Contestant: **N-5**

“When you go to the tennis machine you have to hit it once and be very patient,” said Dobbs of possible malfunctions when using simulator features.

 Of course, sports in actuality are not played through touch screens, which is why the Hall of Champions’ half-sized basketball court brings visitors back into the reality of why the NCAA was created in the first place.

 Decorations such as the flying wedge statue act as subtle reminders of the original reasoning for the NCAA, in that they represent the widespread call for safety in athletics such as football throughout the 1960s.

 In a small amount of space, the Hall of Champions covers an important array of topics without cutting the exhibit into clear cut rooms. The Hall of Honor clends future-like technology with prestigious awards dating back to 1967. The athletes represented show determination, intelligence and kindness -- standards the NCAA itself thrives off of. The ability of the Hall of Champions to encompass all values of the NCAA allows visitors to connect with college athletes in a way not possible before.

 While everyday athletes struggle to find a healthy balance between school, sports, and a social life, the National Collegiate Athletic Association’s Hall of Champions exhibits perfect harmony in representing athletics, academics and social service.

 The Hall of Champions excels in celebrating its 960,000 student athletes, while stressing the importance of 2.3 GPA through humorous and interactive videos. Interactive features play an important role throughout the Hall of Champions as the the idea of connection fuels the eagerness of athletes and non-athletes alike who choose to visit the exhibit.

 “The Hall of Champions is a place people go to to be connected to the NCAA,” said Kelly Dodds, a correspondent for the NCAA for the past sixteen years.

 On the technological side, for its 24 sports the exhibit offers touch screens with a focus of areas such as Champions, Multimedia, Rankings and Trivia regarding hundreds of colleges. However, the second floor of the extensive hall acts as the home for physical activity where museum goers can test their skills as collegiate skiiers, tennis players, or even attempt to set a record for the vertical jump as a volleyball player.

 As the Hall of Champions strays from the normal “don’t-touch” museums, problems arise as a result of the hundreds of people to walk through the hall each day.