

# Dream Tomorrow Today



**DREAM**

**TOMORROW**

**TODAY**





# Mission

Through play and imagination, children positively impact the future and build STEM identity to become empowered agents of change.

# Education Goals

- Recognize STEM use outside the classroom.
- Be imaginative, excited, and curious about STEM and the future.
- Practice social emotional flexibility and self-direction through STEM collaboration.
- See STEM as a tool to understand the present and influence the future.
- Feel they can be a STEM user and solve future problems.

# Target Audience

Children 5 - 12 years old and their caregivers  
Bilingual: English and Spanish

**With STEM  
I can shape  
our future!**







# Welcome to the Future Lab!

The Future Lab has recruited you to work as a STEM Thinker!

Visitors work to create a more positive future using STEM to solve challenges in this interactive experience.

Entering a tunnel visitors are transported via immersive environment from the museum to the future.

Time to choose a costume! Lab coats, hats, and more are all part of the futuristic fun. From there, they visit the interactive registration stations to begin their STEM adventure.

Next they create a STEM recruit profile! After snapping a photo and entering their name, a custom avatar is created. This avatar welcomes visitors at each screen throughout the exhibition. An RFID system tracks STEM recruit profiles and visitor progress throughout the exhibition.



# Gamification

Visitors work to help the Earth by winning Planet Powers!

The Planet Power categories:  
Health, Happiness, Nature, and Equality.

The exhibition's immersive audio changes based on the number of completed future challenges, with completed challenges resulting in more positive audio. Visitors are also shown how individual choices can impact the environment.

By scanning their RFIDs and completing challenges, visitors learn about their impact on Planet Power through the Earth character. They are encouraged to stop at all the exhibition stations, represented by colorful hourglasses.





# You're a Teenager

Here, visitors choose their answers to future challenges on interactive touchscreens. Questions like, “You get to drive now! But some car fuels are hurting the Earth. How can you use STEM to solve this challenge?”

The system tracks the answers, using the data to create a visitor's personalized STEM Identity at the end of the exhibition.

Next they encounter a simulated ball-pit “lake” magically lit from within. Visitors clean up “trash” in the lake to earn Planet Power points. The lake water appears cleaner as the trash is removed.

“Teenage” visitors can create new hang-outs, by using strands of webbing to weave connections through multiple house-like structures.







# Future Makerspace

Welcome to the Future Makerspace!

Using Visual Thinking Strategies, the Future Makerspace helps visitors determine challenges and solutions for the future. After being shown an enigma as an image they are encouraged to use it as inspiration for their own project.

Here visitors get innovative with reusable materials - cardboard tubes, felt and plastic shapes, wheels, and many more. Straightforward “making” is the name of the game as all materials are tested for easy assembling and taking apart. Using the legendary LEGO as a guide, materials seamlessly fit together.

Makerspace-themed imagery adds creative motivation to this highly interactive space.



# You're an Adult!

Here the design becomes increasingly abstract, and more futuristic challenges await! Challenges like, “Pygmy sloths are now almost extinct! They have lost their places to live because of humans cutting down trees. How can you use STEM to solve this future challenge?”

Visitors use STEM to make a meal and find future foods like the “Infinity Cake” and “Ice Cream that Never Melts” in the Grocery Store and Online Store. They can tend and pick from the Community Garden and use Nature Points to purchase foods, helping them understand the carbon footprints of various items.

The importance of composting and recycling are shared through active play, using hand-cranked conveyor belts visitors return items to their designated areas.





# City Lab

After visitors reach “adult” status, they can help plan and design their community, arranging innovative Augmented Reality (AR) tiles to build a strong enough city to survive a flood.

Interact with a future city, as AR technology puts visitors in a metropolis! They can stand next to Public Art, the University, and Playground, to name a few.

## Feedback & Relax

In this space visitors to make predictions about the future. Younger visitors can write personal predictions for themselves as teenagers and adults. Everyone can share their predictions for society as a whole.

Now it's time to relax! Enjoy a comforting space after all their hard work solving future challenges!





# Join the Future World!

As a final experience, children's avatars will join a Future World projection of all the children in the exhibition. They will be dressed based on their personalized STEM Identity that the system has been tracking.

They will be identified as two of the following:

- Innovative STEM Thinker
- Creative STEM Thinker
- Cooperative STEM Thinker
- Curious STEM Thinker

As a special takeaway, parents can scan a personalized QR code, and receive an animated GIF of their child in their STEM Identity costume. This can be shared on social media and continue to promote the exhibition.







## About The Doseum

The DoSeum is one of the leading children's museums in the nation; a place where your mind is always at play. The DoSeum offers innovative exhibits and experiences to get children excited about concepts in science, math, art, and literacy and encourages them to take the excitement into the world. Through joyful learning and discovery, The DoSeum Experience grows curious minds, connects families, and transforms communities. For more information, visit [TheDoSeum.org](http://TheDoSeum.org). The DoSeum is a 501 c3-non-profit organization

## About Flying Fish

At Flying Fish, we believe exhibitions can do more. For over a decade, we've partnered with top museums and science centers to create extraordinary experiences that showcase science, history, culture, and more. We make exceptional, authentic content accessible to communities everywhere while generating sustainable revenue for our clients. By empowering institutions to share their stories globally, we amplify their missions and expand their influence.

For Museums. By Museums.  
Explore our full range of services at  
[flyingfishexhibits.com](http://flyingfishexhibits.com)

**Dream Tomorrow Today** is a traveling exhibition produced by The DoSeum and toured internationally by Flying Fish.







# Specs

**SIZE:**

3,500 - 5,500 sq. ft. / 330 - 515 m<sup>2</sup>

**TARGET AUDIENCE:**

Families with children of ALL ages,  
school groups

**PRODUCTION TIME:**

Ten (10) working days for installation;  
seven (7) for deinstallation

**FREIGHT:**

Two (2) 53 ft. trailers

**LANGUAGES:**

Exhibition provided in English &  
Spanish

# Booking

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