

KGCOE and Cary Projects

This site is devoted to projects related to the Multi-Disciplinary Senior Design projects, through Kate Gleason College of Engineering at RIT, in support of the Cary Graphic Arts Collection discovery, access, and interpretation initiatives. <https://caryprojects.wordpress.com/>

Correct answers are identified by green highlight.

Q1. How many shelves are in the book wheel?

8

4

23

67

Q2. Where would Ramelli's reading wheel likely to have been located during the 1580s?

Spain

France

Cuba

Italy

Q3. What is the type of wood working that Ramelli was likely to have used if he had made his design?

Sequoia

Ebony

Cedar

Intarsia

Q4. How many designs in total were in Ramelli's book of inventions?

185

360

195

400

Q5. Agostino Ramelli lived in this country, also home of Leonardo and Michelangelo.

Italy

Germany

Austria

Spain

Q6. The ____ on the wheel prevents the shelves from rotating with the wheel.

Plastic

Glue

Screws

Gears

Q7. The gear system on the wheel may have been inspired by this device for tracking the planets.

Compass

Clock

Astronomical Clock

Gears

Q8. One of the earliest information retrieval devices, the reading wheel is a predecessor to....

Computers

Telephones

Notebooks

Gears

Q9. This modern reading wheel was created using modern equipment, including

Dremel

Laser cutter

CNC router

Planar

Q10. The wheel uses concentric circles in movement which is a gear system also known as ...

Epicyclic gearing

Simple gear train

Reverted gear train

Compound gear train

Q11. Who would have been the audience for the wheel, designed in 1588?

Wealthy elite

Clergy

Poor masses

No one

You can also find the game on Kahoot: <https://create.kahoot.it/share/ramelli-s-reading-wheel/425685a8-7cde-4195-97f6-14085b994278>

During the spring 2019, Dr. Juilee Decker's MUSE 360 Visitor Engagement and Museum Technologies Course developed ancillary exhibit interactives to help visitors engage with this reading wheel. These include games, videos, and additional content about the wheel and its cultural context. The materials created by the students are located on this website. The following individuals contributed to the creation of these interactives: John Adil, Alana Bourgeois, Mandy Cameron, Taylor Carpenter, Lizzy Carr, Shuying Chen, Savannah Cid, Samantha Cleveland, Monica Conary, Scott Czeck, Svea Elisha, Rebecca Jarrett, Janelle Jawahir, Fei Lin, Carmen Lopez, Christian Martin, Maddy Schoenfeld, OJ Simmons, Nick Stanek, Madison Stringer, Bakari Wilkins, and Brian Zabawa.

To cite this website, please use the following:

MacLaren, Katharine. 2018. KGCOE and Cary Projects. <https://caryprojects.wordpress.com>. Accessed [insert current date].