The blue prints

Discovery Center 2015

The 2015 Discovery Center app was very colorful and animated mostly for the child audience. There are lots of minor imperfections that seemed to make the end product lacking in more than one aspect. To list off a few things, the video was filmed with poor audio, and the ambulance sound would not stop even after the app was closed. Our group is planning to keep the childish vibe to it, but adjust the features that are not fully functional. We plan to expand the fruit game by adding more questions, and getting higher quality pictures. The main menu is very creative, we aim to improve the visuals so it is not as childish, since the audience will also include the parents of the children. The ambulance and firetruck portion has to be worked on the most, since the sound endlessly plays, and the ambulance was moved from the exhibit, so there is no use for it to be included. The video seems to be too difficult to listen in a museum environment, so we plan on either editing the audio, or completely getting rid of the video. Also we want to implement a scavenger hunt to keep both children and parents engaged in the exhibit.