

Milwaukee Art Museum Workers,

This note is in support of the unionizing effort at the Milwaukee Art Museum. As a nationally recognized establishment, the Milwaukee Art Museum is an integral part of our city's culture; it is important and necessary that the employees of the MAM are treated in a way that is, at minimum, just and fair. As an illustrator working in Milwaukee as well as a former employee at the Milwaukee Art Museum, it is clear how important this building and the collection is educationally, culturally, communally, and more.

Milwaukee Art Museum employees contribute greatly to the experience one can have at the MAM. They are absolutely essential and should be paid livable wages. While working at the MAM, many of my co-workers were practicing artists themselves, and therefore contribute a unique and irreplaceable perspective. Their knowledge and experience can truly make an average trip to the museum interesting and worth remembering, giving guests a reason to come back and love Milwaukee.

Low wages, limited benefits, and precarious scheduling place an undue burden on families and the larger Milwaukee community - frankly, that kind of treatment should have no place at the Milwaukee Art Museum. The massively passionate staff that often go far beyond their job description deserve better treatment from an establishment that can provide it.

In order to inspire generations of young artists and enthusiasts, it is important to ethically compensate those responsible for making the MAM a place worth celebrating. Employees provide protection of history along with the context and knowledge of why it is important and exciting to visit a museum. *Employees should be fairly paid, receive sustaining benefits, and should not have to worry about layoffs, favoritism, or other workplace ills.*

I am proud of the Milwaukee Art Museum employees and I support union representation. For a better Milwaukee tomorrow, it is important to properly value the people and support we have today.

Sincerely,
Lauren Marvell