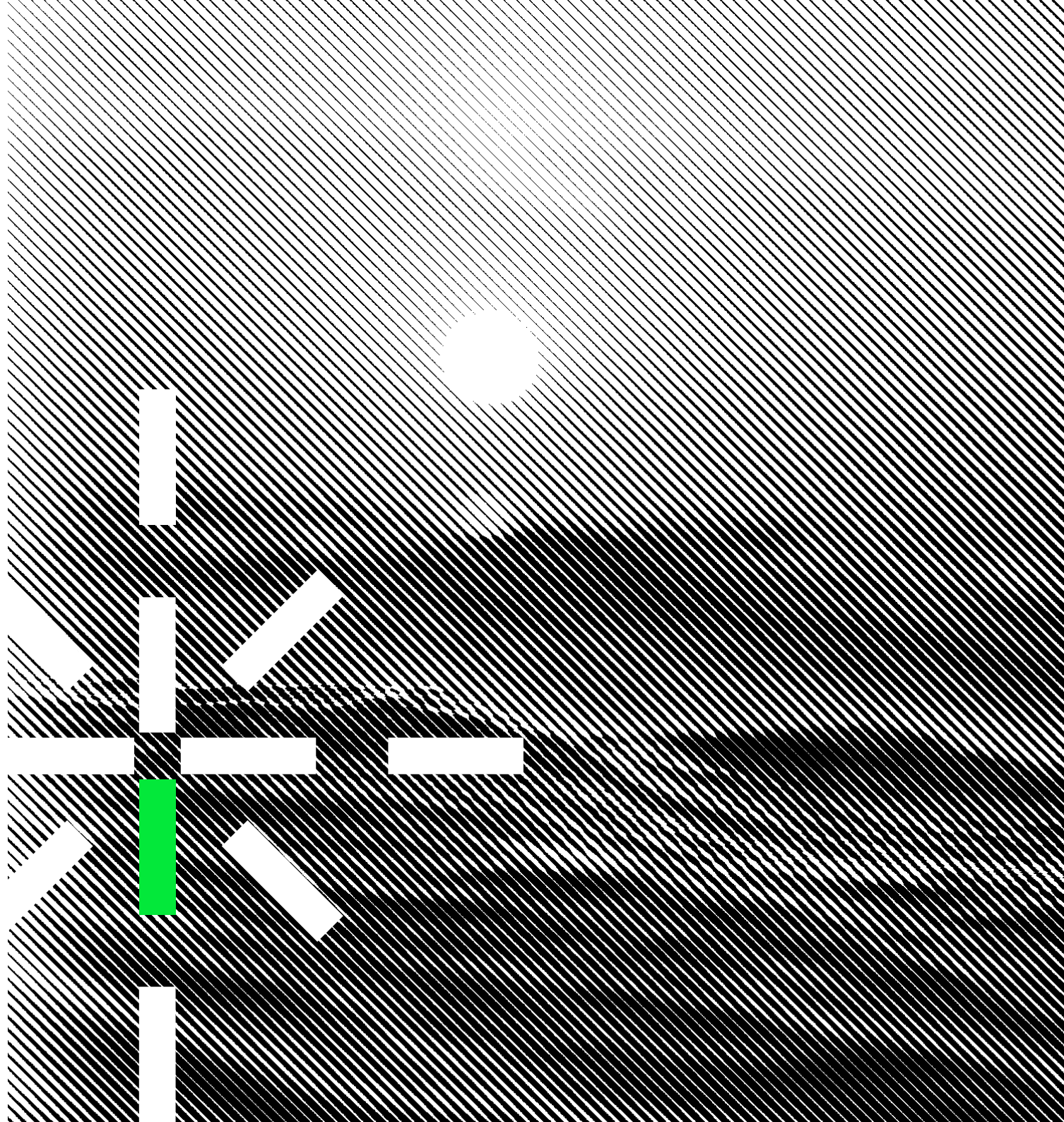


Interactive Water Wall Exhibition

Fact Sheet

formula **D_**





Attract and engage visitors with a Water Wall Exhibition

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



Engage Visitors with our Water Wall Exhibition

The **Water Wall** touch screen challenges visitors to answer a series of questions to stop leaking pipes and dripping taps in an animated plumbing system.

The goal is to x as many leaks simultaneously so that the water savings tank fills up to the top and requires multiple visitors to work as a team to win the game!

Choices immediately affect the plumbing animations shown on the screen, providing feedback on the players regarding the accuracy of their answers and how to improve on them.

The exhibit allows for the simultaneous engagement of multiple players or teams, each answering a different question that pops-up on the screen.

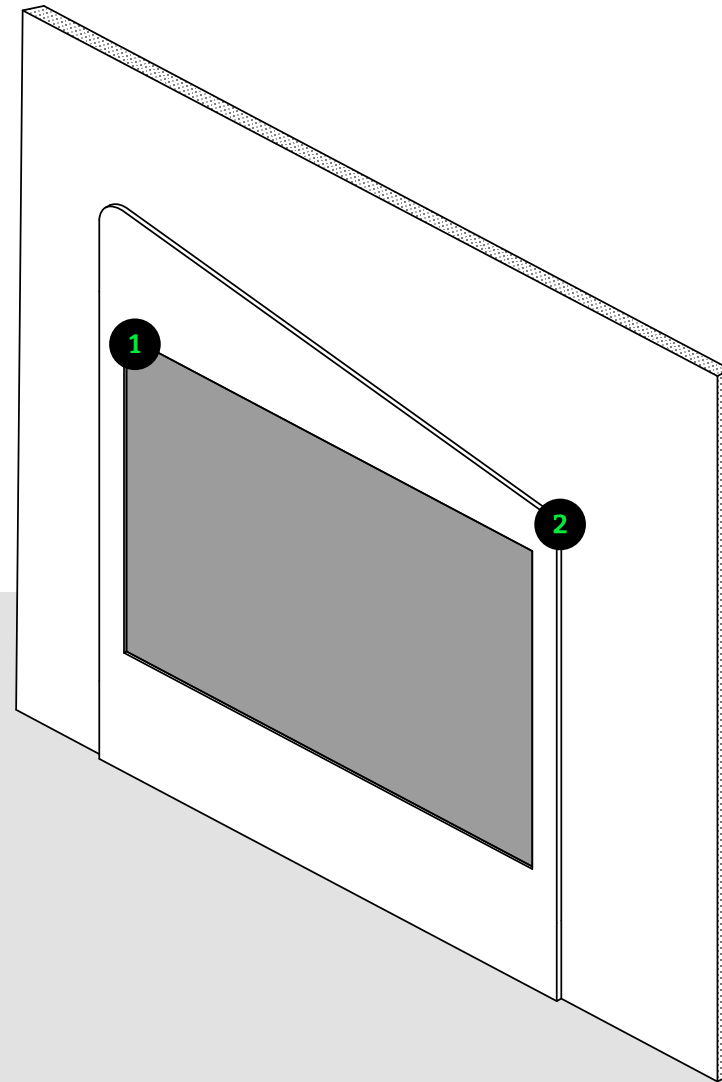
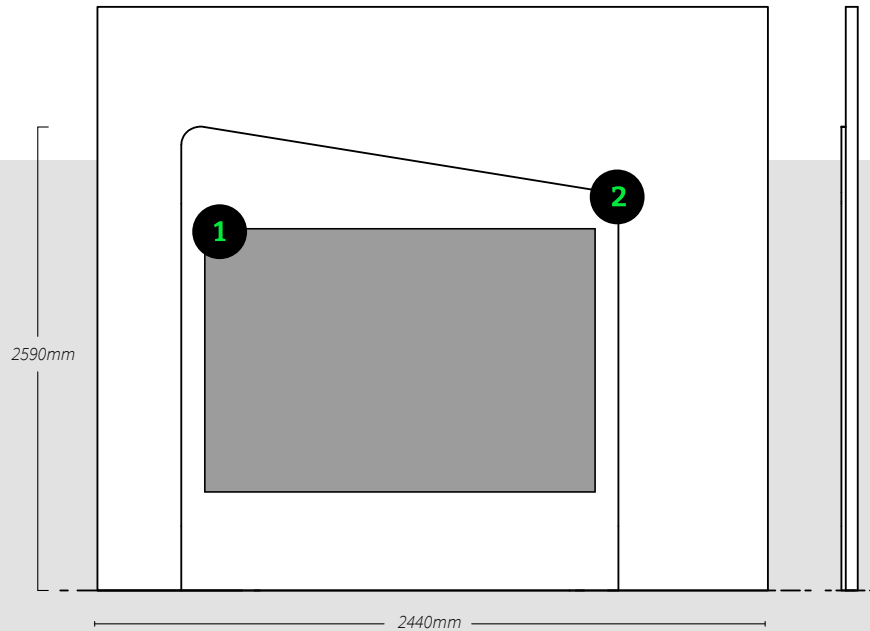
The interactive exhibit:

- Is designed for a multi-user, educational experience
- Provides information on different ways to save water, different life choices that reduce water usage and other general knowledge regarding being water-wise.
- Presents challenges to the visitor in the form of timed questions to prevent further water wastage
- 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 Water Wall Exhibition

An interactive wall that teaches players about conserving water in a new and entertaining way - a water wise quiz.



01_ 98" Touchscreen

02_ Painted Baseboard

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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

Water Wall Exhibition Details

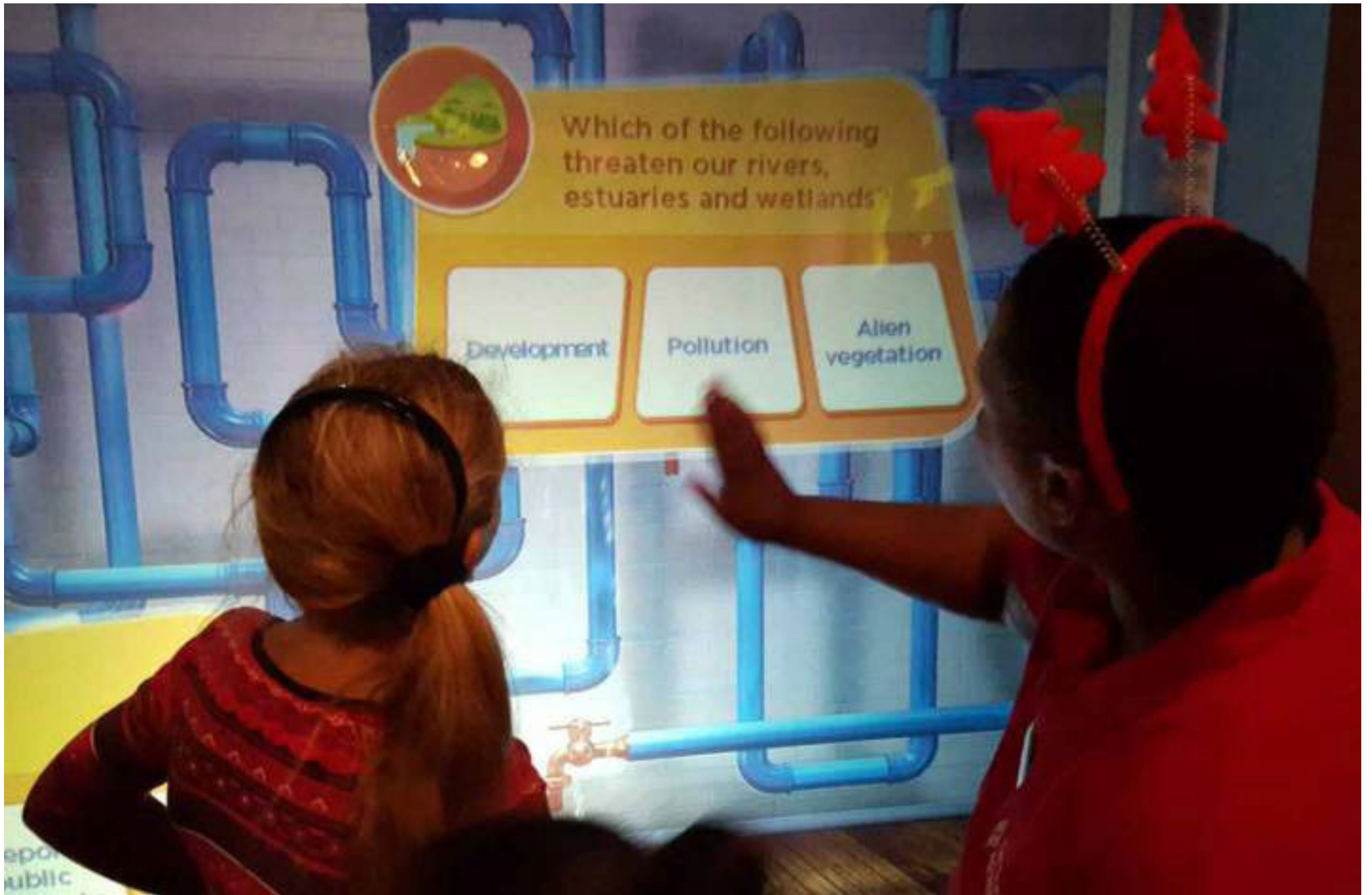
Experience Details

+ 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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