Paul Son
(R)ebook Reader
Under the suggestion of Lisa, I did my best to find an immersive and interactive place. The only place I could think of was The Exploratorium in San Francisco. It’s a museum that seeks to teach science with interactive displays as examples of scientific concepts, such as how light works, behaviors in sharing, perspective, sound, smell, etc. Majority of the displays are meant for visitors to physically interact with. It’s a closed off world devoted to sparking curiosity and exploration rather than passive observation. Some displays are out in the open and others require a separate room.
Users are constantly moving and doing something in The Exploratorium. Children were moving from display-to-display very quickly. They were very eager to see what each display did but rarely took the time to read the instructions to see what the lesson was. Adults were more willing to wait and read the instructions but moved just as quickly the moment the display failed to tickle their imagination. The ones that had devoted rooms and gamified activities tended to have the most attention and participants waiting in line. There were staff members who were giving demonstrations at some displays. These seems to gain the least amount of attention. People really enjoyed doing things on their own and rarely needed guidance. People had no problem interrupting others or cutting other people to get to the display quicker than others. Some were fine asking and talking about it with strangers. Most were weary to interact too much with strangers. The majority of the children were running and having fun whereas most of the adults were sitting on benches or chasing down the children.
Smell

Dust
Almonds
Vinegar
Citrus
Ocean
Paper
Wood
Sweat
Shouting

Electricity

Pounding

Rails

Xylophone

Plucked

Buttons

Typing

Steps

Foot

Bass

Drums

Wires

Levers

Sound

Senses

7
Senses

Taste
Dirt
Dust
Citrus
Almonds

Vinegar
Touch

Sand  Rough  Cold  Metal  Warm  Cushions  Wood  Grainy  Smooth  Mist  Water
Dense
Massive
Alluring
Documentation

Color Palette

01 - Label
R - 0%
G - 0%
B - 0%

02 - Label
R - 0%
G - 0%
B - 0%

03 - Label
R - 0%
G - 0%
B - 0%

The Exploratorium

Elisabeth Prescott & Kimiko Ryokai

Interface Aesthetics
Spring 2015

Running Application for iPhone

Label

Ucienis quidus mos andam autem quatecus dolor acearib usamenitia culpa nisquaeria doles nis doloribus. Ugitsq usquis milluptur? Et et qui aperia As enem quiam ipitas molupta verum qui dolendaes inti ratet quam si accusam quam que plit omnias sapit aut aut quia que secte net endae sus sa seque perfernatis iliti ut eatetur sequo s enem
Documentation or Metaphoric