

Storyboard of Exhibit

This storyboard integrates a series of concepts to create a cohesive experience designed to align with educational as well as engagement goals. Some educational guidelines and museum design guidelines and how they could be implemented are discussed.

<div>Engagement</div> <div>A magic mirror which displays vital signs of individuals who passes by will appeal to the curiosity of an individual about their body and the technology. This will serve as a hook to draw individuals into stopping and consider what health data is and how it is used.</div>					
	An individual should feel a sense of discovery, awe, or wonderment.	The mirror shows that health data includes self-collected measures and gives a preview of other components of health data.	Active participation fulfills one of the key criteria of keeping the exhibit fun and engaging.	An animation showing where the data will go offers a segway for an individual to think about where data is stored.	
<div>Knowledge</div> <div>The exhibit should be an education medium with clear goals, and content that achieves those goals. Yet the exhibit also needs to immerse an individual in a story and continue to motivate that visitor to care.</div>			<div>What is health data?</div> 	<div>Who has access?</div> 	<div>When do I use health data?</div> 
	Individuals may want to learn more and browse the exhibit looking for topics that interest them.	There are different ways to frame the approach to health data. All would likely cover the categories discussed in the card themes.	Content should be formatted in a way that is fun and accessible for a variety of age groups. A whimsical example of treating health data like a smoothie is provided.	Although most visitors don't come with a deliberate intention to learn, they do seek, or are unconsciously drawn into, an experience that incorporates learning.	
<div>Retention</div> <div>A give-away provides individuals with access to be reminded of the exhibit. In addition, a give-away can be used for reference, to access addition resources, and provide opportunities to learn more.</div>	<div>A Straw? Maybe a Sticker on the way out?</div> 				
	This give-away could easily be substituted for something like the story cube.	One interesting approach could be to integrate the give-away with something that an individual would use when sick.	Something tangible can serve as the cue or reminder that resources exist.	Material that can be stored online can reach numerous individuals. Examples of this would be a video series or infographic.	