

How to get an audience LIT

at the

CERN

Media Lab

Joao Pequeno - CERN Media Lab

IT Lightning Talks: session #14

22 September 2017

# CERN Media Lab - Original



# What We Do

Conceive

Develop

Research

Exhibit Content

Narratives

Educational Resources

State-Of-The-Art Tools

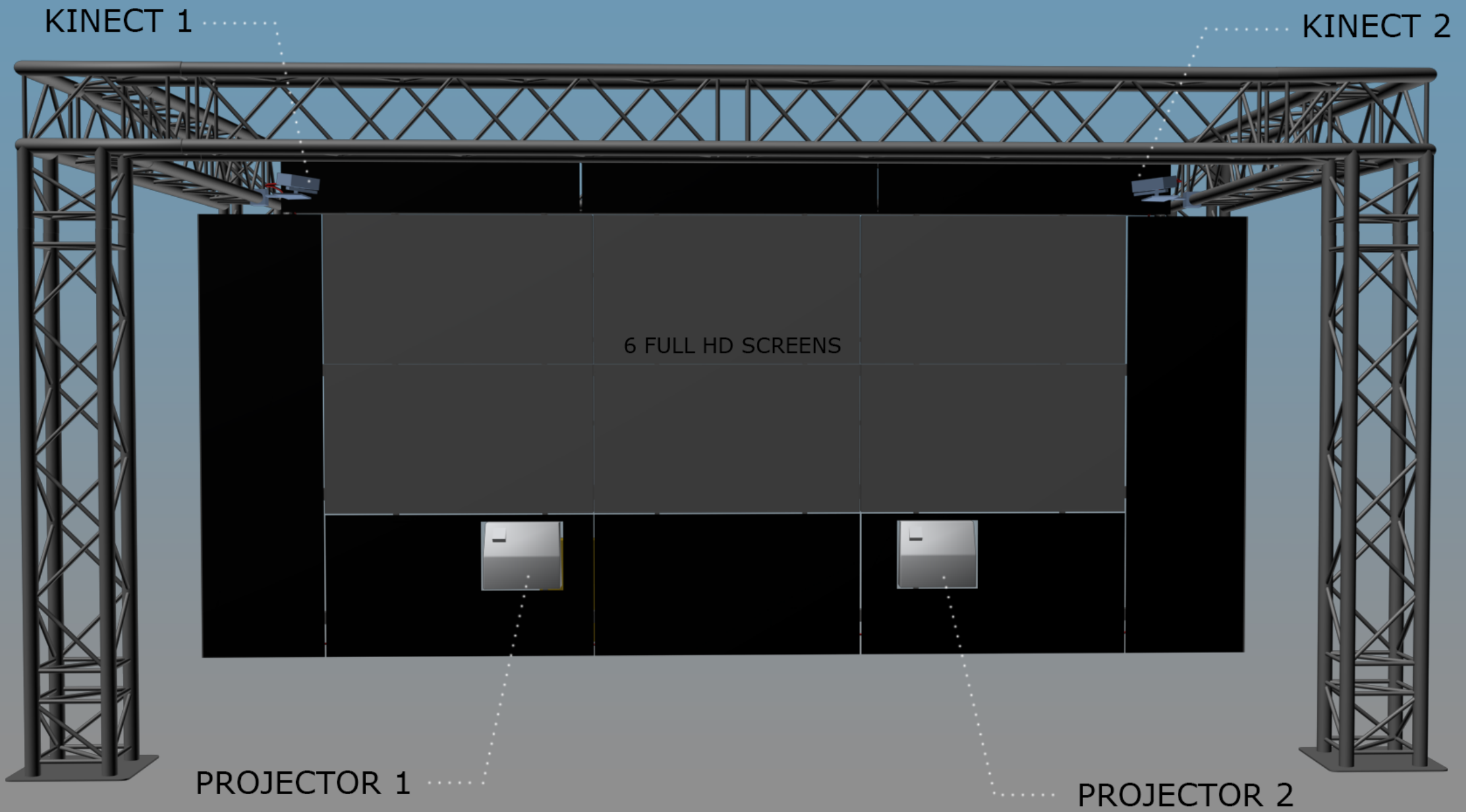
Visualizations

Our Best Example

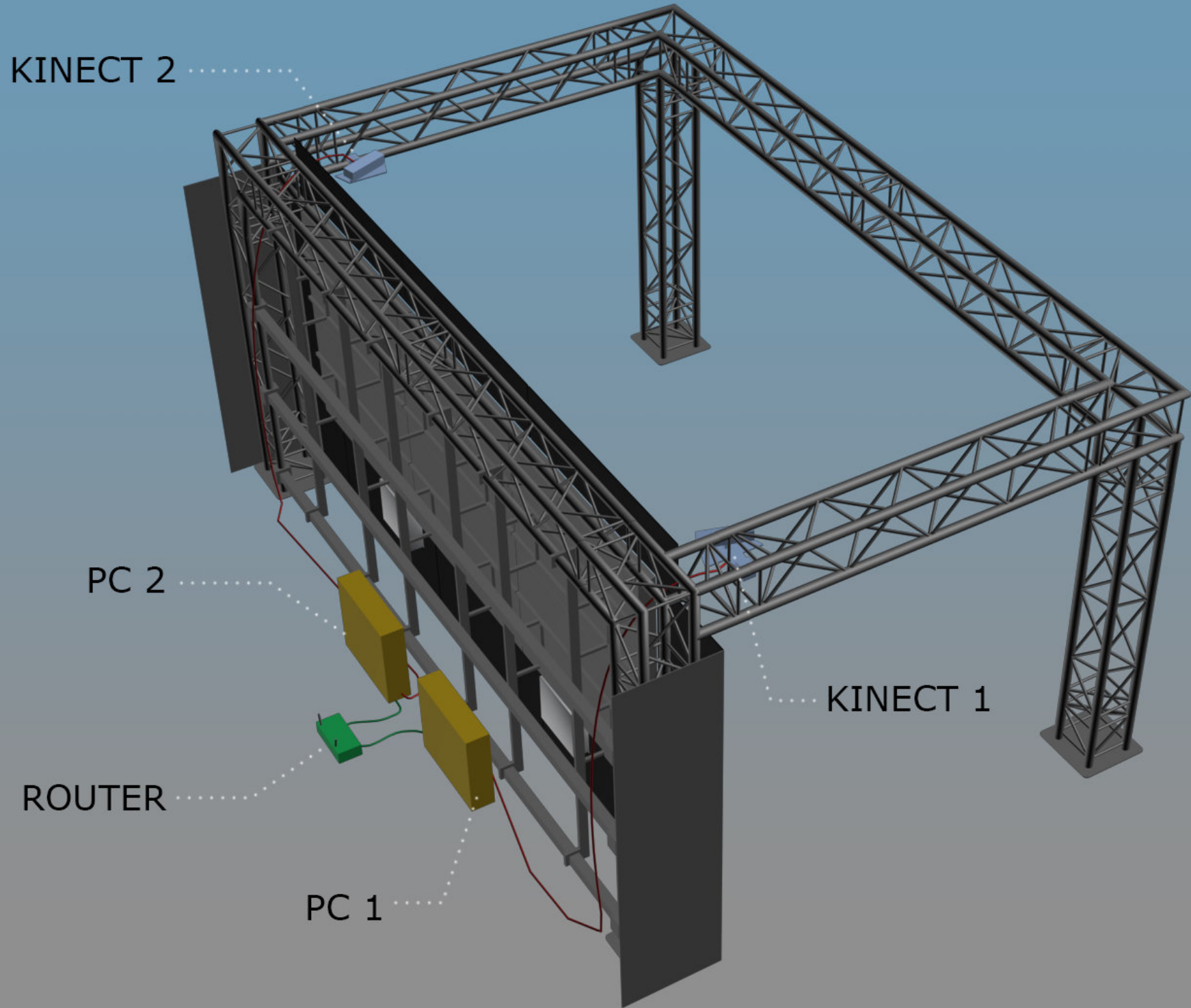


LHC Interactive Tunnel

# LIT - Anatomy



# LIT - Anatomy



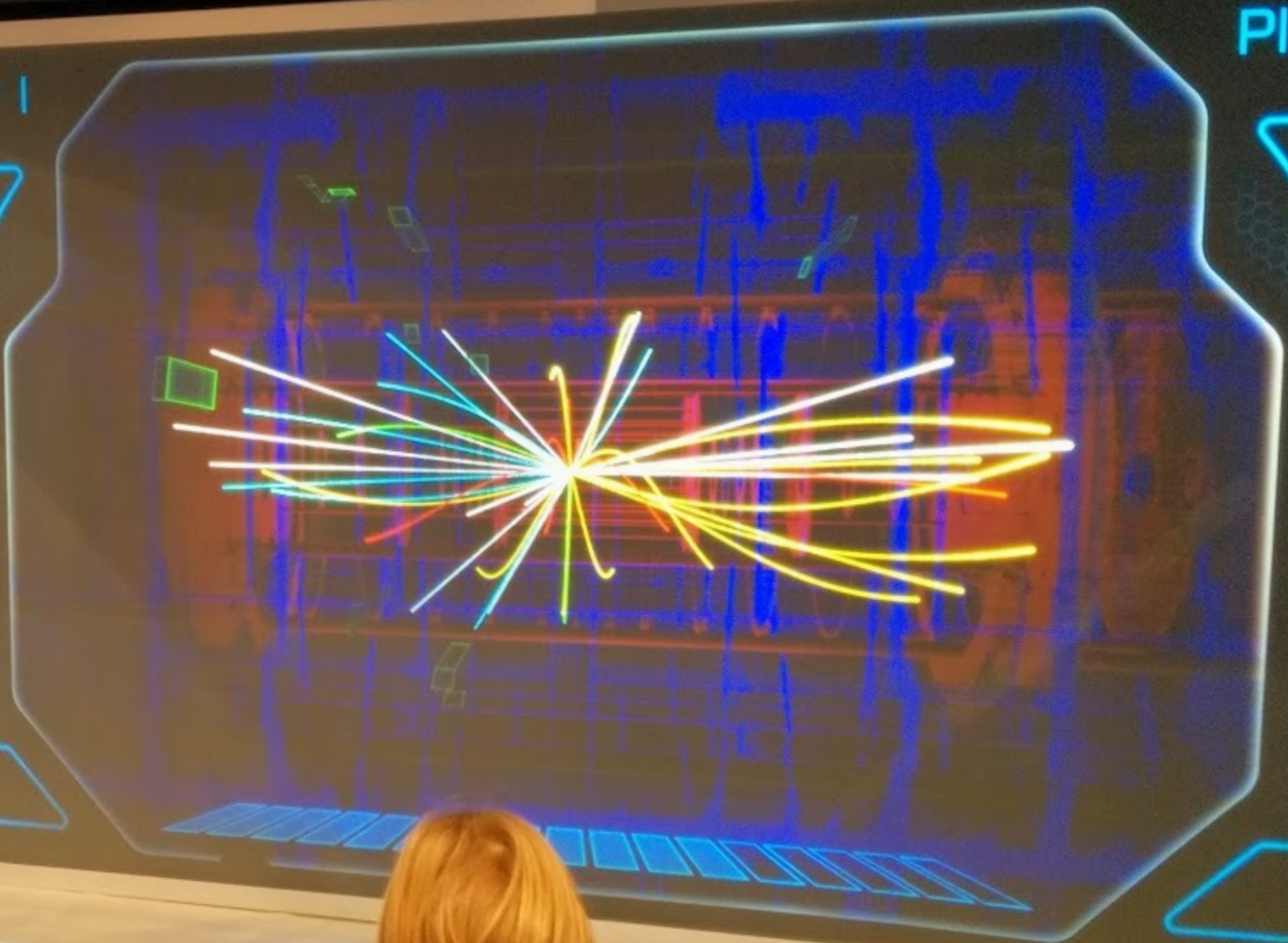
# Proton Football



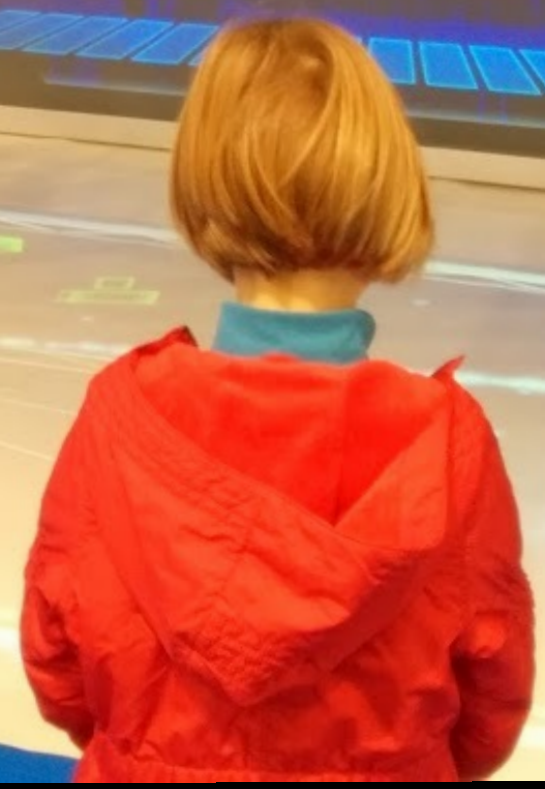
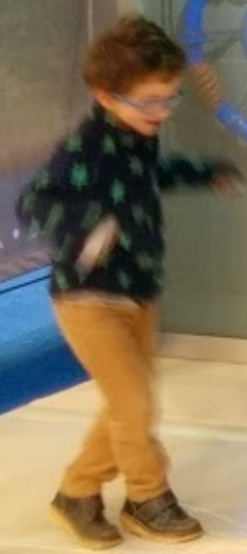
ME  
RECH  
Accélérateur de science



Player 1



Player





PLAYER 1

# ANGRY BIRDS

PLAYER 2

4001

5000



OFF

Higgs Field

ON

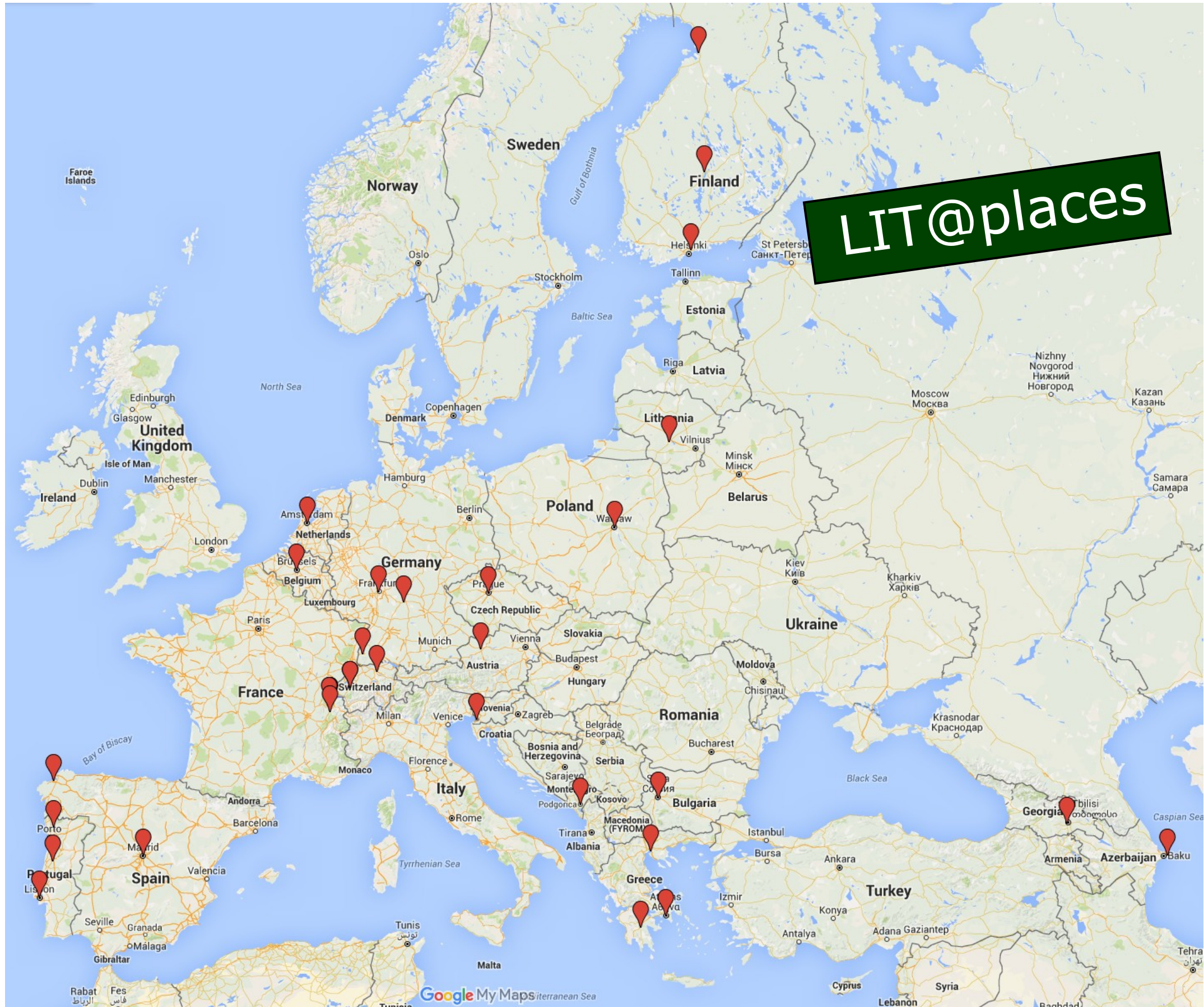
Higgnite

ON

Higgs Field

OFF





LIT@places



© Place Royale / RTV Belgium

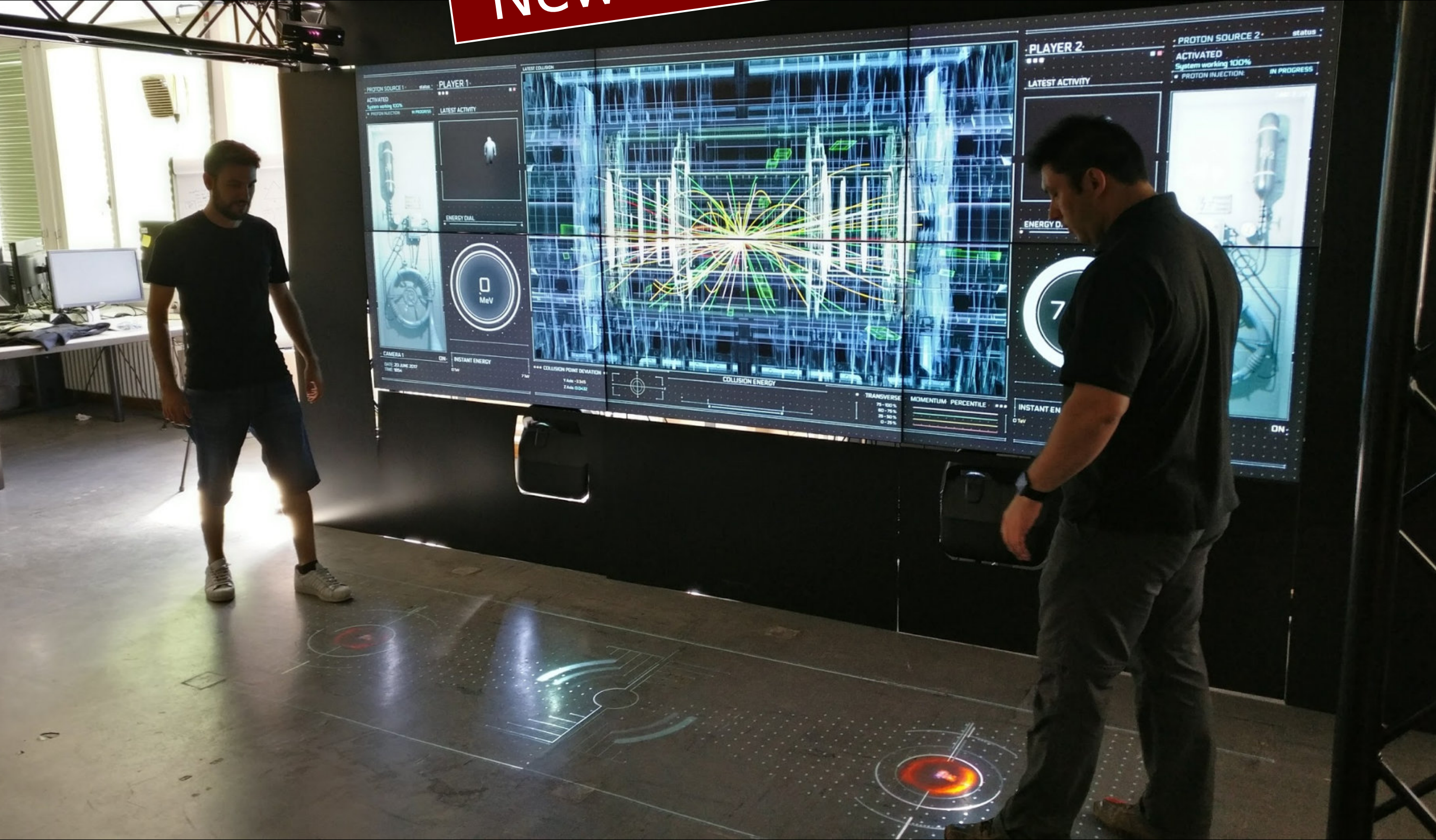
Upgrade:

-Architecture

-Applications



# New Design



# HEAL

Hadron

Applications

Emission

Lab

**PATIENT 4350** MULTIPLE BRAIN TUMOR

TREATMENT ROOM 02 CAMERA 01

**VITAL SIGNS**

14 r.p.p.

99%

37.1

37.2 °C

118

73 mmHg

61 p.p.m

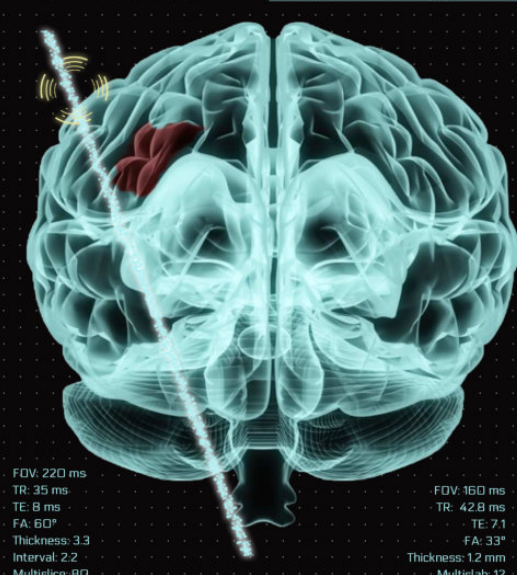
19-09-2017 15:17:07

**ENERGY STUFF**

**SCANNER SIDE VIEW**



**SCANNER FRONT VIEW**



LHC Interactive Tunnel  
Concept and production by CERN Media Lab

FOV: 220 ms  
TR: 35 ms  
TE: 8 ms  
FA: 60°  
Thickness: 3.3  
Interval: 2.2  
Multislice: 80

FOV: 160 ms  
TR: 42.8 ms  
TE: 7.1  
FA: 33°  
Thickness: 12 mm  
Multislab: 12

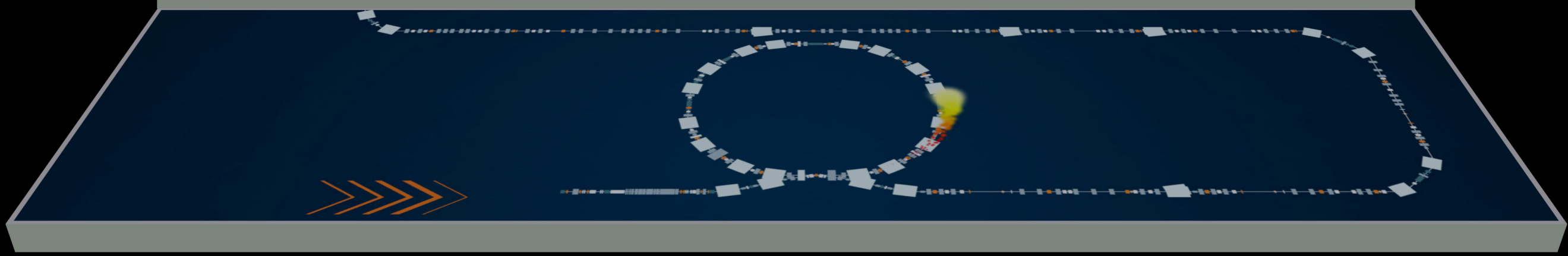
**Scanner Status**

Super power shields: ON

Ultra speed generator: ON

System working 100%

Storage ring working 100%





Upcoming:

Make LIT Self-Driven

Demos

Tutorials

In-Game Help



*That's all Folks!*

For more info, visit  
[medialab.web.cern.ch](http://medialab.web.cern.ch)