



IT work culture in science centers



- Be Innovative
- Be Curious
- Be Creative
- Be Adaptive
- Be a Driver



"You can't plan the digital future, you need to build it"



What are the typical technical requirements for an exhibit? *(IT perspective)*

Reliable

If two or three of our main exhibits (~200 exhibits on the floor) are down = "NOTHING WORKS".

Remotely managed

Replaceable

Easily replaceable parts that can be found on the market or enough spare parts.

Lifecycle thinking

Customizable

All languages, texts, images, videos, sounds, parameters etc. has to be customizable. They should not depend on source code. Software versioning.

Possibility to reuse code – module thinking



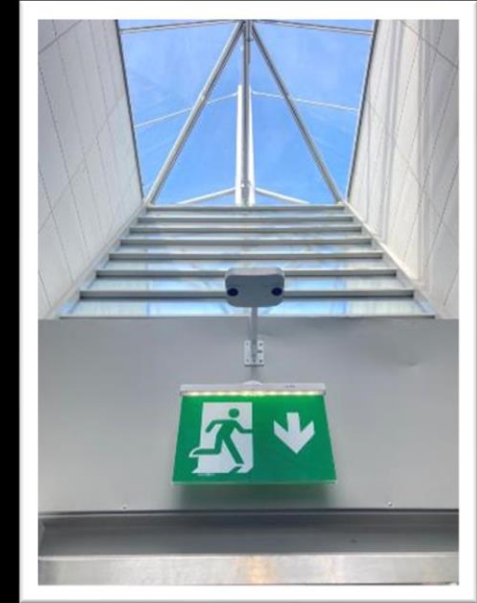
IT & EXHIBITIONS

- Independent exhibition network
- Utilize infrastructure that already exists
- Read & store user data from exhibits
- Data analytics and flows
- Remotely monitor and manage exhibits and hardware
- Automate exhibit updates and version control



STATISTICS

- Virtual servers – Database, MQTT & UI
- Individual brokers for each exhibition
- Different UI for selected use cases
- Temperature & humidity measuring
- Sensors for mechanical exhibits
- Stores user and usage data from exhibits
- Control tasks



"The backend planning started when we had to figure out a way to synchronize 18 videoplayers, 4 audioplayers and 30 speakers"



Something to think about

- Simple data is collected from the exhibits
- The data varies depending on the exhibit; the current examples are just for reference
- For now, we proceed with a try and fail approach
- There are errors in the data interpretation
- It would be good to find ways and heuristics for extracting the correct data
- What kind of data should we collect from the exhibits to get a better overall picture?



Something to think about

- What metrics should be in place to improve the benefits?
- Data is constantly increasing; what metrics should be developed? Consider things and metrics that would be useful for Heureka's operations
- Where could we set target values and actually measure the progress and development of the target?
- Consider what would be useful and how to measure and analyze it
- Can data be turned into metrics for development that would be useful in future exhibition planning?

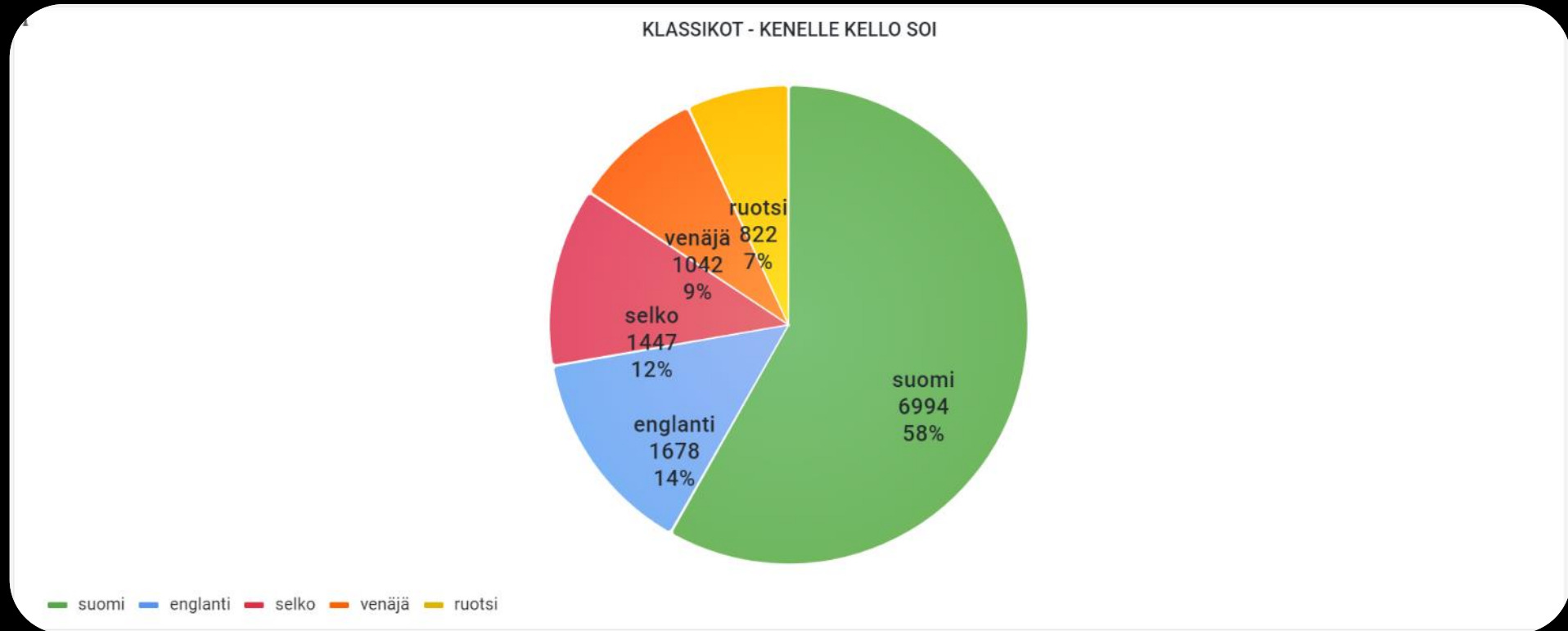


CLASSICS – For whom the bell tolls





CLASSICS – For whom the bell tolls



suomi englanti selko venäjä ruotsi



CLASSICS

KLASSIKOT - KENELLE KELLO SOI

suomi



6994

ruotsi



822

englanti



1678

venäjä



1042

selko



1447



selko

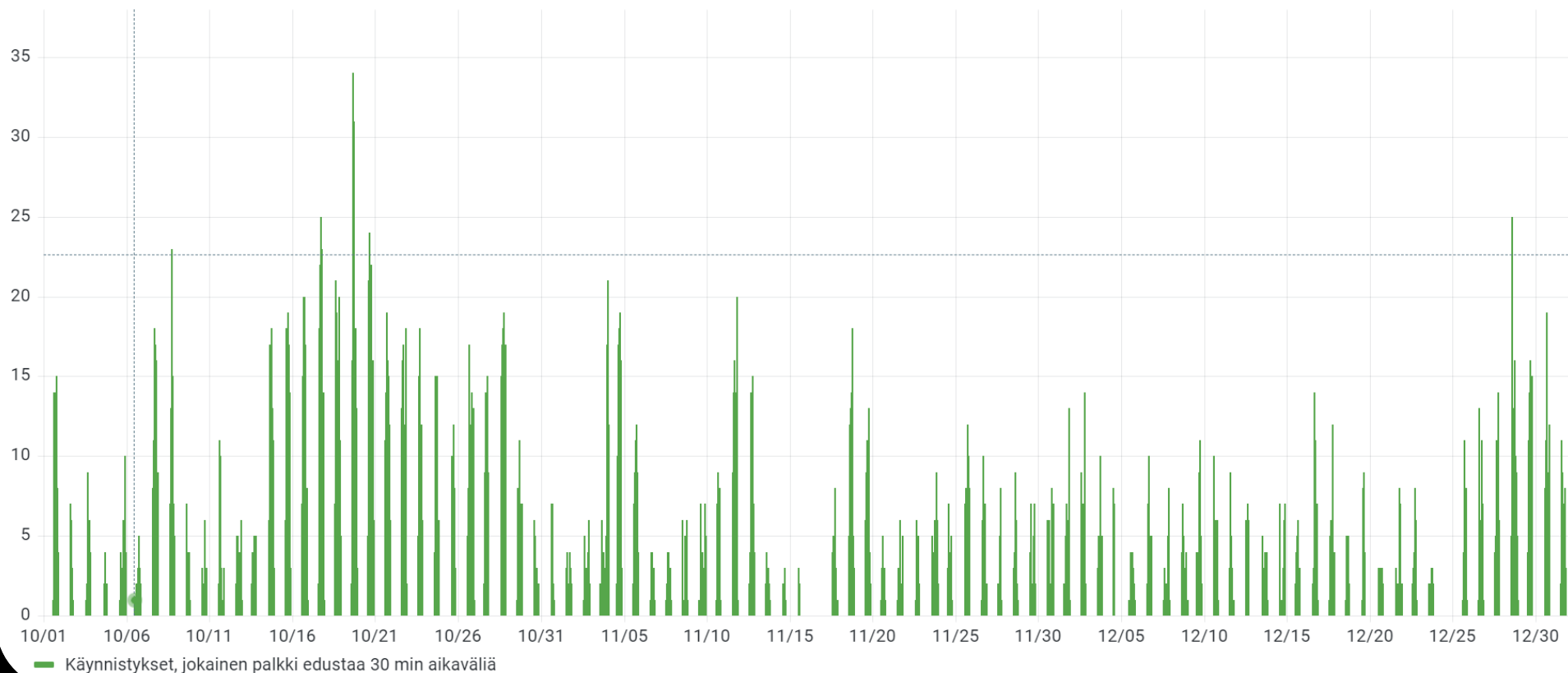


1447

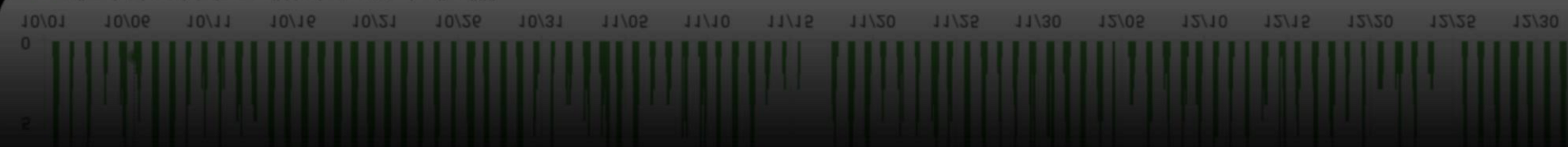


CLASSICS

Kenelle kello soi - planssin lkm kellonajan suhteen (kieli FI)



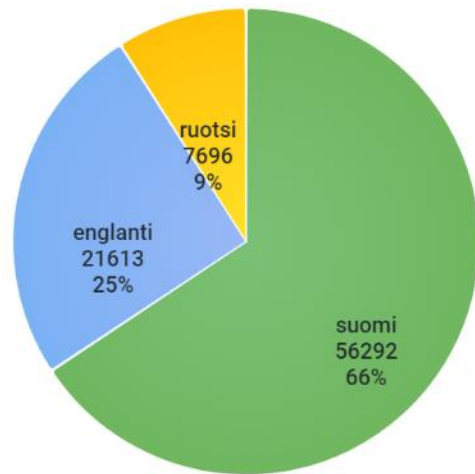
Käynnistykset, jokainen palkki edustaa 30 min aikaväliä





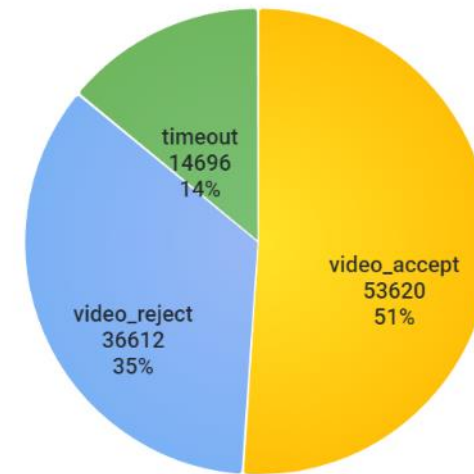
NATURAL DISASTERS - Hello

Moi! - Nauhoitusnapin kielivalinta

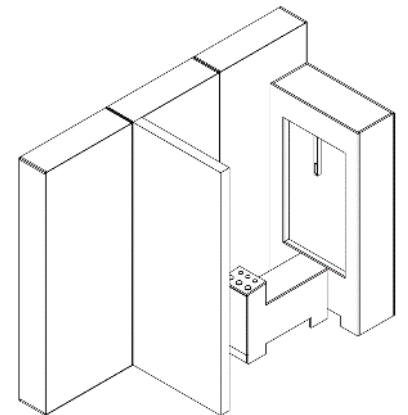


— suomi — englanti — ruotsi

MOI! - nauhoituksen jälkeen tapahtuneiden asioiden prosenttiosuus

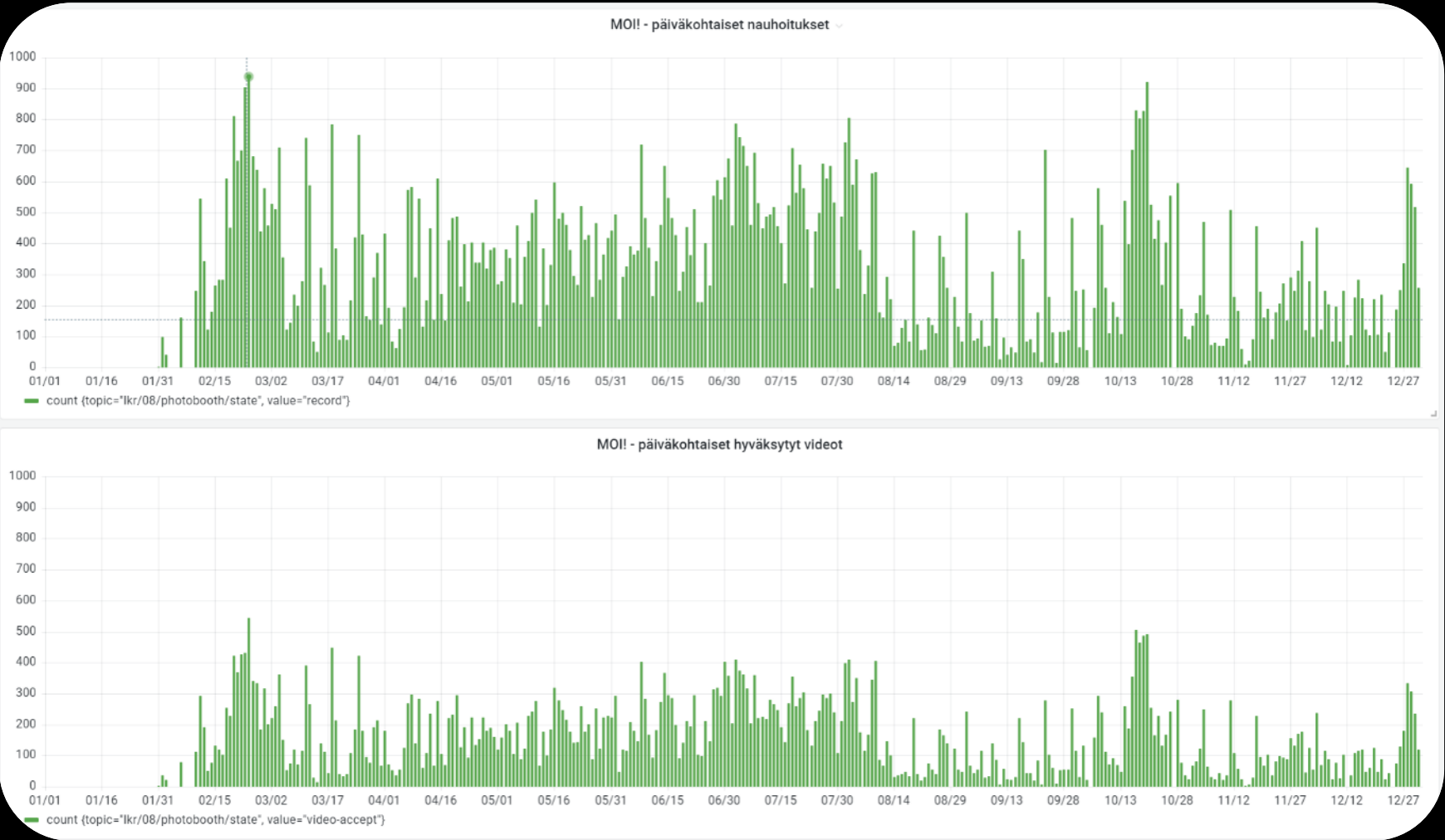


— video_accept — video_reject — timeout



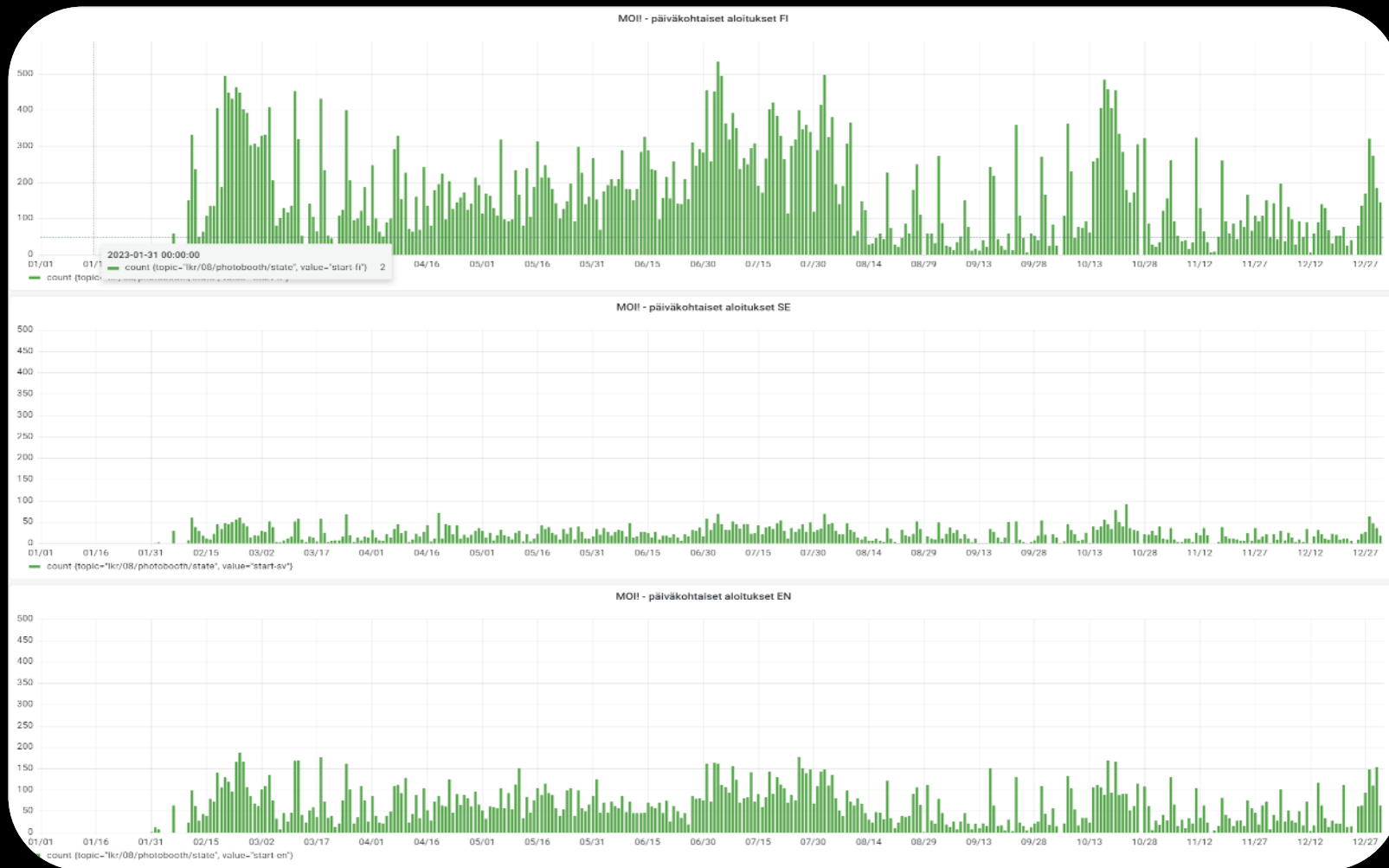


NATURAL DISASTERS - Hello





NATURAL DISASTERS - Hello





POWER OF PLAY – Electrical Roulette





POWER OF PLAY – Electrical Roulette

Sähköiskuruletti - pelatut pelit

111593

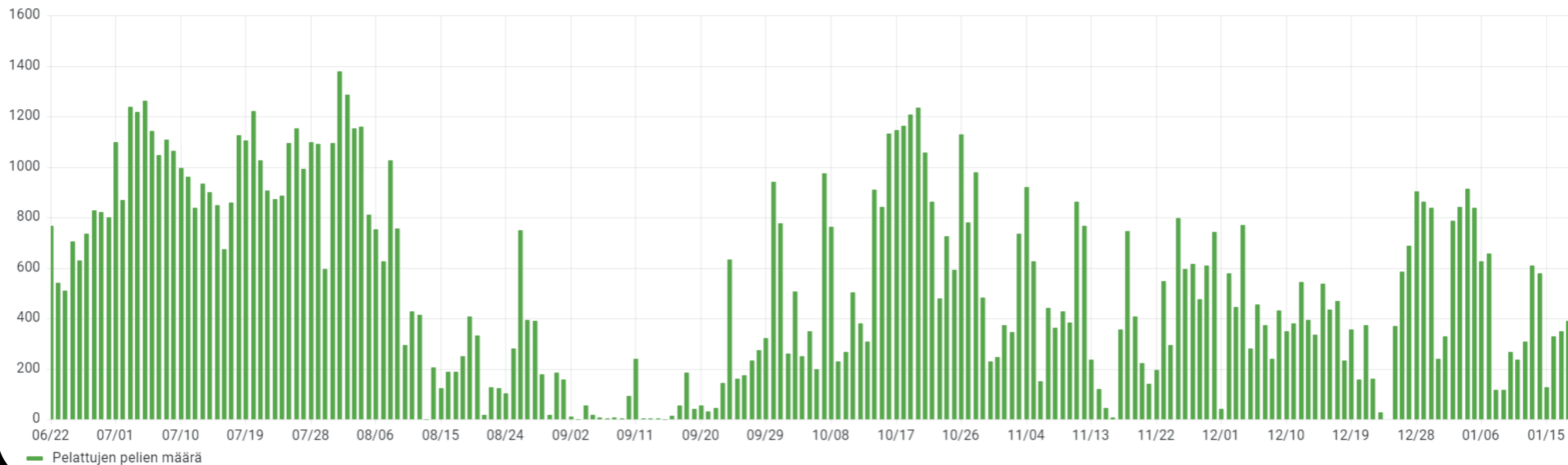
Sähköiskuruletti - Päivässä pelattujen pelien keskiarvo

531

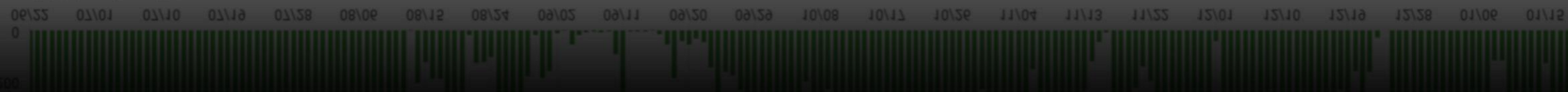


POWER OF PLAY – Electrical Roulette

Sähköiskuruletti - päiväkohtaiset loppuun pelatut pelit

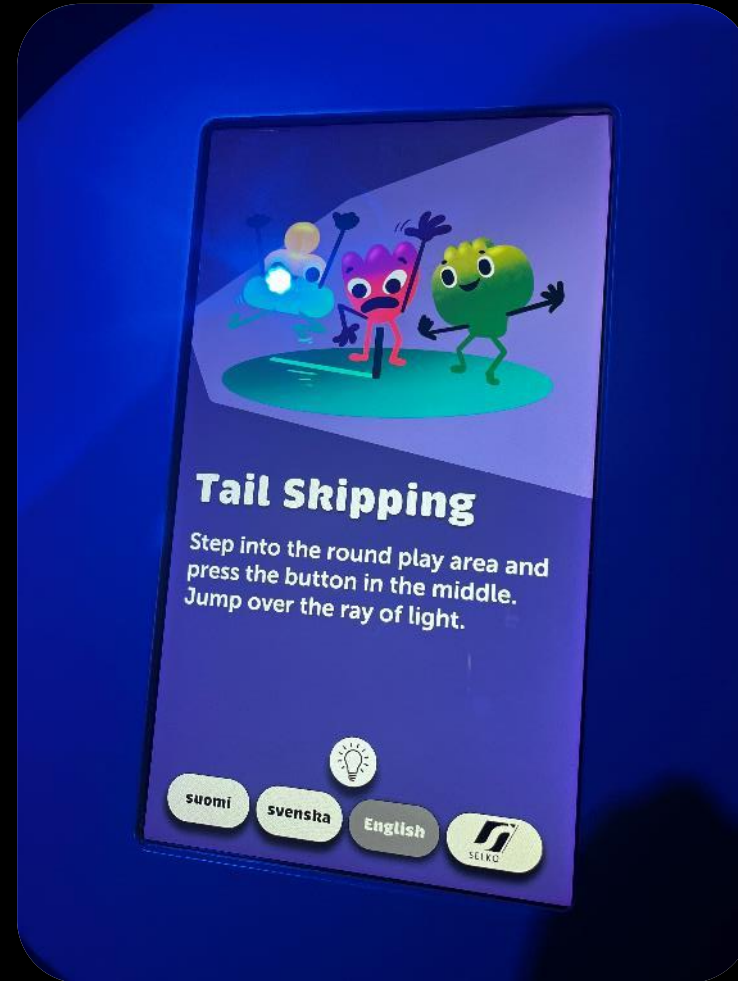
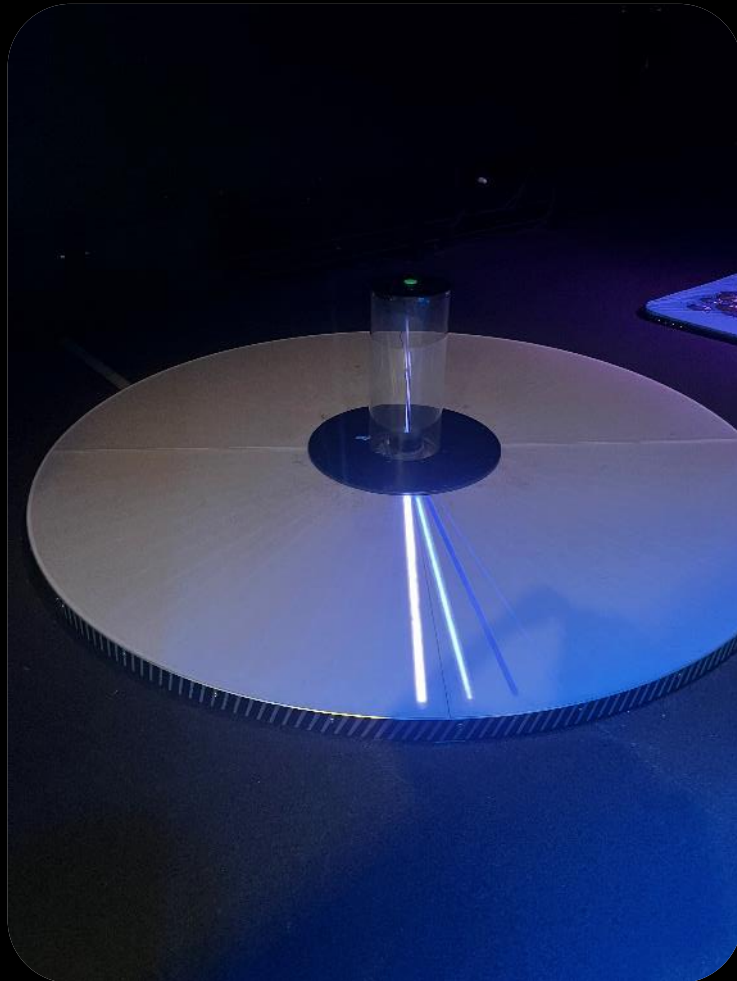


Pelattujen pelien määrä





POWER OF PLAY – Tail skipping





POWER OF PLAY – Tail skipping

Häntähyppely - pelatut pelit yhteensä

43710

Häntähyppely - keskeytetyt pelit yhteensä

13155

Häntähyppely - Päivässä pelattujen pelien lukumäärän keskiarvo

208

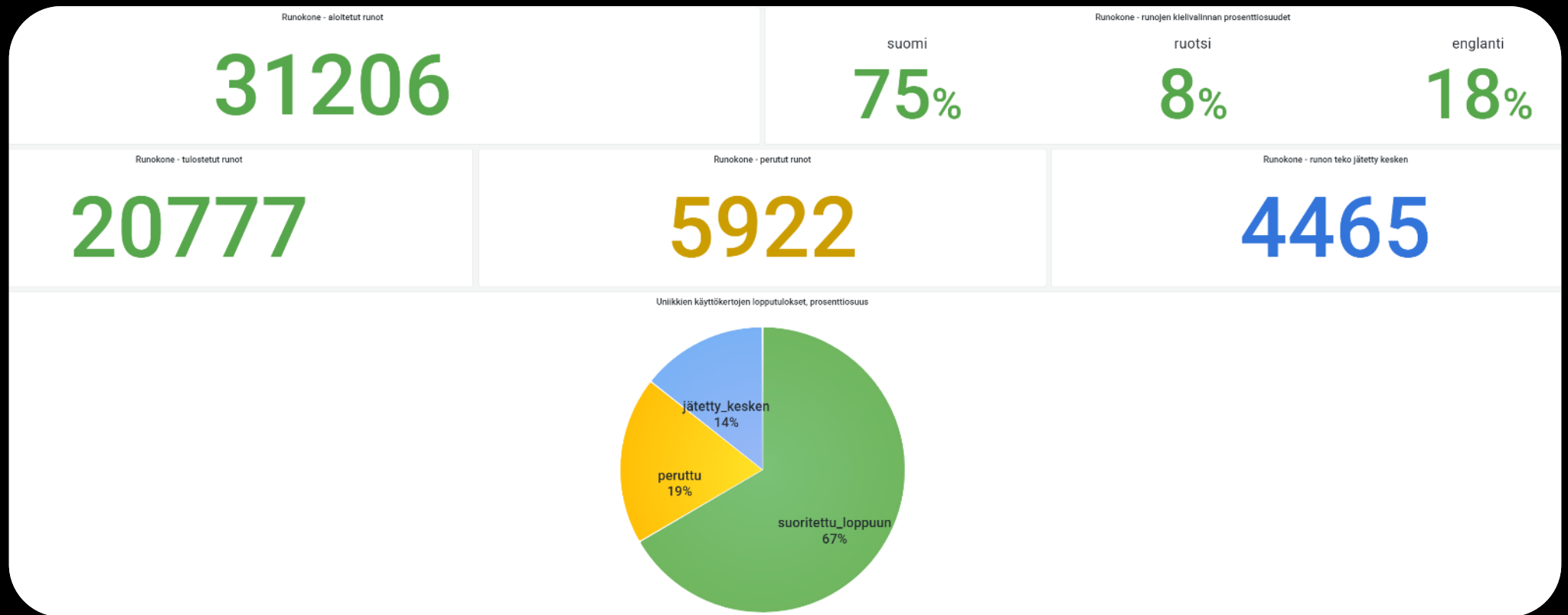


ME, MYSELF & AI – Poet machine



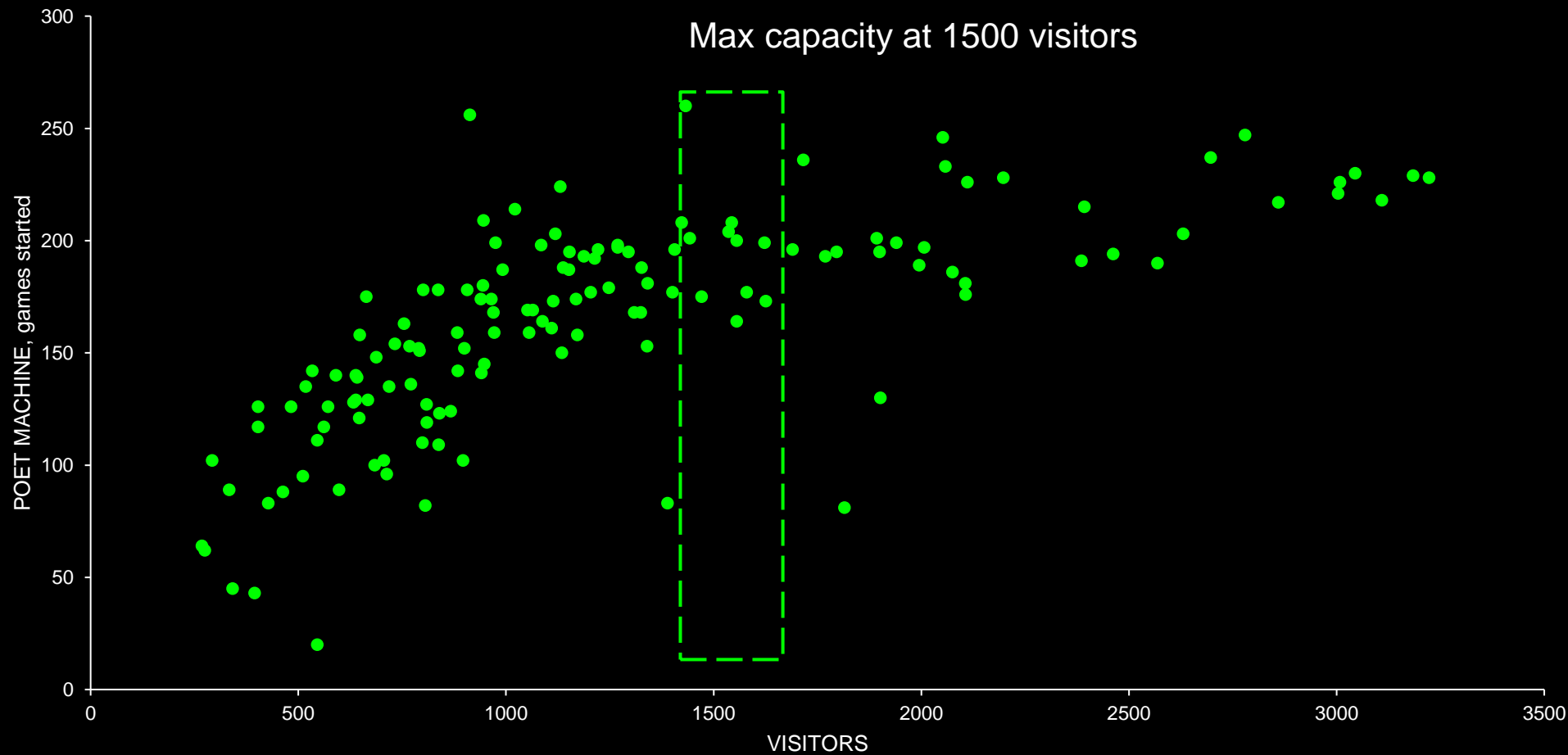


ME, MYSELF & AI – Poet machine





ME, MYSELF & AI – Case Poet machine





ME, MYSELF & AI – Mind Reader

