

# 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

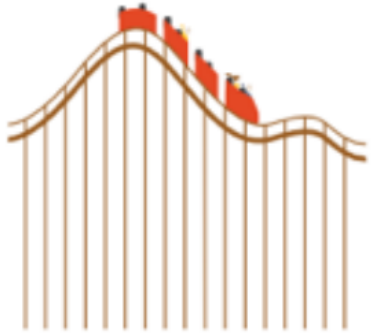
1 May, 2016



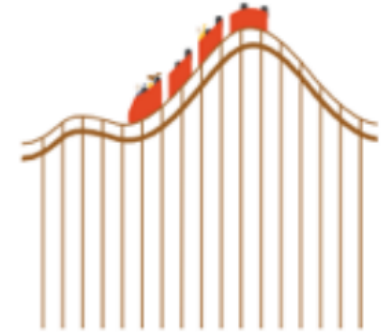
*Information is a BIG part of Gulliver's Gate.*

***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/0B4ZCxl0lhlQkQ0ItSmpORkdBTW5/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**

<https://drive.google.com/file/d/OB96diDveMTjpdG5RUj1rQWdvWEU/view?usp=sharing>

# 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**

<https://drive.google.com/file/d/0B96idQeMTpWHN1cndm5GhpQ1E/view?usp=sharing>

# 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**



# 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**

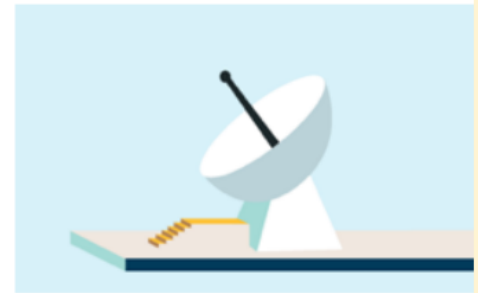


**Components**





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# Multi-Media Platforms

