



going places

EXHIBITION GUIDE

DESIGNED AND PRODUCED BY

scitech

Perth Australia

“Going Places was one of our best attended exhibitions we’ve hosted at our museum. Membership sales were also strong throughout the summer, driven by the popularity of the exhibition. Imagine Exhibitions provided professional support and empathetic customer service. The exhibition received nothing but praise from the audience, our crew, and from the rest of our team.”

– Dan Wempa, VP of External Affairs, NY Hall of Science



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EXHIBITION BACKGROUND

Where did you go today? How did you get there? Did you walk or cycle? Did you take a plane, train or boat? What about a parachute, airship or rocket?

Humans have developed many modes of transport to get around much faster than our legs could ever take us, so that travel is possible like never before.

Going Places is an interactive science exhibition that explores the technology humans have developed for travel. If you have ever wanted to pilot an airship, ride on a hovercraft, or control traffic in a city, now is your big chance!

As well as exploring the technology that gets us around everyday, visitors will explore the way that travel has shaped the social fabric of our time. Visitors will also see new technology and get a glimpse of where our future is headed.

With over 17 exhibits detailing the incredible technology pioneered by humans to make the farthest reaches of our planet accessible, *Going Places* will be a wild ride!

VISITOR APPEAL

Going Places has been developed to engage children between the ages of 5 and 12, although the exhibition provides wonderful learning opportunities for all ages.

The exhibition covers many different aspects of transport, including the movement of people and goods, land, sea and air options and technological solutions that make transport possible and efficient. *Going Places* explores the physics and technology of transport, as well as looking at the choices people make when choosing their own personal mode of transport.

Significant opportunities exist for media exposure and sponsorship, due to the ubiquitous nature of transport solutions. Strong links to the school curriculum through science, technology and design enhance the relevance of *Going Places* for schools and other educational organisations.



THE EXHIBITION

Going Places consists of 17 interactive science exhibits, eight supporting information kiosks and supporting set walls and equipment. The exhibition is modular in design and will fit into a space between 400 and 500 square metres depending upon available floor area.

All the exhibits have been constructed with accompanying inbuilt, durable graphic panels that outline what the visitor needs to do and supporting science information.

Accompanying eight exhibits are interactive video kiosks, providing more information, interesting videos and other materials related to the exhibit. This gives inquisitive visitors both the answers to their questions and quirky facts relating to the exhibit or science concept.

KEY MESSAGES

1. The range and scope of inventions and technology that humans have developed to travel across the planet's lands, oceans and atmosphere is truly amazing. Visitors will observe, understand and use an incredible range of travel technology to see how it makes our lives easier and better.
2. Planet Earth presents many challenges for us to overcome in our travels. Visitors learn how its awesome size and natural processes, like gravity, wind, currents, waves, friction and changing landscapes are overcome by the ingenious designs, researched and developed over time. Visitors will appreciate the need for the continuing development of sustainable technologies for travel and living.

EXHIBIT DESCRIPTIONS**Entrance and virtual earth**

Visitors walk into the exhibition through a real metal detector. Can you find your city on the three-dimensional Planet Earth? Rotate it and explore the world in miniature, and consider the amazing technology that enables us to explore the globe.

SCIENCE LINKS: Earth and space science, technology.

**Flight simulator**

Climb aboard the flight simulator and pilot a plane through the skies. There's more to it than simply turning left and right.

SCIENCE LINKS: Physics, technology.

**Hoverdisk**

Hop on board a hoverdisk and float across the floor. Learn about how the cushion of air allows hovercraft to travel across roads, sand, water and more.

SCIENCE LINKS: Physics, technology.

**Rock the boat**

Packing a cargo ship is not easy. Visitors will attempt to prevent capsizing while loading blocks onto a ship. Factor in centre of gravity, buoyancy and packing arrangements and get ready for some hilarious results!

SCIENCE LINKS: Physics, mathematics.

EXHIBIT DESCRIPTIONS

Luggage loader

Connecting the right luggage to the right people is a major challenge at airports. Test your own sorting and packing skills in this high-tech game and find out how using mathematics makes life easier.

SCIENCE LINKS: Mathematics.



Sit down

Take a seat in a whole range of scientifically designed seats. From the racing car that protects and supports drivers at high speeds, to functional and durable public transport options.

SCIENCE LINKS: Technology, biology.



Vehicle jigsaw

It's time to find out just how much fuel your V8 engine with 31 inch rims is using. Choose from aerodynamic profiles, engine and wheel types, then pit your car against the raceway to find out just how far you can go on a tank of fuel.

SCIENCE LINKS: Physics, engineering.



Recumbent racer

Which is best: recumbent or racer? Race a friend to find out which type of bicycle travels fastest up and down hills and how professional cyclists reduce their aerodynamic profile to get the fastest times.

SCIENCE LINKS: Physics, biology, exercise science.

EXHIBIT DESCRIPTIONS**Transport footprint**

Just how much carbon do you produce in your everyday travels? Take the carbon challenge to find out what impact your travel is having on the planet and how some simple changes in your lifestyle can reduce your carbon footprint.

SCIENCE LINKS: Ecology, earth and space science.

**Airship**

Got that sinking feeling you'll never get a chance to see or fly an airship? Don't despair, as this fleet of airships are awaiting your instructions. Find out just how difficult they are to fly accurately, and why you might be seeing more of them in the future.

SCIENCE LINKS: Physics, technology.

**Big engine**

Bang! Rrrrrroar! That's the sound of a giant engine roaring to life. See how air and fuel are used to create thrust and why the modern engine is one of the cheapest and most efficient energy providers on the planet....for now.

SCIENCE LINKS: Physics, engineering.

EXHIBIT DESCRIPTIONS**Land yacht**

Sailing is not just for the seas. Try your luck at sailing a land yacht against perilous winds. Travelling downwind is easy – but can you sail into the wind? You will need to use angles, and of course, ingenuity.

SCIENCE LINKS: Physics, engineering, mathematics.

**Virtual train controller**

Can you get the most train passengers to the central station? By controlling the track intersections you must pick up the passengers and direct the train to the central station, before your opponent. But be careful not to crash into each other. The more passengers are dropped off the faster it goes so you must use quick reflexes to keep the trains running.

SCIENCE LINKS: Mathematics, engineering.

**Design your city**

How will future vehicles help us travel across our planet? Do you have an idea for the next big transport invention? What would your dream car look like? What about our future cities? How will they operate? We want your ideas!

SCIENCE LINKS: Technology and innovation.

**Load the car**

There always seems to be one bag that never quite fits in the car. Can you pack all the holiday gear into the boot? Find out who has the best spatial ability in your family.

SCIENCE LINKS: Mathematics, engineering.



EXHIBIT DESCRIPTIONS

Shifting steel

Did you know the same principles of moving people can also be used to move heavy objects? See if you can shift our heavy weight on nothing but air.

SCIENCE LINKS: Physics, engineering.



In addition to the 17 exhibits, the exhibition comes with eight information kiosks presenting videos, photographs and in depth information for visitors who want to know more about particular exhibits. Kiosks are provided for the following exhibits:

- Flight Simulator
- Land Yacht
- Aeroplane Mobile
- Big Engine
- Hoverdisk
- Rock the Boat
- Airship
- Recumbent Racer



EDUCATIONAL RESOURCES

Going Places 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
- Technology
- Physics
- Innovation

Scitech will provide each venue with a sample program to run with visiting schools. 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.

MARKETING

Going Places 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
- Example of media release
- Examples of advertising and promotional artwork

Going Places 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

Going Places consists of 17 interactive science 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 – 500 metres squared (4,300 – 5,400 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 and maintenance

Scitech will provide the host venue's exhibition and visitor 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 DETAILS

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





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