

Technology is the backbone of Planet Word's magical interactives. Engage with the following exhibits that showcase a variety of tech that enhances the visitor experience and our understanding of language.

### Floor

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#### Where Do Words Come From?

Our 22-foot-tall talking word wall is composed of six projectors blended and warped together to illustrate the story of the English language. The microphones in the gallery "hear" visitor voices which are then converted into text. This record of participation is beamed to the show-control software, and ultimately determines the viewing order of the show.



Watch [The Spoken World](#) globe transform!

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#### The Spoken World

Dive headfirst into the awe-inspiring diversity of languages from around the world. Visitors interact with language lessons on iPads using voice-recognition software. The globe is composed of 4,600 LED lights with collapsing "ribs" that allow it to transform into a magnificent chandelier. It can be raised to the ceiling via motorized chain.

#### Word Worlds

Grab a paint brush and "dip" into words like "nocturnal," "magical," and "crepuscular." Enhance a dynamic landscape using sound, color, and motion. Infrared Radiation (IR) is used to track the location of the brushes in the room. This kind of technology is often found in virtual reality video games.

#### The Library

The Library brings a book to life by detecting individual covers through a Radio Frequency Identification (RFID) tag buried in the book's back cover. When placed on the story tables, the tag triggers their unique animations that are projected onto the book's pages or the surrounding table. You can also engage with the voice-activated mirrors that transform into ornate dioramas depicting literary favorites.



### BEACON EXAMPLES

#### Q: What is a "beacon"?

A: An interactive experience that dives deeper into one particular topic corresponding to its gallery's theme. The beacons described to the right highlight how technology is continually changing our understanding of language.

#### Teach A Computer Humor

Located in [Joking Around](#), this beacon on Artificial Intelligence reveals just how complex human humor truly is. Compare the captions of cartoons written by computers and humans. You can respond to questions posed by the moderators by tapping the screen or using your voice.

#### Corpus Analysis

Located in [The Library](#), this beacon answers the question, "what happens when a computer reads a million books?" Learn about the linguistic fingerprints authors leave behind in their writing, and how computers can positively identify them.

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#### Multilingual

This data-visualization art piece, created by SOSO Limited, can be found in the north stairwell on the first floor. As a visual and electronic visitor log, it tracks the language diversity of guests who visit Planet Word every single day.

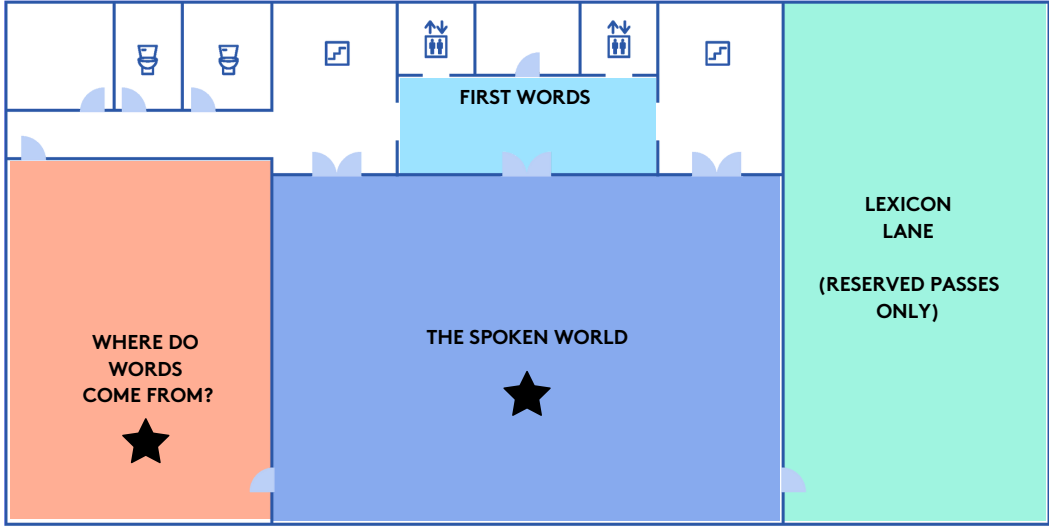
#### Speaking Willow

Created by contemporary artist Rafael Lozano-Hemmer, this mesmerizing installation has motion sensors in the hanging bulbs that detect nearby visitors. From afar, visitors can hear songs of birds chirping. But if you take a stroll under this unique sculpture, the bird noises transform into over 364 languages spoken today.

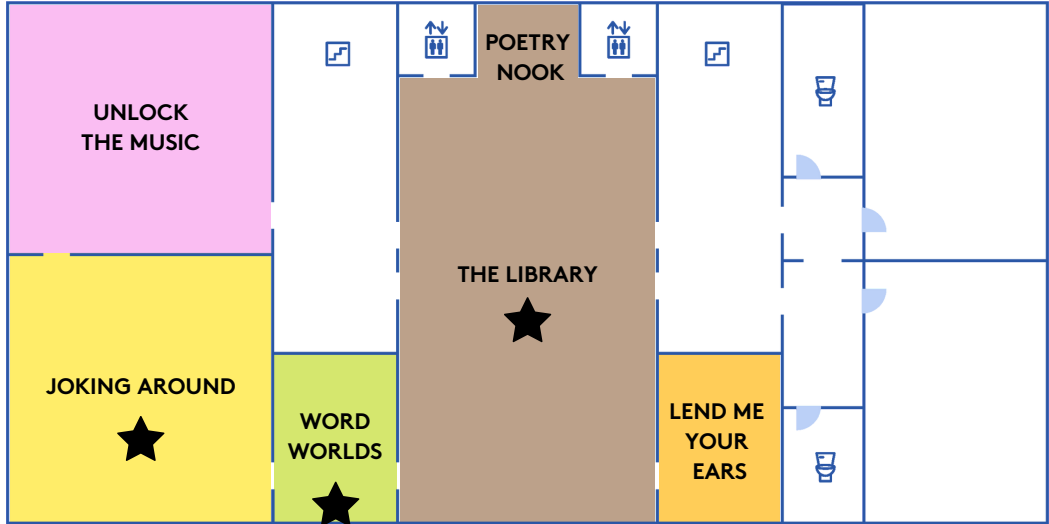
As the world's FIRST voice-activated museum, the Planet Word immersive experience relies on cutting-edge technology that has been thoughtfully incorporated into each of the gallery spaces.

# Museum Map

FLOOR THREE



FLOOR TWO



FLOOR ONE

