

# SCIENCE MUSEUM GROUP

TOURING EXHIBITIONS  
AND CONSULTANCY  
2023



## ABOUT US

### **Touring Exhibitions**

Inspiring exhibitions from across our sites are available to hire and display at your venue. Since 2014, our exhibitions have been displayed in 39 countries.

### **We tour three types of exhibition:**

#### **Turnkey exhibitions**

We provide all the physical assets required for the exhibition, including objects, cases, set-works, audiovisual and lighting equipment.

#### **Curated collections**

We provide a collection of objects and interpretation that you can adapt into your own display.

#### **Exhibition Blueprint Packs**

We provide digital assets, including content, IP, designs, videos, interviews, programming ideas and information for sourcing objects, enabling you to produce your own tailored contemporary science exhibition.

[touring.exhibitions@sciencemuseum.ac.uk](mailto:touring.exhibitions@sciencemuseum.ac.uk)

### **Consultancy**

The Science Museum Group is pleased to offer consultancy services to museums and science centres both in the UK and internationally. Our experienced team draws from the expertise within the Group's world-leading alliance of science museums to provide a range of advice and training on many aspects of museum activity and operation. Current consultancy projects include supporting the delivery of unique interactive galleries and strategic analysis of existing organisations to pinpoint opportunities and inform future planning.

[partnerships@sciencemuseum.ac.uk](mailto:partnerships@sciencemuseum.ac.uk)

### **Virtual reality licensing**

The Flying Scotsman VR journey follows a narrative inspired by the incredible history of the famous steam engine all around the world and back again, bringing guests back to the real world but revealing a final twist: they have arrived at Edinburgh station – completing the Scotsman's most iconic route from Kings Cross to Edinburgh.

[partnerships@sciencemuseum.ac.uk](mailto:partnerships@sciencemuseum.ac.uk)

**SCIENCE  
MUSEUM  
GROUP**

**TOURING EXHIBITIONS**  
**Turnkeys**

# SCIENCE MUSEUM



## SCIENCE FICTION

VOYAGE TO THE EDGE  
OF IMAGINATION

**Science and technology's interaction with science fiction shows the power of human imagination and creativity at the heart of both.**

Science and science fiction explore the possibilities of tomorrow, today. Together, scientists and science fiction creators imagine new worlds and new futures. Both seek answers to profound 'What if?' questions, inspiring us in a common quest to probe the limits of our human imagination and potential.

## EXHIBITION VISION AND OVERVIEW

A unique and immersive experience where visitors play a vital part in this exhibition through a story-led approach. Guided by artificial intelligence of extra-terrestrial origin, visitors will board a compellingly real spaceship and explore how humans have imagined new worlds as both fiction, exploring the possibilities the future may hold, and as fact – bringing those imagined worlds into being. Visitors will travel to distant worlds and encounter authentic objects from celebrated science fiction film, television and literature – as well as iconic objects from scientific discoveries of the past, present and, perhaps, the future.

Our ambition is to embrace the diversity of science fiction traditions across the world – exploring multicultural perspectives and identities and addressing the historical imbalances in gender representation in both science and science fiction.

## FEATURES

- Three major immersive experiences set within the story
- Dramatic film content, varied opportunities for interactivity and fun social moments
- Star objects including those from celebrated franchises
- Award winning creative studio as key project partner



## CONTENT ZONES

### Exploration deck

Entering the ship, visitors will first encounter the vast and impressive Exploration Deck and explore its three sections: Engineering, Navigation and Communication. What drives us to explore the universe?

### Biolab

By examining objects and stories spread around the lab, visitors will question, explore and expand their ideas of what it means to be human, observing how science and science fiction push the boundaries of body and mind.

### Earth Library

Visitors will be confronted with some of the biggest threats to our existence in the forms of nuclear war and radioactive contamination, and ecological and climate breakdown. Visitors will see how science fiction has responded to these threats, envisioning warnings for dystopian futures but also looking for ways to mitigate the worst outcomes.

## AUDIENCES

Independent adults, families with children aged 8+

## SIZE

Minimum 1,000sqm/10,000sqft

## SCHEDULE/AVAILABILITY

Science Museum, London October 2022 – July 2023 Touring from autumn 2023 for a limited five year period

## HIRE PERIOD

4 months minimum





BBC

OPERATION→

# OUCH!



SCIENCE  
MUSEUM  
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## EXHIBITION OVERVIEW

A high-profile, entertaining, interactive, family-focused exhibition about health and the human body, in collaboration with the BBC and the Operation Ouch! brand.

Visitors will get hands-on and immersed within the world of medical science as they explore their bodies and health. Aimed specifically at children and the adults guiding them, the content of Operation Ouch! will be pitched at an accessible level with an entertaining and fun approach. Themes will be explored in digestible chunks, like those on the Operation Ouch! TV show and led by relatable hooks – often focusing on the extreme and gross – and human stories.

The exhibition will launch at the Science and Industry Museum in Manchester in July 2023.

## EXHIBITION STRUCTURE

Visitors will explore a range of digital, interactive and immersive spaces using their bodies and all their senses.

This could include sensory and physical play, role-play, constructive play, imaginative social play, and games.

There will be themed spaces based on the environments featured in Operation Ouch! on TV, including A&E, a GP office, a laboratory and the home.

The aesthetic will align with the Operation Ouch! brand. It will appeal to children in a stylish way but not appear overly childish.

The exhibition will be light on text, delivering content via interactive exhibits, graphics, animations and film. Visitors will 'meet' the presenters and find out more about them and other STEM careers in medicine.

## FEATURES

Fun interactive elements could include:

- Play the heartbeat drum which beats in time with your own heartbeat
- Explore your insides with a body mirror or body scanner
- Climb and slide through the digestive system
- Examine X-rays to find the breaks in the bones ABOUT

## OPERATION OUCH!

Operation Ouch! is a multiple BAFTA-award winning humorous British TV series on the human body. It features children in A&E and outpatients, experiments in 'the lab' and a roller-coaster of other segments including 'Brilliant Bodies', 'Mindboosters', 'Medical Marvel' and many more. Its presenters are twins Dr Chris van Tulleken and Dr Xand van Tulleken, and Dr Ronx Ikharia. The first series aired on CBBC (Children's BBC) in October 2012 and on ABC Australia in 2013. An American remake is also in development.

## TARGET AUDIENCES

This exhibition is aimed at families, mostly children-focused (ages 6–11).

## STATUS

In development – content and available experiences are still subject to change. Contact us to receive regular updates.

## FORMAT

The exhibition is offered as a touring exhibition. This means we provide all the physical assets required, including objects, cases, set-works and audiovisual content.

## SIZE

Approximately 500m<sup>2</sup>

## HIRE PERIODS

3 months minimum

## CONTACT

partnerships@sciencemuseum.ac.uk  
sciencemuseum.org.uk/touringexhibitions

# SCIENCE MUSEUM GROUP

A man and a young girl are interacting with a musical science exhibit. The exhibit consists of a grid of 12 white circular buttons, each with a red icon, mounted on a red frame. The man is on the right, leaning forward and touching one of the buttons. The girl is on the left, also touching a button. The background is a vibrant purple and pink, with a large white sphere and a red pipe visible on the right. The overall atmosphere is playful and educational.

# TURN IT UP

THE POWER OF MUSIC





## EXHIBITION OVERVIEW

This exhibition will showcase new music-making opportunities that science and technology have unlocked, and the fresh perspectives they are revealing about how music affects our bodies and minds.

Through incredible and intriguing objects, musical commissions and interactive experiences, discover how technological advancements continue to push the limits of music and to make playing music more accessible for everyone.

This riotous hands-on experience will encourage us all to feel, to remember and to reflect on what music means to us and the lives of others.

## VISITORS WILL...

Meet people with moving, memorable and inspiring relationships to music: a deaf dancer who uses technology to feel the beat, a painter with synaesthesia who sees sound and songs as colour, and many other remarkable examples.

Hear from innovative musicians and makers who build extraordinary, unfamiliar instruments to satisfy their restless creativity and express the music they hear in their heads. One of these is Sam Battle, who built his own flame-powered organ.



Discover how technology has made music-making more accessible and pushed the boundaries of what is musically possible: from the pioneering women of electronic music, to the researchers and engineers building robots and artificial intelligence (AI) algorithms capable of composing and performing new music.

Explore the ways that music's power over us is being harnessed in new and surprising ways, across many areas of our everyday life. Find out how background music in shops and restaurants can persuade us to buy certain goods or influence the way our food tastes.

Explore new technologies that can monitor our heartbeat and dispense music as medicine to manage pain and reduce stress.

Learn about the latest science research, from techniques that monitor brain wave activity to movement tracking, which helps us understand the answers to some curious questions, such as:

- How does my brain make sense of music?
- Why does listening to music make me want to dance?
- Why do I like to listen to sad music when I'm feeling blue?
- Can music really make my heart Oberheim OB-Xa synthesiser beat faster?

## EXHIBITION STRUCTURE

The exhibition is divided into two main sections:

### The music-making mind

We humans have an innate desire to make music and continually push the limits of what's musically possible.

### Mind-altering music

Science is decoding our intense relationship with music and harnessing the effects it has on our bodies and minds.

## FEATURES

**Fire organ or Pyrophone made in 1873** This musical instrument makes notes from jets of flame that are channelled through glass pipes, a little like a fire-powered church organ.

### Oberheim OB-Xa synthesiser

Used on pop hits by artists from Madonna to Queen.

### Mass display of contemporary and historic audio playback devices

From an original 1897 HMV gramophone to MP3 players, this display will encourage visitors to reflect on their earliest musical memories.

### MiMU gloves

The world's most advanced and accessible wearable instrument –

worn by musicians such as Ariana Grande, Imogen Heap and Dyskinetic – opens up new music-making possibilities.

### Haile the musical robot

Designed and programmed by engineer Gil Weinberg, Haile is a robot percussionist that can learn, improvise and compose new music through AI. Using machine learning, Haile can listen to music in real time and create an accompanying beat.

## ACTIVITIES

Visitors will be delighted to make music with their friends and family on a spectacular giant instrument, never seen before, and discover that we are all musical!

Visitors will experience a musical journey that takes their emotions on a thrilling ride. They can experiment with the latest advances in electronic music technology by making music with Duplo Lego blocks.

Visitors can guess which songs were made by a computer and find out if our response to music is indeed universal, and why.

## INTERACTIVES

Our ambition is for this exhibition to be very interactive, providing visitors with exciting activities to engage with and learn from.

- **'Make your own instrument' spinner**
- **Interactive musical sculpture**

In a specially commissioned art piece from Amigo & Amigo visitors will play with sound as never before. Bold colours and theatrical moving lighting will invite visitors to make their own music by interacting with three central instruments.



- **Timbre exhibit**

Visitors will explore why musical instruments sound different when they are playing the same note. They will be able to touch parts of a range of instruments and compare how they sound by pressing buttons.

- **Music maker**

Visitors will use blocks to make a song and experiment with pitch, tempo and timbre to make their own song.

- **AI song contest judge**

Visitors will be challenged to guess which tracks are made by AI and which by humans.

- **Musical journey**

Visitors will enter a large circular space with atmospheric lighting. They will experience an ambient orchestral soundtrack – composed and recorded by the Royal Philharmonic Orchestra, London – which encourages them to consider how the music makes them feel and why. They will experience emotions such as joy, sadness, fear and pride, feeling first-hand how music affects our bodies and minds.

- **World music quiz**

Based on research conducted at Harvard University, this interactive will explore how universal our reaction to music is. Visitors will try to guess whether tracks from around the world represent dancing, healing, soothing or love.

- **Dance copycat**

A large screen and catchy soundtrack with memorable pop songs will welcome visitors to dance along. They will see their mirror image and find out about movement research in labs.

- **Discover how music is harnessed in our everyday lives**

The final section of the exhibition will welcome visitors to explore music related to six themes: shopping, health, work, sleep, exercise and driving.

They will discover interactive set-works and exhibits where they can consider how they use music in their everyday lives and what it can do to help us.

## **LEARNING OUTCOMES**

Visitors will...

Understand more about the way that music affects our bodies and minds; be surprised by what scientific research is finding out about music and us; feel delight at the music-making instruments, technologies and experiences in the exhibition; be inspired to experiment with making music; be affected by intense musical experiences that trigger memories or emotions; reflect on how music impacts the lives of others in a range of ways.

**FORMAT** The exhibition is offered as a touring exhibition. This means we provide all the physical assets required, including objects, cases, set-works and audiovisual content.

## **SIZE**

Approximately 500m<sup>2</sup>

## **TARGET AUDIENCE**

Families with children aged 5+

## **HIRE PERIOD**

3 months minimum CONTACT  
partnerships@sciencemuseum.ac.uk  
group.sciencemuseum.org.uk/ccp



# SCIENCE MUSEUM GROUP

## TOURING EXHIBITIONS Blueprint Packs

### WHAT IS A BLUEPRINT PACK?

When putting together any temporary exhibition project, chasing the research, shaping the content, and imagining new designs for dynamic spaces are consistently the most expensive aspects to deliver, both in time and cost. Blueprint Packs (BPPs) allow you to remove these core steps, building on work that SMG has already accomplished and evaluated, providing you with those fundamental steps already in hand with a roadmap to deliver your own version of our exhibitions.

Each exhibition BPP contains SMG's content, concept, designs and research in the form of a digital package shared electronically with your organisation. This way of working allows for greater flexibility so that a local team can reproduce the exhibition and take it in new and exciting directions.

By working with local industry and scientists, you can use these exhibitions to provide a platform showcasing modern research angles and open young visitors' eyes to the endless opportunities in STEM careers.

A Blueprint Pack does not include any objects, or the collections as seen in the exhibitions when they are displayed at our museums. Content is entirely delivered in a digital format allowing a local team the flexibility to create an exhibition fully adapted to local audiences.





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# OUR FUTURE PLANET

*Our Future Planet* showcases the cutting-edge technology and nature-based solutions being developed to remove and store excess carbon dioxide – the most significant cause of climate change.

This timely contemporary science exhibition helps visitors to understand how these new technologies could work alongside the drastic cuts in greenhouse gas emissions that are essential to our future.

*Our Future Planet* is available to hire in the form of an exhibition Blueprint Pack, allowing your organisation to create a unique exhibition customised to your specific location and audience.

## TARGET AUDIENCES

Independent adults, families, students and older school groups

## SIZE AND FORMAT

Completely flexible, depending on your space and needs

## HIRE PERIOD

No minimum hire period

## FEATURES

- Digital assets including an introductory animation, plus three section overview films featuring interviews with scientists and footage of different technologies
- 'Carbon Controller' interactive which encourages visitors to think about policies and regulations relating to this technology
- Design assets including text panels and graphics
- Sample object list, contacts and sources

## CONTACT

partnerships@sciencemuseum.ac.uk  
sciencemuseum.org.uk/touringexhibitions

## EXHIBITION OVERVIEW

Complemented by digital media, Our Future Planet presents the stories of scientists and engineers developing technologies and techniques to remove carbon dioxide (CO<sub>2</sub>) from the atmosphere. Content is provided for each section, allowing your organisation to source and showcase examples of these types of technologies for your own display.

### Introduction

The first section addresses the central question of why scientists are focusing on capturing CO<sub>2</sub>, and sets these technologies in the wider context of climate change and its impacts. Visitors are reminded of the urgent need to reduce greenhouse gas emissions, highlighting that CO<sub>2</sub> removal is only part of the solution.

### Working with nature

This section of the exhibition explores the role of forests and other natural ecosystems in removing CO<sub>2</sub> from the atmosphere. Visitors are encouraged to look at these environments in a new way – as places of active scientific research.

### Direct air capture

Direct air capture technologies remove CO<sub>2</sub> from the air around them. They have been in development for years, but now these machines are starting to populate our landscapes as part of the suite of methods required to mitigate the impacts of climate change.

### Carbon capture and storage

In this section, Our Future Planet looks at technologies being developed to prevent CO<sub>2</sub> leaving factories and power plants. Visitors can also see a range of ways that captured carbon could be used and stored, from consumer products such as sunglasses and toothpaste, to building materials and large-scale underground storage.



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INJECTING

HOPE

THE RACE FOR A  
COVID-19 VACCINE

LEAD FUNDER



MAJOR FUNDER

the  
HUO FAMILY  
FOUNDATION

## **EXHIBITION OVERVIEW**

Never before have vaccines been awaited with such anxiety and expectation across the world. In the wake of the COVID-19 pandemic, the Injecting Hope exhibition sets out the scientific principles underlying the creation and efficacy of COVID vaccines, while capturing some of the behind-the-scenes work that accompanied their rapid development, production, transport and delivery.

As well as unpacking some of the background medical science, this Blueprint Pack exhibition highlights how innovative research was adapted to an urgent need and explore the sheer logistical challenges behind this global programme.

## **EXHIBITION STRUCTURE**

The exhibition is divided into six sections...

### **A new virus: the arrival of COVID-19**

The emergence and spread of COVID-19 had enormous impacts across the globe, the fallout from which will be felt for many years. But what caused this disease and why was it able to reach pandemic proportions?

### **Designing a new vaccine**

Scientists around the world began the pursuit of an effective vaccine, calling on established techniques and knowledge, learning from recent disease outbreaks and redirecting ongoing research. But why might vaccination be seen as the best way out of a pandemic and how do you go about designing a new vaccine?

### **Trials, results and approvals**

Designing and making vaccines in the laboratory was one thing, but how could we be sure they actually worked and were safe?

## **Scaling up and mass production**

Here we look at some of the processes and challenges behind scaling up vaccine production in preparation for mass roll-outs.

## **The vaccine roll-out**

Getting those vaccines out to the wider population, at speed, was a vast and complex undertaking involving coordinated networks of people and places, and defined chains of delivery between vaccine manufacturers and vaccinees' arms.

## **Living with COVID-19**

This is a virus that will not be going away, so how can we live with it and resume the lives we had before the pandemic?

## **FORMAT**

The exhibition is offered as a Blueprint Pack. This means we provide digital assets – including content, IP, designs, videos, interviews, programming ideas and information for sourcing objects – enabling you to produce your own tailored contemporary science exhibition.

## **SIZE**

Completely flexible, depending on your space and needs.

## **FEATURES**

Specially commissioned photography will show the people involved and provide a peek into the spaces where they work.

## **TARGET AUDIENCES**

Independent adults, families, students and older school groups

## **HIRE PERIODS**

No minimum hire period

## **CONTACT**

partnerships@sciencemuseum.ac.uk  
sciencemuseum.org.uk/touringexhibition  
ns



A woman wearing a black face mask and a light-colored beanie, and a young boy with dark curly hair, are looking intently at a biological specimen inside a glass display case. The specimen appears to be a cross-section of a plant or a similar organic structure. The background is dimly lit, suggesting a museum or gallery setting.

**SCIENCE  
MUSEUM  
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# **CANCER REVOLUTION**

SCIENCE, INNOVATION AND HOPE

## EXHIBITION OVERVIEW

Created by the Science Museum Group with support from expert partner Cancer Research UK, this world-first exhibition explores how, at a pivotal moment when 1 in 2 of us will be diagnosed with cancer in our lifetime, more of us than ever before are living longer and better with the disease and beyond.

*Cancer Revolution* encourages visitors to re-examine their perceptions of this illness. Powered by stories of altruism and persistence, the exhibition unfolds through the experiences of people who study, treat and live with cancer, revealing the hidden lives of researchers, clinicians and policymakers fuelling progress. The exhibition intertwines their stories with those of people with lived experiences of cancer in a powerful expression of shared hope: together we can live longer and better, with and beyond cancer.

## EXHIBITION STRUCTURE

The exhibition is divided into three sections...

### What is cancer?

Immerses visitors in the basic biology of cancer to answer their most pressing questions – what is cancer and what causes it?

### New horizons in cancer research

Celebrates a wide range of researchers and projects using new and ingenious approaches to tackle cancer.

### Facing cancer together

Steps away from the lab and brings visitors back to the real world of lived experience, consequences and hopes of living longer and better with cancer.

## LEARNING OUTCOMES

Visitors will:

- Find answers to their questions about cancer
- Understand that researching cancer evolution in action is making a real difference
- Feel more comfortable talking about cancer
- Be inspired to take action
- Feel hopeful, yet realistic



## FORMAT

The exhibition is offered as a Blueprint Pack. This means we provide digital assets – including content, IP, designs, videos, interviews, programming ideas and information for sourcing objects – enabling you to produce your own exhibition.

## SIZE

Completely flexible, depending on your space and needs

## TARGET AUDIENCES

Independent adults, families, students and older school groups

## HIRE PERIODS

No minimum hire period

## CONTACT

partnerships@sciencemuseum.ac.uk  
group.sciencemuseum.org.uk/ccp



**SCIENCE  
MUSEUM**

# **SUPERBUGS**

## THE FIGHT FOR OUR LIVES

Bacteria, tiny organisms capable of causing disease, are becoming resistant to our most powerful weapon against them: antibiotics. Humanity's overuse of these life-saving drugs in medicine and agriculture has accelerated the rapid evolution of antibiotic resistance. We are now facing an urgent global health crisis where we may no longer be able to rely on our most trusted medicines. *Superbugs* takes visitors on an eye-opening journey of discovery about this important issue and encourages a sense of global citizenship.

*Superbugs* is offered as an Exhibition Blueprint Pack containing all the designs, research and additional assets to allow you to create a unique exhibition customised to your specific location and audience. The exhibition is available now and requires no special insurance, expensive shipping or environmental controls.



## EXHIBITION OVERVIEW

**Zooming into the microscopic world** This section introduces the invisible world of bacteria, where they hunt each other down for food, share genes that code for resistance, and are hijacked by viruses. Visitors will be amazed at the power, beauty and extent of the bacterial species that coexist within the human body and gain a new appreciation of the complexities of keeping these creatures in check.

## The people making a difference right now

Antibiotic resistance affects patients' lives and motivates researchers to find innovative ways to control it. This section introduces patients with antibiotic-resistant infections, doctors and farmers caught in a system that leads to misuse of these drugs, and scientists exploring the deepest oceans and driest deserts to find bacteria and compounds that could hold the key to the next generation of antibiotics.

## Reflecting on a global perspective

Improper antibiotic use has startlingly far-reaching impacts, and there are key ethical questions surrounding antibiotic control. Bacteria live without borders, and innovation and systemic change are needed to address this problem. Case studies highlight international collaboration in tackling antibiotic resistance and encourage visitors to reflect on how this topic affects all of us and what we can do about it.



## TARGET AUDIENCES

Young adults, families with children aged 10+ and school groups

## SIZE AND FORMAT

Completely flexible, depending on your space and needs

## HIRE PERIOD

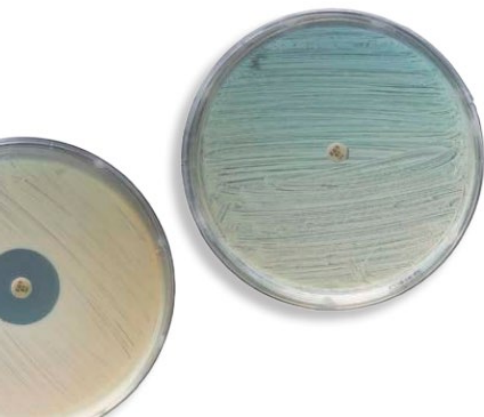
No minimum hire period

## FEATURES

- Content hierarchy explanation • Object list, contacts and sources
- Image files and design assets, including title treatments and text panels
- Specially commissioned videos with transcripts
- Event and merchandise suggestions

## CONTACT

[partnerships@sciencemuseum.ac.uk](mailto:partnerships@sciencemuseum.ac.uk)  
[sciencemuseum.org.uk/touringexhibitions](http://sciencemuseum.org.uk/touringexhibitions)





**SCIENCE  
MUSEUM**

# DRIVERLESS

## WHO IS IN CONTROL?



For decades autonomous vehicles have been heralded technology that could change the way we live our lives.

How close are we to living in a world driven by thinking machines?

From self-driving cars to autonomous flying drones and smart underwater vehicles, this exhibition explores how much of this seemingly futuristic technology already exists and

*Driverless; Who is in control?*

Highlights exciting new prototypes currently in development.

It is offered as an Exhibition Blueprint Pack, containing digital and design assets to allow you to create a unique exhibition customised to your specific location and audience. The exhibition pack does not include any physical objects, which means no special insurance, costly shipping or any particular required environmental controls.



## EXHIBITION OVERVIEW

Driverless is divided into three distinctive zones: 'Land', 'Air' and 'Water'. In each, visitors can discover different technologies that operate in these environments and their potential to transform a range of activities and industries.

### Land

In this section visitors will learn how self driving technologies could be rolled out in cities, towns and neighbourhoods to solve universal problems such as congestion and safety and logistics, and reflect on how willing they are to accept them.

### Air

Remote-controlled flying drones have been around for decades, but equipping such drones to fly autonomously represents a game-changing move. This section explores how researchers are developing drones to perform more tasks independently, from avoiding obstacles to collecting data and delivering goods.

### Water

We know more about the Moon than our deepest oceans. But now smart aquatic vehicles are helping us learn more about what lies beneath the waves. In this section visitors discover autonomous vehicles that operate in our waters already, from submarines that help scientists understand climate change, to deep-diving vessels that could map ocean floors.

### TARGET AUDIENCES

Independent adults, families, students and older school groups

### SIZE AND FORMAT

Completely flexible, depending on your space and needs

### HIRE PERIOD

No minimum hire period

### FEATURES

- Digital assets consisting of 11 videos and content for 3 interactive games, plus additional audio files and imagery
- Design assets including text panels and graphics
- Opportunity to create a 'showroom' displaying locally sourced prototypes or actual examples of autonomous vehicles
- Sample object list, contacts and sources

### CONTACT

partnerships@sciencemuseum.ac.uk  
sciencemuseum.org.uk/touringexhibitions

Front image: Science Museum Group Collection

**SCIENCE  
MUSEUM  
GROUP**

**VIRTUAL REALITY  
EXPERIENCES**

RAILWAY  
MUSEUM

# FLYING SCOTSMAN

VR EXPERIENCE



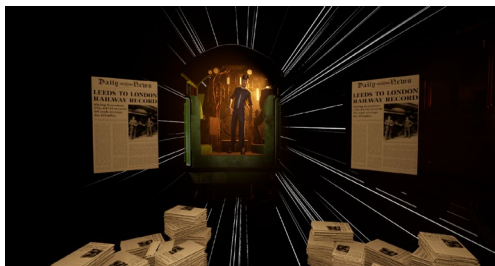




## Flying Scotsman VR Experience

To mark the occasion of the centenary of the Flying Scotsman, we have commissioned a brand new VR experience – It will allow guests to become immersed in the world of Flying Scotsman, adding a touch of magic as they step through real-world doors, onto the huge scale platform at Kings Cross Station to come face-to-face with this celebrity engine.

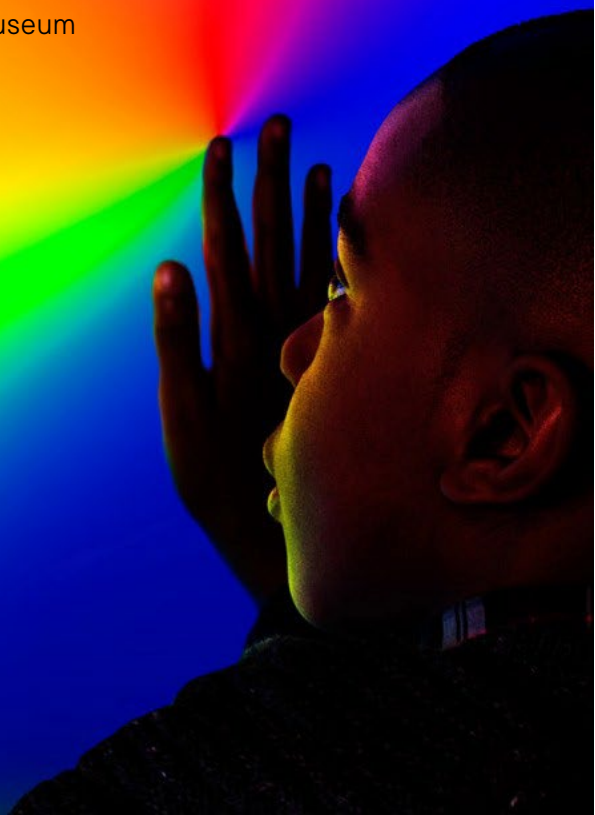
From there, the VR journey follows a narrative inspired by the incredible history of the famous steam engine all around the world and back again, bringing guests back to the real world but revealing a final twist: they have arrived at Edinburgh station – completing the Scotsman's most iconic route from Kings Cross to Edinburgh.



# SCIENCE MUSEUM GROUP

## CONSULTANCY

The Science Museum Group is pleased to offer consultancy services to museums and science centres both in the UK and internationally. Our experienced team draws from the expertise within the Group's world-leading alliance of science museums to provide advice and training on many aspects of museum activity and operation.





The services below represent a snapshot of ways in which we can support your organisation. If you have a query that is not covered by the information provided, please contact the team to discuss how we can support your opportunity.

### **INTERACTIVE GALLERY DEVELOPMENT**

The Science Museum Group has extensive experience developing unique interactive galleries that represent a significant change from the traditional museum offer. We can provide comprehensive support around:

- The delivery of gallery content and learning programmes
- The identification and development of interactive exhibits, including supporting the prototyping process
- The overall design process in relation to the visitor experience

### **STAFF TRAINING**

The Group is at the forefront of science education and building science capital in communities. Our expert team can offer widespread training for staff across various areas of museum function and operations. We can provide training in areas such as science engagement, collections care, volunteer management, visitor experience, interpretation planning, retail management and more.

### **STRATEGIC ANALYSIS**

We can support the growth of your museum by undertaking a strategic analysis of your organisation to identify opportunities and inform future planning. This is done through a review of specific areas dependent on your requirements, including museum operations, strategy, communications, content and learning programmes.

### **FESTIVALS PLANNING**

With over a decade of experience delivering successful science festivals, the Science Museum Group can support your organisation's festival planning in a range of areas including:

- Programming and logistics
- Contracts
- Staff training and development
- Networking and contacts

### **CONTACT**

[consultancy@sciencemuseum.ac.uk](mailto:consultancy@sciencemuseum.ac.uk)  
[group.sciencemuseum.org.uk/our-services/consultancy](http://group.sciencemuseum.org.uk/our-services/consultancy)

Front image © Lee Mawdsley  
 Above image © Plastiques Photography

# SCIENCE MUSEUM GROUP

Science Museum  
Exhibition Road  
London SW7 2DD  
United Kingdom

[group.sciencemuseum.org.uk/our-services](http://group.sciencemuseum.org.uk/our-services)

The Science Museum Group is the world's leading alliance of science museums, sharing our unparalleled collection spanning science, technology, engineering, mathematics and medicine with over 5 million visitors each year. The Group incorporates the Science Museum, London; National Science and Media Museum, Bradford; Science and Industry Museum, Manchester; National Railway Museum, York; and Locomotion, Shildon.

Front cover: Eric, the first British robot. Image: Science Museum Group Collection