



# Environmental Interactives

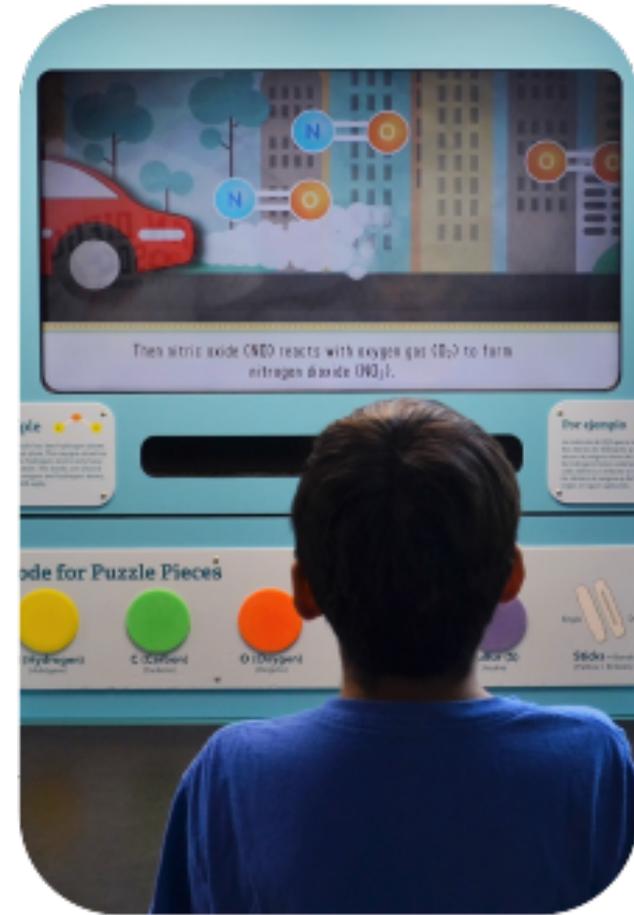
Learn about the environment through self-directed playful games



Fish School



Planet Protector



Atoms & Molecules

# Fish School



EASY CLEANING WITH ANTIBACTERIAL WIPES

Turn any space into an interactive aquarium! Fish School is an interactive digital aquarium that teaches kids about fishes' unique adaptations to their aquatic habitats.

This large touchscreen tank is multi-user friendly, and invites guests to guide 3D fish between different aquatic zones, observing how the effects of new environmental conditions play out in real-time. Fish responds directly to guests' touch and actions.

This can be a standalone exhibit or part of a larger experience.

Developed in collaboration with



DiscoveryCube

## AGES

- Children (5+) and Adults

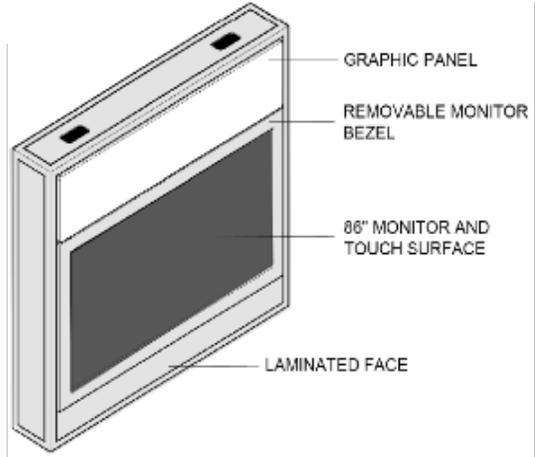
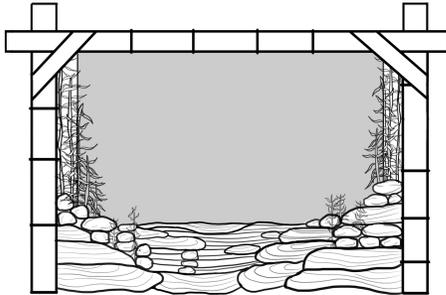
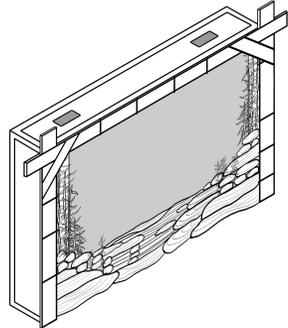
## LEARNING CONCEPTS

- Early Biology: classification, aquatic habitats, adaptations
- Cause and Effect
- Cooperative Play





## Standard Specifications

PHYSICAL UNIT	
 <p>7'4" (L) x 7" (H) x 1'2" (D)</p>	<p><b>Key Features:</b></p> <ul style="list-style-type: none"> <li>• Multi-touch, multi-user educational exhibit</li> <li>• Reading not essential for play</li> <li>• Realistic 3D fish animations and aquatic environments</li> <li>• Duration: free play</li> <li>• Designed and built in the U.S.A.</li> </ul>
	<p><b>Customization Options:</b></p> <ul style="list-style-type: none"> <li>• Custom theme, graphics and educational messaging for cabinet panels</li> <li>• Feature exhibit sponsor's logo</li> <li>• Language Localization</li> </ul>
TECHNOLOGY	
	<p><b>Components:</b></p> <ul style="list-style-type: none"> <li>(1) 86" industrial touch monitor</li> <li>(1) CPU &amp; peripherals</li> <li>(1) keyboard &amp; mouse for servicing</li> <li>(1) UPS power backup; User manual</li> </ul>
	<p><b>Installation Requirements:</b></p> <p>Attach to the facility wall, then plug and play</p>
<div style="display: flex; justify-content: space-around;"> <div style="text-align: center;">  <p>Aquarium Theme (front view)</p> </div> <div style="text-align: center;">  <p>Aquarium Theme (Isometric view)</p> </div> </div>	

# Atoms & Molecules

Chemistry. Let's face it, there are few among us who enjoyed chemistry in grade school, let alone remember it. Making it the theme for an exhibit just seems like you are setting yourself up for disappointment. Is it possible to engage kids and teach them something before they realize they are learning? Chemistry? How? Here is our recipe: Make it tactile. Use high-tech tools. Design an engaging interface. Tell a story. And lastly, make it a game.

Using air pollution as a throughline, Atoms & Molecules is a highly interactive, tactile assembly game that teaches the foundations of chemistry. After quickly learning some basic rules about atoms, kids are challenged to make a series of molecules, each one building on the last. Our tools? Custom designed "tinker toys" representing atoms and bonds, real-time computer vision keeping a watchful eye on game progress and giving hints and feedback at just the right moment, and engaging graphics, animations, and sound to guide kids (and adults!) along the way.

Developed in collaboration with  DiscoveryCube

## AGES

- Children (8+) and Adults

## LEARNING CONCEPTS

- Early Chemistry Principles
- Knowledge and understanding of chemical reactions
- Chemistry factoids
- Applied chemistry: air pollution



## Challenge: Oxygen gas

Oxygen gas ( $O_2$ ) requires a double bond and is the gas our respiratory system uses.

### Make a molecule!

Build an oxygen gas molecule on the platform in front of you.



Press the  button when you're finished!



# Atoms & Molecules

## Standard Specifications

PHYSICAL UNIT	
<p>Labels in diagram:            GRAPHIC PANEL            HOUSING FOR OVERHEAD LIGHTING AND CAMERA            32" DISPLAY            WORKSPACE            "TINKER TOY" TUB            AIR INTAKE            AV AND ELECTRICAL</p>	<p><b>Key Features:</b></p> <ul style="list-style-type: none"> <li>• Single player</li> <li>• Playful learning game</li> <li>• Custom-made atom puck and bond sticks</li> <li>• Easily cleaned surfaces and materials</li> <li>• Back-end infrastructure provides gaming analytics for education team &amp; stakeholders</li> <li>• Designed and built in the U.S.A.</li> </ul>
<p>Dimensions assembled:            4'7.5" (L) x 7'4" (H) x 2'8.5" (D)</p>	<p><b>Customization Options:</b></p> <ul style="list-style-type: none"> <li>• Custom graphic and messaging for cabinet panels</li> <li>• Feature exhibit sponsor's logo</li> <li>• Language Localization</li> <li>• Two-player kiosk</li> </ul>
TECHNOLOGY	
<p><b>Components:</b></p>	<ul style="list-style-type: none"> <li>(1) industrial monitor (32")</li> <li>(1) camera integrated into lighting panel</li> <li>(1) speaker bar</li> <li>(1) CPU &amp; peripherals</li> <li>(1) UPS power backup; User manual</li> </ul>
<p><b>Installation Requirements:</b></p>	<p>Plug and Play</p>

# Planet Protector



EASY CLEANING WITH ANTIBACTERIAL WIPES

This multiuser touchscreen game transforms a task that we're all too familiar with—tossing away rubbish—into a fun and meaningful sorting challenge.

As items float along the ocean current on the gameplay screens, players must determine which bin the rubbish belongs in before it floats away. Sorting categories include landfill, hazardous waste and recyclables. Points are gained for every item that is tossed into the correct bin and every item removed from the beach. Planet Protector is a timed challenge and players have 90 seconds to clean up the shore as quickly as possible, to earn the title "Planet Protector".

## AGES

- Children (5+) and Adults

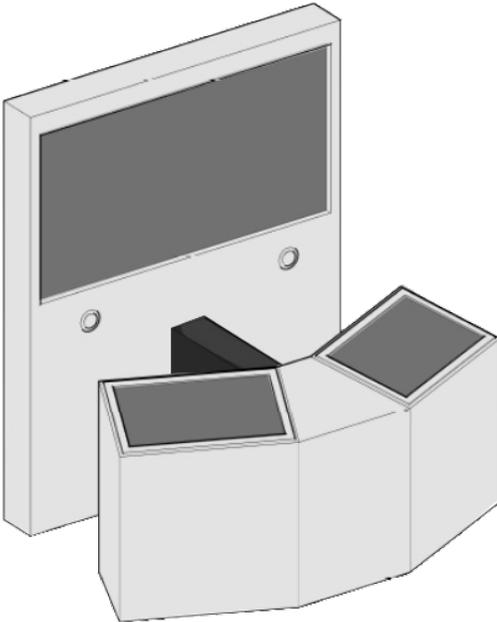
## LEARNING CONCEPTS

- Recycling and Waste Management
- Conservation & Sustainability
- Categorization





## Standard Specifications

PHYSICAL UNIT	
 <p>Dimensions assembled: 7'4" (L) x 7' (H) x 4' (D)</p>	<p><b>Key Features:</b></p> <ul style="list-style-type: none"> <li>• Single play</li> <li>• Playful learning with actionable lessons</li> <li>• Multi-touch, multi-player interactive game</li> <li>• Intuitive interface, easy to start, hard to master</li> <li>• Encourages friendly competition, interaction and replay</li> <li>• Back-end infrastructure provides gaming analytics for education team &amp; stakeholders</li> <li>• Designed and built in the U.S.A.</li> </ul>
	<p><b>Customization Options:</b></p> <ul style="list-style-type: none"> <li>• Custom graphic and messaging for cabinet panels</li> <li>• Feature exhibit sponsor's logo</li> <li>• Items can be updated to match your locale requirements.</li> <li>• Language Localization</li> </ul>
TECHNOLOGY	
<p><b>Components:</b></p>	<p>(1) industrial monitor (55");                  (2) touch displays (24");                  (2) speakers &amp; amplifiers;                  (1) CPU &amp; peripherals;                  (1) UPS backup; User Manuals</p>
<p><b>Installation Requirements:</b></p>	<p>Plug and Play</p>



# Company Profile

Beaudry Interactive is an award-winning experiential design and creative tech company based in Los Angeles. Our work spans museum exhibitions, themed entertainment, live shows, and branded experiences, all with a singular mission: provide an environment that actively engages, entertains and educates your guests.

We design and develop a wide range of interactive digital products that leverage our deep knowledge and expertise in designing innovative experiences for wide range of guests. Our success comes from utilizing our time-tested technologies, cross-discipline collaborations with our best-in-class partners in media, design and education, including subject matter experts in early learning and accessibility.



# Capabilities



Interaction Design



Research & Development



Software & Hardware Development



Library of Interactive Products



Interactive Media



Playful Learning



Producing Capabilities



Space for Prototyping and Playtesting

# Clients we've worked with





## Contact Us!

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