



CHILDREN'S MUSEUM OF HOUSTON



CONTEXT

The original Children's Museum of Houston was located at the University of Houston, but was rebuilt and relocated to Allen Parkway in order to accommodate more visitors, and create a new materiality that applied better to a growing age group. Allen Parkwa was appropriately chosen, considering is the site of many family events such as Fourth of July Fireworks, concerts, and marathons, as well as the location of multiple parks. The newbuilding was designed by Robert Venturi, who studied child psychology and wanted to instill an idea of universality within the Museum.

FACILITATES LEARNING



COMFORT

FLOW WORKS
POWERPLAY
MATTER FACTORY
CULTURE EXHIBIT

MOVEMENT

POWERPLAY
FLOW WORKS

COMPETENCE

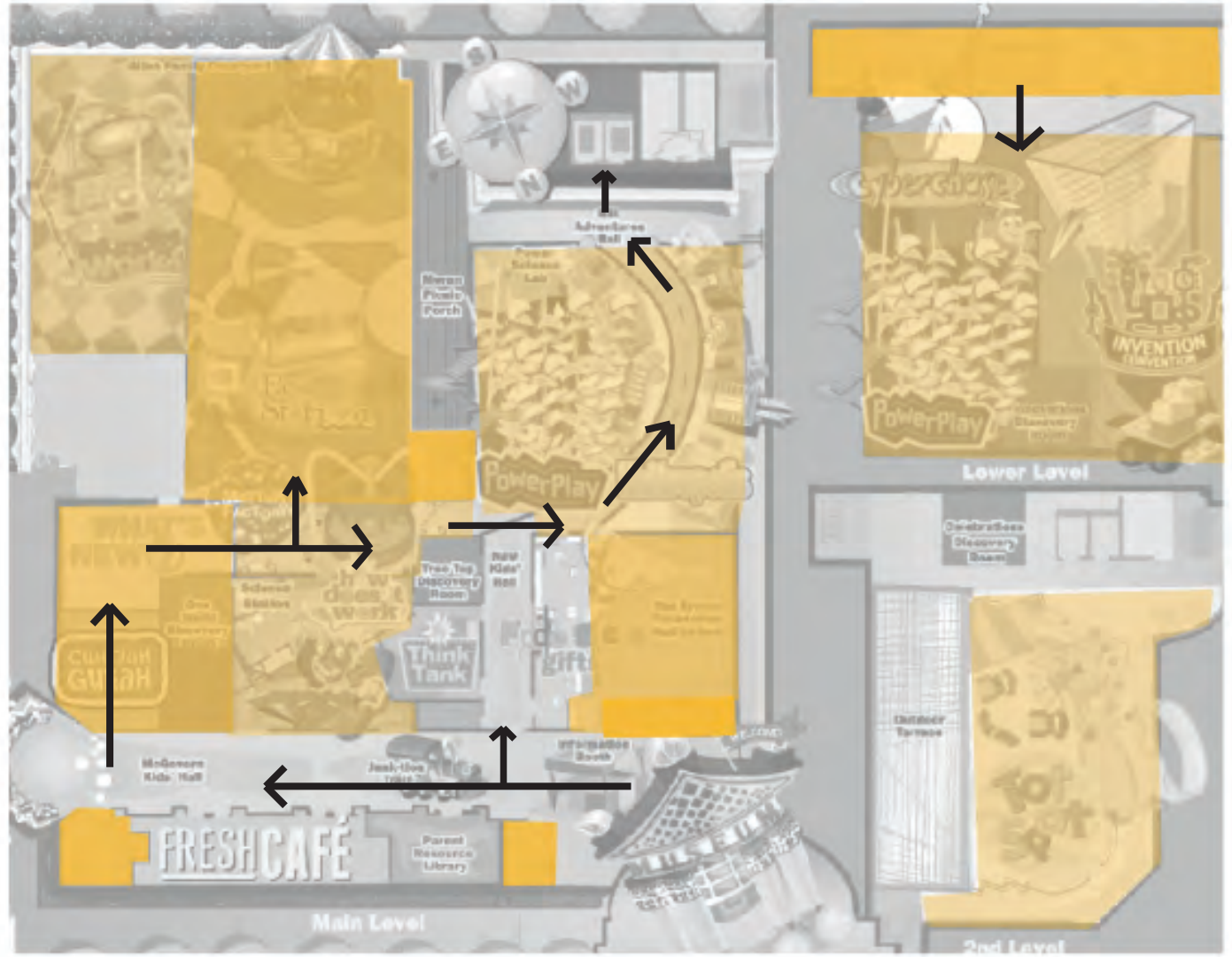
KIDTROPOLIS
HOW DOES IT WORK
WEATHER STATION

CONTROL

KIDTROPOLIS
MATTER FACTORY
FLOW WORKS

OBSERVATION

INTERACTIVE



OPERATIONAL

EXHIBITS



Flow works is an excellent example of exercising children's comfort, control and movement. The use of water throughout the exhibit stimulates the children's senses, while the interactive use of buoys, boats, and miniature dams keeps them active while exercising their decision making abilities.

FLOW WORKS

Powerplay is a 3 story installation which allows children to track their bodies responses to physical challenges. Elements such as the climbing wall, 40 foot power tower, or Dance Mania game encourage the movement, and comfort aspects of childrens' learning process through activity and stimulation.

POWERPLAY



KIDTROPOLIS

Kidtropolis is a city made to the scale of children, where they can run banks, hospitals, grocery stores, etc. allowing them to take on roles such as city leaders, voters, business owners, and workers. Not only does it provide them some amount of insight into how society works, but it exercises competence and control, by encouraging children to make "life decisions" at a manageable scale.



MATTER FACTORY

At the Matter Factory exhibit, children are forced to make decisions about different materials to learn about nanotechnology. The small assembly projects stimulate their senses while teaching them about the assembly of different structure. While this exhibit is more directly educational, the comfort and control aspects make it another successfully interactive exhibit.

USE OF SPACE



75%

EXHIBITS

- 16% OUTDOOR
- 84% INDOOR
- 70% INTERACTIVE
- 30% OBSERVATIONAL



20%

CIRCULATION

- 10% STAIRS/ELEVATORS
- 90% HALLWAYS



5%

FACILITIES

- 20% ADMINISTRATION
- 30% FOOD SERVICES
- 50% BATHROOMS