

Concurrent Session 4B – Creating interactivity with SOS Report out

Top areas of interest with votes shown:

- **A way to highlight areas on the sphere or draw on the sphere (Madden on the Sphere) = 10**
 - **Annotation features**
- **Interactives that show cause and effect (example: tsunamis and earthquakes (Bishop), cutting down Amazon) = 9**
- **Choose your own adventure/decision points that allow visitors to choose direction = 6**
 - **Non-linear presentations on SOS**
 - **Includes on-screen menus**
- **Incorporating hands-on/other exhibits to reinforce concepts and learning from SOS = 6**
- **Share the back-end of interactive (coding) = 2**
 - **Google sites/Google codes**
- **Multiple Wii remotes, some in presenter mode and some in audience mode = 4**