

Presentation

ERIH - Annual Conference 2015 22nd October 2015

Using hands-on exhibitions in the context of the presentation of technological artifacts

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Presentation

Agenda

- Our firm Hüttinger "Designing the Interaction"
- Science centers as places for learning Using hands-on exhibitions in different context, project examples



Hüttinger: "Future based on heritage."







Our history



1921
Start - up as an electrical engineering consultancy

1948
Expansion into a new business segment: the design and construction of engineering models

1973
Further development
of the business segment
model making: design,
construction and set-up
of Information Centers

since 1995
Hüttinger conquers the
global market for Museums
and Science-Centres.
Active implementation of the
various aspects of learning
theory into the design of
hands-on exhibits.



Our firm

Schwaig bei Nürnberg

1.700 m² Office space: Workshop space: 4.300 m²
Permanent staff: 110





Business segment: Science Center & children's museums



Key clients:

- Science Museum London, UK
- science center NEMO, Amsterdam
- Centrum Nauki Kopernik, Poland
- Macao Science Center, China
- Bahrain Science Center
- Liaoning Science & Technology Museum, China

Scope of work:

- Master planning and concepts
- Design and engineering
- Fabrication, delivery & set up
- Maintenance and updates



Our strength: Design & Build

Concept and Design

Engineering Software & Multimedia

Fabrication & Installation

















VIDA! science centrum, Brno





Techmania - Waterworld (Vodní svět)

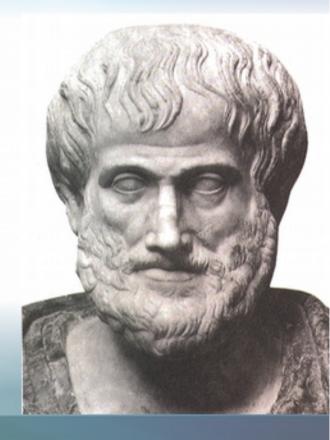




Ultimately, museums are in the science communication business ...

"The proof that you know something is that you are able to teach it."

Aristotle, philosopher





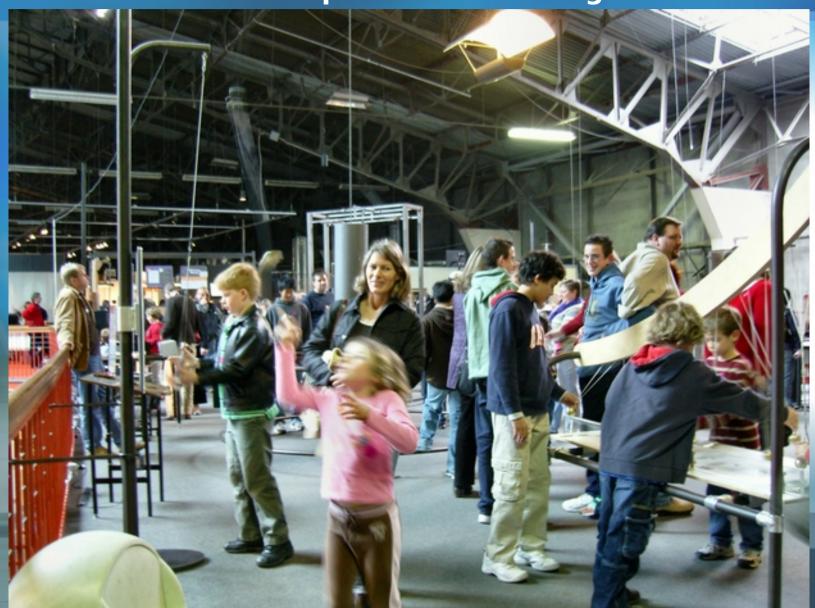
"Designing the Interaction"

Physicist Frank Oppenheimer

Oppenheimer once said that nobody should leave the room with the feeling that other people are cleverer than oneself.









Designing the Interaction:

When designing for science centres, the focus should be on the interaction, not on the exhibit itself.

You are designing an interaction, and the form of the exhibit should follow the interactive function.

This should be obvious in the land of the Bauhaus, but it is often missed.





Real things and real processes:

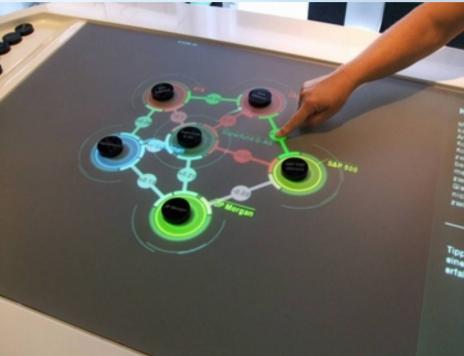
Many people speculate nowadays that museums and science centres are going out of date.





IT & Multi-Media:







Connection with the social networks:







A hotel ...





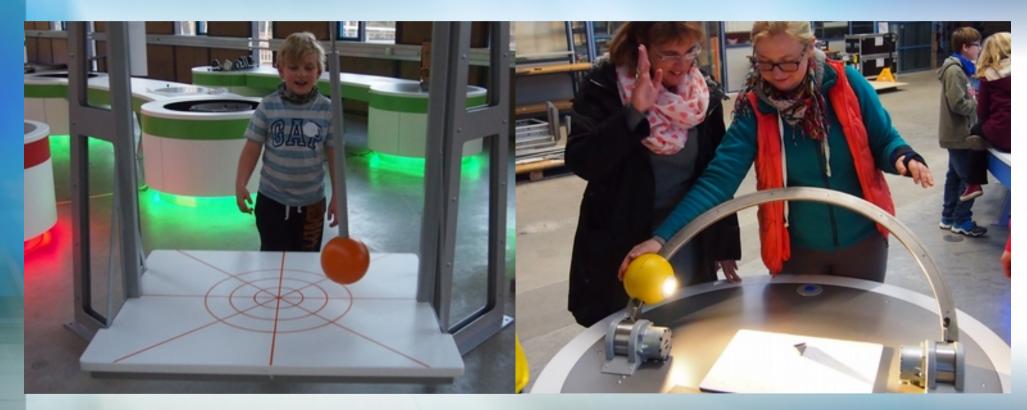


Planetariums ...





Planetariums ...





Technical museums ...





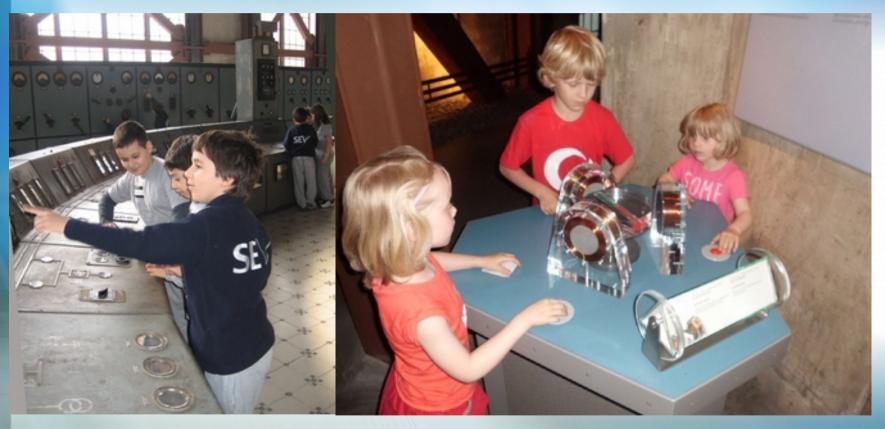
Technical museums ...

























Visitor-friendly exhibits:

- Think about opportunities, not messages
- Make things simpler, not more complex
- Try and make an exhibit intuitive

More:

British Interactive Group (http://www.big.uk.com)



Conclusion:

Such an approach can

- increase visitation
- increase of the interest
- bring in more paying visitors

BUT:

- Substancial invest
- On-going maintenance costs