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OSLO INTERACTIVE CENTRE

1. WHAT?

An interactive thematic garden with the aim of stimulating reflective thinking. To achieve the above, the place will be a natural space for contemplation, relaxation, reflection and personal interaction, where people, through rudimentary sensory and experiential experiences, manage to disconnect from the technology and complications of modern life in order to reconnect with nature, people and with themselves. The subject is human identity; intelligence vs. rationality, natural vs. artificial, digital world vs. the natural world. Offer a perspective and contrast on the influence and impact of both worlds on the behavior and configuration of human identity in the past, present and future. Taking advantage of the panoramic view from the upper level, as a reference point the current view and projecting the view of Oslo 10,000 BC on the windows through 3D mapping and possible future view of the city. Reflect on our identity and legacy as a species in the times to come.

Free activities & attractions:

- Free tour of general access, three different schedules: morning, afternoon and night.
- Free adult access tour only, three different schedules: morning, afternoon and night.
- Now you see me: Quantum sculpture by Julian Voss-Andreae.
- The digital life; With the assistance of cameras and sensors a common mirror will turn into an interactive digital screen which will project the person and surroundings in a binary model.
- The wormhole; transition zone which will connect the artificial and natural world. The visitor can leave her hand print on the wall which will be taken to other places once that space is full.
- Talking stones; Hologram projection over the mountain which will tell stories and fables from around the world. (preferably schools); morning, afternoon and night.
- Interactive projection over the surrounding glass display Oslo fjord and sky 10,000 BC: morning, afternoon and night.

Payment activities:

- Wim Hof method: Based on three pillars cold therapy, breathing and commitment: mornings.
- Sauna: morning and afternoon.
- Smith's cave; Craft workshop i.e., spearhead and fire; prehistoric manual activity with the propose of providing a simple task that requires focus, frees the mind and sense of well-being by achieving a small goal.: morning and afternoon.
- The cave of wisdom: Myths and legends around the world (will include hot drink or soup from different regions): morning, afternoon and night
- Interactive projection display Oslo fjord and sky 10,000 BC and thematic dance exhibition: afternoon and evening.

The activities will evolve in the years to come, the intention is to stimulate the ability to focus, as well as to find satisfaction in simple activities with a communal and social approach. Similarly connect with the most basic and primitive part of our being.

2. WHO?

Because the theme is universal, it requires the collaboration of an international multidisciplinary group. The project will have phases of conceptualization, execution, operation and updating. Next, we will divide and list some of the relevant disciplines and organizations in the different phases.

A Conceptualization:

1. Entrepreneurship and innovation: Snubleflaks AS.
 2. Architecture: Snøhetta, Rodeo, Studio CTC, NMBU-Norges miljø- og biovitenskapelige universitet
 3. Anthropology: UiO-Universitet and Oslo
 4. Sociology: UiO-Universitet and Oslo
 5. Psychology: UiO-Universitet i Oslo
 6. Medicine: UiO-Universitet and Oslo
 7. Neuroscience: Mirai innovation, NTNU- Norges teknisk-naturvitenskapelige universitet
 8. Artificial Intelligence. Next bridge Group
 9. Financial. DNB, Spare Bank
- B. Execution:
1. Architecture: Snøhetta, Rodeo, Studio CTC NMBU-Norges miljø- og biovitenskapelige universitet
 2. Engineering
 - a. Civil: COW
 - b. Installations. COW
 - c. Audiovisual. NTB-Norwegian Tool Box, Limelight.
- C. Operation:
1. Management services. COW
 - a. Operational
 - b. Entertainment. KLAPPER DESIGN OG FILM,
 2. Promotion. VISIT OSLO,
 3. Maintenance COW
- D. Update:
1. Business consulting sections A, B and C.
 2. Administration BG14B

3. Why?

The main importance is to have an oasis free of artificial distractors, where it is possible to contemplate progress, contrast our past and present, as well as reflect on the future of an increasingly artificial humanity. We are currently experiencing the realities of physical worlds and digital worlds. Both worlds converge within the same arena, our brain. The struggle to adapt to both realities has had consequences on our physical, psychological and behavioral health. More and more people are immersed in the digital world, causing the loss of different abilities and basic skills. This results in isolation and hyper connectivity to the digital world with over exposure of information. Due to this, the ability to relax, focus, tolerance, persistence, social interaction, among others, has decreased. Cities have provided us with a high degree of safety and comfort, although environmental, sound and light pollution have altered our natural day and night cycles, having negative implications for human health. In the same way our body is not designed for the sedentary lifestyle and confined spaces inherent in city life.

One of Oslo's objectives is to position itself as the environmentally and socially responsible European capital. To achieve this, it is important to raise people's awareness of the importance and role of nature for optimal local and global sustainable development. Locating the project in the Oslo S area has as its main reason being accessible to the greatest number of residents and visitors, because it is a central point of mobility within the city.