

### Diagrams as part of a total information system

The thirteen computerized kiosks are connected by fibre optic cables to a central server room and guide visitors (interactively) through the Campus. An LCD touch screen is the heart of the system. Each kiosk tells users:

- where they are
- how to get to any building
- where to park
- directory information
- event information
- specifics on accessibility

There are three ways to activate the kiosk:

- touch the anodized aluminium map
- touch the LCD screen itself
- push one of the buttons

While the aluminium map works like a conventional, static map, it is also interactive. A grid of infrared beams floats above the map; when the grid is broken by a pointed finger, the LCD screen is activated and gives information on the item to which the finger points.

The LCD screen is menu-driven and offers wayfinding information, an events calendar and much more. To secure optimal reading of maps and diagrams, a psychologist was added to the design team.

For the technophobic, a “help desk” button activates a handfree telephone that connects to a live person. Further technical details are available at [www.cloudgehshan.com](http://www.cloudgehshan.com)

Client:

“i-site” information kiosk for the John Hopkins University Campus, Baltimore, Maryland, USA

Designers:

Cloud Gehshan Associates, Philadelphia

