

Vitensenteret

# “Drivhuseffekten”

2016

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# PÅ TUR TIL VITENSENTERET



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# MØTE MED PRODUKTEIER

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**FOKUS:**  
**DRIVHUSEFFEKTEN**

**OG LÆRING**

**ATMOSFÆRENS  
OPPBYGGING**



Konsekvens

Problemstilling:

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# GREENHOUSE EFFECT

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"How can museum audiences learn what this is and gain some experiences related to the phenomenon?"



Research om  
Drivhuseffekten



## Research rundt læringsmetoder

- Samarbeid
- Utforskbart
- Mulig å koble til hverdagen
- Stort gjenstand
- Universell utforming
- Fysisk aktivitet
- Lite nødvendig forkunnskap.

# SPØRREUNDERSØKELSE PÅ VITENSENTERET





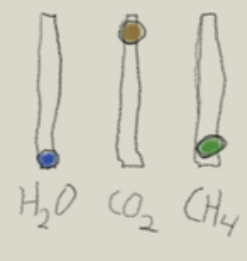
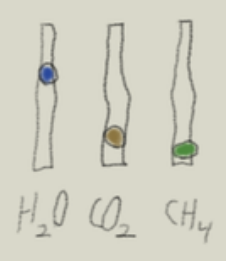
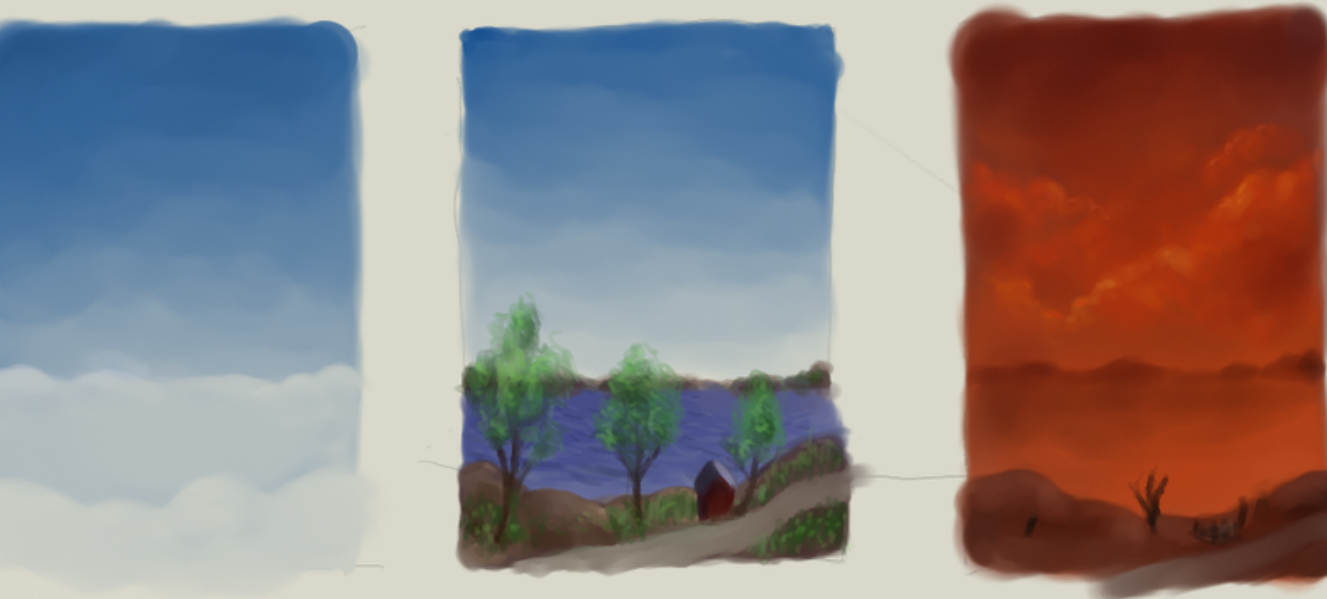
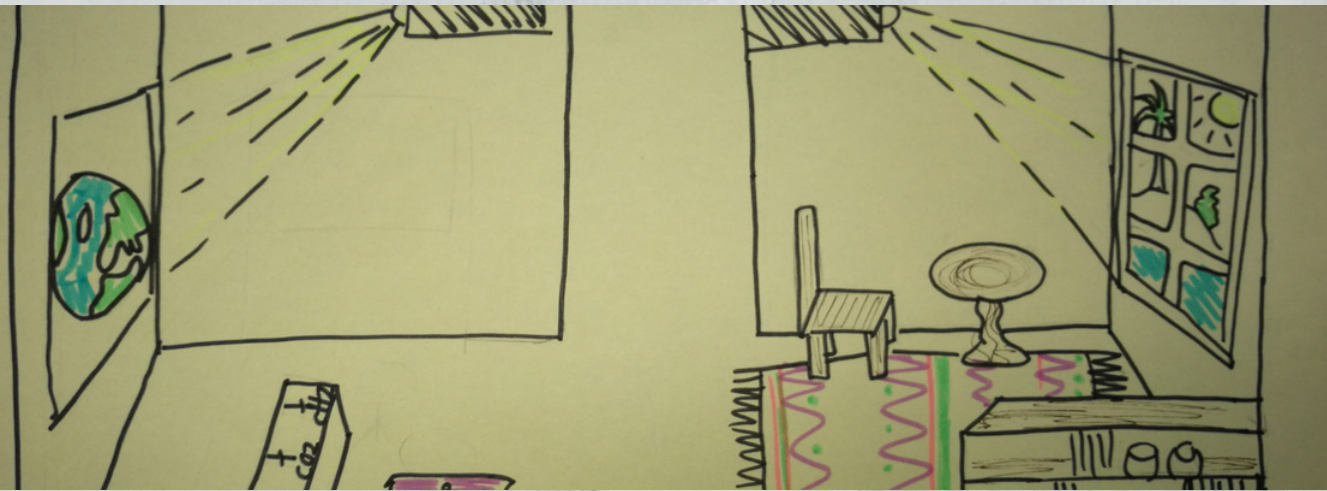
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# SPØRREUNDERSØKELSE

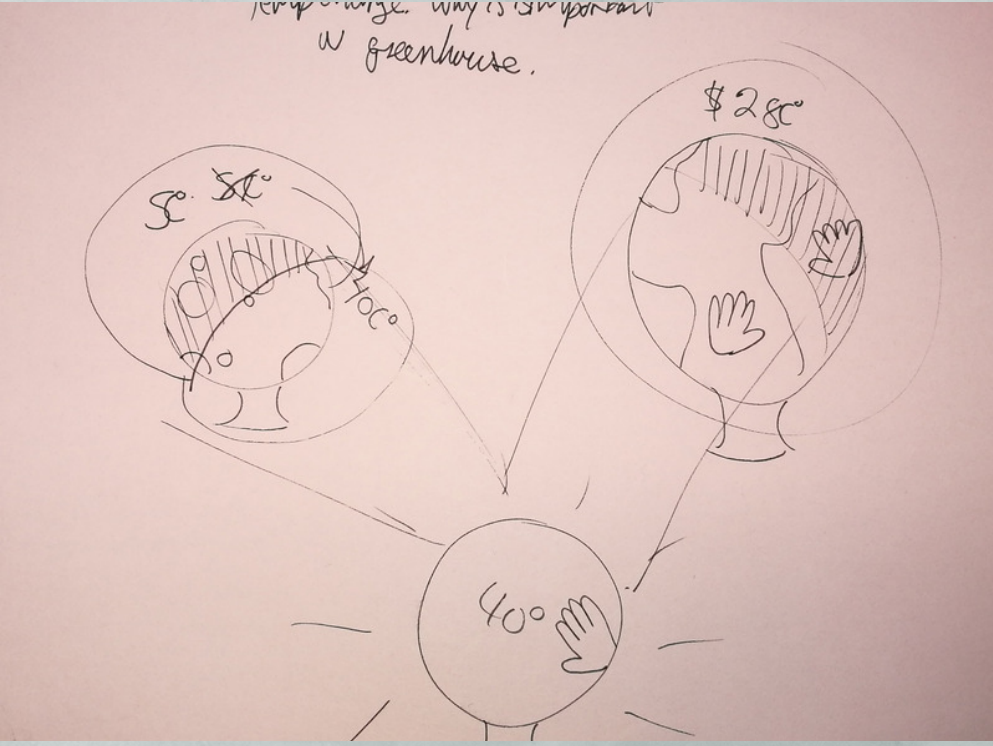
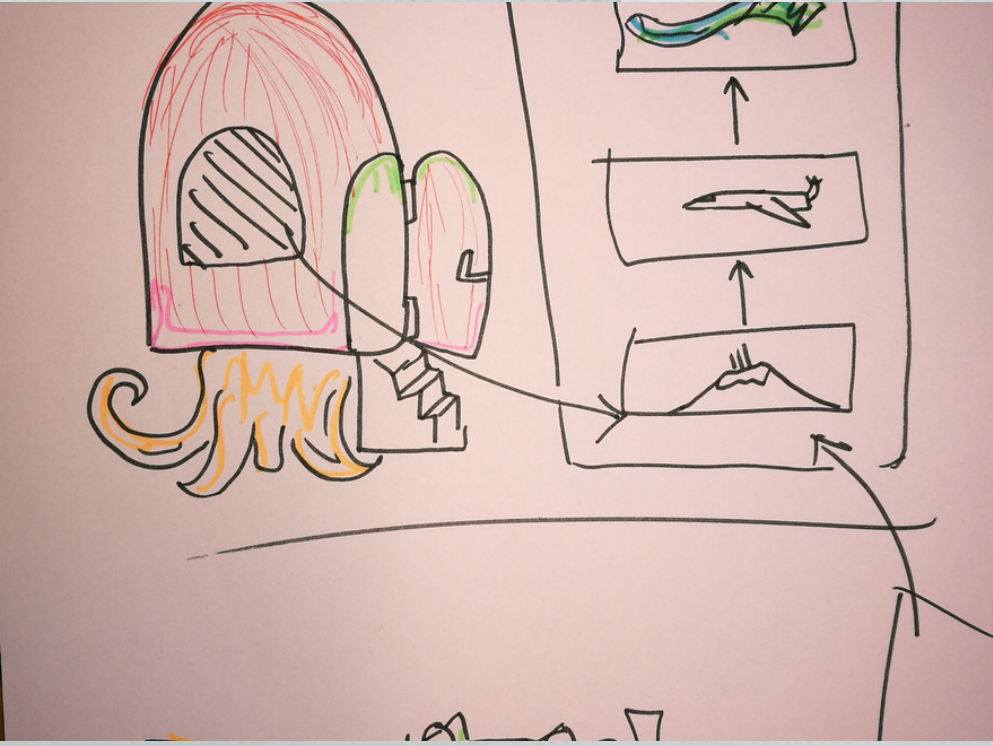
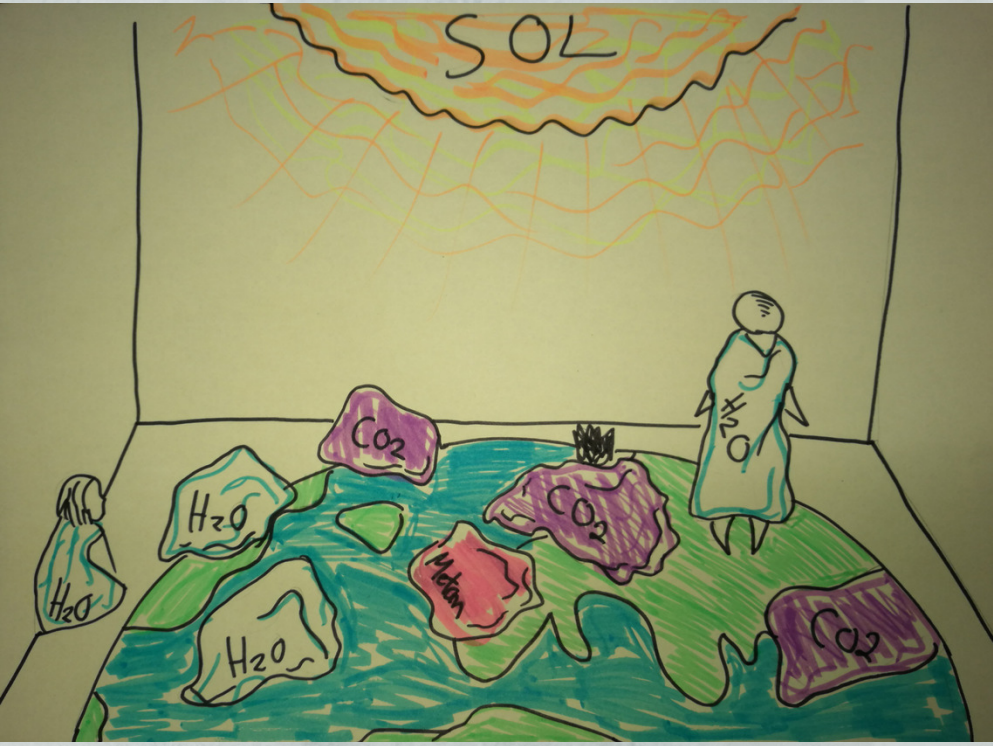
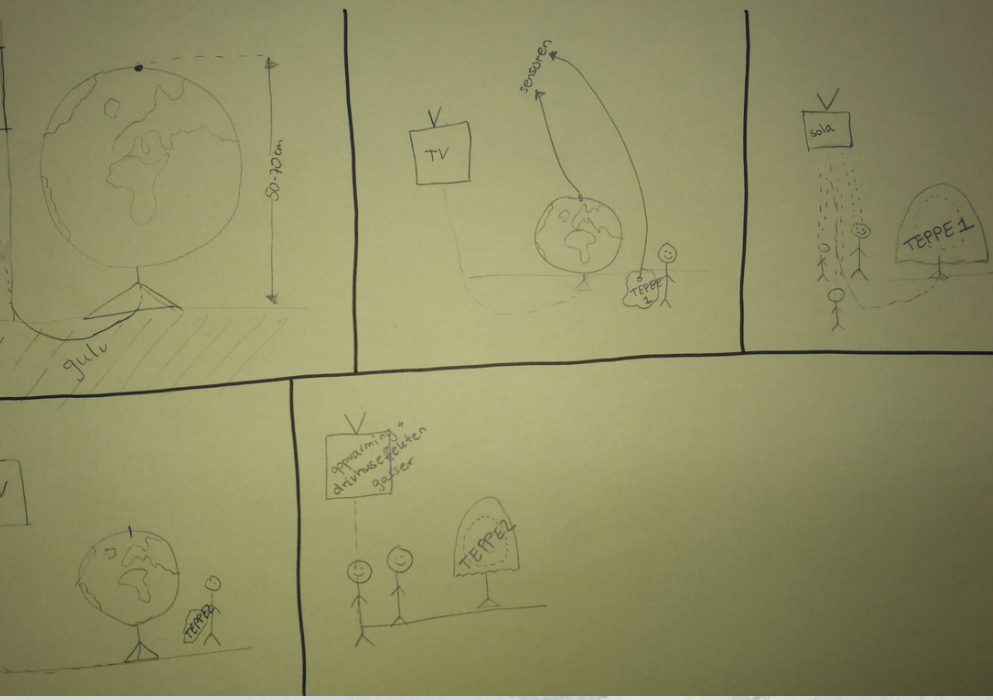
## RESULTAT:

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- Ikke nødvendigvis lære noe nytt, men stimulere til læring
- Fikk en del intetsigende svar.
- De fleste viste ikke om de positive effektene av drivhuseffekten
- Likte de fysiske interaksjonsmetodene
- Likte flere sanser på en gang



IDEE 2



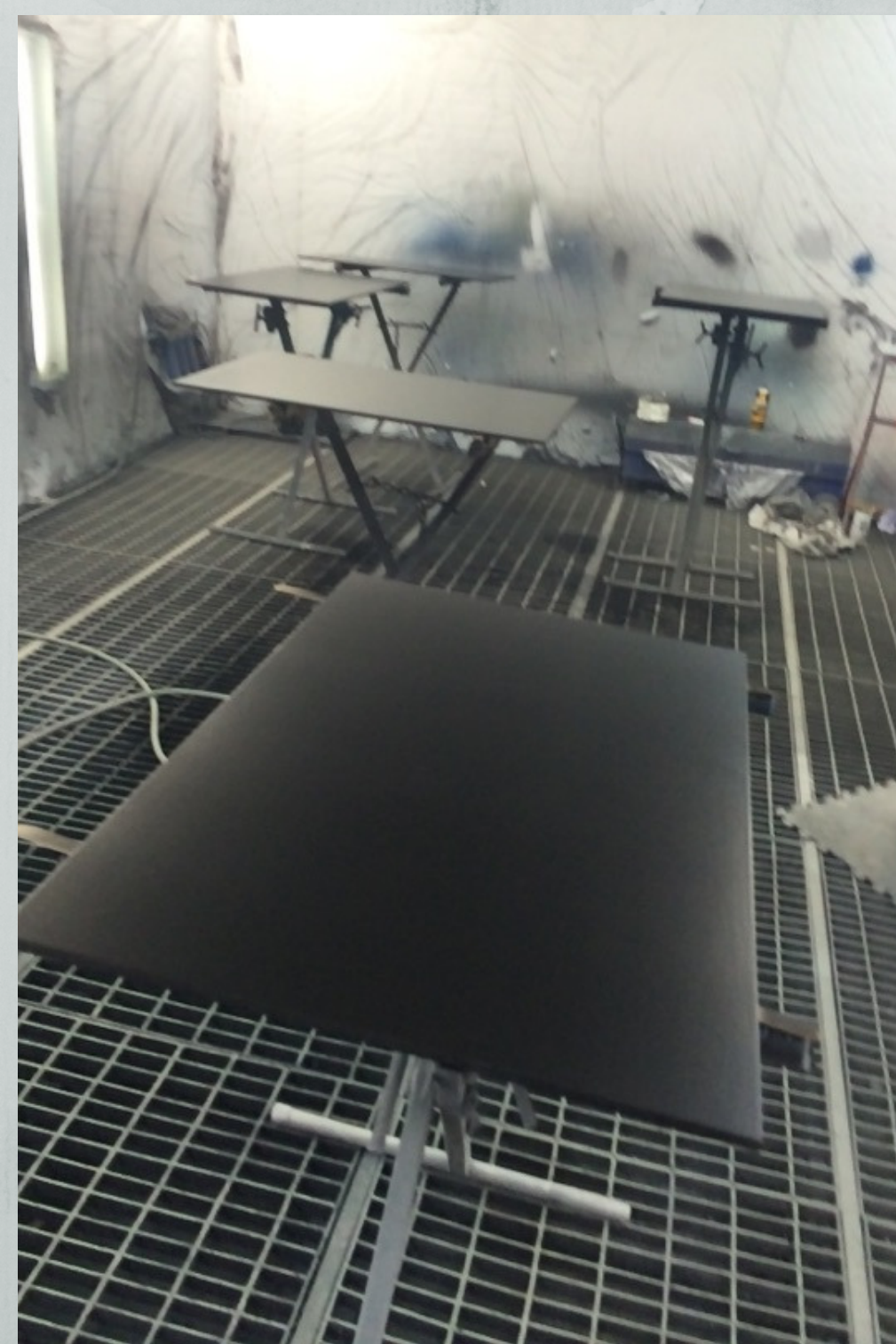
Svaret ? :

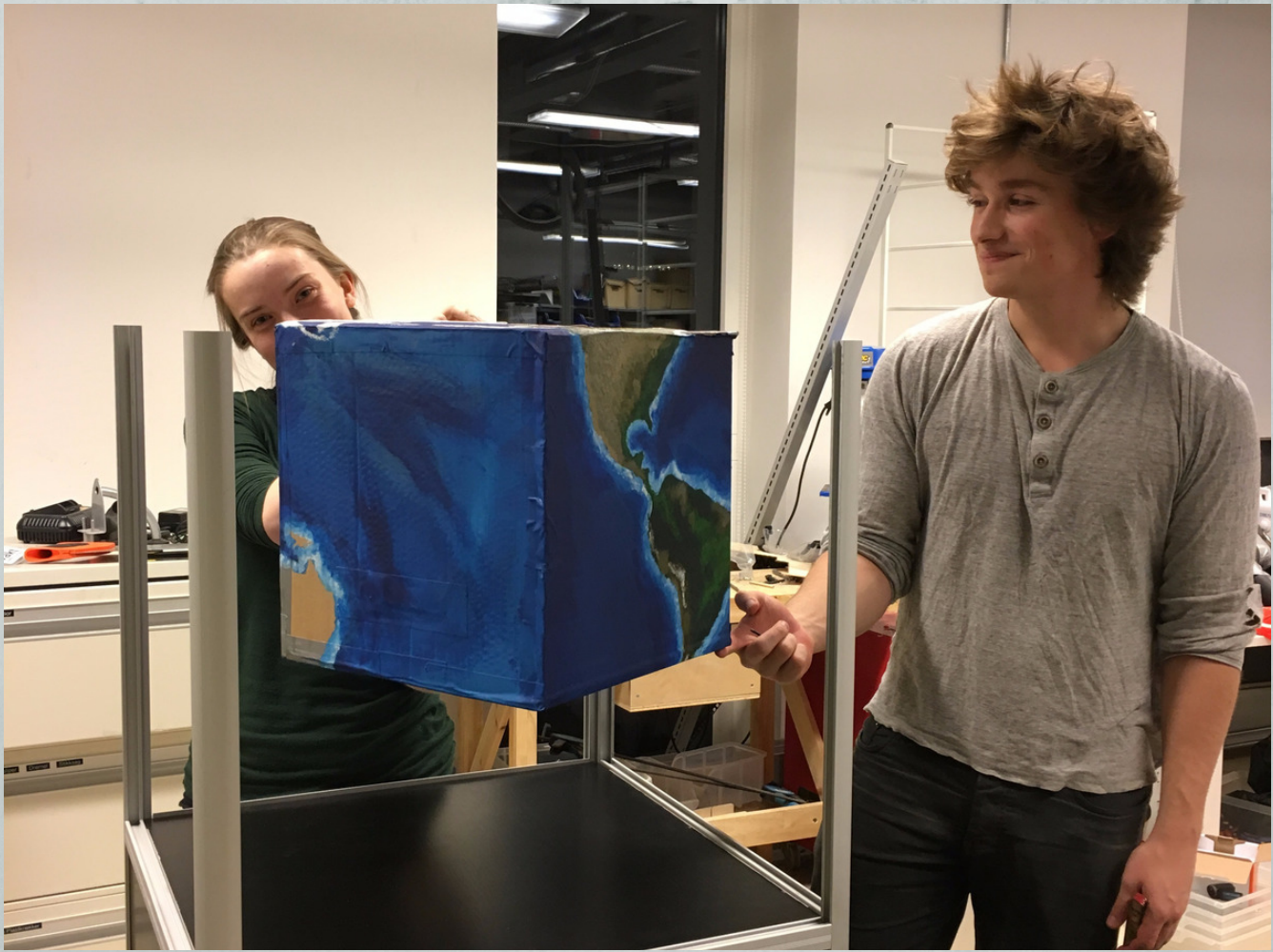
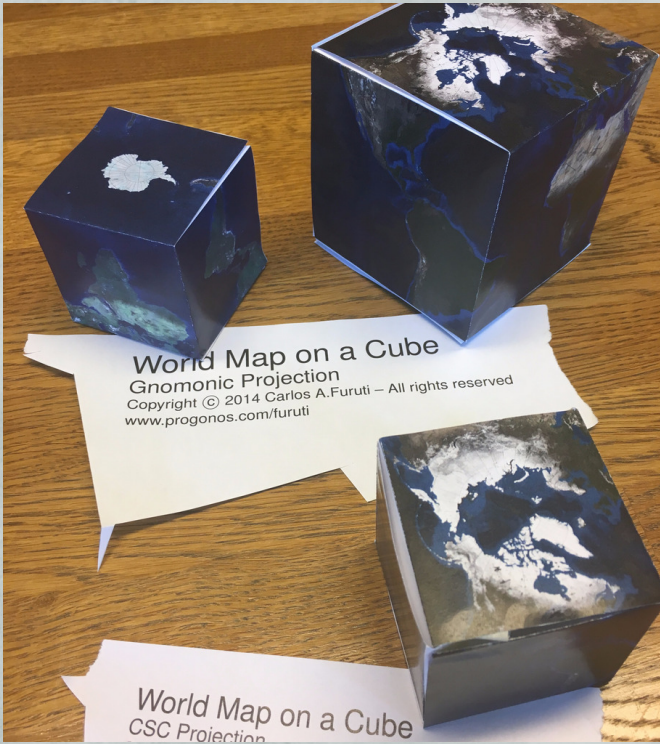
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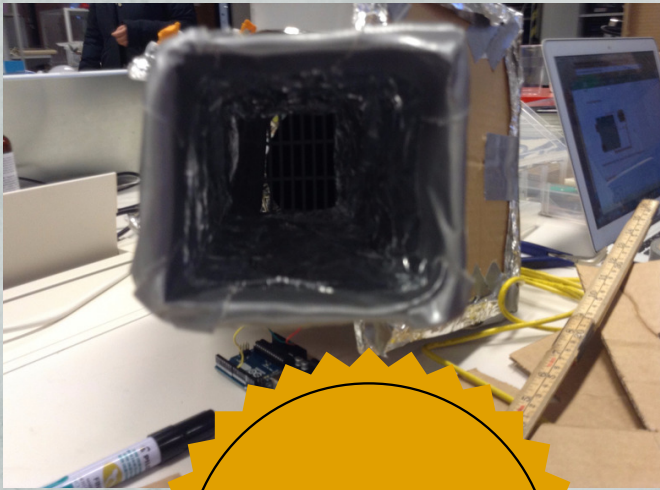
# SPECULATIVE DESIGN

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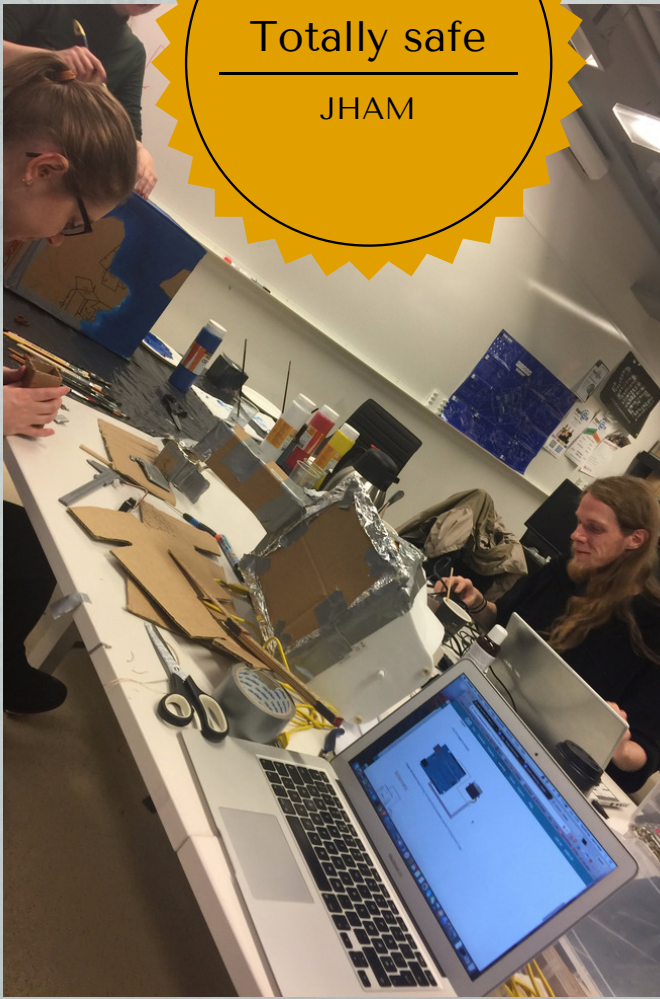
"Hva hvis vi kunne styre  
mengden av drivhusgassene på  
jorda?"

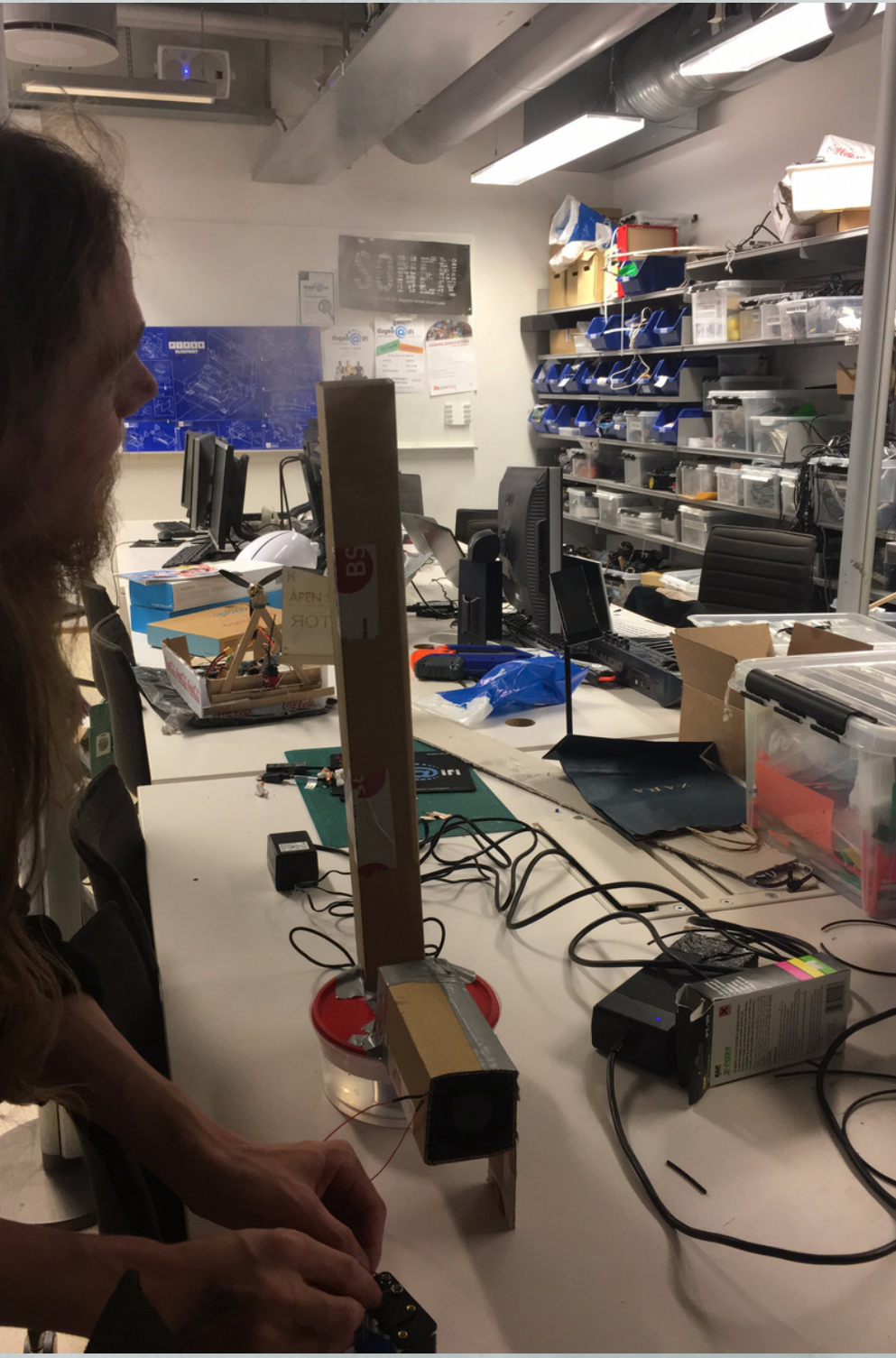
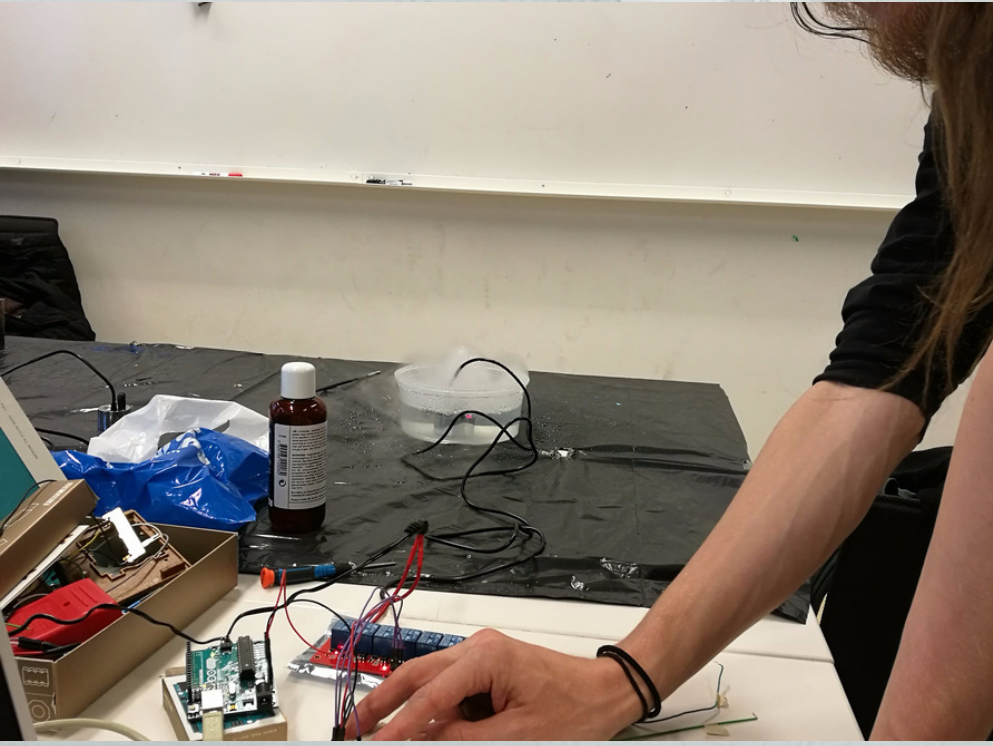
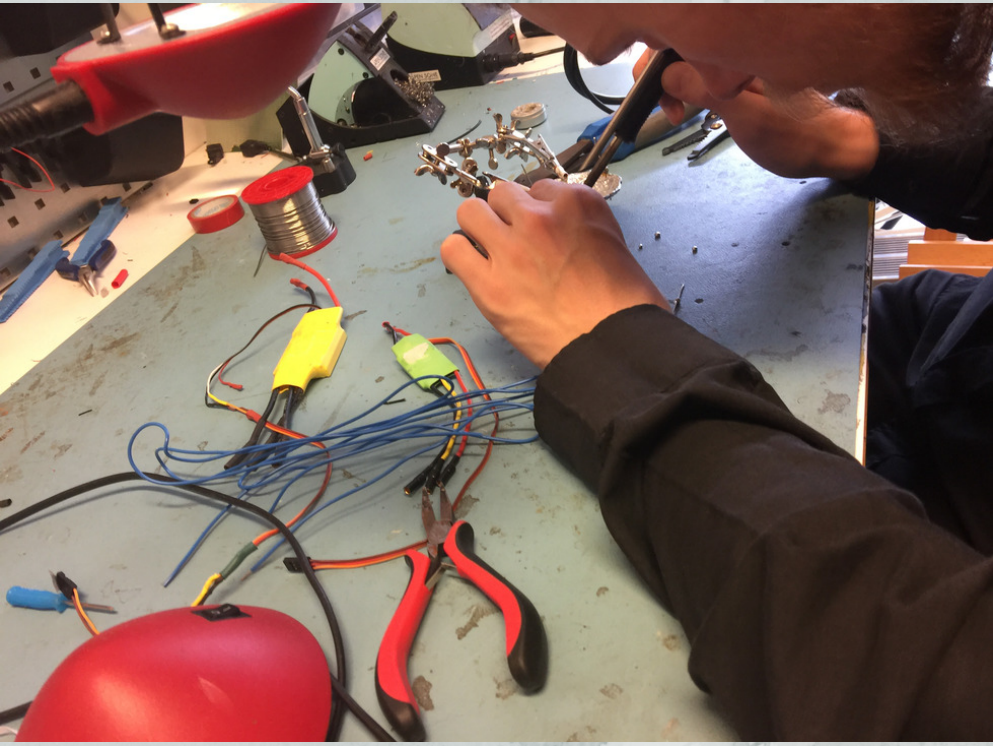






Totally safe  
JHAM







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# VEIEN VIDERE

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- Brukertestning
- Intervjuer
- Evaluering av læringsutbytte/  
underholdningsverdi

Nettsiden: <http://vitensenter.bitbucket.org>