

## Engaging Visitors and Volunteers Alike:

# Our Custom Kiosk at The Lawrence Hall of Science Dustin Perry





## Historical Overview: SOS Exhibit Design

- Installed in 2008
- Hangs over fenced-off central point, with three sets of tiered bleachers around edges of room
- Kiosk-driven, interactive experience
- One touch-screen, three screen-mirroring TVs around circle
- Used most as a self-guided exhibit, often as a volunteer-run exhibit, and twice daily as a platform for staff-guided programs





## Historical Overview: Volunteer Responsibilities

- Volunteer docents, exclusively adults
- Utilize the iPad SOS remote app to facilitate with visitors
- Since the opening of the exhibit, we now have an Augmented Reality Sandbox in the space, which volunteers also facilitate
- Until recently, kiosk was deactivated while a volunteer was working in the space



## Previous Kiosk Iterations: Open-Ended Interactive

- Most recent kiosk that "felt" like the current generation of the design
- Point-and-click thematic categories that opened to new landing pages with relevant playlist
- Included a thematic category for SOS films
- Very little SOS control outside of dataset selection
- Had a secret button combination to lock controls while volunteer was present
- Designed to be a "stand-alone" experience with no facilitation



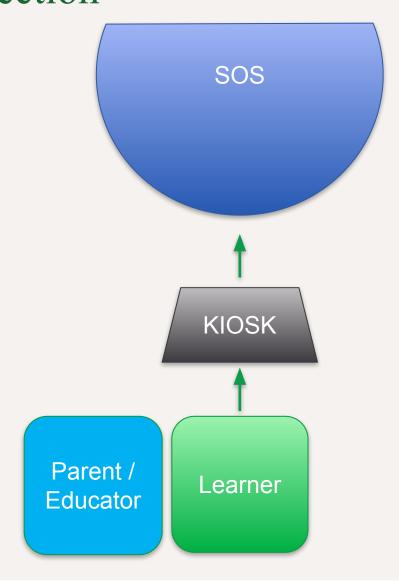
### **Previous Kiosk Iterations:**

## "Stories" Re-Design

- Addressed need to help visitors make connections between datasets, and between data and their own lives, through playlist-based narratives
- Maintained previous design goal to create a "stand-alone" experience with no facilitation
- Swipe left and right to move through "stories" comprised of text on the kiosk paired to curated datasets, sometimes including custom voice-overs
- Several stories based on themes or topics, like earthquakes, ocean currents, Kepler mission, etc
- Kept kiosk lock to deactivate while iPad was used

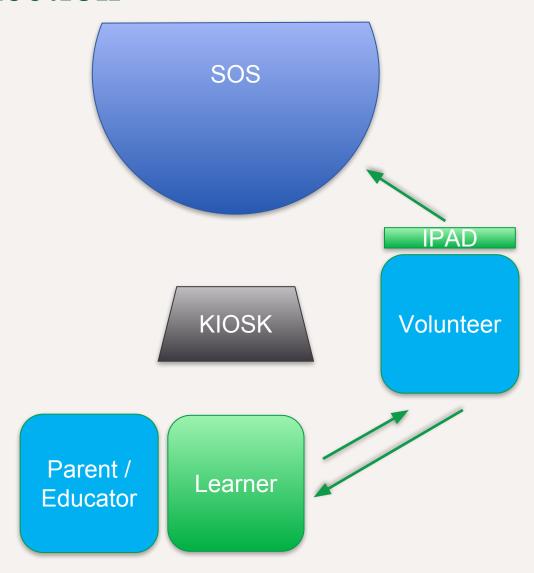


# Previous Kiosk Iterations: The Parent/Educator-Learner-SOS Connection





# The Volunteer-Learner-SOS Connection





## Current Kiosk: Design Principles

Science Learning Activation

•Fascination, Values, Scientific Sensemaking, Competency Beliefs

#### **User-Generated Needs**

- •Rapid update/iteration capabilities, especially for "In the News"
- •Accessibility, simple navigation, and minimal landing-page text
- Providing, communicating, and empowering depth of SOS control
- •Prompting/priming visitors to define relevancy, especially focusing on connecting local phenomena to larger systems
- •Engaging for volunteers *and* visitors to use, especially together, without a need for either party to be "in charge"
- SOS Remote app and kiosk must be able to run simultaneously
- •Facilitated or not, user should leave experience feeling more capable of interacting with SOS and thinking with models
- Make the above especially true for educators and parents, thereby generating relevancy as well as capacity for future facilitation
- •Fun!

#### Features to come

- "More information" button
- •Button to change all text to Spanish, then other languages



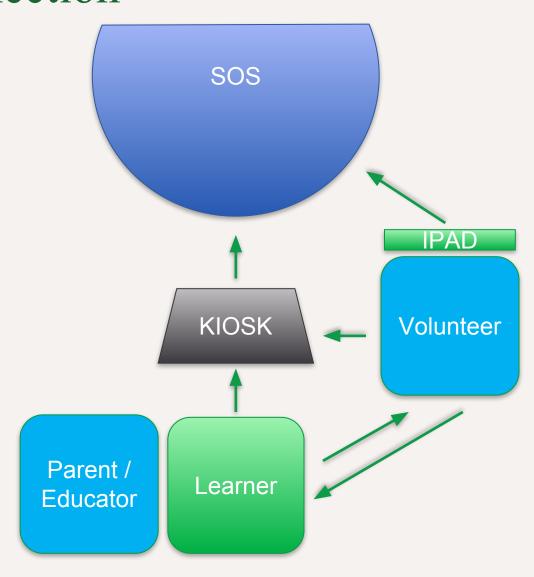
## Current Kiosk: Demonstration & Exploration





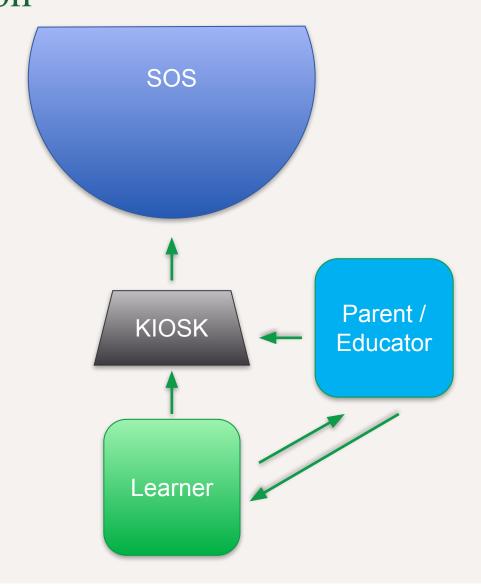
### Current Klosk:

## The Volunteer-Learner-SOS Connection





# Current Kiosk: The Parent/Educator-Learner-SOS Connection





### Discussion:

### **Guiding Questions:**

- Does your institution have a kiosk? If so, how is it currently used? How might you iterate upon the current design?
- What is the relationship between volunteers and a kiosk or iPad at your institution? Where does the visitor fit into that relationship?
- How has your institution worked to make the technology of the SOS, and the data it visualizes, more relevant to your stakeholders?



## Thank you!

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