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English 102

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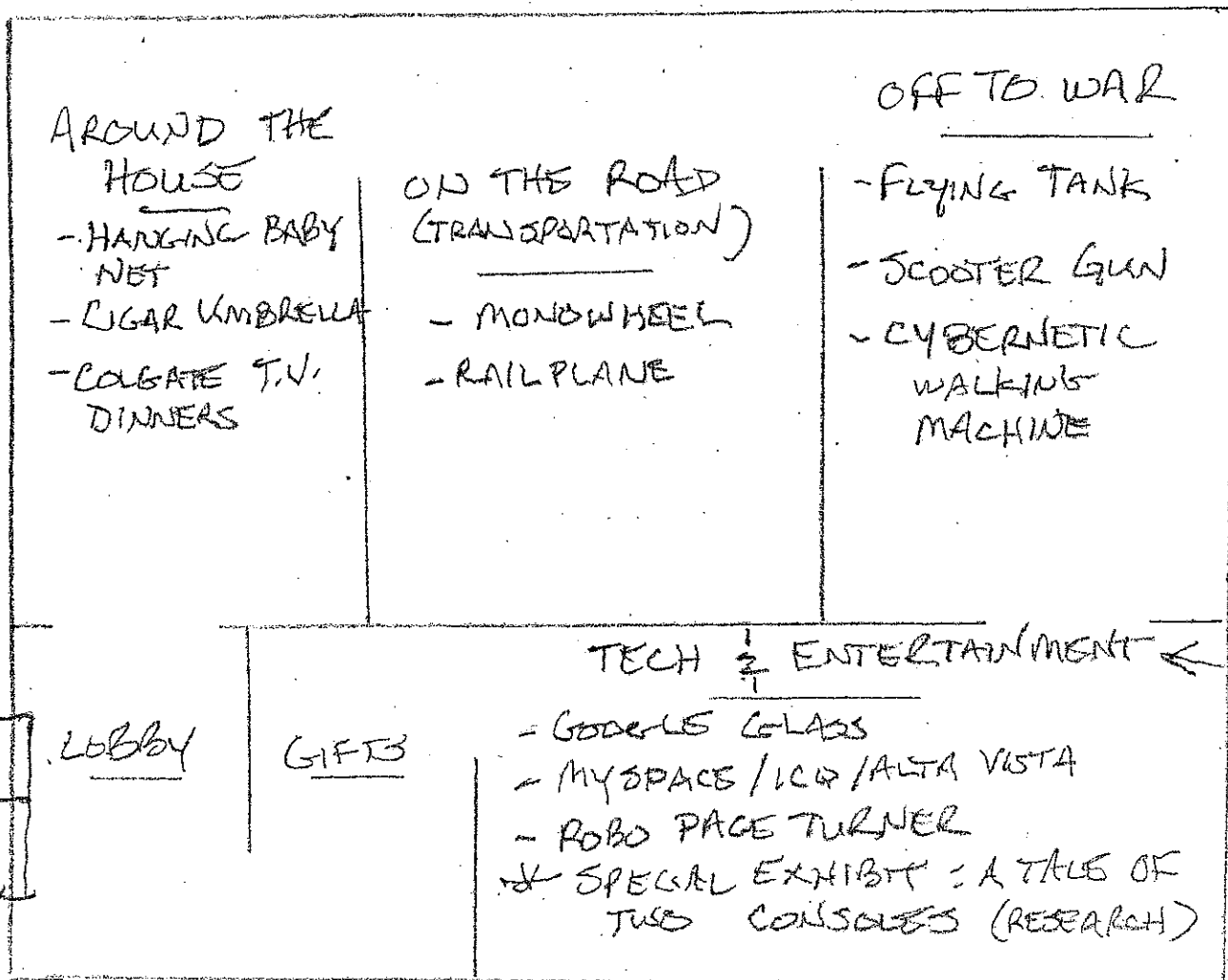
### Museum Brainstorming Assignment

I was reading an article called "The Day the Dreamcast Died" which gave several reasons why this standout Sega gaming console was doomed to failure. It just came out at the wrong time. And I thought about lots of things people have made that just failed for different reasons. A museum showing some of the most-epic fails could be very interesting, and so I looked up some of the biggest failed inventions/creations online and found they could be grouped into different categories that could easily be divided into different room/exhibits of a museum:

- Things around the house:
  - A baby "net" that hangs out of high rise apartment windows so the baby gets fresh air
  - An umbrella for cigars
  - Colgate (yes, the toothpaste people) TV Dinners
- Technological advances:
  - A robot page turner
  - Myspace/ICQ/Alta Vista
  - Google Glass
  - That Sega Dreamcast \*
- Inventions for wartime:
  - A Vespa with a canon mounted on the front
  - Several flying tanks (would have to show pictures since these are big)

- A Russian cybernetic walking machine (like an exo-skeleton)
- A Russian corkscrew tank
- A zeppelin aircraft carrier
- Transportation:
  - The (early jet pack
  - A monowheel
  - A railplane (designed like a plane but moving on tracks)

The special exhibit that I would like to focus on for my research is going to be called A Tale of Two Consoles and will give the histories (which are very similar) of two of the biggest game console failures in history: Mattel's Intellivision and Sega's Dreamcast.



NOTE: MIGHT SEPARATE THESE TWO