



# news

Colorado Judicial Branch  
Michael L. Bender, Chief Justice  
Gerald Marroney, State Court Administrator

FOR IMMEDIATE RELEASE  
Sept. 3, 2013

Contact: Robert McCallum or Jon Sarché  
720-625-5815  
720-625-5811

[robert.mccallum@judicial.state.co.us](mailto:robert.mccallum@judicial.state.co.us)  
[jon.sarche@judicial.state.co.us](mailto:jon.sarche@judicial.state.co.us)

## **Colorado Judicial Learning Center honored** *Colorado Association of Libraries names center Library of the Year*

DENVER – The Colorado Judicial Learning Center, a series of interactive and other exhibits that teach about the rule of law, has won the 2013 Library of the Year award from the Colorado Association of Libraries.

The Judicial Learning Center and other award winners will be honored during a luncheon in Loveland on Oct. 18.

“I truly believe all Colorado residents can be proud of the Ralph L. Carr Colorado Judicial Center,” said Colorado Supreme Court Chief Justice Michael L. Bender. “But the Learning Center is really the crown jewel, and everybody who gets the opportunity should drop in to take a look and learn about the importance of the rule of law.”

The center occupies 4,000 square feet on the first floor of the courthouse at 2 E. 14<sup>th</sup> Avenue in Denver. It is open 7:30 a.m. to 5 p.m. Monday to Friday, and admission is free of charge. The center’s exhibits were designed to ensure that viewers could learn about the state and federal court systems and the rule of law whether they spend 15 minutes or several hours exploring the exhibits.

“This honor is very gratifying after working with other Judicial Branch employees during the past two years to develop the exhibits and their content,” said Dan Cordova, librarian of the

Supreme Court Law Library, which manages the Learning Center. “But the greatest reward is watching the faces of children and adults alike light up when they get absorbed in an exhibit and walk away having learned something new.”

A list with explanations of interactive and other exhibits is attached.

### **Intro Film**

This fast-paced, fun-filled introductory film uses pop culture movie clips, animation, 3D graphics and a savvy narrator to show Jade, a teenage girl, the difference between the Rule of Man and the Rule of Law. Put another way, what would society look like without an impartial Judiciary?

### **Assembling the Rule of Law**

The goal of this artful three-level game is for the visitor to visualize and increase their understanding of the Rule of Law by connecting the correct principles together, forming the four Pillars of the Rule of Law. Visitors may work alone or collaborate with other visitors to connect the appropriate Rule of Law to corresponding Pillars. Players match descriptive images to color-coded columns, or discard untrue legal statements.

### **The Constitution**

The Constitution animated wall continues the experience of the Assembling the Rule of Law interactive. It shows how key ideas and concepts behind the Rule of Law were incorporated into the writing of the Constitution. Large headings announce the key concepts from the Rule of Law, which are joined by words found in the United States Constitution. A third layer of contemporary language appears below the original language, helping to explain the meaning of the Constitution.

### **Hear from a Judge**

In this exhibit, the visitor listens to the personal stories of Colorado judges. Visitors can choose from twelve different justices and judges from a variety of locations around the state. Each judge tells a unique story broken into smaller topics. Generally, the interactive covers four themes: Community and Challenges, Becoming a Judge, The Rule of Law, and Children and Education.

### **Our Colorado Map**

Visitors learn the key information about Colorado court districts by exploring an interactive map of Colorado on a simple and intuitive touch screen interface. The map of Colorado is divided into the following jurisdictions: Counties, Districts, Water Divisions, and Tribal lands.

### **Path of Resolution**

Visitors learn how cases travel through the court system by selecting from a variety of case types. Each case allows the visitor to drag a case icon forward along a path that leads up through the court system. At each step on the path, the sculpture of the corresponding court lights up and written and spoken narrative explains the function of that court within the context of the selected case. Once the case has been completed, visitors may also drag the icon backwards to review steps or select another case icon to explore a different path through the courts.

### **Find the Law That Applies**

Visitors learn about four different sources of law (U.S. Constitution, Colorado Statutes, Previous Case Rulings, and Court Rules) through one of three cases. Each case is introduced with an animation describing the case and the ultimate decision to be made based on the results of consulting the law. Three specific questions relating to each different source of law are presented to the visitor, and a tablet representing the appropriate source of law comes to life for the visitor to select from three potentially relevant passages. Once the visitor has found the passage relevant to each question, he/she makes a decision based on the information gathered. Each case concludes with an animation that reveals the correct answer to the question and explains the details of the law that support that answer.

### **Judicial Milestones**

Interactive touch screen stations allow visitors to explore in detail the judicial milestones present on the adjacent exhibit wall. The layout of the interactive menu mimics the physical wall, so that visitors can easily access more information about any of the 25 judicial milestones presented on the wall. In total, the interactive interprets 91 historical events into 12 searchable categories.

**Make the Case**

Visitors take on the roles of the prosecutor, the defense counsel, and the jury in a criminal court case. The case follows the process from the lawyers' opening statements through the verdict as Ms. Hand is accused of stealing gloves from Ski Outlet. Each lawyer has the opportunity to ask questions of Mr. Green, the owner of Ski Outlet, and Ms. Hand herself while the jury listens to testimony and evaluates the evidence. Lawyers can object to any question and customize their closing arguments to try to sway the jurors whom ultimately hold the power to reach a verdict.

**You Be the Judge**

In this exhibit the visitor assumes the role of an appellate judge in a court case and learns the intricacies of a judge's responsibilities and decisions. The interactive contains four different court cases; two involving discretion within the law, and two involving interpretation of the law. Originally shot video footage of a real Colorado judge provides an introduction to each court case, and graphic animations of key case details guide the visitor through the case. The visitor is ultimately prompted to make a decision as the judge of the case, after being provided the many factors that judges must consider to make their decisions. Once a decision has been made, visitors see the rulings of other visitors and have the option to email the results of the case.