

THE TIME MUSEUM

Where History and the Future Come Alive





SYNOPSIS

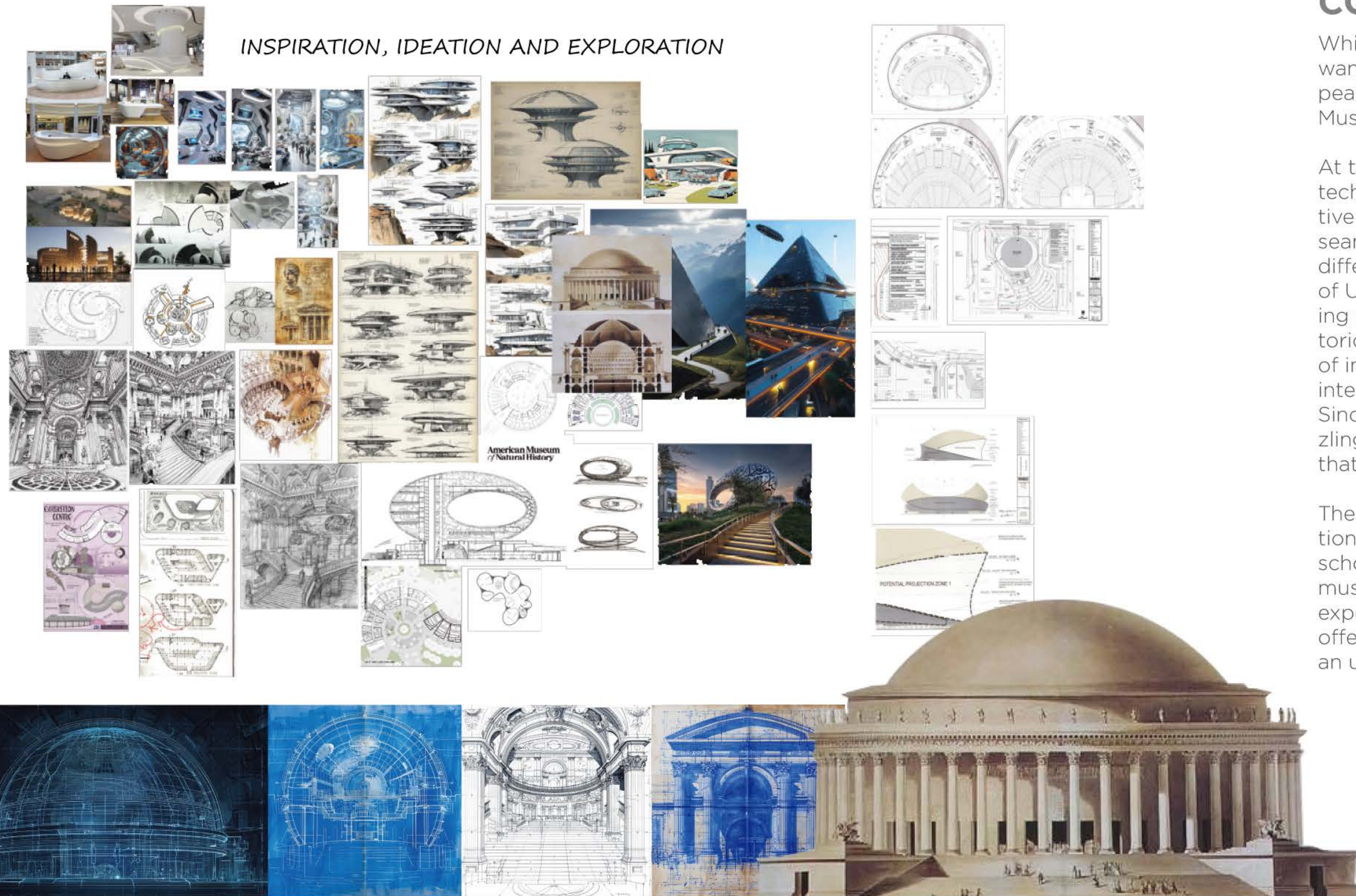
The Time Museum is a mix of connected theaters lined with LED paneled walls like that used by StageCraft and live immersive theater, in which the audience can experience the whole of time, creating a entirely immersive experience. It can easily be modified in size or scope per location/budget and scaled down to one room or a maze of rooms and can be re-purposed as escape rooms, a party space or an educational theater where students can “take part” in history rather than just reading about it.

The core story concept consists of a mix of choose-your-own-adventure and live immersive theater inside the ChronoSphere and is originally envisioned as a (false) assisted/guided tour through time. As you enter the museum and choose where/when you'd like to go, you will be faced with some exciting choices leading you and your friends into unexpected adventures. Soon, things start to go sideways and it's up to you to set them straight.

Witness the Big Bang, walk with dinosaurs, or march in the French revolution - then fly a thousand years into the future to see the earth as either a utopia or dystopia depending on the choices you have made; the future is in your hands!

Utilizing UNREAL Engine, LED holographic wall technology, projection mapping, a small army of drones/robots/animatronic creatures, theater actors, AR and VR, The Time Museum is an indoor adventure/education LBE and is not dependent on anything but an electrical grid and your imagination. So whether you seek adventure, a history lesson or just to dance it up with King Tut, the Time Museum encourages us to find how we can shape the future by what we do in the present.

INSPIRATION, IDEATION AND EXPLORATION



CONCEPTUALIZATION

While wanting to invoke ideas of future technology, we don't want to forget the past - lest we repeat it! Housed in, what appears to be a traditional style Natural History Museum, The Time Museum can teleport you across space and time!

At the heart of The Time Museum is the use of state-of-the-art technology seamlessly combined with the interactivity of adaptive theater. Our rooms, lined with high-definition monitors, create seamless, 360-degree environments that transport guests into different eras. The visual realism is further enhanced by the power of Unity and Unreal Engine, in tandem with Kitbash's world-building models, which enable us to create lifelike simulations of historical and futuristic settings. Costumed actors add another layer of immersion, engaging with guests to provide a personalized, interactive experience that is both educational and entertaining. Since the monitors provide lighting in the rooms, creating dazzling effects, The floor also has a series of "electronic ink" tiles that keep the illusion alive and the audience focused on the story.

The Time Museum offers a unique blend of education, imagination and entertainment. It's a place where families, tourists, and school groups can all find something of value. Unlike traditional museums, The Time Museum provides a dynamic, ever-changing experience that keeps guests coming back for more. Each visit offers something new, whether it's a different historical period or an updated vision of the future.



SUMMARY

PAST / PRESENT / FUTURE



STORY

The Time Museum is a make-your-own-adventure problem solving LBE.

As you and your friends enter The Time Museum, you are met at Central Information which serves as a reception center. The receptionist (which can be a person or automated) introduces you to FUGIT, your navigator and tour guide. After FUGIT introduces himself and gives his operational instructions, you are invited to use his inter"face" to choose a destination, though witnessing the Big Bang is the recommended way to start your tour of Time. Once the big, and though stunningly beautiful but soundless "bang" is finished overhead, FUGIT suggests you visit the earth's formation, time whizzing by: lava flowing oceans boiling, and mountains forming. Very soon green things grow and the sky clears and before you know it, time comes to a crawl and ... something crawls out of the ocean (animatronic creature) slithers by and startles someone. Suddenly you are in the Late Cretaceous and a T-Rex (Walking With Dinosaurs) takes a nibble at FUGIT, damaging his controls.

::There are many variations on how FUGIT can be damaged, depending on the progression of the user's choices::

FUGIT now cannot take you exactly where you want to go as his choices have become limited.

::Many destinations can be plugged into the LBE, and depending on popularity and ROI, more can be added. Six are recommended at first, allowing users to feel they still have nearly unlimited choices in where to go. In reality, each choice defines the parameters for the next, giving end control to the Control Room. Options could include: Meeting Lucy, The Schools of Greece, the tombs of Egypt, watching Leonardo paint Mona, the discovery of electricity by Ben Franklin, or invention of the light bulb::

As the story continues, Time has changed! Small tweaks have huge consequences! As you travel further into the future, things seem off and when you get to the present again, something just isn't right. You go to the far future and it's a disaster!! Now you and your team have to go back through all you know of what *should* be proper history and you have to figure out how to fix it. Perhaps FUGIT surprised Plato, thereby inspiring the philosopher to write about aliens and time travelers rather than the marvels of Atlantis. Perhaps someone accidentally left a drink bottle behind after your talk with Tesla and inspired him to invent plastic rather than study electricity. Whatever the case, the future is destroyed, the environment wrecked and humanity is on the brink! You must figure it out and save the future! FUGIT will help, but pay attention to details and THINK, THINK, THINK!

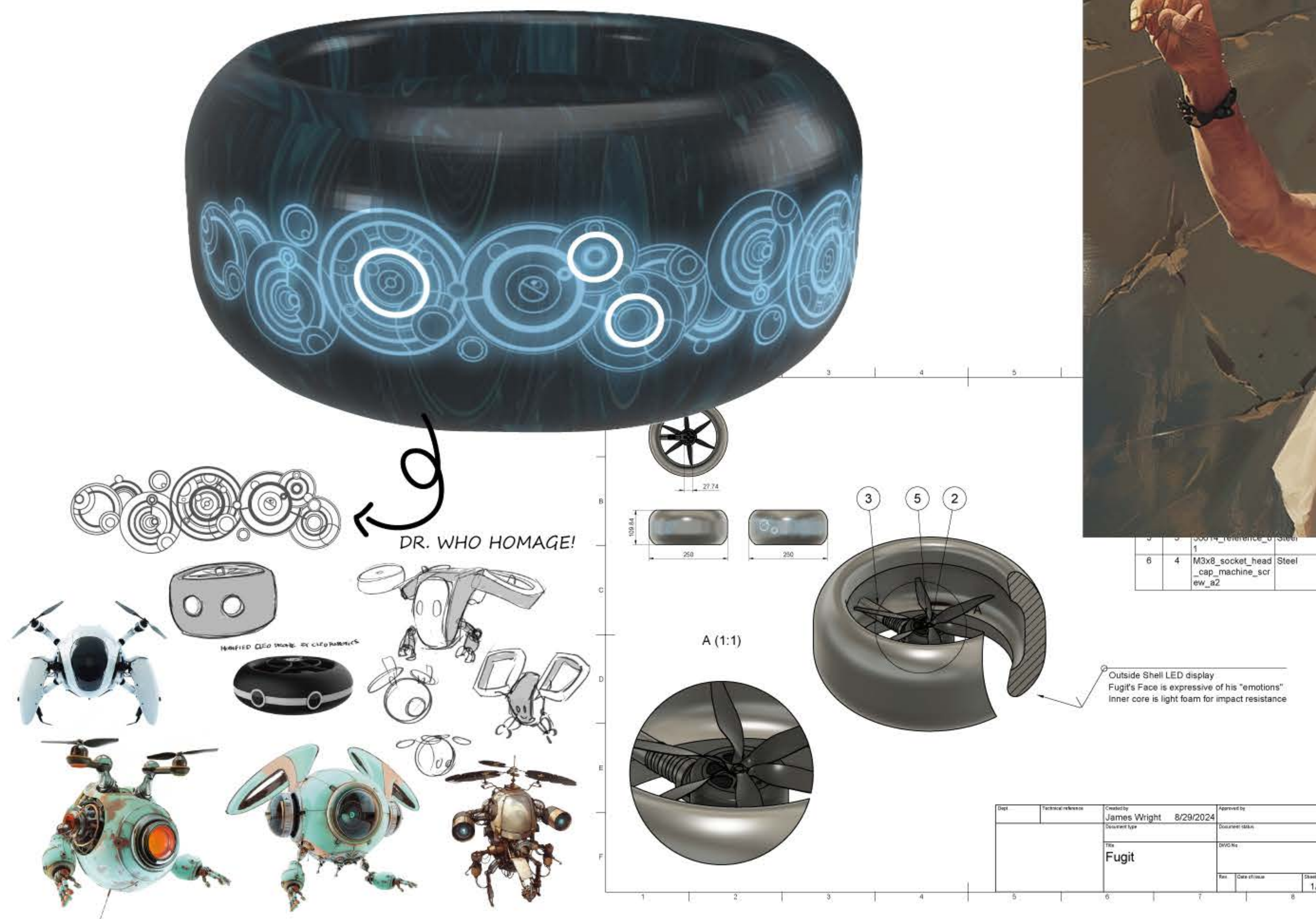


YOUR TOUR GUIDE, FUGIT!

FUGIT is the answer to how the story - the audience's story! - is told! It gives the illusion of complete freedom on behalf of the end user. FUGIT is a light, safe indoor drone that is remote controlled and voiced from the Operations Control Room. His body is a singular pivotal propeller drone lined with a foam "tire" and has an interactive touch panel on it. The panel lights up providing FUGIT with a face as well as the "interFACE" for the audience to control the ChronSphere. All interactivity feeds back through the Control Room, of course, where the UNITY and UNREAL Engines run seamlessly providing a completely immersive time traveling experience.

As FUGIT will get "bitten" by a T-Rex early on in the tour, the audience will need to choose someone to control the flow of time. The damage FUGIT receives limits the choices available and sometimes makes one choice take the audience to the wrong time. In the end, FUGIT helps fix the future by offering solid advice on what to do in the present.

In the gift shop, customers are introduced to a toy version of FUGIT that they can purchase for themselves. Though this one won't control a time machine, sadly.



FUGIT

"HI, MY NAME IS FUGIT! FLYING USER GRAPHICS INTER-FACE FOR TIMETRAVEL. I'LL BE YOUR NAVIGATOR AS WE TRAVEL THROUGH TIME! HERE, YOU CAN USE MY INTER"FACE" HERE TO CHOOSE WHERE, AND WHEN, YOU WANT TO GO! TO SEE ALL THE WONDERS OF THE UNIVERSE, MIGHT I SUGGEST WE START AT THE BEGINNING?"

"NEXT STOP, THE CRETACEOUS PERIOD! ...OH NO!! AAGH! A TYRANNOSAURUS REX THINKS I'M A SNACK! QUICK, GET ITS ATTENTION... NO, WHAT AM I THINKING?? RUN!!!"

....
"OH YOU SAVED ME; THANKS!
... OH NO, I WONDER IF I STILL WORK..."



MERCHANDISING AND SOUVENIRS

No visit to The Time Museum would be complete without a stop at our exclusive gift shop. Here, guests can purchase unique, personalized items that capture the essence of their journey through time. Modern 3D printers, desktop CNC and laser engravers offer fast, customized souvenirs. Items could include:

Roman Coins with the guest's name and likeness engraved on the face, a memento from their time in ancient Rome.

Egyptian Pharaoh Tablets, Key-chains, Obelisks featuring profiles of guests, complete with their names in hieroglyphics.

Futuristic Artifacts that commemorate their visit to the future, offering a tangible connection to the experiences they've had. Guests can purchase their own FUGIT hand-held drone toy.

These exclusive gifts not only enhance the guest experience but also serve as powerful reminders of their journey, encouraging repeat visits and word-of-mouth marketing.





The Time Museum

VERSATILITY

STAND ALONE / SHOPPING CENTER

FLEXIBILITY AND CUSTOMIZATION

The Time Museum offers unparalleled flexibility, with the ability to tailor the experience to different locations, audiences, or financial constraints without having to rebuild a set. Actors can change costume and scripts accordingly as stories are endless. In areas where identical twins can be hired, one person can be used as a “sakura” in the group tour and another can come out on stage at the appropriate time to interact with their past or future self, perhaps causing an extra level of mischief and fun!

The venue can range from a single immersive room, known as “The ChronoSphere,” to a series of interconnected rooms like a maze that allow multiple tour groups to explore different time periods simultaneously. This modular design increases visitor capacity and enhances the overall experience. If the LBE is installed in a shopping mall, a false exit may be built mirroring the shops and vendors surrounding The Time Museum’s entrance, only in a run-down, dilapidated condition like that of the dystopia they just left, extending the experience!

In addition to the core concept, The Time Museum can be customized for seasonal events or specific themes, including:

Escape Rooms

Time-travel-themed challenges that require guests to solve puzzles and unlock historical secrets. Discovering pirate treasure or an ancient African blessing releasing you from the trickster spider, Anansi’s web!

Themed Dance Parties

Celebrations set in different historical eras or futuristic worlds. Imagine raving with the Pharaohs, or their mummies in the tombs at Halloween! Or having your six-year-old’s birthday party, playing “The Floor is Lava!” on a floor that looks like lava! Interactivity of this type doesn’t require any sort of physical change, but can be implemented at the behest of customer or operator.

Educational Presentations

The Time Museum isn’t just about entertainment; it’s about making learning come to life. By providing a vivid, sensory experience, we help children and adults alike gain a deeper understanding of history and the future. Imagine school groups exploring the ancient world or discussing future technologies after experiencing them firsthand. They could hear Lincoln’s Gettysburg Address from the man himself (so to speak...) It is also perhaps the most impactful way that students (of any age) can visually understand the consequences and global impact of how we manage or mismanage the environment and climate. Universities could rent space to show visual representations of their climate studies and computer models to prospective donors. Religious organizations could use it to show the Creation. This venue will foster a greater appreciation for history, culture, science, and the importance of shaping our future responsibly, together.

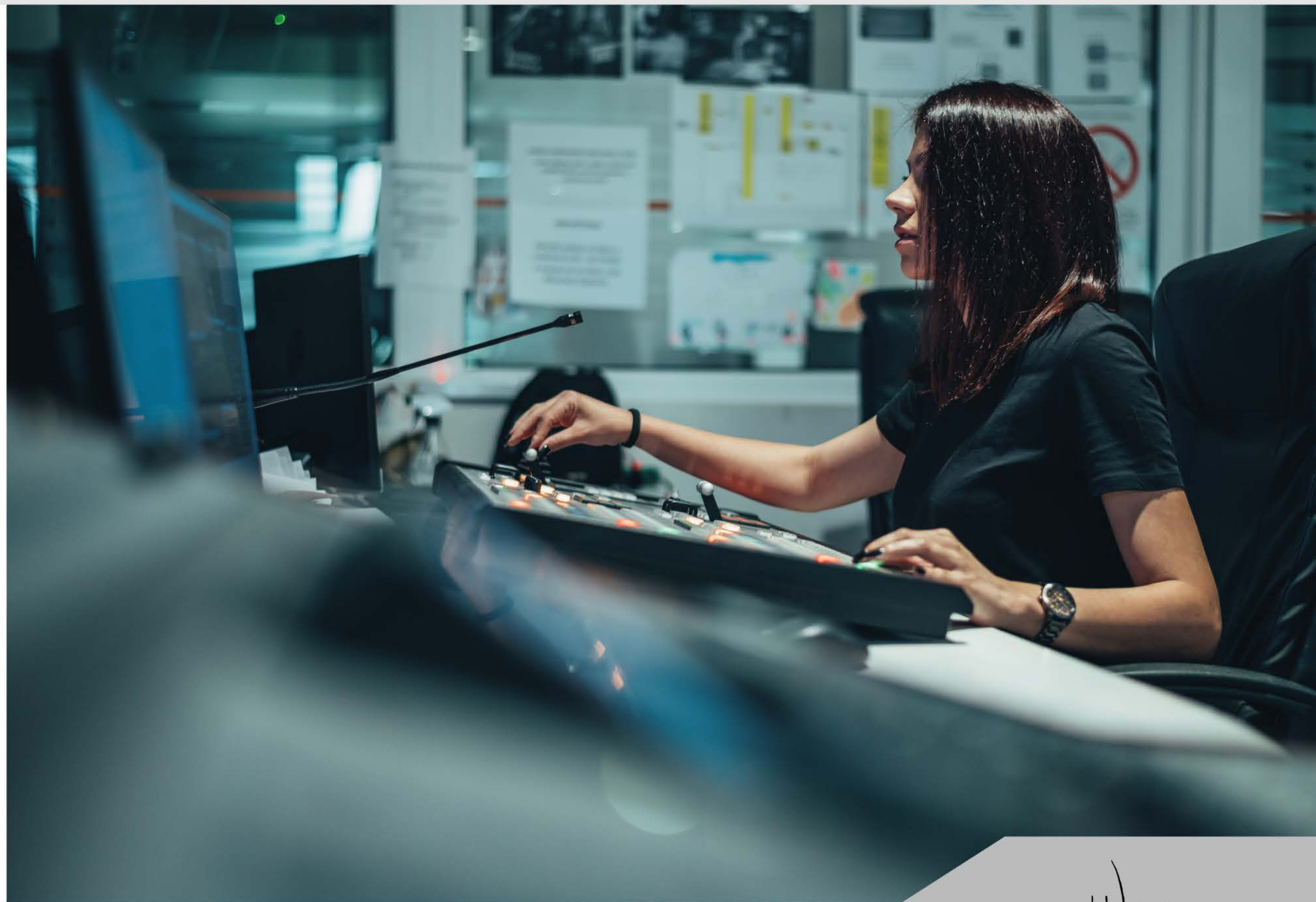
OPERATIONS

At the heart of The Time Museum is our use of state-of-the-art LED screen technology, projection mapping, VR and animatronics.

The visual realism is further enhanced by the power of Unity and Unreal Engine, which enable us to create lifelike simulations of historical and futuristic settings. Costumed actors add another layer of immersion, engaging with guests to provide a personalized, interactive experience.

Each “ChronoSphere” can be controlled from the Control Room board where technicians are in constant control of FUGIT (and voicing him), the UNREAL world-scape and any animatronics needed for a story. Some of these remote control operations can be preprogrammed for ease and cost.

A single room installation can be run with as few as 5 staff and any number of actors the venue’s purpose needs.



MARKET POTENTIAL

As the demand for immersive, educational entertainment experiences continues to grow, families are increasingly seeking activities that are both fun and enriching. Educational institutions are also always looking for new ways to engage students. The Time Museum taps into these trends, offering a venue that can attract diverse audiences with venues around the world, from local residents to international tourists.

CONCLUSION

The Time Museum is more than just a venue—it's a journey through time. By blending cutting-edge technology with engaging storytelling and customizable experiences, we create an experience that educates, entertains, and inspires. We invite you to join us in bringing this vision to life and revolutionizing the way people connect with history, culture, new faces, and the future of the world around them.

SUBMISSION BY JAMES WRIGHT

Thank you for the opportunity to share this idea. It was born of my love of science, history, good story telling and Dr. Who. I want to emphasize how important I think cultural understanding and solid education are in society. The Time Museum is a poem to human ingenuity, acknowledging the great wonders of invention in themed entertainment as well as throughout history. It serves to point to what we are capable of now and esp. the future, for the sake of the environment, our children and theirs. I believe it is our God-given purpose, our duty, to take care of this blue orb and all the creatures that walk upon it and to cultivate the gardens we inhabit. We could do better. Education, and a good amount of fun, are key. Thank you again for this opportunity.

Sincerely,

