

# The Wonder Factory

## **Team members**

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**Project Sponsor:** *Jackee Aston*

**Instructor:** *Dr. Jennifer Wade*

**Faculty Advisor:** *Sarah Oman*

# Project Description

Your task is to generate lots of interactive display ideas and to ultimately design build and test one final display ready for public consumption.

Team goals:

- Customer satisfaction
- Make the community investigate and learn about STEAM

# Background & Benchmarking

WHAT IS STEAM?

Jackee & Steve's vision

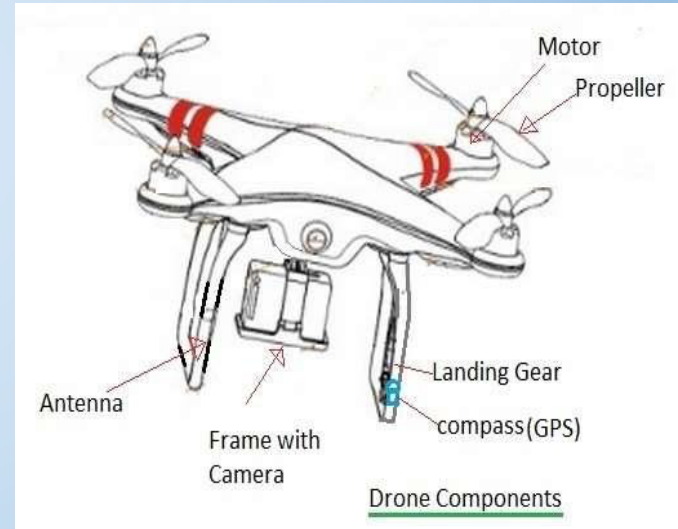
Current existing displays at the Wonderfactory



# Background & Benchmarking

Centers & interactive displays elsewhere (RESEARCH)

- Science Foundation Arizona
- Martin Art Center
- University of Arizona Stem Learning Center

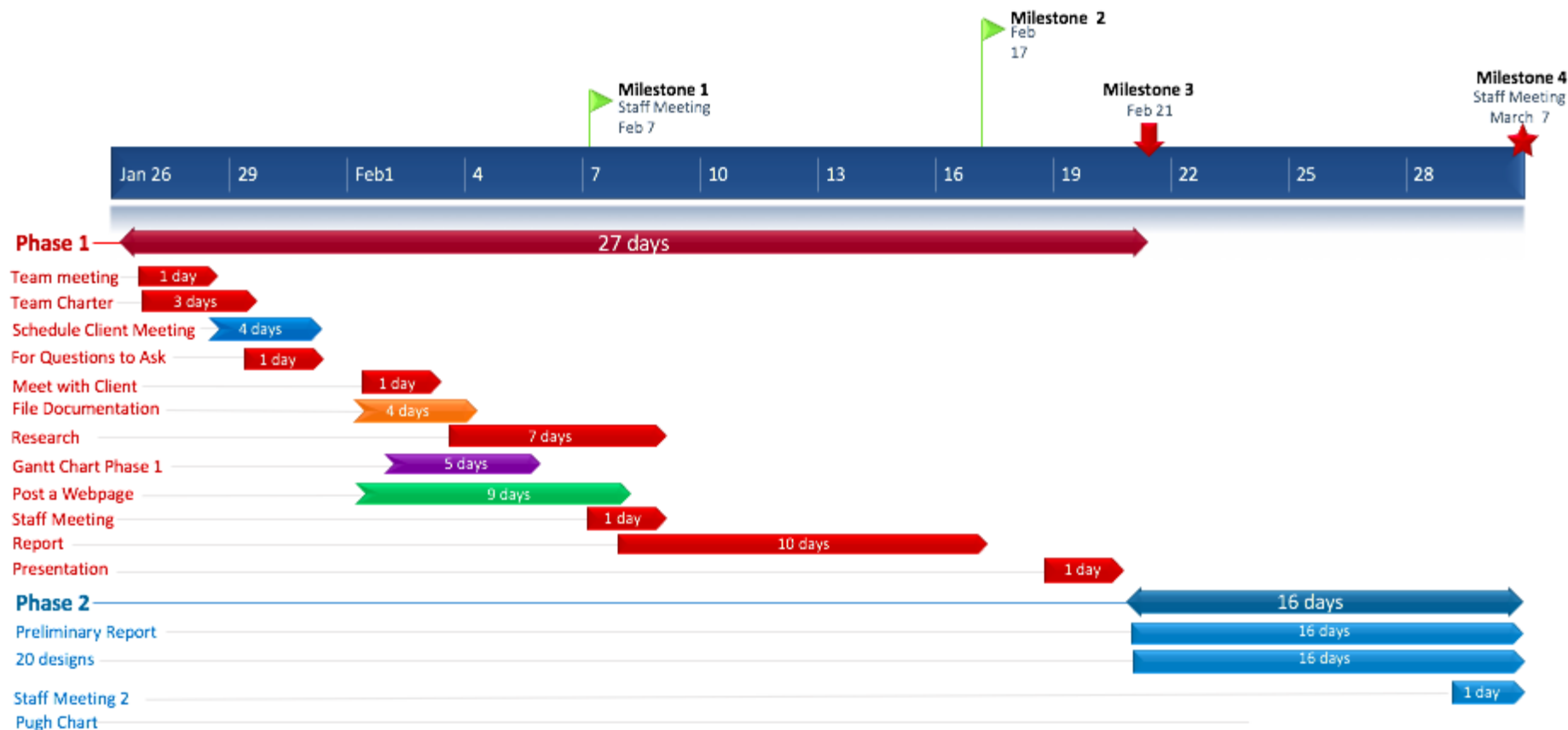


# Customer Requirements

Customer Requirement	Weighting
1. Safety	5
2.Simple instructions	5
3.Visually appealing	4
4.Easy assembly	4
5.Hands on	5
6.Educational	4

7.Element of surprise	3
8.Wow factor	5
9.STEAM learning concepts	4
10.Narratives	4
11.Multiple visitors	3
12.Mobility	4
13.Relatable	4
14.Durability	4

# The Wonder Factory Gantt Chart



# Budget

Possible funding?

- Grants & donations
- Organizations related to the display?
- Jackee → Art council, W.L. Gore, etc.
- Other teams 400 cap.

GoFundMe: [https://www.indiegogo.com/projects/the-wonder-factory-an-engineering-science-center--3#](https://www.indiegogo.com/projects/the-wonder-factory-an-engineering-science-center--3#/)

Questions?





# References

[1] [2] & [5] are from Jackee's slide she presented us

[3] ("Arizona STEM Network By Science Foundation Arizona") Arizona STEM Network By Science Foundation Arizona". *Stem.sfaz.org*. N.p., 2017. Web. 15 Feb. 2017.

[4] ("How To Make A Drone / UAV – Lesson 3: Propulsion - Robotshop Blog") "How To Make A Drone / UAV – Lesson 3: Propulsion - Robotshop Blog". *RobotShop Blog*. N.p., 2017. Web. 15 Feb. 2017.