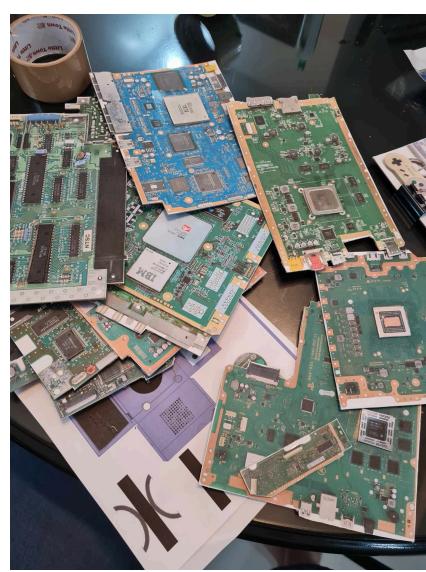
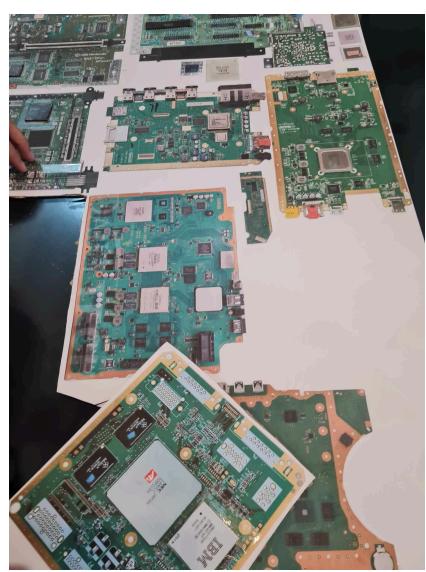
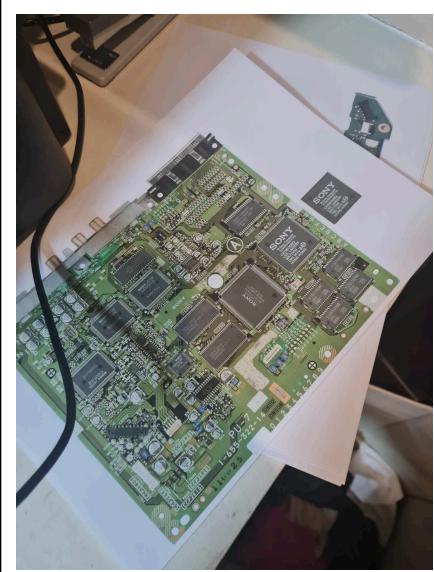




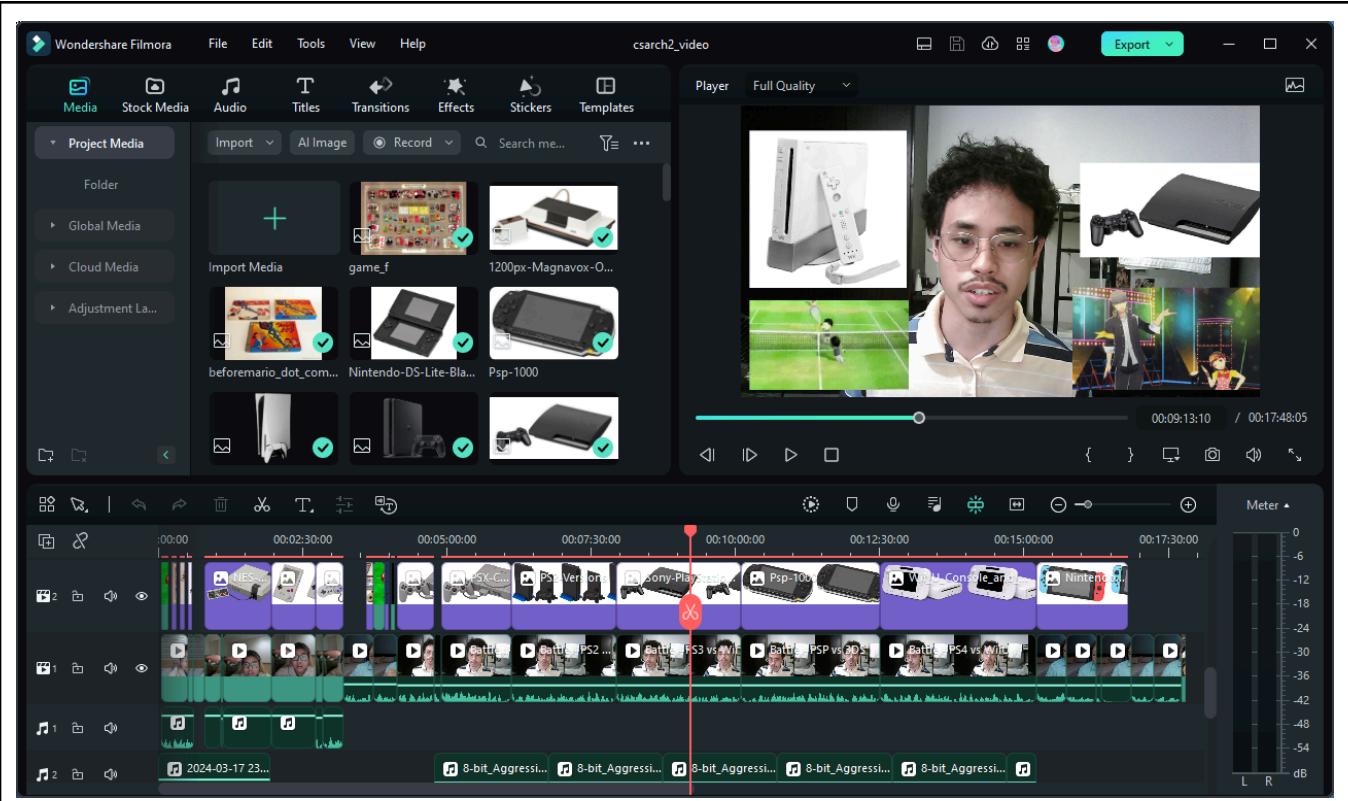
CSARCH Exhibit Documentation Game Consoles

Arguelles, Jeane Eugenie
Espiritu, John Kirsten
Tordillo, Christian Dave

Before the booth was set up:



The main idea for this exhibit was to showcase a timeline of consoles from Nintendo and Sony, both externally and internally. To achieve this without dismantling consoles, images of console motherboards were printed and pasted onto illustration boards. It has the bonus benefit of allowing the parts to be handled by participants at the exhibit without fear of damaging the real parts.



As part of the requirements, a video was prepared detailing the exhibit's topic that can be played on loop during the event. A script was written by Tords and the video was edited by Ken.

It can be found here: https://youtu.be/jg3L_ygEQ0E

After the booth was set up:



On Day 1, not as many people visited the exhibit. Those who would come mostly just looked, but a few asked questions and we got to briefly interact.



On Day 2 of the event, we decided to allow participants to play retro games as a way to attract more people. In exchange, we personally explained to them the topic of our booth as they played rather than using the video. If a group of people showed up, 1 person would be chosen to play while the rest watched while at the same time listening to our discussion on game console history. This change allowed for interactions to be more engaging and memorable.

Members manning the booth (for both days, with timestamp).

Member	Day 1 (Monday)	Day 2 (Tuesday)
Arguelles, Jeane Eugenie	11:00am to 2:30pm	All day
Espiritu, John Kirsten	All day except for 11am to 12:30pm	All day
Tordillo, Christian Dave	All day except for 11am to 12:30pm	All day

Guests who visited and inquired about your exhibit.

- CCICOMP Students



During day 1 of the exhibit students from CCICOMP classes came up to the different displays. While there they also conducted interviews about the different pieces of technology, in our case the specs, to use in their own project. This was before our set up was updated to allow visitors to play the games.

- Conrad Ubay



This is Conrad. He showed up to our event a lot 😊

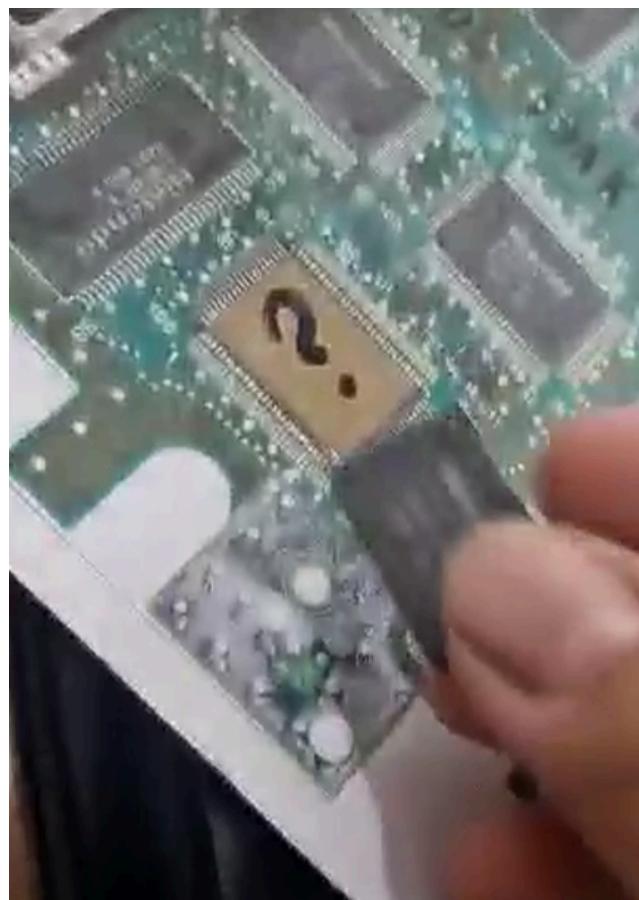
- CSARCH1 Students

Flyers used during the exhibit



Instead of traditional flyers that will likely end up getting tossed in a bin, we opted to create stickers to be given out to people who participated in our booth. The sticker contains a small QRCode that (when successfully scanned) links to the video we created. This way, people can hold onto the information through a stylish sticker that can be placed on a phone, laptop, or notebook.

Any other gimmicks used during the exhibit



As a way to interact with attendees and create a lasting impression, a memory game was prepared. Each motherboard replica has a removable CPU and the participant has to figure out which CPU goes to which motherboard. It allows the participant to think critically about how the CPU's size and shape could help identify its proper location.