

EXHIBITS MANUAL

Log In

Students Log In to one of eight stations by typing their first name, choosing their favorite color and music genre; taking their picture; and recording their voice to create a Digital Profile that personalizes the exhibit experiences that follow. As they interact with the museums exhibits and tap their FeliCa card at a reader, the information they entered at Log In will be recalled.

SWTL Community Diagram

On the ramp following Log In, students can tap their FeliCa card to pull up their picture and share it with classmates. They will also see where they are in the museum relative to other visitors with an icon represented by their chosen Log In color.

Signal Stations

Students can be split up between two balconies off the ramp where Signal Stations are available. At each station, they can edit their Log In photo using touch screen tools and send it to a large display or a classmate at another station. They can also “capture and digitize” a pattern by using a digital scanner that is activated by pressing a small button on the scanner handle. The scanner can be used on clothing, skin or any nearby surface.

Anytime / Anywhere Timeline

This evolutionary timeline features key devices in the history of media and communications technology. Look for the FeliCa card reader to find the interactive element that highlights differences in picture resolution and audio clarity in various displays.

Nanotechnology

An engaging video introduces students to the nano-scale before enabling them to interact with a touch screen where they can explore how current and future applications of nanotechnology affects areas such as fashion, medicine, electronics and the environment.

Virtual Surgery

Using a haptic controller, students experience the physical sensations associated with using various surgical instruments and performing various procedures while operating on a virtual patient. Students should be encouraged to apply steady pressure on the controller to engage the simulated sensations.

Robot Zone

Equipped with a variety of sensors and the ability to process information, these robots are able to identify things like light, obstacles, and other robots in the Zone. Students should be encouraged to keep the robot’s “guiding light” in a fixed position until the robot has reached the desired destination. By teaming up, students can also complete a “Zone Challenge” which ends with a special light show demonstration.

Animation Studio

Students can choose from among three animation tracks to explore: Tricks of the Trade, Create a Character, or Design a Computer Generated (CG) World. In Tricks of the Trade, visitors learn about basic animation principles and techniques. Create a Character enables them to control a character’s look, movement and facial expressions in response to a storyline. And Design a CG World allows them to model and place various objects in a scene while experimenting with color, light and atmospherics (fog, rain, snow, etc.) to see how those elements create mood and enhance storytelling. A scrolling ball tool allows them to make precise adjustments to their designs.

Dance Motion Capture

Students can see their very own dance moves performed by their choice of a Sony-animated character in this motion capture experience. Instead of a touch screen, a built in gesture interface enables students to point to their selections rather than touching the screen. Students should be encouraged to take off coats and jackets before beginning, and to assume a T-position with their feet widely spaced. This interactive performs best with participants a minimum of four feet tall.

WSWL Production Studio

With seven roles to choose from, such as a Director, Field Producer, Cameraman or Reporter-students each play their part in the production of a High Definition TV program. Students should be encouraged to pay close attention to their specific roles and responsibilities as they create an environmentally themed news show. The entire group can then watch their broadcast played back on the large monitor.

Wonder of Games, Music and Digital Entertainment

The second floor houses a variety of activities that explore the world of games, music and digital entertainment. They are:

In The Game

This exhibit enables students to play PlayStation®3 games in one of three immersive alcoves equipped with large-screen HD projectors, floors that vibrate, and audio that envelops the visitors so that they feel as though they are literally “In the Game.”

GameBuilder

By selecting and altering different components, students effectively design their own racing game. When the course is complete, they switch from a track ball controller to a joystick that allows them to play their game with a car of their choice.

Music Mixer

This highly interactive experience allows visitors to put their own spin on a classic song by Grammy Award-winning Sony Music artist, Alicia Keys, using a variety of instrument tracks in genres ranging from Hip-Hop to World. By manipulating a set of “audio blocks” on an interactive table, visitors work together to create a whole new mix, while learning about the characteristics of different instruments, effects and musical styles.

Moviemaker

By experimenting with audio and images to create a movie trailer, students learn the interpretive impact of sound and image editing in making a movie. Using a track ball controller, students create a sequence of edited clips from popular Sony Pictures films using selected soundtracks, characters and titles.

Log Out

A series of eight log out stations allow students to tap their FeliCa cards one last time and receive a printed color certificate listing all of the activities they participated in during their visit.