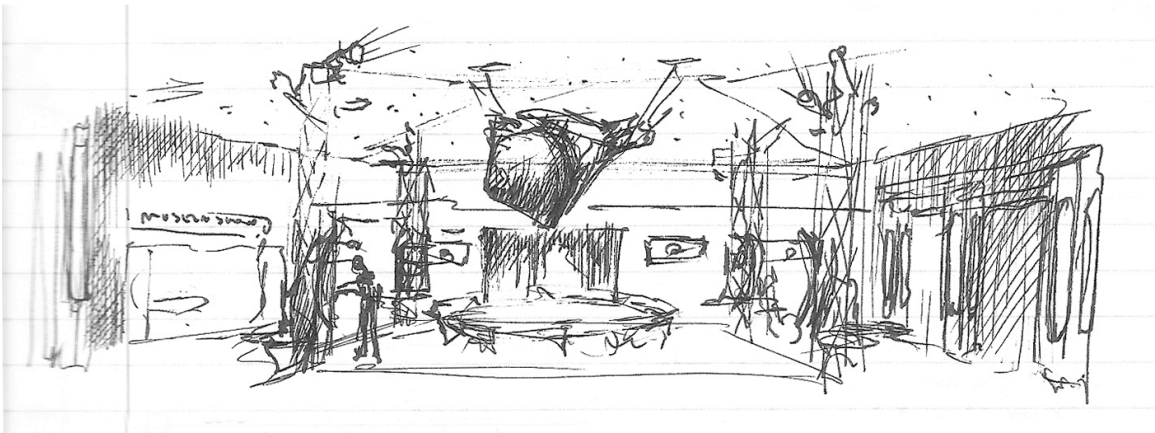


The Nixon Great Room 2007



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The Nixon Great Room Proposal 2007

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CONFIDENTIALITY AND NONDISCLOSURE AGREEMENT

WHEREAS, Mickey Designs agrees to furnish Nixon Presidential Library & Museum certain confidential information relating to ideas, inventions or products for the purposes of determining an interest in developing, manufacturing, selling and/or joint venturing;

WHEREAS, Nixon Presidential Library & Museum agrees to review, examine, inspect or obtain such confidential information only for the purposes described above, and to otherwise hold such information confidential pursuant to the terms of this Agreement.

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1. Nixon Presidential Library & Museum agrees to hold confidential or proprietary information or trade secrets ("confidential information") in trust and confidence and agrees that it shall be used only for the contemplated purposes, shall not be used for any other purpose, or disclosed to any third party.
2. No copies will be made or retained of any written information or prototypes supplied without the permission of Mickey Designs.
3. At the conclusion of any discussions, or upon demand by Mickey Designs, all confidential information, including prototypes, written notes, photographs, sketches, models, memoranda or notes taken shall be returned to Mickey Designs.
4. Confidential information shall not be disclosed to any employee, consultant or third party unless they agree to execute and be bound by the terms of this Agreement, and have been approved by Mickey Designs.
5. This Agreement and its validity, construction and effect shall be governed by the laws of California.

AGREED AND ACCEPTED BY:

Date: _____

By _____ Witness: _____

Title: _____

By _____

Title _____

The Design Team

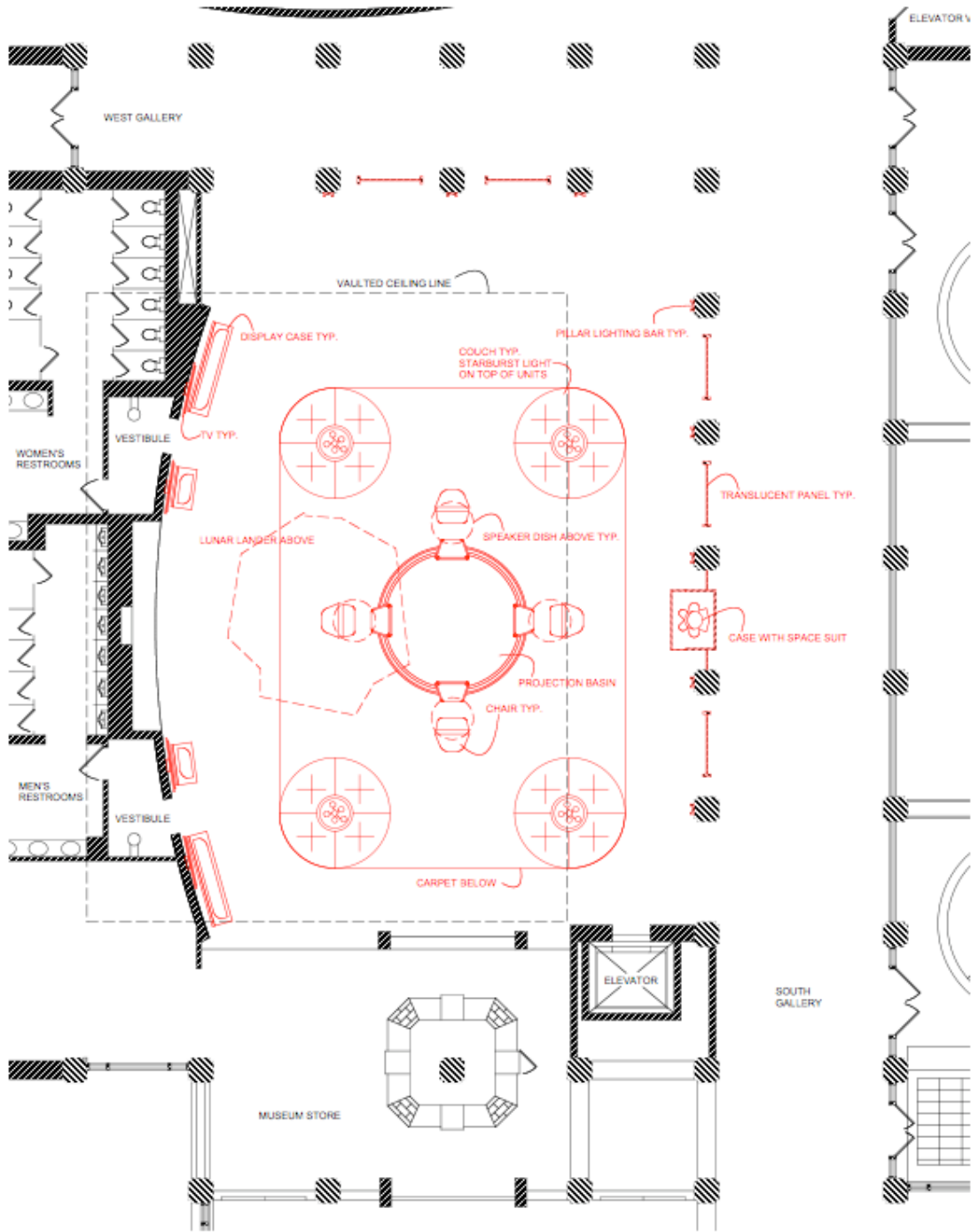
Dave Mickey – Design Lead

Josh Senick – Interactive and Sound Design

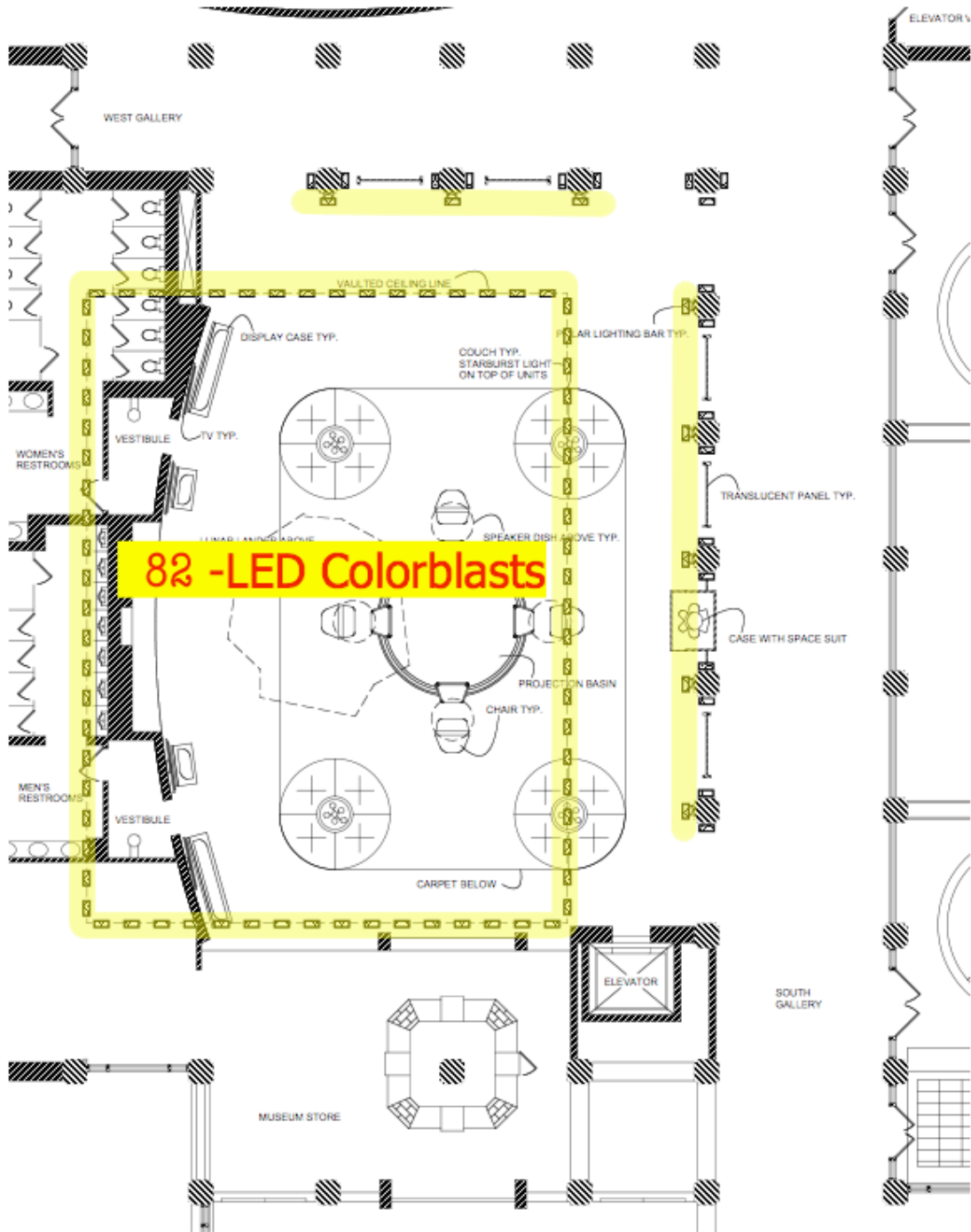
Adam Flemming – Set and Video Design

Harrison Lippman – Lighting Design

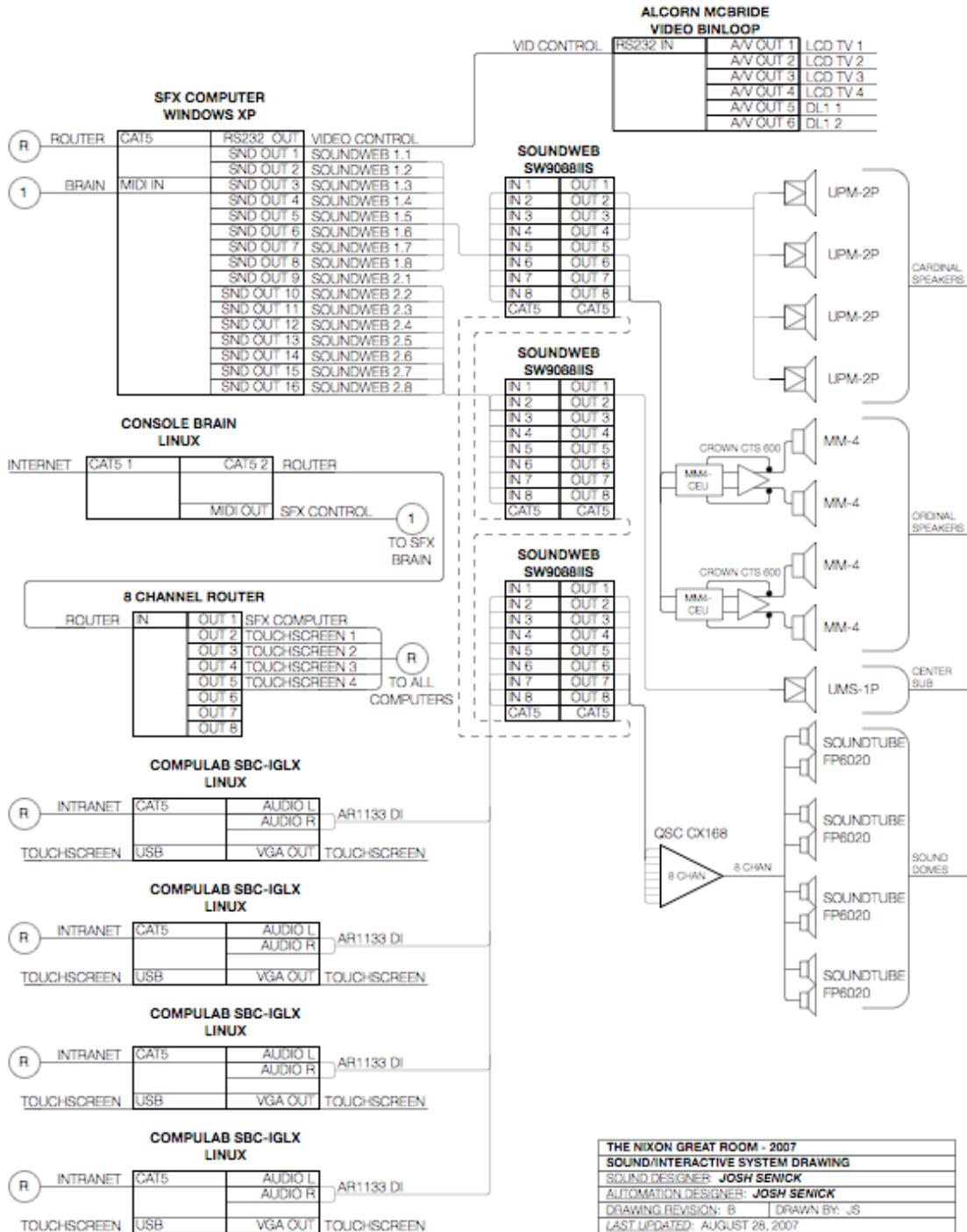
The Great Room Floor Plot



The Light Plot



The Interactive and Sound Block



Interactive Touch Screen Design

The touch screens function in two distinct modes.

Standalone

When in single-user mode, the touch screens function as information retrieval systems. Patrons will be presented with a list of options to choose from and will be able to access static and interactive content such as videos, graphics, text based information, and games.

Collaborative

At any time, users of the touch screens can enter a collaborative game. When a patron wants to enter a game, it will alert the other touch screens that a game is about to start and invite them to join. When enough players have joined and the 30 second response period has ended, the game will start.

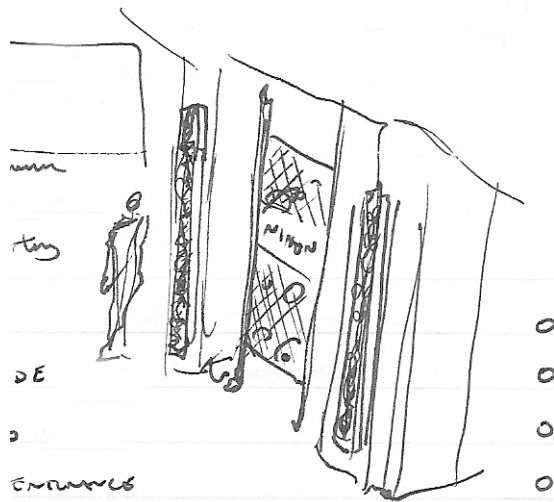
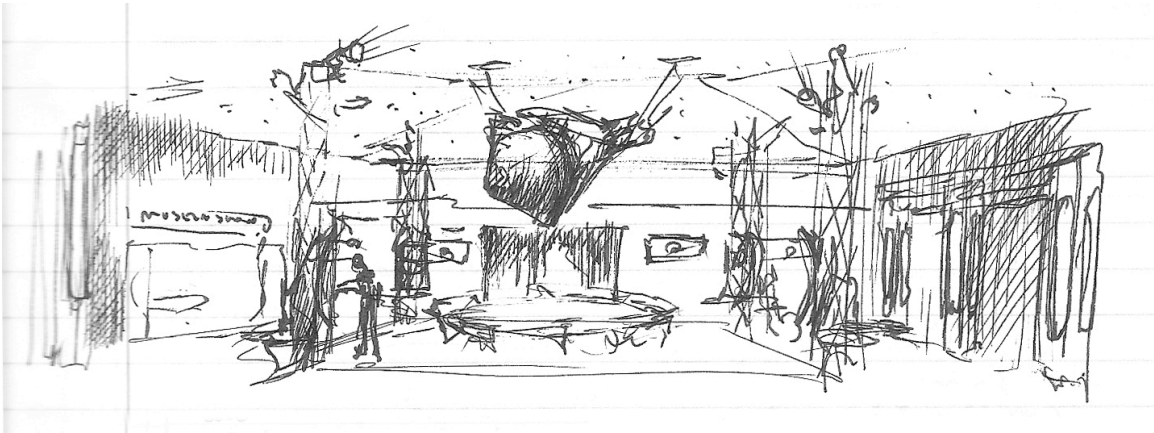
Games can be simple or complex, but the cornerstone is that inputs from multiple players are required to complete tasks, such as landing the moon-lander or competing against other players in a trivia game.

When the game ends patrons will be returned to the same place they were before they began the game.

Specifications

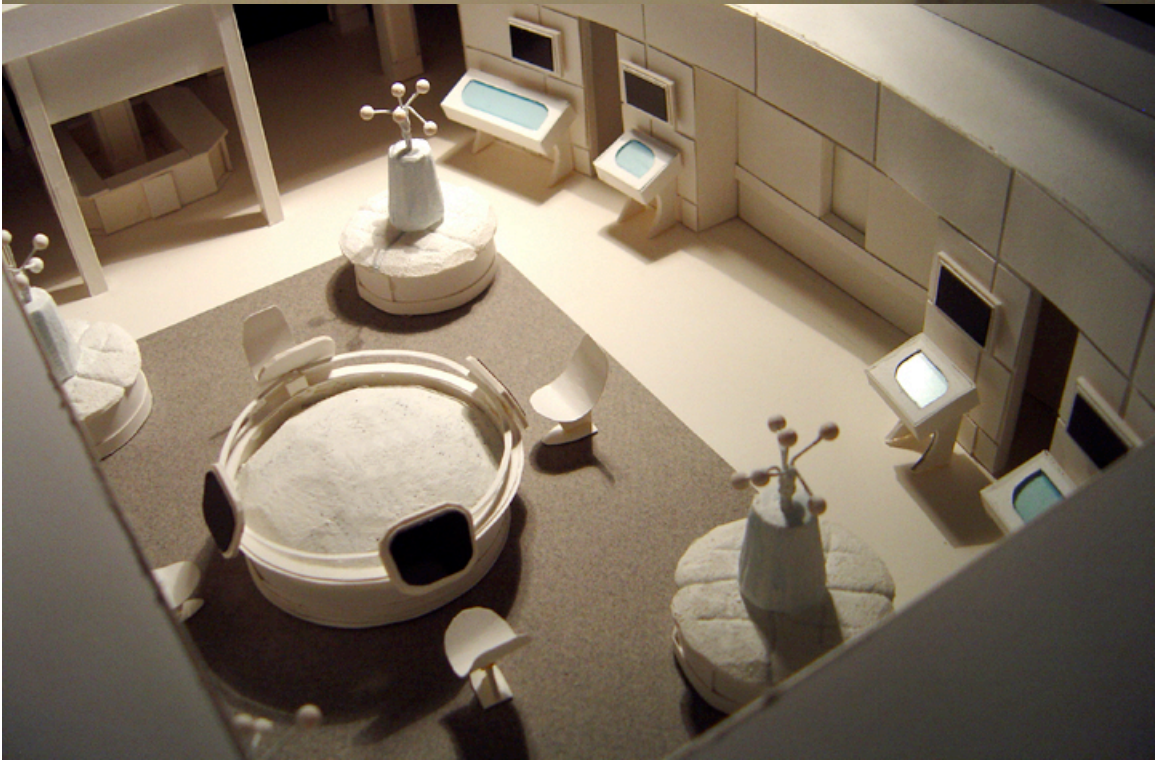
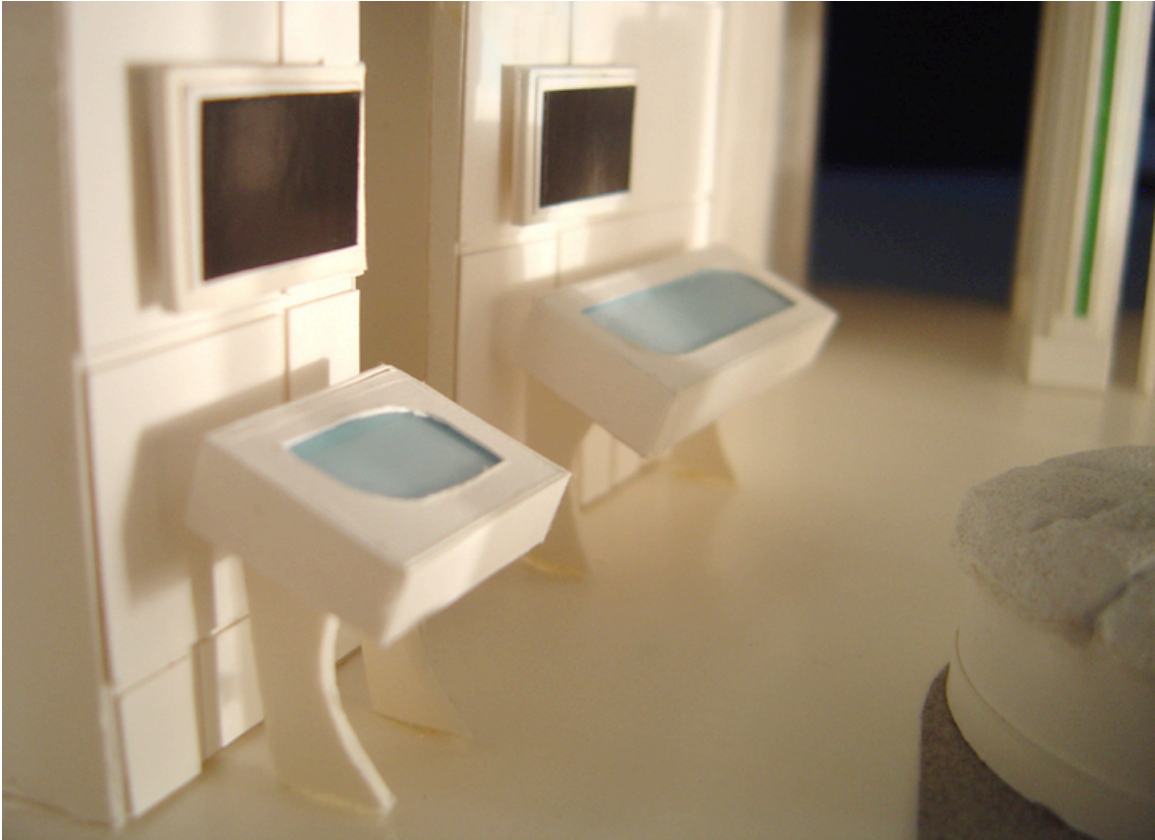
All content will be stored on the “Console Brain” and accessed by each client through a high-speed network. This allows the use of as few moving parts as possible while also making it incredibly easy to modify content in the future: only the main system will need to be updated. New information and material can be added by only programming the main system.

The Great Room Sketches

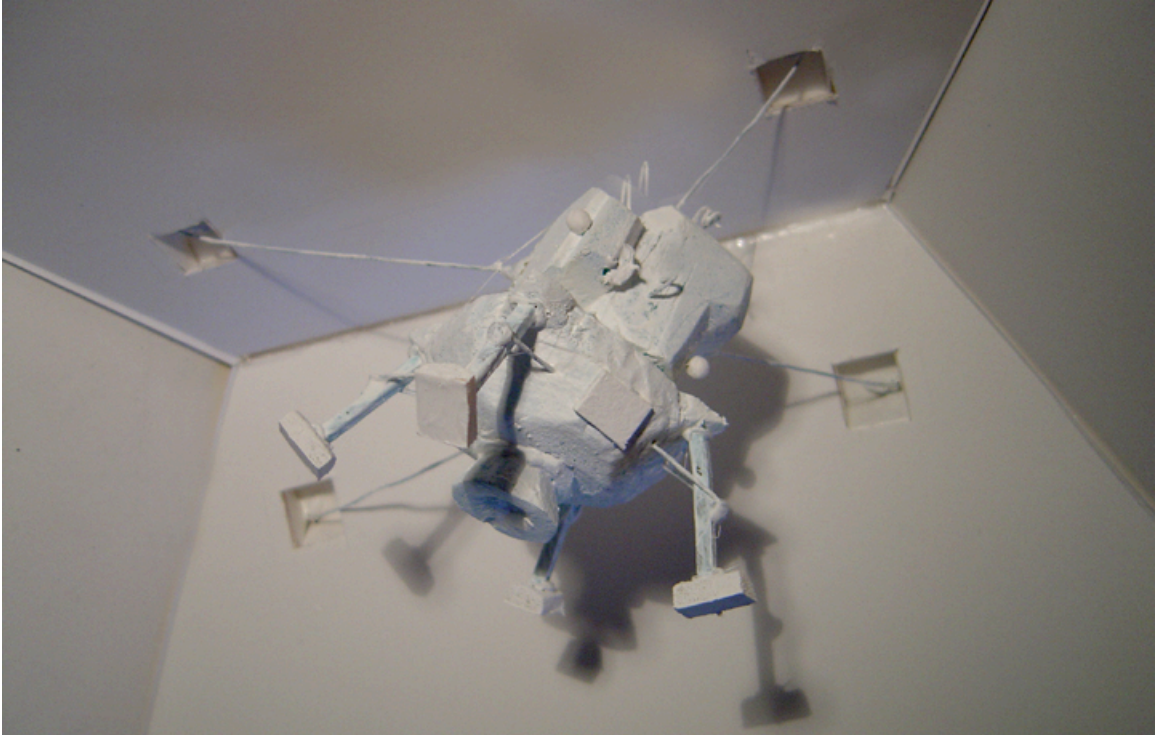
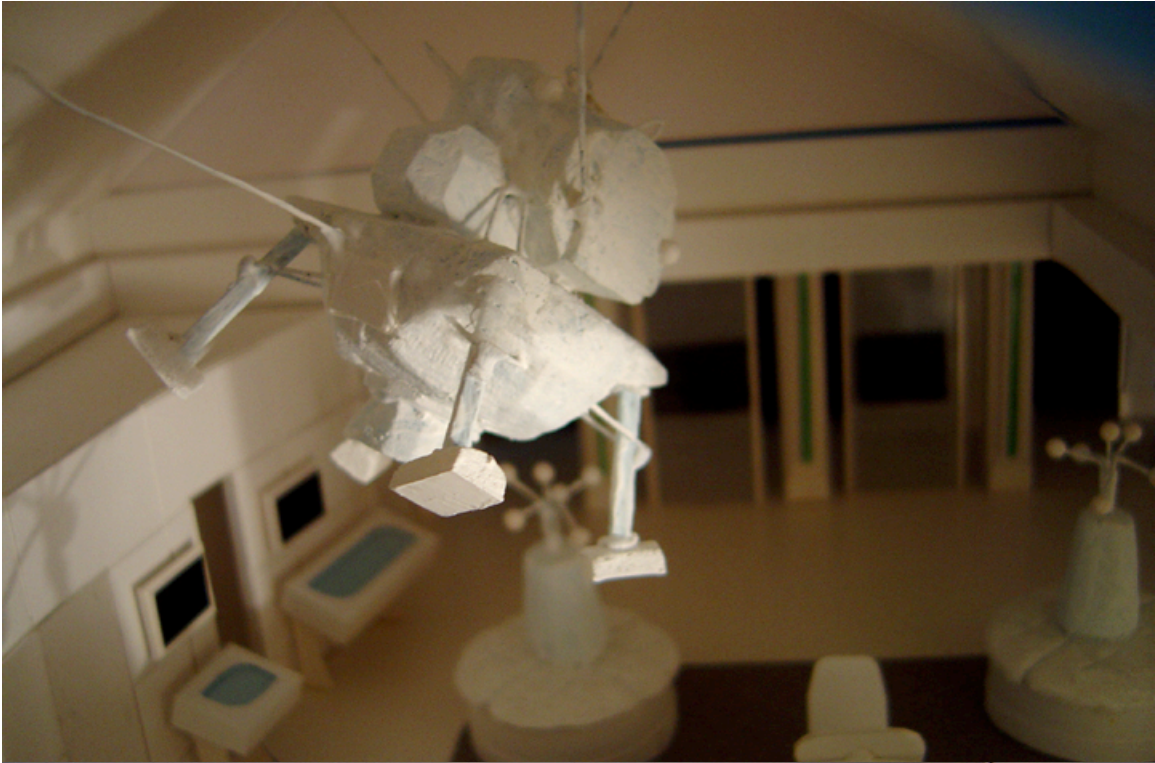


The Great Room















Installation Timeline

	Installation					Programming		Preview and Debug
	Lighting	Sets	Interactive	Video	Sound	Interactive	Lighting	
Day 1	X	X		X	X			
Day 2	X	X	X	X	X			
Day 3	X	X	X					
Day 4	X	X				X		
Day 5		X				X	X	
Day 6		X				X	X	
Day 7		X				X	X	
Day 8		X				X	X	X
Day 9								X
Day 10								X
Day 11	OPENING							