

GULLIVER'S GRASP
Information Organization Special Project for Gulliver's Gate

Tami Herndon

8 May 2016

Gulliver's Gate is a developing attraction in Times Square, New York City. The attraction will encompass a 1:87 scale 3-D model reflecting geographical, cultural, historical, industrial, social, and other aspects of countries and regions around the world and beyond into space. Focused on education, engagement, and interaction, the attraction is an example of information being created from information. Visitors benefit from nearly a limitless supply of learning experiences and interactions.

Large quantities of data constantly flow into Gulliver's Gate, and the organization seeks a method to organize the data. During first and second quarter 2016, I lead a class-wide project at NYU that targeted two specific outcomes. The first outcome involved the collection of research and data within seven specific facets that fuel the creation of Gulliver's Gate as information. The second outcome aimed to develop a simple and efficient method to organize the research and data collected. I coordinated research efforts, set timelines and benchmarks, edited and created content from the research and data collections, and developed Gulliver's GRaSP. Gulliver's GRaSP is an information organization model created using Prezi presentation platform. This work sample demonstrates my project management skills, data and information organization talents, and my model development abilities.

Gulliver's GRaSP



Visit Gulliver's GRaSP often to find an answer, generate an idea, or contribute information.

Be a Big part of something small.

Areas for Additional Research



Multi-Media Platforms



Information Project

Tami Herndon

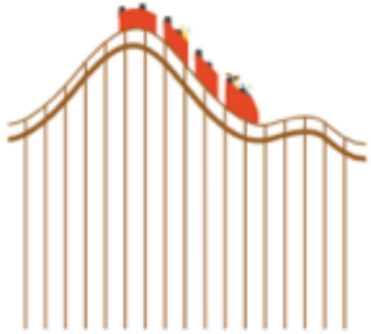
NYU SPS TWIP

1 May, 2016

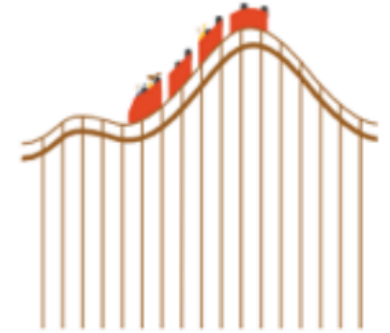
Information is a BIG part of Gulliver's Gate.

Massive amounts of information fuel the creation and operation of a miniature world.





A system evolves to accommodate all of the information within this world.



Gulliver's GRaSP

G - Gathered

R - Resources

a - and

S - Sorting

P - Protocol



Gulliver's GRaSP organizes information and encourages interaction.





***Gulliver's GRaSP users easily locate, skim,
or read at varying information levels.***



Within GRaSP...



Regions:

Categorize



Sub-regions:

Specify



Descriptors:

Enhance



Clickable Documents:

Provide details



Clickable Links:

Go in-depth

Gulliver's GRaSP



Services & Functions

Information and Environment



Serve
Visitor Experience



- Software-initiated research
- Device-initiated research
- Human-initiated research


Special Report: Design Thinking

Engage
Interactive Experience



- The London Eye
- Swarovski Crystal World
- Gulliver's Gate

Educate
Experiential Learning



- Engaging Text
- Knowledgeable Staff
- Hands-on Activities

Special Report: STEAM Education and Smart Cities

Resources:



Serve

Visitor Experience



Software-initiated research



Device-initiated research



Human-initiated research



Special Report: Design Thinking

Engage

Interactive Experience



The London Eye



Swarovski Crystal World



Gulliver's Gate



Educate

Experiential Learning



Engaging Text



Knowledgeable Staff



Hands-on Activities



Special Report: STEAM Education and Smart Cities

<https://drive.google.com/file/d/0B4ZCxl0lhQkQ0ItSmpORkdBTW5/view?usp=sharing>

Subject Information

Creativity and Intentions



Philosophical
Inspire Wonder

-
- Storytelling** ■
- Interactive Art** ■ ■
- Model Making**

Special Report: Airport Modeling

Practical
Employ Information

-
- Knowledge Sharing** ■
- Concept Promotion** ■
- Practical Partnerships** ■

Special Report: Curriculum Handbook
Special Report: Employee Handbook
Special Report: Marketing Kit
Special Report: Web Site Content: About

Resources:



Philosophical
Inspire Wonder



Storytelling



Interactive Art



Model Making

Special Report: Airport Modeling

<https://drive.google.com/file/d/0B96dIDveMTjpdC1HZEo1WkduQWs/view?usp=sharing>

Practical *Employ Information*



Knowledge Sharing **Concept Promotion** **Practical Partnerships**



Special Report: Curriculum Handbook

<https://drive.google.com/file/d/0B96dIDveMTjpbmxdTdaN1md2s/view?usp=sharing>

Special Report: Employee Handbook

Special Report: Marketing Kit

<https://drive.google.com/file/d/0B96dIDveMTjpdmgTWlJTHExdDQ/view?usp=sharing>

Special Report: Web Site Content: About

<https://drive.google.com/file/d/0B96dIDveMTjpbE5uOWpVb1dlODQ/view?usp=sharing>

Resources:



Institutions

Culture and Society



Resources:



Special Report: B Corporations

<https://drive.google.com/file/d/0B96diDveMTjpSnNncjdEUTIQQEE/view?usp=sharing>

Place

Inclusive Nature



Types of Institutions



Eco-museums



Special Report: Music and Audio Effects

<https://drive.google.com/file/d/0B96diDveMTjpR2djdUZyVXcOUUE/view?usp=sharing>

Information

Accurate Representation



Improved Access



Increased Metadata



Community Interrelationships



Information Technology

Innovation and Experience



Accessibility
Include and Improve

- Closed Captioning
- Audio Guides
- Cloud Storage

Social Media
Share and Collect

- Visitor Content

Special Report: Social Media

Retail Operations
Serve and Learn

- Ticket Sales
- Retail Sales

Special Report: Retail Operations Manual

Digital Interactions
Coordinate and Fascinate

- Visitor Interactions
- Central Command Control Center

Special Report: Website RFP

3D Printing
Design and Perfect

- Process
- Miniature Modeling

Resources:



Accessibility

Include and Improve



Closed Captioning

Audio Guides

Cloud Storage



Social Media

Share and Collect



Visitor Content



Special Report: Social Media

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Retail Operations

Serve and Learn



Ticket Sales



Retail Sales



Special Report:
Retail Operations Manual

<https://drive.google.com/file/d/0B96dIDveMTjpUW5mcziEUDVrbIk/view?usp=sharing>

Digital Interactions

Coordinate and Fascinate



Visitor Interactions



Central Command Control Center



Special Report: Website RFP

<https://drive.google.com/file/d/0B96diDveMTjpV25WTnBWbmZCRGc/view?usp=sharing>

3D Printing

Design and Perfect



Process



Miniature Modeling



Policy & Management

Openness and Consistency



Visitor Relations
Optimal Service

Trader Joe's

Disney Corporation

Special Report: Visitor Relations

Safety
Enjoyable Experience

Walt Disney World

Safety Policies

Special Report: Interactive Map

Resources:



Visitor Relations

Optimal Service



Trader Joe's



Disney Corporation



Special Report: Visitor Relations

<https://drive.google.com/file/d/0B96dIDveMTjpOUFnNOE1TnlxMDg/view?usp=sharing>

Safety

Enjoyable Experience



Walt Disney World



Safety Policies



Special Report: Interactive Map

History

Past, Present, and Future



Miniatures
Small Worlds



Bekonscot Model Village 
Madurodam 
Mini Israel 

Humans
Feats and Events



Creations 
Explorations 
Contentions 
Celebrations 
Exploitations 

Gulliver's Gate
Worldwide Visualization



Inspiration 
Funding 
Location 

Resources:



Special Report: History

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Miniatures

Small Worlds



Bekonscot Model Village



Madurodam



Mini Israel



Humans

Feats and Events



Creations



Explorations



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Celebrations



Exploitations



Gulliver's Gate

Worldwide Visualization



Inspiration



Funding



Location



Geography

Land and People



Physical
Mapping



Google Earth

Thingful

3D

Cultural
People and Places



Connections

Components

Resources:



Physical *Mapping*



Google Earth



Thingful



3D



Cultural

People and Places



Connections

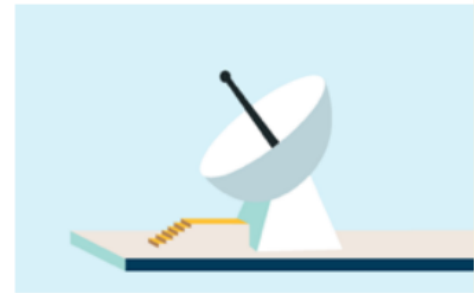


Components






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Areas for Additional Research



Areas for Future Research

Steering to Corrected Path

1) **Steering to correct** (the steering) not the path (the corrected) (Laird & Sproule) <http://www.gallup.com/10189/steering-to-correct.aspx>

2) **Steering to correct** (the steering) not the path (the corrected) (Laird & Sproule) <http://www.gallup.com/10189/steering-to-correct.aspx>

3) **Steering to correct** (the steering) not the path (the corrected) (Laird & Sproule) <http://www.gallup.com/10189/steering-to-correct.aspx>

4) **Steering to correct** (the steering) not the path (the corrected) (Laird & Sproule) <http://www.gallup.com/10189/steering-to-correct.aspx>

The History of Interactive Art

1) **From Technical to Virtual Art by Frank Popper, a documented literature and professor of art and technology.** <http://www.frankpopper.com/techart.html>

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Virtual performance versus developed areas

1) **Virtual performance versus developed areas**

2) **Virtual performance versus developed areas**

3) **Virtual performance versus developed areas**

4) **Virtual performance versus developed areas**

Multi-Media Platforms

