



TRAVELLING EXHIBITION

THE LIMITS OF HUMANITY

A HYBRID EXHIBITION QUESTIONING
EVERY FACET OF HUMAN IDENTITY.

In the midst of the digital revolution and the development of biotechnologies, humanity is at a turning point in which ethical questions take center stage. The exhibition's inventive and humorous museography, combined with immersive and creative staging, are designed to question our own limits... and beyond!



MUSÉE
DE L'HOMME

FIRST PART

I'M AN EXCEPTIONAL ANIMAL





The introduction examines «what is specifically human» while the first part launches into the controversy of whether man is an animal like other animals. Three different types of devices invite viewers to question our so-called human exception: a contemporary hybrid work, a large audiovisual installation placing visitors at the heart of a citizen debate, and a video montage illustrating the astonishing capacities of certain animals.



SECOND PART I'M A CHAMPION



ps invente. Apparaît quelque chose comme une création. (...)
s et saute au-dessus des moutons, des records, des montagnes
ns réponses."

omething like a creation appears. (...)
sheep, records, mountains and unanswered questions."



The next part looks at the performances of the human body. Physical and mental training, creativity, and technical innovation allow athletes to surpass their former limits. A large installation, representing Dick Fosbury's high jump welcomes the public. One-way mirrors enable visitors to compare their own physique with those of the great champions, while three videos trace the invention of ground breaking techniques in sports.



THIRD PART

I'M A CYBORG





Today, technology makes it possible for almost anyone to transcend his or her body's limits via prostheses, exoskeletons, implants, connected objects, etc. A futuristic setting plunges visitors into the imaginary world of human machines and into the reality of technological innovations. A presentation of objects, images, film extracts and artists' performances illustrates the great diversity of devices associated with the "hybrid human".



FOURTH PART

I'M A MUTANT



je suis un mutant

Don ou achat de gamètes

17

1980

17

1980

1 000 €

1 000 €

42%

Diagnostic préimplantatoire

Le DPN

En 2013

160 millions

Le DPI

42%

Modification du génome

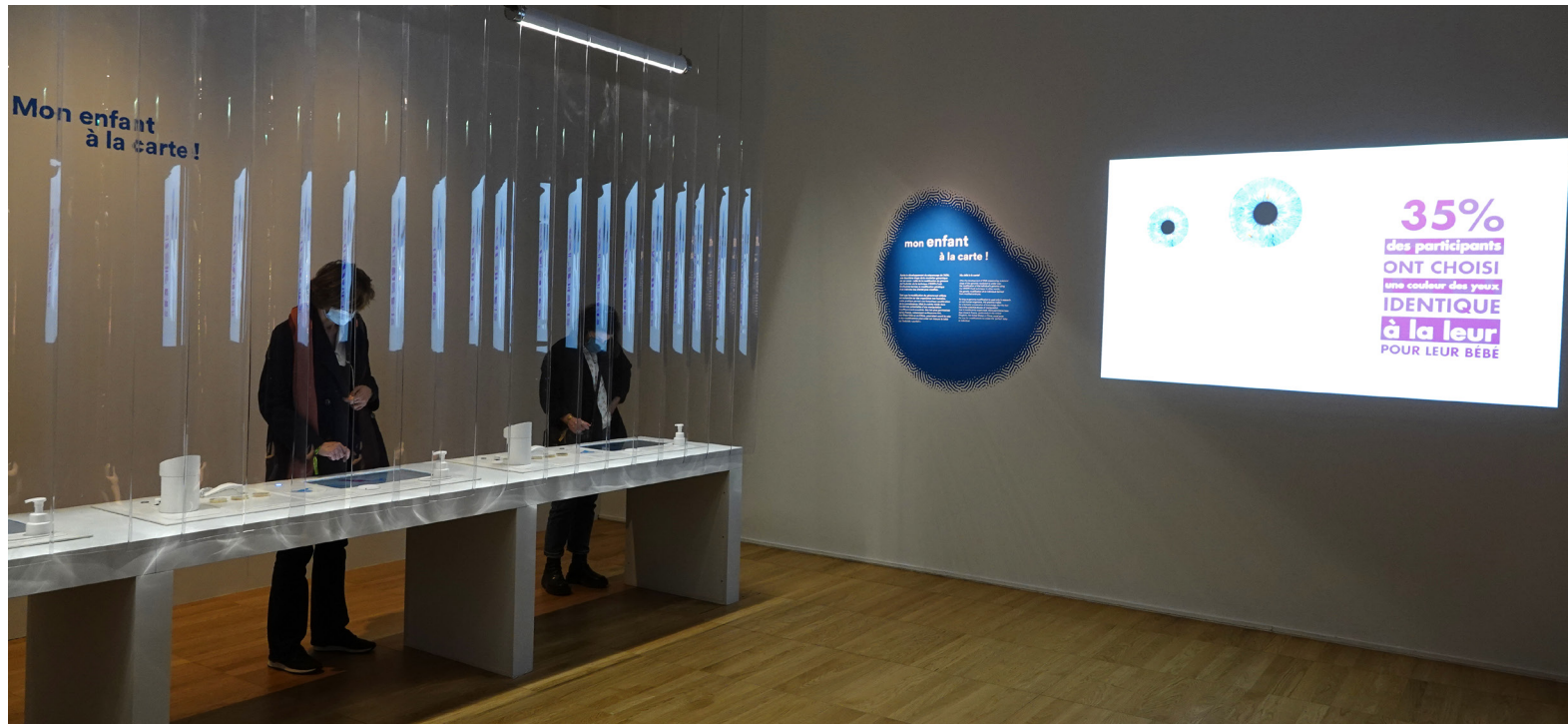
Génome humain

L'ADN

20 000 gènes

76%

Embryons sans parents



In a laboratory-like setting, visitors can take three tracks to explore biological and genetic advances, their impact on human beings and the ethical questions they raise. They include a staggering contemporary work, a game to conceive an ideal baby, and a wall of information. The latter offers, in contrast, an accurate vision of scientific, economic, and political reality.

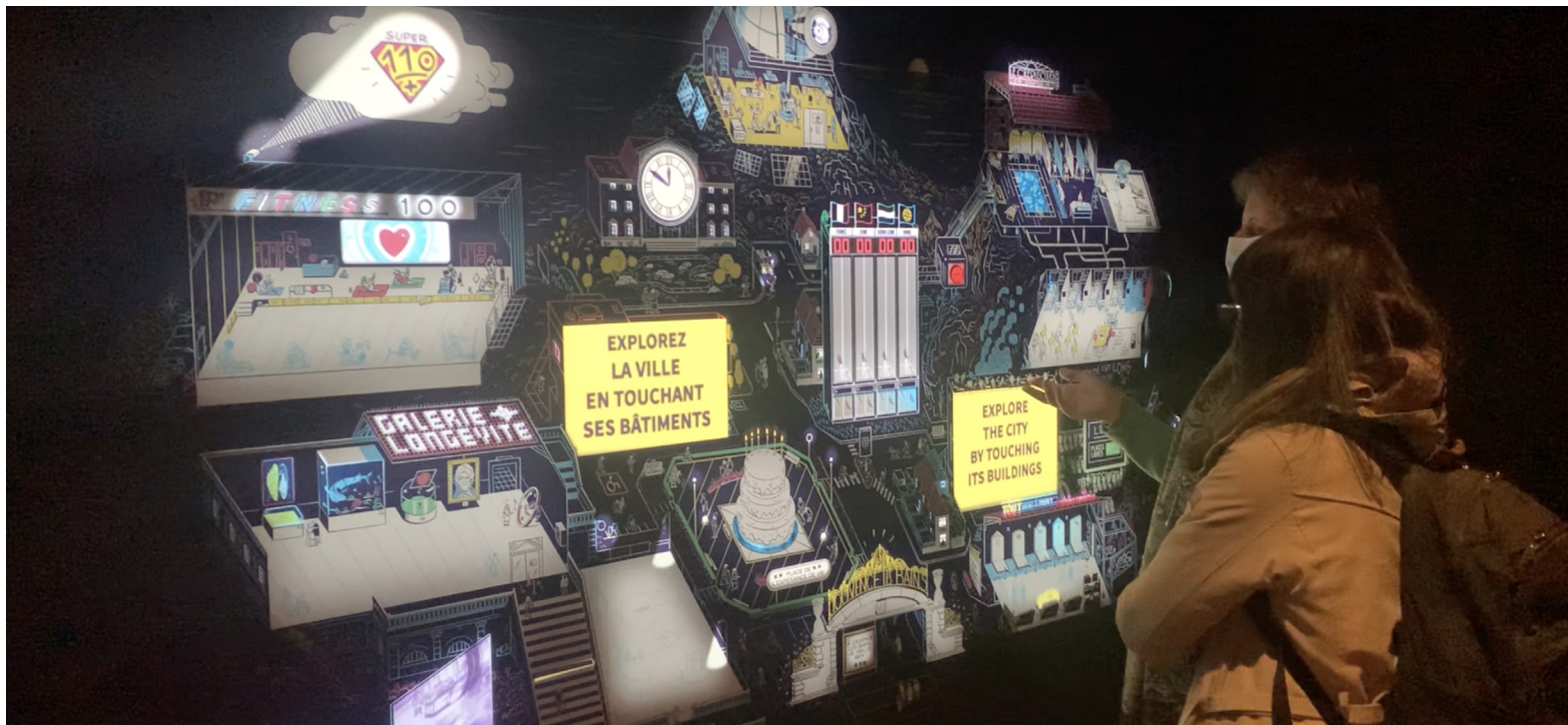


FIFTH PART

I'M IMMORTAL



vani
tout est là



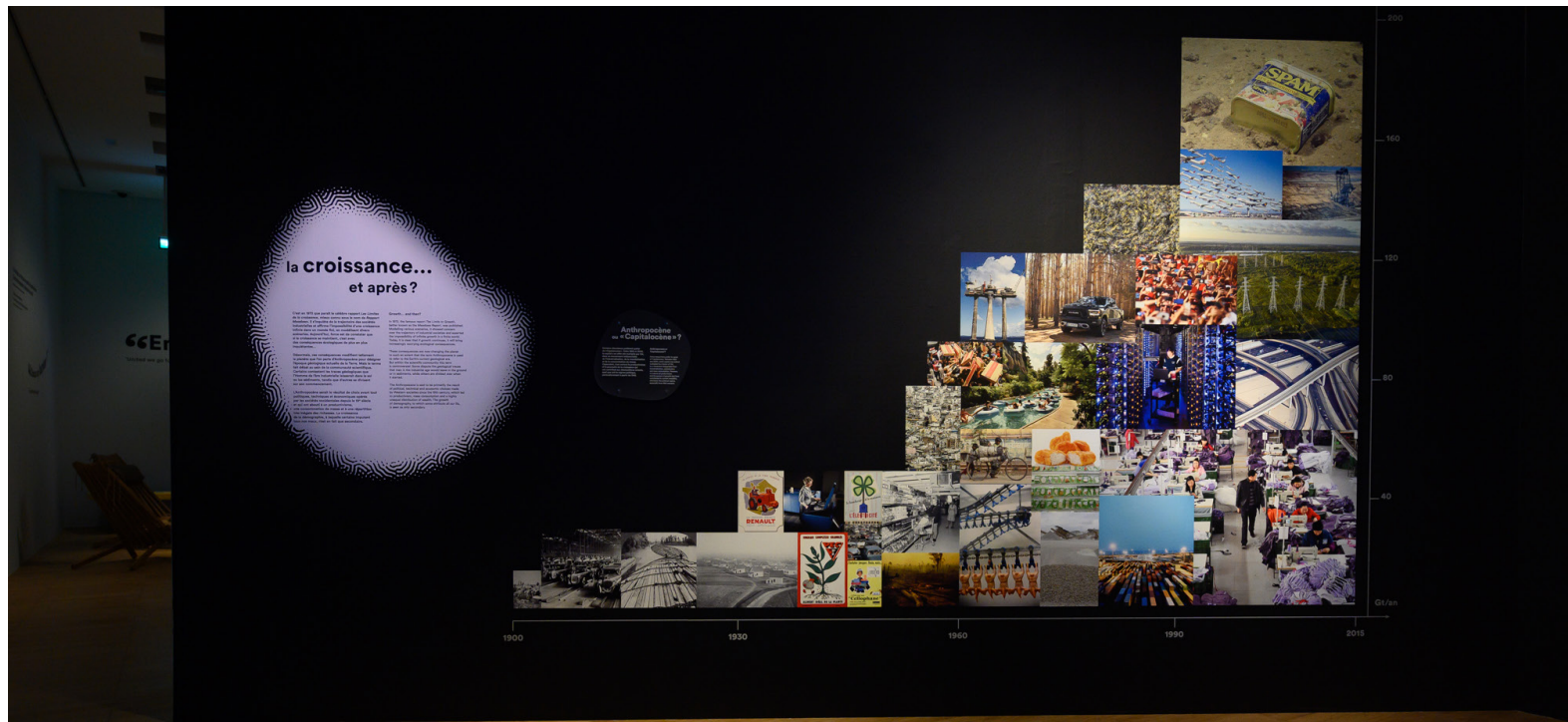
Mixing ethnographic objects, contemporary art, folk art, a large interactive wall and a comical film, the following part of the exhibition probes both humanity's historical quest for immortality, as well as one of its recent excesses: transhumanism.



SIXTH PART

WE'RE ALL GOING TO DIE!





© Luc Marie

The final part approaches humanity as a whole, rather than as the individual and lists the dangers that threaten our species. Visitors are returned to the reality of a planet in such terrible condition that its future appears uncertain. As an epilogue, surround sound stories adopt an offbeat and amusing tone to imagine the life choices of tomorrow's humans.



HOW YOU CAN HOST THE EXHIBITION ?

I. HOST A CUSTOMIZED ADAPTATION



THE CUSTOMIZED ADAPTATION

This is a scenographic or graphic adaptation of the original exhibition consisting of:

- The grant of use for the museographic and scientific concept
- Content in the form of digital files (museographic programme, texts in French and English, audiovisual and multimedia resources)
- Additional objects and devices to be handled
- Museographic assistance for project adaptation
- Mediation tools for the exhibition: educational materials and files
- Scientific and cultural programming resources around the exhibition
- Des objets muséographiques et/ou des
- Des ressources en programmation scientifique et culturelle autour de l'exposition



HOW YOU CAN HOST THE EXHIBITION ?

2. HOST THE LIGHT VERSION





LA PETITE FORME

The Light Version is a synthesis of the original exhibition in the form of 16 graphic panels. It allows you to present a high-quality support for mediation on an original theme.

It includes:

- Graphic panels in the form of digital files, ready for printing
- Mediation tools for the exhibition: educational materials and files
- Audiovisuals and multimedia for projection on your screens (optional)



TRAVELLING EXHIBITION

FURTHER INFORMATION...

www.mnhn.fr/en/travelling-exhibitions

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