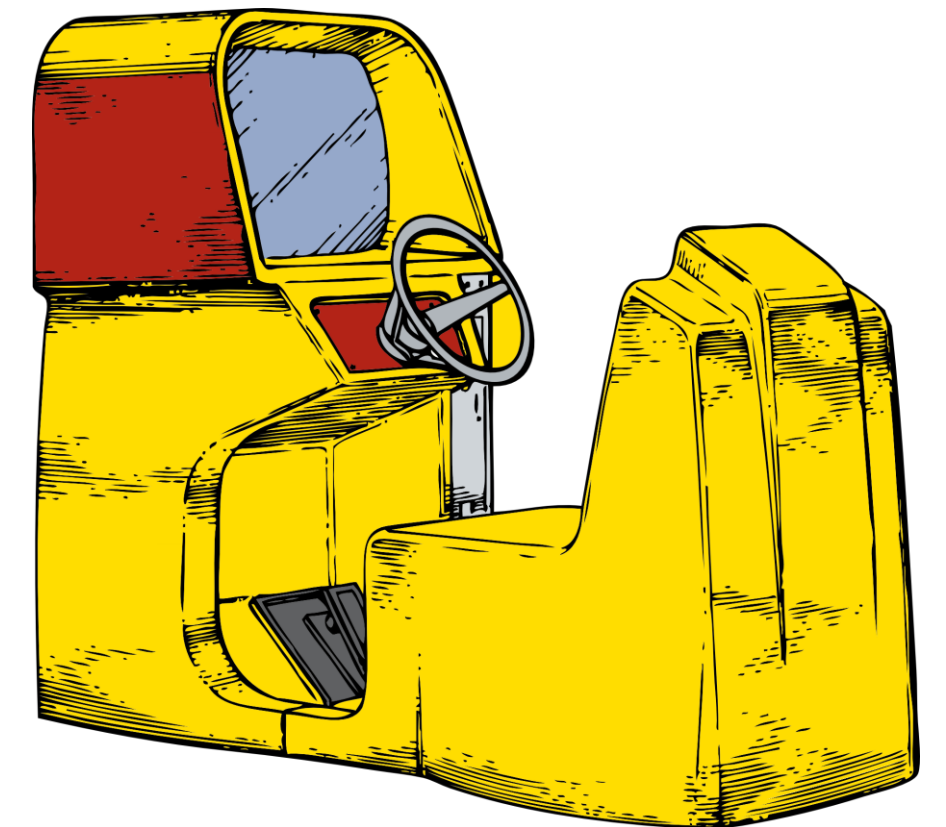


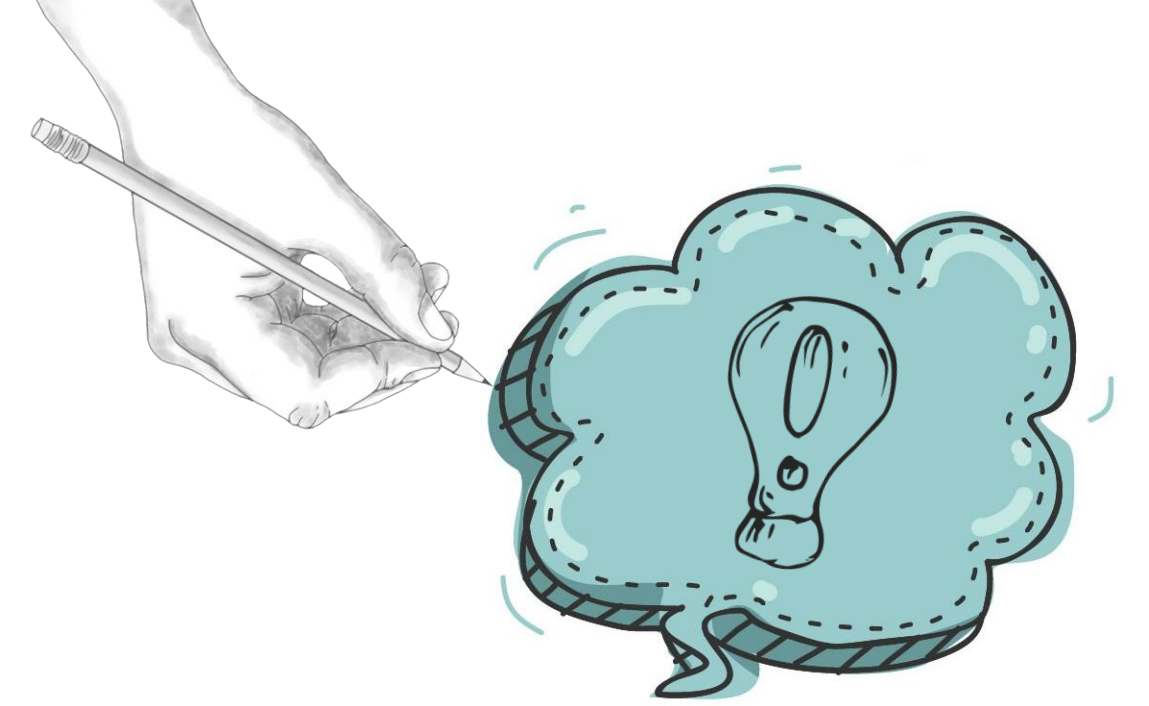
How I experienced Exhibits in Museums

The analog and digital medium are spatially isolated!

The museum gets reduced to a playground for entertainment!

Can this technology be used in a different way?





Research Question

New ways of experiencing hands-on exhibits

Merge analog and digital medium and explore the perfect synthesis to provide the best learning experience

Media Didactics

Multisensory Learning

Playful Learning



<https://flyingstarttuition.co.uk/why-is-playful-learning-so-important/>

“An ounce of experience is better than a ton of theory” (J. Dewey)

MIT Media Lab – Lifelong Kindergarten

Cultivating Creativity

Projects



Passion



Peers



Play



MIT Media Lab – Tangible Interfaces

Digital information in physical space

Haptic sense and peripheral attention

Perceiving a seamless interface



Actuated Workbench



PICO [Interactions: experience, people, technology; 2012]

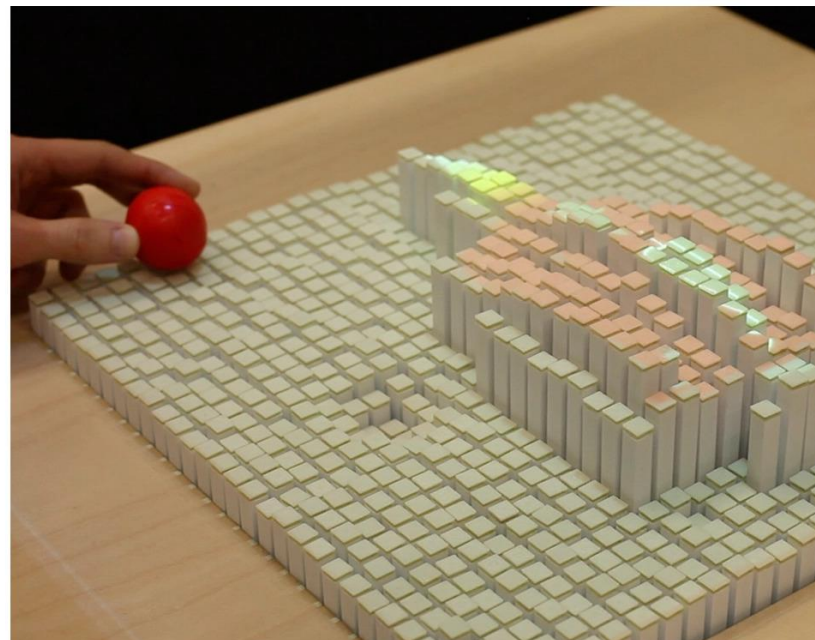
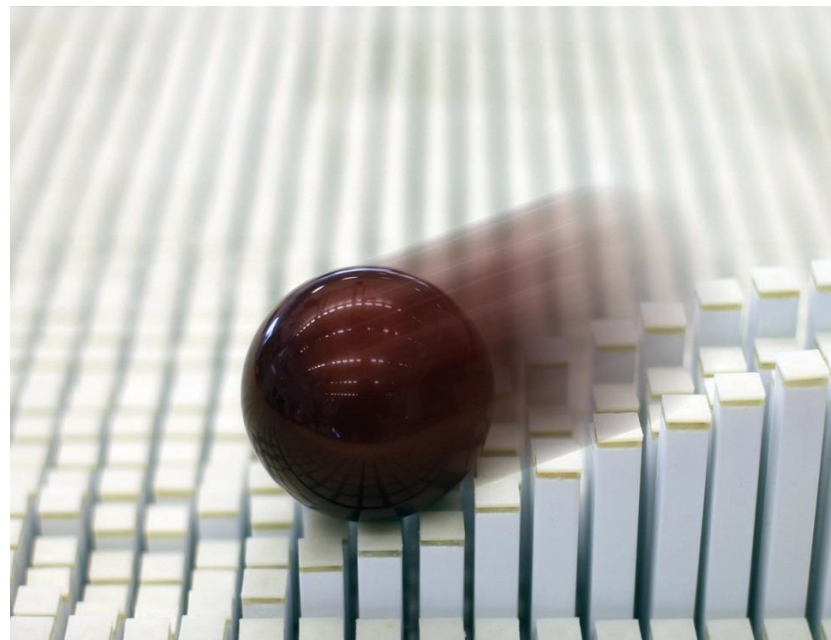
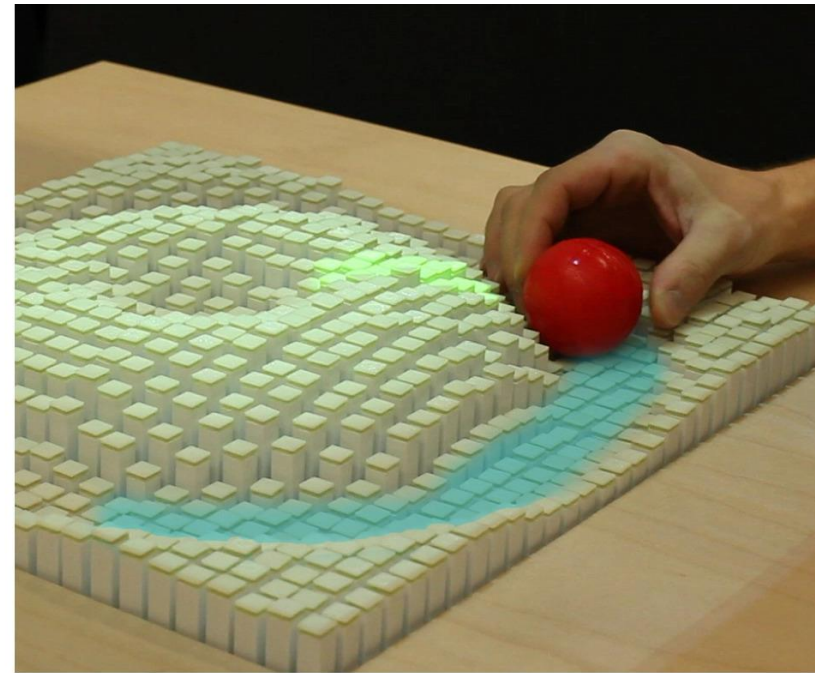
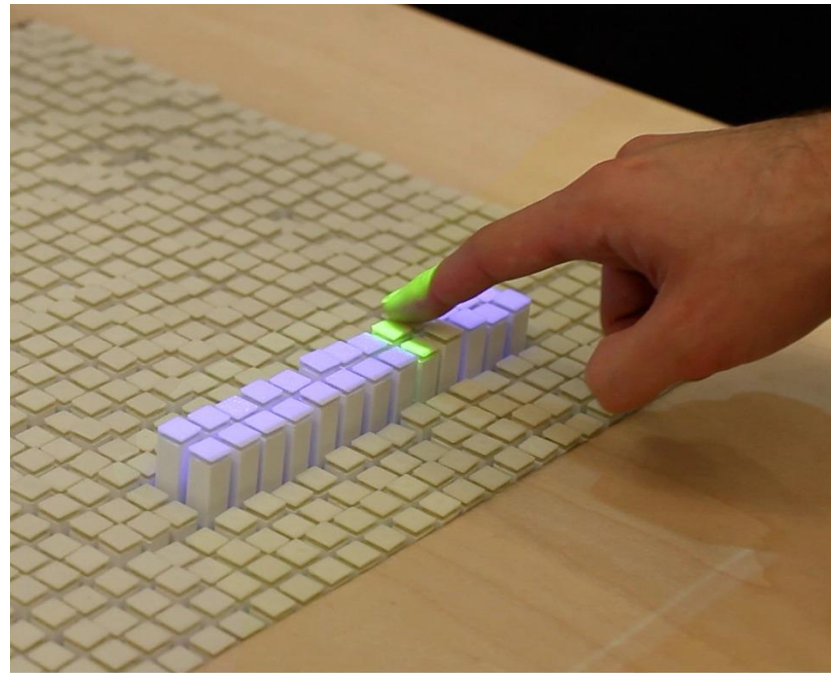


SandScap[<https://www.facebook.com/mitmedialab/photos/a.10150229169559739/10160652468674739/?type=3>]

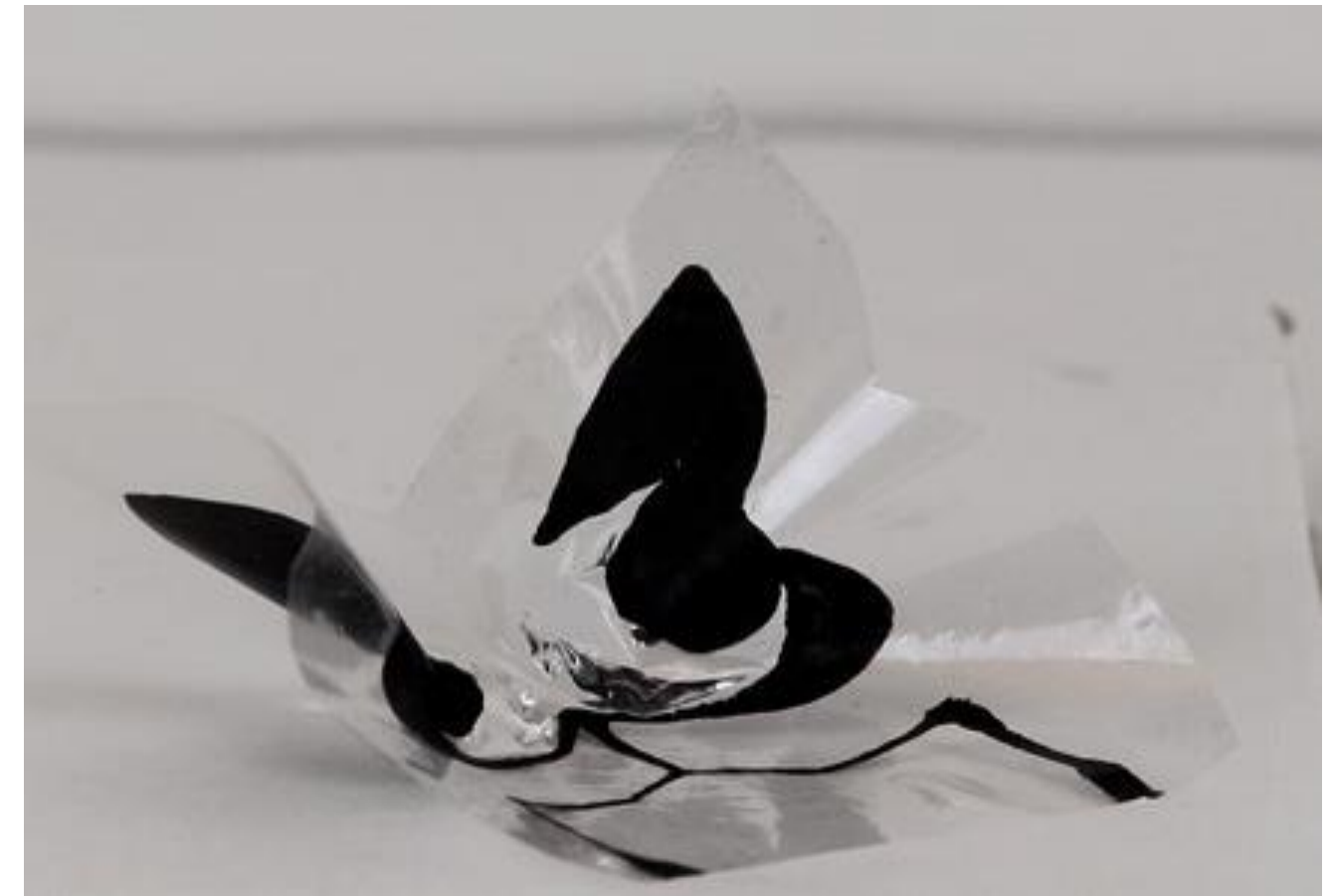


Reactable [<http://reactable.com/experience/museum-exhibitions/gallery-museums-exhibitions/>]

Pixels vs. Atoms



Transform [<https://dl.acm.org/cms/asset/fa86ddb8-1896-4783-84b1-f8da6aa4e13f/2501988.2502032.key.jpg>]

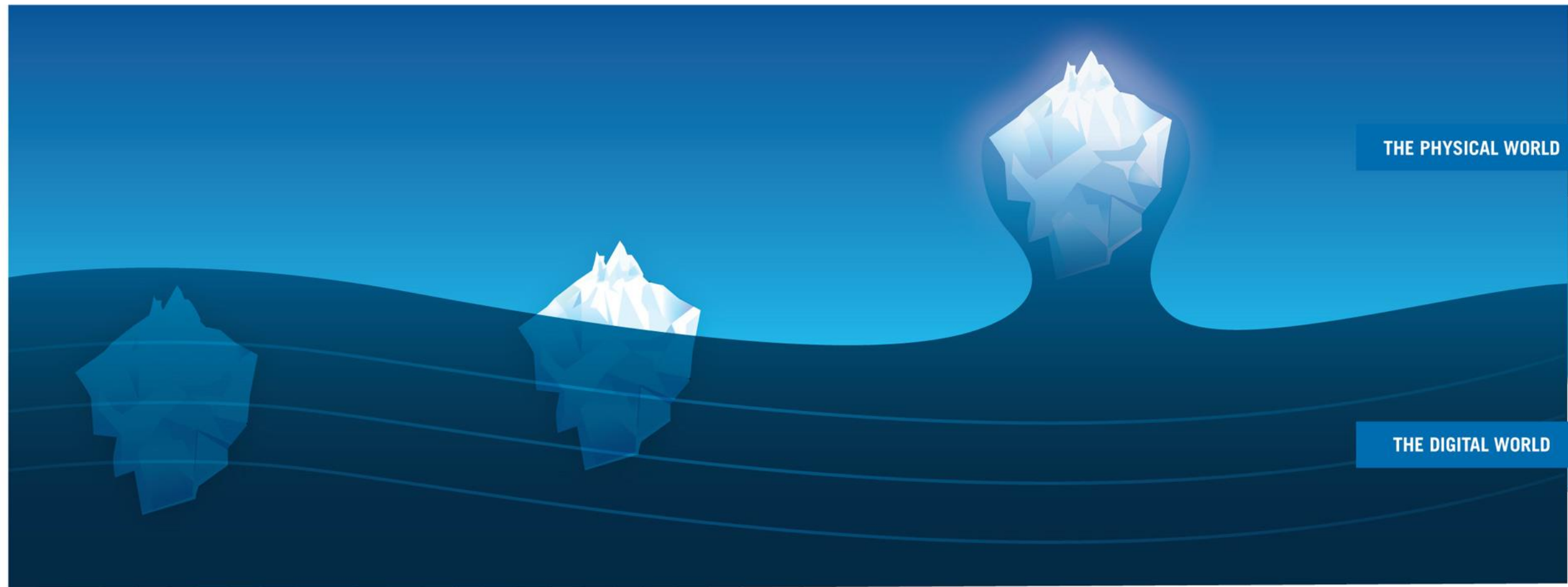


Electriflow [<https://leithinger.com/Electriflow-2021>]

GUI PAINTED
BITS

TUI TANGIBLE
BITS

RADICAL ATOMS



A Graphical User Interfaces only let users see digital information through a screen, as if looking through a surface of the water. We interact with the forms below through remote controls such as a mouse, a keyboard or a touch screen.

A Tangible User Interface is like an iceberg: there is a portion of the digital that emerges beyond the surface of the water - into the physical realm - that acts as physical manifestations of computation, allowing us to directly interact with the 'tip of the iceberg.'

Radical Atoms is our vision for the future of interaction with hypothetical dynamic materials, in which all digital information has physical manifestation so that we can interact directly with it - as if the iceberg had risen from the depths to reveal its sunken mass.

“Radical Atoms” is our vision of human interactions with the future dynamic physical materials that are transformable, conformable, and informable.

<https://www.media.mit.edu/groups/tangible-media/overview/>

**Tangible Media Group
MIT Media Lab**

What comes next...

I want to explore different media technologies to discover the “sweet spot” between the digital and analog medium

