


















Images of change (slider)	NYC risk/mitigation (videos)	Impacts on society (network)	Temperature/timescales (bar chart)	Temperature/regions (map/chart)	Warming/forcings (line graph)	GH effect/Carbon cycle (animation)	Climate quiz (quiz)	Sun drives climate (globe)
CONSEQUENCES OF CLIMATE CHANGE			WARMING WORLD			HOW CLIMATE WORKS		
								
	 			 				

Screens that require more work on *interaction* (result: additional development of working prototypes for testing)

Temperature/timescales
(bar chart)

Temperature/regions
(map/chart)

Warming/forcings
(line graph)

Sun drives climate
(globe)



CONSEQUENCES OF CLIMATE CHANGE



WARMING WORLD



HOW CLIMATE WORKS



Screens that require more work on *content* (result: content development and low-tech testing)

Images of change
(slider)



NYC risk/mitigation
(videos)



Impacts on society
(network)



GH effect/Carbon cycle
(animation)



Climate quiz
(quiz)



CONSEQUENCES OF CLIMATE CHANGE



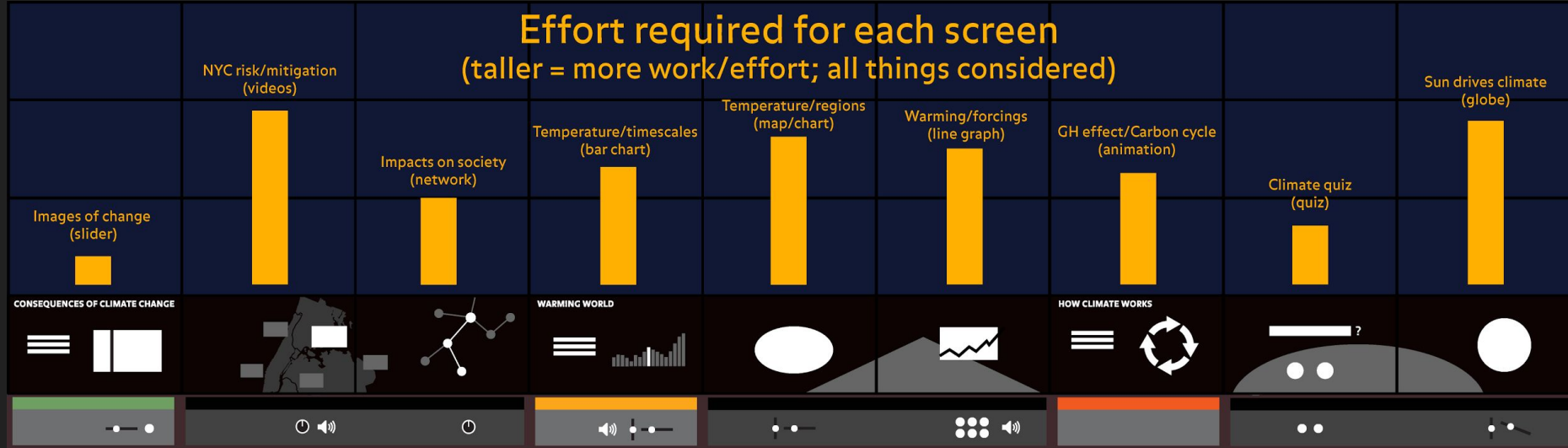
WARMING WORLD



HOW CLIMATE WORKS



Effort required for each screen (taller = more work/effort; all things considered)



Progress made for each screen
(light color = progress, dark color = remaining work)

NYC risk/mitigation
(videos)

Impacts on society
(network)

Temperature/timescales
(bar chart)

Temperature/regions
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Warming/forcings
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GH effect/Carbon cycle
(animation)

Climate quiz
(quiz)

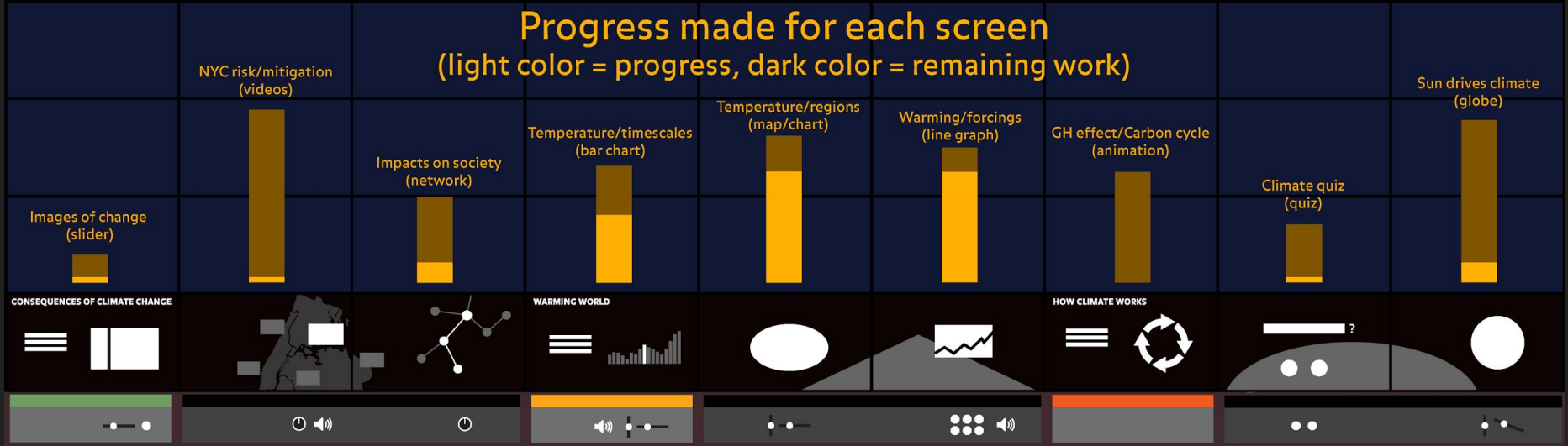
Sun drives climate
(globe)

Images of change
(slider)

CONSEQUENCES OF CLIMATE CHANGE

WARMING WORLD

HOW CLIMATE WORKS



Next steps in development (Brian's recommendation)

- Coordinate between teams to develop a design language and toolset:
 - Typography, templates for intro screen layout
 - Graphic style (charts, maps, diagrams)
 - Colors + data
 - Motion, sound, and interaction design languages
- Finalize content outline across label deck and screens
- Define content and design of screens that are least complete:
 - Sun drives climate (globe)
 - NYC risk/mitigation (video)
 - GH effect/carbon cycle (animation)
 - Temperature at different timescales (data interactive)
- Collect hardware that can be used for testing:
 - Screens, sliders, buttons, knobs, speakers

Meta screen

- Continue to develop content in parallel
- HoPE VR available for testing
- Potentially use IMAX or other large screens in museum to test content(?)

Approximate schedule

- Mid-January:
 - final specification of all media
 - development and production begins
 - prototyping/testing continues throughout as needed
 - define meta message content for launch
- Mid-February:
 - prototyping ends to focus purely on implementation (new hire to assist)
 - focused testing can continue in parallel, but should be managed by Barry/interns
 - meta message production and iteration (calibration for hardware)
- Mid-April:
 - software implementation complete
 - start installation and testing of software
- June opening