

Front 1



Inspiration

360° Videos

360° videos allow users to flexibly change the perspective in a video using a mouse or head movement, whereby the transition to virtual reality is fluid and has been favoured by technical developments and distribution on platforms such as YouTube.

Target Group: Adults, School students, Children

Timing: middle

Format: Media, Interactive

Group Size: **Effort:**

Duration: **Cost:**

Front 2



Inspiration

Augmented Reality

Augmented reality adds virtual elements to the real world, such as additional information or animations via smartphone apps, head-mounted displays or special glasses that create interactive holograms.

Target Group: Adults, School students, Children

Timing: middle

Format: Media, Interactive

Group Size: **Effort:**

Duration: **Cost:**

Front 3



Inspiration

Photo exhibition

A photo exhibition presents fascinating moments that normally escape human perception, such as natural phenomena or tiny details, and offers visitors both realistic and artistically manipulated insights into the scientific view of the world.

Target Group: Adults, School students

Timing: end

Format: Exhibition

Group Size: **Effort:**

Duration: **Cost:**

Front 4



Inspiration

Photo competition

The competitions look for the most creative approaches to the previously defined themes in various categories. The winner can be chosen by the jury or the audience.

Target Group: Adults, School students, Children

Timing: end

Format: Competition, Exhibition

Group Size: **Effort:**

Duration: **Cost:**



Inspiration

Carnival float

Participation in the carnival parade with your own float. The float can be self-built, hired or commissioned. It is important to register with the organizer in good time, have enough accompanying persons, creative costumes and, of course, candy to throw.

Target Group: Adults, School students, Children

Timing: middle

Format: Event, Presentation

Group Size: **Effort:**

Duration: **Cost:**



Inspiration

Children's Museum

Independent tinkering and experimentation as well as dialogue with other children stimulate creative learning. The children can also approach complicated topics through age-appropriate experiments and activities.

Target Group: School students, Children

Timing: end

Format: Exhibition, Interactive

Group Size: **Effort:**

Duration: **Cost:**



Inspiration

Student Laboratory

Student laboratories are so-called "extracurricular learning centres", where students can experiment and gain an insight into the work of researchers.

Target Group: School students

Timing: end

Format: Event, Dialogue

Group Size: **Effort:**

Duration: **Cost:**



Inspiration

Student Competition

School students compete against each other individually or as a class, sometimes for a particularly innovative research project, sometimes for the best possible presentation.

Target Group: School students

Timing: end

Format: Competition

Group Size: **Effort:**

Duration: **Cost:**

Front 5

Front 6

Front 7

Front 8

Back 1

Requirements: Camera equipment, editing software, planning/recording/editing videos

Notes:

Back 2

Requirements: Create AR concept, if necessary commission company to create AR content, if necessary use augmented reality software (Metaio, Layar, Aurasma etc.) for creation (as well as other video and graphics software)

Notes:

Back 3

Requirements: Concept, exhibition venue, set-up, advertising

Notes:

Back 4

Requirements: Define topic & conditions, organize room & jury, advertising, prize money/technology/catering if necessary

Notes:

Requirements: Determine theme, hire/register floats, procure camels & decorations

Notes:

Requirements: Concept, exhibition, guided tour/instruction if necessary, advertising

Notes:

Requirements: Safety standards, topic, experiments, advertising, material

Notes:

Requirements: Concept, venue, jury, evaluation, advertising (participants), catering, technology, prize money

Notes:

Back 5

Back 6

Back 7

Back 8



Front 9



Inspiration

Science Festival

Scientists from a research institution, city or a specific subject area present themselves and their work at information stands, hands-on activities, lectures and large stage shows.

Target Group: Adults, School students, Children

Timing: end

Format: Event

Group Size: **Effort:**

Duration: **Cost:**



Inspiration

Christmas Lecture

The Christmas lectures are explicitly not aimed at an academic audience, but at everyone, especially children and young people.

Target Group: School students, Children

Timing: middle

Format: Event

Group Size: **Effort:**

Duration: **Cost:**

Front10



Inspiration

Science Show

A science show is a mixture of comedy, magic and, above all, lots of science. The experiments presented are designed to inspire the audience and arouse their interest in science.

Target Group: Adults, School students, Children

Timing: end

Format: Event, Interactive

Group Size: **Effort:**

Duration: **Cost:**



Inspiration

Science Film Festival

Science film festivals offer audiences the opportunity to engage with the findings and questions of scientific research in a completely different way. At the event, several films compete against each other in different categories and the winners are ultimately chosen.

Target Group: Adults, School students

Timing: end

Format: Event, Competition

Group Size: **Effort:**

Duration: **Cost:**

Front11



Inspiration

Flashlight Tour

A guided tour of the museum after dark, which is conducted with flashlights and offers age-appropriate program items (scavenger hunt, craft corner, etc.).

Target Group: Children

Timing: middle

Format: Event, Exhibition

Group Size: **Effort:**

Duration: **Cost:**

Front12



Inspiration

Walkshop

The idea of a Walkshop is to work outside in the fresh air during a walk. However, it can also be a tour/walk indoors.

Target Group: Adults, School students

Timing: beginning

Format: Dialogue

Group Size: **Effort:**

Duration: **Cost:**

Front13



Front14

Back9



Requirements: Concept, invitations, stands (research institutions, catering etc.)

Notes:

Back10



Requirements: Venue, experiments, program, material, advertising, technology, evaluation

Notes:

Back11



Requirements: Concept (program, tour, etc.), advertising

Notes:

Back12



Requirements: Concept (theme, materials, activities, team games, tour), first aid kit, check weather conditions, organize a room for evaluation if necessary

Notes:

Requirements: Room search, select/prepare experiments, stage program, technology, advertising

Notes:

Requirements: Venue, categories, prices, moderation, catering, technology, advertising

Notes:

Back13

Back14

