

# The Museum of Mannequins

*Consumerism*

## The History

Mannequins go back as far as King Tut and the armless and legless mannequin made with the exact dimensions for the pharaoh. As humans we have always been fascinated with the human figure. Mannequins have been made from Wood, Wire, Sheetmetal, Clay, Wax, Paper mache, Plastic, and Fiber Glass. Mannequins, after introduced into window shopping, have become a glimpse into the past, and acted as frozen theater performances. They have harmed our view on the human figure but have also been used to power minorities and feminism.

## The Pitch

Mannequins have been apart of the consumer culture for ages and will continue to be in the future. This museum will show the social influences, the changing purposes, and the evolution of materials that created the mannequins.

## Possible Colors



## Ideas

**01 Purpose** Mannequins were used for many reason and I think that those uses can make an interesting story.

**02 The Materials** There were so many different things used for mannequins and so many downsides to those materials that it would be interesting try some.

**03 Culture/Society**, is interesting Mannequins not only inffluence our value and ideals, but events like war and culture are reflexed into mannequins sences.





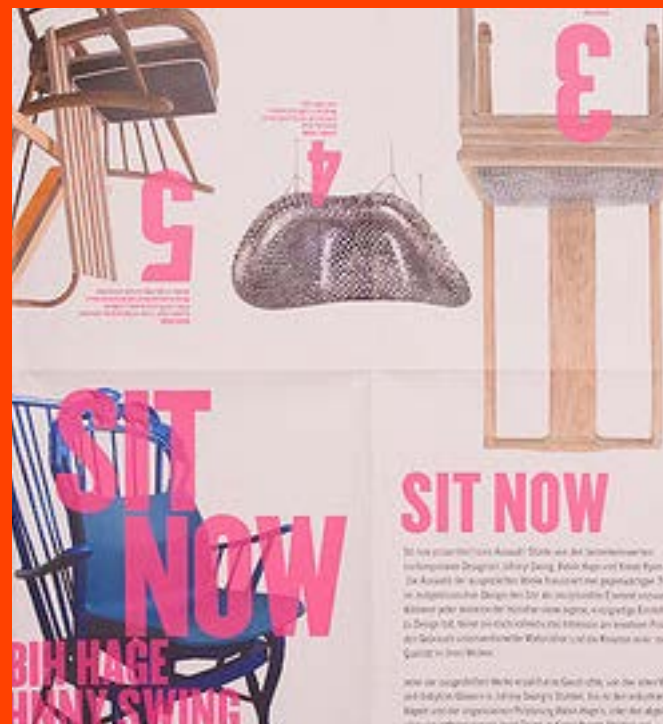


# The Museum of Mannequins

*Consumerism, Theater, & Absurd*

## MoodBoard Summary

I feel using pop-art can create a fun experience that is theatrical but the potential show the absurdity behind Mannequins and Consumerism. interactions can be about the feeling of all these human-like figures around you to creating science that you feel represent today





# The Museum of Keyboards

## Standardization

### The History

Keyboards go back beyond the typewriter, and the the reason for the keys placement is not becuase of mechanial faliures of the typewriter or what letters would be more commonly used. The reason we have the QWERTY keyboards is becuae of access and the translation of more code by telegraph operators. Putting letters that have simular translations closer together. The form of the keyboard its self has changed for health of soity and maufature needs.

### The Pitch

keyboards are one of those strange things that we use every day but don't question why they are the way they are. Keyboards have different forms for different people and some people collect keyboards or even keys for the forms or feeling they get.

### Possiable Colors



### Ideas

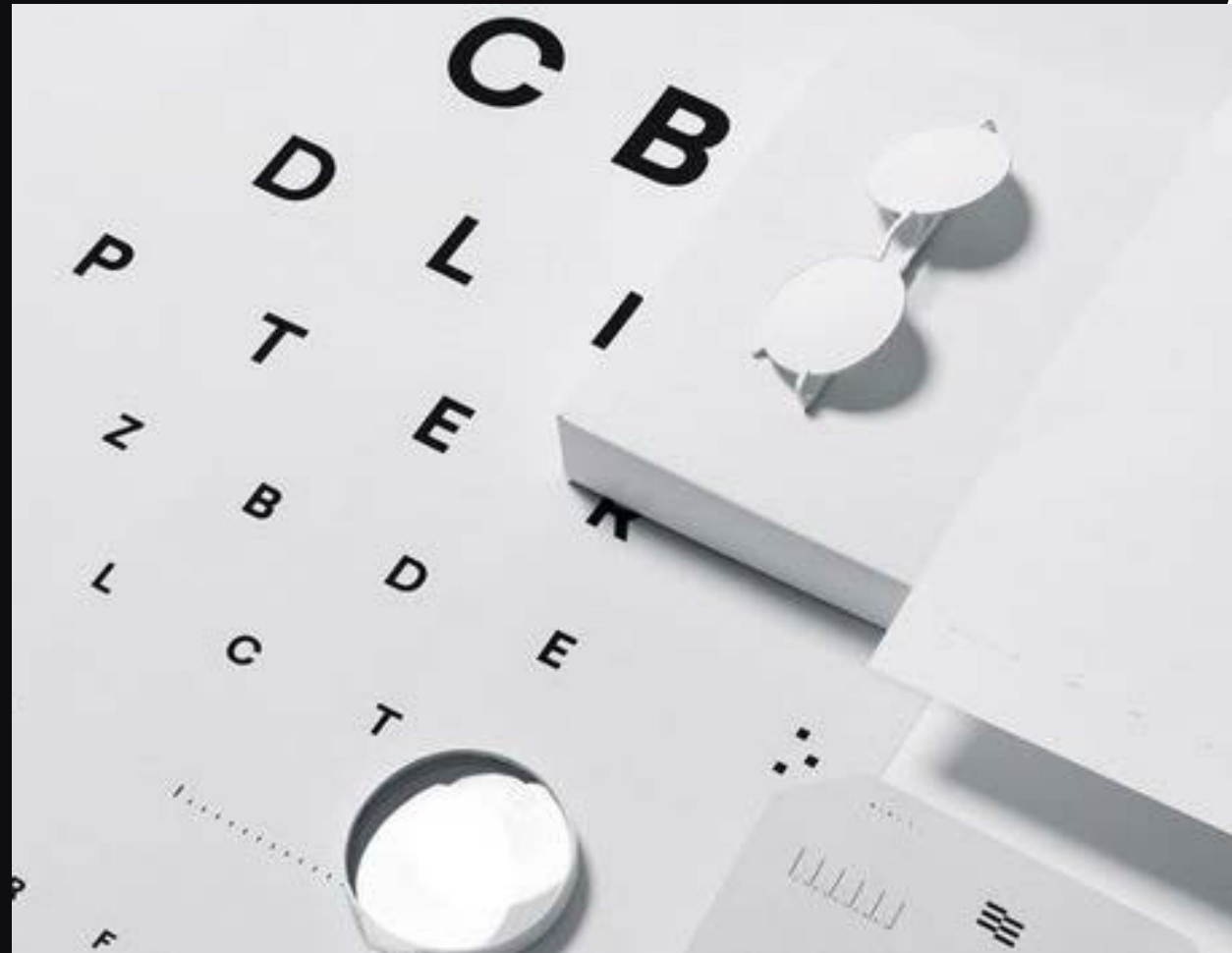
- 01

**The Myth** Design a space that explains the stories that have been made up, or assumed as the real oragin of the Keyboard and the keys.
- 02

**Standardization** Exploring the process of satanderization and how it was carried out through keyboards.
- 03

**Obsession & Efficiency,** People seem to collect and have very strong feelings for kinds of keyboards and the keys. I think it would be interesing to show this.





# The Museum of Keyboards

*Mininalist, Detail, & Classic*

## MoodBoard Summary

Keyboards are very minimal hardly notice the design of them. I think that Minialism that the details can be brought out through the contrast. some ideas of interactions could be using a keyboard to navagate a space or having people use adnormal kinds of keyboards



bir d'alé,  
gravi, gri bé  
la calade  
nnées  
durant, chaque  
recoir cette  
rue me sera  
pour toujours  
famili





# The Museum of The Pingpong Paddle

*Physical & Digital*

## The History

From tennis rackets to wooden racks with sandpaper glued to them and eventually the 6 pixelated digital games of pong. PingPong also known as Table Tennis, originated from London when time was hard they came up with a way to play tennis at home. The form of the Paddle has oddly been one of the most important developments in the game. The materials that the Paddle was made of can decide who would win. The game became very competitive, pong came into existence originally to help train players. Eventually became its own standalone game.

## The Pitch

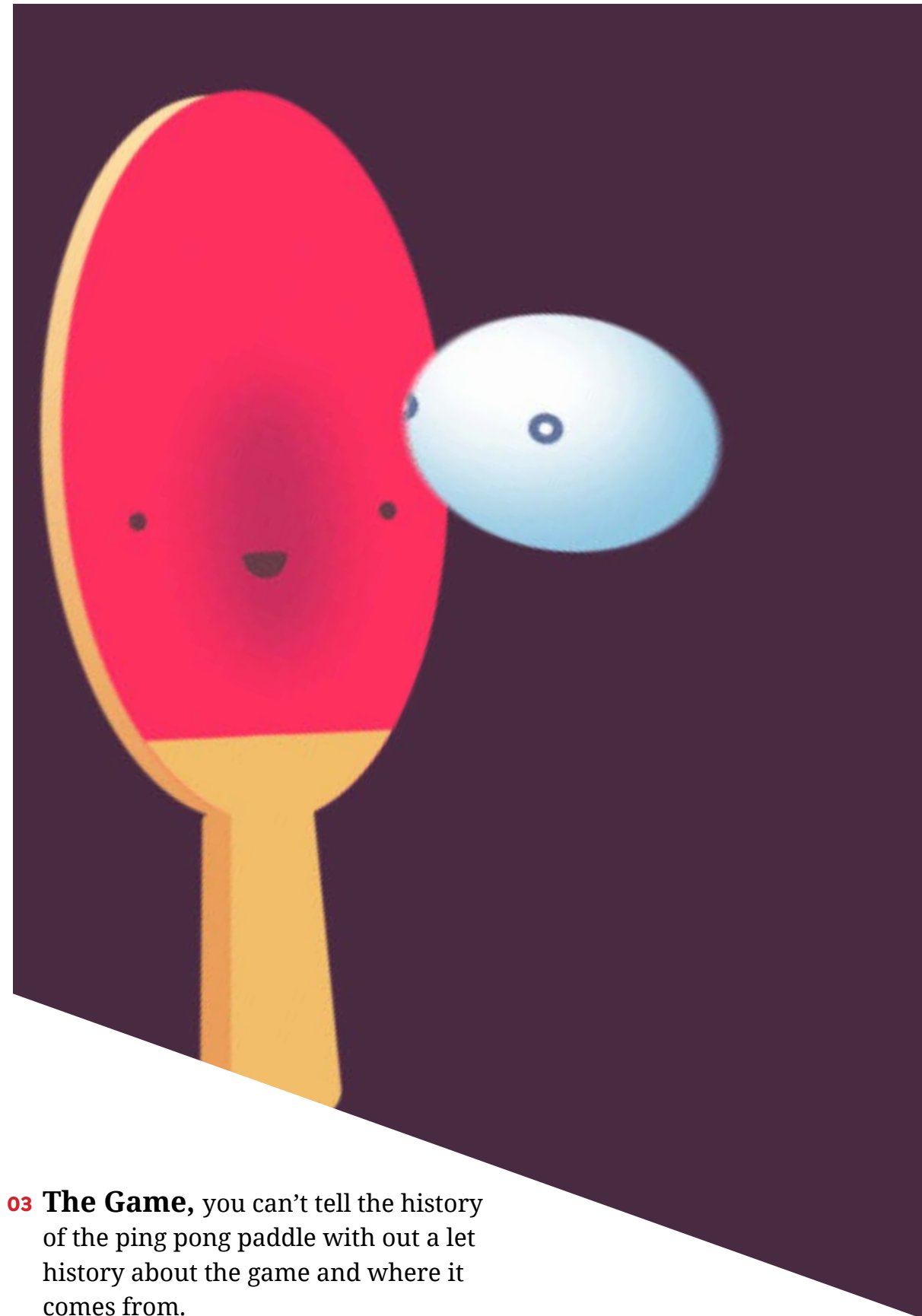
Pingpong although not as long of a history as the others are very interesting media and popularity. The Pingpong paddle being strange.

## Possible Colors



## Ideas

- 01 Physical vs the Digital** The tension between digital games and “real world” games are interesting. the evolution from a complex game of tennis to a simple game of pong .
- 02 Tool & Technique** As I was reading there was a high interest in the tools to play the game and tricks when playing. I want to show those.
- 03 The Game,** you can’t tell the history of the ping pong paddle without a little history about the game and where it comes from.





# The Museum of The Pingpong Paddle

*Sport, Bold, Arcade*

## MoodBoard Summary

PingPong is a very casual game/sport, but it is very competitive for some. I think I'll approach this with a mix of relaxed feelings but strong bold colors and graphics. The pingpong paddle can be used in many interactions of its own and can be adapted to represent different moments in the history.

