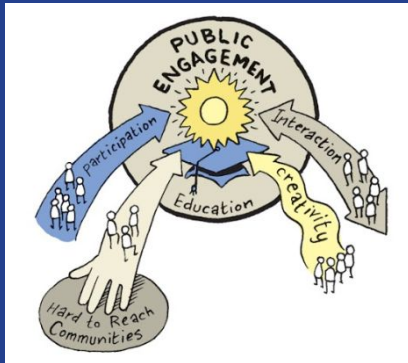
## 2. Docent Training

Measure:

- Docent activity and participation in workshops funded by the Older Persons Grant (The Community Foundation for Ireland) to empower older people.
- Implementation of workshop results
- Hunt / UL Public History MA Module



# Public Engagement: Participation – Friends KPI's



## 1. Act as key ambassadors for the museum

Measure:

- Attendance of Friends at events: outings, launches, lunchtime lectures, luncheons
- Friends promotion of Hunt Museum activities

## 2. Retain and Increase Membership

Measure:

- Members retained and gained on a monthly basis compared to 2022

## 3. Increase Funding contribution to Museum

Measure:

- Funding goals agreed and achieved

# Priority 3 Innovation KPI's



## 1. A Hunt Museum RECHARGE Living Lab is in place

Measures:

- The number of engaged corporate partners attending workshops
- Number of engaged community participants
- Specific project related metrics
- Corporate stakeholder relationships

## 2. Improve inclusion for autism groups

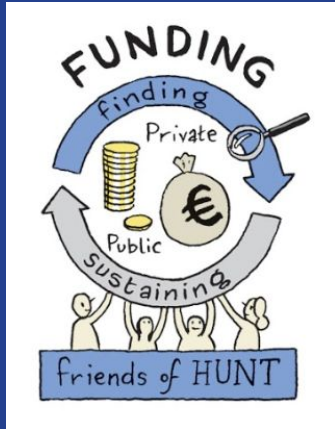
Measures:

- Numbers of autism groups participating
- Choice offered against sensory overload
- Number of triggers
- Availability of ppe e.g ear defenders
- Signage - sensory friendly museum
- Autism Friendly Plants in garden

## 3. New Cultural Partnership in place

- A new cultural partnership in place

# Priority 4 Funding KPI's



## 1 Retail sales are optimised: online & in shop

Measure:

- increase of €0.50 per visitor on 2021

## 2. A new EU project

Measure:

- Existence of a new EU project

## 3. Local business sponsorship

Measure:

- First Tuesdays events
- Sponsorships for activities

# Operations KPI's



## 1. Reduction in our energy usage,

Measure:

- Reduction in energy/water consumption
- Greater team awareness & buy in
- Energy usage; no red light policy, more efficient doors: no drafts, annual reporting

## 2. Greater use of the green spaces.

Measure:

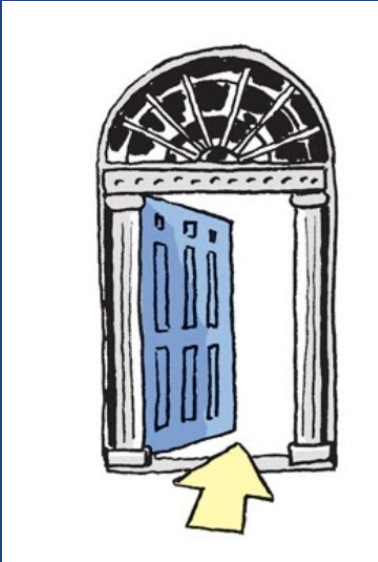
- Information panels in the garden and museum in place
- Provide opportunities for Litter recycling, reduced 'landfill' waste, monitored outputs with service provider [Mr.Binman]
- Placement of water dispenser.
- Number of Visitors to the garden

## 3. Storage is improved

Measure:

- Better use of available space; less waste and increased recycling.
- Expenditure is monitored, with a reduction in ad hoc purchases, [i.e delivery charges]

# Marketing KPI's



- **A platform to record and share stories.**

Measure:

- Traffic to the website
- Social Media Platforms
- A platform is introduced

- **Public awareness of the museum's climate action work**

Measure:

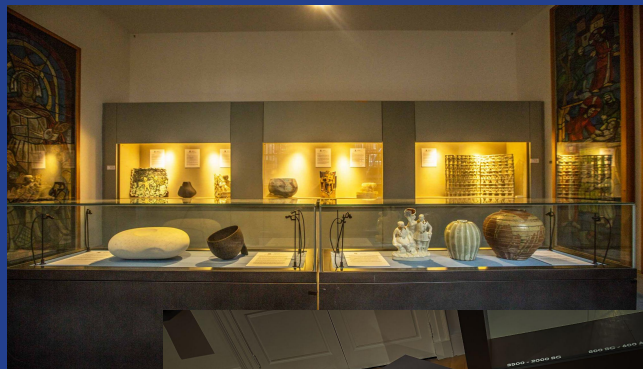
- #tag relating climate action
- #go green
- Press articles

- **A comprehensive comms plan organised thematically for the year**

Measure:

- Plan is in place
- Updates are regular
- Plan is used

# Priority 1: Collections: Key Tasks



## T1 Collections Management

T1.1 Documentation processes

Q1-4

T1.2 Collections Care

Q1-4

T1.3 CMS update & Maintenance

Q1-4

T1.5 Hunt Trust Audit

Q2 ?

## T2 Collection Research

T2.1 Staff and professional research on collections

T2.2 Docent research on specific collection

T2.3 Public and visitor input into collections information

T2.4 Collecting museum and community stories

## T3 Collection Interpretation & engagement

T3.1 Collections interpretation and display strategy

Q1-4

T3.2 Object Labelling and description

Q1-4

T3.3 Digital displays & interpretation

Q1-4

T3.4 Exhibition and/or gallery interactions

Q2-3

T3.5 Upgrade of Irish Contemporary Ceramics

Q1-2

T3.6 Second gallery upgrade feasibility

Q3

Above: ICCC collection for redisplay.  
Below: Integration of interactive timeline for full collection



# Priority 1: Collections: Key Tasks



## **T4 Collections Projects**

T4.1 Sensitivity Audit

Q1-4

T4.2 Digitisation

Q1-4

T4.3 Online platform sharing

Q1-4

T4.4 Scope/feasibility new 'Essential Guide'

Q4

## **T5 Exhibition in Museum Galleries Curation**

T5.1 Sybil Connolly in the Collection

Q1-3

Above: Sybil in the Collection

# Priority 2: Exhibitions : Key Tasks

## MADE OF EARTH



Aztec Figurine Portion | Ceramic | 14th to 16th Century AD | The Hunt

**6 October 2022 - 6 April 2023**

Experience Ceramics through the Senses, VR & Games



### T1 Made of Earth

T1.1 Exhibition Events & Public Programming

T1.2 Exhibition Logistics

Q1

Q1 & Q2

# Priority 2: Exhibitions : Key Tasks

## T2 Living Artist Exhibitions 2023/24

- T2.1 Exhibition Project Brief
- T2.2. Exhibition Logistics
- T2.3 Exhibition Print Material
- T2.4 Virtual Platforms
- T2.5 Exhibition Events & Public Programming
- T2.6 Invite Artists to Exhibit 2024

## T3 Summer Exhibition- The Three C's Q3

- T3.1 Exhibition Project Brief
- T3.2 Exhibition Research
- T3.3 Exhibition Logistics
- T3.4 Exhibition Print Material
- T3.5 Virtual Platforms
- T3.6 Exhibition Events & Public Programming

## T4 Shannongrove Gorget 2024

- T4.1 Exhibition Management
- T4.2 Shannon Grove Gorget Research
- T4.3 Loans

M1  
M1-M2  
M3-M4  
M1- M3  
M3-M6  
M3

Q1  
Q1-Q2  
M1-M2  
M3-M4  
M1- M3  
M3-M6

Q1  
Q2-4  
Q1



Sarah O'Flaherty, Fiona Kelly, Debbie Godsell, Installation  
Shots of Visions of an unSettled Earth, Sirius Arts Center © Brian Mac Domhnaill



Ardnacrusha Power Plant CC  
BY-SA 3.0



The Shannongrove Gorget,  
800 BC-700BC, Gold, Ireland,  
©Victoria & Albert Museum,  
London

# Priority 2: Exhibitions : Key Tasks

## **T5 Richard Harris 2024**

T5.1 Exhibition Management

Q4

## **T6 Café Exhibitions**

T5.1 Exhibition Project Briefs, including Schedule for Year

T5.2. Exhibition Logistics

T5.3 Exhibition Print Material

T5.4 Virtual Platforms

M1

M1- M2

## **T7 Garden Gallery Community Exhibitions**

T7.1 Develop Garden Gallery Community Exhibition plan for 2023

T7.2 Exhibition Management

M1

Q1-4

## **T8 Exhibitions programme**

T8.1 Update Exhibitions Strategy & Rolling 3 year Programme

T8.2 Exhibition Advisory meetings

Q1-4

## **T9 Curator's Choice**

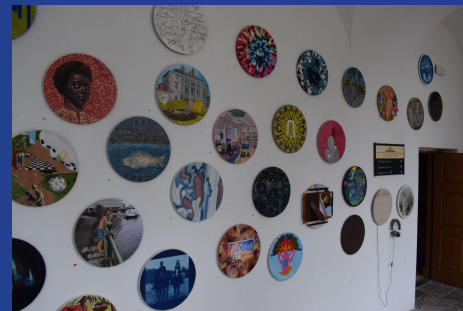
T9.1 Exhibition Management

Q1

## **T10 Printmakers**

T10.1 Exhibition Management

Q1



Radius, LSAD show 2022, Garden Gallery



Stephen Lawlor exhibition launch in the Main exhibition space

# Priority 2: Exhibitions : Key Tasks

## T11 Events

T11.1 Create proposed schedule looking at 2022

T11.2 'Conversations with Designers' CIFD

T11.3 Chess tournament

T11.4 Bastille Weekend

T11.5 Narwhals round Island Swim

T11.6 Africa Day

T11.7 Boules/ Pétanque Tournament

T11.8 Culture Night

T11.9 Riverfest

T11.10 Plant a Bulb

T11.11 Valentines day / 26th Year Anniversary



Wild Geese festival 2022



Plant a bulb 2022



International Christmas in Limerick 2022



# Priority 2 Education: Key Tasks



## **T1 Primary School - ongoing programmes**

T1.1 Review/update onsite programme learning resources

T1.2 Digital Learning

T1.3 Promotion of T1 programmes to teachers

T1.4 Docent training in T1 programmes

M8

Q1-4

M1, M9

Q1

## **T2 Joint Service with Limerick Museum & Limerick City Art Gallery**

**Q1-4**

T2.1 Management of Partnership

Q1-4

T2.2 Clay Through the Ages Remote programme & Digital Resource

Q1-4

T2.3 Deliver Art & Identity Programme

Q1-4

T2.4 Determine focus and potential contributors to 2024 programme

Q3/4

## **T3 Primary School- special programmes**

T3.1 Permanent Collection STEAM based programme with CONFIRM Smart Manufacturing and Limerick Education Centre

Q1-3

T3.2 Made of Earth workshops

M1&2

Above: Students from Scoil Íde primary school celebrating the online game; Truffles the Treasure Hunting Piggy! going live at a celebration hosted at The Hunt Museum.



# Priority 2 Education: Key Tasks

## T4 Post primary - ongoing programmes

- |  |        |
|--|--------|
| T4.1 Review/update onsite programme learning resources | Q1-2   |
| T4.2 Provide digital learning opportunities            | Q1-4   |
| T4.3 Scope Bronze Age Programme for Leaving Cert       | Q3     |
| T4.4 Promotion of T4 programmes to teachers            | M1, M9 |
| T4.5 Docent training in T4 programmes                  | Q1     |

## T5 Post Primary temporary exhibition programme

- |  |       |
|--|-------|
| T5.1 Made of Earth STEAM based programme       | M2- 4 |
| T5.2 Ardnacrusha exhibition workshop programme | Q3-4  |

## T6 Post Primary Special Programmes

- |   |  |
|---|--|
| T6.1 Living Archaeology in the Garden linking with Archaeology Collection |  |
|---|--|

## T7 Public Programming Children and Families

- |   |       |
|---|-------|
| T7.1 Creativity, Health and Wellbeing (CHW) pilot programme with HSE Mid-West Aries and local occupational therapists | M4    |
| T7.2 Crinniú na nOg   | M2-7  |
| T7.3 Limerick Lifelong Learning Festival  |       |
| T7.4 Heritage Week WORKSHOPS linked to Summer Exhibition  | M???  |
| T7.5 Sunday Arts & Crafts (twice monthly)   | M1-12 |



Above: Science week, Made of Earth Steam programme with JFK primary school 3rd class

# Priority 2: Participation - Community: Key Tasks



Above: Volunteer in the Garden

## **T1 Communities of Culture**

**M1-7**

- T1.1 Complete Phase VI, C of C
- T1.2 Deliver Phase VII, C of C
- T1.3 Trial and evaluate digital playbook with EDNIP schools
- T1.4 Dissemination of Cof C playbook into local primary schools
- T1.5 Report and analysis on overall project results

## **T2 King's Island Community Engagement Programme**

**M1-12**

- T2.1 Facilitated consultation to identify potential projects with Wild Atlantic Way Gateway Group subcommittee
- T2.2 Criteria established for long list project proposals
- T2.3 Long list of tourism project proposals evaluation
- T2.4 Action Plans agreed with Community
- T2.6 Projects (2 or 3)

## **T3 Community outreach - Living Archaeology in the Garden (LAG)**

**M1-11**

- T3.1 Use plants to animate learning on our archaeology collections

## **T4 Community Outreach - Youth Groups**

**Q1-4**

- T4.1 Explore the implementation of youth voice in the Museum, using the Lundy Model, working with LCETB LCYP

# Priority 2: Participation - Docents: Key Tasks



Docent group at Christmas Party 2022

## T5 Docent Projects

T5.1 Action Plan for Docent Projects 2023

M1

T5.2 Library

Q3-4

T5.3 Exhibition Research

M1-12

T5.4 Dementia Program

M1-12

T5.5 Sensitivity Audit

M1-6

T5.6 Addition of Docent Research to CMS & Explore including Audio/Video collection of Docent stories, Hunt Family, Custom House

M1-12

T5.7 Public Lecture Series

M1-12

## T6 Docent Training Programme

T6.1 Older person Grant

Q1-3

T6.2 Hunt / UL Public History MA Module

Q3

T6.3 Training by different departments

1-12M

T6.4 Tours and Guiding Refresher

## T7 Online and In house Participation - Docents

## T8 Docent Recruitment

# Priority 2: Participation - Friends: Key Tasks

## T10 Recruitment

T10.1 Membership Drive	M1-12
T10.2 Universities & other Historical Groups call out	Q1,Q3
T10.3 Exchange promotions with other Friends groups	Q2
T10.3.1 Establish contact with other Friends Groups	
T10.4 Open Day for Friends	M2

## T11 Events

T11.1 Friends Outings	Q2,4
T11.2 Friends Lunchtime talks	M1-12
T11.3 Silver Circle meetings	M1-12
T11.4 Book Club	M1-12
T11.5 Friends Annual Luncheon	M5
T11.6 Christmas Lunch	M12

## T12 Fundraising

T12.1 Fundraising Plan for 2023	M2
T12.1.1 Raffle	M12
T12.1.2 Table Quiz / Open day for Friends	M2
T12.1.3 Silver Handling Event	M11

## T13 Reporting

T13.1.1 AGM	
T13.2 Monthly reporting	M5
T13.3 Quarterly reports	M1,4,8,12
T13.4 Quarterly Financial Reports	M1,4,8,12

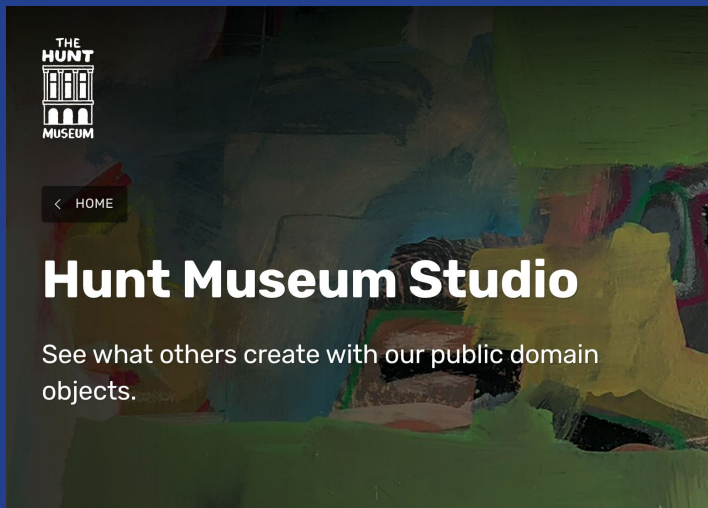
## T14 Friends MarComms

T14.1 Website updates	M1-12
T14.2 Marketing Posters	
T14.3 Social media campaigns	
T14.4 Friends promotion of Hunt Museum activities	



Above: Silver Handling Event

# Priority 3 : Innovation: Key Tasks



## **T1. Hunt Museum Studio & Lab**

- T1.1 Develop programme with LSAD-TUS related to placements
- T1.2 Living Lab for Hunt Museum and other Irish museums
- T1.3 Hunt Studio Innovation Award

## **T2. Story / Interpretative Technology for Collections Gamification**

- T2.1 Use 3 screens from Made of Earth in Museum Galleries
- T2.2 Install interactive table (more trails & routes linked to collection)
- T2.3 3D printed touch-points in galleries

## **T3. Museum in a Garden**

- T3.1 Kirkby Engineering
- T3.2 New sculpture with Community
- T3.3 New sculpture with Corporate

## **T4. Improve inclusion for autism groups**

- T4.1 Engage with Autism Groups & Needs
- T4.2 Audit the museum, assess and document potential triggers for sensory over-stimulation.
- T4.3 Review list of potential triggers in collaboration with an Autism Education Body and generate an action plan
- T4.4 Implement Autism action plan



# Priority 3 : Innovation: Key Tasks

## **T5. Improve visual Impairment inclusion**

T5.1 Museum in a Box

## **T6. New Cultural Partnership in place (e.g. with Rugby Museum & Castle)**

T6.1 Develop a new Cultural Partnership

## **T7. RECHARGE Project**

T7.1 Develop Network

T7.2 Workshops: co-creation with museums, corporates and community

T7.3 Set up Hunt Museum Living Lab

T7.4 RECHARGE Reporting

T7.5 RECHARGE Project Meetings



Ure Museum - Museum in a Box



# Priority 4: Funding: Key Tasks



## **T1 2022 Action Plan**

T2.1 Review 2022

M1

T2.2 Write 2023 Action Plan

M2

## **T2. Corporate - Sponsorship and Membership**

**M1-12**

T2.1 Exhibitions

T2.2 Collections

T3.3 Education

T3.4 Community - Garden Sponsorship

T3.5 Innovation

T3.6 Hunt SME's/ First Tuesday's

## **T3. Individual: legacy giving/major gifts/crowdfunding M1-12**

T3.1 Naomi O'Nolan Accessible Museum Fund  
for Visual Impairment & Autism

T3.2 CFID campaign and event for Sybil

T3.3 Garden crowdfunder

# Priority 4: Funding: Key Tasks

## T4. State and Foundation

- T4.1 Research Grants for 2023
- T4.2 Dept Grants
  - T4.2.1 Building & Energy Improvement Grants
- T4.3 Artist in Residence Grants - Arts Council
- T4.4 LCCC Festivals & Events
- T4.5 Heritage Council Grants - Autism & Visual Impairment

M1-12

## T5. European

- T5.1 Submit European Grants -Erasmus or Horizon Europe grant application M1-12

## T6 Retail Planning, Purchasing, Analysis

- T6.1 Retail Action Plan 2023
- T6.2 Purchase of stock with local & sustainable focus
- T6.3 Quarterly Reports and Analysis
- T6.4 Online Shop
- T6.5 Stock takes
- T6.6 Track selling trends through product sales analysis
- T6.7 Analysis of visitor spend 2023

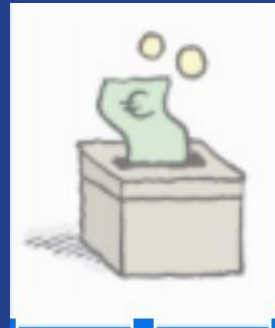
**M1-12**

M1  
M1-12  
M4,M7, M10  
M1,12  
M1,12  
Q1-Q4  
M12

## T7 Front of House

- T7.1 Improve automation of systems - EPOS to Accounts
- T7.2 EPOS and Bank Lodgement
- T7.3 Review/Update How to Guides for staff
- T7.4 Exhibition and Museum Training

Q2-3  
M1-M12  
Q1-Q2  
Q1-Q3



# Operations : Key Tasks



Above: Hunt Museum

## T1. Building

- T1.1 Action Plan for 2023 M1
- T1.2 Upgrade plumbing/electrical hardware to sensor based/timer options. M6
- T1.3 Investigate Energy Sustainability: Solar panels, Wind power M1
- T1.4 Building Works maintenance Q1/2/3/4
- T1.5 Storage & Equipment Q2
- T1.6 Signage in Garden & Museum upgraded. Q2
- T1.7 Cafe

## T2. Business Planning

- T2.1 2023 Business Plan M1
- T2.2 2023 Reporting M1-M12
- T2.3 Finance M1-M12
- T2.4 Board Meetings Q1/2/3/4
- T2.5 Review of Policies & Governance M5/M11

## T3. HR

- T3.1 Personal Development Plans Q1
- T3.2 Recruitment M1-12
- T3.3 Contracts M6

## T4. Systems

- T4.1 Review and update interdepartmental calendar M1
- T4.2 Create/review departmental equipment list. M2
- T4.3 Review & update current storage plan M2
- T4.4 Review all contracts: M3
- T4.5 Google & Systems cleanups M1-12

## T5. Events

- T5.1 Audit plant/equipment list for events 2023 M1
- T5.2 Creation of new 2023 calendar M1

# Marketing: Key Tasks



Lorcan Walshe - The Artefacts Project

## T1 Marketing General

- |   |       |
|---|-------|
| T1.1 Project Brief for Stories Platform                                       | Q1    |
| T1.2 Annual Report 2022   | Q1    |
| T1.3 Quarterly reporting on Audience updates - Social Media and Website Data  | M1-12 |
| T1.4 Events Brochures 1/quarter: Apr - Jun / Jul - Sep                        | M1-12 |
| T1.5 Updated Brand guidelines for consistent design                           | M1-12 |
| T1.6 Press Releases   | M1-12 |
| T1.7 Go Green efforts awareness of the museum (climate action/sustainability) | M1-12 |

## T2 Collections:

- T2.1 Object of the month, linked to quirky fact campaign
- T2.2 Blog promotion
- T2.3 TikTok & Reels on the Collection

M1-12  
M1-12  
M1-12

## T3 Exhibitions

- T3.1. Made of Earth
- T3.2 Living Artist 2023
- T3.3 Three C's: Climate, Culture, Change
- T3.4. LSAD 2nd Year Show - Garden Gallery
- T3.5 Curators & Limerick Printmakers Choice
- T3.6 Cafe & Community Exhibitions

M1-4  
M2-6  
M4-9

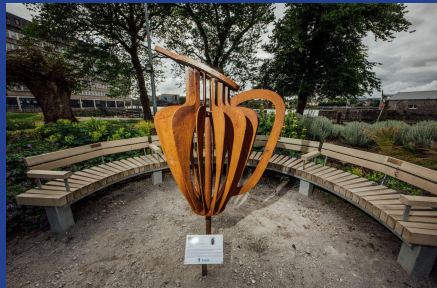
M1-12  
M1-12



Belonging



Belonging



Etruscan Jug (Takumi collab)

# Marketing: Key Tasks

## T4 Joint Education Service - Three Muses

- T4.1 The Three Muses, joint service with Limerick Museum & Limerick City Art Gallery
- T4.2 Hunt Studios - Clay workshops

?

M1-12

## T5 Participation

- T5.1 Docents
- T5.2 Community
- T5.3 Friends
- T5.4 Heritage Week

M1-12

Q3

## T6 Innovation

- T6.1 Hunt Museum Innovation Competition & Award
- T6.2 Museum in a Garden Promotion
- T6.3 Community Projects
- T6.4 Visual Impairment
- T6.5 Autism Awareness
- T6.7 New Cultural Partnership

?

Q2

M1-12

M1-12

M1-12

## T7. Funding

- T7.1. Friends Membership Drive and funding
- T7.2. Retail Promotion on social media
- T7.3 SME promotion - First Tuesdays
- T7.4 Xmas Packages
- T7.5 CFID Sybil Campaign
- T7.6 Garden Crowdfunder

M1-12

M1-12

M1-12

Q4

M3-5

M5-9



Instagram December 2022

# Marketing: Key Tasks

## T8 Tourism

- T8.1 Failte Ireland promotion and collaborations
- T8.2 Hotel and B&B promotion
- T8.3 Shannon Estuary Way promotion
- T8.4 Tourism Ireland promotion & Collaboration
- T8.5 Coach Tour companies FAM visits

M1-12

## T9 Website

- T9.1 Website Updates & Maintenance
- T9.2 Website Training
- T9.3 Website Editorial Plan for year
- T9.4 Website analytics & reports
- T9.5 Website SEO & Promotion on website
- T9.6 Website Audit & Clean-up

M1-12

(Q1)

## T10. Social Media

- T10.1 Analysis of 2022 audience against desired audiences
- T10.2 Research what social media platforms our target audiences use
- T10.3 Update the social media and website data monthly on Data Capture Report
- T10.4 TikTok Platform Advancement
- T10.5 LinkedIn Platform Advancement
- T10.7 Mastodon Platform Advancement

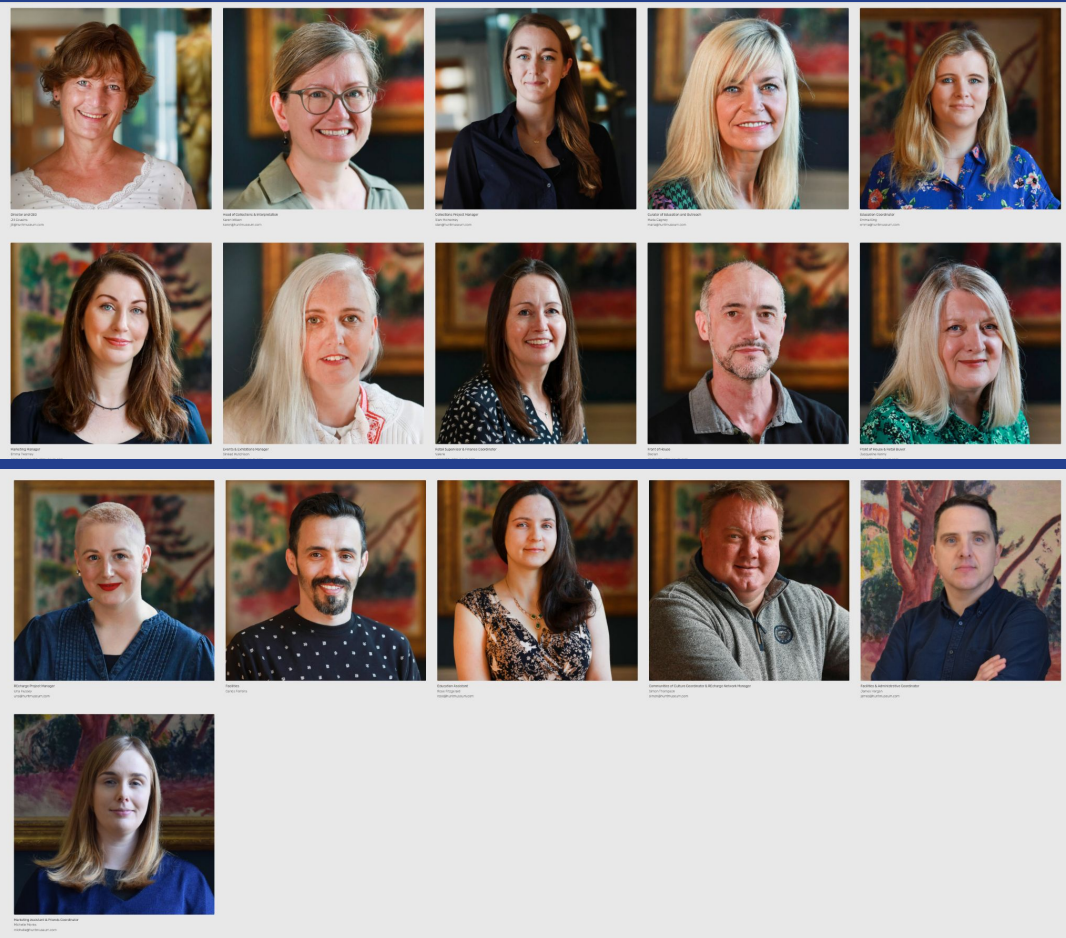
M1-12

## T11 European

- T11.1 RECHARGE project - see Innovation

M1-12





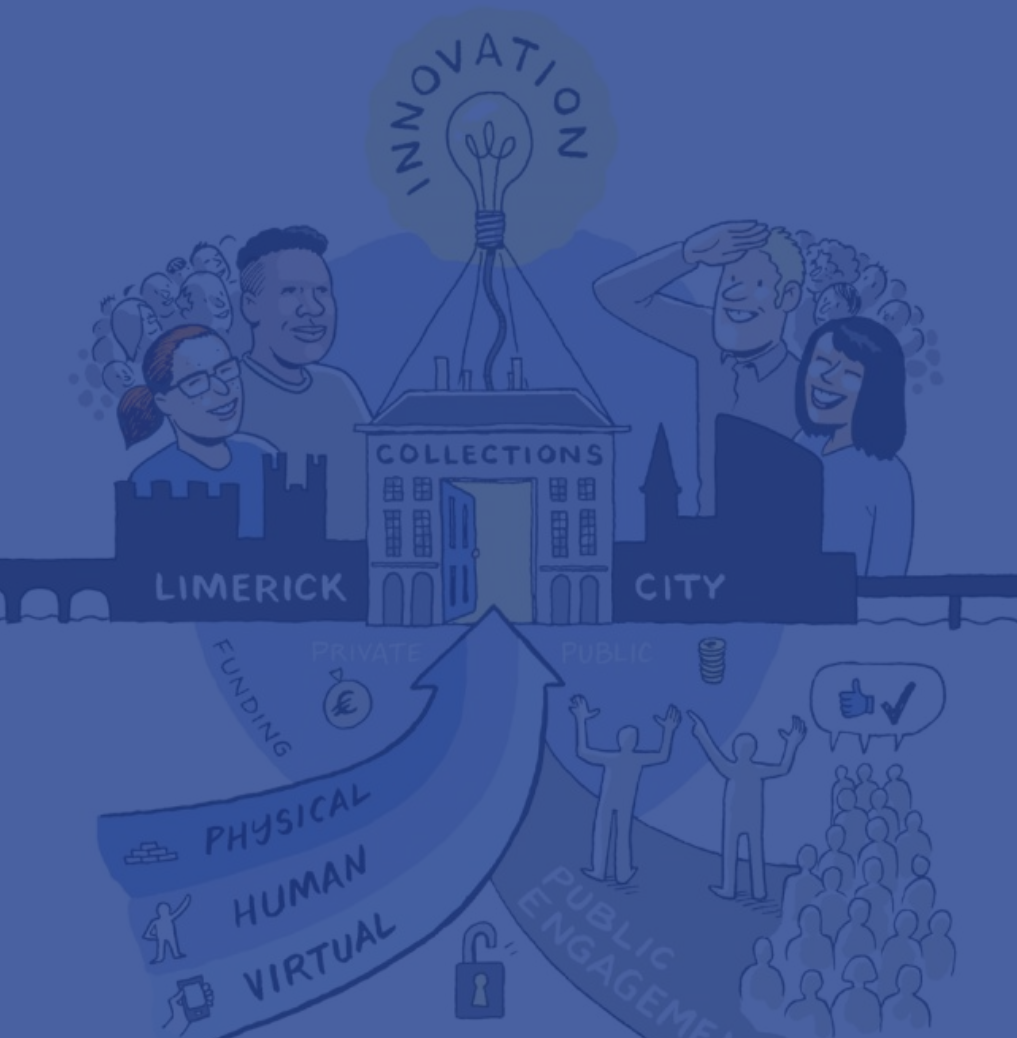
# Staff & Training

2023 - 14 FTE, 18 Members of Staff

## Training:

Continue embedding AGILE  
Collections Care Training  
Website Training  
Presentation Training  
Budget Training  
Autism Training  
Climate & Sustainability Training

Some of the staff.... Others are camera shy:)



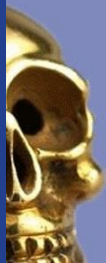
# Budget 2023

**Income: €1,151,800**

**Expenditure: €1,149,764**



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