

CRIME MUSEUM.

DESCRIPTIONS OF GALLERIES

Throughout history, mankind has struggled with the conflict between good and evil, traditionally considered a cornerstone of the human condition. Located at 575 7th Street NW, between E and F Streets in downtown Washington, DC, Crime Museum dissects both the overarching concept of crime and the dark side of the criminal mind. The museum explores the techniques employed by law enforcement agencies and the government to investigate and solve crimes, and through intense interactive and highly-personalized scenarios, gives visitors a glimpse into the consequences associated with punishment, incarceration, and rehabilitation.

Five unique galleries burrow deep into the studies of criminal intent, criminal profiles, serial killers, issues associated with crime, the penal system, victims, crime prevention, and more. Crime Museum provides America's most thorough and comprehensive study of the development and evolution of crime and punishment throughout history, dating as far back as Europe's Middle Ages.

And by presenting the concept of crime and punishment through the eyes of both the criminal and the crime fighter – from the offense through the sentencing and imprisonment process – Crime Museum presents both the fascinations and the horrors of this harsh everyday reality like never before.

Gallery 1: A Notorious History of American Crime

Hardly a modern concept, the criminal element evolved in partnership with the dawn of civilization. This particular gallery showcases the evolution of crime and the criminal through the ages, beginning with medieval knights and greed-driven pirates to the gunslingers of the Old American West and today's white collar "silent criminals" who hide behind computer screens stealing private information and identities. Galleries examine major criminal masterminds from multiple eras, highlighting the nature of the crime and depicting the most nefarious events throughout history ... both solved and unsolved. This gallery also shows visitors how to fight back and not become a victim.

Interactives:

Pillory Photo Op: Place head and hands through the pillory to discover the uncomfortable punishment device used during medieval and colonial times.

Shooting Gallery: Test your shooting skills against infamous criminals of the Old West.

Crack a Safe: Spin a ten digit tumbler and try to unlock the safe.

Silent Crimes – Can You Hack It?: Attempt to hack into a fictitious computer site.

Sample Artifacts:

- Medieval: Examine the Middle Ages, a frightening world of torture chambers and masked executioners
- Colonial America: Explore a time of bizarre punishments, witch hunts and the infamous ball and chain.
- Depression-era Criminals: Step foot into the era of Bonnie and Clyde, complete with the villainous duo's "Death Car."
- Padlock used by the genius of escape, Houdini.
- An entertaining and often humorous look as some of America's *Dumbest* Criminals.

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Gallery 2: Punishment: The Consequences of Crime

Hollywood often glamorizes the criminal, portraying a world where the casino heist is easy and avoiding capture even easier. The truth of the matter is that crime *doesn't* pay, and Crime Museum showcases that harsh reality through its full-scale model police station. From the lie detector test to the booking and mug shot rooms, to the cold iron bars and claustrophobia of a jail cell, the National Museum of Crime & Punishment presents a first-hand experience with the severity involved when criminals are caught. This gallery also features the ultimate implements of punishment including the guillotine, gas chamber, and electric chair.

Interactives:

Lineup: A mock lineup queue scenario complete with auditory orders and (simulated) physical handling, illustrates the grim nature of typical police procedures.

How Honest Are You?: Think a lie detector can be beat? Give it a try.

How Far Can You Get?: Go ahead. We dare you to reenact a prison escape, just be careful of the decisions you make along the way! Your options are freedom, recapture ... or worse!

Fingerprinting: The dramatically realistic booking room captures an offender's personal information. Fingerprints are digitally scanned then printed to take home.

Sample Artifacts:

- Prison life, including actual clothing worn by prisoners
- History of American prisons
- Al Capone's jail cell
- Angola Prison inmate crafts by Harry Dupree, James Huff, and others.

Gallery 3: Crime Fighting

Crime Museum explores the crime-fighting world and brings to life the people who risk their lives on a daily basis to ensure our safety and security. But who are these everyday heroes? From security personnel and local police officers to the FBI, Crime Museum's "Crime Fighting Agency" maps America's law enforcement community, showcasing the vast network of crime fighting and investigatory personnel dedicated to making our world as safe as possible. This gallery profiles the ongoing drama of crime and the pursuit of perpetrators including a chance to experience, first-hand, the skills necessary to fight crime and capture the bad guy. You'll also learn about bomb squad machinery, night vision technology, and famous firearms throughout history.

Interactives:

Simulators: Experience the exhilaration of a police chase "in pursuit" of a speeding car.

FBI Shooting Range: Test your skills in weapon accuracy and judgment.

Night Vision: Try on a pair of night vision goggles. How well can you see?

Sample Artifacts:

- J. Edgar Hoover's badge, coffee table with FBI logo, and boxing gloves given to him by James "Cinderella Man" Braddock.
- 10 Most Wanted list in America

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Gallery 4: Crime Solving: The Technology of Crime Fighting

If you've ever pondered a day in the life of a crime scene investigator, this simulation is a close to the "real deal" as you can get. Finding yourself in the middle of a fully intact crime scene, you begin your investigation, gathering vital clues to determine what happened when, where, why and by whom. Upon exiting the crime scene, you become the newest member of the local CSI unit, solving crimes through the use of forensic science technology such as fingerprinting, DNA testing, dental identifications, and facial reconstruction. With this new forensic knowledge and skill, perhaps you can lay to rest a famous "cold case" or unsolved mystery displayed within the museum. Learn how to apply your knowledge while ensuring that *you* don't become the next victim.

Interactives:

Crime Photography: Learn the four different lighting techniques/types used in revealing evidence on various objects: ultraviolet, incandescent, infrared, and green light.

Interactive Memory: Interactive touchscreen technology demonstrates perception analysis to stimulate memory recall from crime scenes.

Body of Evidence: Visit the morgue to discover the science of an autopsy.

Personal Safety Challenge: A series of questions will reveal your responses to actions you would take in situations where your safety might be in jeopardy.

Sample Artifacts:

Cold Cases in America

Gallery 5: America's Most Wanted: John Walsh's Personal Story

Explore the significant impact of John Walsh's television show, *America's Most Wanted*, on crime in this country and experience his personal triumph over adversity. The AMW studio is the actual filming studio for the show and its live broadcasts.

Interactives:

Interviewed by John Walsh: Studio Camera with greenscreen technology allows for introductions and interviews by John Walsh.

Neighborhood Community Watch: Use touchscreen technology to learn more about community-based crime prevention programs in your neighborhood.

Sample Artifacts:

- Autographed poster of John Walsh
- AMW studio