WYMSI
WYOMING MUSEUM OF SCIENCE & INDUSTRY

A VISION FOR THE FUTURE MUSEUM

luci
CREATIVE

Welcome to WYMSI

A dynamic museum that always offers new and exciting opportunities to explore, just like Wyoming.

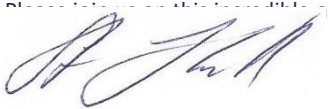
Dear friend,

The Science Zone has been providing science education opportunities for Casper over the past 25 years. The organization has grown through several iterations first starting out as the Wyoming Science and Adventure Center as a partnership between the city of Casper and the Natrona County School District. After we had gotten off our feet we became The Science Zone, a fun and exciting place where visitors gain an interest in the sciences while sparking their curiosity to learn more about the ever changing and growing world around them.

Throughout the years, The Science Zone has become one of the “best kept secrets” in Casper. Our programming has grown, our exhibits are testing the limits of our infrastructure and we are listening to the community ask for our presence at events throughout the year. Our organization is growing and the demand of our services has not been as prevalent as it is today. The longevity and economic health of our state rely heavily on the energy industry where the sciences are an indispensable element. Science education is crucial for our community, this is evidenced not only by the needs of our community but with the fact that our nation is falling behind in the sciences among other industrialized nations.

The climate is ripe for our organization to flourish into an educational destination for everyone throughout the state of Wyoming, and even surrounding states. The Science Zone as we know it will be changing into the Wyoming Museum of Science and Industry. We are living in a highly scientific-oriented community in a very industrialized nation. Our museum must reflect these tenets of our livelihood and display the importance of science and industry. We are poised to expand our breadth of offerings and our geographic impact. Our focus will not shift from educating the public on Science, Technology, Engineering, and Math, or STEM as we like to call it. We are, however, expanding our offerings to include classes and exhibit material suitable for adults, teens, and of course, children. By offering an experience the whole family can learn from, we may just be able to entice enough of our community to pursue careers in the sciences and indeed, inspire curiosity.

Please join us on this incredible adventure.



Steven Schnell
Executive Director
The Science Zone

OUR MISSION

The Wyoming Museum of Science and Industry will **Inspire Curiosity**

Advancements in science, technology, engineering, art, and math (STEAM) are creating **new and exciting opportunities for Wyoming communities everyday.**

At the Wyoming Museum of Science and Industry (WYMSI), kids imagine possible futures for our state, design tools to take advantage of these opportunities, and explore the STEAM principles behind them. There are no right or wrong answers here and mistakes are encouraged. WYMSI is where visitors **learn what it's really like to do STEAM in the real world.**

The activities at WYMSI are always changing to explore new and exciting opportunities in Wyoming.

Maybe a group of visitors simulates an oil extraction in the Underground Wyoming Exhibit. Then, a week later, a different group is challenged by a facilitated program to find more efficient ways to refine it. Perhaps another group of visitors participates in a program to consider a treatment for a hospital patient with unusual symptoms. Then, another group looks for new ways to apply this treatment. Each visitor builds upon and alters what those before them have created.

WYMSI is a dynamic system. It's an **unforgettable experience** about the science of Wyoming, for the people of Wyoming.

BIG IDEA

By using creative STEAM thinking, we take the greatest advantage of the many opportunities our state has to offer.

KEY MESSAGES

STEAM

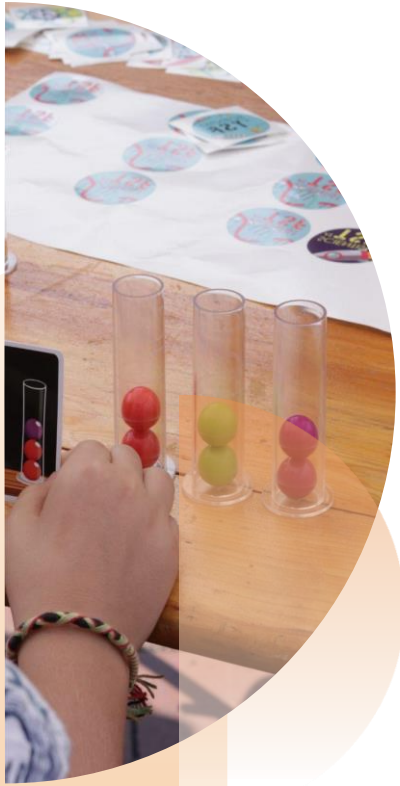
Through their WYMSI experience, visitors will internalize these messages about STEAM:

- STEAM thinkers keep their minds open and evaluate information based on evidence.
- To collaborate effectively, we need to listen to, build upon, and question each other's ideas.

WYOMING

Through their WYMSI experience, visitors will internalize these messages about Wyoming:

- The people of Wyoming have grit; they are self-reliant and innovative.
- By working together, we can make Wyoming healthier, more efficient, more educated, and more connected.
- By investing in STEAM, we can diversify our economy and secure our children's futures.
- We should try to use our natural resources for our current needs and conserve these resources for future use and enjoyment.



AUDIENCES

PRIMARY AUDIENCE GROUPS

- Early Childhood Children and their Caregivers
- Elementary School Students
- Middle School Students

Primary audiences are the main focus for the museum, but not the only focus. Museum exhibits are designed to serve the needs of primary audiences first and foremost. More information about how WYMSI will serve its Primary Audience Groups can be found in the Addendum at the end of this Vision Book.

SECONDARY AUDIENCE GROUPS

- Young Adults without Children
- Teens/High School Students
- Senior Citizens
- Teachers
- Industry Professionals
- Industry Recruiters
- Tourists

Secondary audiences are served through exhibit-floor programming, events, and supplementary materials. Exhibits will not be built to serve their needs.

CONTENT MAP

ZONE	THE LAND	THE WATER	THE UNDERGROUND	THE OUTDOOR SPACE AND BENCHMARKS
GUIDING QUESTION	How can we relate to our landscape?	How can we use our water?	How do we know what lies beneath our feet?	How do we interact with the Elements around us?
CONTENT	• Climb on a rock wall themed as Fremont Canyon. • Talk to other visitors across levels using a parabolic dish. • Push sand into a snow fence and discover how this Wyoming invention works. • Direct sunlight to power everyday objects. • Build a wind turbine. • Discover fun scientific facts about friction, the physics of climbing, physiology, geology, weather systems, aerodynamics, and more. • Meet a variety of small mammals and reptiles.	• Build dams and turbines to generate power. • Play with materials and items that represent Wyoming's different, critical industries and recreational activities. • Learn about Wyoming's waterways, including the Seminoe, Pathfinder, and Alcova Reservoirs. • Discover fun, scientific facts about fluid dynamics, local geography, the water cycle, and more through hands-on experimentation and interaction.	• Learn about the journey of Wyoming's natural resources, from exploration to end use • Play a game to find and extract different resources from underground, including uranium, coal, oil, trona, and groundwater. • Sort oil bi-products based on their density. • Match underground resources to corresponding end products. • See Old Faithful erupt and see what is happening underground.	• Harness natural elements to guide exploration and play. • Find opportunities to get your blood moving in our outdoor space. • Use the tower and observation deck to take your projects to new heights as visitors develop and test their creations. • Create musical sounds while moving your body to the rhythms on the outdoor instruments. • Explore weather, seasons, physics, and more at a variety of stations with a variety of materials – in all types of weather!

EXPERIENCE LENSES

In every zone, at least one element will touch on each of the following lenses.

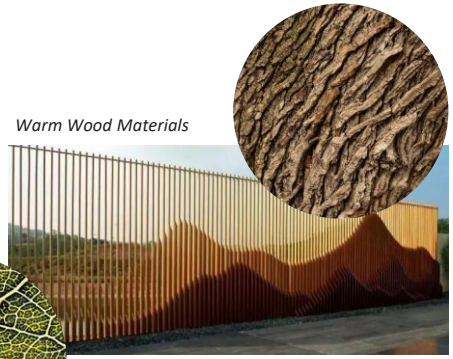
Get Active!	Move your body and get your heart pumping.
Basic Science Principles	Uncover the physics, chemistry, and biology principles behind everyday processes and products.
Women in Science	Celebrate the brilliant women in science and see that girls can do anything.
Careers	Discover how Wyoming's STEAM professionals give back to their communities.
Indigenous Voices	Meet indigenous people working in STEAM and explore how the indigenous people of Wyoming have been using STEAM thinking for thousands of years.
Thinkers!	Get inspired by famous STEAM thinkers from across the centuries and around the world.

ENVIRONMENTAL MOOD BOARD

The landscape of Wyoming is deconstructed and made accessible to curious minds of all ages through the **playful use of large textural elements**. Many nooks and interactives make the visitor, explorer, and participant get hands-on in this dynamic space.

The color palette picks up the warmth of the landscape along with the cool blues of water. The layering of materials and textures give the space visual interest that invites a closer look and offers moments of discovery with secret nooks that visitors can investigate. **Thematic lighting helps immerse visitors** and makes this a space like no other.

Interactives are playful and elicit cooperation and conversation with other visitors in order to learn and problem solve together.



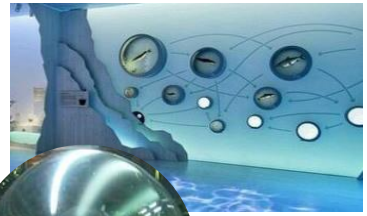
Warm Wood Materials

Cooperative Play

Layered Physical Elements

Macro Views of Nature

Layers & Textures



Thematic Lighting

Moments of Discovery

GRAPHIC DESIGN MOOD BOARD

The graphics used throughout the museum are **layered and vibrant.** Energetic geometric shapes are filled with lush photography and are grounded with fields of solid color.

Full of fun facts that caregivers will be eager to share with their children, **graphic panels are quippy and a delight to read.** The bold graphics give the museum its signature look and are at once **playful and sophisticated.**

Vibrant palette inspired by Wyoming landscape

White with pops of bold color

Energetic geometric shapes filled with photography

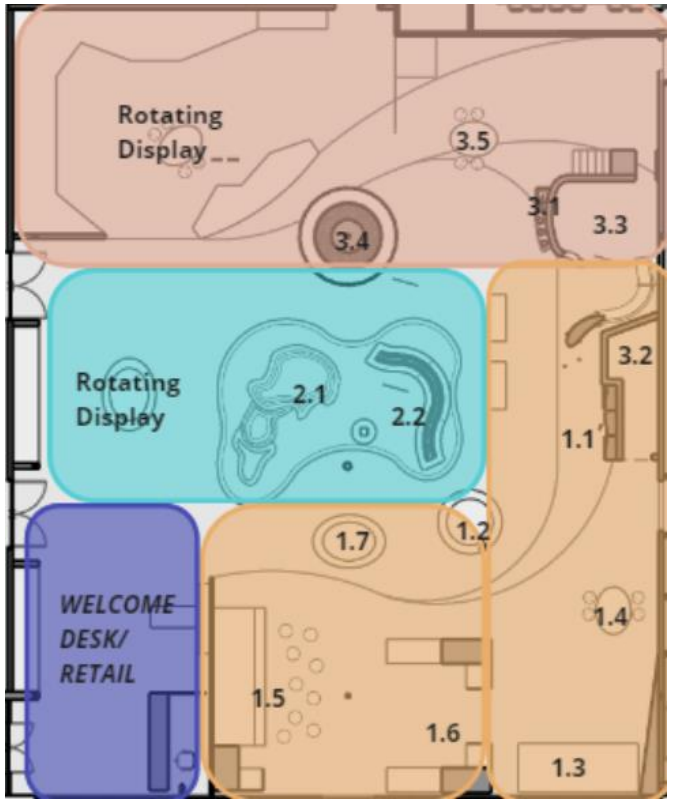
Graphics are layered to add depth and visual interest

FLOOR PLAN OVERVIEW

Zone 1: The Land
1.1 Fremont Climber
1.2 Snow Fencing
1.3 Solar Power
1.4 Wind Power
1.5 Land Makerspace
1.6 Animals
1.7 Land Map

Zone 2: The Water
2.1 Water Table
2.2 Water Makerspace

Zone 3: The Underground
3.1 Power Up the Museum
3.2 Oil Refinery
3.3 Everyday Products
3.4 Old Faithful
3.5 Underground Makerspace



Zone 1:

THE LAND

How can we relate to our landscape?

Touchpoint 1.1

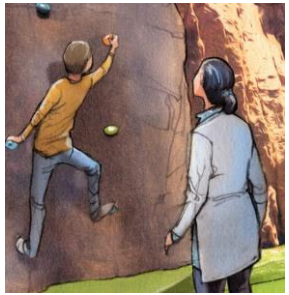
FREMONT CANYON CLIMBER

Climbing on a structure themed as local rockscapes, visitors get active, even in the dead of winter.

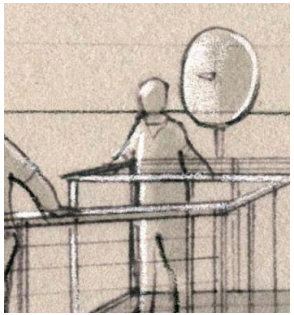
In this exhibit, visitors...

- Climb on a rock wall themed as Fremont Canyon.
- Follow specific routes up the wall to challenge themselves.
- Experiment with sliding down a slide on top of different materials (burlap, cardboard, etc.), learning about friction in the process.
- Discover fun scientific facts about the physics of climbing, physiology, geology and more.
- Talk to other visitors across levels using a parabolic dish.

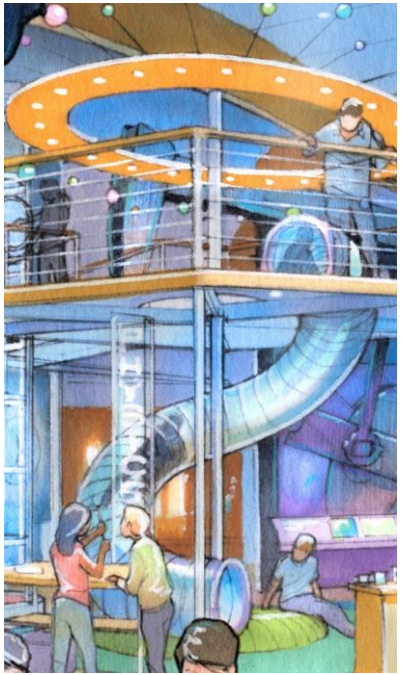
Visitors feel as if the rock wall is the real Fremont Canyon.



Following routes along the wall, visitors challenge their agility and endurance.



Visitors whisper secrets to each other across the room using a parabolic dish.



Slides encourage full body play and experimentation.

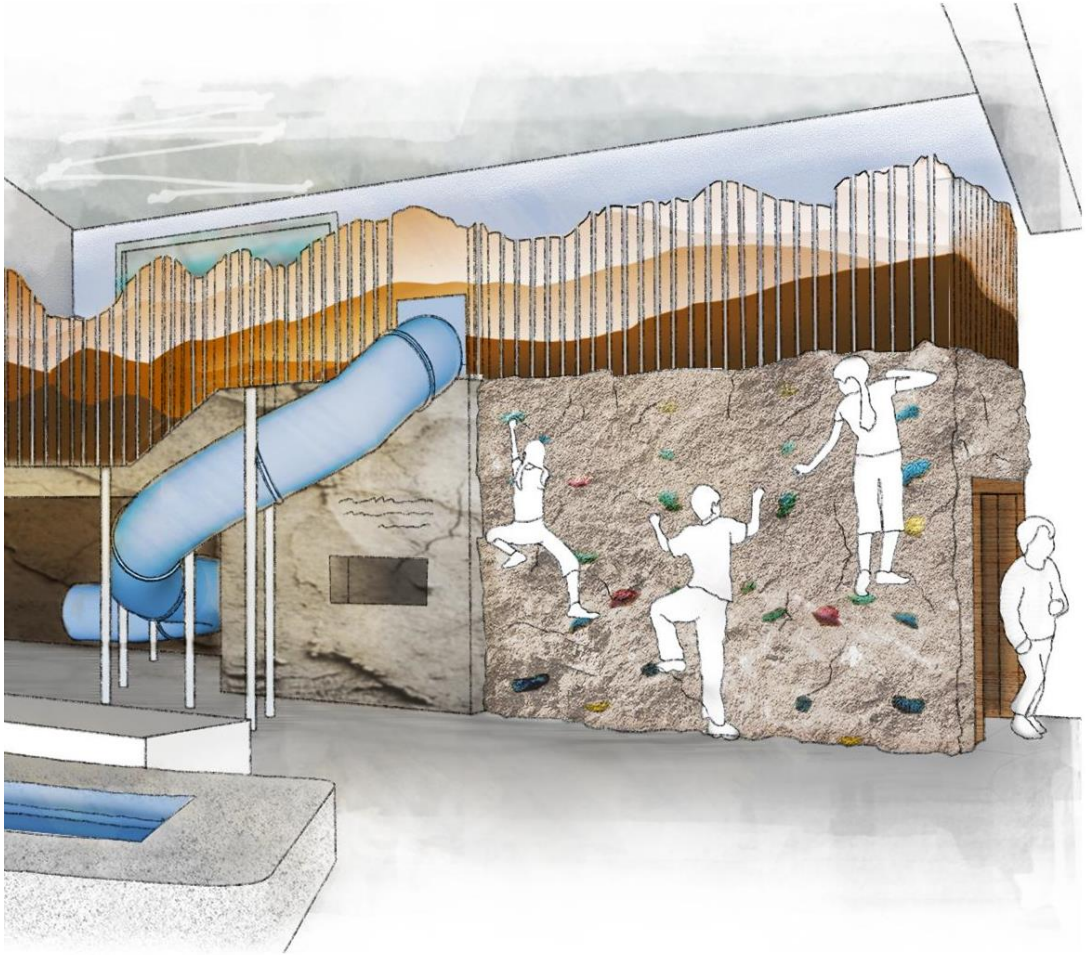
Touchpoint 1.1

FREMONT CANYON CLIMBER

Enjoy the Playground Year Round

Inspired by Wyoming's Fremont Canyon, visitors of all ages can reach new heights as they challenge themselves with different routes up and across this rock wall.

Of course, what comes up, must come down! Sliding down from the canyon, visitors explore the relationship between gravity and friction. Bonus! Museum staff can facilitate hands-on experiments with the exhibit element, inviting visitors to slide down atop different materials.



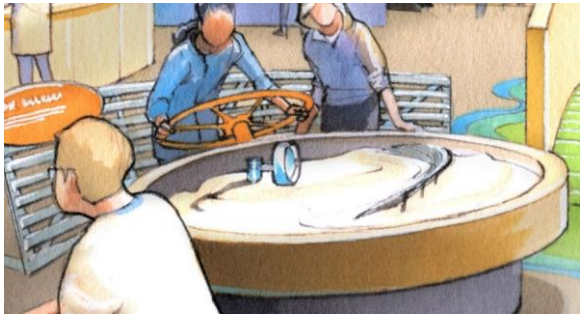
Touchpoint 1.2

SNOW FENCING

Blowing sand into miniature snow fencing, visitors explore how this important Wyoming invention works.

In this exhibit, visitors...

- Turn a wheel to change the direction of a fan and watch where the sand blows.
- Observe how snow fencing blocks the sand from certain areas of the table.
- Learn about physics and weather systems.
- Sit on benches integrated into exhibits, fostering intergenerational engagement.



Turning a wheel, visitors change the direction of a fan blowing on sand.

Visitors feel proud that this important invention originated in Wyoming.

Benches integrated into exhibit spaces provide caregivers places to rest.

Touchpoint 1.3

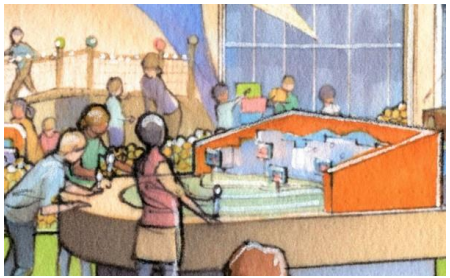
SOLAR POWER

Exploring how we can use the sun to generate electricity, visitors appreciate the technology we use to power our lives.

In this exhibit, visitors...

- Move mirrors to reflect sunlight onto a solar capacitor, generating electricity.
- Use sunlight to power everyday objects and observe that more is powered the brighter the light is.

Using real sunlight to power everyday objects, visitors understand just how powerful solar energy can be.



Visitors compete to generate the most power for a model of a Wyoming city by moving mirrors, constantly iterating to improve their technique.

Visitors see images of Wyoming solar panels, connecting the content they learn at WYMSI to the success of their state.

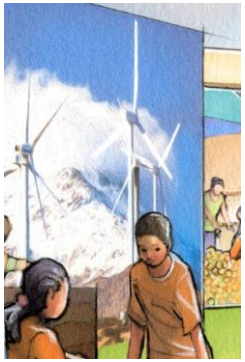
Touchpoint 1.4

WIND POWER

Exploring how we can use wind to generate electricity, visitors appreciate the technology we use to power our lives.

In this exhibit, visitors...

- Build a wind turbine by selecting different blades to insert into shafts, testing their design with fans, and problem solve to improve it.
- View images of wind turbines across Wyoming.



Viewing images of wind turbines across Wyoming, visitors appreciate how these machines integrate into the states' landscape.

Selecting between different blades, visitors understand the importance of blade size and shape to efficiency.

Visitors use wind turbines to power everyday objects.

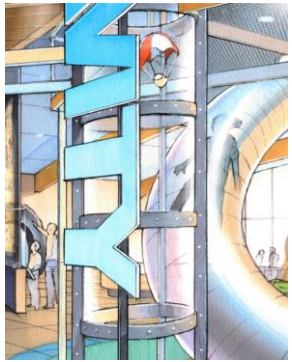
Touchpoint 1.5

LAND MAKERSPACE

Visitors solve new challenges at docent-led lab tables and learn critical design and engineering skills.

In this exhibit, visitors...

- Creatively use tools to solve a challenge, such as an egg drop or paper airplane competition.
- Test their designs by dropping them from an elevation.
- Iterate on designs to achieve optimal performance.



Visitors test their designs by dropping them from heights.

Encouraged to try a diversity of tools, visitors gain confidence and new skills.

Visitors iterate on their work, learning that evaluation and refinement are key components of the design process.

Constantly changing challenges keep the Makerspace fresh and exciting.

Touchpoint 1.6

ANIMALS

Meeting and holding animals, visitors feel wonder for the world around them.

In this exhibit, visitors...

- Meet a variety of small reptiles and mammals.
- Learn about the animals' life histories.
- An exhibit component that we had discussed at one point was an interactive GIS.

Visitors engage with small critters from across the world.

Touchpoint 1.7

LAND MAP

Playing with an interactive map of Wyoming, visitors discover how interconnected our ecosystem is.

In this exhibit, visitors...

- Select animals, geologic features, coal, rivers.
- See how different aspects of Wyoming's environment interact to create a united whole.

Interactive dimensional maps help visitors make unexpected discoveries about their state and draw insightful connections between the animals, geology, natural resources, and industries.

Zone 2:

THE WATER

How can we use the water?

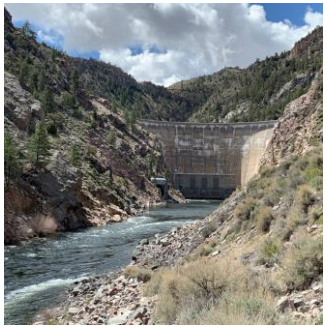
Touchpoint 2.1

WATER TABLE

At a water table inspired by Wyoming's waterways, teens and adults solve energy-based engineering challenges alongside younger visitors exploring with their senses and imaginations.

In this exhibit, visitors...

- Build a dam and observe the impact it makes downstream.
- Switch out impeller blades to improve the functioning of a wheel to power a light.
- Explore items and materials that represent Wyoming's different critical industries and recreation activities.
- Interpret a map of Wyoming's waterways.
- See the inner workings of the filtration and pumping of this exhibit.



A water table inspired by Wyoming's landscape inspires visitors to appreciate the natural world around them.

Reading interpretive signage, visitors learn fun facts about Wyoming's water.

Switching out impeller blades, visitors understand the engineering behind hydroelectricity.

Playing with toys representing Wyoming's critical industries and recreation activities, visitors appreciate the variety of opportunities in the state.

Building a dam, visitors gain critical hands-on problem solving skills.

Touchpoint 2.2

WATER MAKERSPACE

Visitors solve new challenges at docent-led lab tables and learn critical design and engineering skills.

In this exhibit, visitors...

- Creatively use tools to solve a challenge, such as making the best boat out of bottles and paper.
- Test their designs by using them at a water table.
- Iterate on designs to achieve optimal performance.
- Sit in a comfortable chair while participating in the action.

Visitors test their designs at a water table.

Encouraged to try a diversity of tools, visitors gain confidence and new skills.

Visitors iterate on their work, learning that evaluation and refinement are key components of the design process.

Constantly changing challenges keep the Makerspace fresh and exciting.

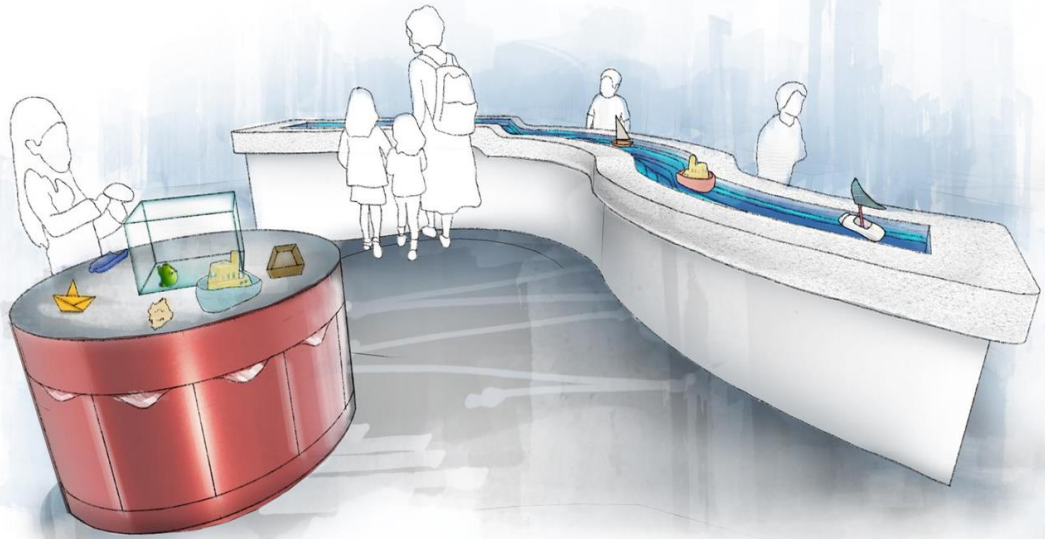
Touchpoint 2.2

WATER MAKERSPACE

Actively participate in the design process!

Museum staff have the opportunity to update and refresh The Water zone by creating new, hands-on challenges for visitors to solve in this water-based maker space.

At an adjacent table, a challenge or question prompts visitors to collect reusable materials to construct a boat, a dam, or a bridge. Visitors then take their creations to the water maker table to test their solutions and like any good designer, they will iterate to optimize their ideas.



Zone 3:

THE UNDERGROUND

How do we know what lies beneath our feet?

Touchpoint 3.1

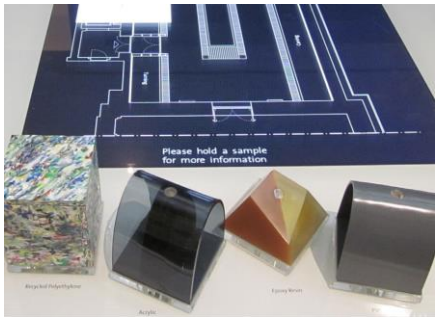
POWER UP THE MUSEUM

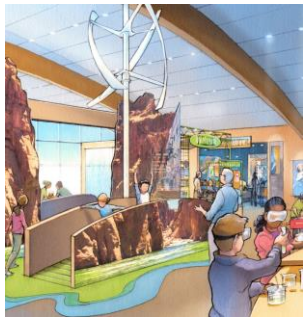
Searching for different underground resources, visitors learn about the science behind Wyoming industries and get excited about the many career opportunities in Wyoming.

In this exhibit, visitors...

- Take on different career personas, such as an archaeologist or oil prospector, and look for resources related to their character's career.
- Use different data sources, such as maps and well logs, to locate their resource, including uranium, coal, oil, and trona.
- Use the resources to activate another part of the museum.
- Climb between above-ground and underground levels.

Meeting different Wyoming residents who work with underground resources, Visitors interpret seismic data. Visitors appreciate the diversity of people and skill sets in the state.





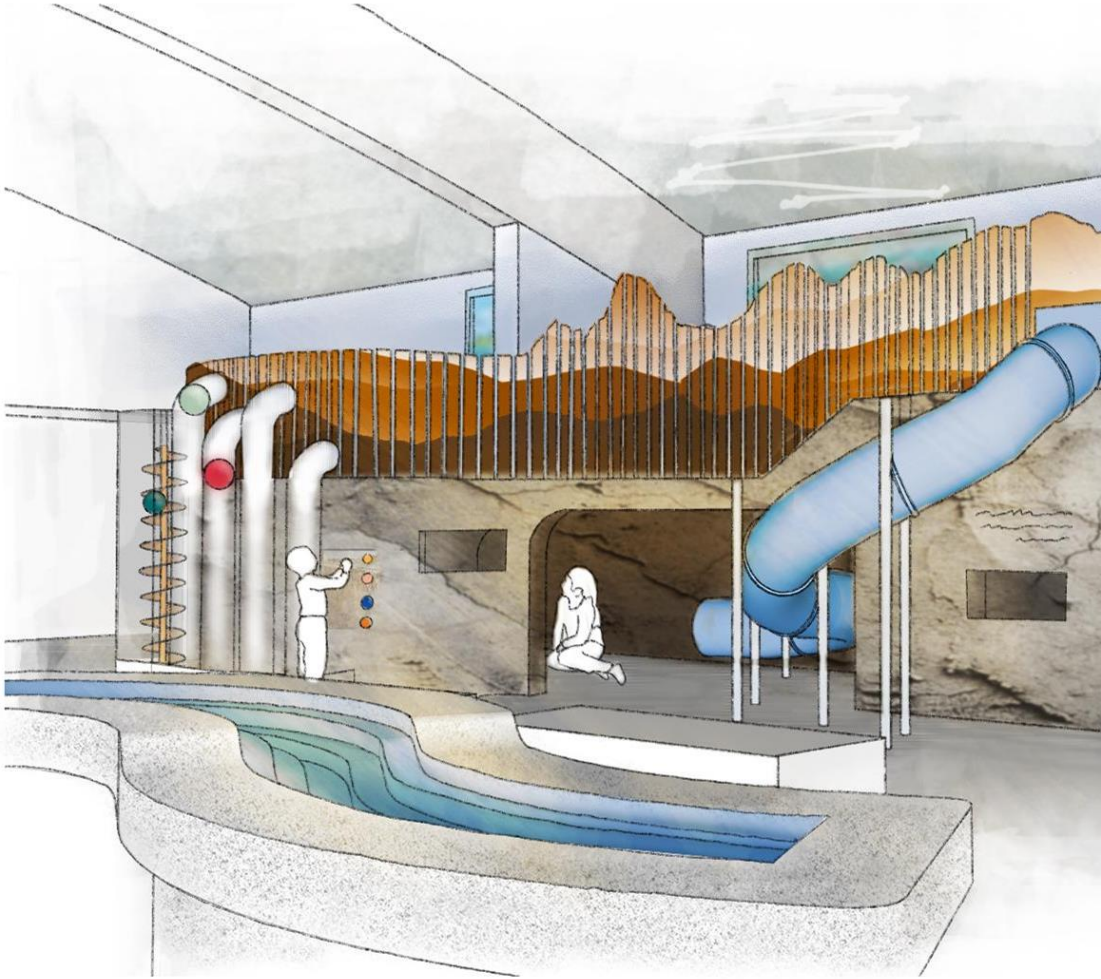
Visitors use the resources they discover to activate different Climbing between the underground and above ground spaces, visitors get active parts of the museum even in the dead of winter.

Touchpoint 3.1

POWER UP THE MUSEUM

Excavate valuable, underground resources to activate parts of the museum.

In this fun, interactive zone, visitors can “drill” for underground resources like uranium, trona, coal, and oil then use what they excavate to power up different areas in the museum. Expansive pipes run throughout this exhibit, carrying the underground resources to the surface. The underground resources are represented by different colored balls. For example, a red ball represents “trona” and a green ball represents “oil.” Each ball collected can be carried over to the “power grid” to turn on a light or fan overhead.



Touchpoint 3.2

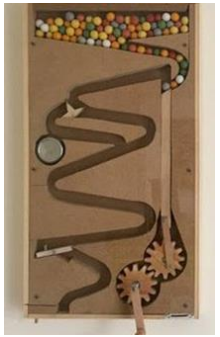
OIL REFINERY

Discovering how we find oil and turn it into everyday products, visitors appreciate the key role Wyoming plays in this industry.

In this exhibit, visitors...

- Walk into the distillation chamber of an oil refinery.
- Sort oil bi-products based on their density.
- Learn about the journey of oil, from exploration to use.

Visitors walk into a space that feels like a distillation chamber and feel impressed by the skill required to engineer this space.



Visitors learn about the oil refinement process by sorting hydrocarbon balls into different sized holes that represent different densities; lower holes are smaller (more dense) and higher holes are larger (more dense).

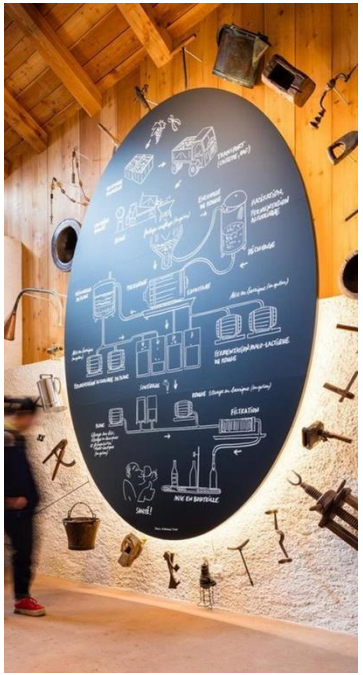
Touchpoint 3.3

EVERYDAY PRODUCTS

Seeing the many everyday products made from Wyoming's natural resources, visitors feel proud of the important role their state plays in America's economy.

In this exhibit, visitors...

- Play a game to match underground resources to end products.
- Push buttons with different underground resources to light up displays of end products that they create.
- Read infographics that explain how all of the items beneath our feet use the same 5 basic processes: 1) Exploration, 2) Extraction, 3) Refining, 4) Transportation, and 5) Product Use.



Reading informative infographics, visitors understand the commonalities between the processes for finding and using different underground natural resources.

Updateable displays invite visitors to match Wyoming resources to commonplace products; the museum can switch out products regularly to keep the interactive engaging for repeat visitors.

Viewing attractive displays of everyday consumer goods made from Wyoming's resources, visitors feel proud of their state.

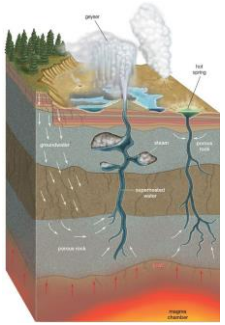
Touchpoint 3.4

OLD FAITHFUL

Learning about Old Faithful, visitors better appreciate the wonders of Wyoming.

In this exhibit, visitors...

- Make real world connections to Old Faithful.
- Discover what's happening underneath Old Faithful.
- Experiment and discover more about geysers!



Visitors watch live footage of the real Old Faithful.

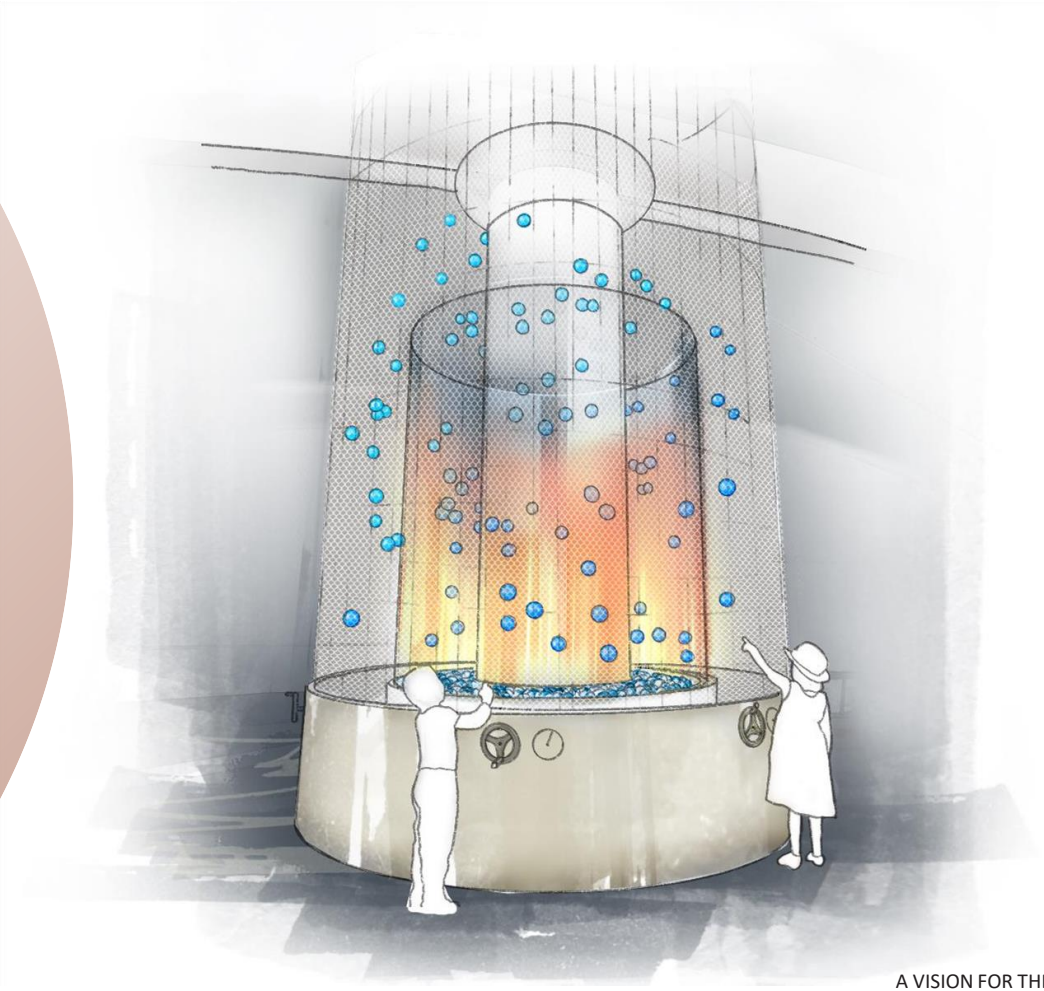
Reading infographics featuring the science behind Old Faithful, readers understand what a geyser is and better appreciate happens underground.

Touchpoint 3.4

OLD FAITHFUL

Discover more about a geyser's internal plumbing.

For geysers to work, there must be heat, water, and a plumbing system. In this hands-on experiment, the plumbing system and water are constant, but visitors can change the amount of heat or pressure. Depending upon how much pressure they do or do not apply impacts how high the geyser will rise.



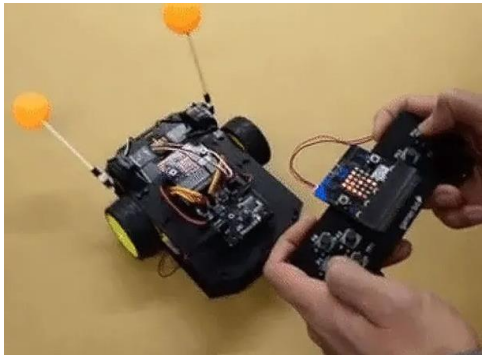
Touchpoint 3.5

UNDERGROUND MAKERSPACE

Visitors solve new challenges at docent-led lab tables and learn critical design and engineering skills.

In this exhibit, visitors...

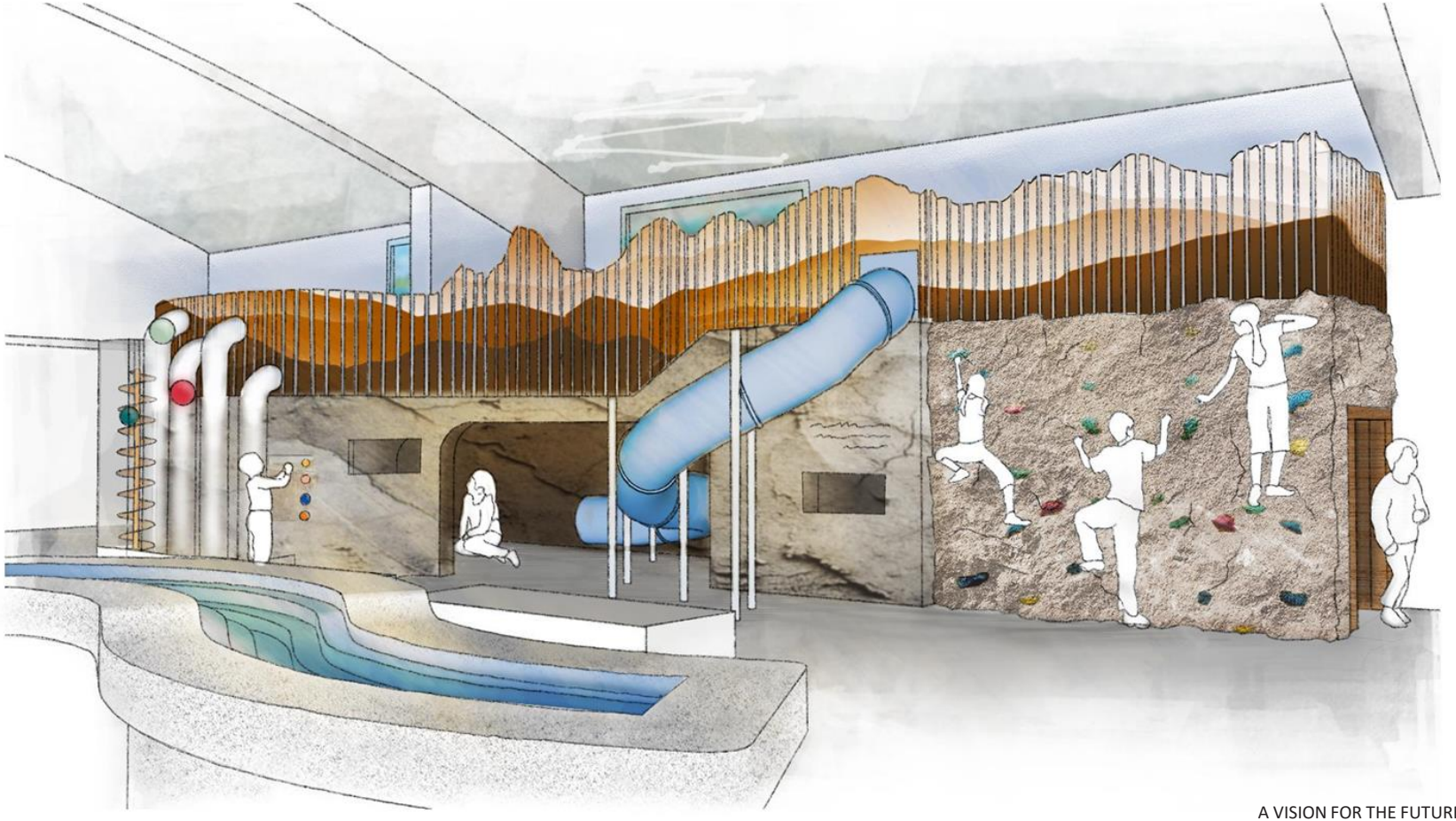
- Creatively use tools to solve a challenge, such as creating their own seismograph.
- Test their designs by using them in different terrain.
- Iterate on designs to achieve optimal performance.
- Sit in a comfortable chair while participating in the action.



Visitors test their designs by using them in various terrains and environments. Encouraged to try a diversity of tools, visitors gain confidence and new skills.

Visitors iterate on their work, learning that evaluation and refinement are key components of the design process.

Constantly changing challenges keep the Makerspace fresh and exciting.



Zone 4:

OUTDOOR LEARNING LAB

How do we interact with the Elements around us?

Touchpoint 4.0 Overview

OUTDOOR LEARNING LAB

Outside, we have the opportunitity to engage with nature in a way unlike we can indoors.
Wyoming is home to drastic seasons, from the incredibly snowy, windy, and cold, to the summers that see temperatures hovering at 100 degrees or more. This gives us opportunities to seasonally explore the science behind the seasons.

Creating flexible, outdoor education and exhibit space, we will continue the joy of discovery and science in an additional 10,000+ square feet of space.

In this area, visitors...

- Engage with whole-body play.
- Experience seasonal, weather-related exhibits.
- Take projects to new heights using our tower & observation deck.
- Immersive play opportunities with sand and water.

OUTDOOR LEARNING LAB

SITE PLAN – 5400 sf

EXHIBIT STORAGE (1350 SF)

DEMONSTRATION STAGE

TURF LAWN

LEARNING TOWER

BUS DROP-OFF GATED ENTRANCE

SLIDE & STAIRCASE

2ND STORY OVERLOOK

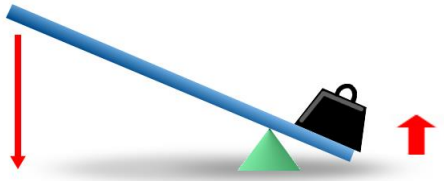
Touchpoint 4.1

CHAIR-LIFT LEVER

Explore the brilliance of this simple machine with your whole family.
Having your family sit on the chairlift, even the younger members of your family or group can lift everyone up into the air. Ropes hang at various intervals allow for minimum to maximum leverage.

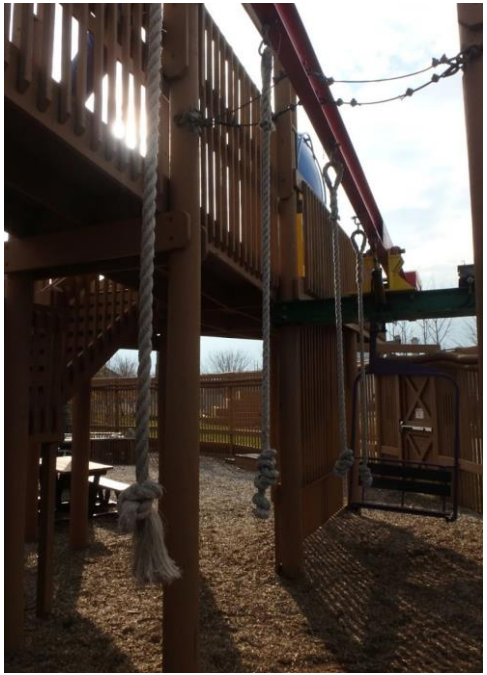
In this exhibit, visitors will...

- Explore from a full –body perspective, the brilliance of levers, fulcrums, and their uses.
- Socially engage with others to accomplish tasks.



Discover basic science principals

Fulcrums and levers from DaVinci Outdoors Discovery Museum



Fulcrums and levers promote full body explorations of physics.

Touchpoint 4.2

MUSIC

Wind chimes and other outdoor music provides opportunities for everyone to engage. And uncover the math behind the scales to music.

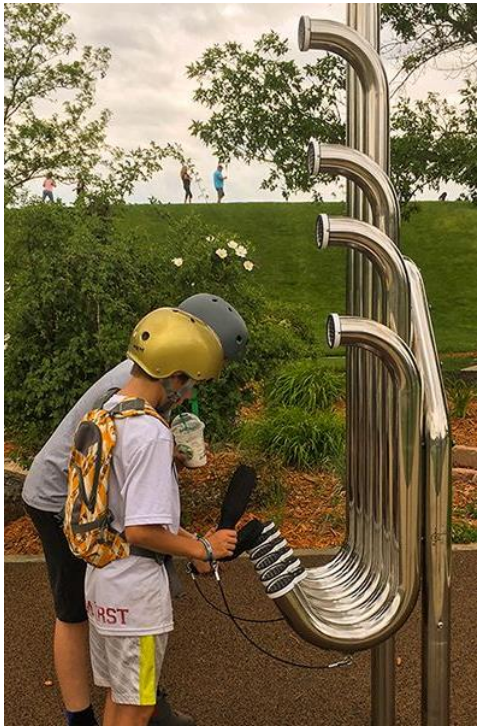
Music has benefits ranging from math and science learning, mental health, pre-literacy,

In this exhibit, visitors...

- Explore the scales of music.
- Discover a variety of sounds through many methods and materials.
- Enhance skills such as fine and gross motor, independent play, concentration, creativity and others.
- Create music independently or with a partner.

Percussion Play Outdoor Musical Instruments

Visitors make music using outdoor instrumental installations.



Percussion Play Outdoor Musical Instruments

Touchpoint 4.4

DERRICK TOWER

Oil Derricks are a foundational staple to the history of Wyoming. Their use, while once prevalent, and integral to the economy of the oil industry are now relics of the past. We have an opportunity to pay homage to these relics, their past use, and importance to the state, all the while utilizing them for further, gravity-based research.

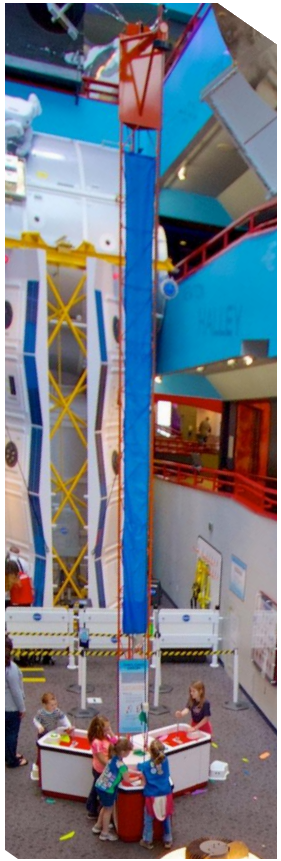
Oil Derricks in Wyoming helped lay the paths to building new towns, careers for amateur geologists, and for over 100 years, have been researched to create more efficient and usable machinery we see used in the oil fields of today (wyohistory.org). What an amazing History to discover that spans Science, Technology, Engineering, and Math (STEM).

Towers are an incredible scientific asset for a wide variety of drop-style experiments. Create your experiments using a variety of materials, then discover what happens when they fall from towering heights.

In this exhibit, visitors...

- Understand historic importance of the derrick.
- Design & build safety systems to deliver their project safely to the ground.

Oil Derrick in Casper, WY



Science Tower at the Carnegie Science Center

Gravity Discovery Center

Touchpoint 4.5

WATER WORKS

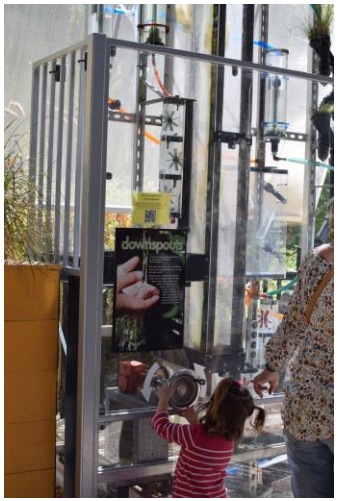
Water & sand play gives individuals an opportunity to explore at-will with water, sand, pumps, and gravity is not only memorable, but promotes a deep understanding of our physical world.

Not only does putting your hands in water and sand ground a person, it also encourages a child's development through fine and gross motor skills, independent play, social skills, concentration skills, creativity, problem solving, fantasy play, as well as science and math concepts

This outdoor exhibit experience consists of pumps, water batteries, diversion techniques, sand, and of course, a whole lot of experiential learning and teamwork.

In this exhibit, visitors...

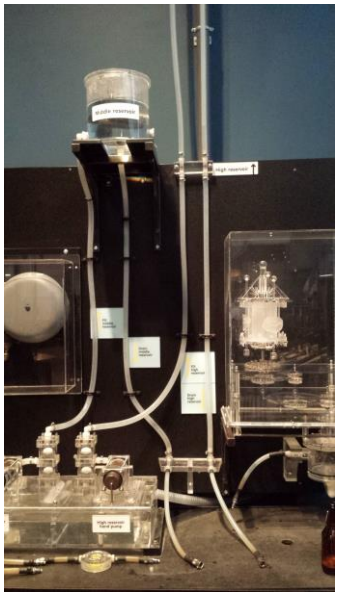
- Pump water up to a water battery for storage.
- Design the route for water to come down.
- Discover water flow and erosion principles.
- Work with fellow visitors to accomplish their goals.



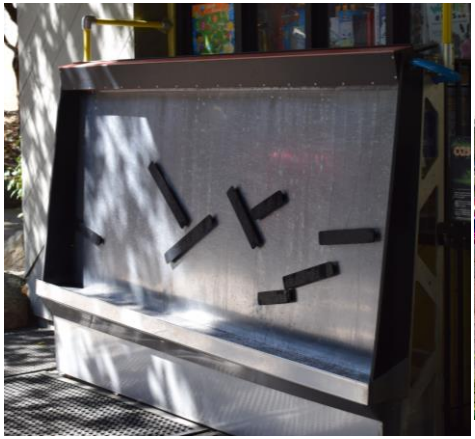
Water Exhibit at CuriOdyssey in CA

Sand Erosion Table

Westmoreland Park, Portland, OR



Water Battery Exhibit at The Science Museum of Minnesota



Water Wall at CuriOdyssey in CA

Water & Sand Playground in Westmoreland Park, Portland, OR

Touchpoint 4.5

WATER WORKS

In the artists rendering to the right, you'll see all the elements of the water tower exhibit.

- Water Tower
- Water Battery
- Hydro Play Stations
- Erosion & Sand Play
- Multiple Water Pumps

Artists Rendering of Water Works Exhibit

Touchpoint 4.6+

OUTDOOR LEARNING LAB

Providing additional learning opportunities outside gives a unique perspective to a typical exhibit. Seeing solar panels up close, the workings of a weather station, and harnessing the power of winter to explore snow-fort building, or experience how things react in different temperatures are all ways we can utilize this outdoor learning lab.

Seeing solar panels powering WYMSI, visitors appreciate their impact.

Echo Tube at Sciencenter, Ithaca, NY

Weather Stations provide for many learning opportunities

Kids Building Snow Forts

Building Renovations

Our building renovations, once complete, will provide visitors with a state of the art museum experience. Building improvements include a seperate classroom area, traveling exhibit hall, staff offices with meeting space and our main exhibits.


MOA ARCHITECTURE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Capital Campaign Budget

Our WYMSI Capital Campaign covers three central initiatives: a new Building that will serve as the organization's new home; Exhibits & Outreach Programs; and Operations for the next three years. We are additionally raising funds for WYMSI's endowment.

Building	
Remodeling (Interior & Exterior) ($300/sf)	$6,000,000
Building Purchase	$1,240,000
Construction Contingency (10%)	$600,000
Furniture, Fixtures, & Equipment (FF&E)	$500,000
Soft Costs (Architecture & Engineering, Materials Testing, Geotechnical, Site Survey)	$725,000
Building Total	**$9,065,000**

Exhibits & Outreach	
Exhibit Design & Fabrication	$3,000,000
WYMSI on Wheels - Statewide Outreach	$300,000
Exhibits & Outreach Total	**$3,300,000**

Operations (3 years)	
Ongoing Program Costs	$1,500,000
Program Expansions	$350,000
Fixed Costs	$150,000
Miscellaneous	$60,000
Operations Total	**$2,060,000**

Endowment	**$2,000,000**
Capital Campaign Total	**$16,425,000**

Statements of Support

“The Science Zone Board has decided to enhance their program into a statewide science center that will not only impact all of our Casper young people, but also transform into a statewide science center attracting students from across the state – the Wyoming Museum of Science and Industry. This is the type of development we need here in Casper. It will reflect well upon our city and display the intellectual character that is the backbone of Casper.”

Peter I. Wold
Wold Oil Properties, LLC.

“I strongly support the work the Science Zone is doing to become the statewide science center for Wyoming. WYMSI will be an incredible place for visitors (both local and global) and budding young minds to learn about the world around them and to foster a joy for lifelong learning and the critical thinking skills needed as we progress through time and space.”

Mat Sinclair, President / CEO
The Terry Lee Wells Nevada Discovery Museum

“As a lifelong science communicator and advocate, I routinely observe how science centers provide a vital link between the academic structure needed to succeed in the field and the fun, hands-on exploratory aspect that drives enthusiasm and curiosity. I am a firm believer in the need for both areas to be widely accessible, locally relevant and of high quality for learners of all ages.”

Ira Flatow
Host of Science Friday

“As a business owner, we are very interested in supporting efforts to prepare children for the future workforce. WYSMI will act as a place of inspiration for future scientists, engineers, health care and energy workers and so many more. Having a place for children to explore interests and be exposed to technological industries is vital for the growth of our community.”

Joseph C. McGinley, MD, PhD & Diane McGinley
McGinley Innovations

“WYMSI will provide Informal hands on immersive education which is a need our market demands in order to remain competitive in today’s global economy.”

Justin Farley, CEO / President
Advance Casper

Recognition Opportunities

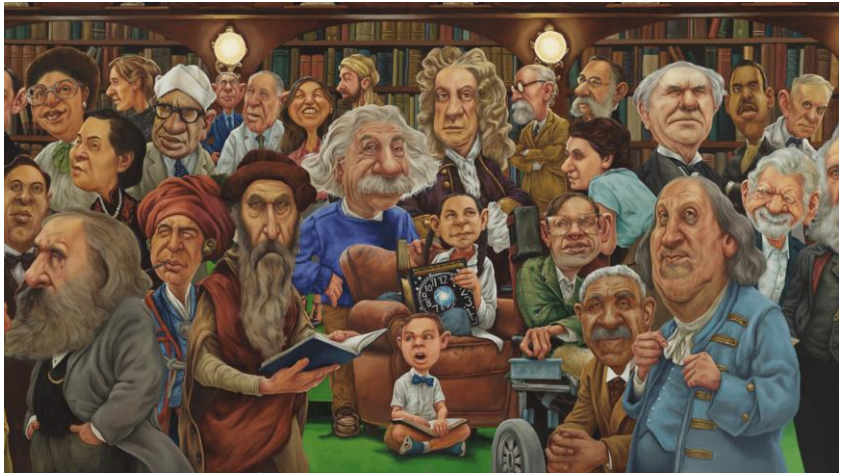
GEAR WALL

Exciting hands-on exhibits throughout our museum will entice visitors to experiment and explore. Keeping with this theme, we feel our donor recognition wall should follow suit. We will be creating an interactive gear wall whereby visitors can turn a handle at one end and see each of the interlocking gears move throughout the system.

Each donation level corresponds with a different sized gear.

THINKERS Scientists

One-of-a-kind floor-to-ceiling version of our Thinkers painting offers recognition opportunities for donors at or above the $25,000 level. Get your name on your favorite Thinker.



I (we) want to transform The Science Zone into WYMSI today!

Name _____

Total amount of pledge _____

To be paid over (number) of months _____ Installments of _____

First payment to begin on (date) _____

Signature _____

Address _____

City _____ State _____

Phone _____ Email _____

Please make pledges to: **The Science Zone, PO Box 2701, Mills, WY 82644**. Payments can be made by credit card, check, or EFT.
The Science Zone is a 501(c)3 non-profit organization and all contributions are tax-deductible to the extent provided by law.

WYMSI
WYOMING MUSEUM OF SCIENCE & INDUSTRY

THANK YOU!

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CREATIVE