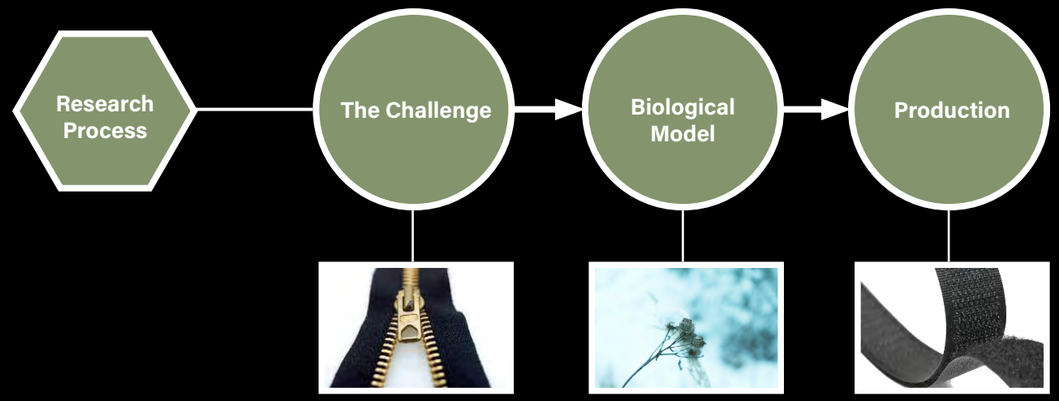
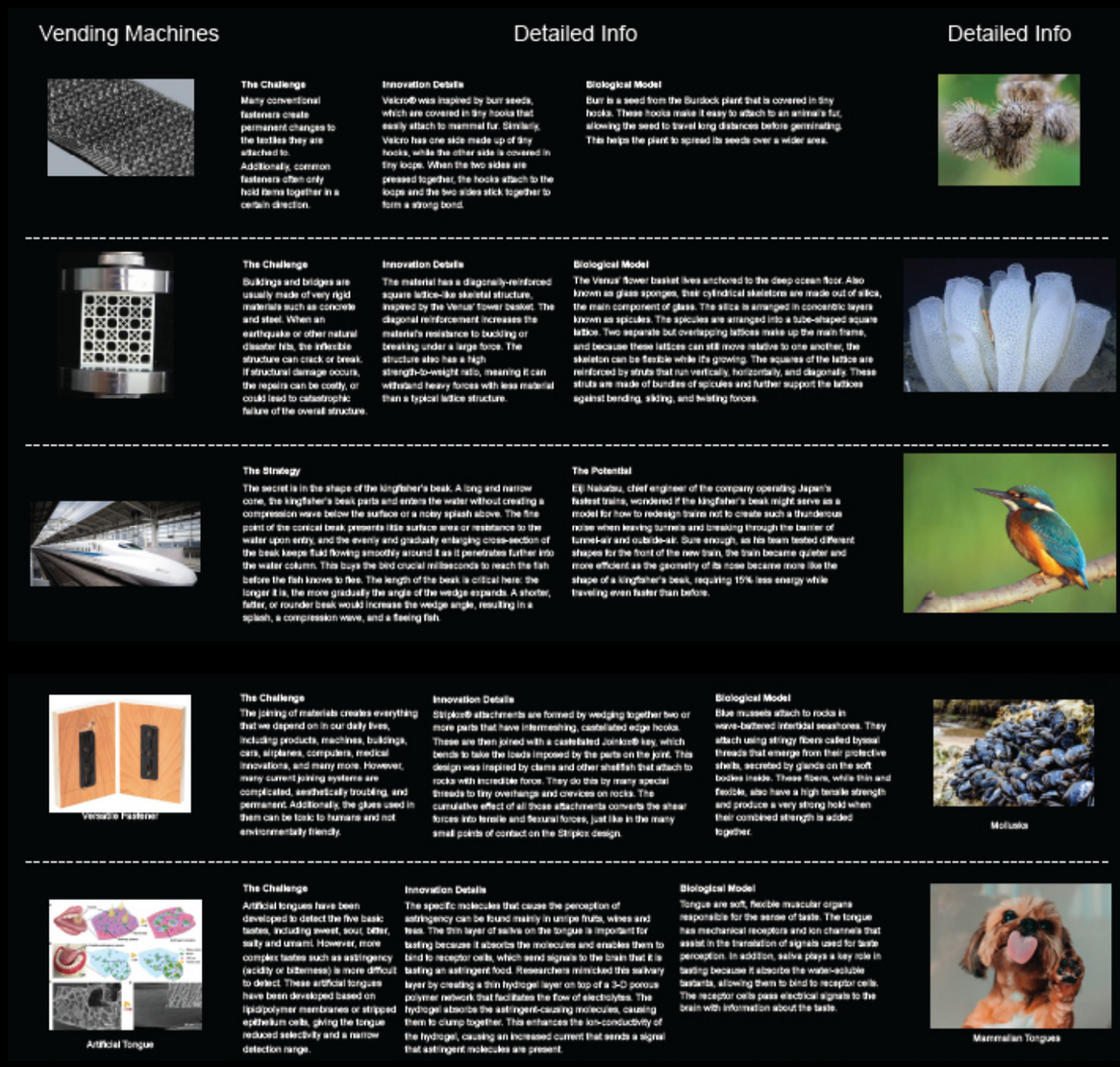
BIOMIMICRY MAZE

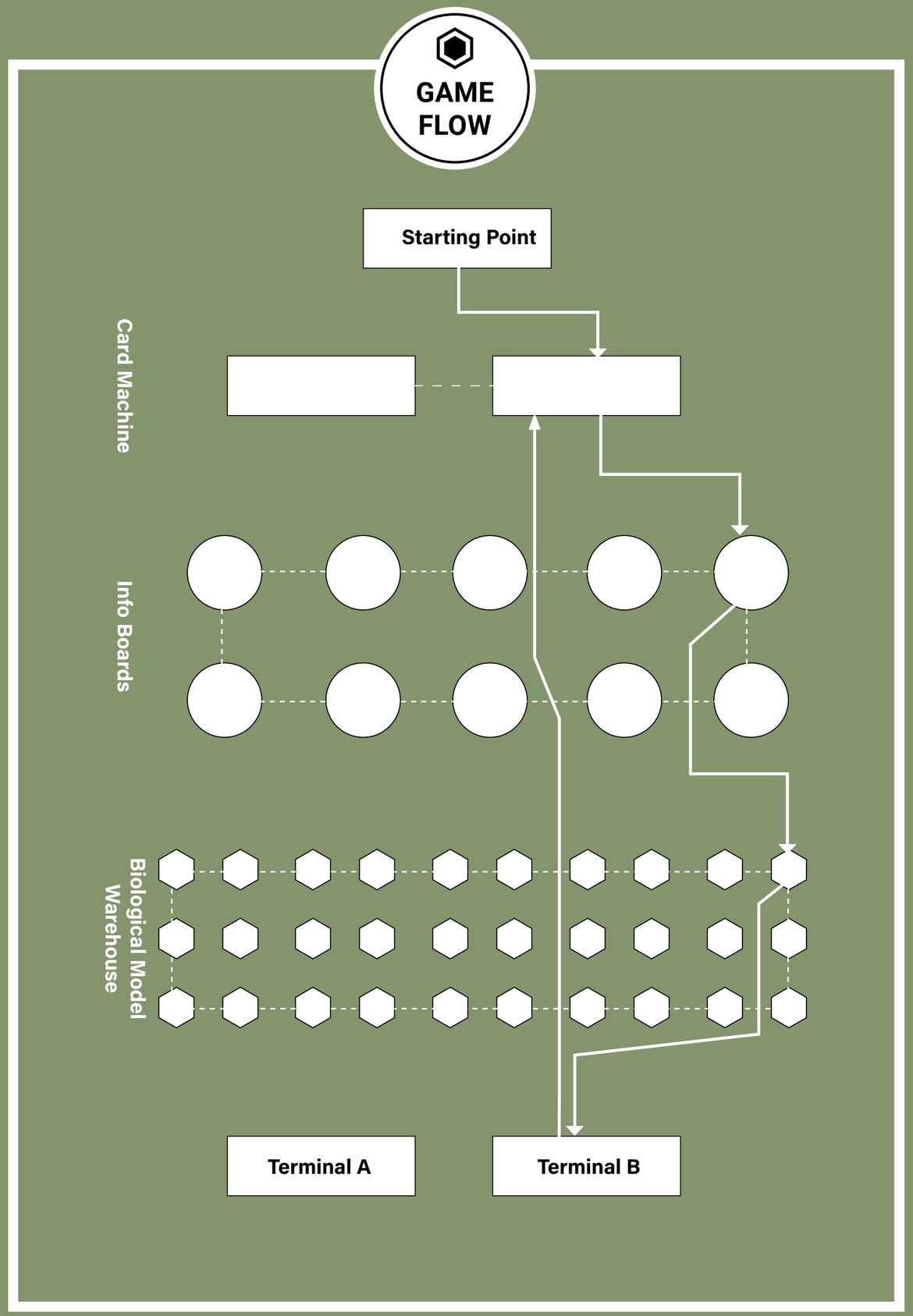
EXHIBITION DESIGN
LOCATION: CAPE COD, MA
INSTRUCTOR: YOUNGJIN SONG
TYPE: SINGLE WORK
TIME: 2022 SPRING

The exhibition site is the Marshview room at the Cape Cod Museum of Natural History. From there, students will expand their design concepts and scope by intervening within the museum's spaces and collections and beyond, inviting the visitors to go outside the museum—to the salt marsh and Wing's Island—and explore and learn from the immediate nature themselves.
Serving the museum's mission: to inspire appreciation, understanding, and stewardship of our natural environment and wildlife through discovery and learning, as well

As delivering the key message: Nature is the pathway to science and invention, the exhibition will also conceive answers to these questions—Can this exhibition design itself be an example of biomimicry? Can this exhibition extend its narrative to larger conversations around climate change and function as a call for action? Can this exhibition engage with and support the local community of Cape Cod and bring lasting impacts on environmental awareness and education?







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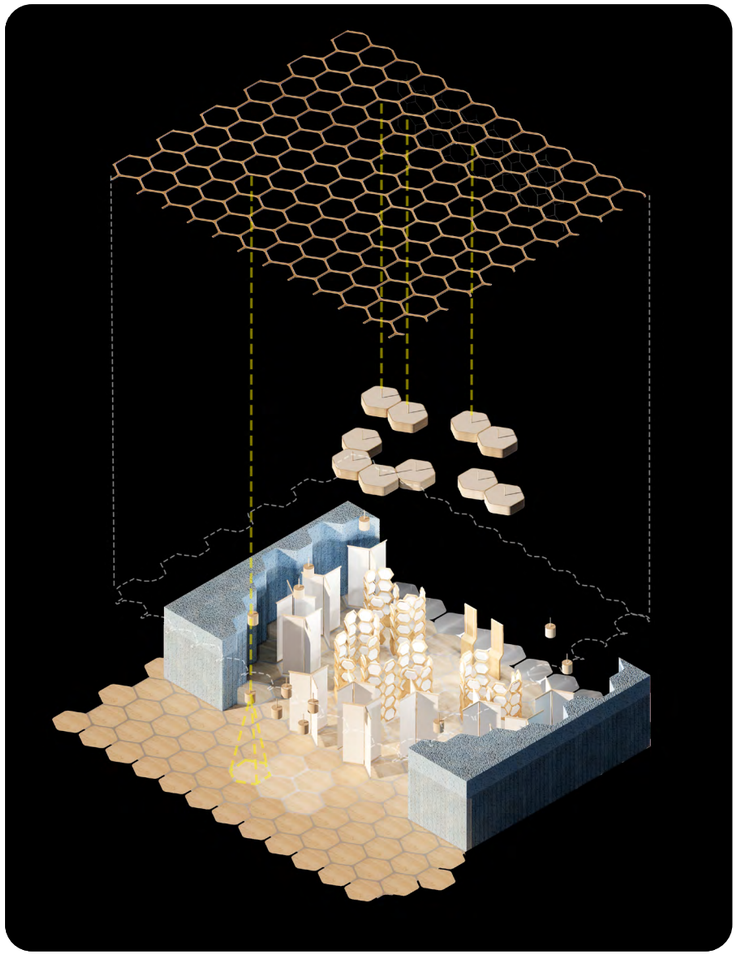

Part 1: Winner Judgment Mechanism
Game rules must be simple and concise. Who will be the winner and why is this player the winner?

In a marathon, the first person to cross the finish line is the champion; In chess, the first player to eliminate the opponent's king is the winner; In Monopoly, when someone goes bankrupt, the player with the most assets wins.

In the new design, the strategy adopted by the designers is a points system. When the game reaches a certain time, the staff will calculate the score of each player. The person with the highest score at the end wins a prize. Plus, games have to be diverse. Therefore, players will not get bored. In other words, after completing a game, the player is interested in returning to the field to play again.

Terminal UI

GAME FLOW

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Please enter your NAME, then press ENTER please
George
------------------------------------------------------------

Please enter the answer, press ENTER to check; press P to print the score
105N001

Great your answer 105N001 are correct.


Please enter the answer, press ENTER to check; press P to print the score
P
------------------------------------------------------------
Hi, GEORGE. Your score is 1.
------------------------------------------------------------

Please enter the answer, press ENTER to check; press P to print the score
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Part 2: the flow of the game

The course of the game is very similar to orienteering. Orienteering is a sport with the help of a compass, a map, and check-points. The sport can be played in wilderness, woods and urban environments. The athlete needs to find each check-in point along the route on the map, and the athlete has to mark the corresponding mark on his card to prevent cheating.

How to combine the game rules of orienteering with bionics? The designer's intention is to let players experience the bionic research process in the process of the game.

The study of biomimicry is very complex. The research steps can be roughly divided into 6 steps. However, in order to simplify the flow of the game, the collection is divided into three steps, the challenge, biological model, and the production.

In detail, the challenge means the problems or questions that we meet with in daily life. The biological model refers to the plants and the animals in the natural environment. Finally, the production is actually the invention from the companies or the institutes.

In the actual game, it is also divided into 3 parts. These 3 parts and the research process are slightly different. This is done to simplify the game. Players need to get the card with the product written on it first. The player then needs to find the corresponding product, explanation, and flora and fauna in turn. After players find explanations, animals and plants, they need to record the corresponding codes. Finally, the player enters the code in the final terminal to calculate the score.