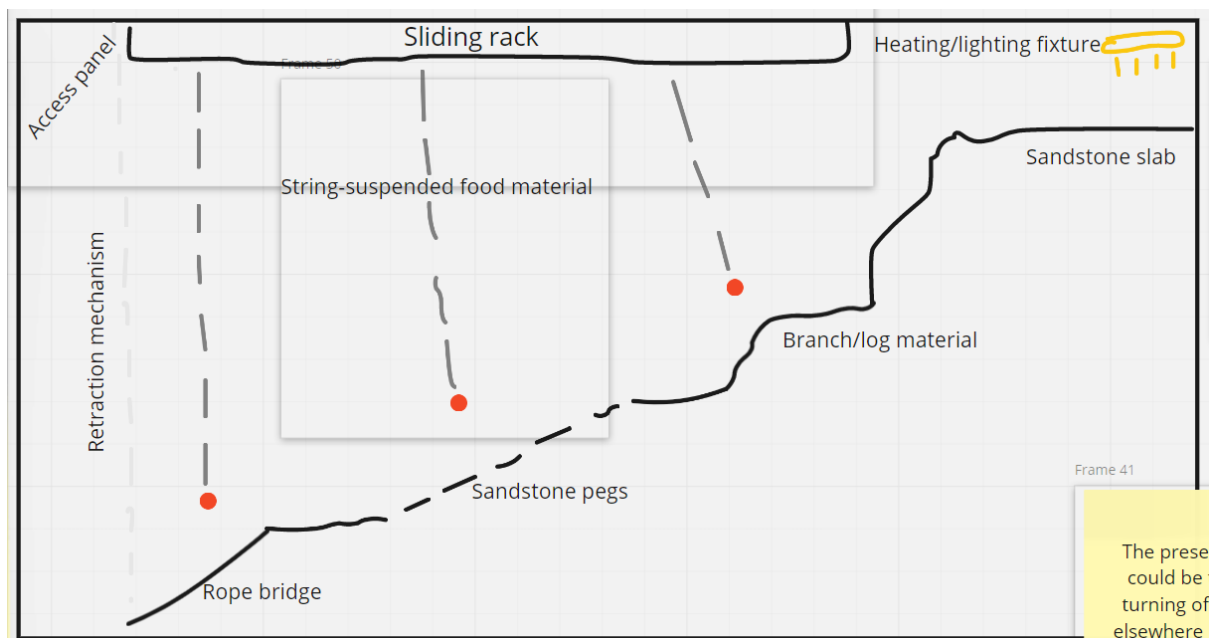
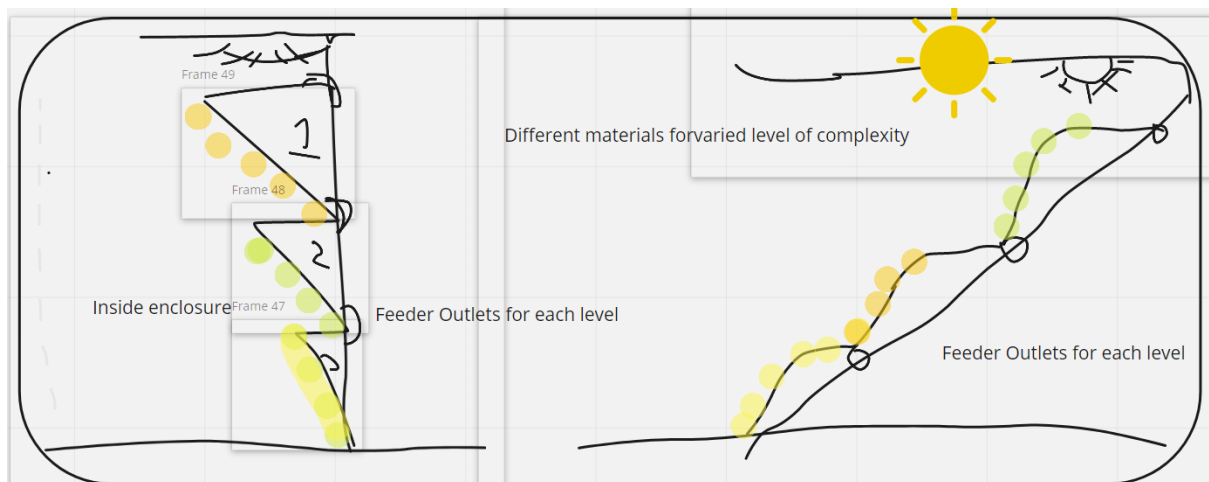


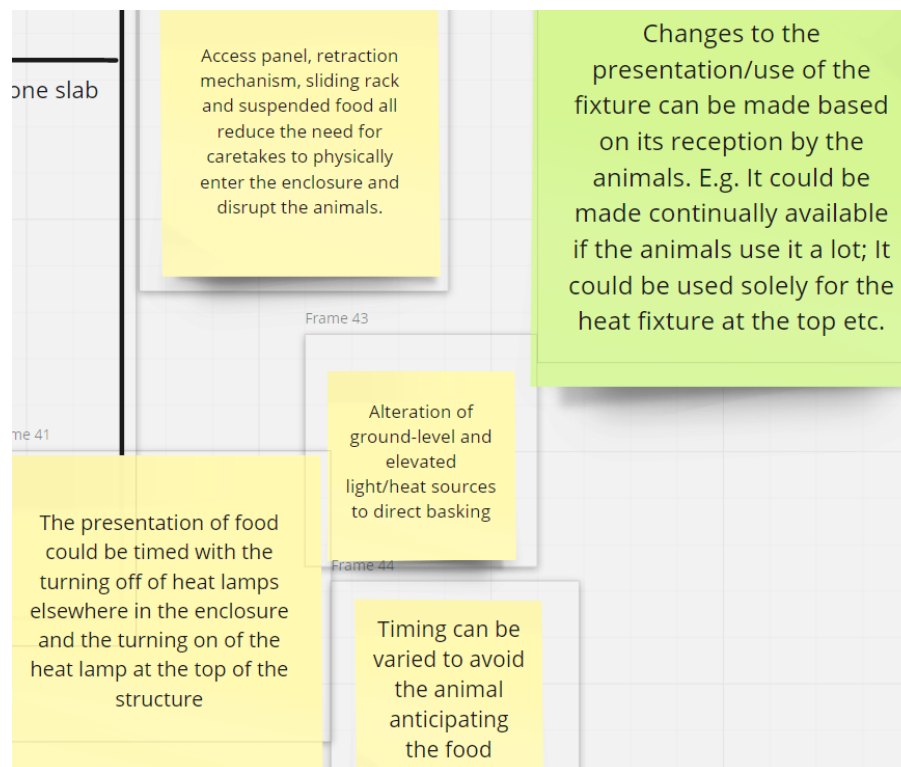
Some ReptileJam 2021 Outputs

Iguanas

Cara Glynn and Snigdha Guntuka
with Lewis Single, Jon Coe, Eduardo Fernandez

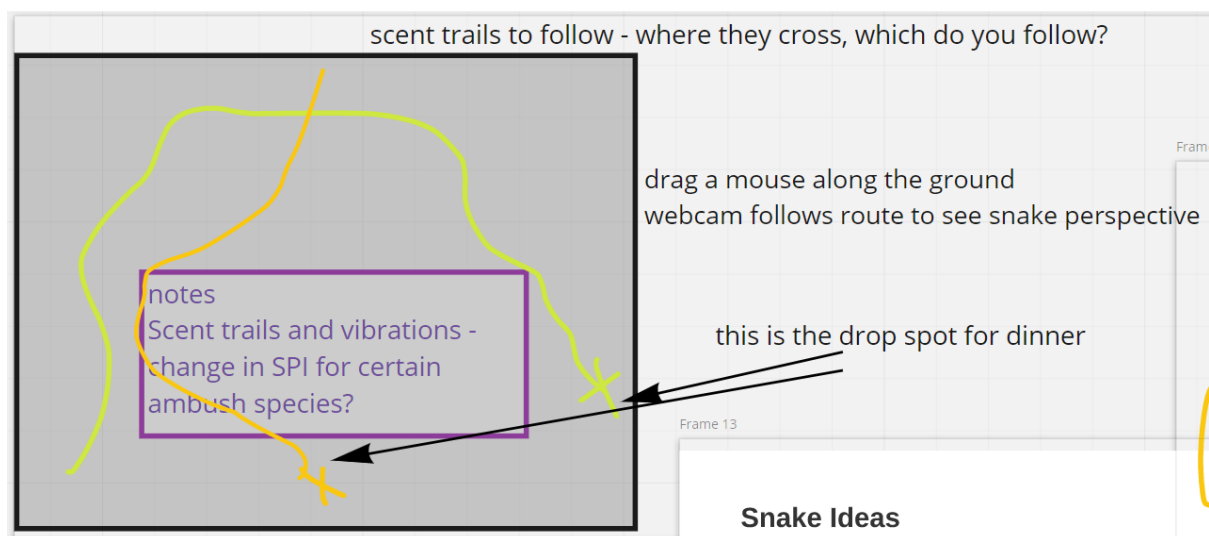
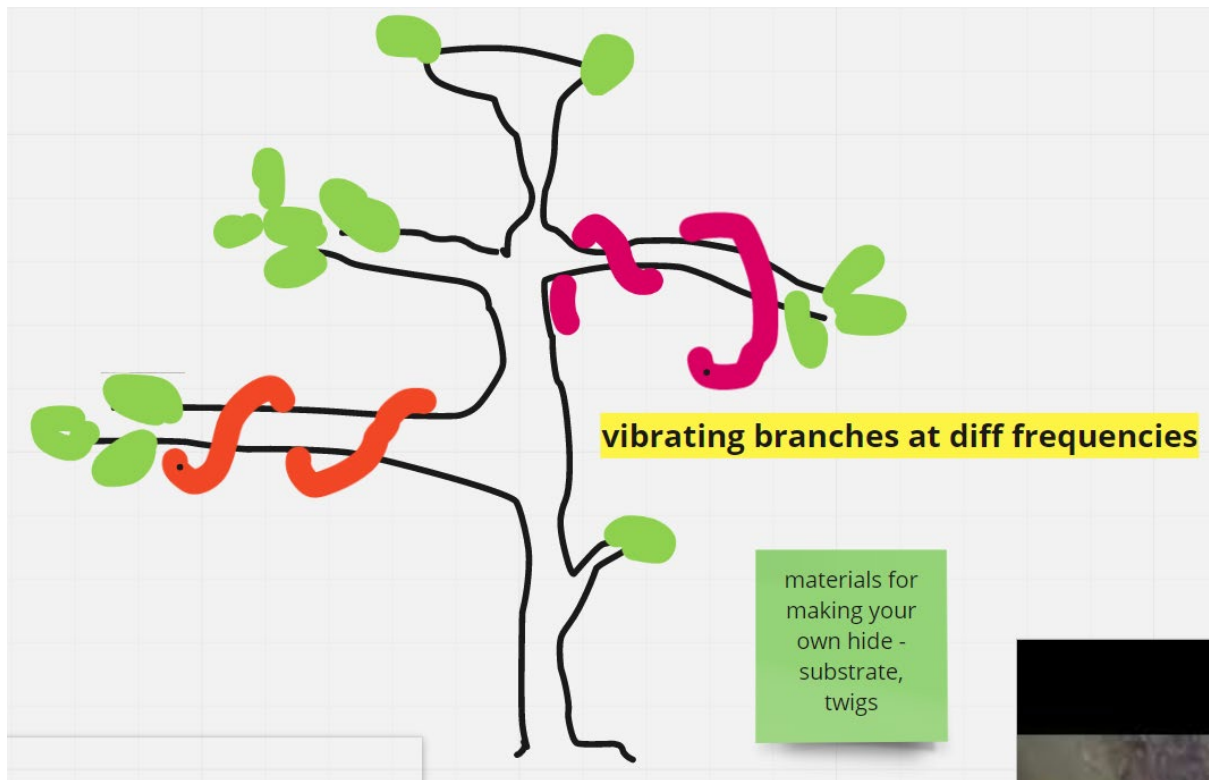


1. The enrichment goal is to provide cognitive and locomotor stimulus.
2. It is important to provide opportunity for exercise due to limited space and/or motivation for movement.
3. It provides a way for the animal to be stimulated mentally and physically.
4. Stakeholders:
 - a. Animals - improve their welfare by providing stimulation
 - b. Caretakers- reduce the negative behaviors of the animal and therefore help in aiding for their care
 - c. Zoo Administrative management - better health - reduced financial expenditure and maintenance cost- increased income
 - d. Visitors - entertainment and education- learn about the behaviors of the animal
 - e. Academics- the more natural behaviours that are shown the accurate the research and study can be.
6. Retraction mechanism e.g. using pulleys to lift/lower part of the structure allowing or denying access respectively (externally operated); Sliding rack with attachments for hanging; Heating/lighting fixtures to provide a basking spot;
7. Wood and rope used to form a mobile bridge that can be moved to permit/deny access to the rest of the structure; Sandstone pegs and slab fixed to wall; Branch/log material fixed to wall for naturalistic climbing structure; String used to suspend food material from sliding rack at different heights.
8. See adjacent box.
9. The design will be evaluated based on whether or not the animals make use of it, how well they make use of it, and what effect it has on their behaviour and overall wellbeing e.g. increasing activity and physical health.



Ambush Snakes

Sabrina Minter, Ann Morrison, Fiona French, Elizabeth Aylott
with Lewis Single, Jon Coe, Eduardo Fernandez



Snake Ideas

tures -

vibrational log - purring

Frame 10

message chair for
snake or does it
think that it's prey to
be squeezed?
Snake didn't let go if
the heart is still
beating



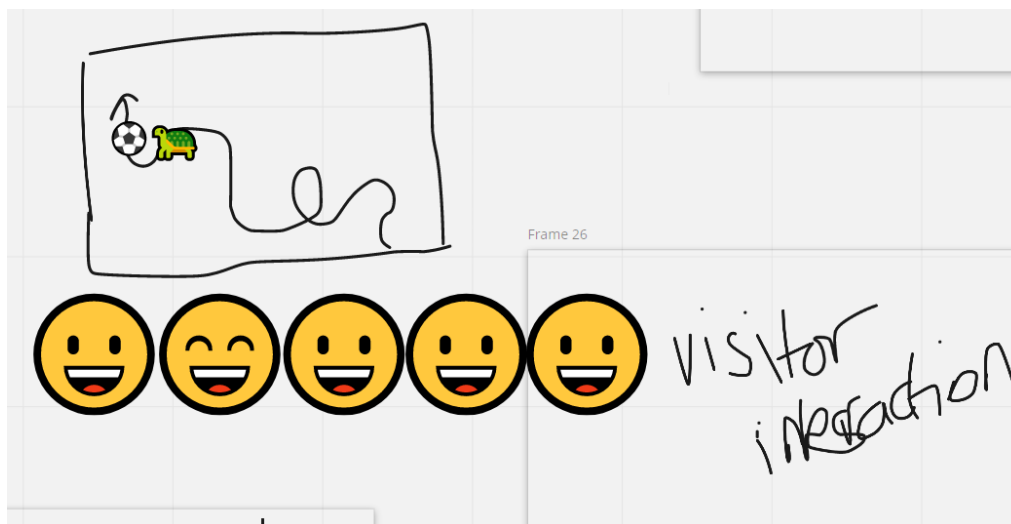
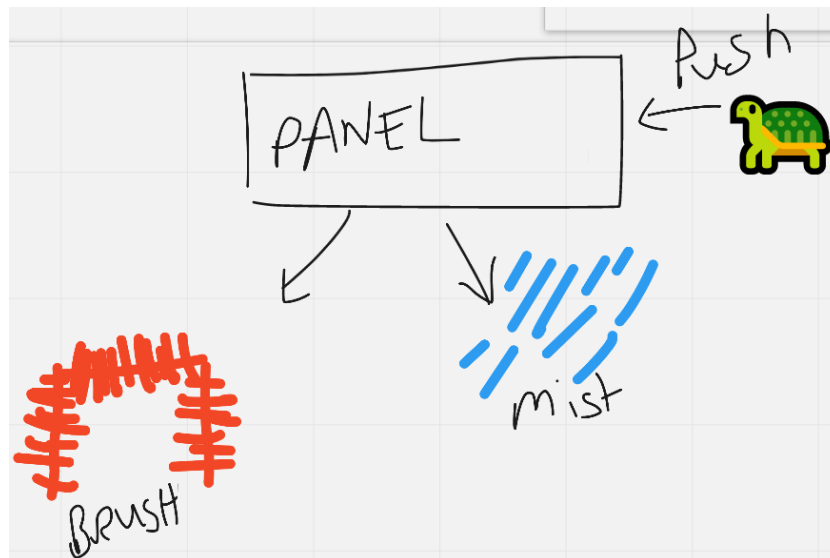
his for educating

akes: or to enrich
the snakes? E.g.
could support
snake-owners
(domestic)

stressed - stop eating,
hiding a lot, faeces,
cortisol levels,
shedding a lot - don't
like to be on display.
special glass can't see
out

haptics
for
snakes

1. Goal = stimulate ambush senses
Smell, touch, vibration/sound, heat,
"hunting"
2. Often fed regularly but no chance to hunt...
3. Scent trails - do they follow? Which do they
prefer?
Haptic tests - purring squeeze cushion
Vibrating logs - love it or avoid it
Warmth - add to mix
4. Visitors - similar features on their side of
wall, and see thru snake eyes perspective
Keepers
Educational - for people who keep snakes as
"pets"
6. tech -



1. Shove/Push
ball
enrichment for
food

2. Engage in a
touch panel to
make a choice
over their
environment

Dynamic environment- giving tortoises choice and control over their environment.

1. Create a dynamic environment- giving choice and control over their environment

2. Collaboration across different expertise- computer scientists/ACI/AVI/welfare/reptile experts. Promote natural behavioral repertoire and cognitive challenges. Visitors to appreciate/ learn more about tortoises.

3. Tortoises naturally push things- logs out of the way, branches bushes etc. Would more likely to push through something than climb over it.

4. Tortoises/caregivers/visitors/zoo managers

5. - Touch panels, electronic tortoise car wash, electronic misting area linked to touch panel

- 'shove-able' object- ball/log/boulder with RFID, link between object and visual on screen for the public to see

6.