



Discover how innovation has shaped the video game industry. **Game Changers** takes you on a fascinating journey, exploring the past and uncovering the future of gaming. Live the video game evolution, from memorable *PONG* to the photorealistic, immersive games of today. Step inside a game, and become a character yourself! Try your hand at operating a supersized Nintendo controller, and test your knowledge of retro video game music. Experiment with augmented reality, and examine upcoming video game trends while imagining what gaming will look like in the future.

Developed and produced by the Canada Science and Technology Museum in partnership with the Social Sciences and Humanities Research Council and Electronic Arts, **Game Changers** presents over 120 of the most influential games that have transformed the gaming scene. From *Pac-Man* to *Space Invaders*, this exhibition includes everything to keep a gamer amused! Exhibition tour management is provided by Science North.

TARGET AUDIENCE

families | youth 8 years and older | video game enthusiasts

LANGUAGES

All exhibition elements are bilingual.

EXHIBITION COMPONENTS

- 15 video games to play
- over 120 video games to explore
- original concept art, storyboards and level designs
- audio recordings from expert game developers
- iconic video game music

SUPPORT MATERIAL

- promotional materials
- installation and maintenance manuals
- exhibition condition report

SPACE REQUIREMENTS

- 280 m² / 3,000 sq. ft.
- maximum height 3 m / 10 ft.

SHIPPING AND INSTALLATION

- 19 crates and/or storage racks, on locking wheels
- overall weight 5,500 kg / 12,000 lb
- set-up: 5 days / 4 people
- Science North provides 1 person to manage set-up

INSURANCE

Borrower must provide an insurance certificate.

FEES

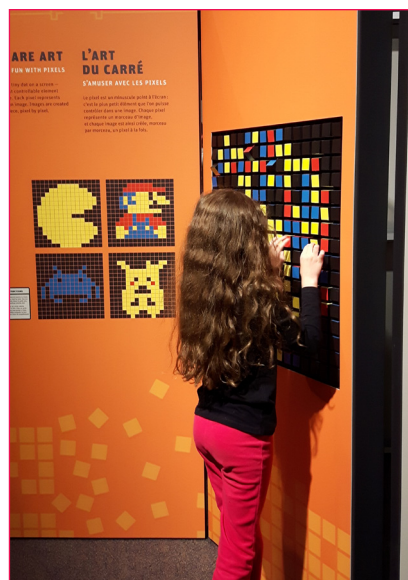
\$50,000 / 3 months
+ shipping + applicable taxes

CONTACT

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Science North is an agency of the Government of Ontario.

techno-science.ca



Do you qualify for the Exhibition Circulation Fund through the Department of Canadian Heritage? Search online for "Museums Assistance Program."