

# Logbook task

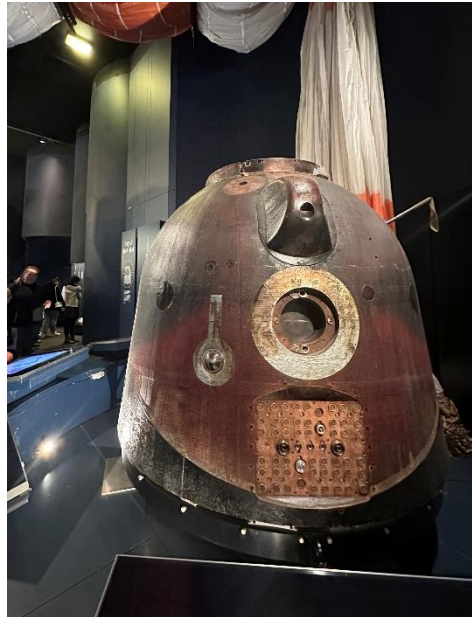
## Museum Field Trip

During my visit to the Science Museum in London, I focused on both historical artifacts and interactive installations. One highlight was the remarkable orrery—a mechanical model of the solar system featuring golden planetary spheres, concentric orbits, and intricate brass mechanisms. The craftsmanship was extraordinary, and I was fascinated by how knowledge of astronomy was visualized centuries ago. The orrery's base, decorated with sculpted horse heads and ornate figurines, gave it a monumental and symbolic feel, as though it represented not just science but human ambition and creativity.

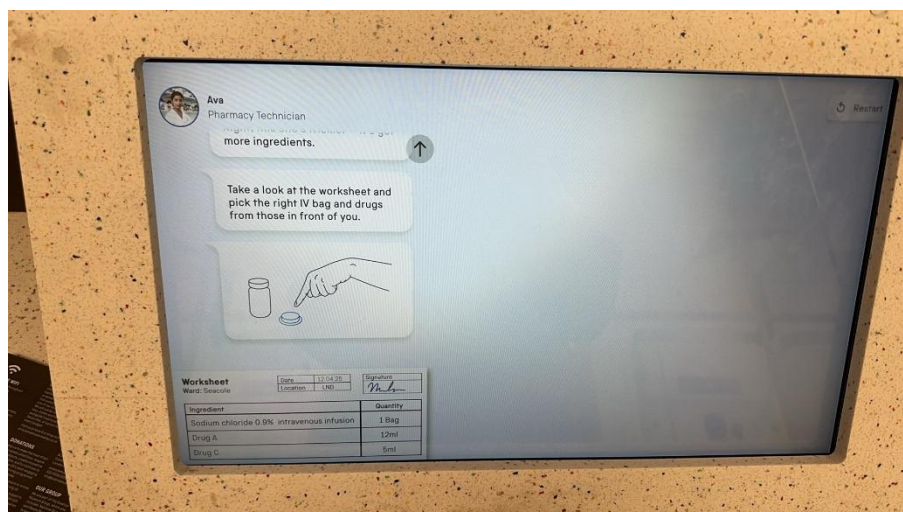


I was also drawn to a beautiful glass celestial globe supported by two Atlas-like figures. The inner mechanism moved the planets with delicate precision, and constellations were etched across the surface of the sphere. This piece had a poetic materiality, merging artistic sculpture with scientific function. It suggested a time when observation and imagination were tightly linked.

In contrast, a scorched Soyuz space capsule on display evoked a sense of danger, endurance, and awe. Its burnt surface and worn textures told a story of reentry and survival. Displayed under dim lighting with a large parachute hanging above, it was emotionally powerful—almost cinematic. This juxtaposition of polished 18th-century models with rugged modern technology gave me a deeper appreciation of humanity’s ongoing exploration of space.



Beyond static displays, I explored several interactive stations—such as a simulation where I played the role of a doctor preparing medicine, and another where I performed virtual welding. These were intuitive and fun, especially for younger audiences. I tried each one and appreciated how active participation fosters deeper understanding.



The exhibit design overall catered to a wide demographic—families, students, tourists—offering layered information through text, models, and tactile learning. As a design student, I found this inspiring. It informed my own project: a puzzle-based interactive experience in which users “repair” a small orrery to learn how it works. The museum visit helped me think about material, narrative, and audience engagement in more immersive ways