

# Why did I choose this project?

- My objective was to experience the process of designing an exhibit
- There was an opportunity in the discovery rooms of the Mayborn – the Recycle Room
- The theme of the room happened to fit my own interests perfectly

# Why did my project meet the needs of the Mayborn?

- The discovery rooms are ready for some attention
- By far, the Recycle Room is the least visited room and needs the most immediate attention
- Originally the discovery rooms were designed with the directed learners in mind, even though 70% of visitors are free-choice learners
- The goal for addressing the updating of the discovery rooms is to make updates room by room over the next five years

## **Expected Output**

- Update and expand the scope of the topic of recycling
- Develop a preliminary design for the room
- Write the text panels for the room
- Create a template for the redesign of the rest of the discovery rooms

## Current Design and Issues

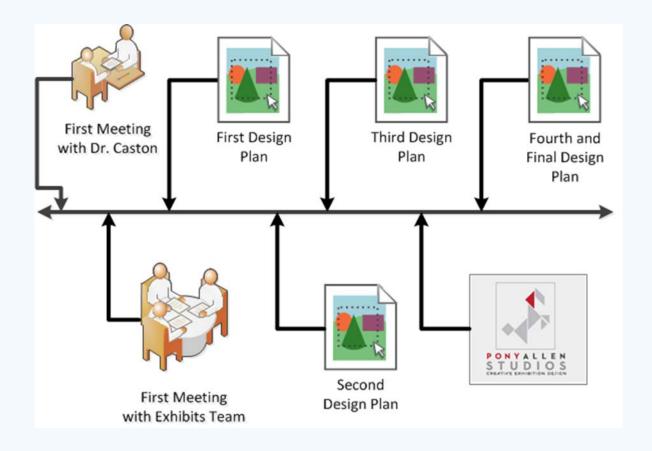
- Two entrances
- Permanent support column
- Built-in cabinetry and sink
- New design needs to be consistent with the rest of the discovery rooms
- Balance between free-choice learners and directed learners





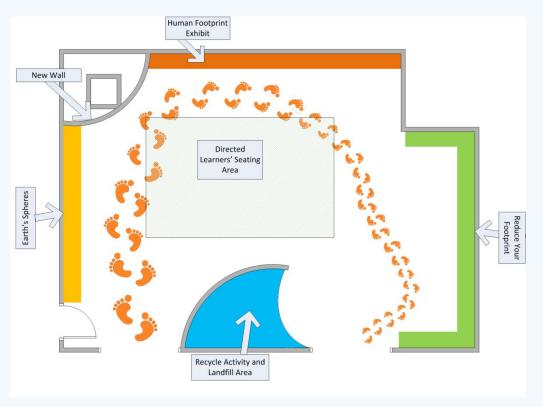


# **Timeline**



# Plan One: Fragile Earth Room

- Broaden the scope of the room to include climate change as well as recycling
- Create a more inviting space for free-choice learners
- Include more related interactives



# Plan Two: Fragile Earth: Getting to a Sustainable Future

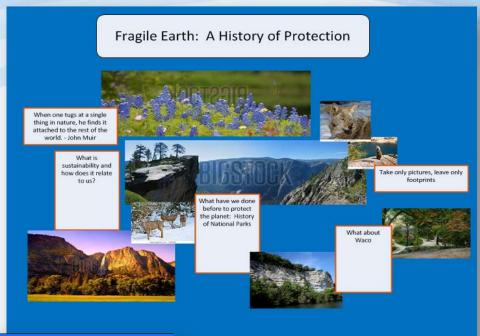
Create a more realistic scope for the room



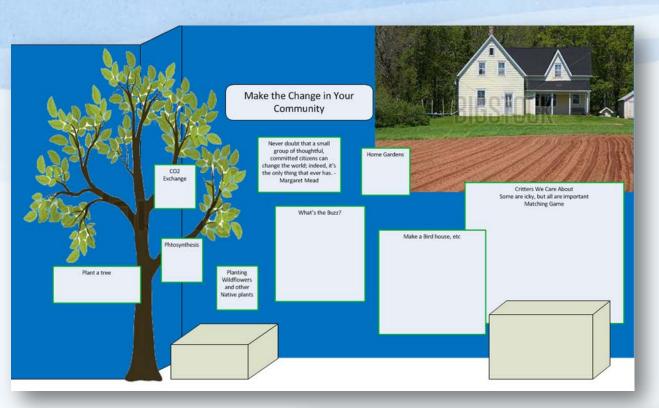
## Flaws in the plans:

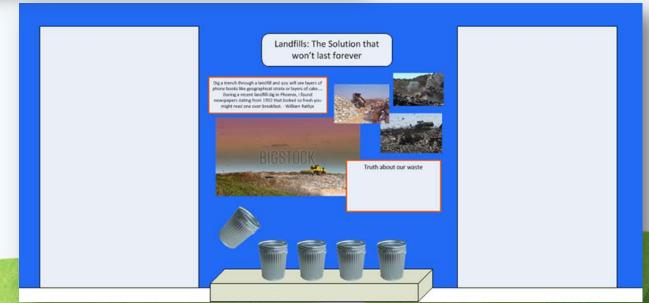
- Scope of the room is too big
- Too depressing presentation of the issues are too discouraging and are not compatible with the positive messages in the Mayborn
- Too much text focused on directed learners
- Not as inviting to free-choice learners

# Plan Three: Fragile Earth-National Parks









## Meeting with a professional exhibit designer:

Pony Allen Managing Partner Pony Allen Studios LLC

- Move National Parks Section
- Move Landfill Section
- Create an acrylic wall filled with cans instead of the image of Earth
- Do not double activities

# Plan Four: The Sustainability Room





"We do not inherit the earth from our ancestors; we borrow it from our children."

### - Chief Seattle, of the Duwamish Tribe

The Earth is a complex and fragile web of environmental systems which all living things, including humans, depend upon for food, water, and shelter. To sustain human existence a balance must be maintained between what we take from the environment and what we put back. This is the basic principle of sustainability.

Have you ever thought of sustainability as a way to live? What if protecting the planet for all the people in the future was part of every daily decision you made?

#### **Rethink Trash!**

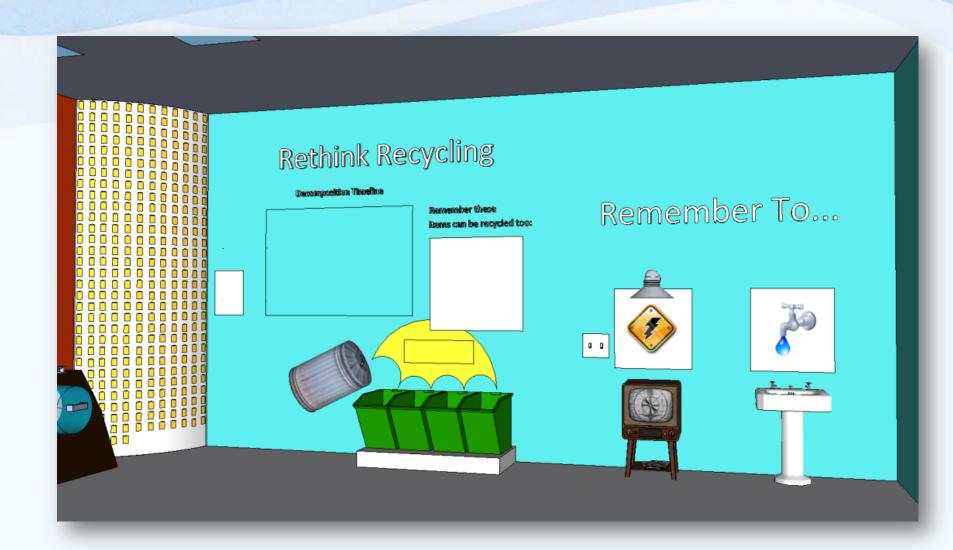
What happens when your trash is picked up by the garbage truck? Where does it go?

Most garbage goes to your local landfill, but the garbage doesn't go away or decay. The landfills just continue to grow. Do you think that is a good solution?

Did you know that the Waco Regional Landfill is predicted to be full by 2025-2027? How old will you be then?

#### **Meet Buzz the Bee**

Follow Buzz through the exhibit to learn about easy ways to reduce your carbon footprint and create a more sustainable future.





#### What's the Buzz?

Buzz needs your help! We need bees, but they are disappearing from our environment and scientists don't know why. While they continue to study the problem, we can help. We depend on bees to pollenate the plants we grow for food. Bees transfer pollen from one plant to another when they pick up the pollen with the tiny hairs on their legs. This process leads to the development of seeds, and later plants, flowers, fruits, and nuts. Without the bees, it will be very difficult for us to grow the fruits and vegetables we like to eat.

Buzz is trying to build a safe living place for his friends, and you can help. Use the map builder below to create a bee friendly park for Buzz's friends. Maybe you can make the park a great place for everyone---- bees, critters, and yourself!





### What have I learned:

- Room designs take time and patience is a virtue
- Know who you are designing for and what they want
- Budgets don't destroy creativity, they encourage problem solving
- Be clear in articulating your visions
- Text must not be overwhelming to free-choice learners as educators can expand on the topic through directed programming
- There is never a shortage of ideas
- Design programs are fun

