

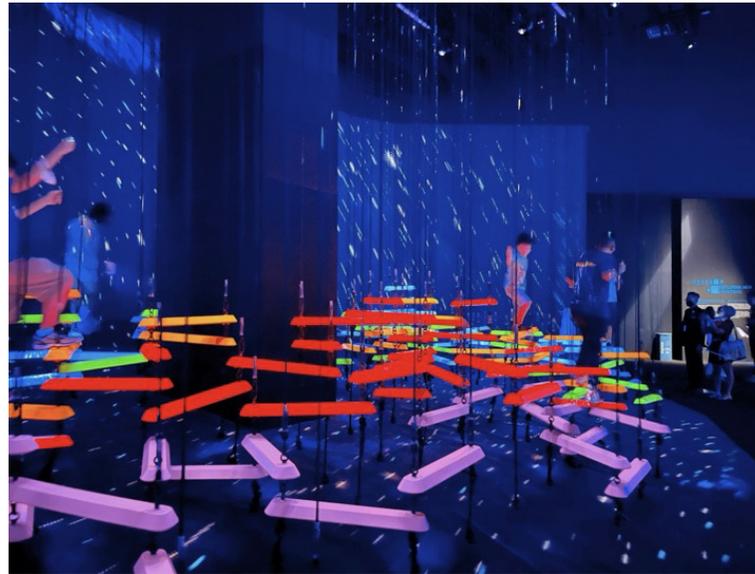
## Critical Reflection

The Science Museum in London is the world's first science museum, attracting visitors with its rich exhibits and interactive experiences. In terms of advantages, the exhibition hall covers the history of technological development, from the steam locomotives of the Industrial Revolution to modern spacecraft (such as the Apollo 10 return capsule), combined with immersive interactive designs such as the interactive experience design in the game exhibition hall. Special exhibitions like "The Science Spring Festival Gala" integrates Chinese and British cultures, presenting different exhibitions, space lectures and experiments through AR, vividly demonstrating the integration of technology and humanities. In addition, the permanent exhibition like the Steganography Science Exhibition's gait recognition technology also attracts people with novel experiences. The museum provides different interactive devices and holds academic activities to offer people various novel experiences. However, the disadvantages are that these interactive devices often break down and no one maintains them; during the exhibition, most exhibition halls and interactive devices require queuing, and there is a lack of explanations; in terms of exhibition forms, there is a lack of electronic presentation forms, resulting in many exhibits being unable to be exhibited.

In my design, I chose the Sony Ericsson mobile phone model T68 as the main body. It represents the era when mobile phones entered the era of color screens. Through this exhibit, a more appropriate way of presentation and reflection is needed. Through visiting the Science Museum, I discovered that interactive experiences are created by applying technologies such as AR, VR, and holographic imaging, like those in the Singapore Science Museum.



FIGURER ONE



FIGURER TWO

Besides, by integrating culture and technology, for instance, the Guangxi Science and Technology Museum has combined AI with traditional folk customs to launch activities such as robot dogs receiving embroidered balls and 3D printing embroidered balls, thereby enhancing the fun and cultural identity. In my design, I have devised various exhibition methods and finally opted for a holographic projection screen. This choice enables most of the exhibits to be displayed and also helps alleviate the queuing problem by optimizing the use of space.