



## EXPANSIVE ATRIUM

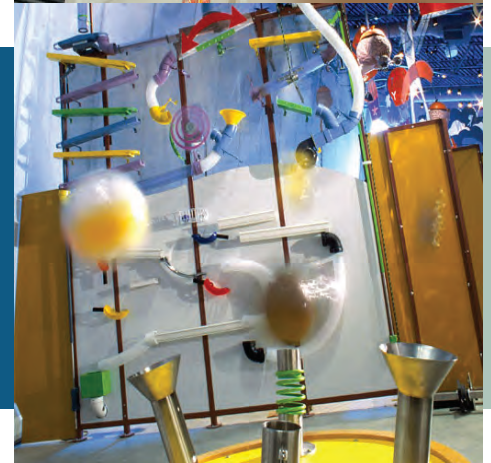
The entry opens up into a large atrium with bright colors and a very eye catching unicycle tightrope hanging above. That little act keeps people in line all day to try, and creates an Atmosphere of fun and learning from the beginning. Most kids want to know how people don't fall off, and learn about counter weights in the process.

## CHANGING EXHIBITS

The exhibitions constantly change so people have a reason to keep coming back, especially adults with children who don't want to do the same games repeatedly. Often the new exhibitions have a more adult focus anyway, like Bodies, Star Wars and Mythbusters. Though the hallways are large, COSI will put short, visually focused exhibitions down the length of them.

## WHY THIS BUILDING

COSI is rated as one of the best child science center in the country. Its interactive exhibits offer so many choices to children, and constantly changing special exhibits add even more appeal. It also shows some aspects to look into, like large empty hallways, and it keeps the scale of the project in perspective.



COSI  
Columbus, OH

# MOVEMENT AND CIRCULATION

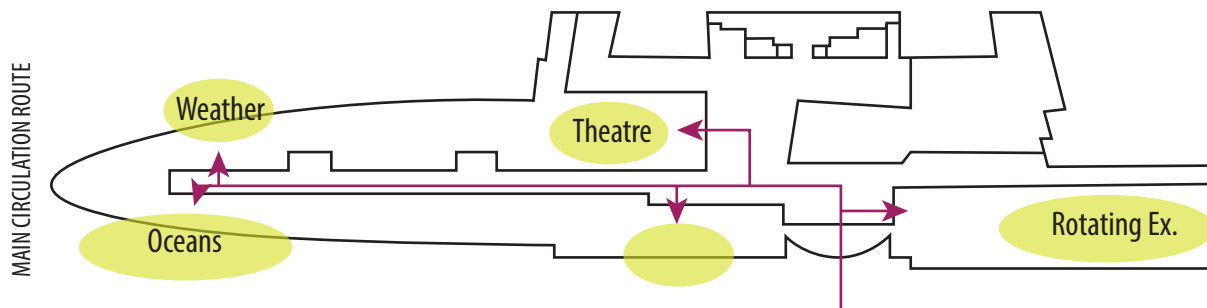


## SIMPLE TO COMPLEX

A plain corridor like a highway running through the building gives way to entirely new worlds of activity as kids enter each exhibit.

## MOVEMENT

The large space gives the patrons a variety of options on where to start or how to move through the exhibits. For the most part, people head off to the left where most of the exhibits are, but going forward and up the exposed elevator attracts the attention of a lot of people too. A gift shop just before the exit creates an eddy of people flowing out of the building.



## HALLWAYS

There is a lot of hallway space in the building that a few people noted they did not like, but the large hallways and atrium space at the entrance to give an open feel to the site, and kids have the ability to run around without hurting others walking down the same hallway.

In the older COSI in Columbus, the spaces flowed together more efficiently than they do now, though this does allow for a new exhibition to be put up without shutting the others down.







## SUSTAINABLE HOUSE

The house below was designed by OSU students and built at COSI to teach kids about passive design. The bright color attracts children and they learn about developments in environmental sciences.

## APPEALING TO ALL AGES

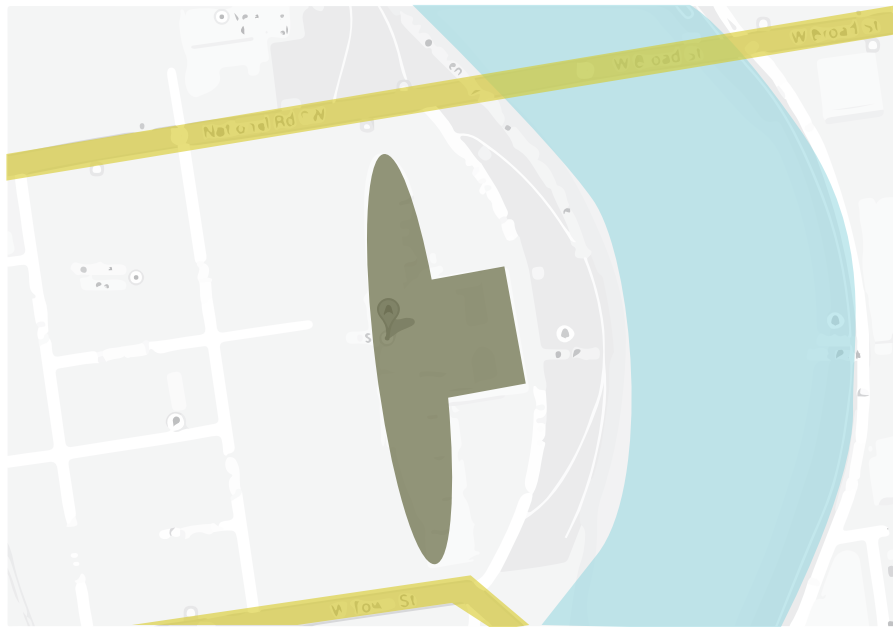
Each room has an array of activities for all age groups, but some definitely have a older or younger focus. While older students can have a go at the puzzle solving, younger kids can play in water in Oceans. Surprisingly, Progress, one of the least interactive exhibits tends to have people stay for a long time. The old time setting has a stick and hoop game that most kids try to play up and down the cobbled streets.



# EXHIBITIONS AND GAMES



# SITE



## APPROACH

The Site is very large, and not a particularly attractive building. When crossing the river it's more of an eyesore than a welcoming museum for children. The large field out in front doesn't get played on and seems to serve no purpose.



## IN THE CITY

COSI is located on the water just across the river from downtown Columbus. The building is part convention center, part science center, so the location functions well for all of its uses. A more modern entry was added onto a more traditional rear facing the water, marrying the modern and the traditional similar to the fishmarket.