

World Energy-You're in Charge

KEY THEME: ENERGY



'World Energy- You're in Charge' Built Environment in Energy-Fuelling the Future Gallery at the Science Museum

Concept:

What would you do if you were in charge of meeting the planet's growing energy needs? In the future we will have to change the way our energy is supplied and used. The solutions will be different in each country, and will be influenced by politics, local resources, what we can afford, and our efforts to limit environmental damage.

Description:

This is a single player interactive software game in which the player takes control of a country's energy policy. 'World Energy: You are in charge' - makes you the Energy Minister for Lectraland for the next 25years. The year is 2025 and you must decide how to get power to your people and if you are successful you'll be re-elected. Fail and your country will be left in the dark. The

Make an enquiry

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game explores the benefits and negative impact of each type of energy source. The screen requires an associated digital camera which captures the face of the person using the touch screen. This image is then utilised throughout the game within Lectraland news flashes, for your contract as Energy Minister and within e-chat. This unique method to visually engage in the piece creates an exciting stimulus for the visitor to explore further.



Congratulations you have become the new Energy Minister for Lectraland.



Echat offers you advice from the Prime Minister of Lectraland.

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Target audience:

KS2 & 3 children (age 7-14) and their teachers and families with children age 7-14 years.

Learning Concept:

Since it takes millions of years to make oil, coal and gas, how will we power our lives when these fossil fuels eventually run out? Like most of the energy that we use today, the energy stored in them originally came from the sun. We can use energy from other sources, but it'll usually be less concentrated so won't go so far.

What would you do if you were in charge of meeting the planet's growing energy needs? In the future we will have to change the way our energy is supplied and used. The solutions will be different in each country, and will be influenced by politics, local resources, what we can afford, and our efforts to limit environmental damage.

Key messages:

- Addressing our energy needs requires a global commitment and long-term vision at all levels.
- Political, economic and environmental factors are driving change in the way energy is provided worldwide.
- Energy demand worldwide is growing.
- No single solution will meet future global energy needs.

Technical specification and hardware required:

Outline of hardware required:

A fast PC running Windows XP and a good graphics/sound cards with 2 Gig RAM or Mac, PPC or Intel running OSX with a USB video camera. Ideally should be used with a touch screen, but can be used with a mouse. Local sound required.

Please discuss your technical set up when requesting a quote on this software.

Note: Using groups of iMacs and mice removes the need for all sensors and cameras as they're all built in - a nice, tidy easily-run solution.

Would you like to purchase the built environment too?

Described as an 'interactive playground' the Energy- Fuelling the Future gallery is an internationally acclaimed and incredibly popular gallery. As part of our interactive product offer in collaboration with leading built environment designers Casson Mann we can offer the opportunity to purchase designs of Science Museum specification interactive exhibit housing for your environment to recreate the Energy gallery's unique 'look and feel.'

The Energy gallery built environment has been designed to offer versatility for groups and individuals, to encourage intrigue, exploration and reflection. Essentially the gallery floor is our showroom, so if any aspects of the Energy- Fuelling the Future gallery could meet your needs, just get in touch.

Location:

This piece can be found on the in the 'Energy - Fuelling the Future Gallery' 2nd Floor at the Science Museum.

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