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Exhibit Concept Overview
The Children's Museum of Indianapolis
August 2016

Doc McStuffins: The Exhibit Overview

Doc McStuffins: The Exhibit immerses children and families in the Doc McStuffins universe of stories and characters. It features the McStuffins Toy Hospital environment and offers families an opportunity to explore the hospital, assume doctor play roles, and help solve problems, all while learning lessons about healthy habits, empathy, and nurturing care.

Entry and Reception Overview

This introductory exhibit experience establishes the exhibit premise and communicates the visitor's role in the space. Visitors see Doc McStuffins, her iconic backyard clinic, become familiar with the storyline of the exhibit, gain entry into the McStuffins Toy Hospital, and receive information about how they can assist Doc and her friends.



Entry and Reception Interactives

“Backyard Clinic” and “Toysponder Portal” Environment

What do visitors learn?

This entry piece provides introductory information that will help visitors acclimate themselves to the exhibit storyline and space. They learn that they are about to enter an exhibit all about Doc McStuffins. Signage communicates that Doc and her friends need help at the Toy Hospital. Doc has to stay behind at the backyard clinic, but will send visitors to the hospital.

What do visitors see and do?

Visitors see the familiar backyard clinic with a 2D graphic cutout of Doc McStuffins beckoning at the door. Visitors hear the Doc McStuffins theme song. Families may choose to take a photo with a Doc standing graphic, and then they enter the exhibit through the clinic door, the slide on the right, or the adult-sized entry on the left.



Reception Desk

What do visitors learn?

With the help of the phone messages and signage written in Chilly's voice, visitors learn how they can help as a doctor-in-training in each of the Toy Hospital exhibit spaces.

What do visitors see and do?

Families see a hospital reception area with a 2D graphic cutout of Chilly near the counter. Visitors dress in role play lab coats. They pick up the reception desk phone and hear messages from Doc, Hallie, Stuffie, and Lambie, inviting visitors to assist in various areas of the hospital.



Nursery Overview

In this toy hospital nursery environment, visitors are welcomed by a message from Lambie. Lambie invites families to participate in activities that encourage the use of empathy and the practice of nurturing behaviors to care for others.



Nursery Interactives

Naptime Routine

What do visitors learn?

Babies need rest, and a naptime routine helps comfort babies so they can fall asleep and stay healthy.

What do visitors see and do?

Visitors see baby cribs and dolls with clipboards at the foot of each crib. Information on the clipboard walks visitors through the special naptime routine for particular babies in the nursery. For example, one baby might need a bottle, a lullaby, and the rocking chair, while another may need a lullaby, a rocking chair, and a bottle to lull her to sleep. Visitors are prompted to take their baby doll through a naptime routine before putting them to sleep.

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Flicker Firefly Nightlights

What do visitors learn?

Babies need care from a loved one to feel comfortable before they fall asleep, and some need a special nightlight.

What do visitors see and do?

Visitors see a set of cribs below firefly nightlights on the wall. They practice nurturing behaviors by tucking babies into bed and adjusting the light on the firefly nightlights and activating Flicker's lullaby.



Bath Time, Diaper Change, and Feeding

What do visitors learn?

An important part of staying healthy is staying clean—cleaning your body, hair, and your clothes. People have to eat healthy to keep their bodies working properly. Babies need the help of loved ones to stay clean and to eat healthy.

What do visitors see and do?

At the bath time station visitors see a counter with two baby-sized bathtubs. Visitors give the toy babies a bath. At the changing table, families change toy baby diapers. At the feeding station, visitors sit in rocking chairs and feed the toy babies with bottles.



Pet Vet Overview

Families participate in a vet environment hosted by Stuffy. A message from Stuffy invites visitors to do activities that prompt the practice of nurturing behaviors and deliver messages about the special kinds of care and attention that pets need.



Pet Vet Interactives

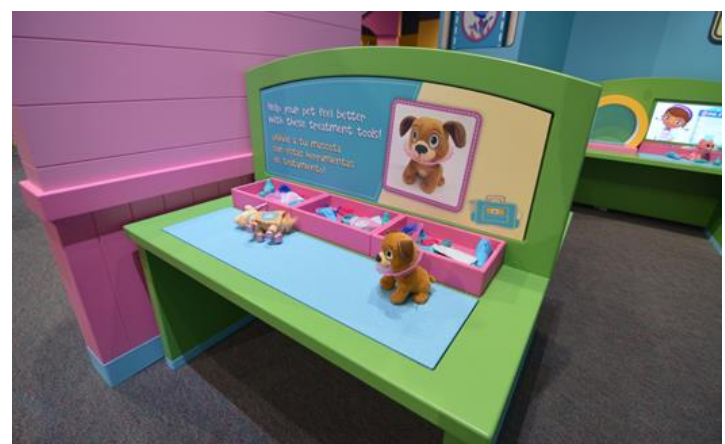
CAT Scan Check-up

What do visitors learn?

Pets need to visit the vet for a regular checkup to stay healthy. During a check-up, a vet observes the pet, makes a diagnosis, and applies a treatment.

What do visitors see and do?

Visitors see a pretend CAT scan machine, and nearby, a counter with check-up tools and other items to help treat patients. Participants first “scan” a toy pet using the pretend CAT scan. The scanner reads an RFID chip in the toy pet, which displays the pet’s symptoms. Doc observes, diagnoses, and recommends treatment for the pet. The visitor then treats the pet at the nearby counter.



Bath Time and Grooming

What do visitors learn?

Pets sometimes need help to stay neat and clean, and we can help by regularly bathing and grooming them.

What do visitors see and do?

Visitors see a counter with inset pet bathing sinks, dryers, and grooming tools. Visitors give the toy pet a pretend bath enhanced by light effects that emulate running water. They will then dry the pet under a dryer that really blows air, and then they comb and brush the pet.



Toy Recharge

What do visitors learn?

Pets need rest so they can recharge.

What do visitors see and do?

Visitors practice treating a pet that has run out of energy. Visitors see Squibbles in his recharge station and are prompted by signage to turn a crank to create kinetic energy to recharge him. As the toy gets more energy, an energy read-out will incrementally light up. After visitors create enough energy, Squibbles barks and wiggles for a limited period of time.



Fish Tank Cleaning

What will visitors learn?

Pets need a clean space to live in order to stay healthy, and they often need help keeping their space clean.

What will visitors see and do?

Visitors see a toy fish tank, partially filled with balls that represent water. On the back of the tank, visitors see buckets and water faucets. Participants change out the fish tank's balls of water to make sure the toy fish have a healthy place to swim. Visitors turn on the faucet to fill their buckets full of balls, and then they empty the buckets into the fish tank. The balls from the fish tank drain to the faucets, so participants are simultaneously emptying the fish tank as they fill up their buckets. This activity fosters repetitive play, which is developmentally appropriate for preschool-aged children.



Feed Toy Fish

What do visitors learn?

Pets need food to stay healthy, and they often need us to help feed them.

What do visitors see and do?

Visitors see a gravity maze dressed out to look like a small fish tank. Participants feed the balls that represent fish food into the tank to feed the toy fish. This activity is scaled to fit the needs of toddlers and two-year-olds. This activity also promotes repetitive play.



Pet Shelters

What do visitors learn?

Pets, like humans, need food, water, and shelter to stay healthy and hydrated.

What do visitors see and do?

Visitors practice nurturing care by placing their pets in their assigned homes so they can eat, drink, and rest.



OR/ER Overview

In this Operating Room and Emergency Room environment, families are greeted by a message from Hallie, who appears in the space as a 2D graphic cutout. In her message, Hallie invites visitors to assist with the treatment of toy patients.



Check-up Station

What do visitors learn?

Everyone needs a check-up from their doctor at least once a year. Each check-up tool has a special purpose, and doctors use them to check to see if you are healthy.

What do visitors see, hear, and do?

Visitors see care carts and hospital beds with an array of check-up tools. The “Time For Your Check-up” song will play at timed intervals. Visitors give toys a classic Doc McStuffins check-up using the core tools.



Big Book of Boo Boos

What do visitors learn?

It's wise to keep records of your diagnoses—you may need to use that information later if you have a patient with similar symptoms.

What do visitors see and do?

Visitors see the Big Book of Boo Boos tablet. After administering a check-up, a doctor-in-training can digitally enter in their patient's diagnosis and email it to themselves.



Sewing Seams

What will visitors learn?

All doctors practice special skills that they use to help us feel better.

What will visitors see and do?

Visitors see a 2D graphic representation of a toy with a seam that has split. Hooks are positioned on either side of the split seam. Visitors practice mending a ripped toy by using a string to lace around the hooks and close the open seam.



OR

Scrub Sink

What do visitors learn?

Doctors in hospitals—and families at home—need to wash their hands to get rid of germs that can make us sick.

What do visitors see and do?

Visitors see a sink outside of the OR/ER entrances. They will scrub up before they see their patients. When they turn on the faucet, the “Wash Your Hands” song will play for the time it takes to properly wash your hands.



Toy Operation

What will visitors learn?

Sometimes when you are not working properly, a doctor needs to fix one of your inside parts to help you feel better.

What will visitors see and do?

Visitors see a toy lying on an operation table. A video screen above the bed shows Doc and the step-by-step instructions for the interactive. Doc talks families through the steps of a toy operation. First families help the toy “go stuffed” with a stethoscope. Then participants adjust dials so they can activate the toy’s reset button. After hitting the reset button, the toy wakes up and sings the “I Feel Better” song.



Air Pump

What do visitors learn?

All doctors practice special skills that they use to help us feel better.

What do visitors see and do?

Families see a sagging inflatable Boppy toy, and inflate the toy via an air pump. After toy is inflated, the interactive will reset by letting the air slowly leak out.

