

# SCIENCE MUSEUM GROUP

TOURING EXHIBITIONS  
AND CONSULTANCY



## 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.

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

### **Virtual reality licensing**

Join astronaut Tim Peake in a thrilling high-speed spaceflight in a new virtual reality experience, created by the award-winning Alchemy VR for the Science Museum Group. The 13-minute experience runs on Samsung's Gear VR platform and gives the public a unique opportunity to experience the 360-degree 3D view from inside a Soyuz spacecraft as it makes the dangerous 400 km journey back to Earth from the International Space Station, slowing from a speed in orbit of 25,000 km/h to land safely in Kazakhstan.

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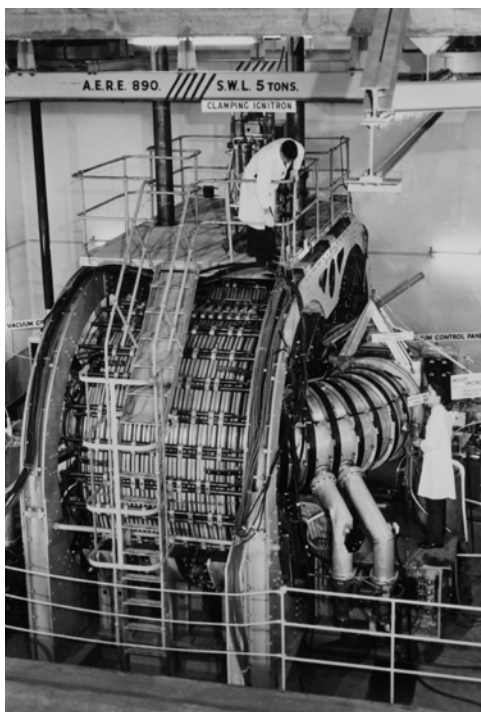


# SCIENCE MUSEUM

## THE SUN

*The Sun: Living with our Star* tells the story of humankind's ever-changing relationship with the Sun and how science and technology have altered the way we experience and use our nearest star. The exhibition ventures thousands of years into the past and brings visitors right up to the present to explore our contemporary relationship with the Sun. Each section reveals a different aspect of the Sun – motion, light, energy and disruptive power – offering an experiential encounter and showing a diversity of ways in which people around the world have understood and harnessed the Sun's power.

This turnkey exhibition fascinates and inspires visitors with immersive audiovisual installations, interesting interactives, and an array of beautiful cultural artefacts and scientific instruments. The exhibition's imaginative use of design and audiovisual elements creates an experiential must-see exhibition for adult and family audiences.



## EXHIBITION OVERVIEW

### Motion and time

Throughout history, humankind has developed timekeeping systems around the Sun's motions. The Sun's influence over the patterns of our daily lives has weakened with the invention of more precise timekeeping devices.

### Light and health

Changing medical understanding of sunlight's healing and harmful effects on the body has shaped our healthcare and our lifestyles. Sunlight treatments have been recommended for their healing powers since the early 20th century, yet overexposure to sunlight contributes to skin cancer.

### Energy and power

The Sun provides nearly all energy on Earth. For thousands of years, people have developed ways of putting the limitless energy of our star to use – capturing its heat, turning its light into electricity, and even attempting to reproduce the source of its power here on Earth.

### Sun and Earth

The Sun is dynamic, explosive and violent, and solar storms have the potential to affect our technological world, crippling communications, power grids and satellites. Upcoming space missions will bring us ever closer to understanding the mysteries of our nearest star, from the superheated corona to the Sun's effects on space weather.



## TARGET AUDIENCES

Young adults, families with children aged 8+ and school groups

## SIZE AND FORMAT

Turnkey exhibition requiring a minimum 750 m<sup>2</sup> climate-controlled indoor display space and some set-works

## HIRE PERIOD

4 months minimum

## FEATURES


- Set, lighting and coordinated sound creating five distinct environments
- Over 100 historical and contemporary objects
- 5 interactive and 3 immersive experiences
- 7 videos and 5 animations

## CONTACT

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

Front image © Kevin Johnson/  
 Science & Society Picture Library  
 Above images: Science Museum Group Collection





**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

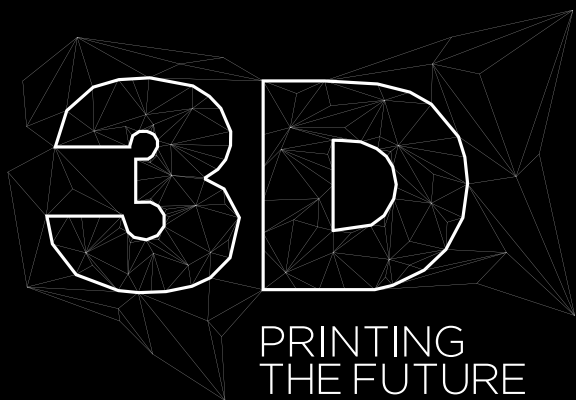
- Content hierarchy explanation
- Object list, contacts and sources
- Image files and design assets, including title treatments and text panels
- Specially commissioned videos with transcripts
- Event and merchandise suggestions

## CONTACT

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# SCIENCE MUSEUM



## PRINTING THE FUTURE



Discover how innovators use 3D printers to turn their dreams into reality. From music boxes to medical devices, almost any object can now be produced on demand. The exhibition displays an explosion of objects, revealing how 3D printers inspire creativity and ground-breaking design.

*3D: Printing the Future* 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 immediately and requires no special insurance, expensive shipping or environmental controls.



## EXHIBITION OVERVIEW

### Print it

Recent advances in 3D printing mean that more people than ever can make their ideas real. This section features four stories that introduce four distinct types of 3D printing: extrusion printing, multiple-material (jetting) printing, polymer sintering printing, and metal sintering printing.

### Perfect it

3D printing helps designers and engineers make multifunctional shaped objects that are lighter, cheaper and more sustainable than those made with traditional manufacturing methods. This section communicates how 3D printing helps scientists, architects and engineers perfect new designs for skyscrapers, aeroplane parts, satellites and Mars landers.

### Heal it

Today more medical specialists are harnessing the power of 3D printing to create custom-made implants, and future treatments might be tailor-made with biological materials, drugs and even living human cells. This section features five stories about 3D-printed medical innovation, including specially commissioned videos revealing how a 3D-printed skull section can encourage bone regrowth.

### Try it

Artists, enthusiasts and entrepreneurs all over the world are taking advantage of 3D printing to imagine and create things. 3D printing lets people affordably create individual items. Some people have even come up with innovative ways to use 3D printing to help others. This section features five stories that introduce visitors to how individuals and small companies are innovating with 3D printing.

## 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

- 18 stories with selected object files
- Object list, contacts and sources
- Design assets, including title treatments and text panels
- Specially commissioned videos with transcripts
- Event and merchandise suggestions

## CONTACT

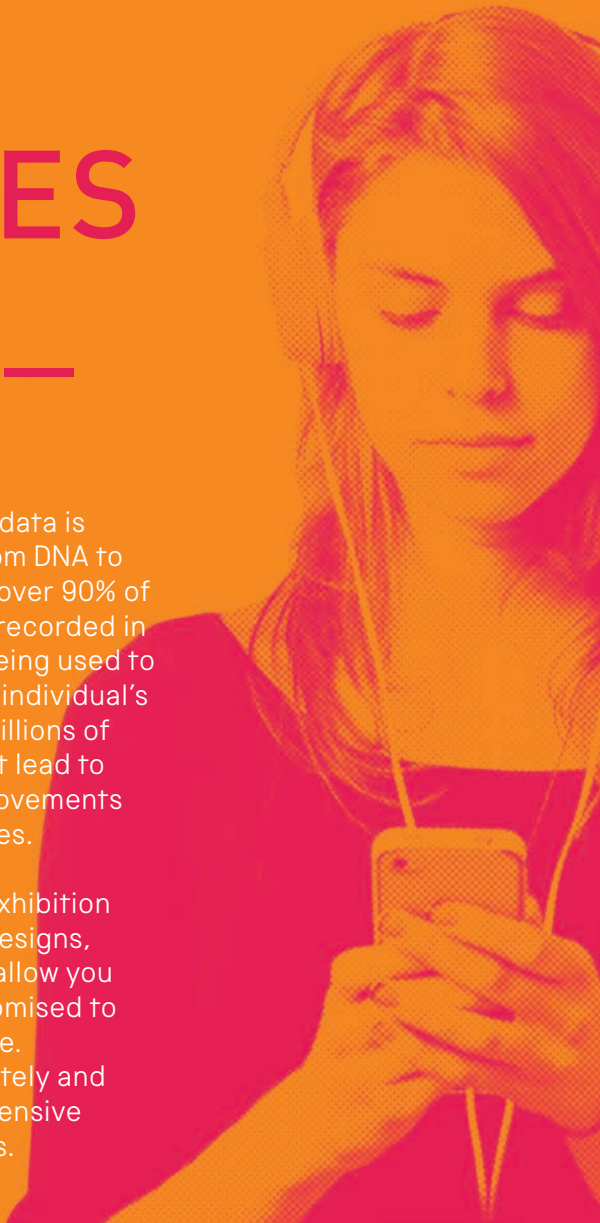
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## OUR LIVES IN DATA \_

*Our Lives in Data* explores how big data is revolutionising the way we live. From DNA to CCTV feeds to social media posts, over 90% of all available human data has been recorded in the last two years and is already being used to transform the world around us. An individual's data is combined with data from millions of other people to show patterns that lead to technological innovation and improvements in infrastructure and public services.

*Our Lives in Data* 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 immediately and requires no special insurance, expensive shipping or environmental controls.





## EXHIBITION OVERVIEW

### You in data

This section introduces the concept of big data and challenges visitors to think about how their everyday interactions contribute to a huge data-capturing system that is changing the world around them.

### Infrastructure: Transport for London

This section shows how the rhythm of the city can be seen using the data from TfL's 19 million daily journeys. It includes a bold graphic displaying travel patterns and shows how this data is being used to forecast and plan.

### Public service:

#### The 100,000 Genomes Project

This section explores how genome sequencing is revolutionising medicine and introduces cutting-edge methods, such as virtual reality and video games, employed to visualise and understand human DNA.

### Private sector: Facebook

Through a digital interactive and video debate about privacy, this section introduces how data from social media platforms can be accessed and used to draw conclusions about human preferences and relationships.

### The big data debate

Social media and data-mining have radically changed our perception of privacy and raise concerns for privacy advocates. This section presents objects that were created to embrace or reject data collection and encourages visitors to share their opinions about big data.

## 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 and sources
- Image files and design assets, including title treatments and text panels
- Specially commissioned videos with transcripts
- Event and merchandise suggestions

## CONTACT

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Above image: Science Museum Group Collection

# MUSEUM OF SCIENCE INDUSTRY

**wonder  
materials**

**Graphene &  
beyond**

Graphene is the wonder material that can be made by drawing with a pencil. It is just one atom thick, yet it is the strongest, lightest and most conductive material on Earth.

Since the world's first two-dimensional material was isolated in 2004, graphene has triggered a global surge in research into a whole new realm of two-dimensional wonder materials that have life-changing potential. This turnkey exhibition takes visitors on a journey of creative inspiration and scientific discovery using a combination of fascinating objects, interactives, photographs and film.





## TARGET AUDIENCES

Young adults, families with children aged 8+ and school groups

## SIZE AND SPACE

Turnkey exhibition requiring a minimum 500 m<sup>2</sup> indoor climate-controlled display space

## HIRE PERIOD

3 months minimum

## FEATURES

- Over 100 historical objects and atomic models
- 9 interactives
- 6 films
- 2 artistic commissions

## CONTACT

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

## EXHIBITION OVERVIEW

### Past

This section provides historical context and presents Andre Geim and Konstantin Novoselov, the Nobel Prize-winners whose playful approach to physics uncovered graphene.

### Present

This section introduces six scientists researching graphene and examines the challenges of transferring innovation from the lab to industry.

### Future

This section showcases current products incorporating graphene and encourages visitors to think about how this wonder material might change the way we live in the future.

### The Hive

This integrated learning section provides visitors with the chance for fun, hands-on exploration of concepts related to graphene and materials science.

# SCIENCE MUSEUM

# ROBOTS

## THE 500-YEAR QUEST TO MAKE MACHINES HUMAN

Art, portrait and sculpture have long been used to mirror ourselves, but so have mechanised men and women. Throughout history these wondrous machines left humans awestruck. Robots always seemed alive, and now they are becoming increasingly human, learning from mistakes and expressing emotions. By reimagining and reconstructing our bodies and minds, the creators of robots show us what amazing machines we are.

This exhibition brings together a unique collection, from automatons of the crucifixion to the latest humanoids hot out of the lab. Introduce to your visitors these astounding automatons, fabulous fifties humanoids, a talking head and your new workmate, along with uncanny robot actors. This exhibition encourages visitors to explore the past, consider the future and ponder their fears and dreams for robots and humans in the 21st century.







## EXHIBITION OVERVIEW

### Marvel (1570–1800)

Historically, people created wondrous machines that deconstructed and imitated life as a means of understanding their place in the world. With a starry sky and rich array of intricate objects, this section evokes the mystery and wonder around early automatons.

### Obey (1800–1920)

During the Industrial Revolution, the world became increasingly machine-like and human life more automated. This section's factory-like environment conveys the sense of being a small cog in a huge and impersonal industrial machine.

### Dream (1920–2009)

From the 1920s, robots were as much the province of film-makers, cartoonists, designers and artists as a central subject of science and technology. This section presents a colourful cultural explosion where visitors see the optimism of the post-war era expressed in new robotic forms.

### Build (1940–present)

Presented in a workshop-like setting, this section explores the growing field of robotics and complexities of creating humanoid robots capable of the simple tasks we take for granted, including walking and responding to external stimuli.

### Imagine (2000–)

The number of personal service robots in people's homes is predicted to rise to over 30 million in coming years. This section brings visitors face to face with some of the world's most advanced robots in a real-world setting.

## TARGET AUDIENCES

Young adults, families with children aged 8+ and school groups

## SIZE AND FORMAT

Turnkey exhibition requiring a minimum 750 m<sup>2</sup> climate-controlled indoor display space

## HIRE PERIOD

4 months minimum

## FEATURES

- Theatrical set, lighting and soundscape creating five distinct environments
- Over 100 historical and contemporary objects
- 13 working robots
- 6 audiovisual projections
- 13 videos

## CONTACT

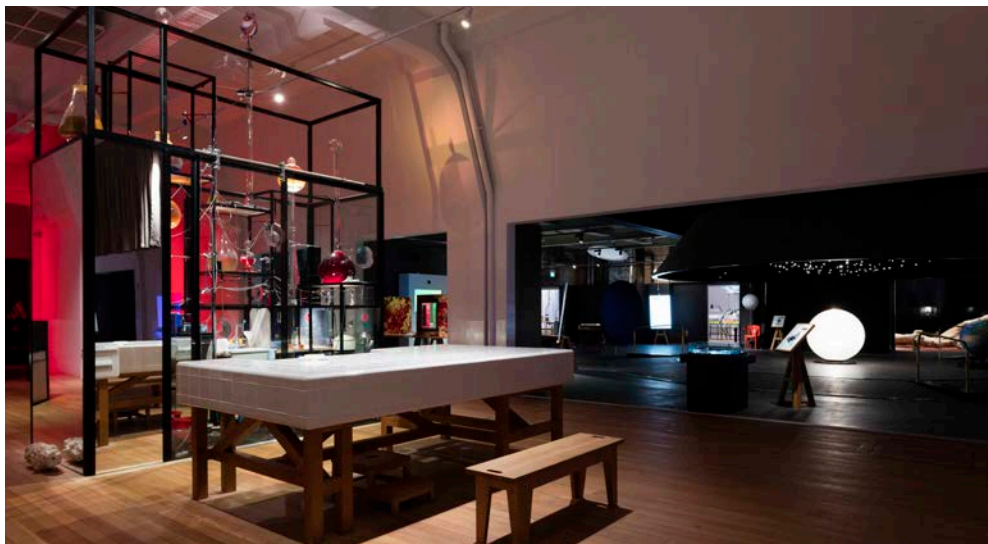
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# SCIENCE MUSEUM GROUP

## 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 offers training for staff involved in facilitating and supporting the learning function of interactive galleries, for example, training in presentation skills, resource development and evaluation techniques.

### **STRATEGIC ANALYSIS**

We can support the growth of your museum by undertaking 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)

**SCIENCE  
MUSEUM  
GROUP**

# **SPACE DESCENT VR**

NARRATED BY  
**TIM PEAKE**



Join astronaut Tim Peake in a thrilling high-speed spaceflight with a new virtual reality experience from the Science Museum Group.

Created by the award-winning Alchemy VR, Space Descent VR puts visitors inside the descent module of a Russian Soyuz spacecraft for a first-person ride previously experienced only by a handful of highly qualified astronauts. The descent is narrated by Tim Peake, the UK's first European Space Agency astronaut.



**‘It really is breathtaking – and that comes from someone who has spent an awful lot of time using VR systems while training for my first mission. Science Museum visitors are going to experience something that truly is very close to the real thing!’**

Tim Peake

## FEATURES

- A 13-minute VR experience narrated by Tim Peake
- A 90-second introductory video about operating the VR hardware
- High-resolution images to use for a marketing campaign
- Further options around the narration and language can be explored on request

## CONTACT

Mark Cutmore,  
Head of Commercial Experiences  
[mark.cutmore@sciencemuseum.ac.uk](mailto:mark.cutmore@sciencemuseum.ac.uk)

[sciencemuseum.org.uk/visitmuseum/plan\\_your\\_visit/simulators/space\\_descent\\_vr](http://sciencemuseum.org.uk/visitmuseum/plan_your_visit/simulators/space_descent_vr)

Space Descent VR gives the public a unique opportunity to experience the 360-degree 3D view from inside a Soyuz spacecraft as it makes the dangerous 400 km journey back to Earth from the International Space Station, slowing from a speed in orbit of 25,000 km/h to land safely in Kazakhstan.

Space Descent VR runs on Samsung’s Gear VR platform and is currently available in the Science Museum in London and the Museum of Science and Industry in Manchester. Soon it will travel with the Science Museum Group’s landmark acquisition of Tim Peake’s actual spacecraft – Soyuz TMA-19M – as it goes on tour in the UK.

The Science Museum Group is offering to license this exciting new virtual reality experience and provide support in the form of training and advice on implementation and operations.

Above image © Jody Kingzett



Science Museum  
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London SW7 2DD  
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[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 in London, the National Science and Media Museum in Bradford, the Museum of Science and Industry in Manchester, the National Railway Museum in York and Locomotion in Shildon.

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