

# DISCOVERY PARK UBITOUR

## Learn

about the Discovery Park by taking our mystery video Ubitour

## Visit

11 locations on the Discovery Park campus to find 2d codes

## Scan the 2d codes

to watch video clips that will help you solve the mystery

### 1 Ubitour



Scan me!

This is an example of a 2d code. It works like a barcode for cell phones. You need a phone application to be able to read the information enclosed in it. See below for details.

**THE UBITOUR** is a mystery scavenger hunt guided by a mobile phone. You will visit 11 locations on campus (see reverse tour map) and at each location you will watch a video clip on your cell phone. The 11 clips that you will watch are part of a story. They will help you solve the mystery of a lost document and will teach you about the interdisciplinary, life-changing research hosted by Discovery Park.

To take the Discovery Park Ubitour, you need a smartphone. You can use any iPhone, Android or Blackberry. At each of the 11 eleven locations that you will visit you need to find a 2d code posted on a wall. Scan it and tap the screen to play the video clip associated with that place. Each clip will tell you a part of the story and will provide directions to the next stop.

2d codes look like the sign at the top of the page. You will see them on walls or on posters, labeled with a number and UBITOUR. You can also scan the codes found on the map for each stop. They work the same way.

### How do the codes work?

Each code acts like a product barcode. It encodes a web address, which your phone can scan. Once scanned, the codes will automatically trigger a videoclip that will start playing on your phone with the help of a few taps. In essence, the codes save you the trouble of typing URL to see the clip.

To scan 2d codes, your mobile phone should have: 1. A code scanning application 2. A camera 3. A connection to the Internet (some call it a "data plan") 4. A Web browser 5. A media player

#### iPhone

The iPhone is the best tool to take our tour. It has all of the above, except for the application. To get the app, do the following. Press the App Store button. Search for "i-nigma" (use the dash and make sure you type an "i" at the beginning). Load the free version of the i-nigma reader. When done, tap on the i-nigma icon. Point the camera at the 2d code above to test the app. If you see a list of links you are good to go. If you do not like i-nigma, you can also try neoreader, quickmark, scanlife or any other 2d code scanning app. To find alternative readers, type in the App search box "2d" code or "qr code".

#### Windows Mobile/Pocket PC Phone

If your phone is a smartphone running on a Windows-based operating system, to install a scanning app you should first open up your Web browser. In most cases, that would be Internet Explorer. Type <http://i-nigma.mobi> in the address bar. Your phone will be immediately recognized, and you will be provided a link and information for downloading the application. If the trick does not work, your OS might be very, very, very old. How about you indulge yourself by getting a new phone?

#### Blackberry Phone

Try the same trick as above. The phone should be automatically recognized. If this does not work, again, get a new phone, or an iPhone, or try any of the other links listed for "all other phones" below.

#### Android Phone

Take your Android in your hand. Go to Android Market. Search for "barcode scanner." Choose i-nigma, Barcode Scanner, or another 2d code scanning app. Open the application and scan the first 2d code to begin the tour.

#### All other phones

1. Go to <http://i-nigma.mobi>

**DISCOVERY PARK UBITOUR MAP AND DIRECTIONS** Walk from stop 1 to stop 11, scanning the 2d code you find at each location. You can scan the code on the wall, or the code on this map. When the clip is displayed on your device, tap once to play it. Each clip will provide directions to the next stop. Stops 1-3 are inside Burton, on the first floor, stops 4-5 on the first floor of MANN, stop 6 on the first floor of BINDLEY, 7 on the second floor of BINDLEY, then you cross the skywalk, to BIRCK and around the clean room in the corridor behind it, to stop 8, then go down to stop 9, also in BIRCK, then back up for stop 10, in the middle of the skywalk, and then return in front of Burton, at stop 11.

**CONTENTS OF LOST DOCUMENT**

- TO DO LIST:*
1. *Work on smoothing micro-roads on the surface of the substance.*  
→ *Test whether it will work with the patient.*
  2. *Corn, table sugar products.*  
→ *really biodegradable? Impact? (Check with B.)*  
→ *will these versions dissolve?*
  3. *Is it saleable? Check with E.*
  4. *Work toward pub. GK12 protocols*



**8.** Second floor back corridor, look at first orange windows to the clean room

**9.** Look at the Lego sculpture, under the stairs

**6.** In small entrance lobby, face the wall

**10.** At the middle of the skywalk, look outside, toward DLC ← (not on this map)

**1.** Inside, face the café

**2.** Inside, look outside through corner windows

**3.** Look down the hallway

**7.** On second floor face door to the lab, next to elevators

**4.** Inside, under round staircase, look at the Mann painting

**5.** Inside hall, look out the window toward Burton Morgan

**11.** Just inside the Burton Morgan portico looking out at Discovery Park.

