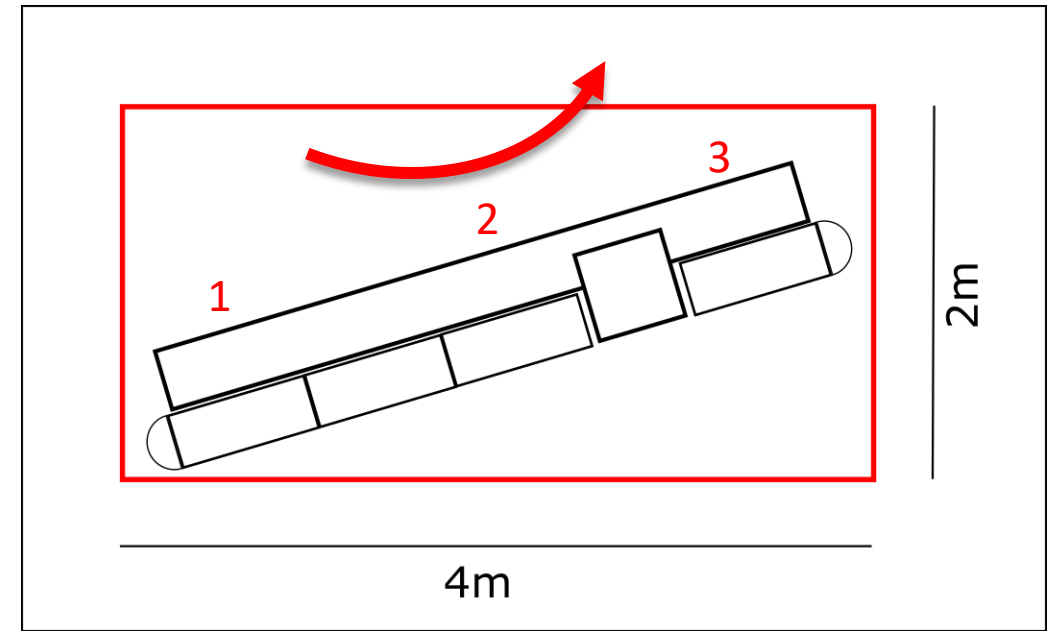
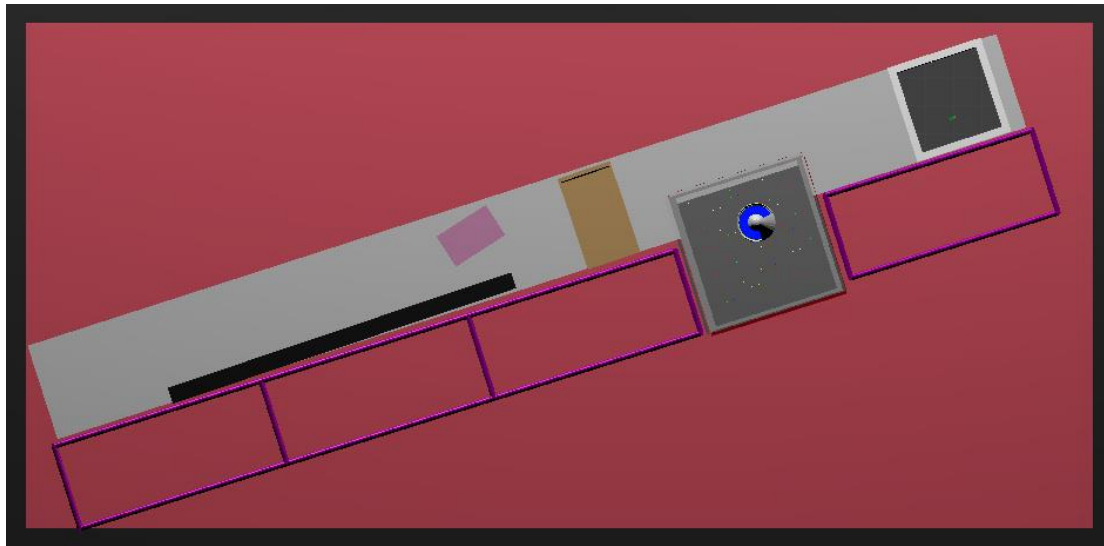


The Random Revolution



Stand Layout



Element 1 – The ubiquitous randomness. A touchscreen display with an interactive infographic explaining how random numbers are present in many different aspects of our everyday life. Lotteries, games, communications encryption, playlist shuffling... the main infographic will be web-based for hosting on QB's website also (so it can be floated around the room on tablets).

Element 2 – Randomness sources. A series of trinkets and gadgets showing different systems that can be used as sources of randomness. Lava lamps, thermal cameras, dice, radiation counters, etc... the star of the show is the large LED cube in the centre. This will host a 2-player game with prizes, as well as being used to demo different problems with poor RNG's.

Element 3 – Quantum Randomness. A display showing our latest invention which uses quantum tunneling processes to generate random numbers. Explain why quantum physics and its intrinsic uncertainty, can be the ultimate source of randomness. The USB stick in the display case will be connected to a system to print a random code that visitors can take away to enter into a prize draw for something 'big' (provided by a sponsor). There will be something to illustrate how the technology works also, TBD.

Several bits are missing from the mock-up (toys, controllers, bits of the exhibit, flyers etc.), as it's just not practical to include them.

Stand Artwork



Stand Artwork

