

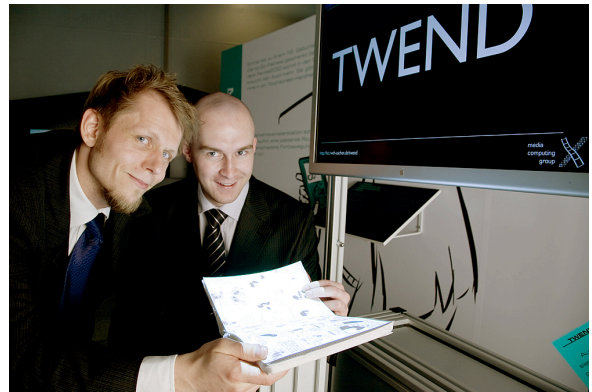
## Clear Ship for TWEND!

On June 4 the so called “MS Wissenschaft” went on a four month tour throughout Germany. The ship serves as a DFG funded mobile museum, exhibiting trends and projects in current research. Targeted mostly at children and schools it offers a great possibility to communicate ideas and visions academia comes up with to the general public in a hands-on fashion.



The UMIC Cluster of RWTH was able to exhibit TWEND on board, a prototype to illustrate and research on bendable mobile devices, in this case an ebook.

On the opening day, Thorsten Karrer and Gero Herkenrath were there to present their project, about a week later, Professor Jan Borchers and Gero Herkenrath attended a press session to further promote the whole MS Wissenschaft project and TWEND in particular.



Overall, the exhibit was very successful. Not only was the media coverage very positive, it also led to important feedback regarding TWEND's durability. It turned out that building a prototype for research experience is a lot different from

building something that can withstand thousands of curious school kids for four months.



According to the so called “Lotsen”, the staff guiding visitors through the exhibit, the device was very popular. Watching people being fascinated by the idea was something very thrilling for the TWEND team when it was there, as well. Actually some of them were on board several times, as, unfortunately, the device had to be repaired a few times due to the enormous flow of visitors.

When the tour ended, over 90.000 visitors had come on board of the MS Wissenschaft, the ship had visited over 30 cities all over Germany. Several news articles covered the exhibit, giving a very positive feedback on the project. The TWEND team was approached individually several times to provide further information on the prototype.

All in all, the participation in the exhibit was a valuable experience and with no doubt presented the RWTH and UMIC in a good light. It was very motivating to see average people, especially children interacting with the prototype.