

EXHIBIT 2 KINECT WATER CYCLE DIAGRAM

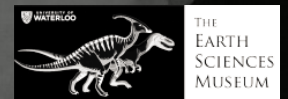
INSTRUCTIONAL DESIGN OF INTERACTIVE
MUSEUM EXHIBIT

Team

Hossain Samar Qorbani: Design Manager/ 3D modeler

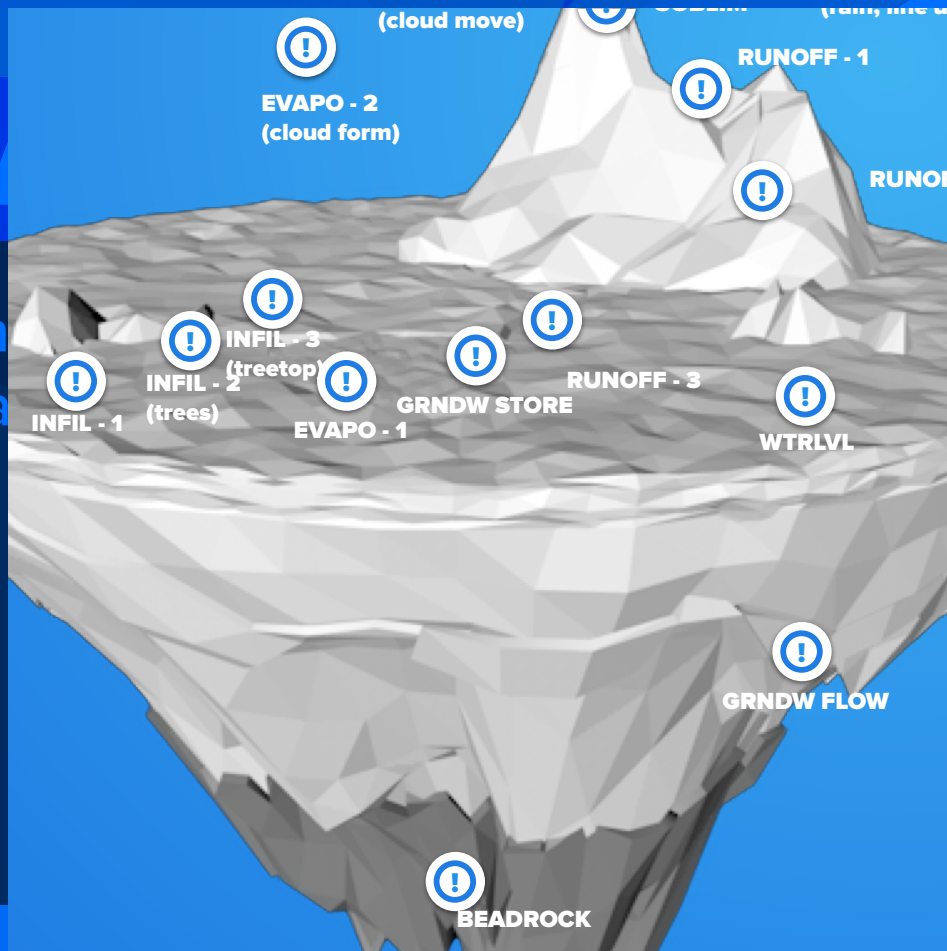
Nick Fagan: Software developer

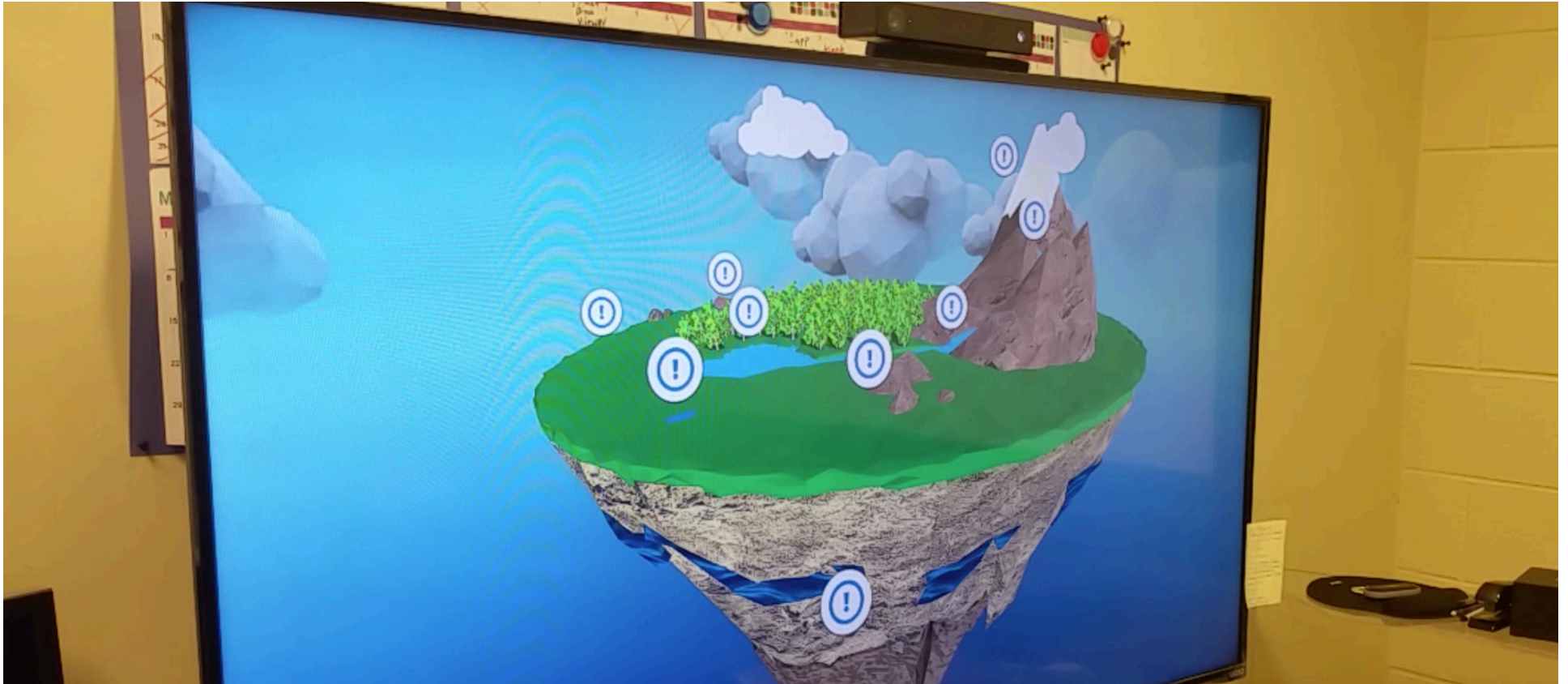
Frank Flitton: UI/UX designer



ABOUT

The second exhibit, an interactive activity, is geared towards the high school curriculum and contains one main activity and two mini activities all related to water cycle process.





PROCESS AND TECHNOLOGY

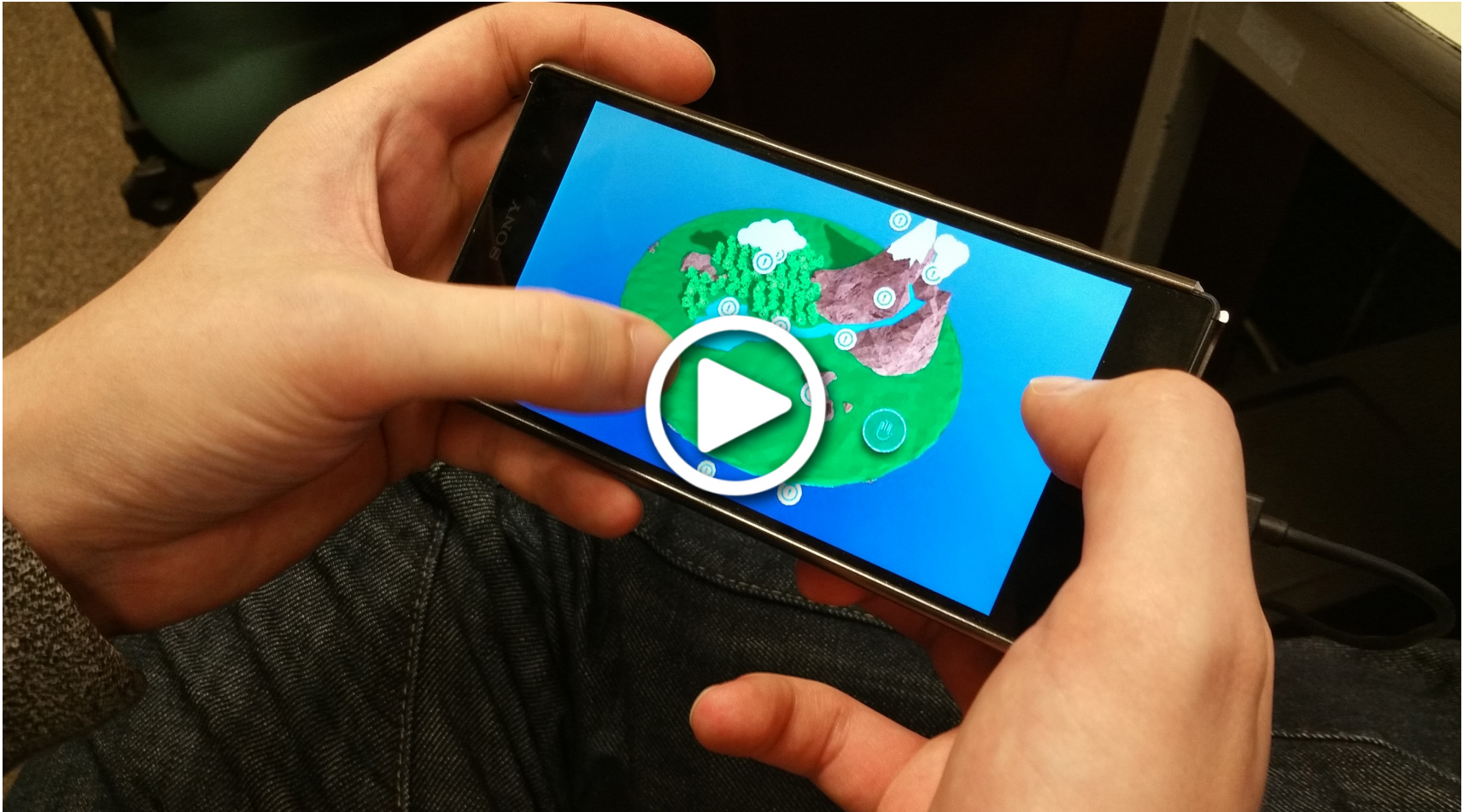
By using Unity game engine, motions sensing features and depth camera inside of the Kinect sensor, we were able to create a new and engaging interaction for visitors.

Visitors are able to navigate, rotate, zoom in/out a 3D scene, displayed on a 65 inch screen in front of them. This can be achieved by moving their hands in certain ways (as shown in the following images and video). By pointing to a specific area on the screen, a scientific fact related to water cycle will appear on the screen.



PROTOTYPE VIDEO

<https://youtu.be/6iwAJbP92DE>



MOBILE APP VIDEO

<https://youtu.be/YxBWV8aG5Lo>