

# HIRE INFORMATION



## AUDIENCE

---

*Born or Built?* is aimed primarily at ages 8 and up, with some content and experiences suitable for younger audiences. The topics and interactions vary in complexity to allow exploration by people of all ages.

## EXHIBITION OVERVIEW

---

*Born or Built?* asks questions that society will grapple with as technologies evolve and become more widespread. The exhibition is not designed to answer these questions. Instead it encourages visitors to engage with the underlying ideas and come to their own conclusions.

Technology now appears in every facet of our lives and bodies. Through a range of immersive experiences *Born or Built?* lets visitors explore these technologies, our relationships with them, and the consequences that they might have for society.

The exhibition features 20 interactive experiences, from a neural network trained to recognise facial expressions to interactive art generated by electrodes attached to visitors' bodies. Visitors will play 'push-of-war' with their minds, explore genetic manipulation technologies, program a self-driving car to deal with difficult moral scenarios and ponder whether they'd trust a robot doctor.

Exhibition objectives:

- Show the changing relationships between humans and machines
- Demonstrate humans and machines becoming more similar
- Provide opportunities to engage with relevant technologies

- Showcase cutting-edge robotics and AI
- Demonstrate modes of interaction such as facial recognition, brain-computer interfaces, body-tracking etc.
- Show that the rate of technological sophistication and its integration into our lives is high and increasing
- Show technologies that restore and even surpass our natural capabilities
- Highlight the consequences of automation such as job-displacement
- Show that we are in control of the technologies that will shape and define our future
- Pose ethical questions and highlight value judgements that should guide us in developing these technologies
- Engage visitors with robotics, AI, and human modification as both current and future technologies
- Highlight the likely future convergence of humans and robots and question the distinction between the two

Exhibition consists of:

- 8 medium hands-on experiences
- 6 interactive kiosk experiences
- 3 medium full-body experiences
- 1 large immersive experience
- 1 large artefact cabinet
- 1 large piece of set-work/digital wall

## **QUESTACON PROVIDES**

---

- Exhibition logos
- Promotional images and samples of marketing materials
- Technical support (via telephone) during Questacon business hours
- Notes for gallery staff to help support the visitor experience

## **HOST VENUE PROVIDES**

---

- Hire fee
- All return freight costs

- Insurance during travel and for static risk cover at the venue
- Operator and forklift with long tines for installation and de-installation
- Cost of one Questacon technician over ten days to lead the installation and one technician over 7 days to lead dismantling of the Exhibition
- Four local technicians over 10 days to assist in the installation and four local technicians over 7 days to assist in the dismantling of the Exhibition
- Two pallet jacks
- Basic toolkit
- Storage space for crating system and spares box

## FLOOR SPACE

---

500 m<sup>2</sup> of display space

## FLOOR LOADING

---

Hard, level floor capable of supporting 5 tonnes

## MINIMUM GALLERY HEIGHT

---

2.8 m unobstructed

## POWER

---

240 volt

## INSTALL/DEINSTALL TIME

---

Up to 10 days to install and up to 7 days to de-install the exhibition.

## MORE INFO

---

For more information about *Born or Built?* or any of our other touring exhibitions, please contact us:

+61 2 6112 9712

[exhibitions@questacon.edu.au](mailto:exhibitions@questacon.edu.au)