

ABSTRACT

CREATIVE PROJECT: *Dinosphere: A Day in the Life*

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This paper chronicles the development of a prototype for an interactive learning experience designed for the *Dinosphere* exhibit at the Children’s Museum of Indianapolis in Indiana. The experience puts museum visitors in the shoes of a paleontologist for the duration of the visit in the exhibit. It consists of three stations that each include a digital activity that works in collaboration with physical spaces within the exhibit. Participants earn badges, as their paleontology status increases to the final stage of “Expert Paleontologist.” Subsequently, a study that compared the existing *Dinosphere* experience to this new one was conducted by another master’s degree student in Ball State’s Center for Emerging Media Design and Development and reported in her thesis, “*Dinosphere: A Day in the Life - Usability and User Experience Research for Meaningful Play*” (Kitchel, 2017).