NMD 306 Professor Mike Scott
Class Notes
04/21/2014

Project Due on Wednesday, April 23rd: Prototype and Proposal.
Each Group Member: Bring Resume, Type Individual Sections
Caitlin: Technical Approach
Andrew: Statement of Problem and Conclusion
Jay: Executive Summary and Project Management

(these are just notes taken from class)

-The Proposal-

Working Title: Virtual Orienteering.
Hand them a Document that is particular about your Proposal.
Must Be Self Contained to bring to others interested in learning what your group hopes to accomplish. Print Four Copies.

-Questions to Answer-

Why do this? What is the exhibit? Stress what kids are going to get from this.
Who is the Customer?
Why would the Museum want this?
K.I.M What about this is kids in motion?
What happens when this thing breaks? Are these things at high risk for obsolescence?
How many hours have we put into this project?

-Visuals-

Use Visuals in the Right Locations.

If you are making points, bullet those points, and then get into detail within the paragraph (make sure not to lose point in the text).

Explain Exhibit Use: One Person at a Time.

-Budget-

Define Specifics Costs, *don't underestimate the budget.*
  • Make List
  • Make Narrative
Include: Installation Costs, Interface Cost, Projectors, Mike says Programmer Cost: 70-80$ per hour. How can we keep costs low? Be Realistic.

Jay mentioned last Wednesday…Crowd Sourcing Project, total was reached in a day. This is a great example of how the Omni Treadmill is a success, crowd approved product that should make its way into the Kid in Motion theme.
Include Executive Summary: This Proposes the potential for a Virtual Maze installation on the third floor of the Maine Discovery Museum.
Think about exhibits that are already there; consider what they plan to replace each exhibit with. Trade Section: The Boat; Kids can 'go up on.'

Reference to Maine Orienteering: A Club in Maine that provides Treasure Hunts based on map and compass skills.
http://www.state.me.us/newsletter/sept2003/orienteering_mapping_in_maine.htm

-Mike's Proposal Suggestions-

- Introduction
- Goals
- Relationship to the Museum's mission
- Balance and variety (within the context of the Museum's overall exhibit schedule)
- Costs, including shipping and Museum staff resources
- Potential audience appeal
- Quality and originality
- Restrictions, including security and insurance requirements
- Scheduling and availability

Space requirements

DESIGN FORMAT *FOR GROUP PROJECT*
CHILDRENS museum

Design Proposal Format for Client

Title of Proposal
in Initial Capital Letters: Times New Roman (18 point Boldface)

Group Sum. (18")

=

Name of Design Team

Name 1
Name 2
Name 3
Name 4
Department Affiliation, New Media

Submitted to— Mike Scott
Name(s) of Project Advisor or Sponsor
NMD206
New Media Department
University of Maine

Contents

MAINE DISCOVERY MUSEUM → FIND MISSION

"it should be ... fun" | "creativity + innovation"
"advantage over May term"

(ie) Examples: OBESITY, ANIMALS, give a kid an iPAD → ,   RE-DO the BODY display (Kinec)
animations, foods,   "INTERACTIVE CUBES"
"you don't need technology to have
a good project, you can enhance,"

☐ WHAT IS PROBLEM?

☐ POSSIBLE SOLUTION?

☐ HOW CAN WE IMPLEMENT TECHNOLOGY?

8 yr old → 80 yr old
↓   ↓
DISCOVERY   "RE-MEMORY"

"eat vegetables good' eat twinkies, bad"
animation → SHOWS the HEALTHY CHOICE
(make it a game)

"level of comprehendence"
a word?

"CONSTANTLY BE VIGILANT TO REMOVE YOURSELF FROM THE PROCESS"

what constitutes childrens museum?
→ visited various museum
→ find what was successful engagement