

# Case Study: A Custom, Interactive Animated, Movement-Driven Exhibit

**Client:** Santa Maria Valley Discovery Museum (located central coast California)

**Objective:** To stimulate mind and body by creating an interactive learning opportunity for visitors by providing physical activity in conjunction with scientific information about the hazards and geological contributions of the La Brea Tar Pits.

**Description:** The interactive, animated, movement-driven experience, "Trouble in the Tar Pits" will be part of a new tar pit exhibit in the museum.

The objective of this application is to teach visitors about the dangers tar pits posed to animals who roamed the Los Angeles Basin. In this game the user takes on the role of Leander, an extinct American lion, whose mission is to traverse the Southern California landscape collecting food. Along the way Leander encounters several tar pits that he must either jump across or walk through. The temperature of the tar dictates whether the player will get stuck in the tar should he attempt to cross it. Running and stomping on the interactive mat makes Leander run, leap and attack.

Playing "Trouble in the Tar Pit"



Game installed at the Santa Maria Valley Discovery Museum

"Our goal was to connect and stimulate learning using play to disguise research of the tar pits. We have given personality and life through skillful animation technique and inspired visitors to expend their own energy to 'save Leander.' There's life and death drama in this creation!!!! "

- Cindy Ransick,  
Director Santa Maria Valley Discovery Museum



Screen Shot from "Trouble in the Tar Pit"



Mat Design