



The Making of an American Canine Hero

Museum of Military
History
Kissimmee, Florida

Project Manager: Chris Hazeltine
(STMS Exhibit Designs-
Cave Creek, Arizona)



The relationship between a military working dog and a military dog handler is about as close as a man and a dog can become. You see this loyalty, the devotion, unlike any other...and the protectiveness.

— Robert Crais

Museum Exhibition Proposal

Project Summary:

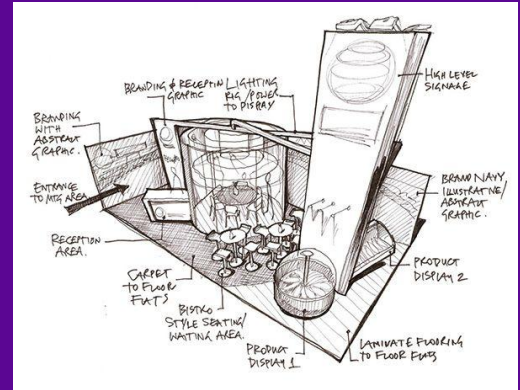


The proposed museum exhibition: *The Making of an American Canine Hero*, demonstrates and validates the indisputable contributions that Military Working Dogs (MWDs) have made in ensuring our security and freedom during times of combat. Our designs support the topics of valor, sacrifice, and duty by taking museum patrons through the life, training, and deployment that MWDs experience. The purpose of our designs is to immerse museum patrons virtually and authentically into the world of Military Working Dogs in order to allow for a museum experience that is emotionally moving and unforgettable. Our designs are created with a tone of respect, authenticity, and wonder, and are meant for a general museum patrons, ages 5-80.

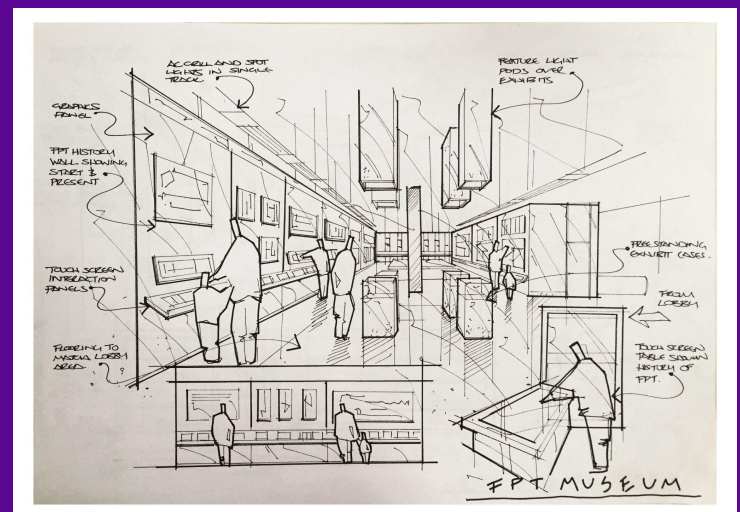
Our organization is proud to present our design plans for your new and permanent exhibition extension to the Museum of Military History. Our design team confidently believes our exhibition proposal will fulfill your design goals of being informative, educational, and entertaining to a level that will instill pride (and profit) to your museum for years to come.

...Our Story

Our exhibition proposal has been designed around the theme of: *The Making of an American Canine Hero*. From our needs assessment of your request, we feel that our designs will effectively integrate the interactivity, the emotionality, and the memorability requirements that you seek.

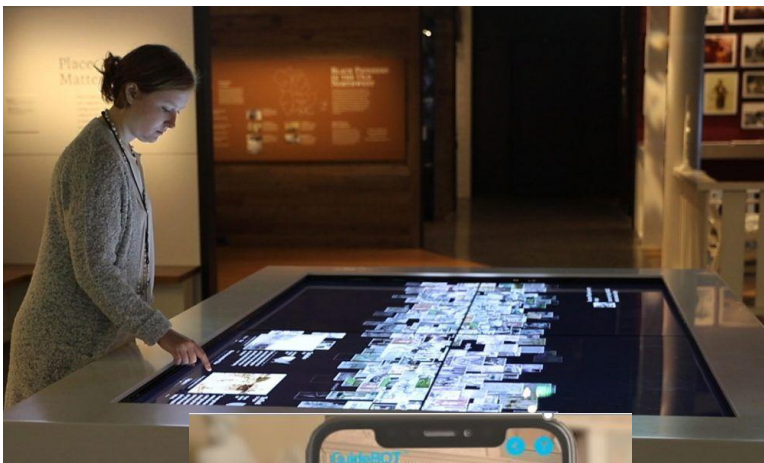


Our story centers on the narrative of the making of a Military Working Dog. From enlistment, to training, to deployment, to combat, to (possible) discharge, museum patrons will gain a full experience of the life and duty of a military working dog.



A Brief Tour of...

At the beginning of the exhibition, patrons will be given a canine partner. As patrons flow through each exhibit, they will have the opportunity, through interactive technologies, augmented reality, virtual reality, and hands-on displays, to take part in the training of their dog for military service and to accompany their dog through a tour of duty. They will encounter exhibits including:



...Our Story

An interactive wall - at the start of the tour - where patrons will receive their canine partner from a computer kiosk.

A large, interactive, computer kiosk displaying the history of dogs in combat.

A virtual-reality obstacle course where patrons will “train” their canine partners.

A static display case of the modern uniform, equipment, and weapons used by a military working dog and their handler.

A film room that will seat 60 patrons, showing a documentary produced specifically for the museum (with rights owned by the museum) by famed documentary filmmaker, Ken Burns. The film will have a running time of 40 minutes and will loop continuously. (We suggest, for added value, selling DVDs of the film in your gift shop.)

A large, three-sided, interactive “petting room,” specifically designed for children; but suitable for all patrons.

A long, static display case (with augmented reality features) of artifacts and photos, focusing on five famous military working dog.

An interactive, hands-on exhibit displaying the power and subtlety of canine smell.

An interactive and computerized obstacle course with robot dogs.

Bonus: In the end, patrons will be led to a quiet garden retreat, with reflecting pool and statuary -- where they may reflect on the valor, heroism, and sacrifice our American Canine Heroes have given to our country.

A Description of Our Story...

Exhibit (1)

Title: The Kennel Corridor

Type of Display: Interactive video wall with computerized kiosk

As patrons enter, they will walk through a long video wall corridor. The corridor will measure 10-feet wide by 30-feet long. The corridor will be able to accommodate at least three people (side by side) and can handle a minimum of 24 patrons at a time. We anticipate the average time a patron will spend in this exhibit to be 8-minutes.



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vendor demonstration



Exhibit (1):

The entrance corridor will be lined with interactive video walls (on both sides), projecting images of military working dogs (MWDs) in kennels. The **educational purpose** for this exhibit is to begin the immersive experience for museum patrons. The digital kennel will emulate the sights, sounds, smells, and textures of a typical military dog kennel, as found on military bases during the Vietnam War. In particular, patrons will hear the ambient sounds of dogs barking, of wind and insects in the field, of military personnel in the distance. Developed in partnership with the UConn Media & Design Lab (Storrs, Connecticut), the programming of these walls will be as such that when a patron enters, the dogs will respond to their presence, and as a patron walks past an image of a dog, the dog's eyes will follow. Furthermore, we intend to program the wall so that dogs will randomly follow the patrons as they move as well as interact with other dogs in the kennel. Lastly, if a patron were to touch the wall, we can program the image of the dog to interact with the patron. For example, if a child "pets" a dog, our programming can be that the dog responds by leaning in to be petted or by lowering its head to be "scratched."



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vendor demonstration

Computerized Kiosk (1):

As patrons work their way to the end of the kennel corridor, they will encounter 10 computerized kiosks. These kiosks will be able to accommodate two patrons per kiosk, for a total of 20 patrons at a time.

These kiosks will begin the patrons “American Canine Heroes” experience. Patrons will be given instructions on the how the exhibition experience will work.

Then they will be asked to choose one war period:



To begin your ***Making of an American Canine Hero*** experience, please select a war period...



WWII
(1939-1945)



Korea
(1950-1953)



Vietnam
(1955-1975)



Iraq
(2003-2011)



Afghanistan
(2001-2021)

Computerized Kiosk (1):

In response, the kiosk will print out a dog tag with the following information:

- The War
- The Dog's Name
- The Age of the Dog
- The Breed of the Dog, including Male or Female
- A Picture of the Dog

...and a Barcode, that will allow patrons to accurately experience the museum journey of their military working dog: from basic (canine) training, to deployment, to combat, and to (a possible) return home.*

The dog tag will be printed on quality card stock and will be intended as a keepsake of the patron's museum experience. We would suggest selling lanyards and plastic sleeves in your gift shop to add value to the keepsake memory.

*Two goals that you expressed for exhibition design were memorability and a strong, emotional quality to the experience. To honor those goals and to make the patrons' experiences more authentic, we have included in our database the randomizing possibility of canine soldiers being killed in action. When patrons come to the end of the exhibition, they will encounter one last kiosk, telling them the fate of their dog.



Over 2.4 million choices!

With five war options, combined with 150 dog names, 16 typical, military breeds, and 200 portraits of dogs, our database will allow for an individualized and personal experience of 1 in 2.4 million. It is exceeding unlikely that any two patrons will share the same military working dog information, thereby creating a more valuable memory for museum patrons.

Once a patron has received their dog tag, they will move into the exhibition, proper...

Exhibit (9)

Title: The Future of Military Canines

Type of Display: Interactive, hands-on obstacle course with computerized robotic canines.

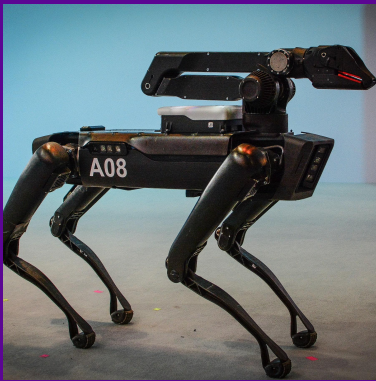
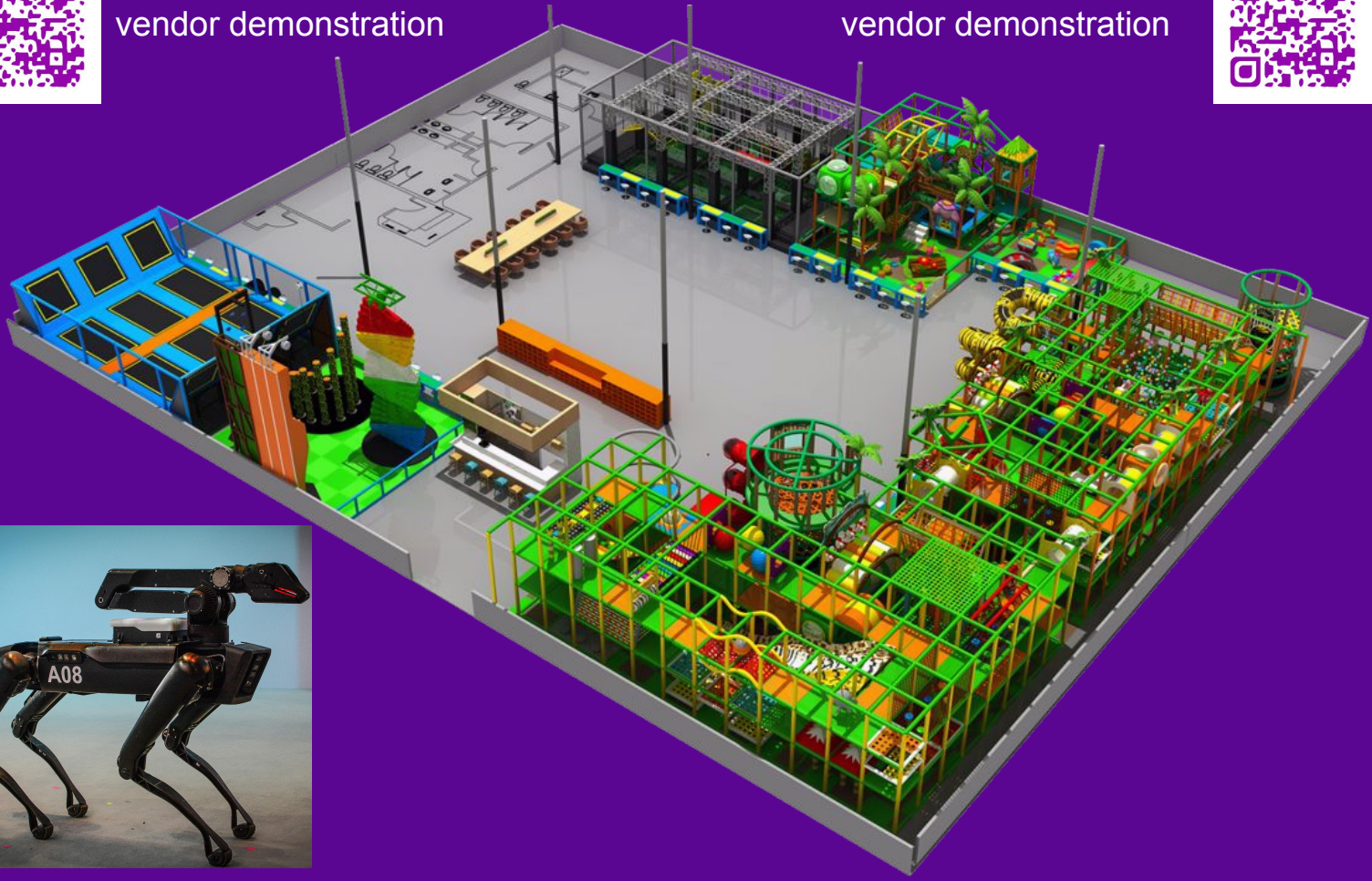
The narrative flow of our exhibition design has taken museum patrons through the history of War Dogs (from the Cimmerian cavalry to current theatres of combat). Patrons have also received an immersive experience in the lives and duty of Military Working Dogs. But in the 21st Century, technology currently exists that beg the question:

Do dogs serve a purpose in combat, anymore?



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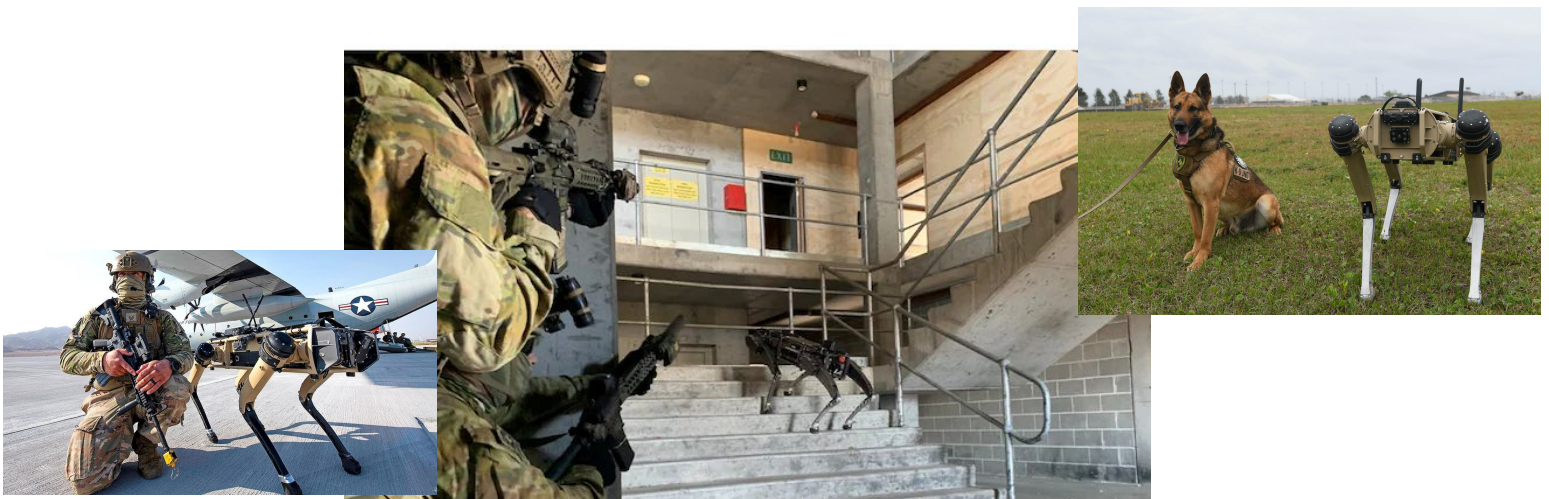
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In our 9th and final exhibit, patrons will encounter a hands-on obstacle course where they may interact and manipulate robotic dogs. The **educational purpose** for this exhibit is to reflect current research into using robotic canines in active military environments and combat. Currently, the U.S. Air Force is officially putting robotic dogs into operational use. Militaristically, it is understood that robotic dogs cannot substitute the sensory and warrior effectiveness of a combat K9s; yet it's clear that robotic dogs are rapidly finding their place alongside military working dogs.

From their ability to carry large weights, to conduct unmanned reconnaissance, to act as mini, mobile cell towers for quickly deployed field communication, robotic dogs are quickly proving to be a significant and flexible military enhancement on base as well as on the battlefield.

In partnership with Boston Dynamics and Ghost Robotics, patrons will be given modified hand controls that will allow them to manipulate Boston Dynamics SpotMini robotic dogs over an obstacle course of rocks, corridors, up and over items, open/close and through items; all similar to the obstacle course design in the DARPA Grand Challenge course.



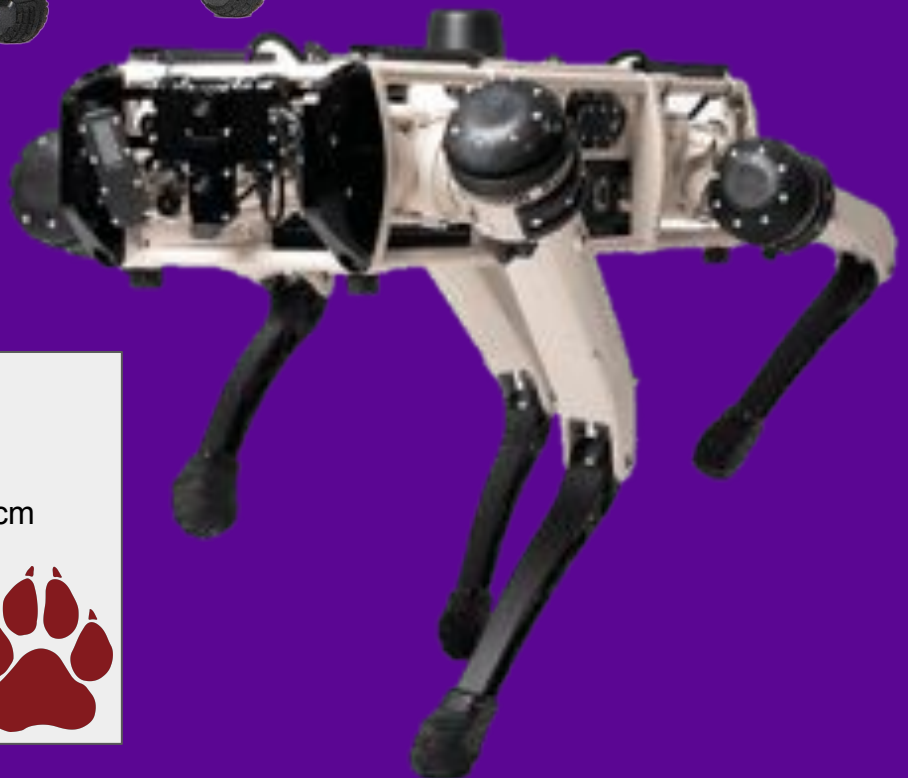
As Patrons maneuver their robotic dogs through the obstacle course, they will experience the nimbleness, flexibility, and reliability that robotic dogs can provide our military service personnel.

Next to the course, each on an individual dais, will be displayed two (decommissioned) prototype robot dogs: *Spot*, from Boston Dynamics and the *Vision 60* from Ghost Robotics. Patrons will be allowed to touch these prototypes. Lastly, videos from each robotic company will play on a continuous loop on video walls surrounding the obstacle course.

Our goal with this exhibit is to stimulate patrons to consider possible alternative to using actual dogs (in certain situations) in modern warfare.



Spot: Boston Dynamics (Waltham, Massachusetts)



Sample Museum Tag

Ghost Robotics

Vision 60 Q-UGV

Robot: L: 85cm (33.5) | W leg-2-leg: 54cm (21.3) | H stand: 38-76cm (15-30)

Ghost Robotics, Philadelphia, Pennsylvania
-On Loan-



Bonus Offering:

During our site survey of your property, we noticed an additional (non-emergency) exit that led to a large and unused rectangle area. We suggest creating a meditation garden with this space. Carpeted in lush Timothy grass and hedged elegantly with Yew (Taxus), our design – in partnership with Lucy Hardiman and Perennial Partners (Portland, Oregon) – would include a narrow, reflecting pool lines with solid oak benches for patrons to sit.



At the focal point of the garden will be two bronze statues. Commissioning the artists of DannyQuest Designs (Garden Grove, California), the first statue will be a life-size bronze of puppies playing. This statue will be installed at the south end of the reflecting pool – inside the pool – and resting over bubbling jets of water, to simulate the playfulness of puppies.

At the north end of the pool, installed at the ground-edge of the pool will be a life-size bronze of a German Shepherd, on the job. Commissioning the artist Sutton Betti (Loveland, Colorado), this statue is meant to reflect the sacrifice and valor that our military – both human and canine – have served in preserving the future of freedom.

We call this installment:

Duty Served

As the lone soldier oversees the future of youth, we believe this last installment will be a culmination of your expressed goals of genuine emotion and lasting memories that you wish for your patrons.



Liberty, by Sutton Betti



Puppies Playing, by DannyQuest Designs

It has been an honor and pleasure to present this proposal to you.

Vender References and Sources:

Cover Page:

Image: MWD-Cairo (Source: wearethemighty.com)

Image: MWD-Chips (Source: sandboxx.us)

Image: MWD-Conan (Source: apnews.com)

Image: MWD-Kaiser (Source: military.com)

Image: MWD-Lex (Source: medium.com)

Image: MWD-Lucca (Source: investors.com)

Image: MWD-Nemo (Source: topdogtips.com)

Image: MWD-Pal (Source: historyhit.com)

Image: MWD-Sergeant Stubby (Source: military.ie.me)

Image: MWD-Smokey (Source: nationalgeographic.com)

Image: MWD-Treo (Source: telegraph.co.uk)

Image: MWD-Valdo (Source: usveteransmagazine.com)

Page One:

Image: MWD-Fasco (Source: history.com)

Page Two:

Image: Exhibition Rendering (Source: favpng.com)

Image: Museum Sketch 1 (Source: pinterest.com)

Image: Museum Sketch 2 (Source: pinterest.com)

Vender References and Sources:

Page Three:

Image: Interactive Table (Source: nmaahc.si.edu)

Image: AR Docent (Source: ViewAR:Indoor AR Navigation Systems | 68 Harrison Avenue, 6th floor, Boston MA 02111)

Page Four:

Image: Video Screen (Source: ideum.com)

QR Code Video: Interactive Media Wall at Boston Children's Hospital (Source: University of Connecticut Digital Media & Design (School of Fine Arts) | One Bishop Circle, Unit 4260, Storrs, CT 06269-4260)

Page Five:

Image: Dog in Kennel: Image (Source: shutterstock.com)

Image: Girl with Interactive Wall (Source: designindaba.com)

QR Code: University of Connecticut Digital Media & Design (School of Fine Arts) | One Bishop Circle, Unit 4260, Storrs, CT 06269-4260

Page Six:

Image: Kiosk (Source: dreamstime.com)

Page Seven:

Image: German Shepherd Portrait (Source: dreamstime.com)

Page Nine:

QR Code Video: The Real Reason Boston Dynamics builds Robotic Dogs (Source: Boston Dynamics | 78 4th Avenue Waltham, MA 02451 United States)

QR Code Video: Robotic Dogs: The Future of the Military (Source: Ghost Robotics, LLC | 3401 Grays Ferry Ave Philadelphia, PA 19146 United States)

Image: Robo Dog Obstacle Course (Source: theazweekend.com)

Image: Robot Dog Up Steps (Source: researchcentre.army.gov.au)

Image: Air Force Robo Dog (Source: military.com)

Image: Dog with Robo Dog (Source: af.mil)

Image: Spot Mini (Source: bostondynamics.com)

Vender References and Sources:

Page Ten:

Information Source: The WarZone: *Here is What the Air Force's New Robot Dogs are Actually Capable Of*. <<https://www.thedrive.com/the-war-zone/38000/here-is-what-the-air-forces-new-robot-dogs-are-actually-capable-of>>

Image: Vision 60 (Source: ghostrobotics.io)

Image: Spot (Source: bostondynamics.com)

Page Eleven:

Image: Reflecting Pool (Source: Lucy Hardiman: Perennial Partners | 1234 SE 18th Ave., Portland, OR 97214)

Page Twelve:

Image: Bronze of Puppies (Source: DannyQuest Designs | 12831 Western Ave. Suite H Garden Grove, CA 92841)

Image: Bronze of German Shepherd (Source: Sutton Betti Studios | 2347 W 8th St., Loveland, CO 80537)

End Page:

Image: MWD-Sinbad (Source: americainwwii.com)

