

DESIGNERS AND BUILDERS  
OF INTERACTIVE EXHIBITIONS

# TIMELINE OF OUR HISTORY

## FOUNDING AND EXPERTISE

Emanuel Hüttinger founded an engineering consulting company in Fürth near Nuremberg in 1921. That company still bears his name to this day.

This field expanded in the early 1970s. The focus changed from making individual models to fitting out complete exhibitions and information centers, notably for the energy sector in Germany.



1921



Following the monetary reform in 1948, Lucius Hüttinger started to design and fabricate technical models as well as to create presentations and functional diagrams.

1949



1970s



today

## MORE THAN 100 YEARS OF INNOVATION AND QUALITY

The range of clients has constantly widened since then, and the company evolved from an enterprise which operated exclusively in Germany into a global player for prestige projects. The company is rooted in a strong family tradition.

It is a joy for us to create and build things that people truly value, that they can play with and that really fascinate them. This is the driving force that keeps us going.



# OUR PROFILE

100 % IN-HOUSE DESIGN & BUILD



PLANNING



DESIGN &  
FABRICATION



INSTALLATION &  
TRAINING



AFTER-SALES  
SERVICE

## CONCEPT TO FABRICATION, UNDER ONE ROOF

Today, Hüttinger is a one-stop shop for exhibition planning, design and fabrication, working for clients throughout Europe and on a global scale. We develop exhibitions that promote exploration and understanding through multi-sensory experience.

Our preferred working method is the design & build approach. This, together with a large in-house capacity, enables us to plan and provide turnkey solutions within a single project cycle, resulting in time saving, cost efficiency and, ultimately, a far more satisfactory and successful exhibition. The essential prototyping is integral to the entire process.

The bottom line is: our clients get the best value for their money. Where the design & build approach is not the preferred option, we are happy to work as designers or fabricators, bidding separately for the individual project phases.

## QUALITY CERTIFICATION



The Management System  
Standard certified by  
DNV conforms to  
ISO 9001:2015

# OUR BENCHMARK



## OUR KNOWLEDGE DATABASE

In 2010 we began the construction of our WIKI database of knowledge. This was started with a simple idea in mind, how can we as a company share information with not just each other but clients in a way that is easy, quick and effective? With this in mind we began the creation of our database.

More than 12,000 exhibits have been collected and improved so that our clients can profit from a huge set of experiences in all stages of exhibit development.

We use our WIKI for many applications internally. Management of projects, sharing of ideas and cataloguing processes to name a few. One main use for this database is to manage data in projects to ensure that all information is readily available to all involved. Another main use for this is to work as a tool in ideation of creation of new projects and value engineering.

With the help of our database we can find the best exhibits for any kind of contents within very short time.

## THE BIGGEST EXHIBIT COLLECTION AVAILABLE FOR ALL

Selection of exhibits for a new exhibition can be a daunting task for any institution. When clients approach us with an idea, we open our database for them making this task tremendously less difficult. A collection of hundreds of thousands of interactive experiences that have been seen, thought of, fabricated or quoted for inspire us in our work. We are open to share this knowledge and if a client gives us any kind of topic, we can come up with plenty of possibilities within very short time.

This, together with the records of our prototypes and formative evaluations helps us to avoid failures and re-inventions and to focus our creative resources on the improvement of ideas and innovative concepts which serve to the uniqueness of exhibitions. Ultimately our clients will profit from our increasing learning curve by saving time, money and trouble.



# CONCEPT AND DESIGN



## DESIGNING THE INTERACTION

Our team of interior, product, media and graphic designers work to integrate scientific topics, product features, and complex content into impactful experiences using our governing principal of real things and real processes in a novel environment.

Our designers are involved in all phases—conceptual, schematic, detail and construction documents—and support our experienced project management team, thus ensuring the seamless transformation of project vision and values throughout our design & build approach.

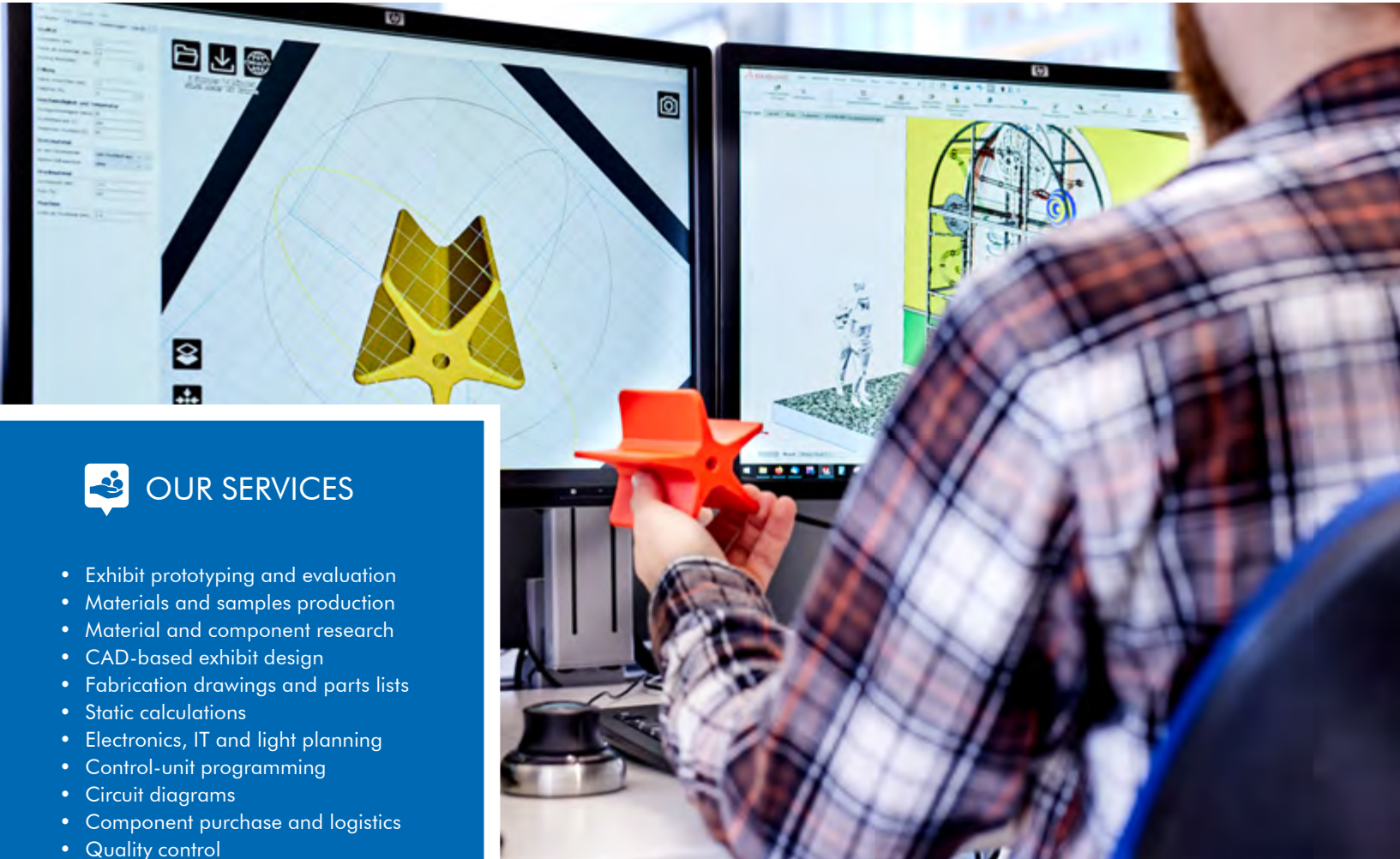
Our planning methodology is comprehensive and strategic, building visions around clearly defined goals that ensure sustainable funding and models that operate to the customer's complete satisfaction.



## OUR SERVICES

- Blue sky charrettes and consultancy
- Benchmark analysis
- Feasibility studies
- Trade literature research
- Conceptual master planning
- Interpretive (storytelling) design
- Exhibit consultancy
- Interactive media development
- Interior architecture and scenography
- Space layout and visitor-flow studies
- Exhibit plans and specifications
- Light and acoustics consultancy
- Material and colour studies
- Fabrication supervision
- Content development
- Graphic and screen design
- CGI visuals and fly-through 3D models
- Operational planning
- Budget planning

# ENGINEERING AND PROTOTYPING

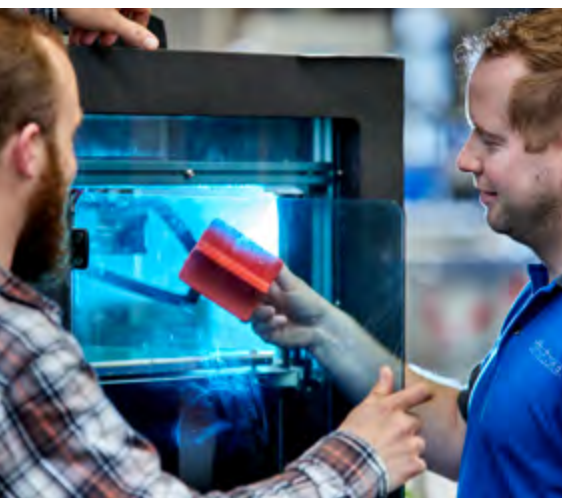


## OUR SERVICES

- Exhibit prototyping and evaluation
- Materials and samples production
- Material and component research
- CAD-based exhibit design
- Fabrication drawings and parts lists
- Static calculations
- Electronics, IT and light planning
- Control-unit programming
- Circuit diagrams
- Component purchase and logistics
- Quality control
- Fabrication supervision
- Exhibit manuals and documentation
- Cleaning instructions
- Safety and risk analysis

## GREAT EXHIBITS BEGIN WITH GREAT ENGINEERS

The engineers design each exhibit based on the visual design supplied by the client or our in-house design team, using a large database of exhibition-grade standard components. During the engineering process they work closely with our prototyping department and service team members as well as with feedback from workshop staff and formative evaluations to constantly improve the quality of our exhibits. These improvements relate directly to visitor experience, durability, safety, sustainability and cost efficiency.





# SOFTWARE AND MULTIMEDIA



## CREATING REALITY FROM IDEAS

Our technical planning unit is rooted in the design, development, testing and final production of original electronic and digital media experiences. Our software engineers create multimedia applications, gesture-based installations and unique interactive solutions, using technologies such as RFID and our CMS and tagging system called xtag.

On the hardware side, we design and build customized sensors, microcontrollers, digital displays and LED lighting systems that a leading-edge exhibition requires—all the resources that our unique design & build approach can provide.



## OUR SERVICES

- Software storyboards and concept developments
- Wireframes for media kiosks
- Content development
- Hardware research, consultancy and configuration
- Digital infrastructures
- CMS and tracking systems
- Administration tools
- Real-time animations and simulations
- Robot programming
- Gesture recognition software
- Multi-touch applications
- Linear and non-linear multimedia programs
- VR and AR applications
- Image-processing software
- Web-interfaces
- Game programming

# FABRICATION



## THE HEART AND SOUL OF OUR COMPANY

We have an experienced team of highly skilled craftsmen in many trades, all working together to create your one-of-a-kind exhibit. Maintaining the highest standards across all stages of the project, our craftsmen work hard to produce exhibits which are beautiful, durable, safe and appealing.



# FORMATIVE EVALUATION



## WITHOUT EVALUATION YOU CAN NEVER IMPROVE

We learned many years ago about the value of evaluation in exhibit fabrication. We use formative evaluations to help us identify barriers to visitors' use of, interaction with, and understanding of the exhibits.

These formative evaluations provide a wealth of information about the projects that we work on. Working with local schools and kindergardens, we regularly invite groups into our exhibit hall where exhibits are arranged into a layout as similar as possible to their final locations. We are then able to observe the way children and adults work with the exhibits to gain knowledge to improve exhibits.

## QUALITY CERTIFICATION



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# SCIENCE CENTERS

SCIENCE CENTERS · EXPERIMENTATION CENTERS · EDUCATION CENTERS  
DISCOVERY CENTERS · HANDS-ON GALLERIES

## SPARKOHI!, BELGIUM

From the tiniest drop of water to terrifying tsunamis—the *Geo'Dynamic!* exhibition in Frameries, Belgium presents an exciting journey of discovery through meteorological and geophysical phenomena that occur within and on the surface of the Earth. Inside the gallery space, visitors can explore and discover exhibits about rain, storms, clouds, earthquakes, and wind.



© SPARKOHI! Hyacinthe Arthurs



© Goulandris Natural History Museum

GOULANDRIS  
NATURAL HISTORY MUSEUM, GREECE  
Design and build of *Climate Change and Us*



DUNDEE SCIENCE CENTRE, UK  
Design and build of *Medical Marvels and Connect*



© Aberdeen Science Centre

ABERDEEN SCIENCE CENTRE, UK  
Design and fabrication of 60 exhibits  
theming energy, aerospace, engineering,  
mathematics and life sciences



## CENTRO DE CIÊNCIA DE LUANDA, ANGOLA

We were entrusted with the design and build of the initial exhibitry for the galleries *Infinite Factory*, *Me*, *Soap Factory*, *Wow*, *ETU*, *Doing*, *Pop*, *Dinosaurs*, the outdoor area and *Science on Wheels*. Approx. 250 interactive exhibits and 45 mobile Science Kits were manufactured to equip Angola's first science center.



## DANVILLE SCIENCE CENTER, USA

Being a smaller regional science center, it is extremely important at the Danville Science Center to fully engage visitors time and time again. You can discover the principals behind movement and energy through the sports themed exhibition *Go!* and you will also find yourself immersed in water from the personal to the global scale with the exhibition *Water*.





© Pavilhão do Conhecimento - Ciência Viva

## PAVILHÃO DO CONHECIMENTO – CENTRO CIÊNCIA VIVA, PORTUGAL

As a great example of how relevant interactive exhibitions can be, *Water—An unfiltered exhibition* gives voice to the basic right to safe drinking water with the help of science, technology, and the commitment of all. In a positive, appealing, and particularly conscious tone, it invites to discover the multiple aspects of the availability and use of this essential good.

## GLASGOW SCIENCE CENTRE, UK

Since the conception of the Glasgow Science Center in 1999, we have worked with their team on many exhibitions over these 20 plus years. From recent exhibitions theming classic science and engineering exhibits to earlier exhibitions theming biology and everything in between, GSC has proved a great partner for developing world class exhibitions.



Wallace for Glasgow Science Centre



© Stuart

## QUEENSLAND MUSEUM, AUSTRALIA

*SparkLab* is sophisticated, inviting, thought-provoking, and inspiring for adults and children alike. The namesake *spark* ignites visitors' interest in science, technology, engineering, and maths. Live shows as well as interactive experiments or creative maker space experiences make it possible for visitors to follow their curiosity and make exciting discoveries.



© Queensland Museum



© Techniquist

## TECHNIQUEST, UK

Concept, design and fabrication of interactives for Science Capital



© experimenta gGmbH

## EXPERIMENTA, GERMANY

large waterscape and over 80 interactive exhibits for ForscherLand



## EUGENIDES FOUNDATION, GREECE

Design and fabrication of over 50 exhibits theming subjects like physics, chemistry, biology, mathematics, computer science, and robotics



# MUSEUMS & PLANETARIUMS

SCIENCE AND TECHNOLOGY MUSEUMS · NATURAL HISTORY MUSEUMS · FLIGHT AND TRANSPORTATION MUSEUMS · LIBRARIES · SPACE AND ASTRONOMY EXHIBITIONS

## SHEIKH ABDULLAH AL SALEM CULTURAL CENTRE, KUWAIT

The Sheikh Abdullah Al Salem Cultural Centre was a project of unique greatness in terms of scale, built in cooperation of 96 companies from 13 countries. We took on planning, development, and fabrication of 78 interactive experiences for seven galleries in the Natural History as well as the Science and Technology Museum.



© David Copeman Photography



**DiMi**  
DIGITAL MICROSCOPE

for public spaces

With the Hüttinger-made DiMi visitors of all ages and educational backgrounds have a simple and intuitive way to peer into the microworld! Robust design and simple interfaces make it a perfect fit for all public spaces with high visitor traffic and restricted supervision such as Museums, Science Centers, Children's Museums and Visitor Centers.



[dimi-digital-microscope.com](http://dimi-digital-microscope.com)



© MUSE - Michele Purin



## SHARJAH ACADEMY FOR ASTRONOMY AND SPACE SCIENCES, UAE

Space is a subject that is as fascinating as it is complex. That is why the interactive approach, which allows visitors to "work out" their own knowledge, is particularly suitable here. The exhibits also showcase the contributions of the Muslim world in the field of astronomy, highlighting the development of telescopes and satellites as well as space exploration.

MUSEO DELLE SCIENZE, ITALY  
Design and fabrication of hands-on science exhibits



# CHILDREN'S MUSEUMS & PARKS

CHILDREN'S MUSEUMS · CHILDREN'S ENTERTAINMENT CENTERS · TODDLER AREAS  
THEMED ATTRACTIONS · LEISURE PARKS · SCIENCE PLAYGROUNDS · WATER FEATURES



## NEOBIO SCIENCE MUSEUM, CHINA

Learning and entertainment can go together hand in hand as is seen in this project with Neobio in China. Through fantastical designs done by a local designer, we worked to create exciting experiences for children that will bring wonder to the children of Shanghai for many years! Covering topics from water to energy to music children will find engaging experiences throughout.

## ANN ARBOR HANDS-ON MUSEUM, USA

The Ann Arbor Hands On! Museum has stood as a beacon of informal education for over 40 years. In recent years we have collaborated with the team from the museum to develop multiple exhibitions for the museum. From the exciting engineering gallery *S.T.E.A.M. Park* to health and the human body in *All About You* to the water room *H2Oh!* there is no shortage of great exhibits!



MID-HUDSON DISCOVERY MUSEUM, USA  
Design and build of Science Revealed

## PARC DU FUTUROSCOPE, FRANCE

At Parc du Futuroscope in Jaunay-Clan, France, we designed and built an outdoor play area for the *Monde des Enfants* (Children's World). This new site called *La Rivière en chantier* (River under construction) invites young visitors to play and explore in an exciting outdoor space.



SENSAPOLIS, GERMANY  
Interactive experiences as well as a spectacular water landscape were developed and manufactured by us



# BRAND EXPERIENCES

EXHIBITS FOR TRADE SHOWS, EXPOSITIONS AND SPECIAL EVENTS · VISITOR CENTERS  
COMMUNICATION CENTERS · SHOWROOMS · PREPARATION OF ORIGINAL COMPONENTS  
INTERACTIVE MULTIMEDIA INFORMATION SYSTEMS

## EXPO 2020, DUBAI

Enter and take a fantastical journey through the wonders of nature, humanity's challenges and the promise of our shared future. *Terra* provides an inspiring experiential journey through our shared sustainable future. *Terra* took millions of visitors on an immersive journey through the wonders of the natural world, inspiring them to create a cleaner, safer, healthier future.



SCHAEFFLER, GERMANY  
Design and build of an automotive main exhibit



AUDI, GERMANY  
Developed and fabrication of a wall installation



MAHLE, GERMANY  
Design and build of a BEV themed island with original components and LED flow lights



photo Upfront Photography Ltd  
©The Scotch Whisky Experience 2023 ©Design Hatto+Partners 2023

## THE SCOTCH WHISKY EXPERIENCE, UK

We designed and built a 5m long and 3,5m high kinetic sculpture with 200 floating spheres for Spirit of Whisky, a part of the new *immersive journey* within The Scotch Whisky Experience. The project, led by Hatto+Partners, aims to inspire with a blend of design and technology, delivered through live and virtual storytelling.



## WIEN ENERGIE GMBH, AUSTRIA

The *Wien Energie-Erlebnisswelt* (Vienna Energy Experience World), the new visitor center of Wien Energie GmbH, was designed to provide visitors with unique ways of exploring the world of energy: Generating energy while dancing, powering electrical appliances with muscle power, or regulating a city's power grid, the combination of playful and informative can be found in all exhibits.





## ANDRÉ HELLER, AUSTRIA

Enter what is currently the world's largest walk-in kaleidoscope, one of the art objects staged with effective light and sound concepts in the multimedia show *Zeiträume* at Taggenbrunn Castle, curated by André Heller. In the middle of the kaleidoscope, one is surrounded by a wild, psychedelic sequence of colours, shapes and reflections that disappear and regroup in the blink of an eye.

## ANTHONY HOWE, USA

Another wonderful project we fabricated for Anthony Howe was the *In Cloud Light 4* sculpture that was a highlight art project of the Rio Olympics. The rotating reflective plates and spheres worked to amplify and reflect the light that originated at the Olympic cauldron.



ANDRÉ HELLER, AUSTRIA  
Goddess of Time

## ARTIST IN RESIDENCE, GERMANY

An artist in residence program is not only a great resource for artists, but it can also push the bounds of creativity among your employees. Since 2018, we have been running such a program, giving students from the Academy of Fine Arts Nuremberg the opportunity to create new interactive artworks with our technicians in our workshop and exhibit them at local art festivals.



YUI-MOM GROUP, TAIWAN  
Dancing Particles by ART+COM



JENNIFER TOWNLEY, SPAIN  
Asinas II



1,700

sq. m OFFICE SPACE



4,300

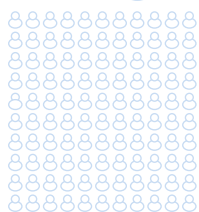
sq. m WORKSHOP SPACE



MEMBER OF



110



PERMANENT STAFF

MORE THAN

1,000

PROJECTS



IN

60

COUNTRIES



ecsite

ASTC

ASPAC

inAMES

STEM COMMUNICATIONS NETWORK

ACH ASSOCIATION OF CHILDREN'S MUSEUMS

MINTaktiv

hands on! International Association of Children's Museums

Association for Science and Discovery Centres



NATIONALITIES



Kurt Hüttinger GmbH & Co. KG  
Mittelbügweg 90  
90571 Schwaig bei Nürnberg, Germany



info@huettinger.de



www.huettinger.de



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