# Smart Border Coalition





### Who are we?

Museo Interactivo Tijuana A.C. is a non-profit organization that recognizes citizen commitment to our community through a promising project for our city.







Our objectives are directed by our board of directors and executed by a multidisciplinary staff.

## Mirrion



To inspire children and their families to discover science, technology, and arts in an interactive way, awakening the capacity for innovation to improve their environment.

## Vision

To be the most recognized and visited science museum in Northwestern Mexico.



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## **Education Committee Members**







El Colegio de la Frontera Norte





















## **Education Committee Members**























#### Technology 27 Interactives

Familier will see technology as theories and techniques providing options to use scientific knowledge in a practical way.



#### Play

28 Interactives

Hids will become familiar with science by searching for new knowledge to better understand the world.



#### Science 26 Interactives

Hids will become familiar with science by searching fr new knowledge to better understand the world.



#### **Education Center**

A place for teachers and parents. It includes a laboratory, lecture room, computer lab, communal living and an auditorium.



#### **Innovation** 27 Interactives

Viritors are tasked with observing, solving problems and innovating.



#### Tijuana 26 Interactives

The place to play and recognize how our community impactr us. We recognize Tijuana as a multicultural city, it history of growth along the U.S. – Mexico border and the Baja California peninsula.



Interactive Hall



#### Screening Hall

High Definition Location used for conferences and special events in an auditorium format.

## Interactive Hall Themes



Integrate: (Technology) Our space for knowledge and experiences about how technologies help identify practical options and improve human life.

**Explain:** (Science): Area focused on learning about this topic in our surroundings and lets us know more about the world in relationship to natural phenomena.





Experiment: (Play) This place is an option to have functional learning for children, with fun and role-play games, where they can use functional stimuli to "customize" their environment.





Generate: (Innovation) While adopting certain technologies, visitors can modify a an established concept, create a new one or improve what we have.

Educate: (Education Center) It is an area focused on learning experiences with the children complementing new knowledge with tools already learned in family and school environments. This hall also allows for a diversity of participants such as scientists, middle age people, volunteers and more.





Appreciate: (Tijuana) The place to play and recognize how our community is impacted. We recognize Tijuana's multicultural aspect and its enormous growth along the U.S. – Mexico border and the Baja California peninsula.





<u>Screening Hall:</u> Area dedicated to a variety of film presentations and audiovisual documentaries. Children can find a fusion of learning and fun about interesting educational topics.

Planetary: Dome 9 meters in diameter for a 180 degree projection of last generation and surround sound, which makes you feel inside the action. A bridge between astronomy, the scientific community, the teacher, students and families in general.





## Interactive Exhibitions

**Space Zone:** This is our first area based on specific topics from the museum. The objective is to bring to our visitors knowledge about astronomy, space missions, and the universe.





Energize: This is our interactive exhibition where visitors can learn about the power generation and service from beginning to end, as well as its many uses.



Humanoids: An interactive talk with three of the most important inventors of all time: Leonardo da Vinci, Nicolas Copernicus and Galileo Galilei. They explain their creations and inventions.





#### Play Room:

It is place to get to know new learning techniques for kids from four to eight years old, with joyful experiences, socialization, games and imagination.



## **Your Event**





- \* Conferences \* Training \* Networking \* Conferences \* Workshops \* Business Breakfasts
- \* Summits \* Integration Events \* Brand Positioning Events











# Thank you!

Jorge Huri Rojo

Prezident

Rosario Ruiz Camacho Executive Director



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