Aging Effects of Lifestyles Exhibit

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“Informal learning environments, such as visits to science centers provide valuable motivational opportunities for students to learn science. These environments can have an impact on learning while addressing aspects of science education that might be missing in more formal, class-based science learning environments” (Sasson, 2014).

After visiting the Liberty Science Center, I have decided to design an exhibit to discover how our physical facial features change due to certain lifestyles such as drinking, smoking, tanning, diet, stress and pollution. The exhibit will be able to display how you look at varying ages depending on the lifestyle that you live. It can also help deter people from taking on certain lifestyles after they see the effects of it. Before I begin to design, I must take three major factors into consideration: audience, story, and approach.

As per Liza Rawson, Head of Exhibition Development and Design at the Liberty Science Center; you must first think of your audience. Who is coming and what does our audience know and understand? Once this information is gathered, profiles are then developed of who the audience is and development frameworks are then created. At this phase is where we also begin to think of accessibility. Secondly, we look at the story. What is the exhibition about and what is the story that I am trying to tell? Lastly, we take a look at the approach. How do we do it? What do we want people to do and what do we want people to get out of it? Once these three factors are taken into consideration and the information is gathered; designing the exhibit can begin. Designing is broken down into five phases: concept, schematic, detail, production, and opening (Rawson, 2017). Detail and production are crucial phases in designing an exhibit. During the detail phase, we think of how the exhibit works for everyone and during the production phase we not only build the actual exhibit, but the testing of the exhibit happens during this phase.

The purpose of this exhibit is to allow people of all ages to visualize themselves in the future and showing effects of lifestyles such as drinking, smoking, tanning, diet, stress and pollution. Whether seeing oneself with the effects of different lifestyles, such as smoking, drinking or tanning. Taking a glimpse into the future can really convey a powerful visual message that can be communicated in an interactive and fun way. Everyone ages individually and much of the ageing process is down to genes and lifestyle. Although the exhibit cannot predict exactly what someone will look like as they get older, it will determine that everyone's face succumbs to gravity and wrinkles as a result of repeated facial expressions and it can illustrate what we know to happen to the skin as a result of various lifestyles on people's faces. (Retrieved from [www.squintopera.com/index.php](http://www.squintopera.com/index.php), 2017)

The objective of this exhibit is to inspire and engage people of all ages through the latest fun and exciting technology and science by keeping families together through the experience. Family members of all ages can enter the exhibit and see the effects on their face due to not only their lifestyle but also day to day exposure to sun, pollution, and everyday stress. This interactive message can help families take better precautions and have conversations in regards to sun exposure, the power of recycling, and managing day to day stress in our lives. Families with teens can use this exhibit as a tool to guide conversations in order to send a send a powerful message as to why their children should not take drugs, drink alcohol, and tan too much.

This exhibit’s relevance is the fact that whether we like it or not, we are all going to age. We cannot control aging, but we can deter the physical features of aging due to factors that make us age faster in terms of looks. Physical features have a strong influence on our society today. Everyone wants to look good and look young. If we look good, we feel good. We are exposed to the sun every day, but how many of us wear sunscreen every day to protect our skin from the harmful rays. Pollution also surrounds us daily, but how many of us actually recycle daily or pick up trash when we see it on the floor. Stress is also a major factor that we all deal with on a daily basis. Whether it is for financial

reasons, medical, family issues, job demand, or a combination of all of them; we all deal with stress and must do a better job on managing and dealing with stress. Stress makes us look older than we really are. This exhibit will give us a glimpse into the future to see how our faces will drastically change if we do not start making some lifestyle changes and informing our children and youth to also make these changes. Choosing a healthier lifestyle will not only help us to improve our facial appearances and to look younger, but also to make the world a better place.

When designing exhibits, the cost is always a factor. Questions that comes up in regards to costs are, Is this exhibit worth the money it cost to build or create? Is the story that we want to tell worth the costs? and is it a topic that will interest everyone in order for this to be a successful exhibit? My exhibit can be broken down financially by components or bought as an all-inclusive package. The photo booth itself (shell only) costs approximately $2500. When designing an exhibit, you must always keep in mind the quickness of assembling/disassembling, storing, and transporting in case the exhibit moves to various locations. I chose Strike a Pose Photo Booth for its quick ability to be assembled and dissembled, storage, and its easy methods for transporting. This booth can be set up in two minutes. Camera selection is an important component to this exhibit because you want to choose a camera that takes professional high quality photos. I chose the Canon EOS Rebel T5 DSLR that also provides full HD-Quality video. This camera cost approximately $500. I am also going to purchase the AC adapter to plug directly into the camera to assure that the batteries don’t run out in the middle of pictures. The cost of the adapter is approximately $65. When choosing the hardware, I chose to use a basic laptop. It doesn’t need to be a high end model because I will not be using a ton of memory or processes. I only need enough memory to store the photos and to run the software. I am allocating $600 for the purchase of a laptop. On the high end I would choose the Lenovo Q190 which costs approximately $1200. Additionally, I will purchase the ViewSonic VSD220 22-Inch (21.5-Inch Vis) Full HD 1080p LED touchscreen smart display which will be mounted on the booth. This screen will allow people to choose the specific lifestyle

effect they want to see and the language of their choice. The cost of this display cost approximately $200. I also chose the DNP DS‑RX1HS Color Photo Printer, which is a high quality photo printer and images print within a minute of the guests exiting the booth. This was taken into consideration so that we don’t have long lines of people waiting and everyone can enjoy the experience. The cost of this printer is approximately $1000. Another key component to this exhibit is the software. I will need to purchase two software programs which are Breeze systems and {Change My Face} software. Breeze systems has touch screen and green screen capabilities. This software cost approximately $175. {Change My Face} software allows people to visualize themselves in the future with the effects of various lifestyles chosen by the guest. Access to this software ranges from $600 for a year’s license depending on the lifestyles you would like to lease and for how long. I will purchase the license for one year and pending the cost of various lifestyles, I am going to allocate $2000. My last purchase to open up my exhibit are the supplies. I will need toner and photo paper for the printer. The cost of the toner is approximately $330 for the media set four pack. This set includes four 700 print rolls (2800 prints total). For the start I am purchasing two four pack media sets at an approximate cost $650 and $300 for photo printer paper. This brings my total cost to build this exhibit to $7990. The cost of each picture is five dollars, which in its first rotation will make $14,000; making a $6010 profit to support the purchase of extra supplies, purchase of extra lifestyles, or building additional booths.

The interactive experience with this exhibit is simple. Guests enter the booth and choose their language of choice. The LED screens light up with the chosen native language and asks the guest to enter their gender, current age, and age they would like to see displayed. The screen will then ask the guest to choose one of four lifestyles: alcohol, drugs, stress, and weight loss/gain. Once the lifestyle is chosen, the guest step back and place their feet on top of a marked riser. They will then look into the camera screen and wait for the photo to be taken. The camera will take four photos. Once the photos are taken, the guest will step out of the booth and the pictures will be delivered in approximately one minute.

Guest are allowed to get back on line if they choose to take another photo with a different lifestyle. Guests will be charged five dollars per lifestyle photo.

“While there is much theoretical and empirical support for the idea that interactive features promote science learning, it is believed that serious design problems can arise if an uncritical “more is better” approach is taken to interactivity” (Allen and Gutwill, 2004). I have taken into consideration the five common pitfalls of designing an exhibit. I kept this exhibit simple by limiting the picture options to four lifestyles so that visitors are not overwhelmed with having multiple interactive features of equal priority. The exhibit will only allow the photo of one person at a time in order to avoid disruption due to interactivity by multiple simultaneous users. “Some exhibit options are so inviting of interactivity that visitors “get in too close” and unknowingly disrupt the very phenomenon with which they are trying to interact” (Allen and Gutwill, 2004). This exhibit prevents disruption because guests simply choose their age and their lifestyle and the booth does the rest. This exhibit also avoids having the interactive feature make a critical phenomenon hard to find. There will only be one outcome at the end which is a photo displaying the aging effect on the face of a person who chooses to live a particular lifestyle. I have also avoided a secondary interactive feature so that visitors will not be distracted from the primary one. Guest can only choose one lifestyle at a time.



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