



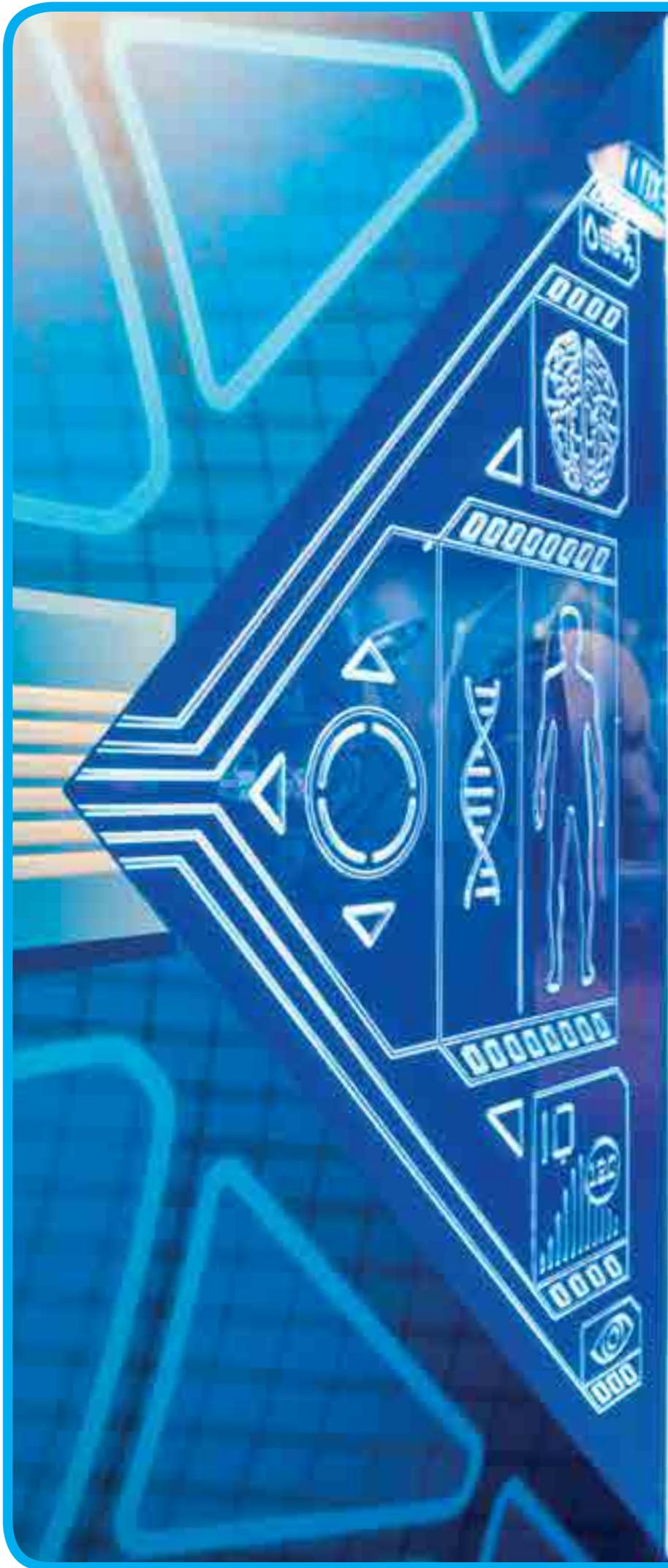
# SCIENCE FICTION SCIENCE FUTURE

EXHIBITION GUIDE

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**scitech**

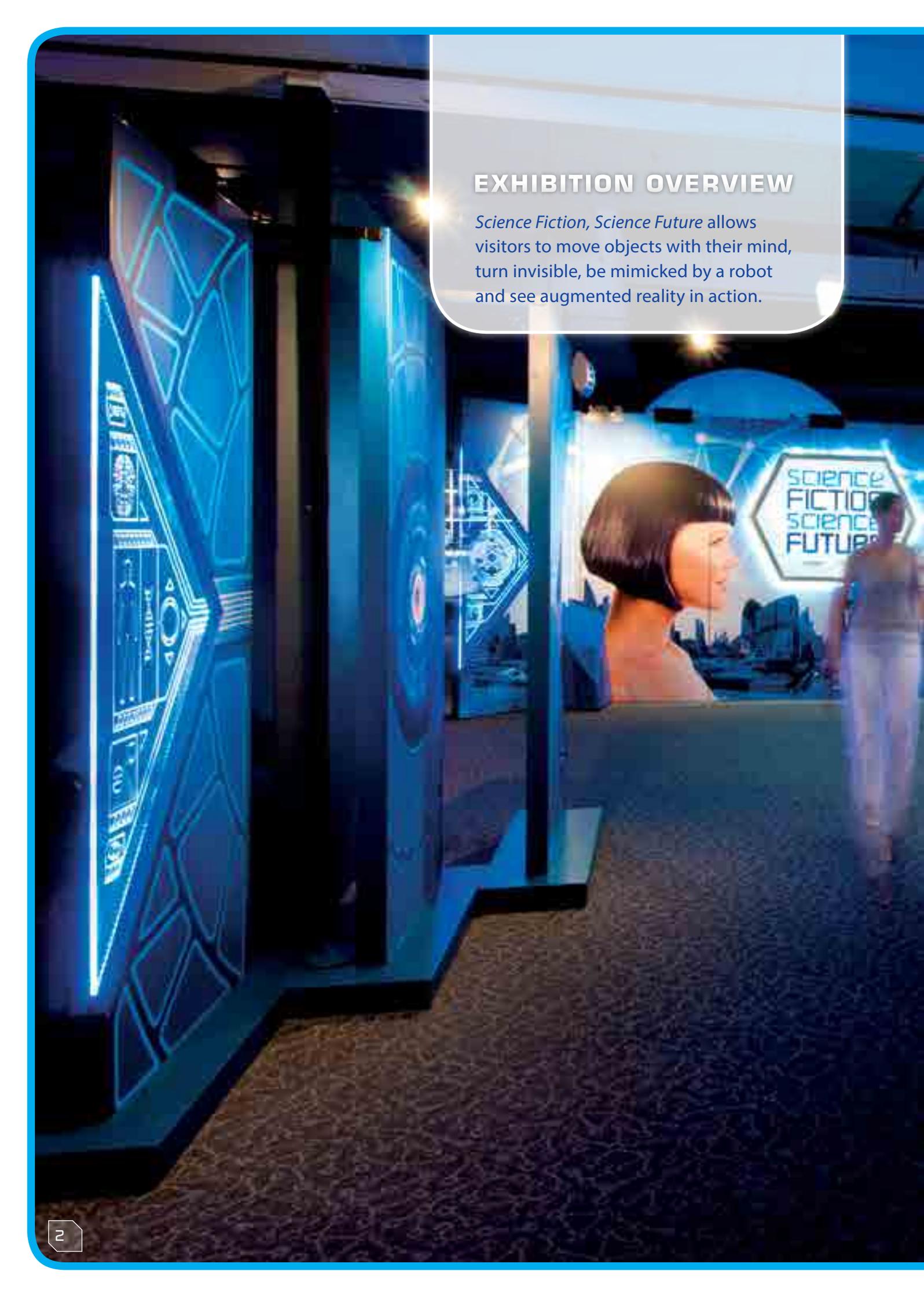
PERTH • AUSTRALIA





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A photograph of a futuristic exhibition space. The room is dimly lit with blue ambient lighting. On the left, a large vertical panel features a glowing blue geometric pattern of interconnected lines and shapes. In the center, a woman with a dark bob haircut is seen in profile, looking towards the right. In the background, another person is walking away. A large hexagonal sign on the wall reads "SCIENCE FICTION SCIENCE FUTURE".

## EXHIBITION OVERVIEW

*Science Fiction, Science Future* allows visitors to move objects with their mind, turn invisible, be mimicked by a robot and see augmented reality in action.



## Are you ready for science fiction to become a reality...?

This visually compelling exhibition provides opportunities for creativity and innovation on a large scale. Engaging exhibits enable visitors to develop a deeper understanding of how science fiction ideas and concepts might become the science reality of tomorrow.

*Science Fiction, Science Future* engages visitors with exciting hands-on and full-body experiences incorporating robots, invisibility, mind control, holograms and augmented reality.

High impact graphic panels have been designed to explore science principles in everyday terms. They convey information on medical technology, communication and transport and include links to science fiction films and pop-culture references.

With interactive, engaging exhibits that challenge the mind and body, and a stunning visual environment, this exhibition sets the stage for a unique journey of science exploration, curiosity and discovery.



## Key messages

Just like science fiction stories, curiosity, innovation and imagination underpin many scientific principles. This exhibition incorporates these notions to bring to life many innovations and inventions that were once considered only possible in film and literature.

**The exhibition gives visitors the opportunity to practice science literacy skills, including:**

- predicting, imagining, thinking critically, being curious and assessing fictions versus fact; and,
- developing positive attitudes to science and scientists, being aware of the positive role of science in society, and being able to engage in social or political debates related to science



## EXHIBITS

### Hey, that robot's copying me

Robots are no longer just industrial machines but can now have social applications. Interact with this robot and see it analyse your emotions and mimic them.

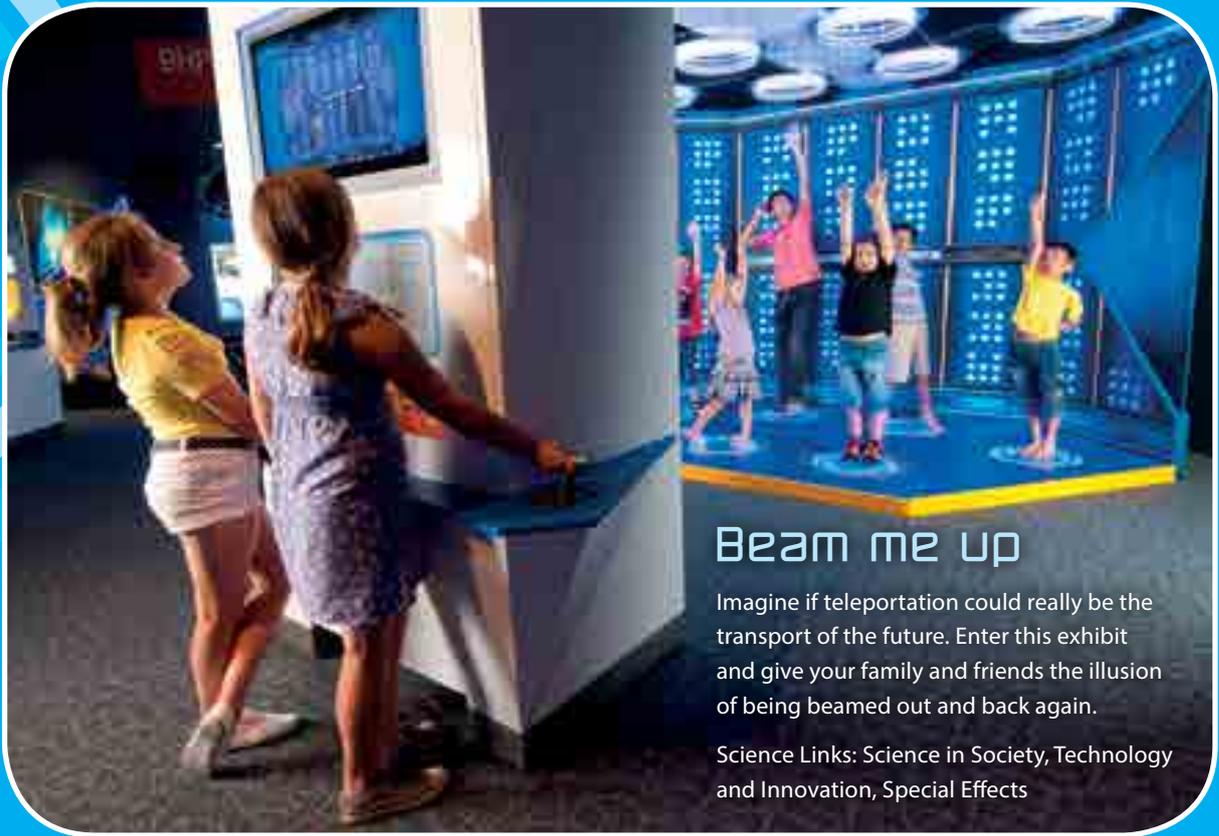
Science Links: Robotics, Biology



### Mind control

Sensors can measure a huge range of things about our bodies, including our state of relaxation. Using this engaging exhibit, visitors compete against one another to see who can move a ball using only their brain waves.

Science Links: Neurobiology and Neuroscience



## Beam me up

Imagine if teleportation could really be the transport of the future. Enter this exhibit and give your family and friends the illusion of being beamed out and back again.

Science Links: Science in Society, Technology and Innovation, Special Effects



## Invisible me

Cloaking features heavily in science fiction movies, either as personal invisibility cloaks or a method for making entire spaceships undetectable. Visitors interacting with this exhibit can see how all or part of them can become 'cloaked' as they watch themselves disappear on screen.

Science Links: Science in Society, Technology and Innovation, Special Effects





## Augmented reality wristbands

Using advanced augmented reality technology, visitors can scan a special wristband and see a virtual 3D avatar appear on screen that reveals information about their DNA, medical condition and possible future career.

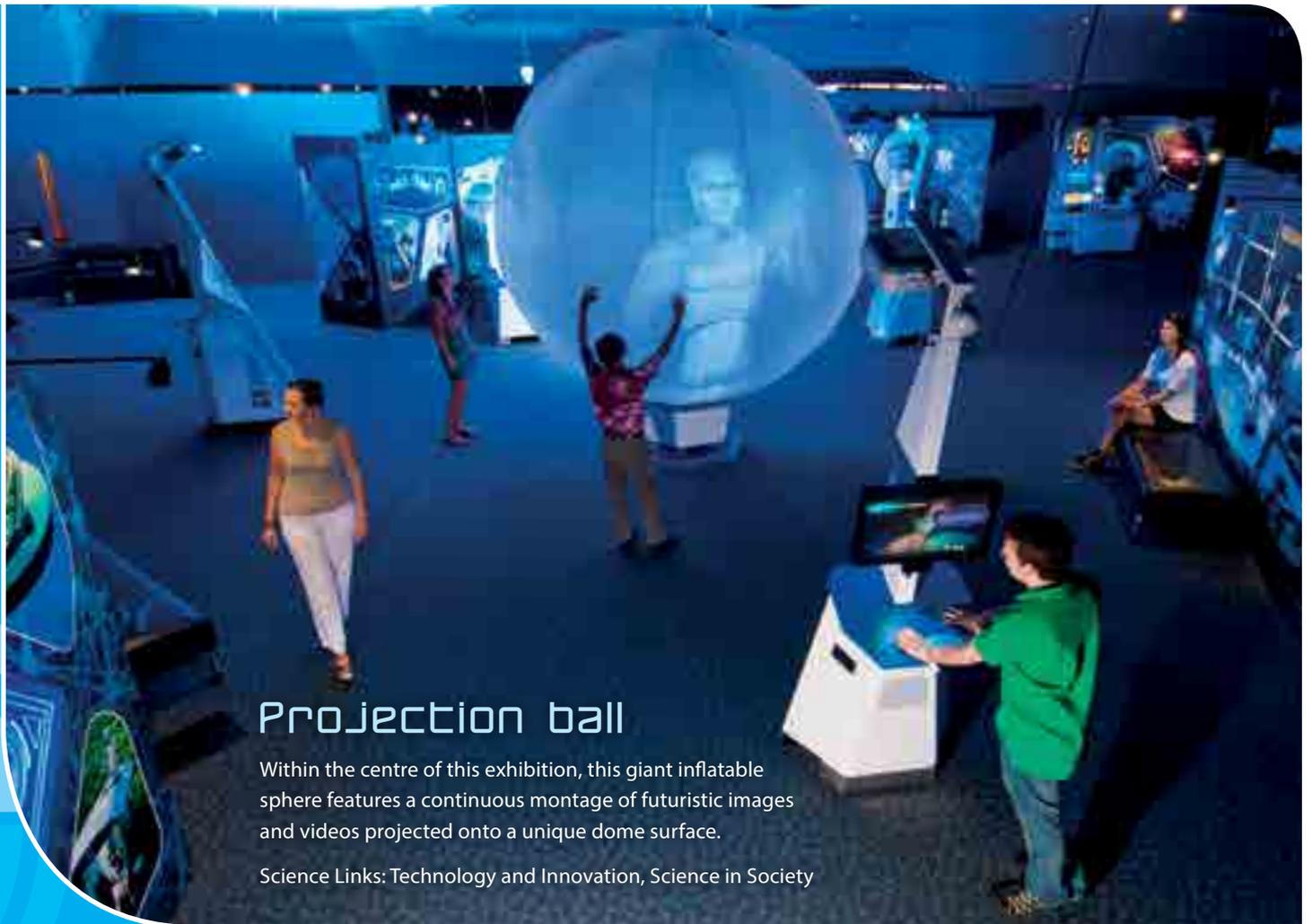
Science Links: Biology, Technology and Innovation, Ethics of Science



## Eye control

Initially developed for people with limited body movement, eye-gazing systems and interfaces continue to evolve for a range of future applications. This exhibit asks the visitor to control various components on a computer screen using only their eyes.

Science Links: Biology, Technology and Innovation, Science in Society



## Projection ball

Within the centre of this exhibition, this giant inflatable sphere features a continuous montage of futuristic images and videos projected onto a unique dome surface.

Science Links: Technology and Innovation, Science in Society



## Design a cyborg

This entertaining exhibit allows visitors to create a customised cyborg of the future. A range of organic and synthetic parts are available to create this augmented reality robotic friend.

Science Links: Technology and Innovation

## EXHIBITS

### Future past

This exhibit takes a look at the visions people had of the future from the 1890s to the present day. Did they get it right?

Science Links: Science in Society, Technology and Innovation

### Medibioscan 3000

Medical scans are integral in revealing information about our body systems. As this technology evolves we predict it will provide more information and even be able to treat diseases non-invasively. Visitors can enter the Medibioscan 3000 and see what it reveals about their internal body.

Science Links: Biology, Technology and Innovation



## Choose your future

This quiz-like kiosk puts the visitor in the hot seat and challenges them with ethical dilemmas they may be faced with in the future, such as eating in-vitro meat and wearing an identity chip. A running tally shows each visitor how their answers compare with previous visitor data.

Science Links: Ethics of Science,  
Science in Society



## Draw your future

This exhibit encourages visitors to draw what they think the future might be like and then add their drawing to a wall featuring a collage of other visitor predictions.

Science Links: Technology  
and Innovation

## EXHIBITS

### A holographic future

Imagine having a 3D hologram appear out of a mobile phone. This exhibit explores how we might communicate through holograms in the future.

Science Links: Science in Society, Technology and Innovation, Physics



### Wormholes through space

Some scientists believe it could be possible to journey through space and time by travelling through a wormhole. This exhibit reveals what a wormhole is and how we could travel through one.

Science Links: Physics, Technology and Innovation





## Our quantum future

A classic demonstration of light that underpins quantum physics and explores its links to the possibilities of transporter technology.

Science Links: Physics, Technology and Innovation

## Educational resources

*Science Fiction, Science Future* is accompanied by a School and Visitor Guide to assist teachers and family groups visiting the exhibition.

**The exhibition covers the following areas of science:**

- Transport
- Robotics
- Innovation
- Medical technology

Venues are free to use and modify this material to suit the curriculum in their area or the target audience, providing due acknowledgement is made to Scitech as the designer and producer of the exhibition.

## Marketing

*Science Fiction, Science Future* has been designed specifically for children aged between 5 and 12 years old although the subject material and exhibit content will have broad appeal for both younger and older audiences.

**Scitech will provide the following marketing materials to help each venue promote the exhibition:**

- Exhibition photos and videos (where available)
- Exhibition logos
- Examples of advertising and promotional artwork

*Science Fiction, Science Future* will tour to other venues free of any specific sponsorship agreements, enabling host venues to link with a wide range of sponsors for the local market.





## Touring arrangements

*Science Fiction, Science Future* consists of 16 interactive exhibits with accompanying inbuilt, durable graphic panels that outline instructions for the visitor and relate interesting science facts in everyday terms.

### Space and height

- Fits an exhibition space of approximately 400 – 600 metres squared (4,300 – 6,500 square feet) in flexible configurations
- Minimum ceiling height requirement for the exhibition is 3 metres (10 feet), although 4 metres (13 feet) is optimal
- Minimum entry and exit points for installation is 2.7 metres squared (9 square feet)
- The exhibition will travel in two 40-foot sea containers, inclusive of spare parts and equipment

### Power and air

- Exhibits are powered by a standard 120v/240v electricity supply and are designed to accept power from the ceiling or the floor
- Some exhibits require 24 hour power to prevent damage to the projectors

- A licensed electrician will need to be supplied by the host venue to assist with the exhibition installation
- The exhibition is completely self-contained

### Fees

Negotiations with individual venues will be conducted to determine the appropriate fee structure for the exhibition period.

### Training & maintenance

Scitech will provide the host venue's exhibition and visitor service staff with a full briefing on exhibit operation and maintenance, as part of the exhibition installation. The exhibition does require some simple maintenance which needs to be carried out on a daily basis. A full list will be provided in the exhibition manual.

## Scitech will provide:

- The exhibition as outlined in the Contract
- Transit insurance
- An exhibition supervisor to coordinate the installation and dismantling of the exhibition
- Replacement parts through normal wear and tear
- Education and marketing material

## The host venue will provide:

- A team to assist the installation and dismantling of the exhibition
- Replacement exhibit consumables as required
- 24 hour physical and/or electronic security of the exhibition
- Any special requirements (scaffolding, forklifts, trolleys etc.) specified in the Contract

## Contact

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Information contained in this guide was correct at the time of printing.

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[www.scitech.org.au/exhibition-rental](http://www.scitech.org.au/exhibition-rental)







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