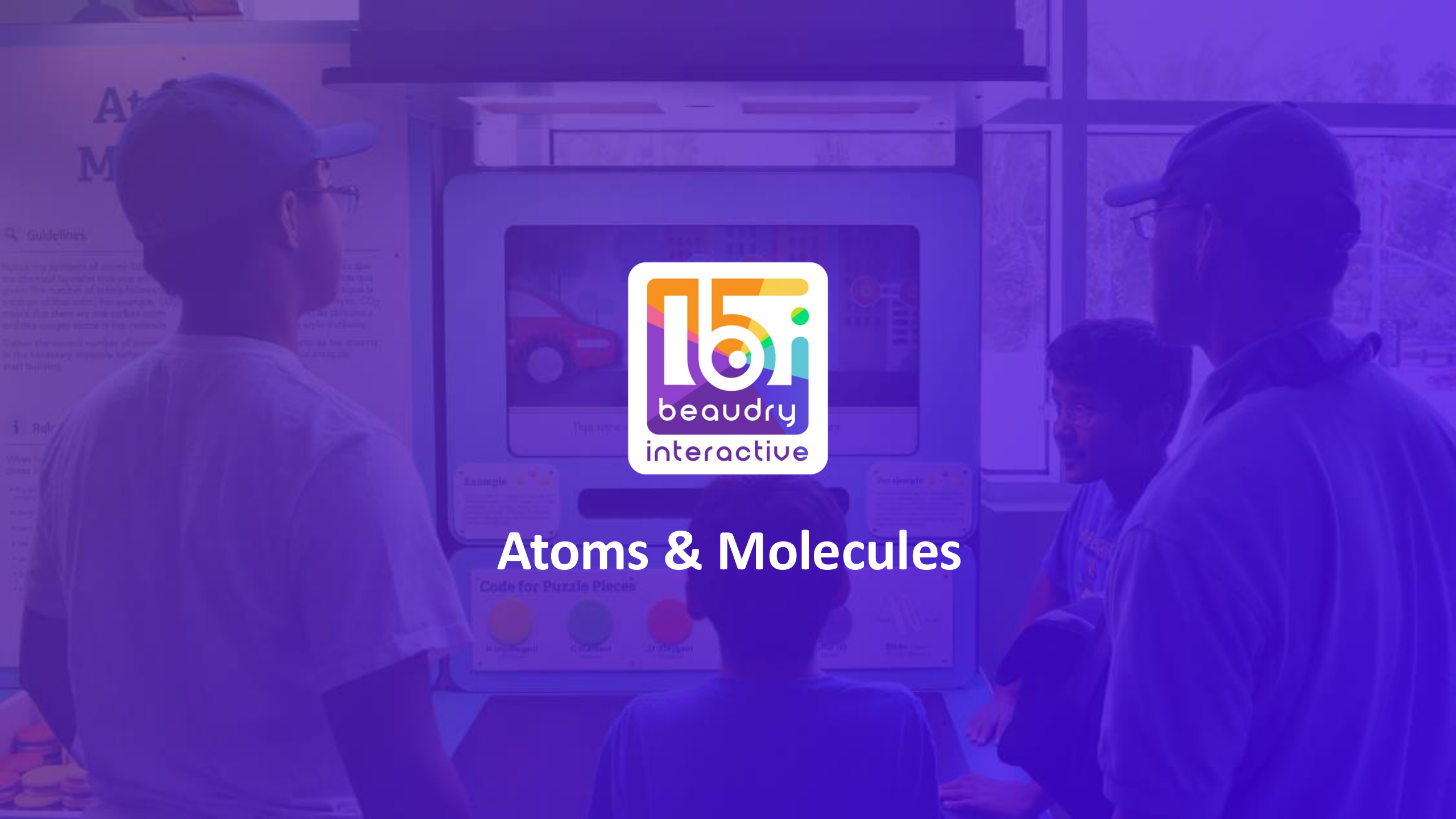




Atoms & Molecules



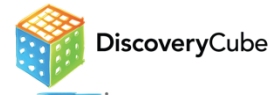
Atoms & Molecules



Chemistry. Let's face it, there are few among us who enjoyed chemistry in grade school, let alone remember it. Making it the theme for an exhibit just seems like you are setting yourself up for disappointment. Is it possible to engage kids and teach them something before they realize they are learning? Chemistry? How? Here is our recipe: Make it tactile. Use high-tech tools. Design an engaging interface. Tell a story. And lastly, make it a game.

Using air pollution as a throughline, Atoms & Molecules is a highly interactive, tactile assembly game that teaches the foundations of chemistry. After quickly learning some basic rules about atoms, kids are challenged to make a series of molecules, each one building on the last. Our tools? Custom designed "tinker toys" representing atoms and bonds, real-time computer vision keeping a watchful eye on game progress and giving hints and feedback at just the right moment, and engaging graphics, animations, and sound to guide kids (and adults!) along the way.

Developed in collaboration with



AGES

- Children (8+) and Adults

LEARNING CONCEPTS

- Early Chemistry Principles
- Knowledge and understanding of chemical reactions
- Chemistry factoids
- Applied chemistry: air pollution



Challenge: Oxygen gas

Oxygen gas (O_2) requires a double bond and is the gas our respiratory system uses.

Make a molecule!

Build an oxygen gas molecule on the platform in front of you.



Press the **GO** button when you're finished!



Standard Specifications

PHYSICAL UNIT					
<p>Dimensions assembled: 4'7.5" (W) x 7'4" (H) x 2'8.5" (D)</p>	<table border="1"> <tr> <td data-bbox="1314 254 1620 559">Key Features:</td> <td data-bbox="1620 254 2390 559"> <ul style="list-style-type: none"> • Single player • Playful learning game • Custom-made atom puck and bond sticks • Easily cleaned surfaces and materials • Back-end infrastructure provides gaming analytics for education team & stakeholders • Designed and built in the U.S.A. </td> </tr> <tr> <td data-bbox="1314 559 1620 753">Customization Options:</td> <td data-bbox="1620 559 2390 753"> <ul style="list-style-type: none"> • Custom graphic and messaging for cabinet panels • Feature exhibit sponsor's logo • Language Localization • Two-player kiosk </td> </tr> </table>	Key Features:	<ul style="list-style-type: none"> • Single player • Playful learning game • Custom-made atom puck and bond sticks • Easily cleaned surfaces and materials • Back-end infrastructure provides gaming analytics for education team & stakeholders • Designed and built in the U.S.A. 	Customization Options:	<ul style="list-style-type: none"> • Custom graphic and messaging for cabinet panels • Feature exhibit sponsor's logo • Language Localization • Two-player kiosk
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TECHNOLOGY					
Components:	<ul style="list-style-type: none"> (1) Industrial Display (32") (1) Camera integrated into lighting panel (2) Speakers (1) CPU & peripherals (1) UPS power backup; User manual 				
Installation Requirements:	Plug and Play				

Company Profile

Beaudry Interactive is an award-winning experiential design and creative tech company based in Los Angeles. Our work spans museum exhibitions, themed entertainment, live shows, and branded experiences, all with a singular mission: provide an environment that actively engages, entertains and educates your guests.

We design and develop a wide range of interactive digital products that leverage our deep knowledge and expertise in designing innovative experiences for guests of all ages. Our success comes from utilizing our time-tested technologies, cross-discipline collaborations with our best-in-class partners in media, design and education, including subject matter experts in early learning and accessibility.



Capabilities



Interaction Design



Research & Development



Software & Hardware Development



Library of Interactive Products



Interactive Media



Playful Learning



Producing Capabilities



Space for Prototyping and Playtesting

Clients we've worked with





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