

Interactive Biodiversity Game

Fact Sheet



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Attract and engage visitors with a Biodiversity Game

The **Biodiversity Game** is an interactive environment with tabs that each represent and trigger different choices that humans have which all have an impact, positive, or negative, on the environment.

Engage visitors with our 3D Biodiversity Exhibit

At the **Biodiversity 3D exhibit**, visitors make choices and pull up tabs to affect a digital ecosystem thus showing them how their actions (such as illegal dumping or planting indigenous species) have positive and negative impacts on the environment.

Choices immediately affect animations shown on the screen, providing feedback on the health status of the environment and how the specific action the player chose affects the environment.

The exhibit allows for the simultaneous engagement of multiple players or teams, each controlling different tabs or choices.

The interactive exhibit:

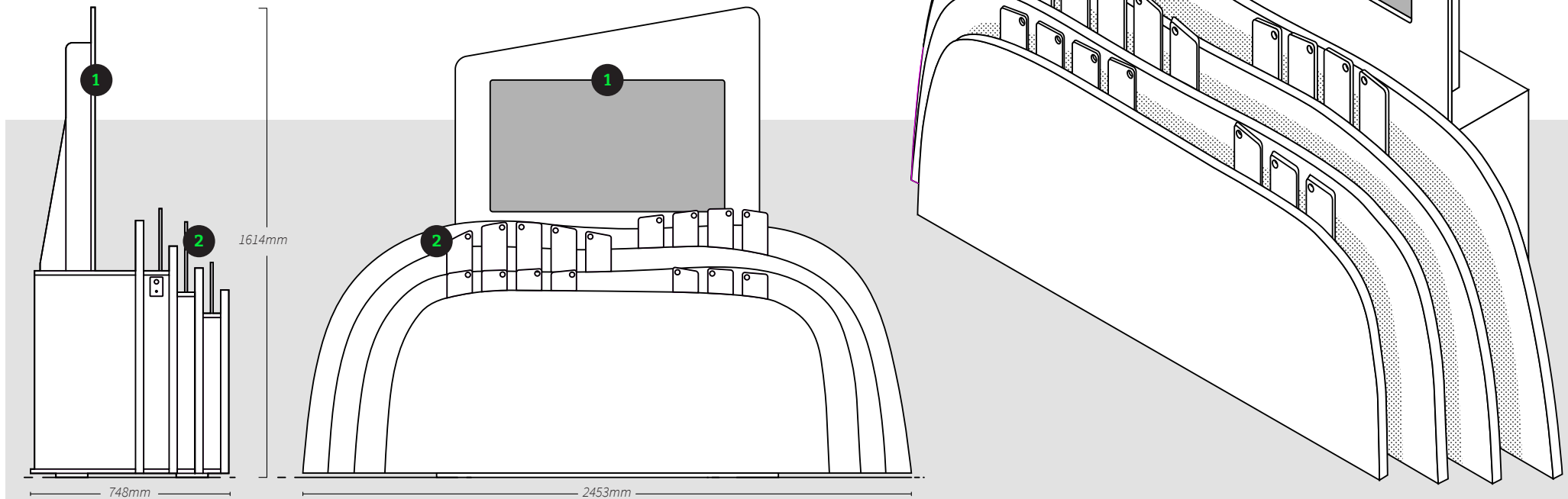
- Is designed for a multi-user, educational experience
- Provides information on different environmental issues and implications of human interference
- Includes information on biodiversity, water, air, plant life, human's carbon footprint, waste and more.
- Presents challenges to the visitor around challenging yet vital changes they can make to improve their impact on their environment
- Asks the visitor to compare their own choices to the choices in the game
- Is designed for durability in high volume exhibition environments



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The Biodiversity Game

The **Biodiversity Game** is run by a 42" LED screen linked to 16 acrylic tabs each representing allocated choices with different affects on the environment animated on the screen.



01_ Acrylic Tabs

02_ 42" HD Screen

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The open communication on the project was very valuable as we neared final reviews during production and coordinated shipping/travel. Every member of the team was incredibly helpful and enjoyable to work with (from afar). We wish we could have visited and had more opportunities to meet in person throughout the design process, but maybe next time!

Emily Goldenberg
MASS Design Group

Biodiversity Game Details

Experience Details

+ Inclusive Design	Wheel chair friendly
+ Learning Outcomes	Biodiversity and its importance Humans' affect on their environment Positive and negative choices in every day life that influences conservation
+ Target and Age Group	10 years and older
+ Reading Level	10 years and older
+ Language	English Custom language at additional cost
+ Duration / Interaction	About 5 minutes per visitor
+ Application	Science and Visitor Ventres, City Innovation Centres

Customisability

The experience, and the exhibit, can be customised to suit the learning outcomes of your museum, science centre or visitor centre.

Adjustments or custom design of size and layout, graphics and content are all possible.



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Contact

Unit 407, Woodstock Exchange,
66 Albert Road, Woodstock,
Cape Town, 7975

Phone: +27 (0) 21 461 7381

E-mail: info@formula-d.com

www.formula-d.com

