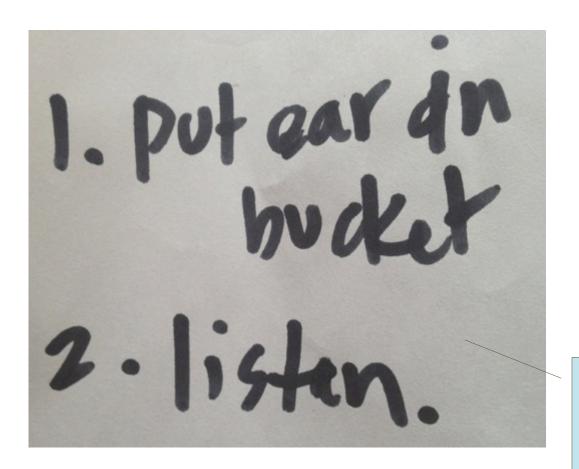
Bucket Radio: Ideas

Prepared for Science World



User Experience Design | Masters of Digital Media



SimpleText Instructions:

Create very short and direct text instructions and place them in a visible location at the station.



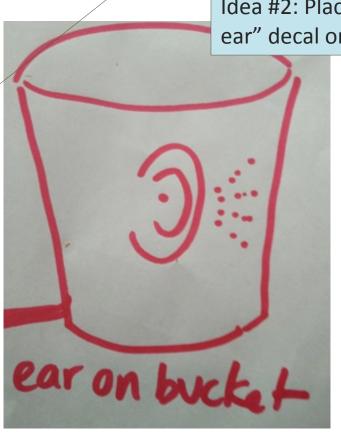
Iconography on buckets:

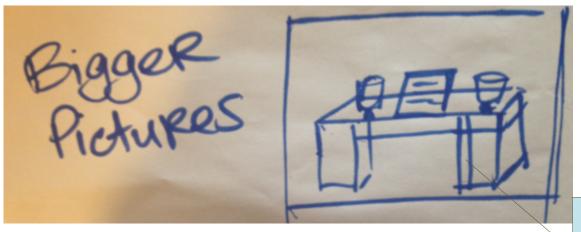
Idea #1: Make the bucket look like

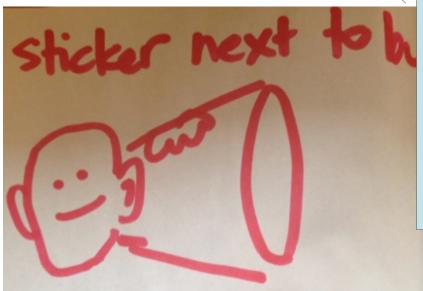
a sound icon

Idea #2: Place a large "listening

ear" decal on the bucket



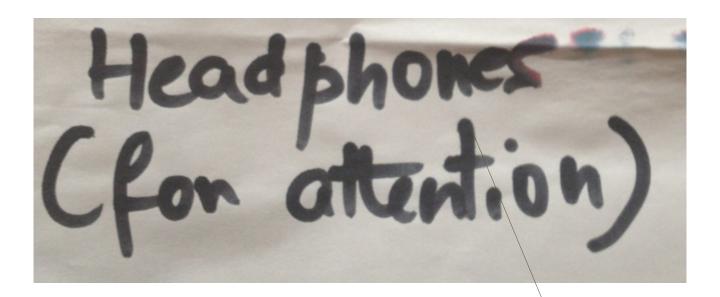




Large visual Instructions:

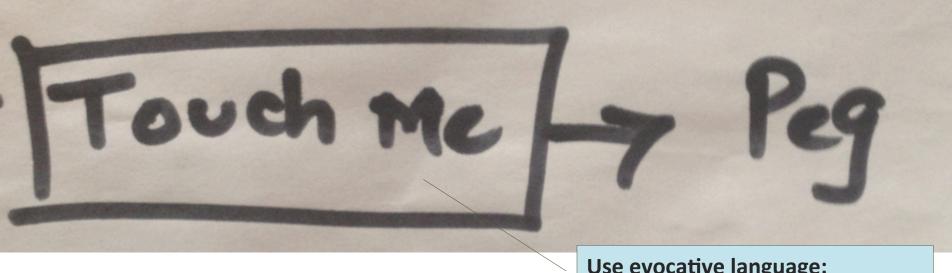
Idea #1: Vertically place a sign with large, clear diagram and short text instructions.

Idea #2: Place a large decal with a simple diagram next to the bucket. Could also place a circular "target" for the bucket to rest in once a visitor is done using it.



Relate the exhibit to a familiar object:

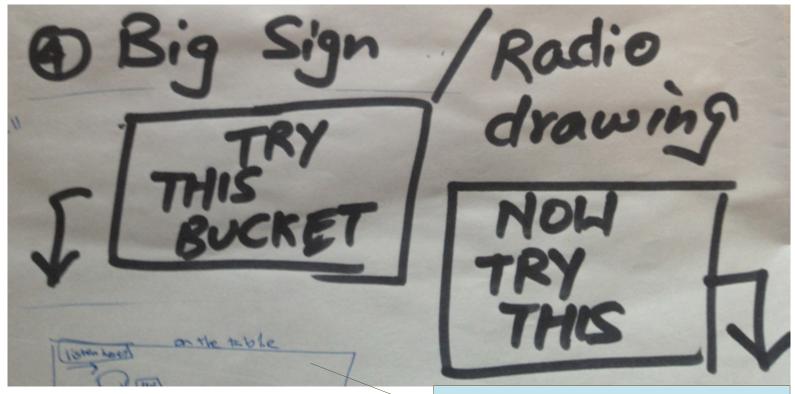
Idea #1: Place headphones adjacent to the bucket so visitors can compare/contrast the two. Idea #2: Use a headphone icon on the bucket or at exhibit signage.



Use evocative language:

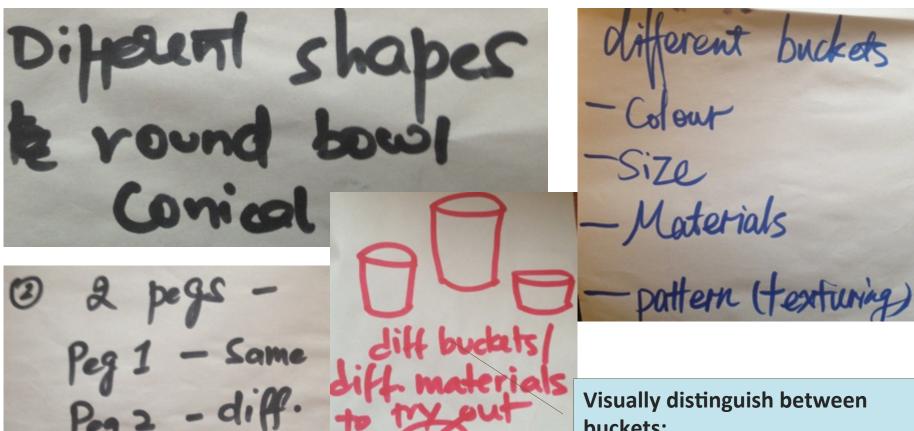
Have a large "touch me" sign next to each peg.

Have a large "listen to me" sign on each bucket.



Create large signs

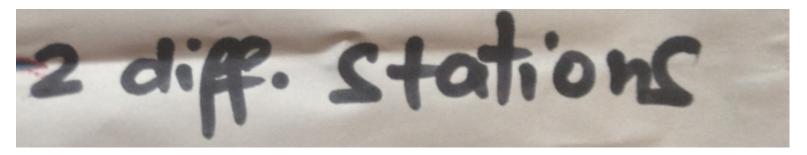
Create a wall-mounted sign with an image of a radio and break it into a two-step exhibit.

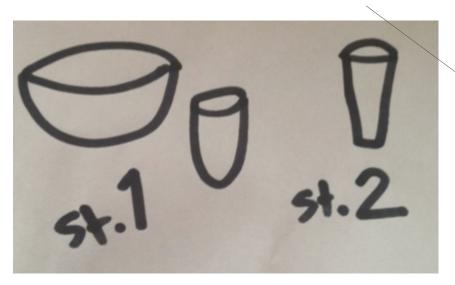


Diff. colored buckets

buckets:

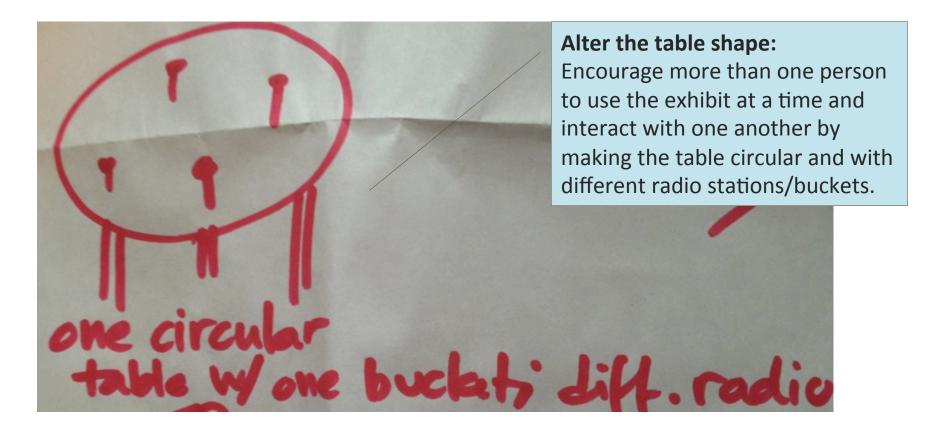
Encourage experimentation by providing different types (color, material, sizes shapes, textures) of buckets to try out and hear the differences in sound.

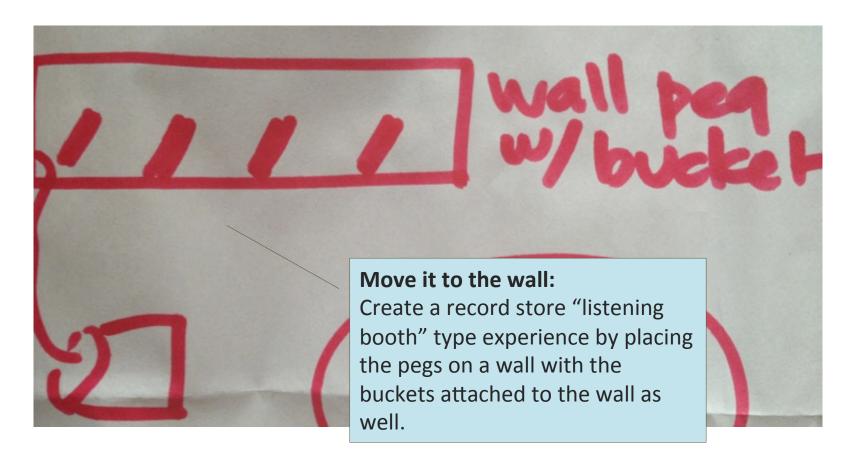




Tune into different stations:

In addition to different buckets, also provide different stations, being certain to label that each peg is playing a different station. Possibly could ask visitors to identify what type of station it is (i.e. classical, rock, etc).



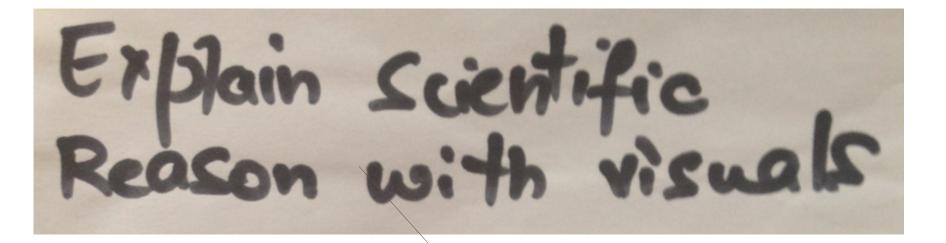




Rename the exhibit:

Change the name of the exhibit to "Magic Radio" to evoke curiosity. The bucket could be made to look like a magician's hat.

Bucket Radio - Redesign



Provide more science:

Use simple visual diagrams to show what's happening with the waves/transmission of sound and possibly relate it to how a "regular" speaker works.