

Building Connections Exhibit Interactives

Interactive #1: The Balance Table

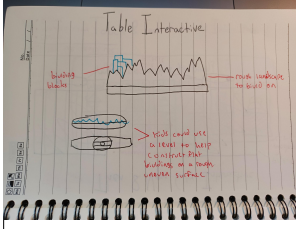


Fig 1.1
Description: This interactive is designed to get visitors to start thinking about how/where buildings are placed and the considerations involved. This interactive also introduces visitors to a common tool used for making these decisions, the level. Initially the level was to be a separate piece but it was later incorporated into the design of the building toys during the build process. Figure 1.1 shows the initial designs for the interactive. Situated on a table, this interactive will invite collaboration between family groups and other visitors while encouraging them to think about why buildings are placed, where they are placed, and what environmental factors (like uneven ground) affect those considerations.



Fig 1.2
 Pictured above: Figure 1.2 displays some of the buildings that will be used, note the level device embedded inside each building block.



Fig 1.3
 Pictured above: Figure 1.3 shows the uneven terrain on which the building blocks will fit. Visitors will have to determine where each block fits based on the level inside the block.



Fig 1.4
 Pictured above: Figure 1.4 shows the uneven "ground" where the building blocks will be placed.

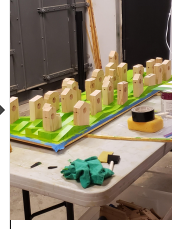


Fig 1.5
 Pictured above: Figure 1.5 shows approximately what the finished interactive will look like with all the building blocks placed in the correct position.

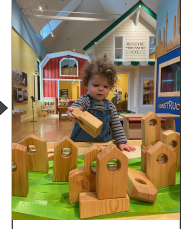


Fig 1.6
 Pictured above: Figure 1.6 shows a child playing with the interactive, attempting to place the houses in the correct position.

1.

Interactive #2: Touch and Feel Materials

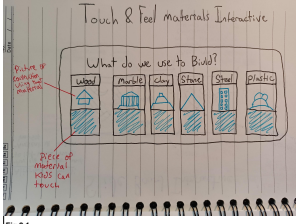


Fig 2.1
Description: This interactive is designed to help visitors acquire an understanding for the materials used to construct buildings both ancient and modern. The visitors can feel samples of the material while looking at examples of buildings the material is used in. Figure 2.1 shows the initial concept drawing of the interactive. Materials that have been in use for a long time, such as wood and clay, will have ancient structures as their example photos, while modern materials will have modern buildings. This is designed to prompt questions and initiate discussions from visitors as to why each material is used, its benefits, drawbacks, and why some cultures would prefer one material over another.



Fig 2.2
 Pictured above: Figure 2.2 which is an example of the steel material. Visitors can approach and feel the material while making connections to the example photo and other buildings they may have seen in their life so far.

2.

Interactive #3: The Slide Board

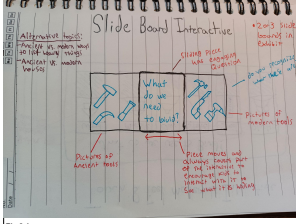


Fig 3.1
Description: The slide board interactive was designed for visitors to start making connections on how things were built in ancient cultures vs. how they are built today. Visitors can see how certain looks and processes have evolved over time by sliding the middle piece back and forth to reveal the ancient and modern tools. Figure 3.1 shows the designs for this interactive, with the middle piece being able to slide back and forth, always covering one of the slides. Since one slide is always covered, visitors will become curious as to what is behind the piece, approach the board, and interact with it. The middle piece also displays a guiding question that is answered by the pictures it reveals. This interactive can have several iterations with other guiding questions such as "how do we lift heavy things?" or "how do we stay warm?" so visitors can further explore their curiosity and make connections to the past.

3.

Interactive #4: Cities, Then and Now

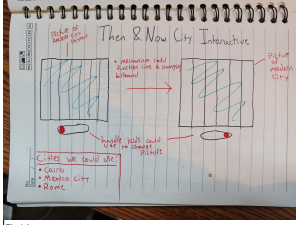


Fig 4.1
Description: The Then and Now City interactive is designed to continue the connections made in the slide board interactive, but on the larger scale of the change that occurs over time in cities. From the visitors perspective there is a large picture of a city layout in the modern day, and by moving a sliding piece below, the picture changes to the ancient layout of the same city. This interactive is designed to work like those changing billboards dotted all over the United States. By seeing how cities that have been inhabited for millennia such as Cairo, Rome, or Mexico City have changed over time, visitors can begin to understand how people have inhabited these areas and changed them as time has gone on. Figure 4.1 shows the designs for this interactive which were ultimately not chosen to be built for the project.

4.