

A) What is your team’s subject matter – what is in the exhibition you’re creating?

The Circle of the Central Core. It is the first exhibit seen when walking into the museum. Because all humans face similar physical, mental and spiritual challenges, this exhibition seeks to better unify them. It displays how humans, over the course of time, have sought understanding and a better need to control their world. Through the Circle of the Central Core, it will showcase how times and places influenced how they met these challenges.

B) What are your design/communication goals? (what is the perspective offered by your exhibition on the objects being represented? For example, are you exhibiting the work of a single maker, counter to anthropological museum norms that represent makers as anonymous members of an exotic culture?)

Our design goal is to simplify the “Mind Body and Spirit” exhibit’s overarching message in a more concise and palatable format. We found that since it’s the first thing you see when you walk in it should be more extravagant while still maintaining the message that the mind, body and spirit is something that each and every person around the globe can relate to. The exhibit is organized into three sections already but we feel that since each of the items being displayed in their own categories are so unique that we would create an interface to make it easier to focus on a single item rather than a bulk of nearly miscellaneous items shown to you at once. The exhibit we chose is less about the maker or creator of the objects and more about the common ground which connects them all.

C) What is the organizational structure you will use? (geography, date, gender, function, etc?)

Walking up to the kiosk, there will be a round touchscreen with three sections marked: Body, Mind and Spirit. Select one of these then it will launch a series of categories and within those categories, pieces organized by what the item is, how it relates to the main theme, place of origin, then date. It would look something like table 1.

T. 1

Spirit	Religion: followed by a short description	Item: Brass Hanukkah	Relates: Gives Assurance /Hope	Place of Origin: Germany	Date: Early 20th Century
---------------	---	-----------------------------------	--	------------------------------------	---------------------------------------

D) What will your kiosk's architecture be? How does it serve your stated goals?

We envision the kiosk to be 4 rods about 4 feet high and on top of the rods will be a hemisphere that is about 18 inches in diameter. The flat side of the hemisphere would face upward while the bottom half would be painted like southern hemisphere of the world. The flat side will be an interactive touch screen that makes it easy to navigate the various items on display in the exhibit. The hemisphere's purpose is to hold the electronics (if it were real) and to keep the kiosk in theme with the exhibit that the mind body and spirit are the central core to our world.