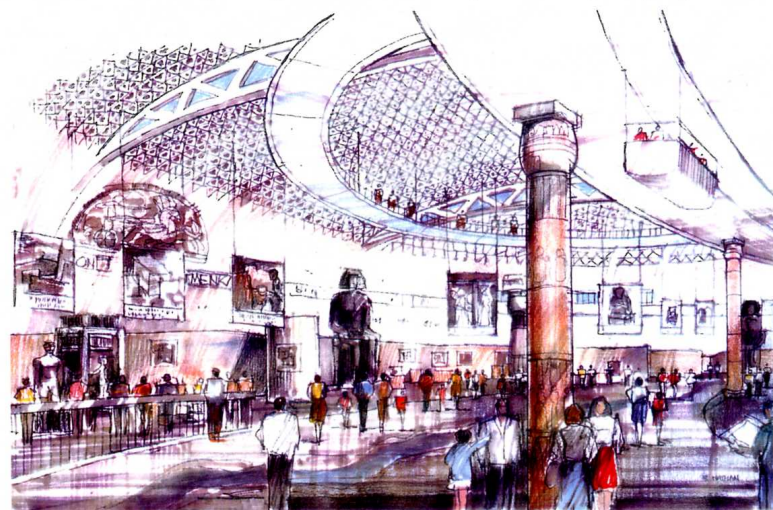




exhibit design + information architecture

informational, experiential storytelling

a monumental experience of traveling inside the Story of Egypt, following a chronological big-picture overview--from past or present and future--spontaneously studying artifacts and themes



New Kingdom gallery--with King Tutankhamon Collection entrance, central quick-study alcove with image-and-artifact displays--along the marble 'spinal' path's Nile allusion and graphic signposts--visual timeline mural orientation behind

the top half of another sheet devoted to **exhibit design**
—possibly unique among the architect entrants—

showing Egypt's **visual timeline** embedded in the far wall

a gallery's '**overview exhibit**'
—one along the spiralling walkway—
behind which complete collections await scholars and the curious

even a compact '**armchair**' overview is available to museum visitors riding in tram cars above
—the story of Egypt viewed chronologically in 30 minutes

supergraphics, posters, display screens
—using multimedia to virtual 3-D—
include virtually and explain artifacts even those in other international collections

one of our five entry display posters is devoted fully to the **virtual** experience of the museum
—again perhaps unique among the architect entrants despite its emphasis and centrality in the competition program—

including a **user interface design** for telling Egypt's **story** highlighting museum artifacts in the provided curatorial taxonomies and displaying a storyboard to aid a viewer's navigational interests

the same user interface is used for a separate application
—a worldwide **network** of Egyptian artifacts as highlighted in the competition program

—and yet again on the pocket device that visitors carry while **touring** the museum outlining the path among galleries along their chosen themes



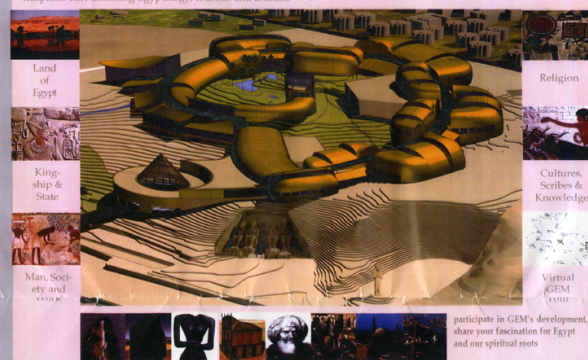
virtual museum architecture + user interface design + databasing + educational gaming

the world in GEM, GEM in the world

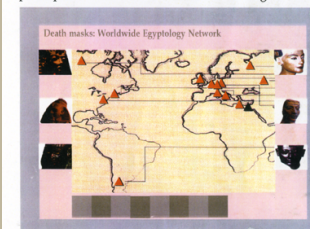
the virtual totally integrated into the physical Museum and the Museum's presence on the Web established with such visual templates as those here accessing Egyptology, tourism and artifacts

New Great Egypt Museum: hypertextual routes through exhibits

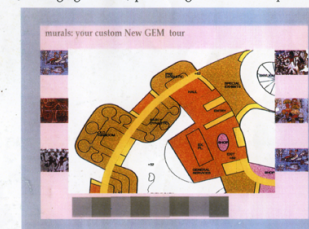
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interface screen for the Virtual GEM, establishing the Museum's cyber presence, Web information portal and community participation—also used for intranets building the New Museum, cataloging artifacts, publishing research and operations



portal to Worldwide Egyptology Network artifacts, linking museums, scholars and global participants



tablet screen of PDA wired visitors carry on their custom tour of displays, artifacts, garden and shopping

the Virtual GEM is ready for a community of participants, while managing the building program, research publishing, cataloging, conservation and commercial projects

panel E