

NMD 306/Principle of Design

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Caitlin Trafton, Jay Preston and Andrew Fitzpatrick

-Articulated Concepts and Ideas-

3rd floor, Discovery Channel Museum

Bangor, Maine

Problem: The Discovery Museum is missing an exhibit that represents Milky Way Galaxy.

Goal: To educate visitors on the order of planets, their *size, distance to the sun, age and temperature.*

-Concepts-

1a.) Names of Planets b.) Order of Appearance c.) Size relative to Earth

2a.) Distance to Sun b.) Age c.) Temperature

-Possible Designs-

1.) Maze that replicates a half of the Milky Way Galaxy

A 25x25' space that allows visitors to walk through space, and be educated along the way. Objective is to migrate from Pluto inward to the Sun. A radiator could be put in the 'Sun Room,' and cool air blown where Pluto is found; to give the visitors a full-body lesson on temperature.

2.) Indoor Planetarium

Software, and dome that narrates rotation, and revolution of our known universe. Look to StarLab for Inflatable Space and Solar Software.

3.) Kinect; Flying through Space

Places visitor in outer space, where their image interacts with material in space. They have to jump, duck, and dodge material in space. The Kinect is a user friendly, and quickly evolving technology the Museum could use for multiple exhibits.

-Resources-

1.) *SOLAR SYSTEM SCOPE*: View the solar system and stars personally. This allows you to set a date and view the alignments.

<http://www.solarsystemscope.com/>

2.) *INFLATABLE PLANETARIUM*: See Starlab project for portable, inflatable planetarium design

<http://starlab.com/starlab-products/digital-starlab/digital-starlab-projectors/>