SLICERS CAN BRAINSTORM ABOUT INTERACTIVE WAYS TO MOTIVATE AND EDUCATE THE PUBLIC AT A SCIENCE CENTER.

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Over 100 million people visit science and technology centers each year in the US. Although most such facilities have exhibits and programs related to Health and Medicine, these activities rarely address some of the very fundamental concepts appropriate to genuine understanding, nor do they deal substantively with major issues and problems.

We have the opportunity to design a unique 'third generation' Utah Science Center. This center will take interactivity to entirely new levels. Today most modern science centers (see http://www.astc.org) are highly interactive and experiential and are defined as 'second generation' museums ('first generation' refers to traditional 'don't touch' history of science and technology museums). Very few activities in modern science centers use the visitor as the actual experiment. You ARE the experiment in Utah's new science center.

Opening in mid-2009 as a key component of The Leonardo at Library Square—a Center for Art, Science, and Culture in downtown Salt Lake City—the Utah Science Center will use a wide range of personal measurement tools and an array of modern data visualization and analysis tools to develop a much fuller awareness and some understanding of important health and medicine topics. We want to use current and future generations of medical and health education technologies, data, simulation, and visualization for the general public—ages 10 and up.

We seek your input, suggestions, ideas, participation, and collaboration. We believe "Slicers" have not only ideas, but also materials that could be contributed.

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