PARTNERS & SUPPORTERS:

FOUNDING PARTNERS:
Ulster Bank wellcome trust

SCIENCE CIRCLE:

FOUNDING PATRONS:
Dr. Martin Naughton, Dr. Beate Schuler

FOUNDING SCIENTIST:
Prof. Michael Coey

MEDIA PARTNER:
Irish Times

GOVERNMENT SUPPORT:
Science Gallery is an initiative of Trinity College Dublin

ACKNOWLEDGEMENTS:

Science Gallery would like to express special thanks to Professor Luke O’Neill and Professor Clíona O’Farrelly, from the School of Biochemistry and Immunology in Trinity College Dublin, who have led the work on developing this unique exhibition and we are especially thankful to the Wellcome Trust for its generous support of the project.

Thank you also to our other Founding Partner Ulster Bank and the members of our Science Circle: Dell, Google, ICON, Paccar and Wyeth for their generous support. Thank you to our media partner the Irish Times and thank you to DART/Irish Rail for helping to spread the word.

CURATORS:

ADVISORS:
Ken Arnold, Wellcome Trust, James Bradburne, Fondazione Palazzo Strozzi, Lynne Parker, Rough Magic Theatre Company.

GRAPHIC DESIGN:
Detail. Design Studio.

EXHIBITION DESIGN:
Joseph Vanek.

SCIENCE GALLERY TEAM:

EXHIBITION MANAGER: Don Pohlman
EXHIBITION ASSISTANTS: Emma Siddall, Maria Phelan
EVENTS: Beth Gormley
EDUCATION & OUTREACH MANAGER: Lynn Scarff
TECHNICAL MANAGER: Derek Williams
OPERATIONS MANAGER: Lea O’Flannagain
MARKETING & COMMUNICATIONS MANAGER: Anja Ekelof
FRONT OF HOUSE: Anne Lewis, Emma Jane Skelton, Declan Greaney.

INFECTION STAY AWAY

RECOMMENDED DOSE:

VISIT AS MANY TIMES AS REQUIRED.
NOT SUITABLE FOR PEOPLE UNDER 15 YEARS OF AGE.
17 APRIL 09–17 JULY 09: TUE–FRI 12:00–20:00 & SAT–SUN 12:00–18:00 ADMISSION FREE.

VISITOR INFORMATION:

PLEASE READ THE FOLLOWING INSTRUCTIONS CAREFULLY.

1. You must wear your tag throughout your visit to INFECTIOUS to allow us to monitor your state of infection. Ensure that you return your tag before leaving Science Gallery.

2. Don’t touch any of the objects unless instructed to do so. Photography is encouraged.

IF YOU HAVE ANY QUESTIONS OR ARE IN DOUBT ABOUT ANYTHING CONTACT A SCIENCE GALLERY MEDIATOR IMMEDIATELY. KEEP THIS LEAFLET IN A SAFE PLACE.
<table>
<thead>
<tr>
<th>Exhibit</th>
<th>Description</th>
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<tr>
<td><strong>STIGMATISED</strong></td>
<td>A drawing series inspired by early medical textbooks, household physician guides and fairy tale illustrations. The images present an illuminated atlas of the outward signs of infection and explore the ways visual representations inform our knowledge, inner fears and aversion to illness. Kari Grimes, Ireland.</td>
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<td><strong>IMMUNE LAB</strong></td>
<td>Extract some of your own DNA and find out about your immunity to certain diseases while contributing to real research by Trinity College immunologists. Following analysis of your sample in the PCR (Polymerase Chain Reaction) machine, researchers will post test results for secure viewing via the web. Sean Taylor &amp; Mikael Fernstrom, Ireland.</td>
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<td><strong>NOBODY LEAVES ‘TIL THE DAPHNIA SING</strong></td>
<td>Listen to music made from the swimming motions of so-named water fleas and hear how these tiny crustaceans change their tune when infectious material enters their environment. Watch under the microscope as the threat of contagion alters the patterns of their movements and vocalisations. Scott B. Lyons, UK.</td>
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<td><strong>CYBERNETIC BACTERIA 2.0</strong></td>
<td>The chemical communication of bacteria and the live data streams of our own digital networks combine in real time to generate a brand new artificial life form. This installation explores the layers of complexity in both digital and organic communications networks and investigates the relationship of bacteria to artificial life. Anna Dumitriu, Dr. Simon Park, Dr. Blay Whitby, Tom Keene &amp; Lorenzo Grespan, UK.</td>
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<td><strong>KISS CULTURE</strong></td>
<td>Kiss an agar plate to discover the natural flora you carry on your lips and nose. Your plate once incubated will contribute to the growing wall of cultured kisses on display within INFECTIOUS. Warning; this exhibit contains sterilized horse blood. Maria Phelan, Ireland.</td>
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<td><strong>GLASS VIRUSES</strong></td>
<td>Responding to the ubiquitous media images of artificially coloured viruses, these transparent sculptures challenge our received notions and ask whether some scientific images are designed and used to promote fear. Luke Jerram, UK.</td>
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<td><strong>BACTERIOLOGY ILLUSTRATED</strong></td>
<td>This unique corseted dress is made from 15,860 fragments of a book illustrating some of the modern armoury of defence strategies we employ to combat the ever-changing threat from infectious organisms. Susie Freeman &amp; Dr. Liz Lee, UK.</td>
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<td><strong>HORDE</strong></td>
<td>An immersive audio visual installation representing the workings of the immune system in the style of an epic Irish myth, Horde explores the complexity of the immune response by drawing parallels between a salmonella infection in the gut and a large-scale ancient battle. David Bickey, Tom Green &amp; Dr. John Mac Sharry, Ireland.</td>
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<td><strong>SOCIOPATTERNS</strong></td>
<td>How a digital infection spreads within a public exhibition mirrors the mechanisms of other kinds of contagion. Find out how network scientists are using radio frequency tagging to understand the patterns of human interaction within the Science Gallery. Ciro Cattuto &amp; Wouter Van den Broeck, in collaboration with Alain Barat, Jean-Francois Porton, Vittoria Colizza &amp; Alessandro Vespignani, Italy, USA, France, Belgium.</td>
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<tr>
<td><strong>EPIDEMIC PLANET</strong></td>
<td>Explore how high-speed air travel whisks new strains of influenza around the globe and how effective measures to prevent pandemic may pose daunting ethical and political challenges. Vittoria Colizza, Wouter Van den Broeck, D. Balcan, B. Goncalves, H. Hu, J.J. Ramasco, A. Vespignani, Italy, USA, Belgium.</td>
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<tr>
<td><strong>SIMULATION LAB</strong></td>
<td>Manipulate your own epidemic with this computer simulation allowing you to control factors such as recovery time and immunity. Watch the people infect each other and see how the spread of the epidemic changes. Manipulate your own epidemic with this computer simulation allowing you to control factors such as recovery time and immunity. Watch the people infect each other and see how the spread of the epidemic changes.</td>
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