



This is a presentation created for  
Andy Aichele by Subir Das, as part  
of a request on thoughts of futuristic  
learning mechanisms.

Unfortunately during the design of  
this artifact, infamous COVID  
pandemic engulfed our lives. This  
document has attempted to see  
how we can address that along with  
ideas of a non-pandemic situation.

The author wishes to express his  
gratitude for this opportunity.

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# VISION OPPORTUNITIES. *LEARNING*

ENGAGEMENT OVER  
NARRATIVES



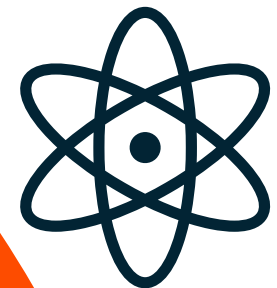
OFFER GLOBAL  
TO LOCAL



ALWAYS ON



"DON'T BE A MUSEUM,  
BE A **VIDEO GAME**"



# OPERATING MODEL IMPACTS

Program Framework if established, will increase alignment with new directives & clarity in measure of success. Will include impact to various functions - campaign, storyboarding, media

Advisory Teams design per technology.

Be ahead of the curve: nascent to mainstream is very short

Design a System viewpoint of all engagements, current & future. Parameters, who is it affecting, what is the nature of the impact, how often does it fail/succeed, what mechanisms are required for it to function

Measure gaps in going global, language etc. Cost/benefit analysis required.

Engagement with Global Players of education & R&D centers. \*\*EU PARLIAMENT COMMITTEE

Engage with Technology Partners to execute stories which are Always On, Always global



# SPACE & NARRATIVE & PEOPLE



Engagement -  
always on, off line  
to online transfer is  
smooth.

ReCouple/  
Decouple  
experience to be  
baseline.

*Industrial house/IIOT  
investigation of value.*

AR/VR/ER are new  
communication  
instruments. Treat these  
as instruments and not  
as stories themselves.  
Stitch engaging stories  
for directives discussed  
in this presentation &  
campaigns as planned.

Space collaborations  
across globe via  
Technology drives &  
partnerships.

Space - as museum  
you have an added  
advantage or asset.  
In general it is an  
asset. Pandemic  
shows a market  
place of online  
learning.

Brand impact to  
provide STEM  
education to kids  
across nation is  
impressive and  
worth pursuing.

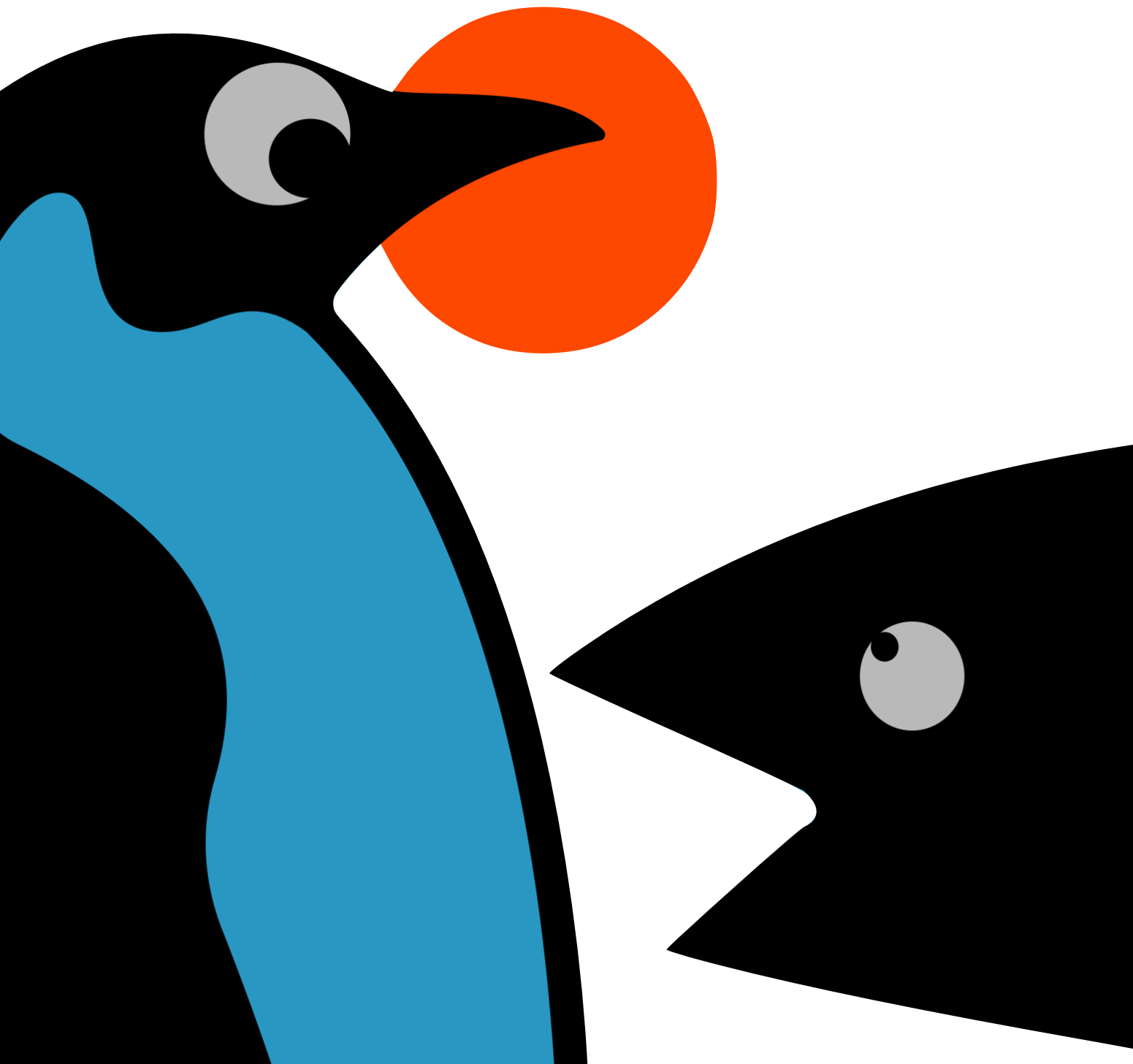
Plan A & B doesn't  
need to be two  
separate - but can  
be seamless  
engagement.

Design reward  
mechanisms and  
gamification  
techniques in this  
regard. \*\* ULTA

Advisory Teams  
design per  
technology.

Be ahead of the  
curve:  
Metamorphosis  
from nascent to  
mainstream is  
lately shorter  
than before.

# VALUE



**Marketplace creation.** Allow vendors & partners to invest into growth of COSI, via structured means of innovation & participation of operations.

*This limits risk of expansion in operations of museum to cutting edge technologies of communications*

Financial Planning - to include more elaborate design of cost benefit.