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**NATIONAL STANDARD OF THE
PEOPLE'S REPUBLIC OF CHINA**

GB/T 44315-2024

**General requirements for exhibits design of science and
technology museum**

科技馆展品设计通用要求

Issued on: August 23, 2024

Implemented on: August 23, 2024

**Issued by: State Administration for Market Regulation;
Standardization Administration of the PRC**

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Foreword

This document is in accordance with the provisions of GB/T 1.1-2020 "Guidelines for standardization work Part 1: Structure and drafting rules for standardization documents" Drafting is required.

Please note that some of the contents of this document may involve patents. The issuing organization of this document does not assume the responsibility for identifying patents.

This document was proposed by the China Association for Science and Technology.

This document is under the jurisdiction of the National Science Popularization Service Standardization Technical Committee (SAC/TC 568).

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Introduction

Science and Technology Museums are important popular science bases for implementing the strategy of rejuvenating the country through science and education, the strategy of strengthening the country through talents, the strategy of innovation-driven development, and improving the scientific literacy of the whole people.

Through interactive exhibits that are experiential, exploratory, and inspiring, we can carry out scientific education, promote the scientific spirit, popularize scientific knowledge, and spread Over the past few decades, China's science and technology museums have made great strides in their ability to design exhibits, from copying and imitating to independent research and development.

While developing, there are also problems such as arbitrary design process, low efficiency and irregular quality assurance.

It has developed a scientific and efficient design process, stipulated design principles and requirements, and is conducive to standardizing design work, ensuring the quality of exhibits from the source, and effectively Support the scientific education functions of science and technology museums and promote the high-quality development of science and technology museums.

General requirements for the design of science and technology museum exhibits

1 Scope

This document establishes the general principles and design process followed by the science and technology museum exhibit design, and stipulates the conceptual design, program design, technical design, Design content and requirements of the design phase.

This document is applicable to the design of exhibits in science and technology museums, and can be used as a reference for the design of popular science exhibits in other types of venues.

2 Normative references

GB/T 2887

GB/T 5226.1

GB/T 6829

GB/T 7251.1

GB 8408

GB/T 13869

GB/T 13955

GB/T 14775

GB/T 18717

GB/T 18883

GB/T 20527.1

GB/T 20527.3

GB/T 42421

GB/T 50065

GB 50169

3 Terms and definitions

There are no terms or definitions that require definition in this document.

4.1 Value Guidance

Practice the core values of socialism, promote the scientific spirit and the spirit of scientists; embody the scientific education concept of the science and technology museum, guide the public to Through active exploration and thinking, it can stimulate curiosity, enhance scientific interest, inspire innovative thinking, and establish a scientific world view and methodology.

4.2 Scientific Rigor

The exhibits belong to the field of science and technology, and their scientific nature is generally recognized or has been verified. The information obtained by the public through the exhibits