

Drawing List

EX106 Key Role Players

Reflecting on Change

Parting Actions

EX107

EX108





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Details

Entrance Wall Elevations

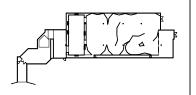
Exhibit Intro Wall Elevations

EX500

EX501

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KEY PLAN



LOCATION

AMERICAN MUSEUM OF NATURAL HISTORY

200 CENTRAL PARK WEST, NEW YORK, NY 10024

DATE:

12/09/2022

DESIGN BY:

JOSEPH DELAUNAY

PHASI

DESIGN DEVELOPMENT

TITLE:

DRAWING LIST



With increasing access to personal devices and technology, people have a higher demand for digital stimulation for entertainment and education.

Cognitive load theory illustrates the importance of physicality (called the human movement effect), and the importance of working memory, for information retention. The increase of newer technologies have users more engaged with multiple digital sources at once than ever before.

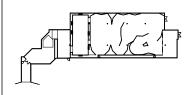
By employing more interactive technologies alongside traditional media designers can craft exhibits that satisfy a tech-savvy audience while encouraging longer-lasting retention and understanding of the subject matter at hand.





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TITLE:

THESIS STATEMENT





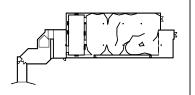
Subject

"Conservationism and interaction between diverse landscapes."

The goal is to teach visitors through hands-on interactives the importance of conservation, the beauty of the varied landscapes around the US, and distill values of environmentalism into people's lives. This exhibit would aim to create immersive learning experiences about these landscapes and bring them to the urban environment through the lens of technology.

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DESIGN DEVELOPMENT

TITLE:

SUBJECT

Big Idea Statement

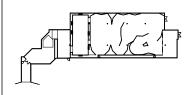
This is exhibit will bring visitors on an immersive journey portraying the environments of distant unfamiliar landscapes contrasted by the urban space surrounding them. The narrative of this experience will be centered around the importance of conservationism backed by science and the balance between these environments. Visitors will leave with an understanding of how society affects the natural world around them and what they can do to make a lasting impact.





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TITLE:

BIG IDEA STATEMENT





National Science Foundation





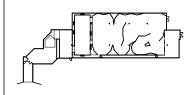
Vision - A nation that leads the world in science and engineering research and innovation, to the benefit of all, without barriers to participation.

Mission - To promote the progress of science; to advance the national health, prosperity and welfare; to secure the national defense; and for other purposes.

Core Values - NSF's strength is scientific leadership. We value diversity and inclusion, demonstrate integrity and excellence in our devotion to public service, and prioritize innovation and collaboration in our support of the work of the scientific community and of each other.

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DESIGN DEVELOPMENT

TITLE:

CLIENT

Site Description

American Museum of Natural History

15€ AMERICAN MUSEUM 5 NATURAL HISTORY

200 Central Park West, New York, NY 10024

This venue would provide the opportunity to bring the unseen natural environment to an audience that is enveloped by a dense metropolis and technology.

Mission - "To discover, interpret, and disseminate—through scientific research and education—knowledge about human cultures, the natural world, and the universe."

Gallery 3 - On the third floor of the museum at about 9500 sq ft. It is a special exhibition space currently holding the Sharks exhibit.







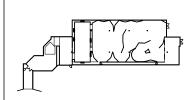






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DESIGN DEVELOPMENT

TITLE:

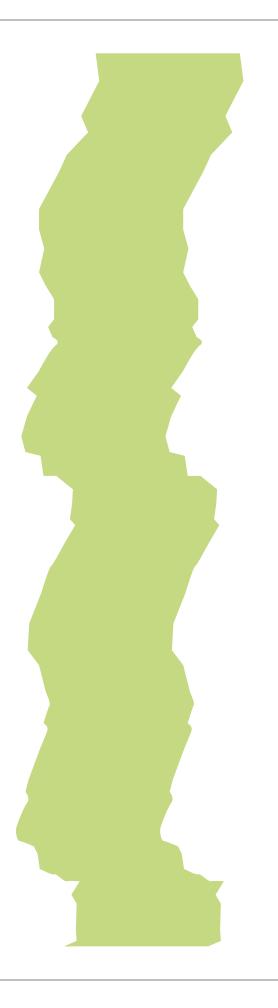
SITE DESCRIPTION

Audience

Primary - Tech-savvy young adults with an open mind

Secondary - Scholars, professional hobbyist

The audience is a focused demographic of The American Museum of Natural History's current audience. Since this is a special exhibit that requires an extra ticket and set time to visit, the audience can be narrowed down to a focused group best fit for the subject matter.

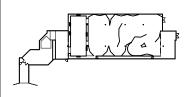






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DESIGN DEVELOPMENT

TITLE:

AUDIENCE

Goals

Project Goals -

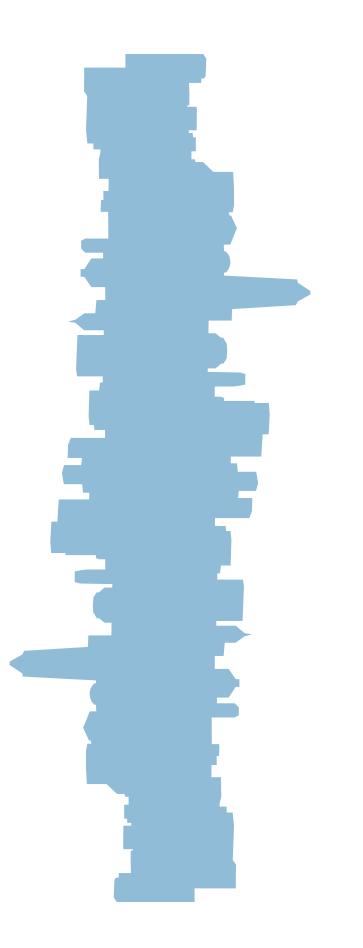
Promote the investment into scientific and personal conservation efforts Expand the audience of AMNH to include experience seeking young adults Create tangible evidence to support design philosophies centered around cognitive load theory

Exhibition Goals -

Immerse the visitors in a variety of diverse US landscapes
Have visitors interact with concepts surrounding conservation
Make opportunity for visitors to have an impact on their current
environment and others around them

Education Goals -

Teach visitors the importance of conservationism and what it protects Teach visitors about different environments around the US Teach visitors about who affect conservation and how they can have an impact

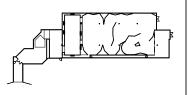






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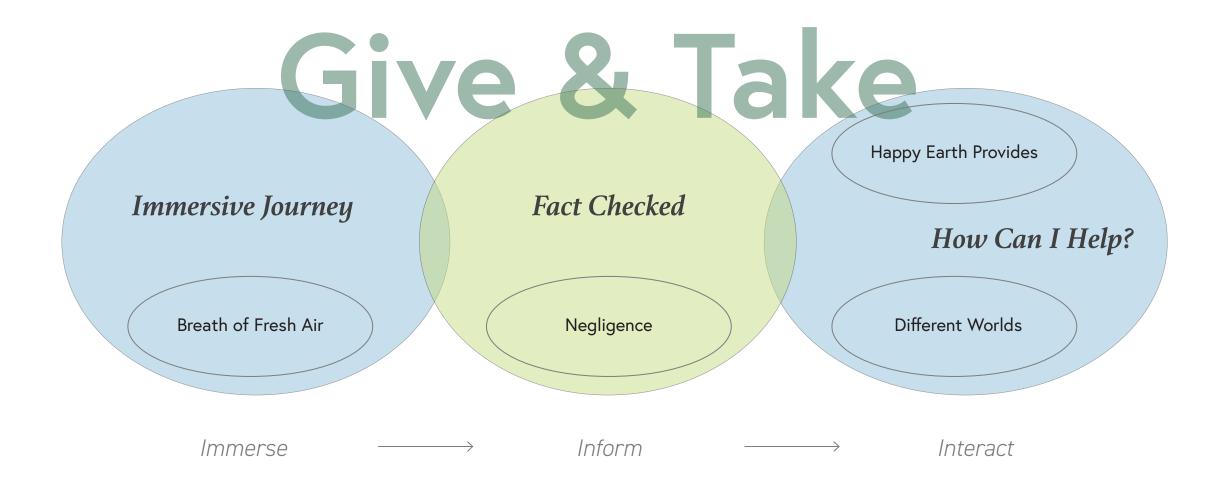
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DESIGN DEVELOPMENT

TITLE:

EXHIBITION GOALS

Concept Diagram

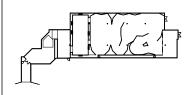






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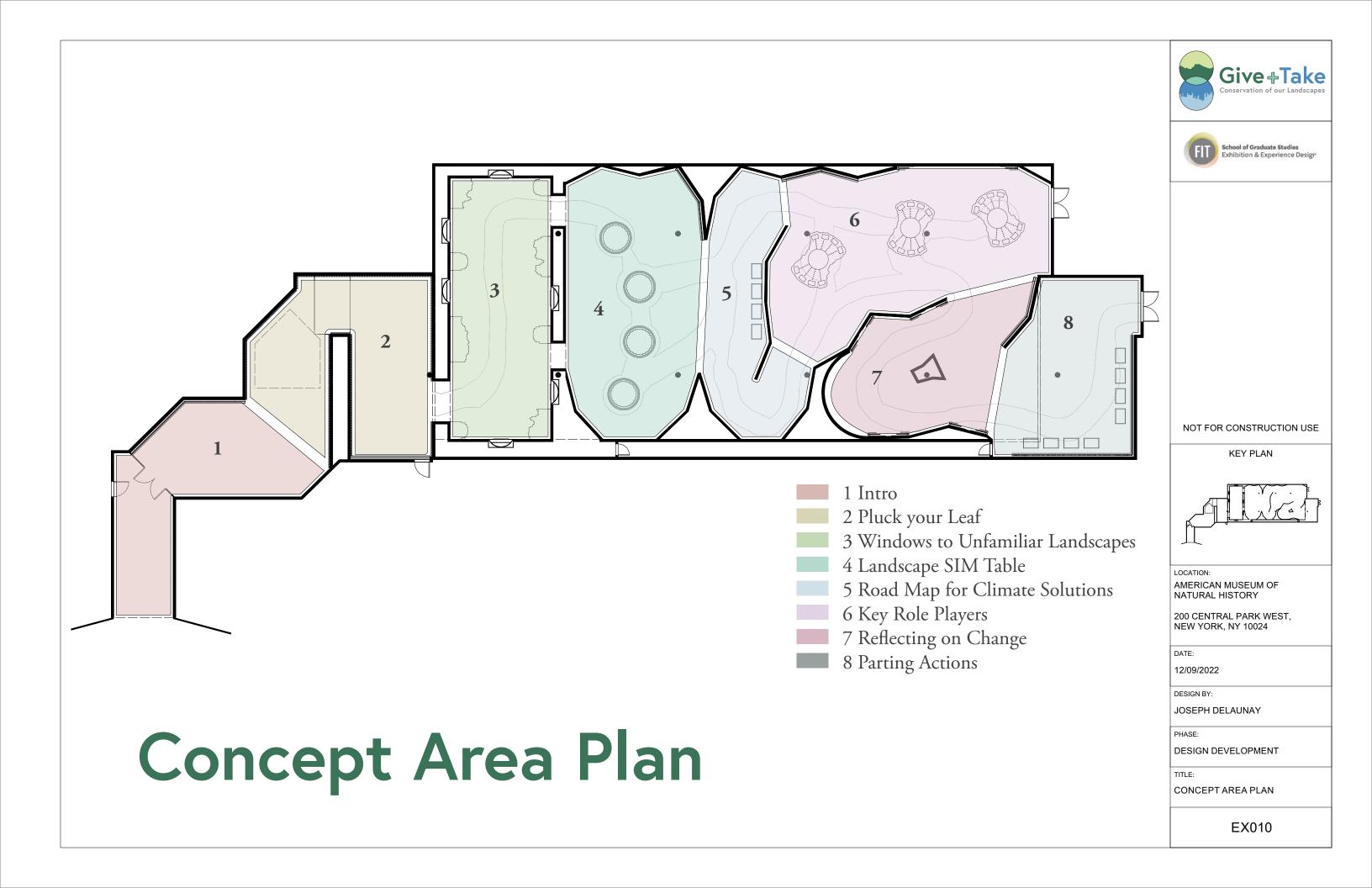
JOSEPH DELAUNAY

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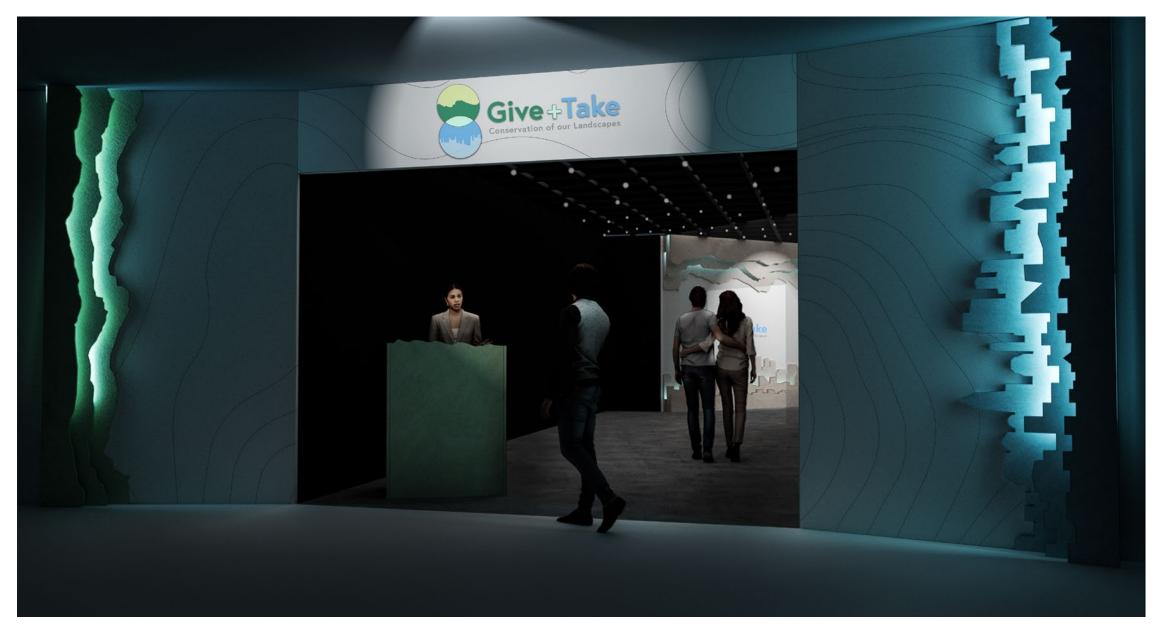
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TITLE:

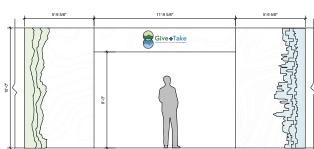
CONCEPT DIAGRAM



Entrance



The visitors are must get tickets to this special exhibit at the American Museum of Natural History. After purchasing tickets online or ant the entrance, people will follow signs for the exhibit up to Gallery 3 on the 3rd floor where the Give and Take exhibit starts.

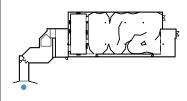






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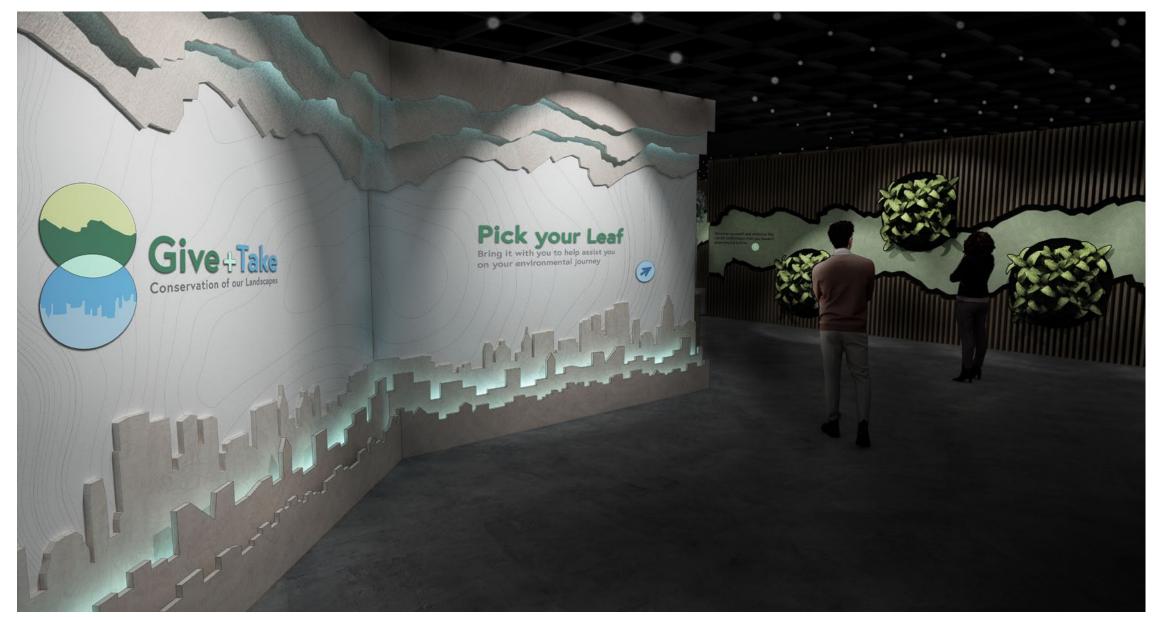
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DESIGN DEVELOPMENT

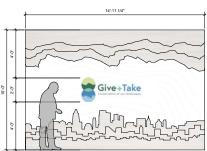
TITLE:

ENTRANCE

Intro Wall



People are greeted at a check in station in the beginning of the exhibit then they head into the first area. Here they are introduced to the exhibit and the graphical language of horizons living in duality through they staggered cut out structures.

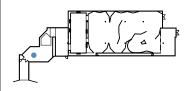






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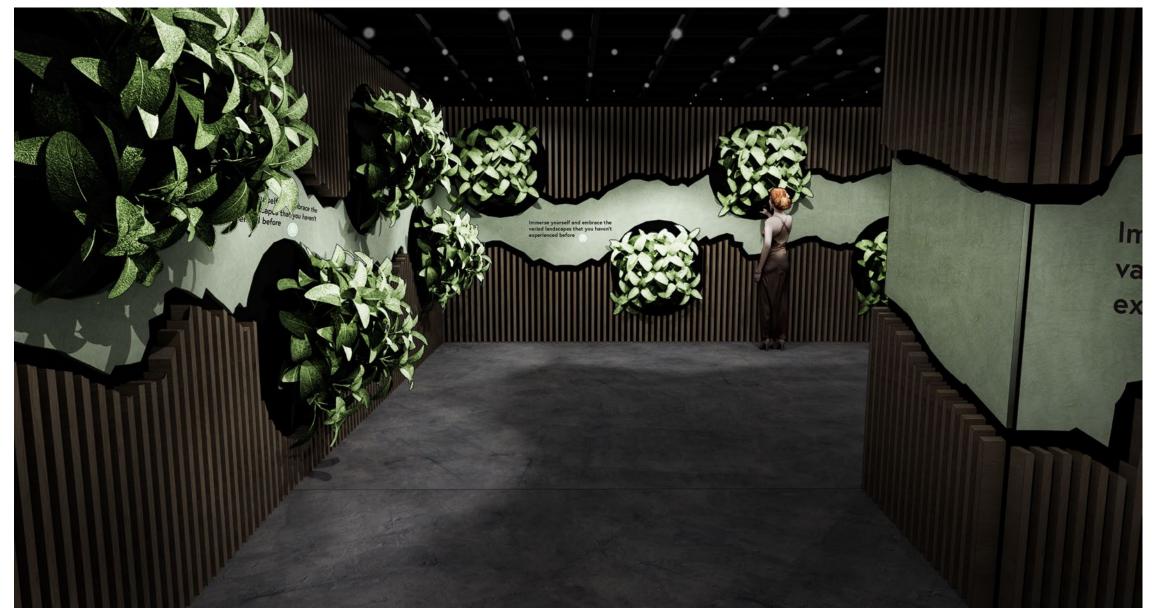
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TITLE:

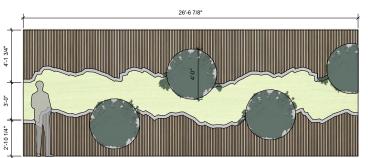
INTRO WALL

Pluck your Leaf



In the same view visitors enter into the first area called "Pick your Leaf". Here people are immersed in a nightscape with paper bushes growing from the walls. It is explained that you can pick a leaf from any bush to start your environmental journey. It is described that this leaf is an RFID that you will use at each interactive to come. By each text copy there will be a leaf emblem that introduces people to the idea of scanning the leaf. In this first area it will cause reactive lights to flash. People's progress will be track and their impact on the global crisis will be measured. The leaf represents growth through your journey as the earth must grow back to it's former healthy condition with your help.



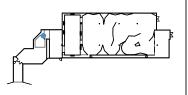






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DESIGN DEVELOPMENT

TITLE:

PLUCK YOUR LEAF

Windows to Unfamiliar Landscapes



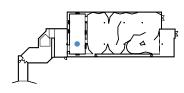
Visitors then enter into the "Windows to Unfamiliar Landscapes" area. In this room there will be no text and people will rely on the sense on immersion and perspective. This space will juxtapose the elements of various terrains within reach of the visitor. Strong representations of nature will fill the room, such as grass floor, bright sky ceiling, changing breezes, and natural formation. Between the elements of nature will be emulsions of building facades with window into another world. These portals will have layered cutouts of realistic natural scapes. The layers will be cut out in sections of foreground, middle, and background to emphasize depths and give the illusion of perspective. There will also be scan emblems here for people to touch and have the landscape described to them outloud.





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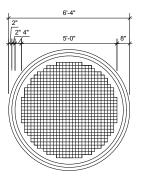
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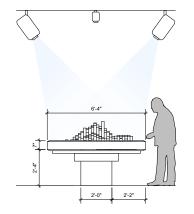
WINDOWS TO UNFAMILIAR LANDSCAPES

Landscape SIM Table



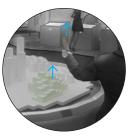
Moving out that room people are able to use the simulation tables. This will operate similar to SIM games but in a more physical form. The tables are interactive with a grid of rectangular pistons that react to your movement. The shapes that area created through this and projections on the surfaces represent different elements of balancing ecosystems. There will be a series of tools that the visitors is able to choose from. These include the building of natural landscapes, forests, cities, suburbs, farm land, and instilling sustainable practices. This will all be about the balance of all elements of the ecosystem. The variable are either from too much or too little of a type of infrastructure or the placement of each to one another. A meter around the outside ring of the table will measure when in the future this area will become carbon net neutral before or after it is too late. As each person uses their hand to build and shift the ecosystem there will be text describing why their choice had an effect positively or negatively.



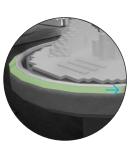




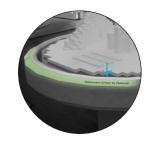
Scan your leaf at one of the four scanners to choose or of the following tools: Topography, Natural Developmen Urban Development, and Agriculture



Hover your hand over the section you would like manipulate and raise or lower it to build or take as



As visitors change the environment a green meter wi grow or shrink depending on the impact of your action



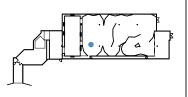
As the meter changes, text will be displayed telling the isitors what affect their actions had on the environment along with sustainable suggestions





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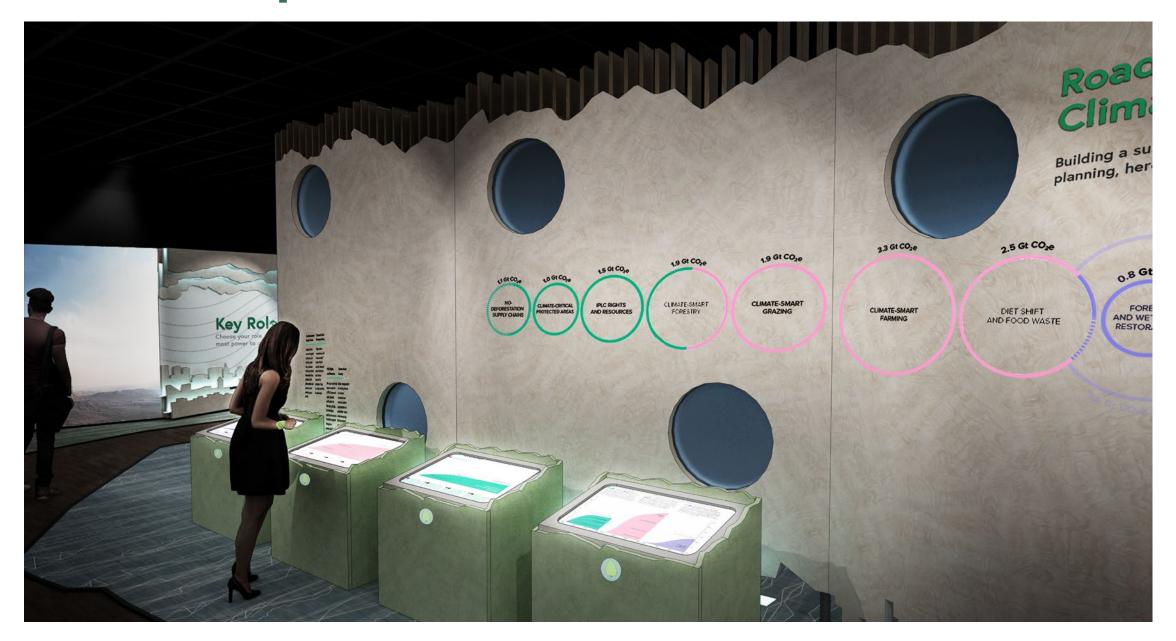
PHASE:

DESIGN DEVELOPMENT

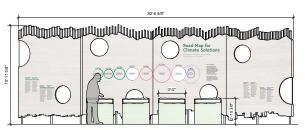
TITLE:

LANDSCAPE SIM TABLE

Road Map for Climate Solutions



In the middle section of the exhibit there will be a graphic wall going into detail about the "Exponential Road Map for Climate Solutions". Here people will have the opportunity to briefly see the timeline of the future solutions, read closer into details of how it can happen, or go into greater detail on a touch screen where videos will play of selected infrastructures working towards conservation efforts. This will give people the chance to have some mental rest between heavier interactives or let people dive deeper into the subject and see how exactly everything operates.

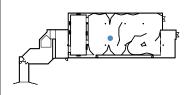






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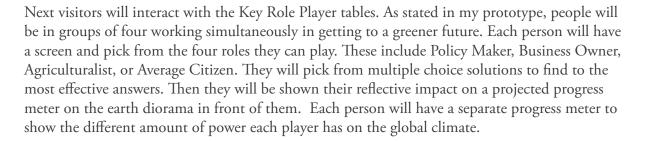
DESIGN DEVELOPMENT

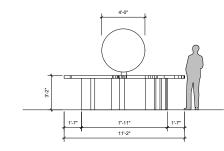
TITLE:

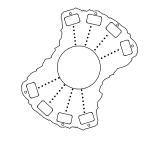
ROAD MAP FOR CLIMATE SOLUTIONS

Key Role Players



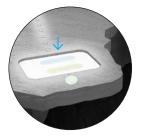




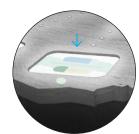




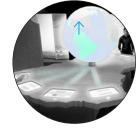
Scan your leaf to register yourself with four other players and pick from one of these Key Roles: Policy Maker, Business Owner, Agriculturalist, or Average Citizen



lext you will be given a series of green solutions based on your role where you will be tasked with picking the best action



After you pick each action, the impact of the two will be shown along with a reason why one is more effective



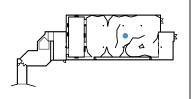
As more answers are given, each section of the globe is filled with color as a meter representing the impact each





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DESIGN DEVELOPMENT

TITLE:

KEY ROLE PLAYERS

Reflecting on Change



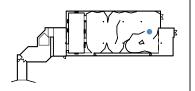
Leading to the ending experience will be a series of projects and mirrors reflecting on what you have learned throughout the experience. Each mirror will have takeaways from the exhibit that light up when scanned to reveal the text. The large projection in this section will be depicting a large futuristic cityscape living in harmony with the natural landscape around it.





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DESIGN DEVELOPMENT

TITLE:

REFLECTING ON CHANGE

Parting Actions



The ending experience will be the only place where the graphic language to change showing the natural and urban landscape layer directly over each other showing harmony and progress. There will be multiple stations here for the visitors to have their departing actions and get takeaways. People will be instructed to separate their leaf from the RFID chip to recycle and to keep the leaf part as seed paper to plant at home. By recycling the RFID, they system will scan it for your progress and gove you results on how you helped the environment. As a reward they are given a free one day pass to any national park to either be emailed or printed out at the station. Along with the pass they are given a formatted letter to that you can send to your local representative describing the importance of conservation and that they have the power to make meaningful change.







In this final interactive, visitors are will be instructed to separate the seed paper from the RFID band and be taken home to plant



The RFID band is then put in the slot to be recycled and will be scanned automatically collecting the results of your actions in the exhibit



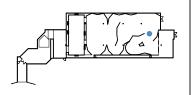
Your results will display and compared to the earths current sustainable trajectory. If you have completed a activities your will be rewarded with a one time pass to any US National Park to appreciate the landscapes



Before you finish, the option is given to contact your local government representative right away with a prewritten document or receive their contact information for future use

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DESIGN DEVELOPMENT

TITI C.

PARTING ACTIONS



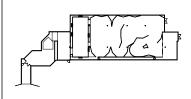


Graphic Schedule

Graphic Code	Graphic Type	Graphic Code	Graphic Type	Graphic Code	Graphic Type
Intro				Key Role Players	
0A1.01.GR-01	A	0A3.01.GR-09	В	0A6.01.GR-01	BD
0A1.02.GR-02	A	0A3.01.GR-10	В	0A6.01.GR-02	В
0A1.02.GR-03	BD			0A6.01.GR-03	AV02
		Landscape SIM Table		0A6.02.GR-04	AV05
Pluck your Leaf		0A4.01.GR-01	F	0A6.02.GR-05	AV02
0A2.01.GR-01	С	0A4.01.GR-02	AV02		
0A2.01.GR-02	С	0A4.01.GR-03	BD	Reflecting on Change	
0A2.01.GR-03	С	0A4.02.GR-04	AV01	0A7.01.GR-01	BD
0A2.01.GR-04	С	0A4.03.GR-05	В	0A7.02.GR-02	G
0A2.01.GR-05	С	0A4.03.GR-06	AV02	0A7.02.GR-03	G
0A2.02.GR-06	BD	0A4.03.GR-07	F	0A7.02.GR-04	G
				0A7.03.GR-05	AV02
Windows to Unfamiliar		Road Map for Climate			
Landscapes		Solutions		Parting Actions	
0A3.01.GR-01	E	0A5.01.GR-01	BD	0A8.01.GR-01	В
0A3.01.GR-02	E	0A5.02.GR-02	F	0A8.01.GR-02	В
0A3.01.GR-03	E	0A5.03.GR-03	F	0A8.01.GR-03	D
0A3.01.GR-04	E	0A5.03.GR-04	F		
0A3.01.GR-05	E	0A5.03.GR-05	AV02		
0A3.01.GR-06	E	0A5.03.GR-06	AV02		
0A3.01.GR-07	В	0A5.03.GR-07	С		
0A3.01.GR-08	В				

NOT FOR CONSTRUCTION USE

KEY PLAN



LOCATION:

AMERICAN MUSEUM OF NATURAL HISTORY

200 CENTRAL PARK WEST, NEW YORK, NY 10024

DATE:

12/09/2022

DESIGN BY:

JOSEPH DELAUNAY

PHASI

DESIGN DEVELOPMENT

TITLE

GRAPHIC SCHEDULE

Graphic Specifications

Graphic Type	Description
A	1/2" CNC MDF logo with printed graphics
В	Silk screen graphic applied directly to painted wall
C	Silk screen graphic applied to stained wood
D	1/4" Ecoresin cutout graphics
E	High resolution graphic laminated to custom cut MDF
F	Direct print on 1" thick HDF circles
G	Silk screen graphic applied to mirror

Media Schedule

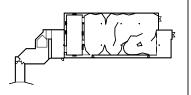
Code	Area	Description
AV01	Activity Tables	Compact short throw OLED projector
AV02	Exhibit Walls	Large format LCD projector
AV03	Parting Actions	22" Touch screen monitor
AV04	Activity Tables	13" Touch screen monitor
AV05	Activity Tables	Inter globe projector





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JOSEPH DELAUNAY

PHAS

DESIGN DEVELOPMENT

TITLE:

GRAPHIC SPEC & MEDIA
SCHEDULE

Material Schedule

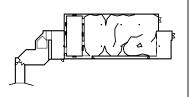
Code	Area	Description
FL01	Floor	Existing Wood Panel Flooring
FL02	Floor	Carpet Inlay Green Pattern
FL03	Floor Area 5	Carpet Inlay Blue Pattern
FL04	Floor Area 3	Realistic Grass Turf
WD01	Intro Walls	Bleached Custom Cut Hardwood
WD02	Walls Area 2	Wood Slat Wall
WD03	Graphic Walls	Green Custom Cut Stained Hardwood
WD04	Graphic Walls	Blue Custom Cut Stained Hardwood
AC01	Intro Walls	1/4" Ecoresin
MR01	Wall Area 7	Mirror Panels
HD01	Activity Fixtures	1" Custom Cut HDF
PR01	Wall Area 2	PROCÉDÉS CHÉNEL Drop Paper Leaves
PR02	Fixtures Area 3	3" Honeycomb Fire Rated Cardboard
PR03	Fixtures Area 6	Large paper sphere with aluminum skeleton
MT01	Fixtures Area 4	2" Aluminum dowels with matte white finish





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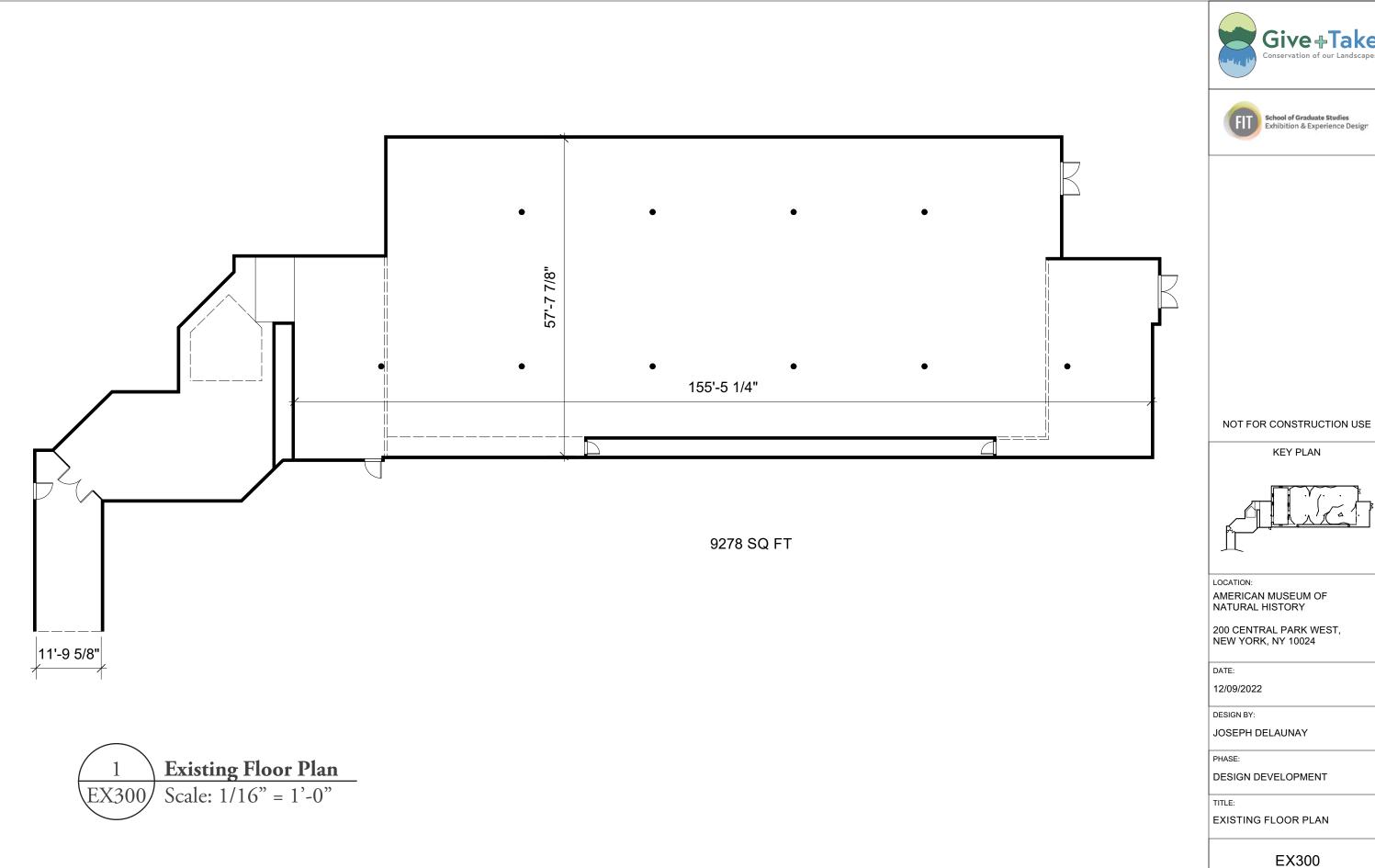
JOSEPH DELAUNAY

PHASE:

DESIGN DEVELOPMENT

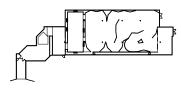
TITLE:

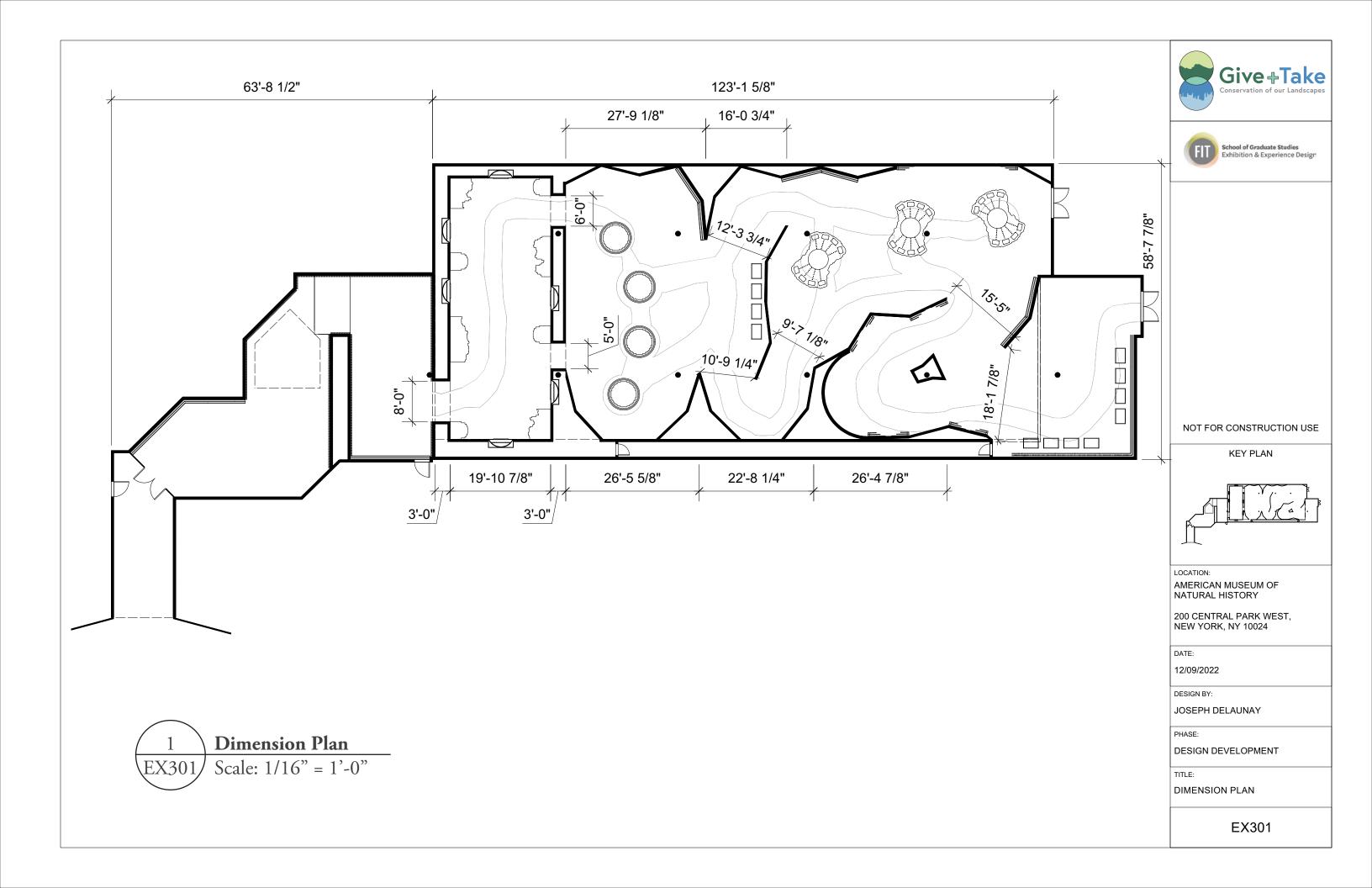
MATERIAL SCHEDULE

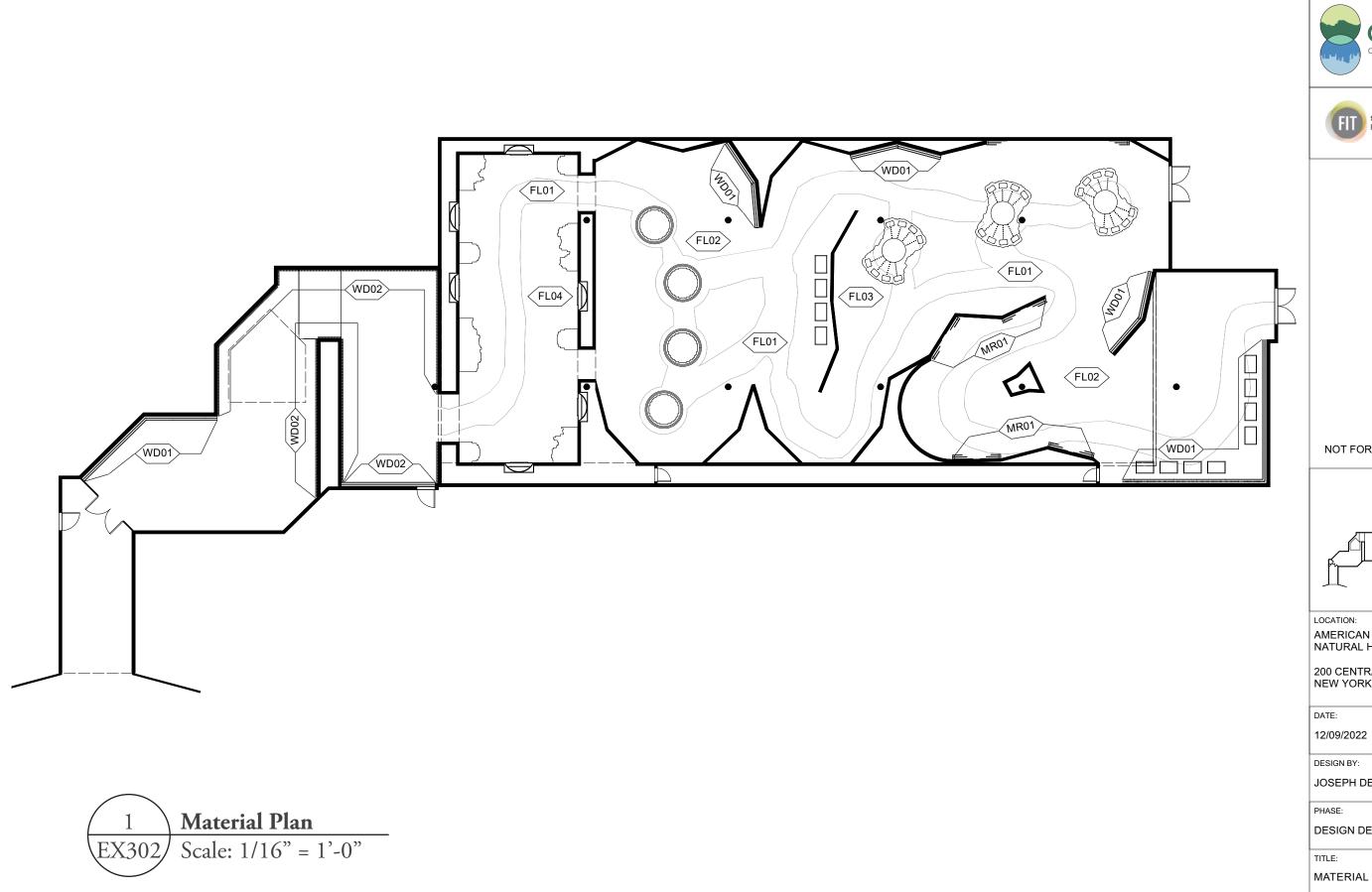










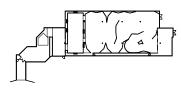






NOT FOR CONSTRUCTION USE

KEY PLAN



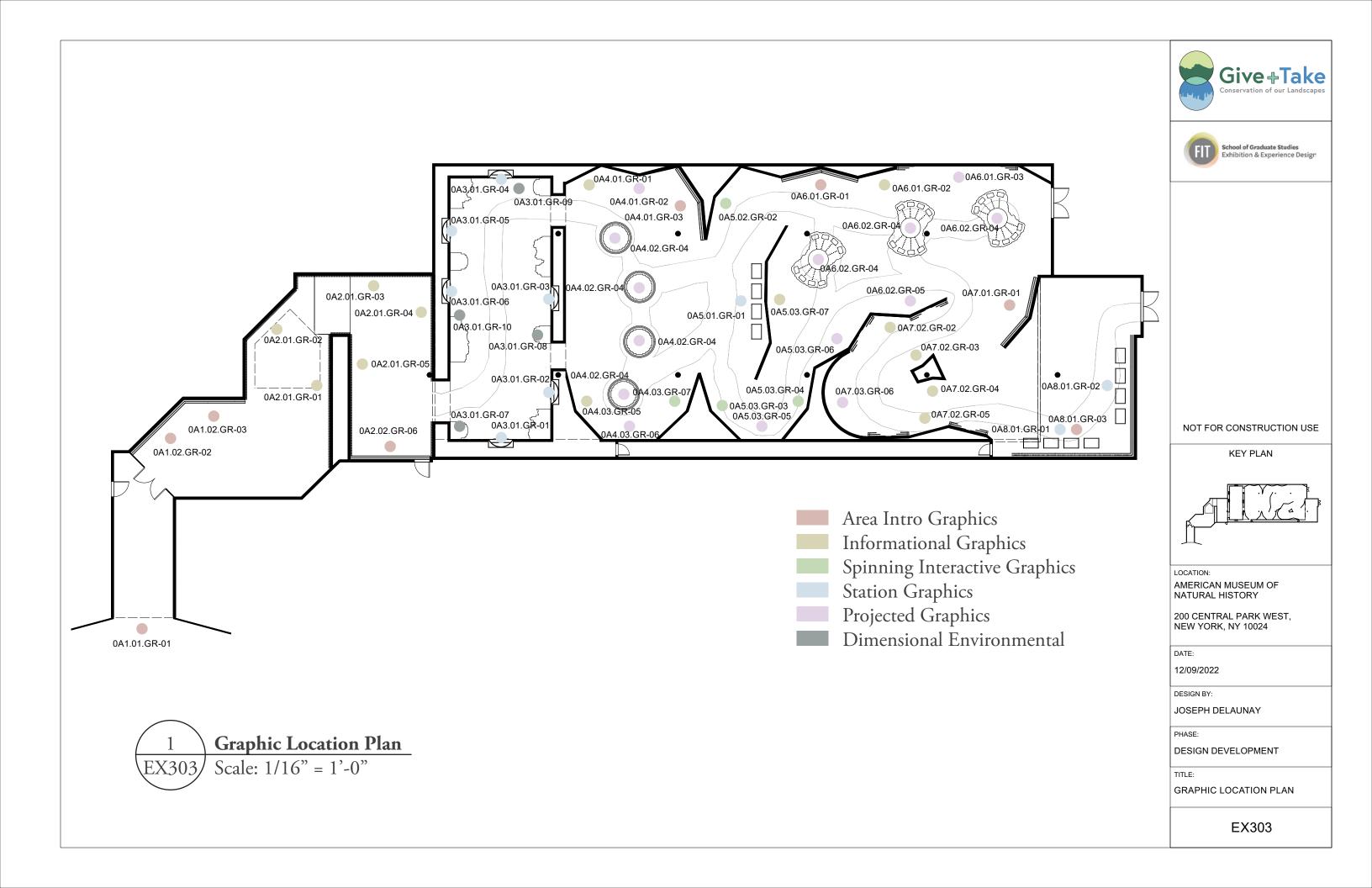
AMERICAN MUSEUM OF NATURAL HISTORY

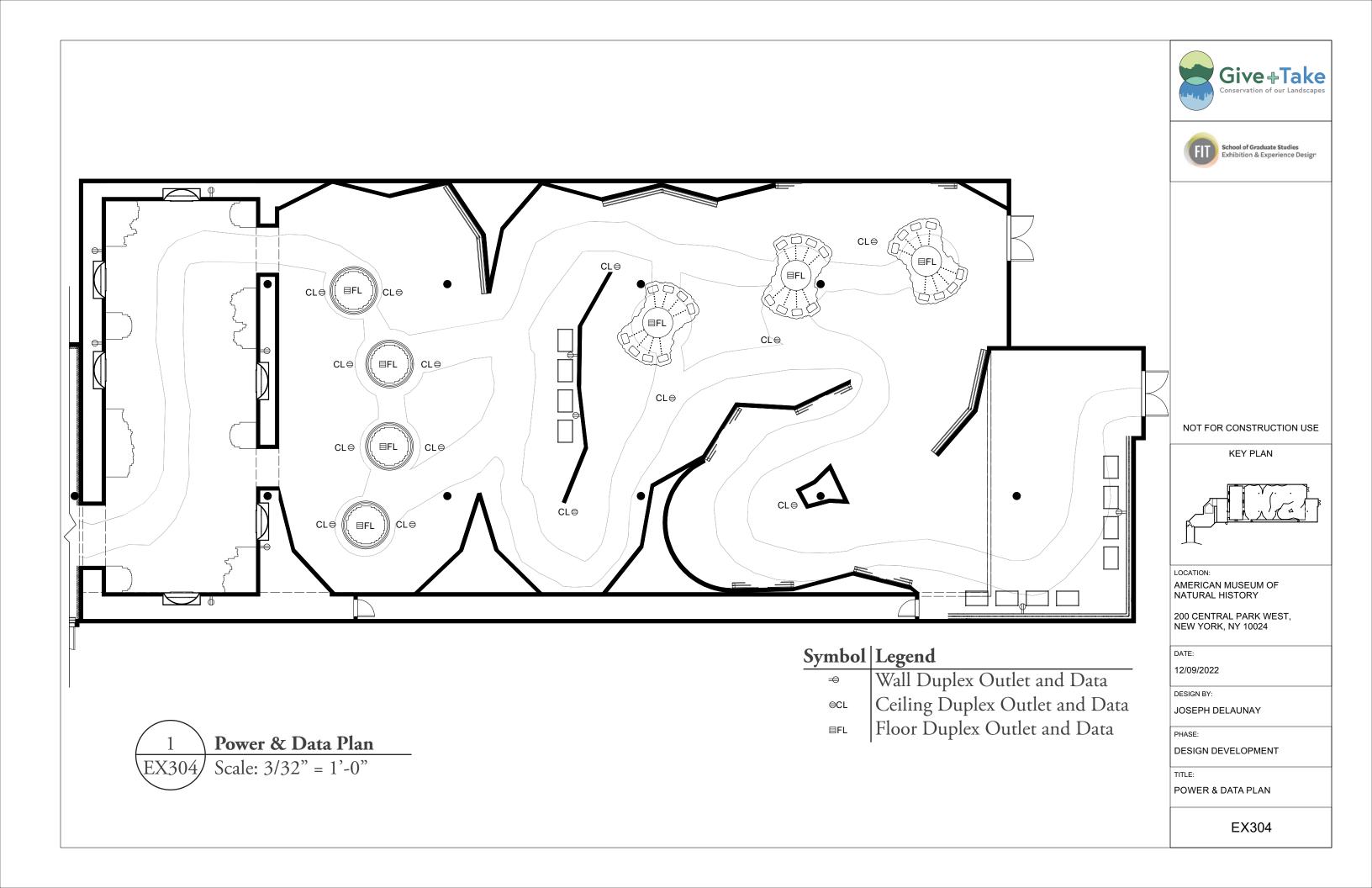
200 CENTRAL PARK WEST, NEW YORK, NY 10024

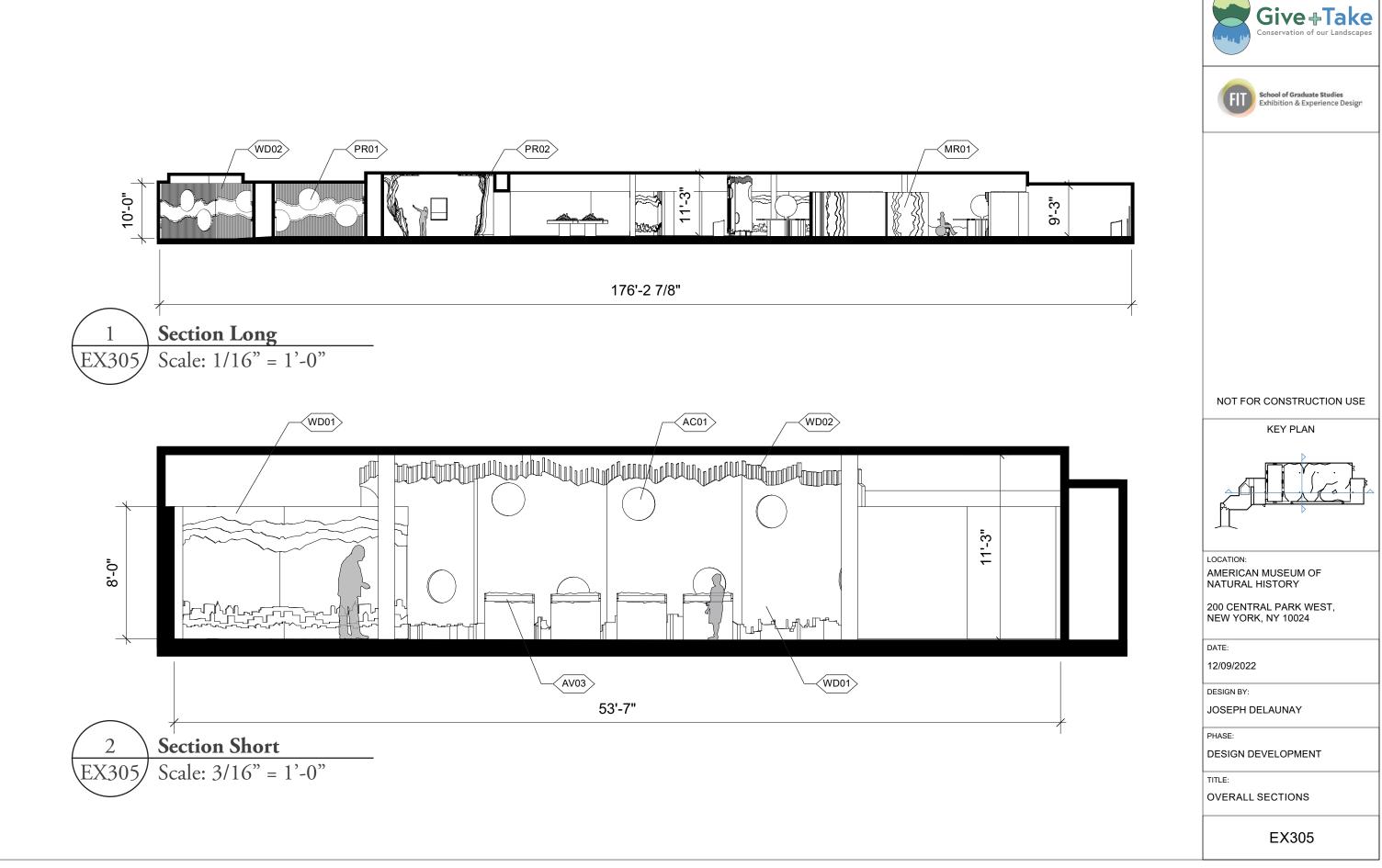
JOSEPH DELAUNAY

DESIGN DEVELOPMENT

MATERIAL PLAN

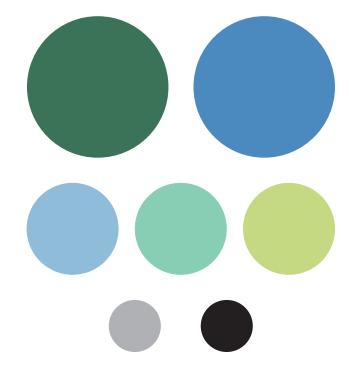








Color Pallet



Type

Europa Bold ABCDEFGHIJKLMNOPQRSTUVWXYZ abcdefghijklmnopqrstuvwxyz 0123456789

Athelas ABCDEFGHIJKLMNOPQRSTUVWXYZ abcdefghijklmnopqrstuvwxyz 0123456789

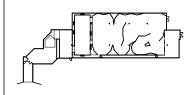
Adobe Garamond Pro ABCDEFGHIJKLMNOPQRSTUVWXYZ abcdefghijklmnopqrstuvwxyz 0123456789





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KEY PLAN



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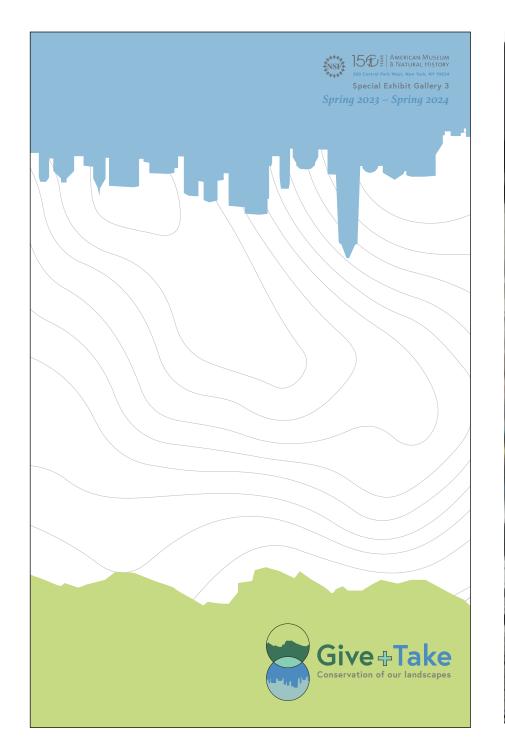
PHAS

DESIGN DEVELOPMENT

TITLE:

COLOR PALLET AND TYPE

Graphic Poster



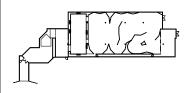






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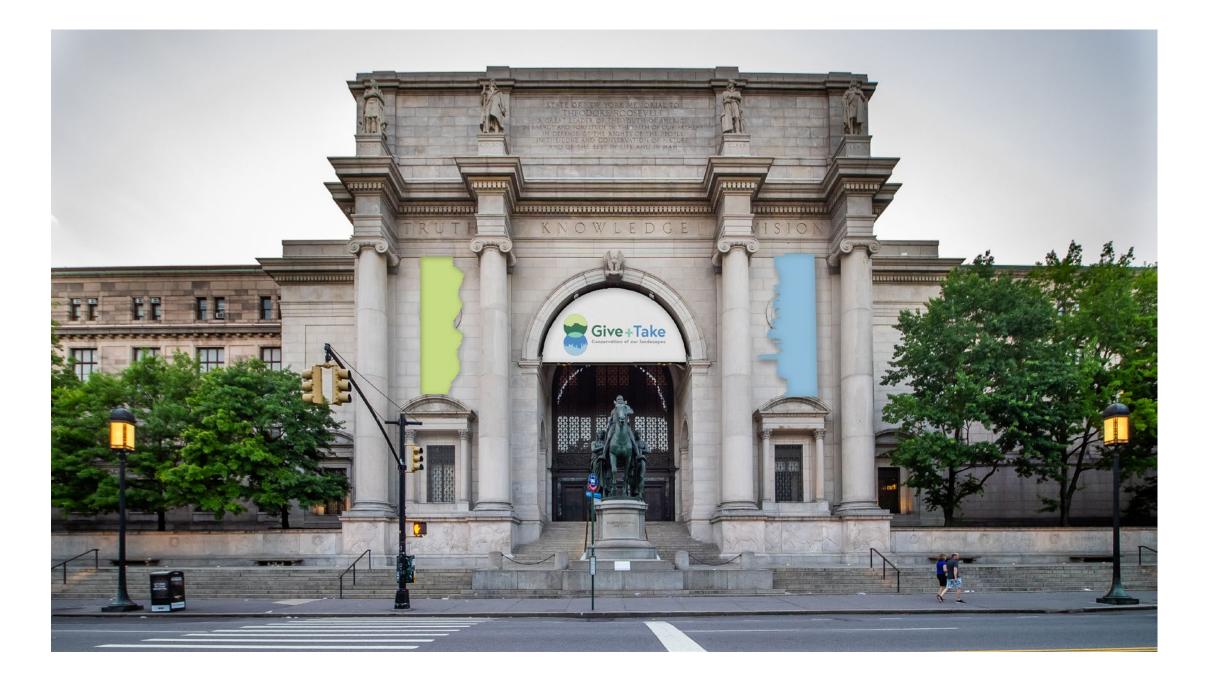
PHAS

DESIGN DEVELOPMENT

TITLE

GRAPHIC POSTER

Exterior Signage

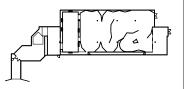






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PHASE:

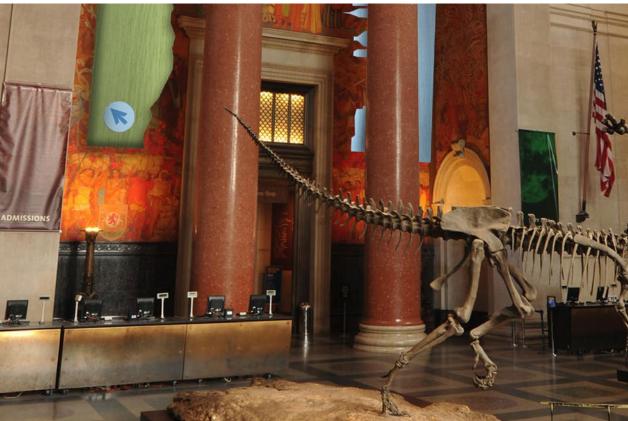
DESIGN DEVELOPMENT

TITLE:

EXTERIOR SIGNAGE

Wayfinding





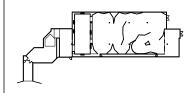
Elements from the exhibit are brought out through the museum as wayfinding tools. By taking the custom cut landscapes with branding into the rest of the museum, visitors will have a clear path way the exhibit and begin to get a sense of the feel for the exhibit.





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JOSEPH DELAUNAY

PHASE:

DESIGN DEVELOPMENT

TITLE:

WAYFINDING

3rd Floor

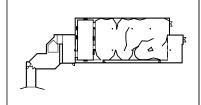




Plains Indians Eastern Woodlands Indians Factor Woodlands Indians Findians Rew York State Mammals New York State Mammals New Work City Birds Findians Reptiles and Armphibians Reptiles and Reptile

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PHASE:

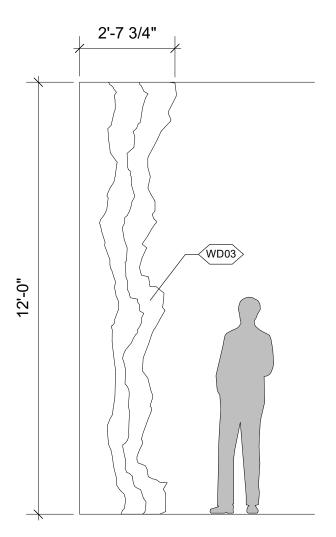
DESIGN DEVELOPMENT

TITLE:

WAYFINDING

EX404

Wayfinding



The exhibit itself is located on the 3rd floor. The main entrance is conveniently located on the second floor not far from the stairs brining visitors right to the gallery this exhibit is habiting. Wayfinging elements will be placed on the outside entrance of the museum, the main lobby, at the beginning of the 3rd floor, and throughout the 3 floor hallways to all lead visitors towards the special exhibit.



1 Wayfinding Elevation EX405 Scale: 3/8" = 1'-0"

Collateral



Seed Paper RFID

This is what the visitors pick at the begingnning of the exhibit and scans at each station. At the final activity, there will be multiple stations here for the visitors to have their departing actions and get takeaways. People will be instructed to separate their leaf from the RFID chip to recycle and to keep the leaf part as seed paper to plant at home. By recycling the RFID, they system will scan it for your progress and give you results on how you helped the environment.



One-time National Park Pass

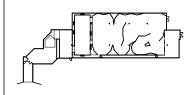
As a reward they are given a free one day pass to any national park to either be emailed or printed out at the station. Along with the pass they are given a formatted letter to that you can send to your local representative describing the importance of conservation and that they have the power to make meaningful change.





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PHASE:

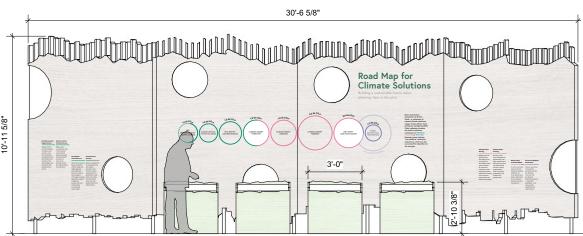
DESIGN DEVELOPMENT

TITLE:

COLLATERAL

Graphic Family

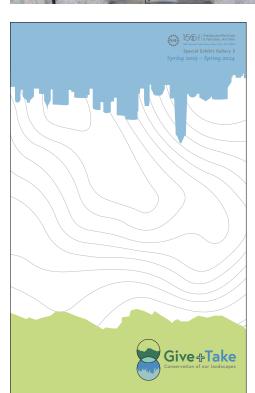


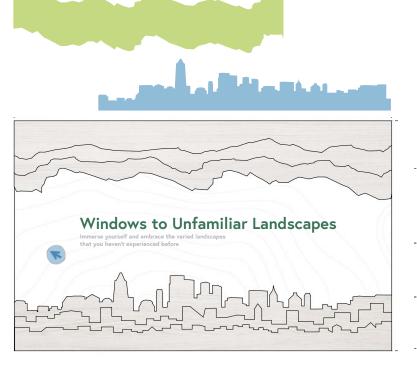




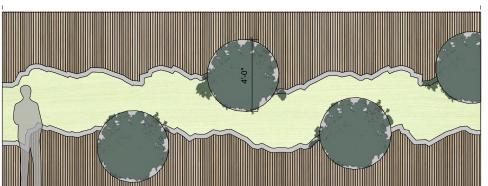
Pick your

Key Player







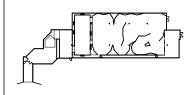






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DESIGN BY:

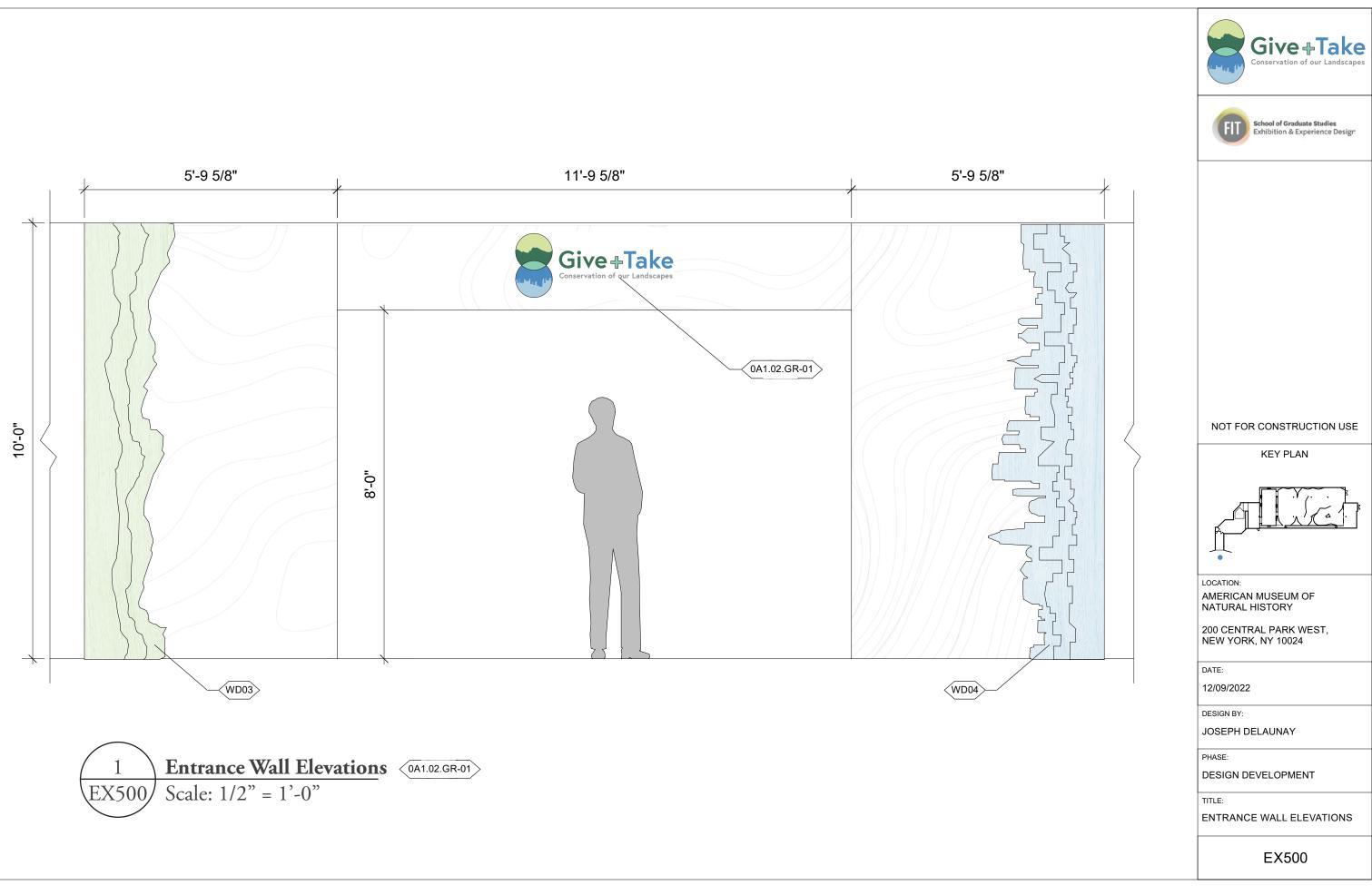
JOSEPH DELAUNAY

PHASE:

DESIGN DEVELOPMENT

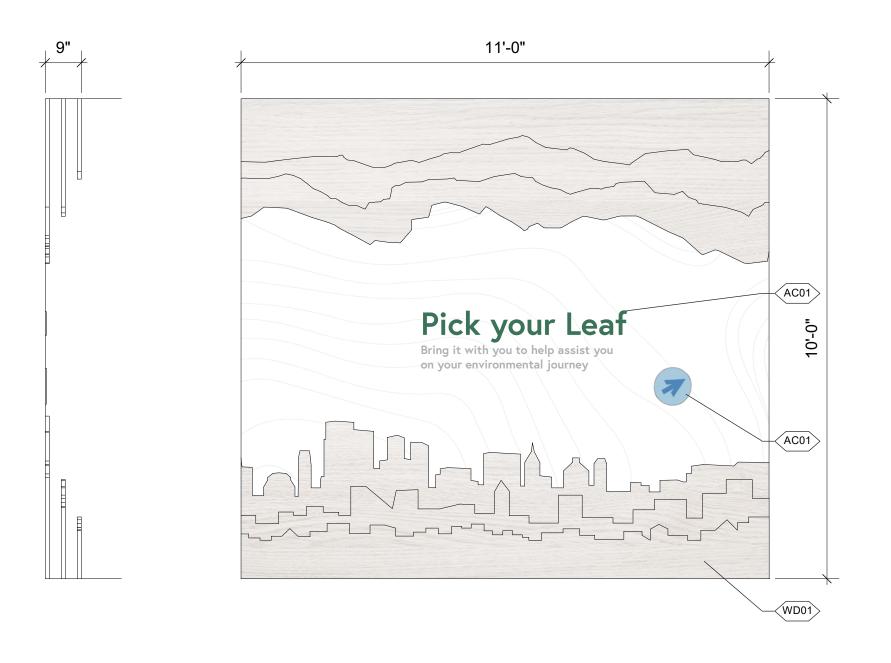
TITLE:

GRAPHIC FAMILY









Area Intro Wall Elevations (0A1.02.GR-03)

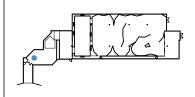
Scale: 1/2" = 1'-0"





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DESIGN BY:

JOSEPH DELAUNAY

PHASE:

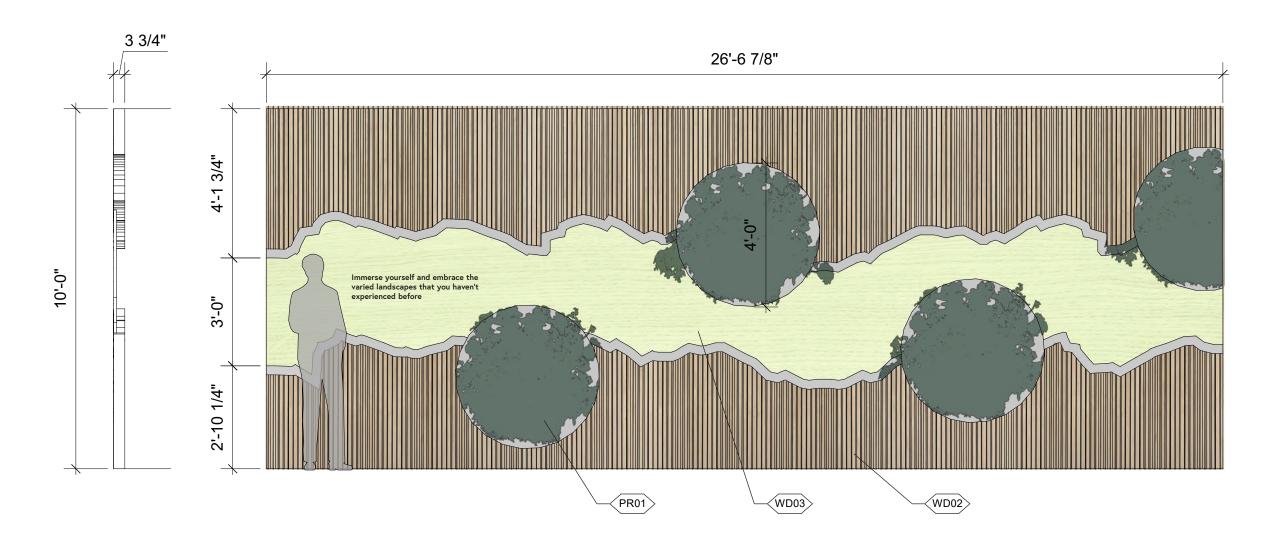
DESIGN DEVELOPMENT

TITLE:

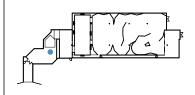
AREA INTRO WALL ELEVATIONS







KEY PLAN



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DATE:

12/09/2022

DESIGN BY:

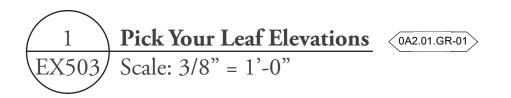
JOSEPH DELAUNAY

PHASI

DESIGN DEVELOPMENT

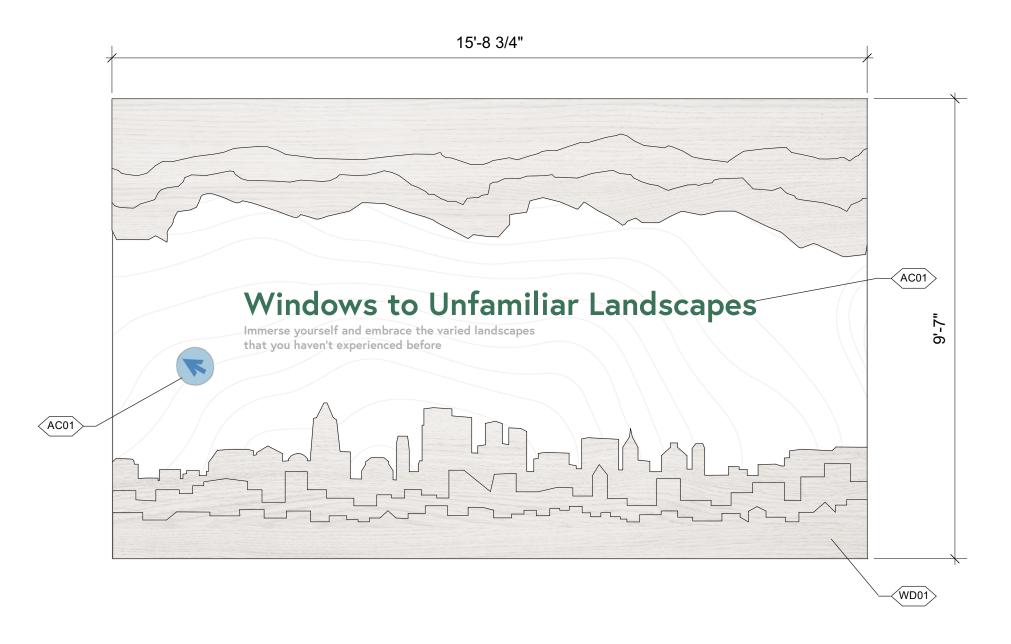
TITLE:

PICK YOUR LEAF ELEVATION





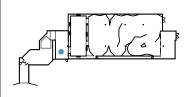




1 Area Intro Wall Elevations (DA2.02.GR-06) EX504 Scale: 1/2" = 1'-0"

NOT FOR CONSTRUCTION USE

KEY PLAN



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AMERICAN MUSEUM OF NATURAL HISTORY

200 CENTRAL PARK WEST, NEW YORK, NY 10024

DATE:

12/09/2022

DESIGN BY:

JOSEPH DELAUNAY

PHASE:

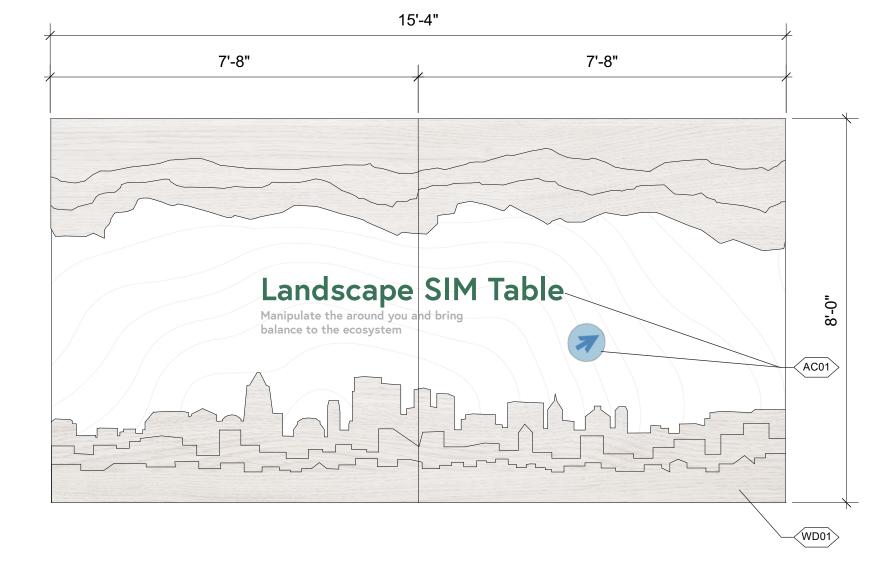
DESIGN DEVELOPMENT

TITLE:

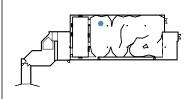
AREA INTRO WALL ELEVATIONS







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DESIGN BY:

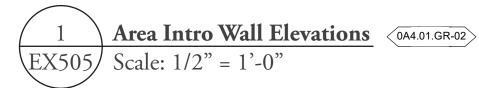
JOSEPH DELAUNAY

PHASE:

DESIGN DEVELOPMENT

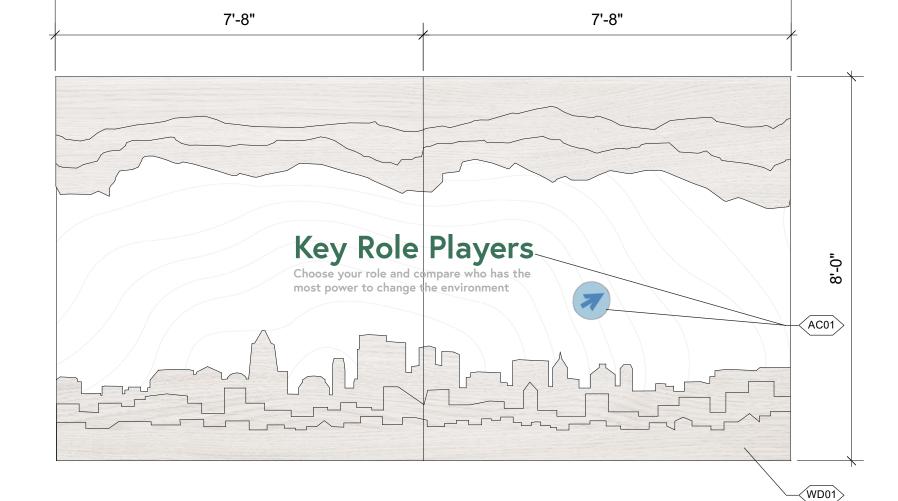
TITLE:

AREA INTRO WALL ELEVATIONS







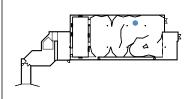


15'-4"

1 Area Intro Wall Elevations OA6.01.GR-01 EX506 Scale: 1/2" = 1'-0"

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KEY PLAN



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200 CENTRAL PARK WEST, NEW YORK, NY 10024

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JOSEPH DELAUNAY

PHASE:

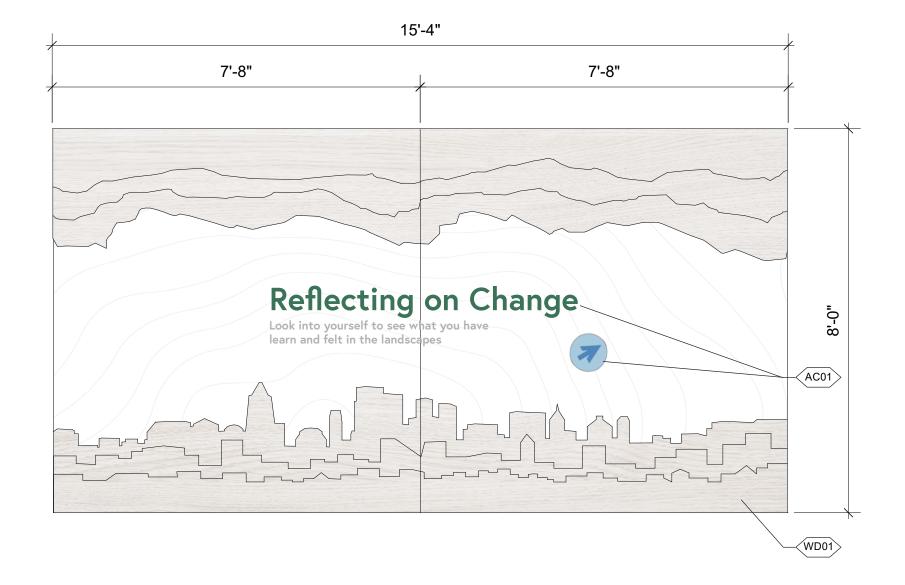
DESIGN DEVELOPMENT

TITLE:

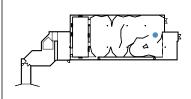
AREA INTRO WALL ELEVATIONS







KEY PLAN



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200 CENTRAL PARK WEST, NEW YORK, NY 10024

DATE:

12/09/2022

DESIGN BY:

JOSEPH DELAUNAY

PHASE:

DESIGN DEVELOPMENT

TITLE:

AREA INTRO WALL ELEVATIONS

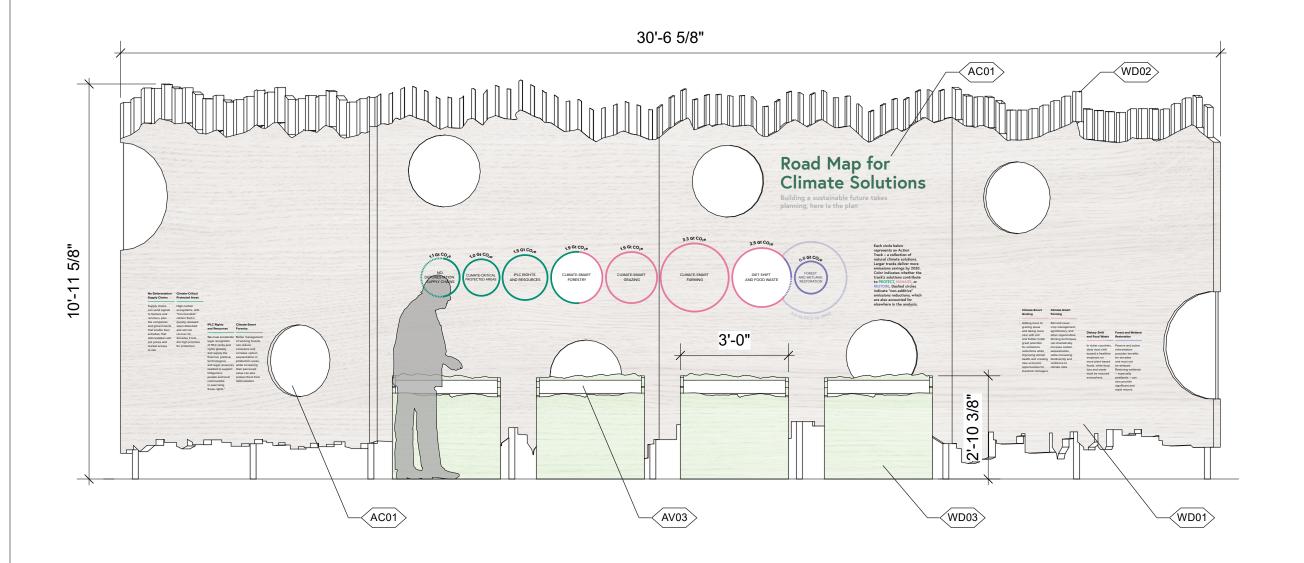
EX507

Area Intro Wall Elevations (0A7.01.GR-01)

Scale: 1/2" = 1'-0"







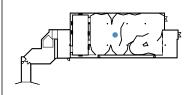
Road Map Wall Elevations

EX508 Scale: 3/8" = 1'-0"

OA5.01.GR-01

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KEY PLAN



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DESIGN BY:

JOSEPH DELAUNAY

PHASE:

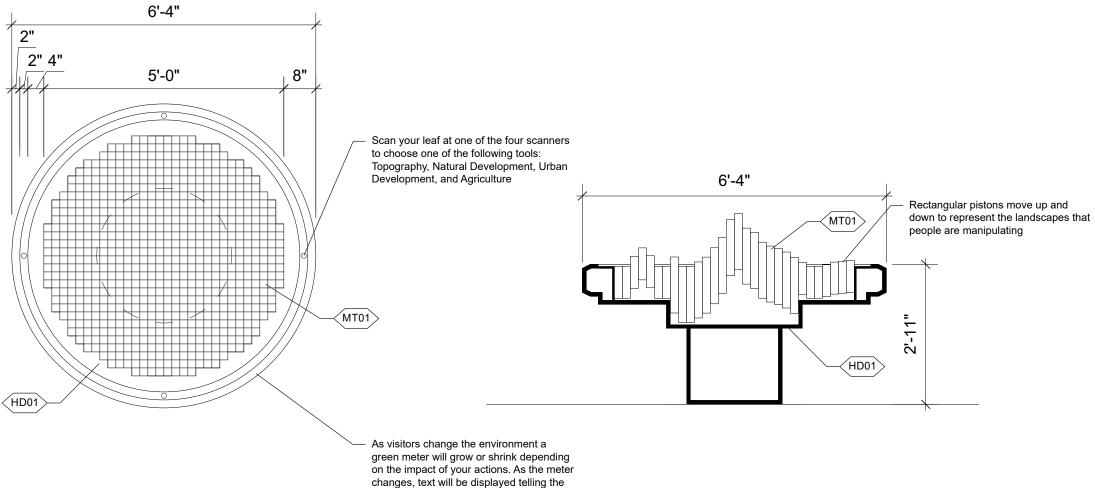
DESIGN DEVELOPMENT

TITLE:

ROAD MAP WALL ELEVATIONS







visitors what affect their actions had on the environment along with sustainable suggestions

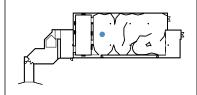
Landscape SIM Table Top View

EX509/ Scale: 1/2" = 1'-0"

2 Landscape SIM Table Section EX509 Scale: 1/2" = 1'-0"

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KEY PLAN



LOCATION:

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DATE:

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DESIGN BY:

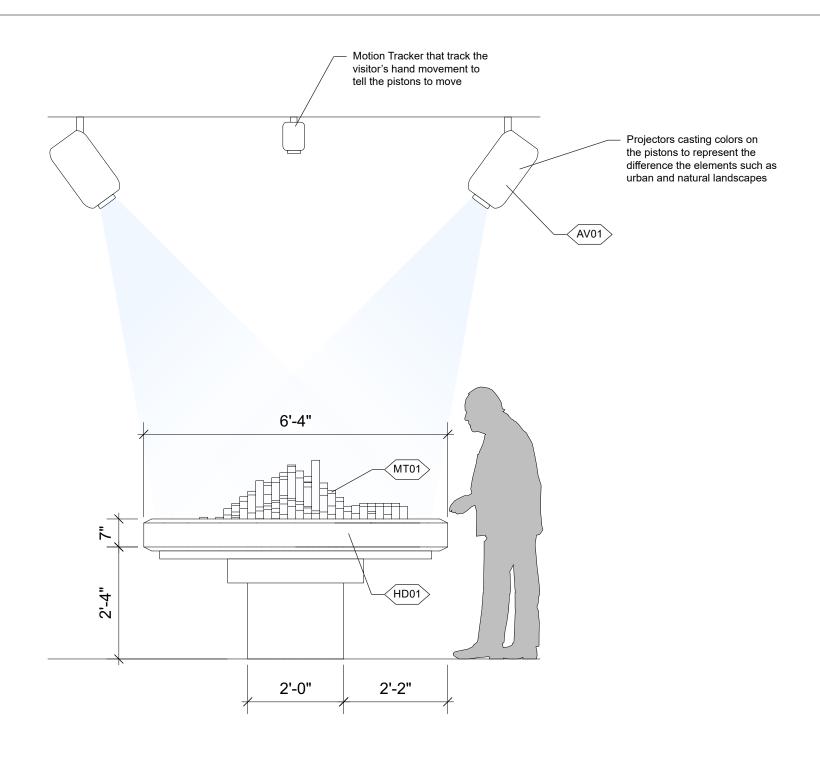
JOSEPH DELAUNAY

PHASE:

DESIGN DEVELOPMENT

TITLE:

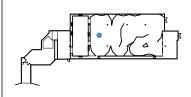
LANDSCAPE SIM TABLE DETAILS







KEY PLAN



LOCATION:

AMERICAN MUSEUM OF NATURAL HISTORY

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DATE:

12/09/2022

DESIGN BY:

JOSEPH DELAUNAY

PHASE:

DESIGN DEVELOPMENT

TITLE:

LANDSCAPE SIM TABLE DETAILS

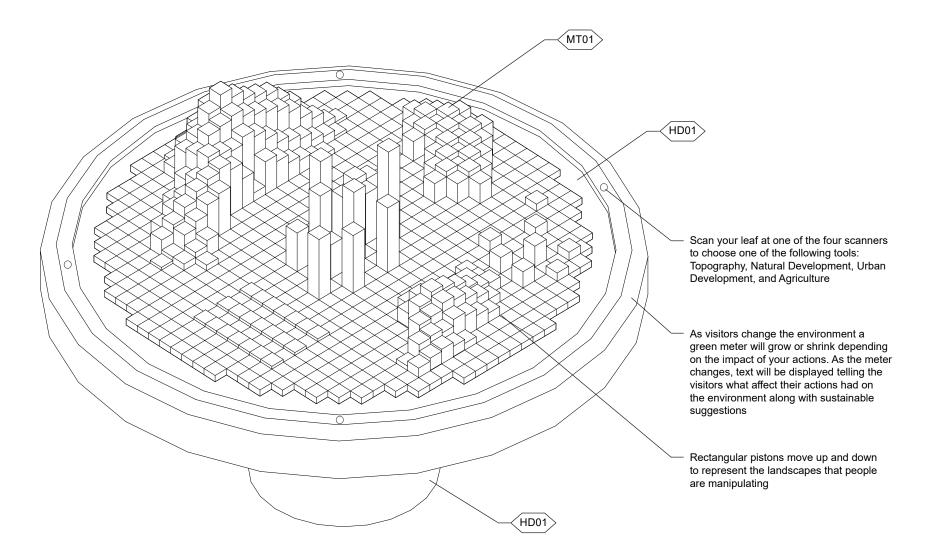
EX510

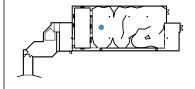


Landscape SIM Table Elevation EX510 Scale: 1/2" = 1'-0"









KEY PLAN

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PHASE:

DESIGN DEVELOPMENT

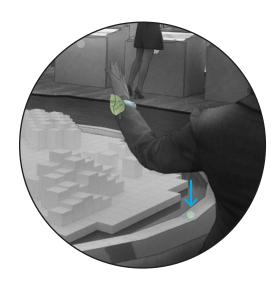
TITLE:

LANDSCAPE SIM TABLE AXON

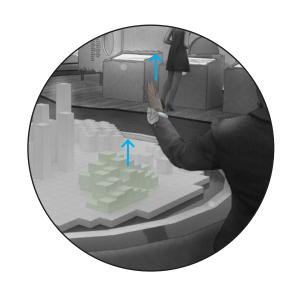




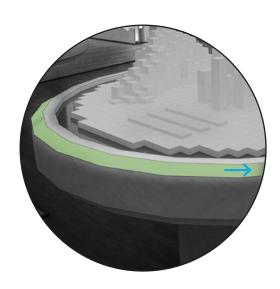




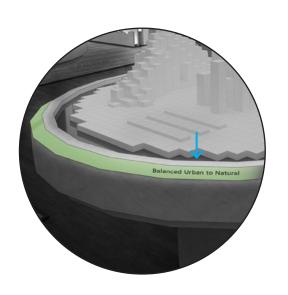
Scan your leaf at one of the four scanners to choose one of the following tools: Topography, Natural Development, Urban Development, and Agriculture



Hover your hand over the section you would like to manipulate and raise or lower it to build or take away

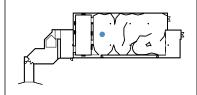


As visitors change the environment a green meter will grow or shrink depending on the impact of your actions



As the meter changes, text will be displayed telling the visitors what affect their actions had on the environment along with sustainable suggestions

KEY PLAN



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JOSEPH DELAUNAY

PHASE:

DESIGN DEVELOPMENT

TITI C

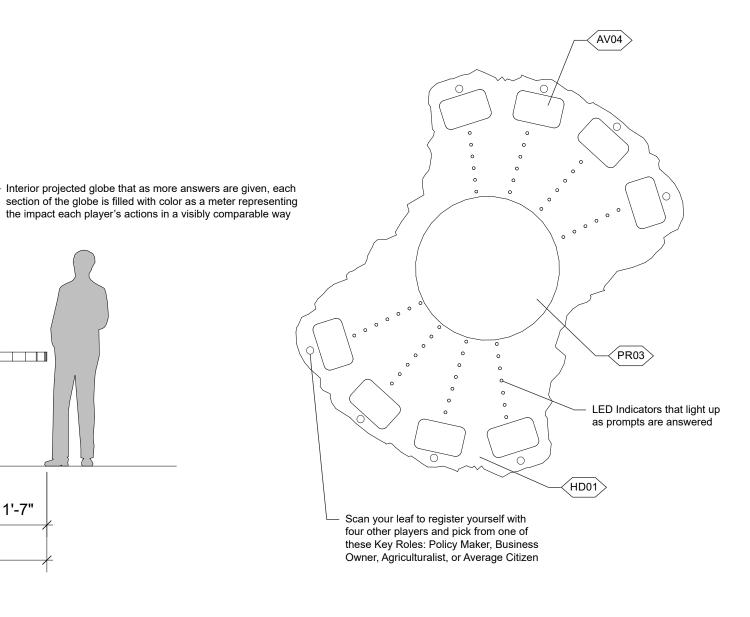
LANDSCAPE SIM TABLE STORYBOARD







KEY PLAN



LOCATION:

AMERICAN MUSEUM OF NATURAL HISTORY

200 CENTRAL PARK WEST, NEW YORK, NY 10024

DATE:

12/09/2022

DESIGN BY:

JOSEPH DELAUNAY

PHASE:

DESIGN DEVELOPMENT

TITLE:

KEY ROLE PLAYERS DETAILS

EX513

Key Role Players Elevation Scale: 3/8" = 1'-0"

1'-7"

(HD01)

4'-0"

7'-11"

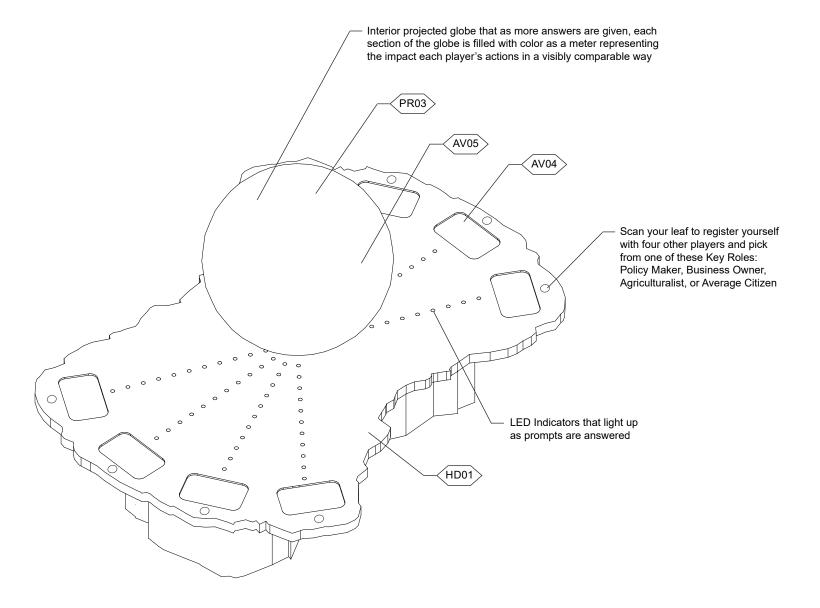
11'-2"

PR03

1'-7"

3'-2"

EX513 Scale: 3/8" = 1'-0"

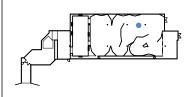








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PHASE:

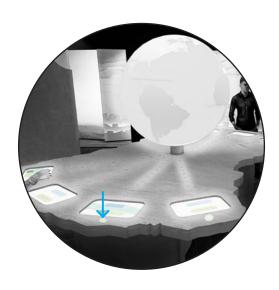
DESIGN DEVELOPMENT

TITLE:

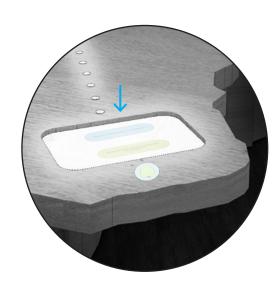
KEY ROLE PLAYERS AXON



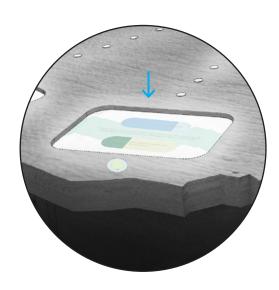




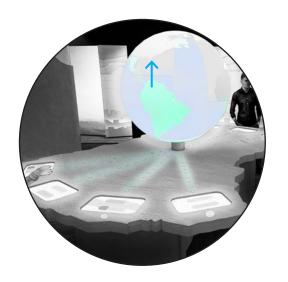
Scan your leaf to register yourself with four other players and pick from one of these Key Roles: Policy Maker, Business Owner, Agriculturalist, or Average Citizen



Next you will be given a series of green solutions based on your role where you will be tasked with picking the best action

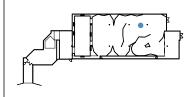


After you pick each action, the impact of the two will be shown along with a reason why one is more effective



As more answers are given, each section of the globe is filled with color as a meter representing the impact each player's actions in a visibly comparable way

KEY PLAN



LOCATION:

AMERICAN MUSEUM OF NATURAL HISTORY

200 CENTRAL PARK WEST, NEW YORK, NY 10024

DATE:

12/09/2022

DESIGN BY:

JOSEPH DELAUNAY

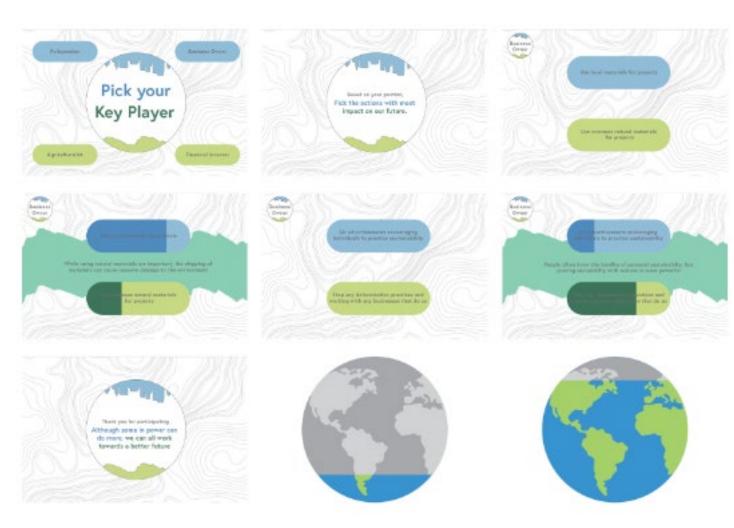
PHASE:

DESIGN DEVELOPMENT

TITLE:

KEY ROLE PLAYERS STORYBOARD





The prototype had the touch screen interfaces replaced with to scale print outs of the screens. As players touched their choices, the next paper would be handed to them to replicate the next screen. The choices of roles for this interactive game were Policy Maker, Business Owner, Agriculturalist, or Financial Investor. The first screen would give players this choice. The screen would advance once everyone has chosen a role. They were then told "Based on your position, Pick the actions with the most impact on our future." It would then give each player two actions within their role's power to choose from. The following screen would have a progress bar showing how the two solutions compared to each other. An example from the Policy Maker gave the choice of "Expand mass public transit systems" or "Expand infrastructure for electric pedestrian vehicles". Both choices will benefit conservation efforts but the results that mass public transit is the stronger answer. After each solution, the shared media that displays a greyscale earth slowly reveals a colored version. This was done by overlaying two prints pinned to the wall and folding up the greyscale one as players answered. By the end of the two questions for each player the earth would be fully colorized. The ending screen read "Although some in power can do more, we can all work towards a better future".







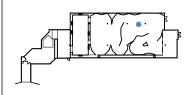






NOT FOR CONSTRUCTION USE

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KEY ROLE PLAYERS PROTOTYPE







In this final interactive, visitors are will be instructed to separate the seed paper from the RFID band and be taken home to plant



The RFID band is then put in the slot to be recycled and will be scanned automatically collecting the results of your actions in the exhibit

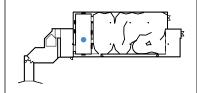


Your results will display and compared to the earths current sustainable trajectory. If you have completed all activities your will be rewarded with a one time pass to any US National Park to appreciate the landscapes



Before you finish, the option is given to contact your local government representative right away with a prewritten document or receive their contact information for future use

KEY PLAN



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DATE:

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DESIGN BY:

JOSEPH DELAUNAY

PHASE:

DESIGN DEVELOPMENT

TITLE:

PARTING ACTIONS STORYBOARD

