Module 3: Specifications

1. **What will attract visitors to enter your exhibit or approach your display?**
   a) Visitors will notice colorful, dynamic displays in the waiting area of the computer repair shop, and an installation that allows them to explore the difference between memory and storage.

2. **Once there, what will engage them in the exhibit or display?**
   a) The displays will engage the visitors by presenting analogies for computer hardware and concepts in terms that will be easier for them to understand. The installation/exhibit will allow them to manipulate 'data objects' and see how they fit in memory and in storage.

3. **What will enliven prior knowledge or experiences relevant to the exhibit or display?**
   a) The analogies will draw on what the visitors have past experience with to connect them to the concepts presented. The exhibit will reiterate experiences like 'the spinning rainbow wheel' and will help the learner to understand what this means.

4. **How will you present new information? (objects? text? Media?)**
   a) Information will be presented via text and graphics on the screens. In the exhibit, information will be presented on posters (or screens / tablet devices) that illustrate the difference between memory and storage.

5. **Will visitors have an opportunity to apply their new feelings or understanding? Draw a sketch? Make a choice? Try a solution?**
   a) Visitors will be able to apply their understanding when talking to a technician. Hopefully, the understanding they gained from the information displays will help them to make a more informed, confident decision when faced with technical questions. Visitors will be able to interact with the memory/storage exhibit and place objects of different size in 'memory', to see what happens when many applications are loaded at the same time.

6. **What will prompt visitors to think or feel and/or discuss?**
   a) The analogies presented will prompt visitors to think about computer technologies and parts in new ways.

7. **What physical interaction might stimulate thought and/or discussion?**
   a) Trying to fit various 'data objects' into memory from storage will hopefully spark thought and discussion.

8. **How will you facilitate further exploration?**
   a) By helping to increase visitors' confidence with technical concepts, visitors may be more inclined to learn even more about computer technologies on their own.