Our world is connected more than ever before by global travel and trade, by technology—and by our microbes. Explore the connections between human, animal, and environmental health, and discover how people around the world track down and respond to disease outbreaks. Examine models of viruses up close, engage with videos and maps, and play an interactive game to contain an outbreak.

Why do infectious diseases emerge where they do?

What makes them spread so quickly?

Where do we look for the next one?
As our population grows, we interact with animals and the environment in new ways that can cause disease epidemics. Around the world, people are working together to stop these outbreaks—sometimes before they even start.

**Outbreak Origins**
Discover how microbes make the jump from animals to humans, and how environmental factors play a role in the spread of pathogens.

**Stopping the Spread**
Find out how personal behavior, societal changes, and global coordination can decrease the risk of disease outbreaks.

**Detection, Response, and Containment**
Meet the people on the front lines, from veterinarians to activists, and learn how they identify and control the spread of infectious diseases.

**Disease Profiles**
Learn about HIV/AIDS, Ebola, Zika virus, and tuberculosis—where they occur, how they spread, and how to treat or prevent them.

HOST YOUR OWN OUTBREAK EXHIBITION
This free, print-on-demand exhibition consists of graphic panels, interactive media, and printable 3-D models. It can be adapted to a variety of venues, including community centers, libraries, coffee shops, hospitals, transit hubs, museums, and science centers.

**Flexible Format:** Print and display all 16 graphic panels or just a selection. Designs and ready-to-print files will be available online or via hard drives.

**Custom Content:** Multilingual formats and drop-in templates allow you to tell the stories that resonate most in your community.

**Community Participation:** Personalize the exhibition and enhance local connections by incorporating your own artifacts, objects, and artwork, and by featuring community heroes and success stories.

**Educational Materials:** An educational kit containing audio, video, and text-and image-based materials addresses the exhibition’s core themes. It can be used on computers and mobile devices inside and outside the classroom.

**Media Displays:** Captivate audiences with a film on how viruses work, animated maps showing viral hotspots, and an interactive game that challenges visitors to work together to contain an outbreak.

For more information, please contact NMNH-ExhibitsDIY@si.edu.