

# MINDWORKS

AN ONTARIO SCIENCE CENTRE EXHIBITION

## OPEN YOUR MIND TO SCIENCE'S FINAL FRONTIER.

Through intriguing, thought-provoking bodies-on and minds-on experiences, this exhibition will spark moments of mindfulness, challenging visitors to question themselves and discover answers experientially. The goal is to launch visitors on a voyage of self-discovery where they learn more about their own minds and how they think, feel and react.

Mindworks focuses on the realm of positive psychology, cognitive psychology and social psychology, delivering both first-hand experiences and opportunities for reflection, context and understanding. Topics explored include: Decision Making, Habits, Critical Thinking, Creativity, Emotions, Influencing Behaviour, Memory, and Altered States of Consciousness.



### Features

- Available starting May 2021
- 6000 sq. ft. (557 sq. m.)
- Flexible design to accommodate many types of display areas
- Multi-station interactive exhibits
- Bilingual (English/French)

### Rental Information

- Includes a minimum of 2 staff to supervise from Ontario Science Centre
- Installation and take-down each require a maximum of 10 working days



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# KEEPING VISITORS IN THE MOMENT

The exhibits are designed to keep visitors in the moment with reflection questions that encourage them to explore their thoughts and feelings, personalizing their experiences. Distinctive thematically-focused portals allow visitors to discover content that reveals insights into their minds by exploring the accumulation of evidence from many minds. These portals offer a unique glimpse into the collective human experience.

Concentrating on the thematic areas of decision making, critical thinking and creativity, emotions, memory, and altered states, these portals include topics such as how our minds use short cuts to make fast decisions, what is consciousness, the value of negative emotions, what creative thinking feels like, personality models, group identity and unconscious dream states and more.



## **Main Entrance experience:**

Visitors begin their journey into the intricacies of their minds by choosing between three doorways to enter the exhibition. After entry, a walk-through employs questions, idioms and other triggers to encourage a visitor's inner dialogue, setting the scene for ensuing experiences.



## **Decision Making mega experience:**

The Risk-Rewarder, The Negotiator, The Marketplace Nudger and The Great Cogitator form a collection of exhibits that playfully explore different aspects of visitor decision making. This includes how they make decisions, what might influence them and why it matters.

## **Where's your Bias?**

Participants uncover their biases using a large scale, bodies-on version of a tool employed by psychologists. Topics include preferences for cats or dogs, junk food or healthy food.





## SHAPE SHIFTER

### Shape Shifter:

In this fast-paced, full-body experience, participants rev up their creativity and problem-solving skills as they contort to fit through geometric shapes. It's bodies-on critical thinking in 4D!

### Flow State activity:

Visitors explore what it feels like to be in flow – in the zone – by engaging in one of two flow-like activities. They can “Build a Song” by placing blocks of different shapes and colours on a playing surface in front of them or “Create a Painting” by moving their hands above a sensor to create paint strokes displayed on a video monitor. Both activities can create a feeling of flow – losing track of time, complete immersion in a task, a challenge that scales with skill.



### Emotions Roller Coaster mega experience:

On this figurative emotional roller coaster, participants encounter sights, sounds, smells, surfaces and situations which trigger emotions like fear, disgust, surprise, awe, etc. Their facial expressions are captured at key moments, which they later view and reflect on.

### Personality Caricature:

Participants take a personality self-assessment test. Will you learn anything new about yourself after the test? Based on the answers you provided, how would you represent yourself in caricature? Play with your face after the test to find out.



## EMOTIONS KINETIC SCULPTURE

### Emotions Kinetic Sculpture:

This artistic “Carousels of emotion” interactive is a playful way for visitors to explore and become mindful of their own feelings and emotional baggage. Strung between two worlds, emotional baggage and higher thoughts, an androgynous puppet dances marionetted by past experiences, environmental stimuli and free will.



### Memory Keepsakes and Reflection Tunnel:

Participants interact with a space full of memory capturing apparatus like photographs, videos, audio recordings, scents, and nostalgic elements related to memories.

### Suggestibility Scanner:

The exhibit that's all in your head! Participants recline in a machine which they believe triggers a scan of their mind. A series of suggestions is given, such as visitors might feel a heaviness or lightness, tingling in their fingers and legs, or hear sounds of the machine whirring. At the end, it is revealed that the machine is completely inactive, and any sensations they perceived were created by their own minds.



### Facial Pareidolia:

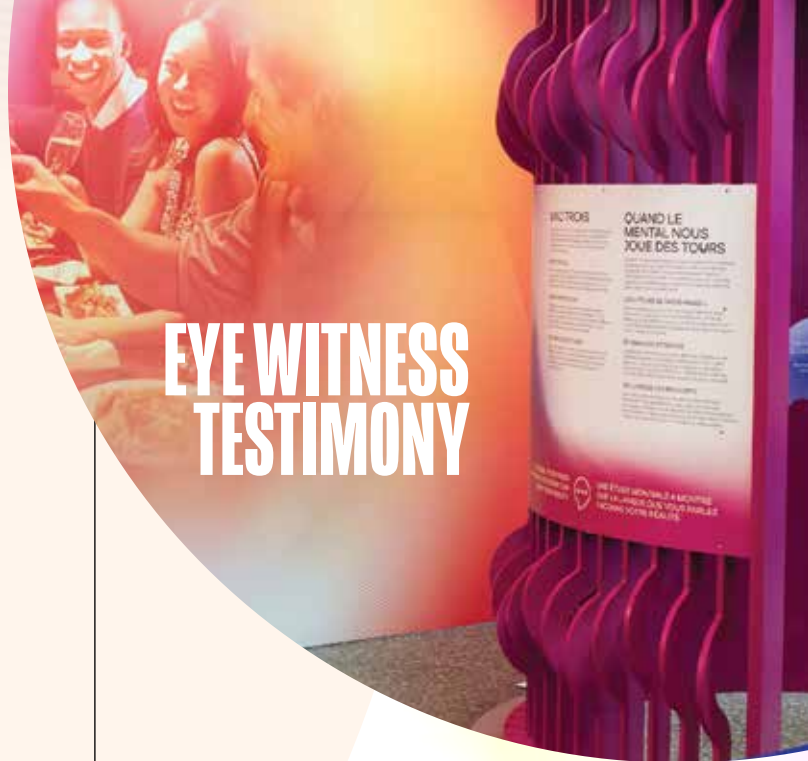
Confronted with a large-scaled picture book of inanimate objects, why do some of the images appear (to some) to have a face? As participants explore the array of images, they will delight in answering the question, "How many faces do you see?"



### Tangram Puzzles:

How fast can you assemble these geometric pieces? Experience the adrenaline rush (thrill) competing against an opponent. This is a chance to use your problem-solving skills under duress. You only have a short time before the air flow stops and your attempt to solve the puzzle falls to pieces.

For more information contact us directly or visit our website.



### Eye Witness Testimony:

Visitors participate in a simulated dining experience during which a crime unfolds before their eyes. They are asked to provide accounts of what they witnessed. How accurate are their accounts? Are they able to correctly identify the culprit?

### Dreams and Nightmares Portal:

Sleep, which happens to us individually, is not only something we all do but has an unexplained commonality that ties us all together: we dream. This experience exhibits the qualities of this universal and mysterious state of mind. Participants step into a dream-like environment and marvel at how so many of us have such similar nightmares, dreams and sleep experiences.

### Table Top Mazes:

Are you good at solving a maze? Tilt and control the angle of the table to reach the target quicker than your challenger. Can you hold your nerve and make the right decisions?:

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