




Opportunity Area —

1. How might we **increase engagement** and **contextual learning** in museums by making the user an **actor** of the experience
2. How might we increase **meaningful interaction** to help move the **static artifact to a dynamic object**?

Brainstorming

	Hitting the device	Controlling Buttons	Driving the Scene
Placement	Sides of the cushion	Sides of the cushion	On the floor
Interaction	Video reacts to user hitting the sides of the prototype	Scene moves directions based on buttons pressed	Scene moves based on hand movement
Sensor	 Piezo Sensor	 Piezo Sensor	 Leap Motion