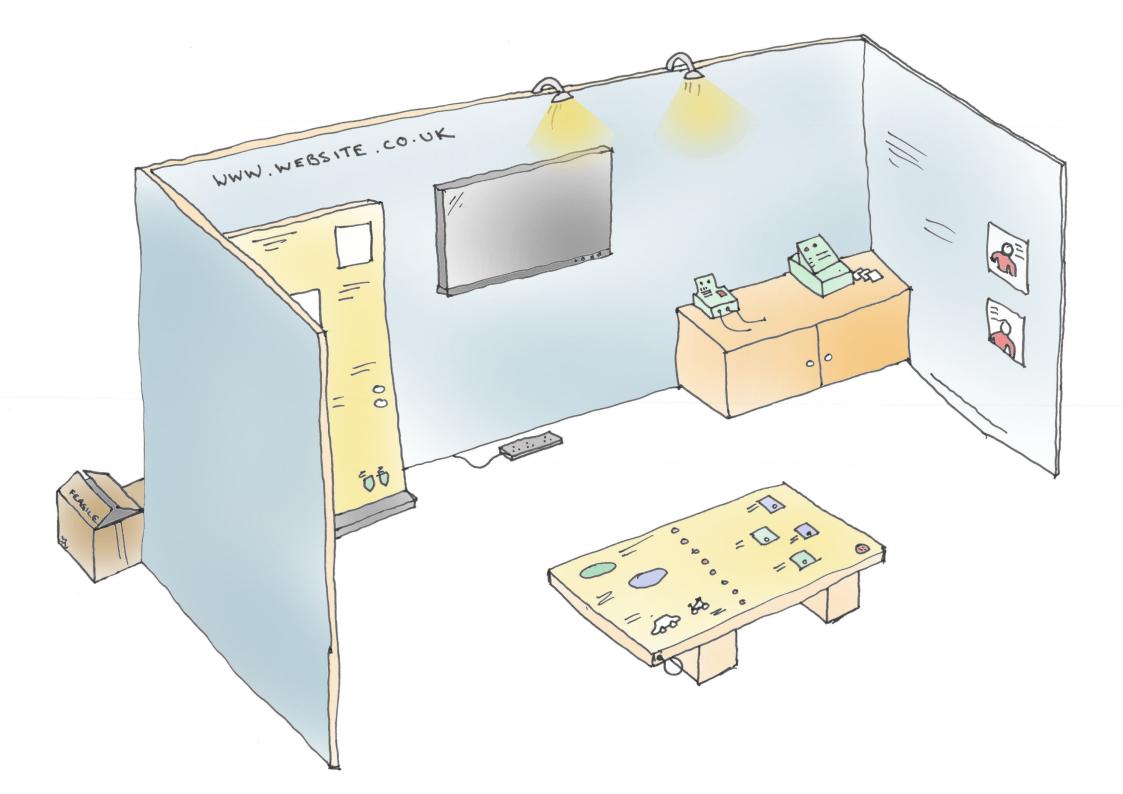
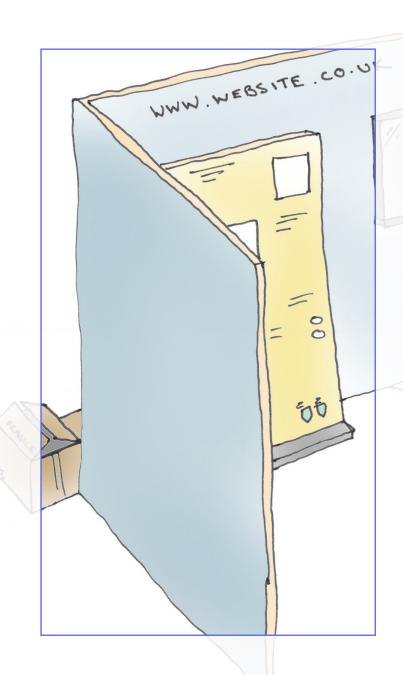
DEVELOPING YOUR EXHIBITION Kenneth Boyd

Technical Design Consultant www.kennethboyd.com

1 - YOUR DISPLAY





THE STAND

- Pop-up banners / stand (or both)
- Solid structure (timber / aluminium) + panels
- Set-dressing
- Temporary structure: trussing
- No stand

Think about:

transportation, the set-up, future use, lighting, double-sided?, changing graphics, mounting TVs and other objects, storage after the event...

GOOGLE...

"pop up display stands"



Curved 4m Pop Up Stand - Display Kit Frame + graphics

£540.00 from ExpoCart

The Curved 4m Pop Up Stand is an exhibition essential as it's ideal for disj



Roller Banners - Pop Up / Pull Up - 800 x 2000mm

£27.60 from Solopress ★★★★ (3,756)

If you want to promote a new product with a point of sale display stand,



3x3 Pop up Display Package with Graphics by exhibitionbusiness.com

£499.00 from Exhibition Business

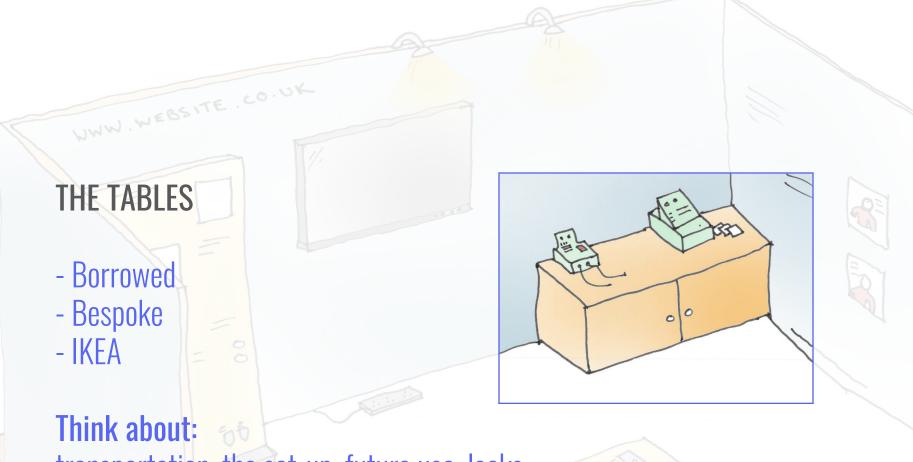
3x3 popup display stand with Graphics Level up your brand visibility with our fantastic and



Custom Pop Up

£1,393.20 from Big Print Shop

NEO Curved pop up system is a fantastic fully magnetic,



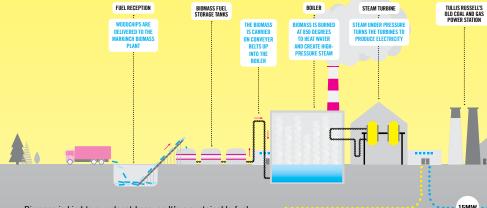
transportation, the set-up, future use, locks during the day, storing your jackets etc., cable access, heights, depth to maximise space, storage after the event...

BIOMASS

Tullis Russell is switching from generating its power from coal and gas to biomass fuel. This fuel comes from chipping down thrown away wood that's collected and burned in the new power station you can see from the T.R.E.E. Centre car park.

The new biomass plant, which can generate up to 65 megawatts (MW) of electricity, will supply all the power and steam required at Tullis Russell to make its paper. There will also be enough extra power to supply more than 47,500 homes!

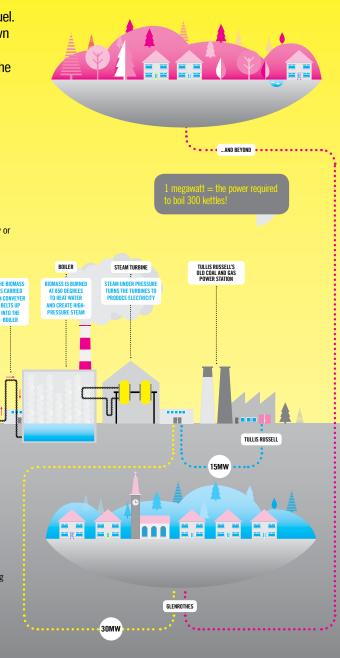
The new power station will reduce Tullis Russell's fossil-fuel carbon dioxide emissions by 72%. That's the same amount of carbon that would be produced by 13,000 homes over a year. The wood used for the biomass fuel can come from old buildings being demolished and furniture that's thrown away or it can be grown as a crop, like fast growing willow trees.

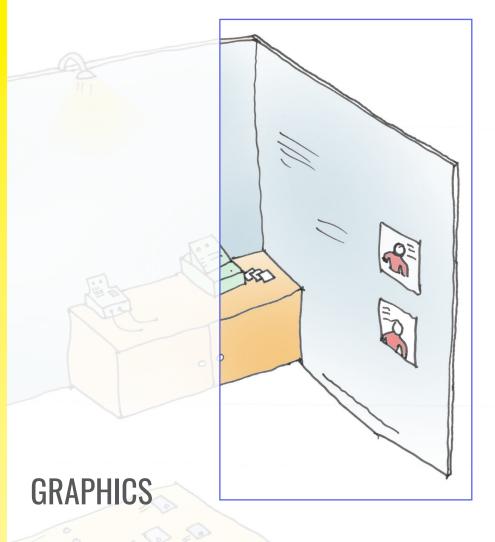


Biomass is kind to our planet because It's a sustainable fuel and produces no fossil-fuel carbon dioxide.

The waste wood if not used for biomass is often put into landfill rubbish sites. There it can decompose to produce harmful methane gas that causes more damage to the atmosphere than carbon dioxide.

The steam produced by combined heat and power plants (CHP) like this one is often used to provide additional heating to homes and businesses close to the plant. At Tullis Russell the steam is used to dry the paper it makes.





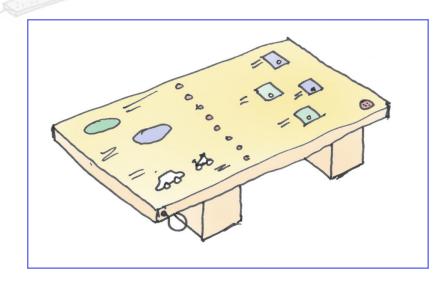
- Do you need Illustration or layout?
- In-house?
- In-Design monthly subscription...
- Make use of stock images
- Do you need a designer?





CONTENT & ACTIVITIES

- What do you actually want to show? (Not simply what 'can' you show)
- How do you make the most of your in-house team?
- What skills do you have locally?
- Can you modify off-the-shelf items?
- Prioritise your ideas
- TALK TO PEOPLE AS EARLY AS POSSIBLE AND GET ADVICE

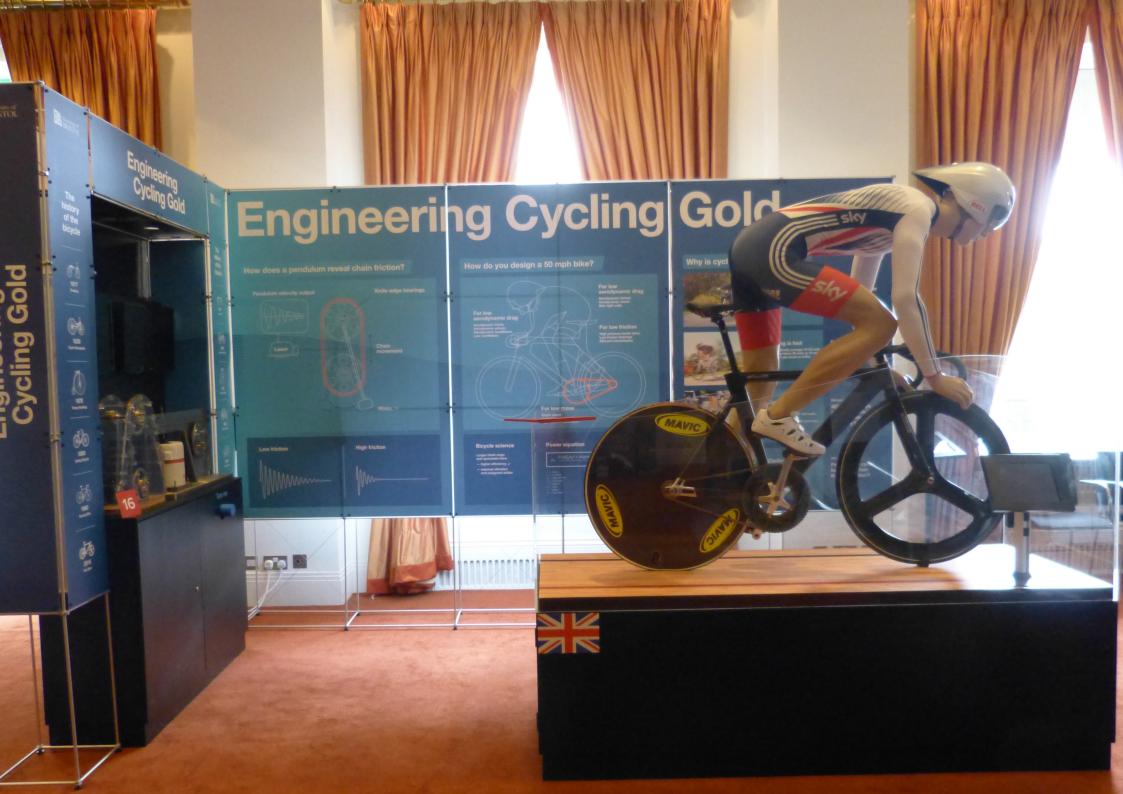


2 - SOME EXAMPLES











3 - INTERACTIVE EXHIBITS



A2 JIGSAW Simple game / puzzle known techniques

Cost: £300 - £750

Supplier: Printer

(Always make spare parts!)



MULTIMEDIA

Rasp Pi / Tablet-driven
Mainly known / Some work required
Furniture / hardware

Cost: £500 - £2k



COMPONENTS

Audio / Video players Bespoke Hardware / Electronic interfaces for your tech.

Cost: £200 - £1k



DESIGN SERVICES

Integrating services with your team
Design / digi production / elec. design /
furniture production etc.

This exhibit (Ferro): £500ish



TEAM TRAVEL

Bespoke panel-based activity Android tablet + electronics

Heavy-duty sliders: £1.5k

Cost: £6k



FOOD CHAIN

Bespoke panel-based activity
Simple activity but design challenges

Cost: £2.5k





TIPS FOR RS

- 1. SPACE keep room and surfaces on the stand to interact with visitors
- 2. REDUCE don't try to do too much you will need fewer things than you think
- 3. STYLE come up with a 'brand' you may be getting things from multiple sources...
- 4. REUSE plan for the future you have to think about that NOW
- 5. GROUPS Try to make your interactives useable by more than one person
- 6. SOFTWARE Must be as good as what you can download for free
- 7. EXCITEMENT Try to make exciting things, incorporating new tech if possible
- 8. BUDGET know your budget tell your suppliers don't waste time

PLANNING INTERACTIVES FOR RS

1. THE IDEA

- Put yourself as the user does it do what you want?
- Is it a good idea or is it just 'an' idea on your topic?
- Does the interaction help this exhibit is it actually interactive?
- Would someone remember / feel something or be inspired by using this?
- Ask everyone you know what interests 'normal' people?
- 2. FOCUS Keep the activities to the point, as simple as poss. and intuitive to use
- 3. TEST test your ideas on other people do they do / see / ask what you expected?
- 5. IPADS Kids are often impressed more by handles, levers and things they can move but...
- 6. FORM Mechanical things are usually harder to make / maintain. They MUST be tough

MAKING INTERACTIVES FOR RS

- 1. ADVICE speak to people that have done this before
- 2. TEAM how best to use your in-house team?
- 3. REUSE don't reinvent the wheel. Everyone likes writing their own Rasp Pi project!
- 4. HACK hack exisiting things to save you designing from scratch
- 5. TIME if budget is tight, give yourself as much time as possible. Every day counts
- 6. BETTER Make everything one notch better / bigger / stronger than you have in mind
- 7. CONTINGENCY Have some!

