Final Interactives
Kristen Dear and Sarah Craig
October 19, 2020- November 6, 2020

Follow My March
- Room #4
- 98-inch TV screen with motion sensors
- Large screen interactive where visitors can wave their hands over the sensor to navigate the different maps
- The interactive would have maps of the different regiments, their experiences, videos, and documents
- The visitors would learn which regiments were involved in certain battles such as Gettysburg, Vicksburg, and The Battle of Atlanta
- They would see what life and their experiences were like on the move
- Compare and contrast Northern experiences with industrialization to Southern experiences with a cotton-based economy
- Budget: 40,000

Carry My Burden
- Room#4
- 10-15 lbs. Weight to add to the knapsack (to show the visitors how heavy the sack really was)
- Confederate and Union knapsack- to compare and contrast the different objects the soldiers would have carried and the difference in the supply chain during the war.
- Visitors can try this interactive to experience what it was like for soldiers who had to carry this heavy sack during their marches.
- Visitors can unpack the sack to see what the soldier was carrying.
- Items that the sack could contain: cartridge box, head-quarters pass, ration card, photos , letters, currency, extra shirt, cap box, haversack that contained hardtack, wool socks, undergarments, kepi, Bible, belt, comb, soap, matches, tin container to hold caps, tools, harmonica, toothbrush, pencil, playing cards, housewife, tin plate with eating utensils, canteen, shoes, and a folded blanket on top.
- Reproduction items if possible
- The objects would have security sensors attached to them so no one will walk out of the exhibit with them.
- Budget: 20,000

Who Lives, Who Dies, Who Tells Our Stories? QR Code Scans
- Put the QR codes on panels
- Throughout the exhibit especially Room #6
- Visitors would receive a code with an individual's story such as a soldier, POW, woman, child, African American, Native American, or immigrant
- They have to walk around the exhibit to find clues about their individual's story
- At the end, they would receive the complete profile of their individual to show whether they lived, died, or survived during the war.
- Develop a software to make sure the codes work properly

- Budget: 15,000

Learning Trunks/Traveling Trunks
- Trunk size: Length (11 ¼ inches) Width (19 ¾ inches) Height (12 ⅛ inches)
- The trunks contain objects that pertain to the subject of where it is located; teachers can use these trunks to teach their students about the object's relevance to the war.
- Objects:
    - Room#1: piece of cotton, a copy of Harriet Beecher Stowe's Uncle Tom's Cabin, slave hire badge, slave market advertisement, and pamphlet on the Dred Scott decision.
    - Room #6: Amputation kit (nurse), songbook (drummer boy), POW diary entry, daguerreotype, and semaphore flags (espionage).
    - All the items are going to be reproduced if possible.
- Grades 4 and 8
- Standards SS4H5, SS4H6, SS8H5, SS8H6, SS8H7
- Budget: 2,000

The Civilian Experience
- Room #5
- Bunker activity
- Immersive bombardment shelter where the visitors would experience what it was like for women and children during the Battle of Atlanta
- add a motion sensor pad so when the visitors walk into the bunker, the sound of cannons and fighting will echo throughout the bunker.
- Recreation objects such as rag dolls, hardtack, and other homemade goods that could have been brought with them into the shelter
- Place quotes throughout the immersive from Carrie Berry's diary that describes the experiences from those days
- Budget: 80,000

Voting Simulation
- Room #8
- A simulation of what voting was like for African Americans during reconstruction.
- Starts off as one station where the visitor can listen to what going to the poll was like. It would have people shouting and making ruckus. The second station is that of the literacy test this test would be a paragraph for the visitor to read in a different language. This would show what the African Americans had to experience when they went to cast their vote. The third station would be the grandfather clause. This would be a panel on which the visitor would be able to answer the Grandfather clause question. After going through the three stations the visitor would cast their vote and the poll would not change this would have a panel explaining that even if they did get to vote they would their votes might not have been counted.
- Dimensions
- Budget: 5,000

The Use of Terror during Reconstruction
- Somewhere around impact area #3
- 5 foot, 3 inch deep kiosk, content warning curtain

- Have a motion-sensor kiosk that would play 2-3 minute videos of Klan gatherings, lynchings, marches, cross-burnings and political cartoon drawings. Show how terror was used as an intimidation tactic on African Americans in the South.
- Educates the visitor on the injustices and cruelties done to freed African Americans during Reconstruction
- Budget: 10,000

Freedmen's School
- Room #9
- Cabin
- Four desks would be incorporated within the cabin so the children can sit in them
- A 48 inch by 72 inch (4 ft. by 6 ft.) chalkboard would be included in the design of the school for children to write on and discuss
- On the walls, there would be information about the founding of the Freedmen's Schools, the impacts on the African American community, who funded the schools, and the aftermath of the Freedmen's Schools.
- Budget:10,000

The Underground Railroad Map
- Room #1
- 5 ft. 3 inches deep touchscreen kiosk
- Allows the visitor to choose any routes that Harriet Tubman took enslaved people from Maryland to the South.
- Budget: 8,000

The Cotton Gin
- Room #1
- Reproduction of a cotton gin can be found at the Augusta History Museum
- The interactive would be like a before and after simulation, for example, a visitor can put in a piece of cotton that is seeded, watch the process of the de-seeding, then the clean cotton comes out.
- Diagrams showing that this invention boosted the south's economy and the need for more slaves to operate the cotton gins
- Diagrams such as percentages showing the differences before the cotton gin and after and pictures of cotton and how it is difficult to hand pick.
- Budget: 10,000

African American Experiences and Stories
- Room #5
- Several motion sensors
- 4 LED video walls(each video wall- $9500)
- Incorporate some type of interaction framework software.
- The video walls tell the African American experiences during the Civil War through four distinct stories: a sailor, a soldier, an enslaved person, and a labor worker.

- Budget: 50,000