*Saving exhibits from the dumpster

Refurbishing on a shoestring budget

Brought to you by the Department of Science Content and Design, and the number π







one of five 17th century mathematicians to find the fastest route between two points.

l'un des cinq mathématiciens du 17 siècle qui trouvé le chemin le plus court entre deux points.

I'd bet on the CURVE Any Day!

Je parie que c'est la courbe!



res

ad





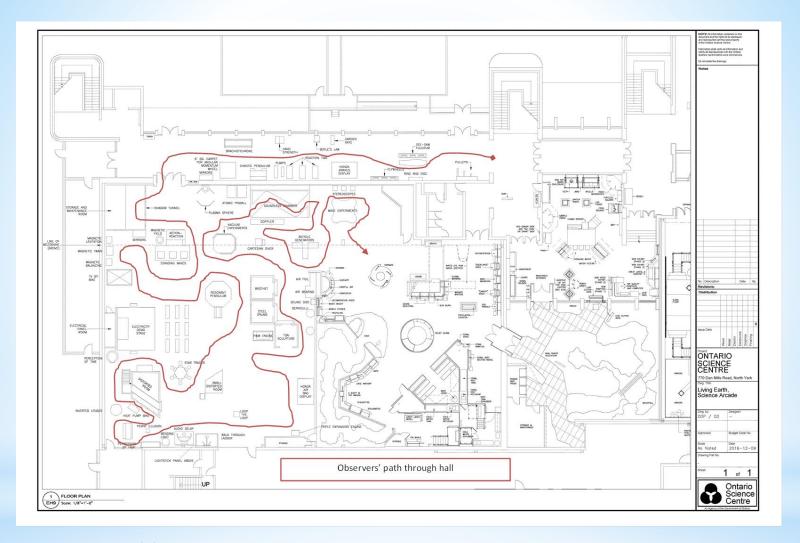






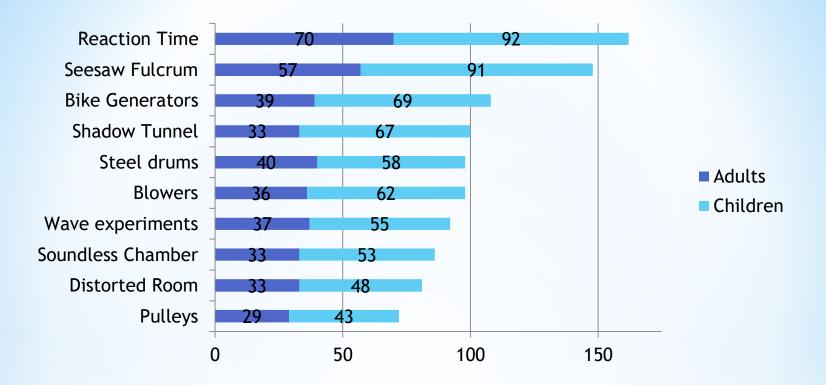




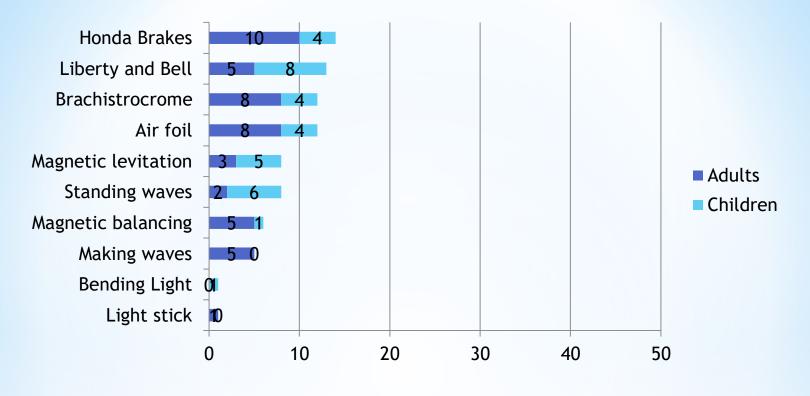


*Sweeps: snapshots of exhibit usage

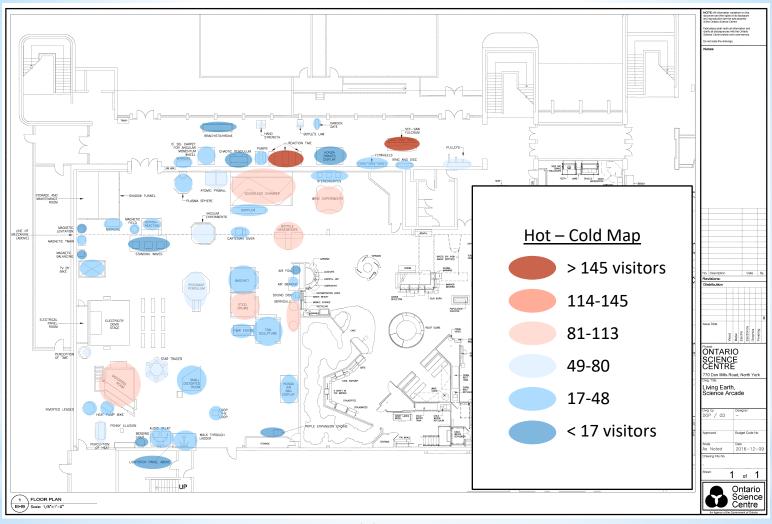
A total of 32 sweeps were made starting on 2016/12/28 through until 2017/01/10. During this time 2392 visitors were observed in the Science Arcade in direct interaction with one of the identified 57 exhibit clusters. A total of 1470 behaviours were identified, 97% of which fell into the 6 main expected categories selected for this study.



*Most attended exhibits

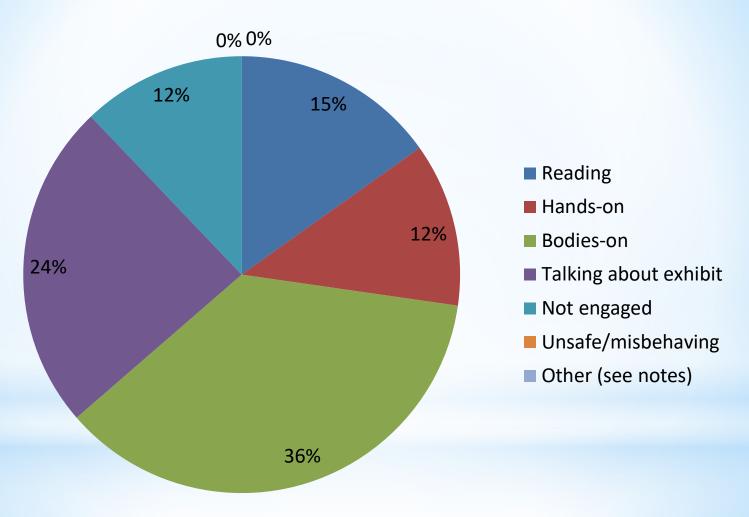


*Least attended exhibits

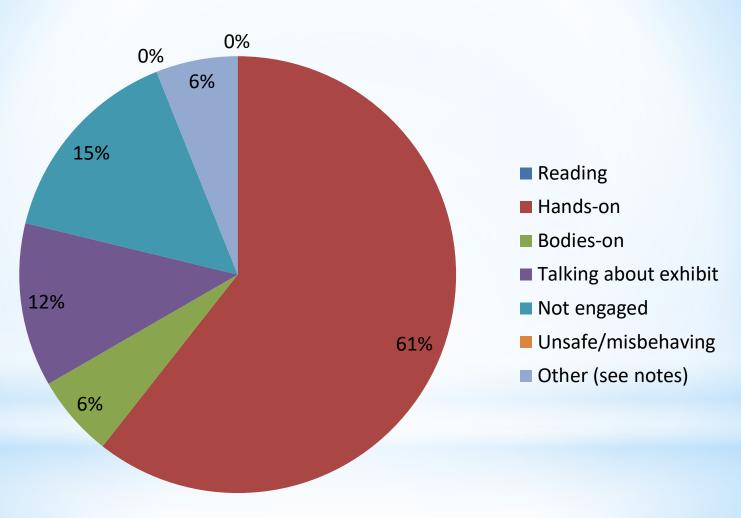


*Hot-Cold Map

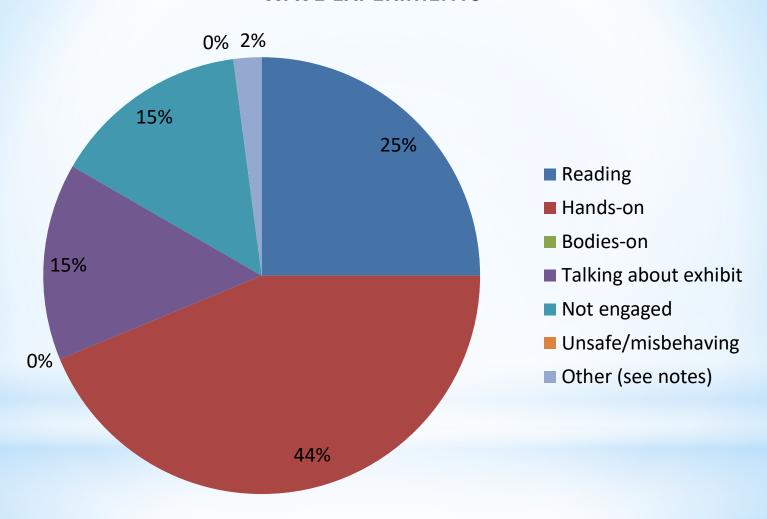
REACTION TIME



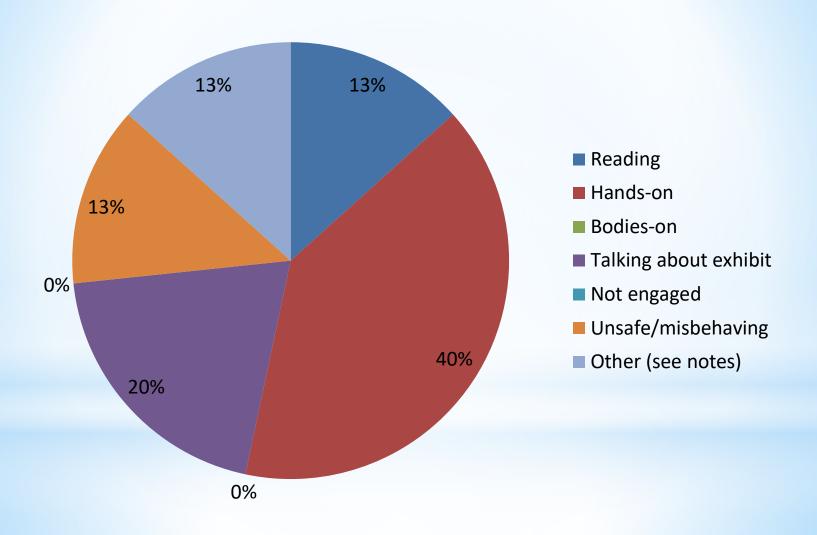
STEEL DRUMS



WAVE EXPERIMENTS

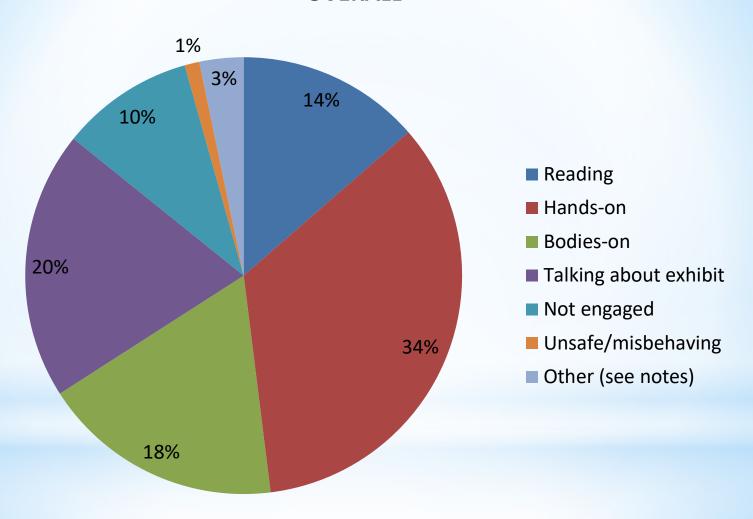


LIBERTY & BELL





OVERALL



Word clouds produced from employee brainstorming sticky note answers to 4 questions:

In your opinion, what is the most important part of the science arcade?

chrough series

were science
possible possible press presented
full Plasma found tutton
leading neight Mystery themed doing
vibe hall stuff play focused
many unstructured visitors
many unstructured visitors
play principles cool level
scary play
ball Fun Interactive
leas classac wonder surprise lines
past Simple show play trassures
unexpected phenomena axisting
potential basic collection
immersive collection
immersive collection

In your opinion, what is the most important thing we could add to the science arcade?

```
Modernization/colour/lighting experiences/senses
updated
show science
moments design open-ended show science
graphics universal same fire tech
graphics universal same straction find dishes
svalanches interactivity copy/research everyday
Fresh public ideas air ARVR second
software visitors Add Graff with both Huge
each drop phone energy
right work silent silent existing Cohesion lots windy

Better being search content
include zone use Snowcase centerpiece
include zone use Natural

purpose space content
extreme heartedness
```

Assigning a working title and tag line:

Action – Reaction: explore physical principles and phenomena through play.

What is the most important thing we could have in the hall?

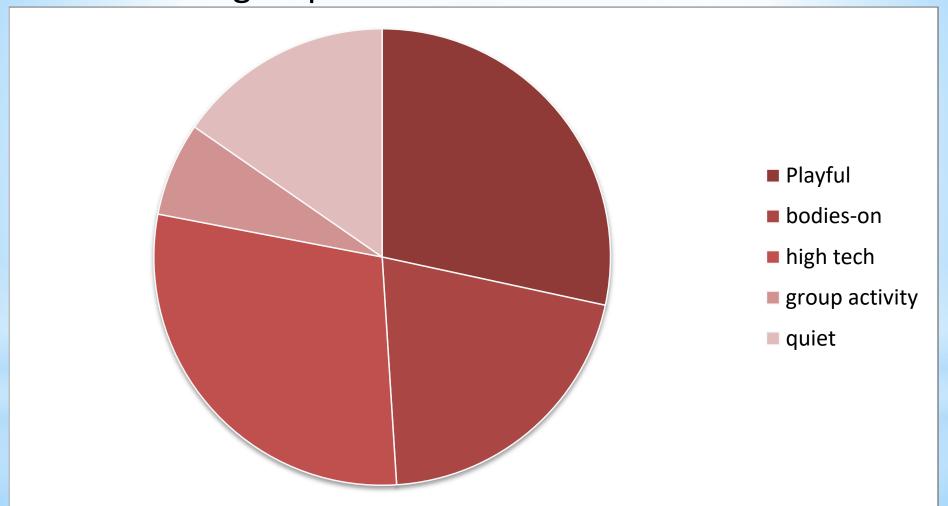
energy possible science little pushing bunny demo organization machine hands-on problems/make different Workshops exhibit running hits hands slides Rocketry things xylophone Interactive physical rows bats life everywhere universal energizer Same connect energizer Same connect sinspiring sciences sounds More glant nails other Back design bed simply style many element principles balls light familiar raw Bernoulli balls light familiar matches sculpture only just basic something essential work just basic something past Physics AR/VR essential requires bigger stimulated imperceptibility body activities play

Forgetting everything that it is or has been, if we imagine no limits what could we have in the hall?

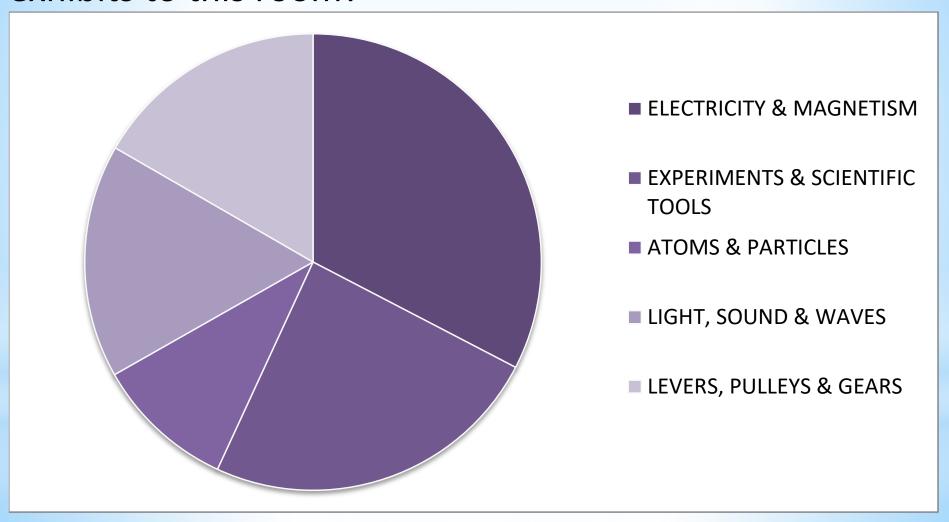




What type of activities do you think are the best activities to add to this group of exhibits?



What do you think are the best topics to use to add more exhibits to this room?





So that participants unveil for themselves the **Fun** and **Joy** in science while exploring and experimenting with the fundamental ideas of:

- Atoms and Particles
- Electricity and Magnetism
- Light, Sound and Waves
- Levers, pulleys and gears
- Experiments and scientific tools,

this hall will inspire:

the *Curiosity* to question and wonder; the *Courage* to try and play; the *Confidence* to interpret and conclude; and the *Comfort* to share and listen.

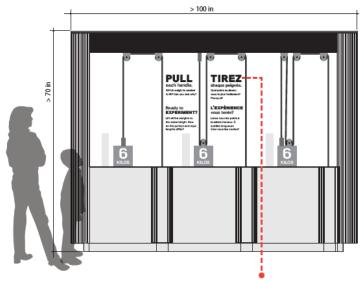








SCIENCE ARCADE: TYPOGRAPHIC TREATMENT



In situations where there are physical barriers such as pulley ropes, the French text defines the maximum type size for the Action Words in both French and English (since French words tend to be longer.)

In instances where the exhibits feature large format canvases (especially those with physical barriers to reading) it's important to optimize the typographic design to create visual hierarchy.

Clearly articulated typographic hierarchy attracts people to the exhibit from far away, and also breaks content into digestable portions when viewing from up close for people of all ages.

SAMPLE TYPOGRAPHIC BREAKDOWN



Action word typeset in Neogram Black, upper case.

Which weight is easiest to lift? Can you see why?

Remaining action sentence, typeset in Neogram Bold, lower case.

Visual Hierarchy LEVEL2

Visual Hierarchy

LEVEL3

Ready to EXPERIMENT?

Tight line-spacing used to keep sentence as cohesive graphic unit.

Visual Hierarchy

Lift all the weights to the same height. How do the pulleys and rope lengths differ?

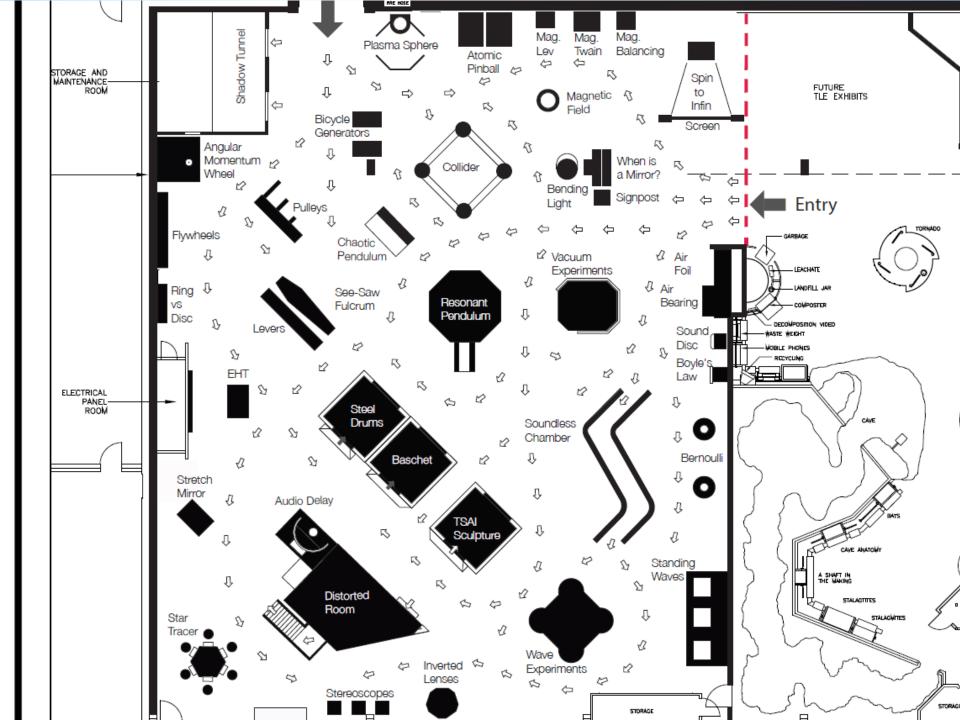
Slightly looser line-spacing used to separate text block from next squence of hierarchy.

Avoid widows/orphans (single-word lines) whenever possible. However, width constraints combined with font size requirements might make them necessary sometimes.

















TEST

the levers.

How do they differ?

Ready to **EXPERIMENT?**

Which lever takes the most effort to lift?
Which lever takes the least effort to lift?
Which weight moves the farthest?
Which handle moves the farthest?
How does this relate to where each pivot point (fulcrum) is positioned?

ESSAYEZ

les leviers.

Quelles sont les différences?

L'EXPÉRIENCE vous tente?

Quel levier exige le plus d'effort?
Le moins d'effort?
Quel poids se déplace le plus?
Quel bras se déplace le plus?
Comment la position du pivot
change-t-elle la situation?









Listen to the sounds around you.

What do you hear?

Ready to experiment?

Explore inside. Listen. Look.

Where and why is it quietest?

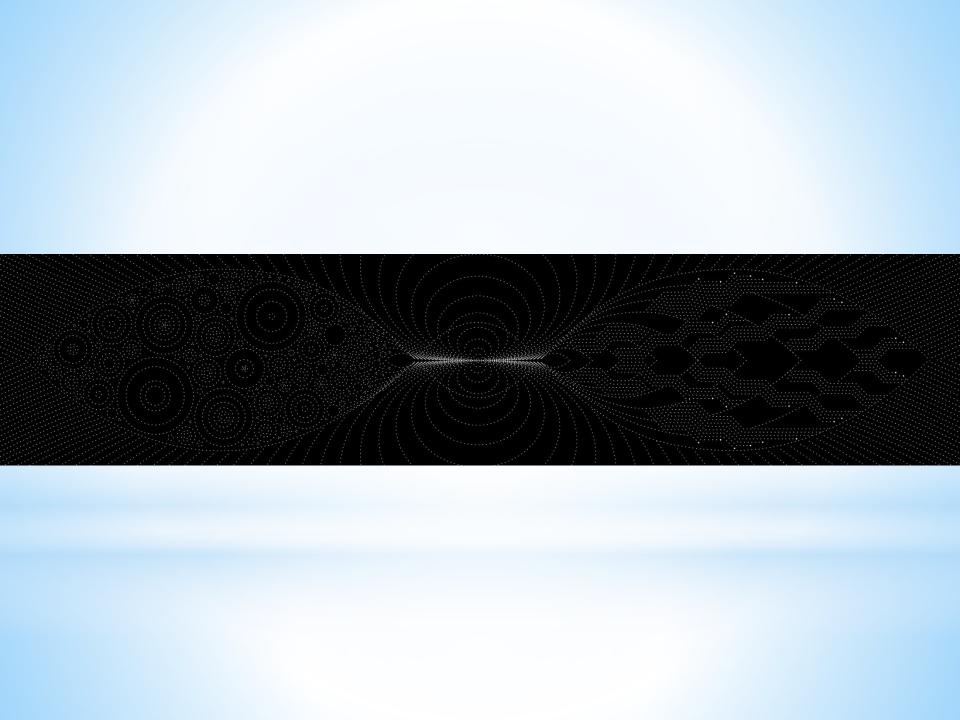
Écoutez tout le bruit autour.

Vous entendez?

L'expérience vous tente?Entrez explorer. Écoutez. Regradez.
Où se trouve le plus de silence?



















*Thank you for time and attention

Any questions?

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