



[X-200-100] Close To Home Marquee

Revised 03.26.2012

Educational Objective:

To demonstrate to visitors that energy and water conservation can and does occur locally, right in their own community.

Activity Overview:

Visitors explore a mosaic inspired graphic panel and mark their own neighborhood within a stylized map of Jordan.

Operating Description:

1. Visitors approach a themed display to find a mosaic of images showcasing the cultural landmarks and everyday places that make up the communities throughout Jordan. Title signage informs visitors that they have moved into the Our Neighborhood exhibit area.
2. Woven between the images on the display, scenic water and power lines graphically connect each destination. LED lighting effects simulate the pulse of energy or flow of water moving through these infrastructure lines.
3. Embedded into the larger display, a magnet board map allows visitors to navigate to and “pin” their own neighborhood. Visitors are encouraged to explore the other locations previously pinned on the map.

Media / Script:

N/A

Equipment:

- Custom control system & wiring for LEDs

Facility Requirements:

- Requires power
- Requires attachment to wall

Performance Standards:

- Content copy should be arranged on the display in such a way as to be legible from the area where the touch screen display will be operated.
- Any magnets used for the map interactive should feature low-cost consumables, or tethered pieces to prevent theft.

Project Team Notes:

- **ECODIT/PAP:** Develop a design approach for each of the section marquees that recognizes the unique character of each section while maintaining a consistent design vocabulary.

[X-200-300] Community Circuit

Revised 03.23.2012

Educational Objective:

To demonstrate to visitors that energy is both a finite and shared resource that must be delicately allocated across different demands throughout the day.

Activity Overview:

Visitors control the power distribution of their local city grid through a fast paced, reaction timed interactive.

Operating Description:

1. Visitors approach a themed display to find a collection of beautifully illustrated buildings common to any Jordanian neighborhood. Integrated into each building, two to three illuminated pushbuttons flicker or pulse through a pre-game attract loop.
2. As visitors press any pushbutton on the display, the attract loop ends as an audio cue signals the beginning of the game.
3. Soft ambient lighting effects simulate a sunrise as the game timer begins to tick. The ambient lighting changes color to simulate one full day while the game timer ticks down from 24 hours (2 minutes of total game time).
4. As the game timer ticks away, LED light rings encircling each pushbutton flash to signal the power demands of a new day. Visitors rush to distribute energy across the grid by pressing the pushbuttons on the display. Although there are a total of sixteen push buttons representing energy demands on the display, visitors can only safely allocate twelve units of power before the grid begins to fail.
5. If visitors distribute more energy than the grid can handle, embedded lighting effects begin to flash and darken in a simulated power blackout. Pushbuttons that had previously been powered on will flicker and turn off, even while the demand indicator light ring remains on.
6. As the ambient lighting effects shift and the game timer reaches the ‘peak use hour’, the game pace picks up in a thrilling finale. An audio cue signals the end of the game.
7. Visitors gain points for every second any building within the display remains properly powered during the game cycle. Game points are display on a separate counting display.

Media / Script:

- Sound effects for simulated power.

Equipment:

[X-300-100] Our Kingdom Marquee

Revised 03.26.2012

Educational Objective:

To demonstrate to visitors the value of Jordan’s varied natural and cultural resources and instill a sense of national identity and pride.

Activity Overview:

Visitors explore a mosaic inspired graphic panel and write out what makes them proud to be Jordanian on a chalkboard.

Operating Description:

- 1. Visitors approach a themed display to find a mosaic of images showcasing the cultural landmarks and famed natural resources that Jordan is best known for. Title signage informs visitors that they have moved into the Our Jordan exhibit area.
- 2. Included within the display, visitors will find a chalkboard with nearby writing supplies. Visitors are prompted to respond to various phrases or allowed to sketch and draw freely.

Media / Script:

N/A

Equipment:

N/A

Facility Requirements:

N/A

Performance Standards:

- Any materials used for the chalkboard interactive should feature low-cost consumables, or tethered pieces to prevent theft.

Project Team Notes:

- **ECODIT/PAP:** Develop a design approach for each of the section marquees that recognizes the unique character of each section while maintaining a consistent design vocabulary.
- **Roto:** This exhibit could be implemented at various levels of complexity and still work well. The chalkboard interactive could be as intensive or straightforward as necessary to properly communicate the message.

[X-300-200] Waha

Revised 03.27.2012

Educational Objective:

To provide visitors with an opportunity to play and experiment with water while gaining an appreciation for water’s physical properties, the energy required to move water, water’s ability to do work, and water’s inherent beauty.

Activity Overview:

Visitors explore an interactive water sculpture that is both powered and controlled through physical actions or ‘work’.

Operating Description:

- 1. Visitors approach a tall, dynamic sculpture in the center of the Our Jordan gallery. This sculpture is comprised of themed water play features, beautiful tile work, pottery, and other found materials from the Jordanian vernacular.
- 2. Radiating outward from the center of the Waha, a series of low tanks are arranged into two, semi-circular zones. These splash controlled zones allow visitors to engage in a variety of smaller scale interactives:
 - a. Build-a-Pipe or ‘Be a Plumber’
 - b. Pumping water to various locations
 - c. Activating spinners and water effects
- 3. As visitors work together to pump and manipulate the water flow, a reservoir overhead slowly fills. As the reservoir reaches a tipping point, the water cascades out through a system of controlled waterfalls, sluices, spinning wheels, and squirting nozzles. This flow is then filtered and returned to the plumbing system.

Media / Script:

N/A

Equipment:

- Custom control system
- Plumbing and filtration system

Facility Requirements:

- Requires power
- Requires cold water feed
- Requires floor drain (or water friendly flooring material)
- Requires attachment to wall and/or ceiling