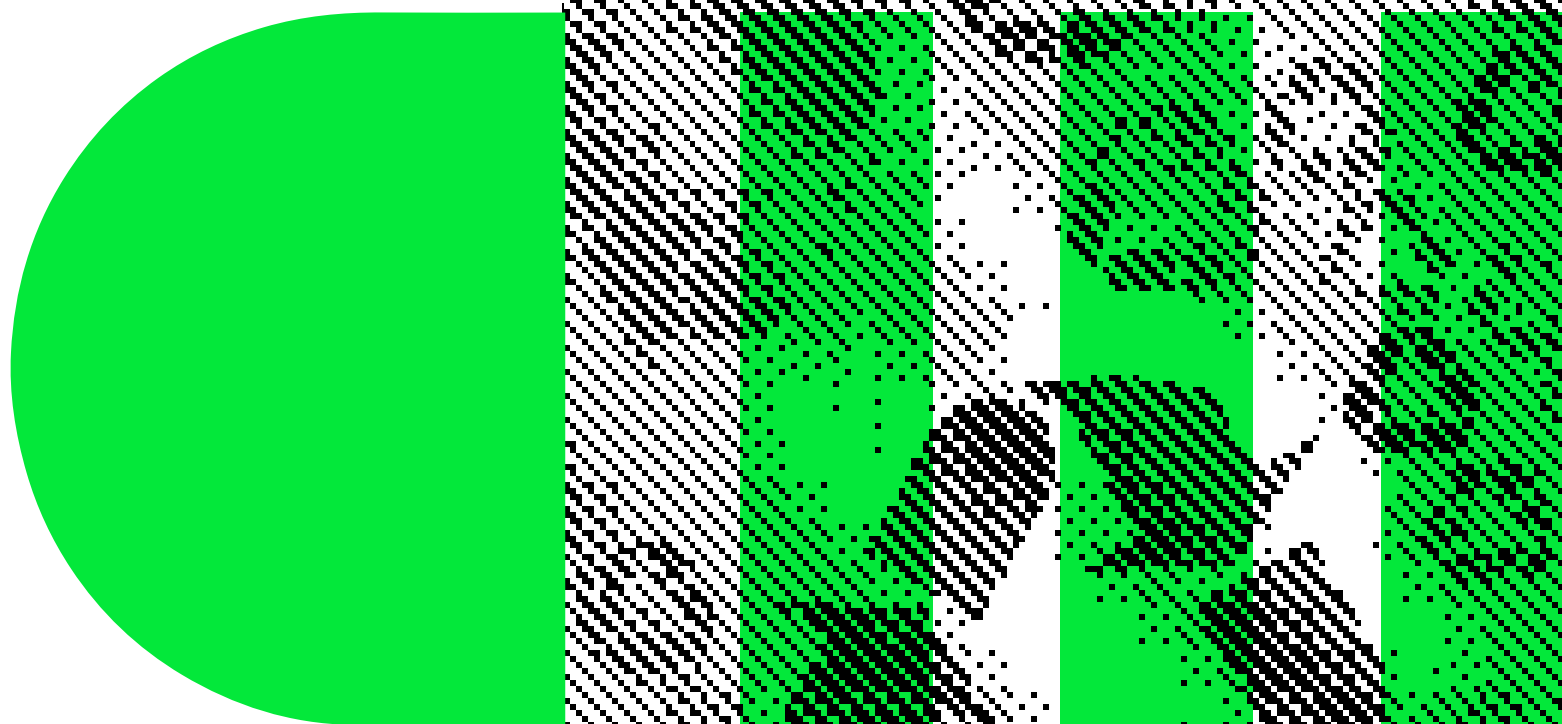


Interactive Waste Wall

Fact Sheet



formula **D_**



Attract and engage visitors with a Waste Wall Exhibition

An interactive wall that teaches players about responsible consumerism and their waste.

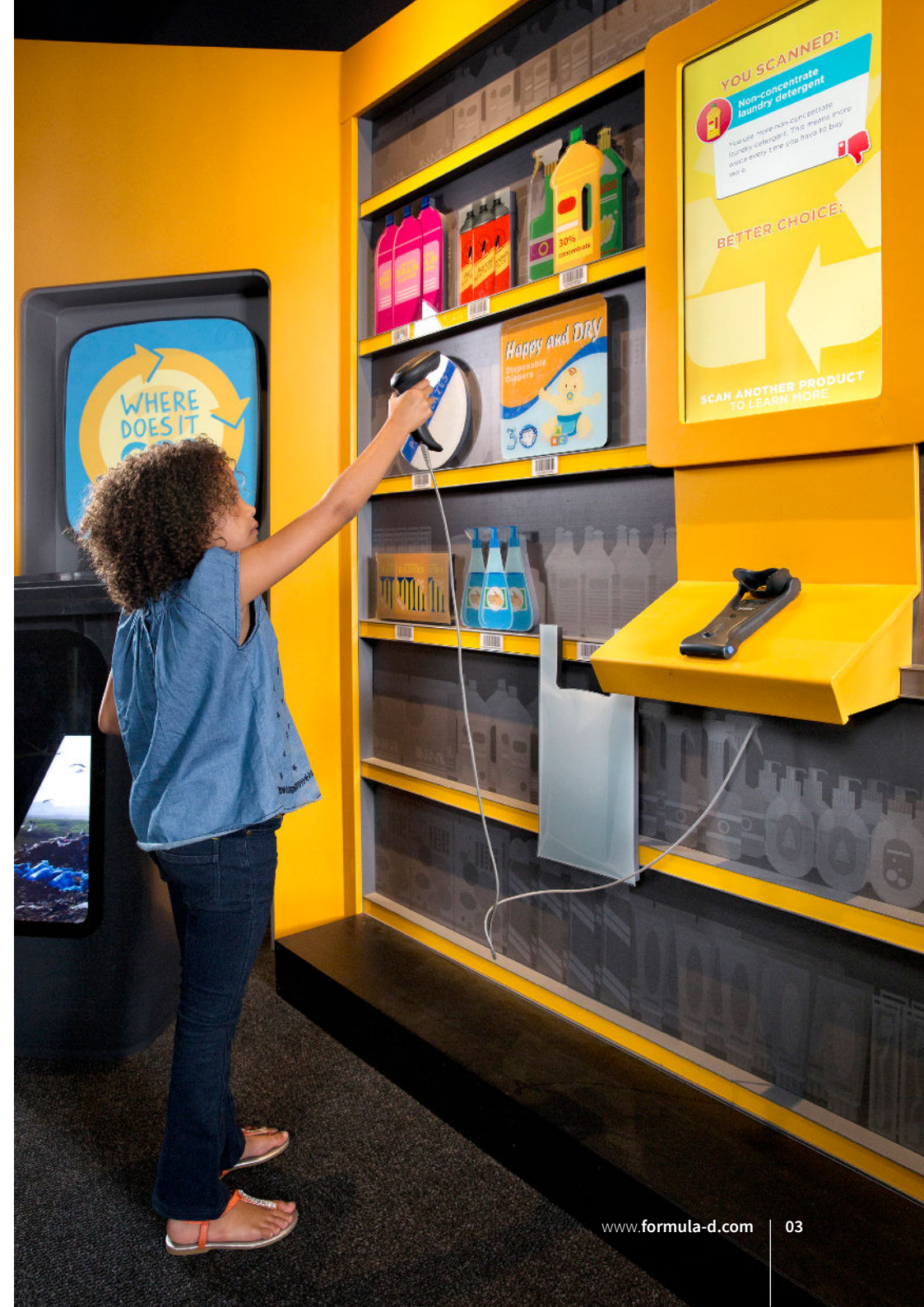
Engage visitors with our Waste Wall Exhibition

Visitors scanning barcodes at the **Waste Wall** installation – a 3D exhibit designed to resemble ordinary shop shelves – become aware of how their shopping choices could contribute to the production of waste and the filling of landfill sites.

The wall offers a few different choices for the same product that each produce a different level of waste. As the visitor scans an option, the screen provides feedback regarding the visitor's choice: whether or not it was the right choice and if there is an alternative, better choice available.

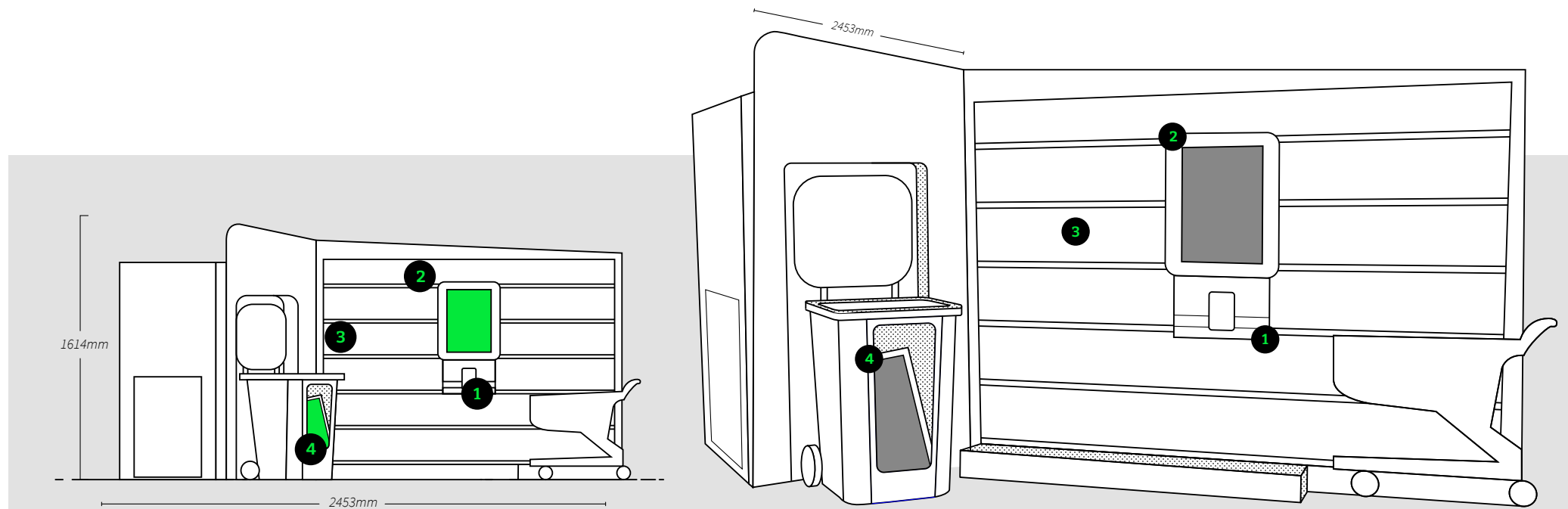
The interactive exhibit:

- Is designed so that multiple visitors can watch a player interact and help them make the right choice
- Provides information on why certain products produce too much waste and why the created waste is bad for the environment
- It challenges the player's product choices, allowing the visitors to compare their own choices to the choices in the game and to improve on those choices
- Is designed for durability in high volume exhibition environments



The Waste Wall Exhibition

An interactive wall that teaches players about responsible consumerism and their waste.



01_ Scanner

02_ 32" HD Scanner Screen

03_ Products

04_ 42" HD Info Screen

D_



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

Waste Wall Exhibition Details

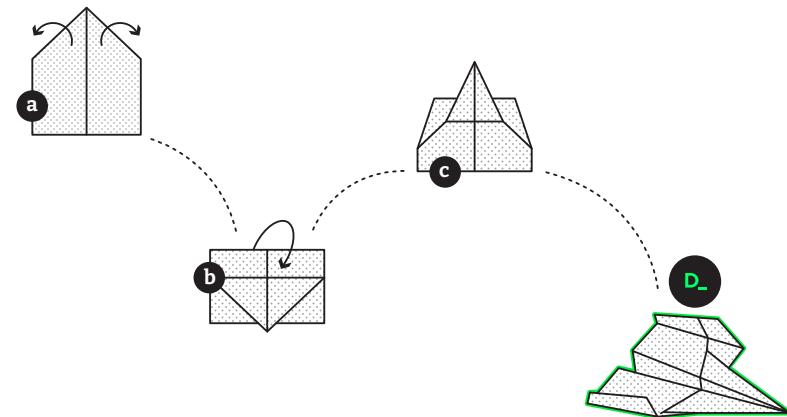
Experience Details

✚ Inclusive Design	Wheel chair friendly
✚ Learning Outcomes	Waste products and its affect on the 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 centres 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

