

Schematic Design 100

Januari 2024



RNU

dGm^R

sanuma

*Deze visualisatie is een artistieke impressie

EXPO 2025

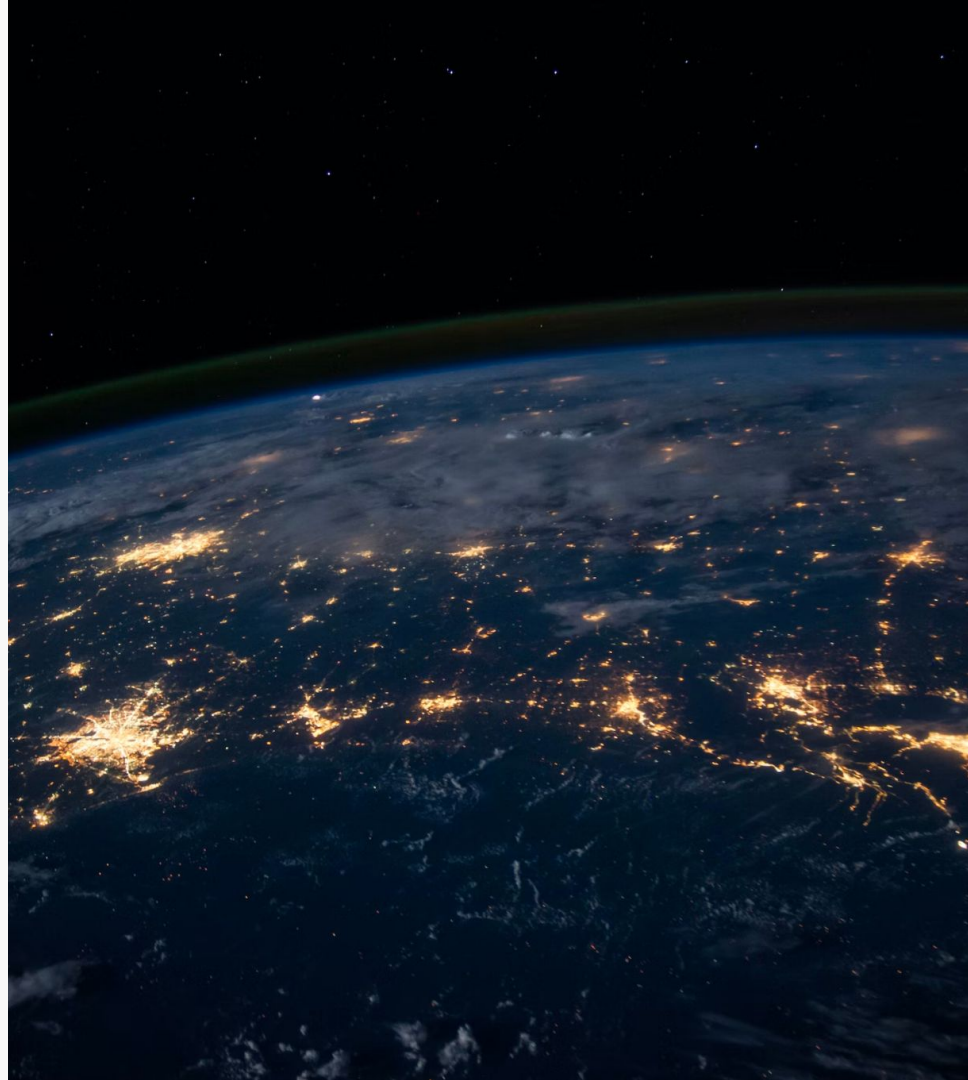
Project Background



Pavilion Theme

In ons gesloten aardsysteem worden bronnen schaars. Hoe maken we het eindige oneindig? Nederland presenteert op deze Expo baanbrekende energietechnologieën, revolutionaire methoden om waterstof uit water te winnen. Dit betekent een duurzame toekomst zonder fossiele brandstoffen.

Nederlandse showcases tonen de wereldwijde impact van deze technologieën op klimaat, voedselproductie door de agro-industrie, bouw van groenere steden, gezondheidszorg, etc. Beleef een caleidoscopische, interactieve Expo die iedereen verbindt in onze gezamenlijke toekomst. Want bij ons blijft niemand achter!"



Expo 2025 Background

Location Overview

Location

Next to the ring in front of a square

Neighbours

Bulgaria



Footfall & capacities

Opening duration:

- 183 days (April 13-October 13)

Operating Hours:

- 9:30 AM - 9 PM
- 11,5 hours per day

Total Estimates:

- 90% Japanese audience
- 60? Pavilions to see in total

Pavilion footfall:

- Visitors per average day 4928
- VIPs TBD

Pavilion capacities

- Pavilion flow: 25 people per 3,5 minutes
- Max capacity: 150 people



EXPO 2025

Narrative



Strategic considerations



EXPO main theme

The theme Designing Future Society for Our Lives reflects a strong desire to work together with people around the world to discuss and design the future state of society. The Expo subthemes are Saving Lives, Empowering Lives and Connecting Lives.



EXPO area theme

The first subtheme is Saving Lives, focusing on protecting and saving the lives of individuals. Exhibitions based on this sub theme may include measures taken against infectious diseases through improved public sanitation, prevention and reduction of natural disasters to improve safe living and living in harmony with nature.



Common ground

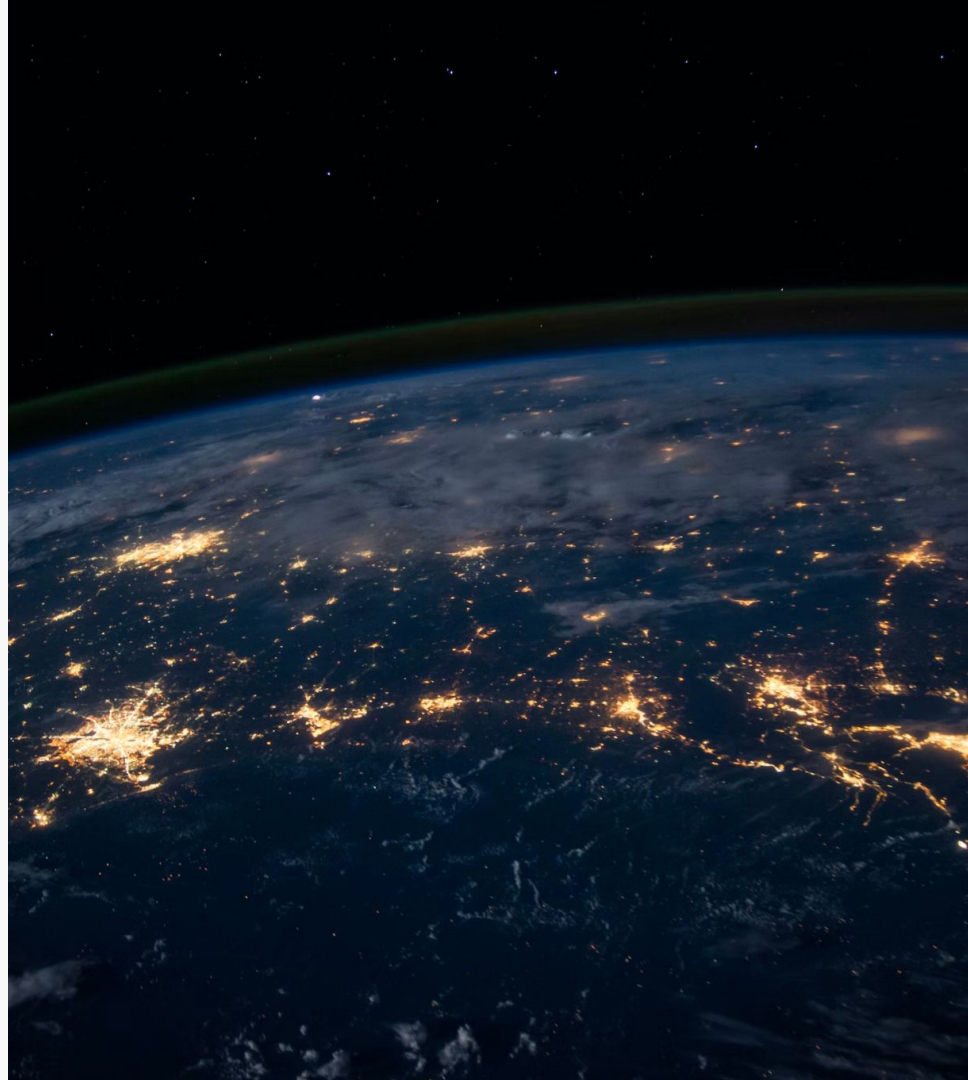
Storyline for general public simplified, focused on one core key takeaway around energy. Programming ect. goes more in depth on the common ground mindset.
(Outcome of session dec 1ste)

NARRATIVE

The story

It's essential for us to fundamentally change how we perceive energy. Embracing a common ground mindset, the Netherlands presents a technology that uses minimal energy to harness the infinite energy in water, potentially replacing fossil fuels.

Aligned with the theme of the Japanese Expo, which focuses on conceptualizing realistic future scenarios, the pavilion highlights influence of this novel energy source in a broad range of application. In combination with the Netherlands' characteristic approach of openness, inclusiveness, and creativity, this technology is poised to make significant contributions in areas such as climate change mitigation, food production enhancement, urban development, and the advancement of healthcare systems.



NARRATIVE

Setting and characters

Energy takes center stage as the protagonist in our narrative, personified as a dynamic and transformative force.

Energy is the driving force of our society, it can be an enabler unlocking human potential.

Fundamental shifts in our societal development are all linked to energy. We are currently at a critical tipping point where a fundamental shift is needed to create a happier and healthier society.

We are at the brink of a new dawn.



Narrative outline

The Common Ground Space

A brief intro in which parallels are drawn between the Netherlands and Japan, showcasing their unique histories and cultures.

The Netherlands' struggle against water has been a unifying force, leading to a shared mentality that forms the bedrock of the nation as it stands today. This spirit of finding common ground is central to the Dutch identity.

The Journey

Energy, a pivotal element in our lives, has evolved through different ages:

Fire Age: The discovery of fire, humanity's first energy source, revolutionized our existence. It reduced the energy needed for digestion, redirecting it to brain development.

Machines Age: Energy-driven machines became the engines of society, powering progress and innovation.

Information Age: Energy-fueled information technology has become a global connector, transcending borders and cultures.

The Challenge of Modern Energy

Today, our reliance on energy poses a threat to the planet. Limited and polluting energy sources not only harm the environment but also limit human potential by denying access to energy.

The New Dawn: A Dutch Innovation

Embracing the common ground mindset, the Netherlands has developed groundbreaking technology that harnesses energy from water.

This marks a significant shift, ushering in an era of clean, limitless energy for everyone.

Saving lives: Impacting Multiple Domains

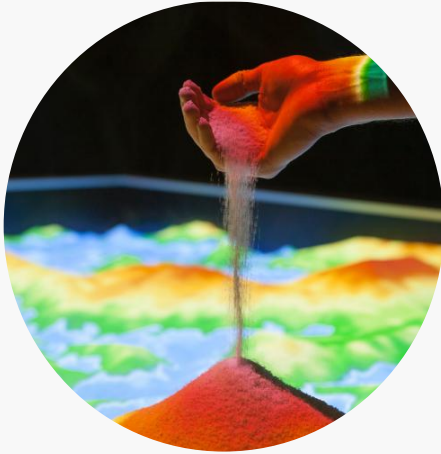
This Dutch innovation promises to revolutionize various sectors, including energy and sustainability, life sciences and health, high-tech and digitalization, agriculture and horticulture, and social inclusion through sports and arts. Each domain stands to benefit profoundly from this transformative technology, as illustrated by specific examples.

EXPO 2025

Visitor Experience

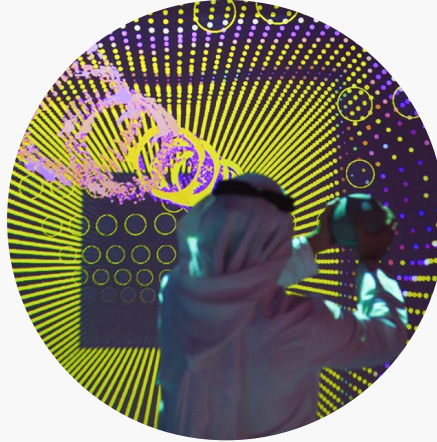


Design principles – Experience



Memorable

The experience makes a lasting impression, and the key messages are clear.



Engaging

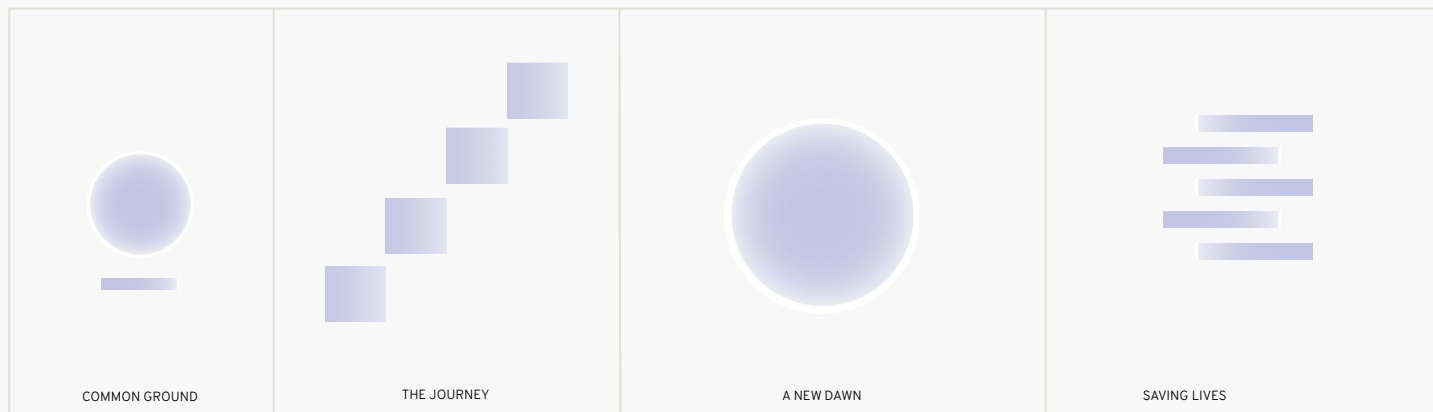
The audience is not just passive but can play, experiment, and interact.



Relatable

The experience is concrete and relevant to any audience, and dispels doubts about applicability to specific situations or settings

Guest journey map



Emotional experience

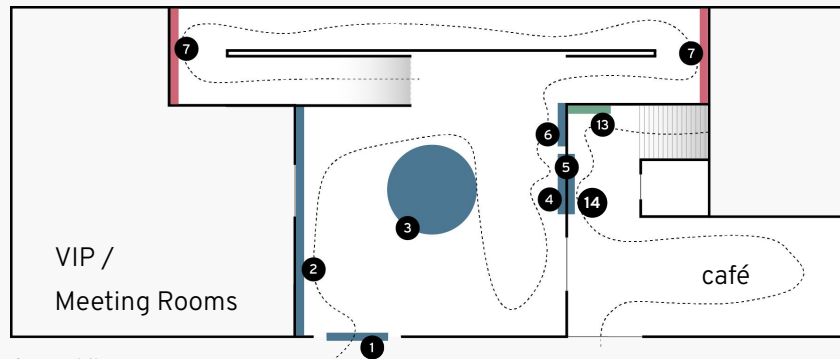
Didactic experience

Journey duration

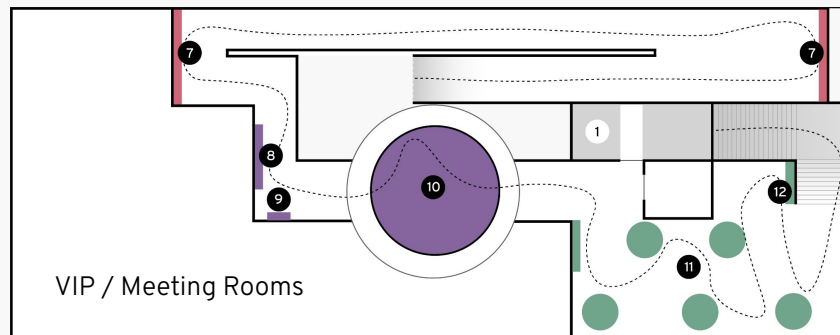
Guest journey overview

Pavilion components:

- 1 Entrance
- 2 Wall mural
- 3 Water basin
- 4 Personal Balls
- 5 Ball wall
- 6 Check-in
- 7 Interactive wall
- 8 Waiting Monitor
- 9 Show intro vinyl text
- 10 Main show
- 11 Interactive panels
- 12 Passport stamp
- 13 Sponsor wall
- 14 Ball hand in
- 1 Back of house



Ground floor

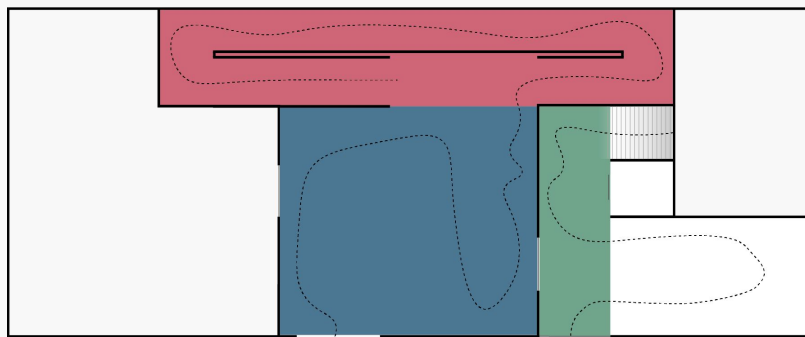


First floor

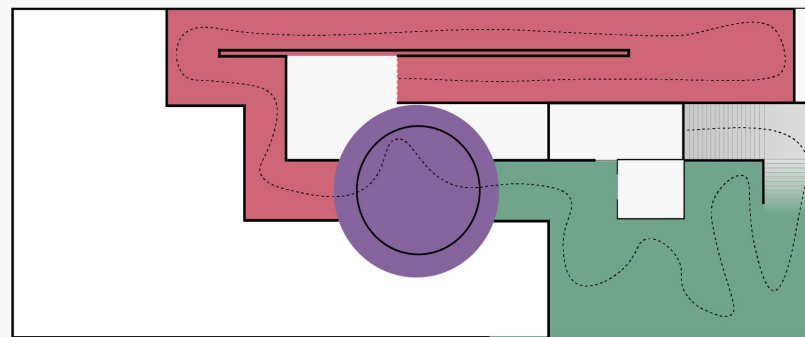


Guest journey overview

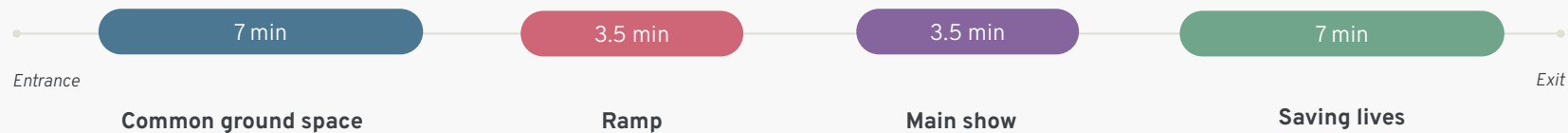
Total visit duration: 20-60 min



Ground floor



First floor



Visitor flow

To create an optimal experience it is important that the service level is above D. Only in static moments like a queue or show level D is acceptable, inline with EXPO guidelines.

Common Ground space

50 pax
 164.92 sqm → 2.94 sqm/pax
 Service level B

The Journey

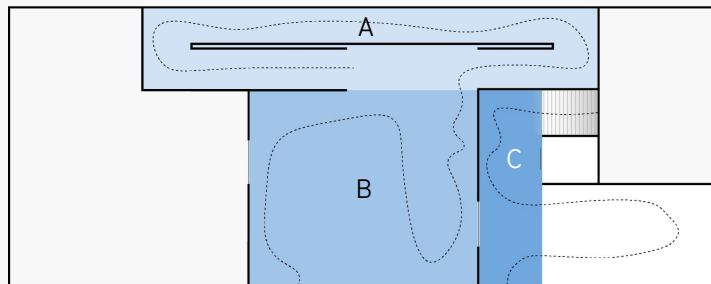
25 pax
 118.84 sqm → 4.76 sqm/pax
 Service level A

Main show

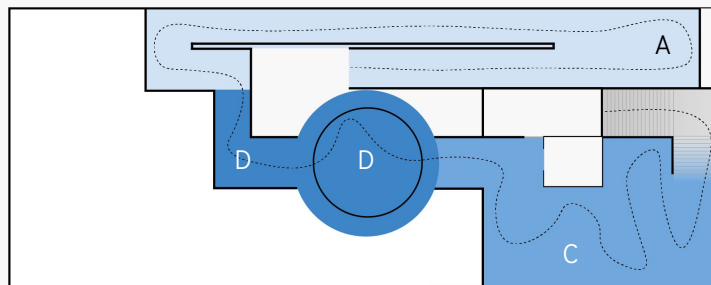
25 pax
 28.25 sqm → 1.12 sqm/pax
 Service level D

Saving lives

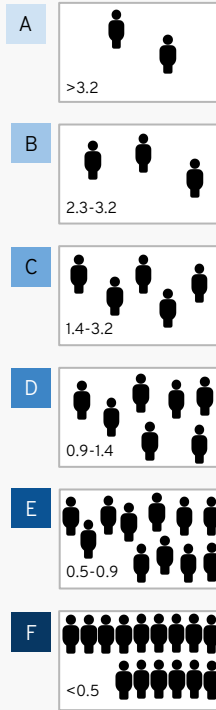
50 pax
 89.68 sqm → 1.74 sqm/pax
 Service level C



Ground floor



First floor



*Level-of-service defined by J. J. Fruin.



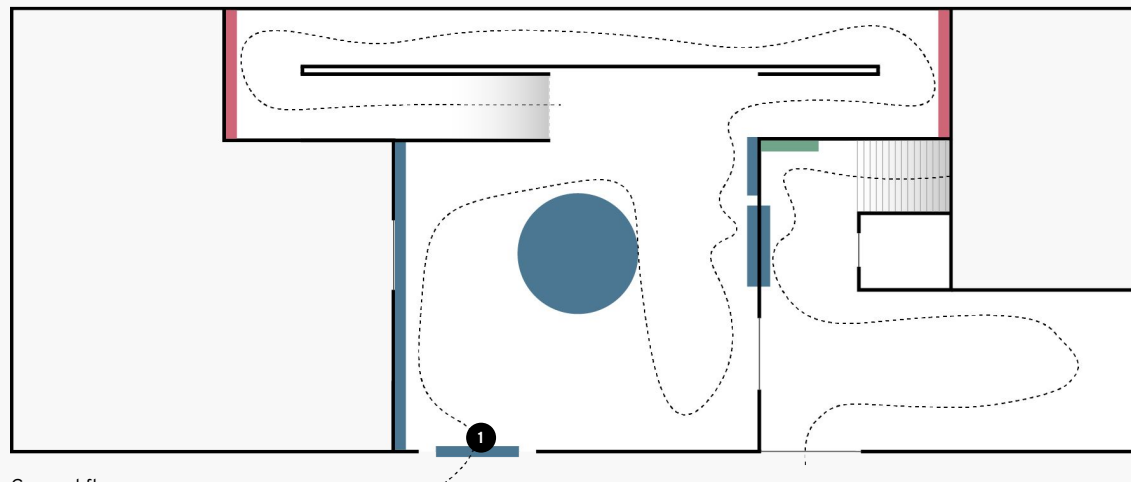
EXPO 2025

Common Ground Area Experience

An architectural rendering of a modern architectural complex at night. The central focus is a large, rectangular building with a glass facade, illuminated from within. Above this building is a large, translucent, dome-like structure. To the right, there's another building with a slanted, metallic-looking facade. In the background, a long, low building with a series of flags on its roof is visible. The foreground is a large, open plaza with many small figures of people, suggesting a busy public space. The overall atmosphere is futuristic and vibrant.

THE NETHERLANDS

1. Entrance



Ground floor



Common Ground



ENTRANCE

EXPO APP

EXPO will provide a pavilion booking system. Slots will be bookable by EXPO visitors so visitors will only come to the pavilion during their pre-booked time slot.



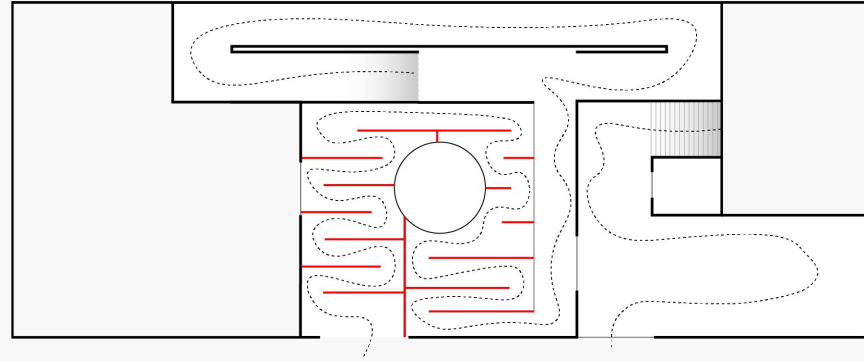
Indicative render. To be further developed during Detailed Design.

ENTRANCE

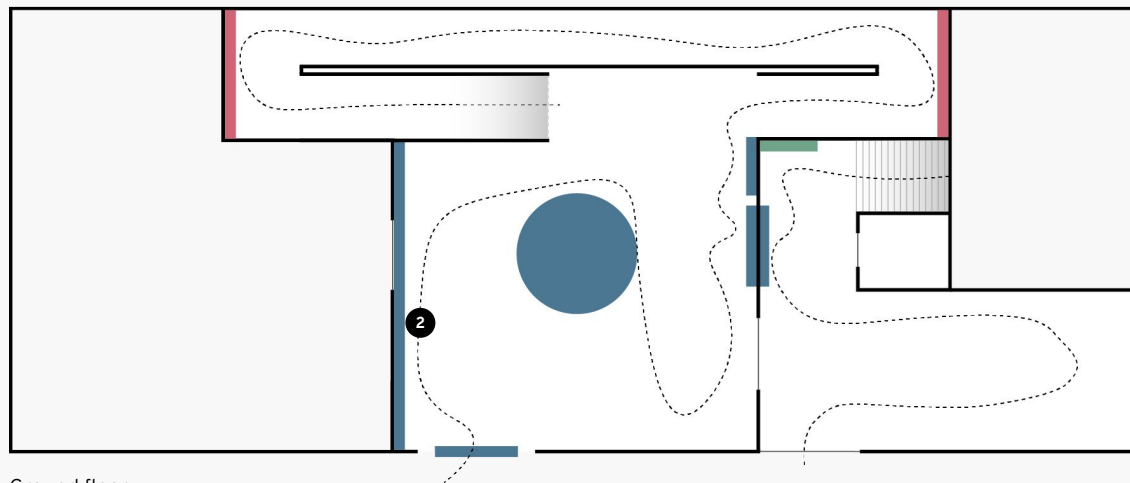
Back-up Queue

A queue is required as a fallback option. This in case all the visitors who booked a slot come to the pavilion at the exact starting time.

A fallback option is to create a queuing area inside the Common Ground area of the pavilion. This can be created out of barrier posts.



2. Wall Mural



Ground floor



Common Ground



WALL MURAL

Intent

This mural serves as an introduction to the common ground that the Netherlands and Japan share. The mural will be a set of panels printed on plywood attached to the wall with standoffs. Text can be either vinyl or lasercut directly on plywood panels.



Indicative render. To be further developed during Detailed Design.

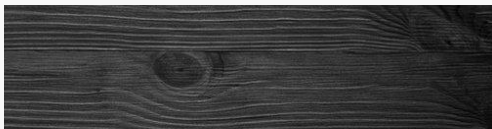


Overview

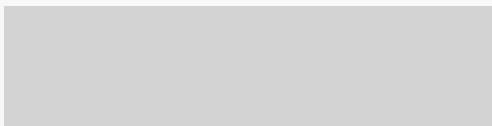
Dimensions & materials



1. White Matte Vinyl Lettering - applied to wood board



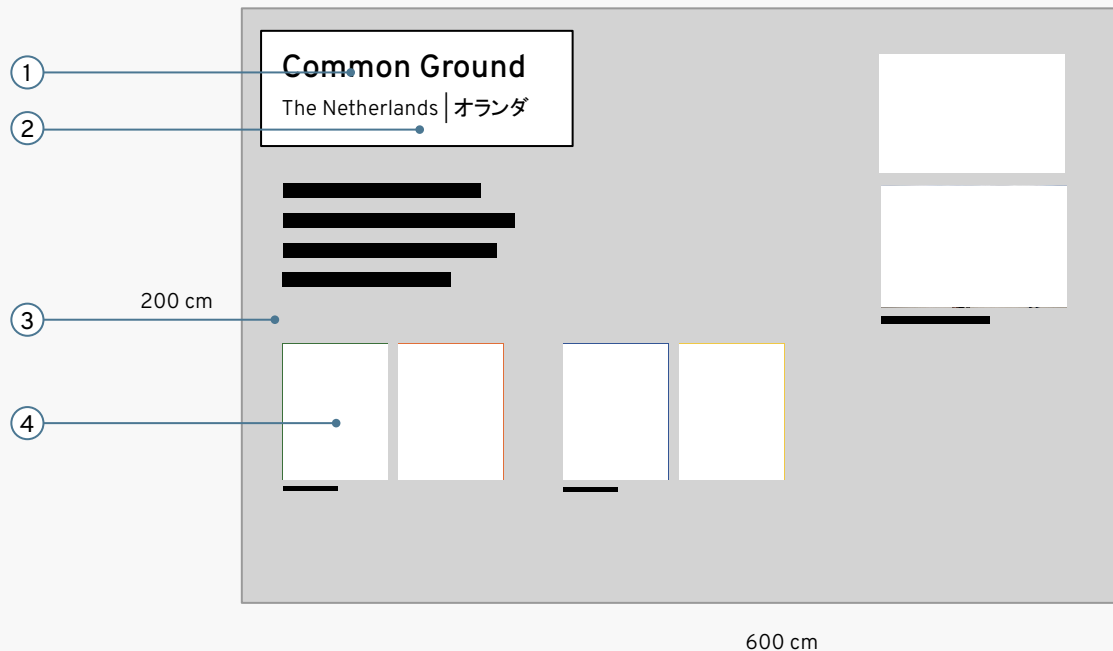
2. Black Veneered Plywood Panel



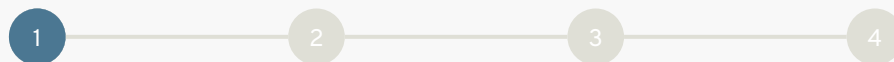
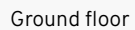
3. Cooloo Acoustic Wall Material



4. Graphics Mounted to Plywood - these are set off from the wall with steel finish standoffs



2. Water Basin



Common Ground



WATER BASIN

Water Basin Intent

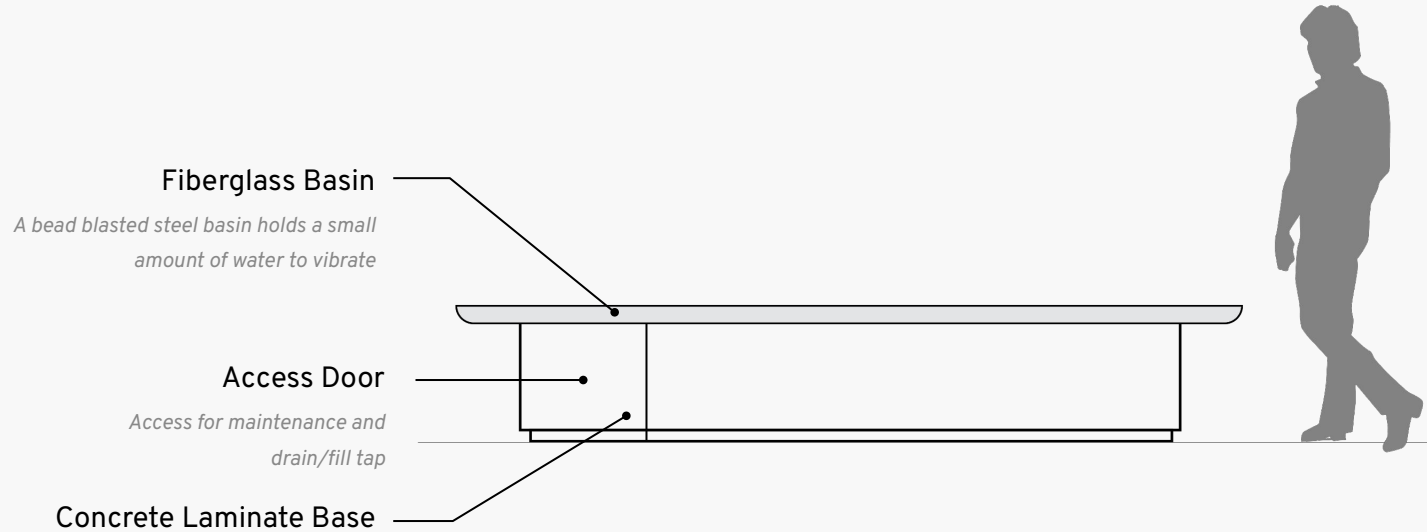
The form and the materials of the basin communicate the narrative of water through this piece.

Bead blasted steel adds a lucent quality to the water in the basin while remaining approachable. The concrete base is a modern treatment reminiscent of the clay used to construct the original dikes in the Netherlands. The form of the basin conjures up traditional Japanese design principles of simplicity and asymmetry.



Indicative render. To be further developed during Detailed Design.

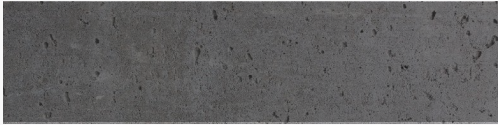
Overview



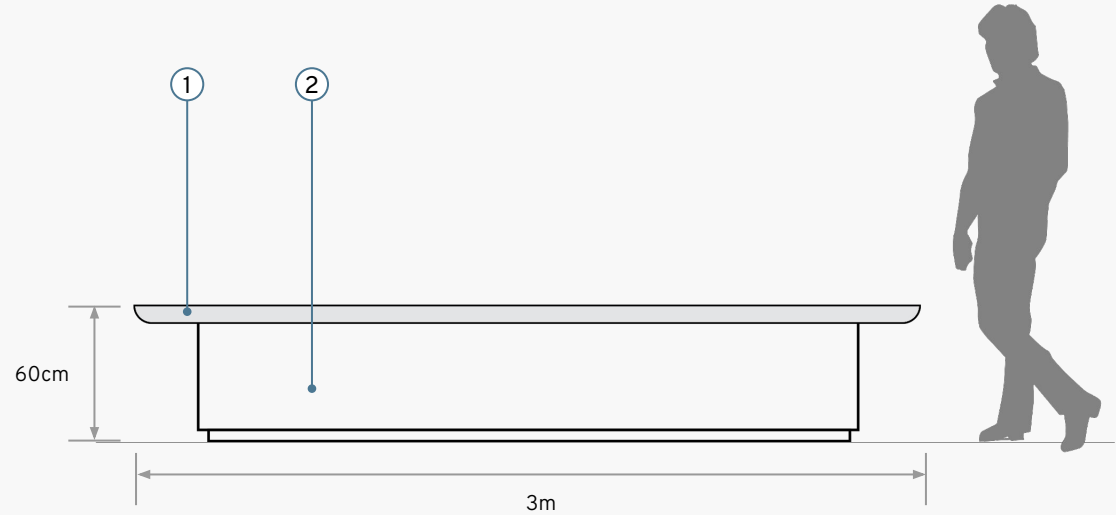
Dimensions & materials



1. Fiberglass Basin with Gel Coat



2. Dark Concrete Laminate Base - IMI Materials



Sound design story line

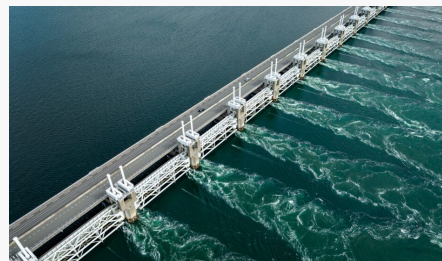
Wild water



Dutch People working together



Calm water



Progression of timed sound show



Water patterns examples

A variety of water patterns can be created by varying the hertz of the bass shakers. We can create an evocative story of the Netherlands' relationship with water using the language of water itself.



Higher hertz - lower intensity



Low hertz - higher intensity

A diagram of a clock face with a solid outer circle and a dashed inner circle. The clock has red hour markers and hands. Three labels with leader lines point to specific features: Label 1 points to the 12 o'clock position, Label 2 points to the center of the clock face, and Label 3 points to the 3 o'clock position.

A diagram of a table with a person standing to the left. Callout 1 points to the table top, and callout 2 points to the table base.

Four bass shakers equality distributed over the water basin

Amplifier to control the base shakers.

NOTE: can this amplifier be here outside - humidity?

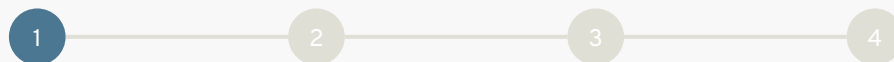
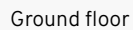
There is also a sound coming from the water basin to playback some soundscape with it

Payback from server in server room e.g. with Dante Virtual Soundcard

Maintenance & Water Management

Once per day, the water basin will need to be drained, sanitized, and refilled. The inside of the basin must be wiped with a fiberglass-safe cleaner. A timer regulates the amount of water that fills the basin to the same amount every time. An implemented tap and drain system ensures the maximum filling and draining time is approximately 15 minutes respectively.





Common Ground



BALL

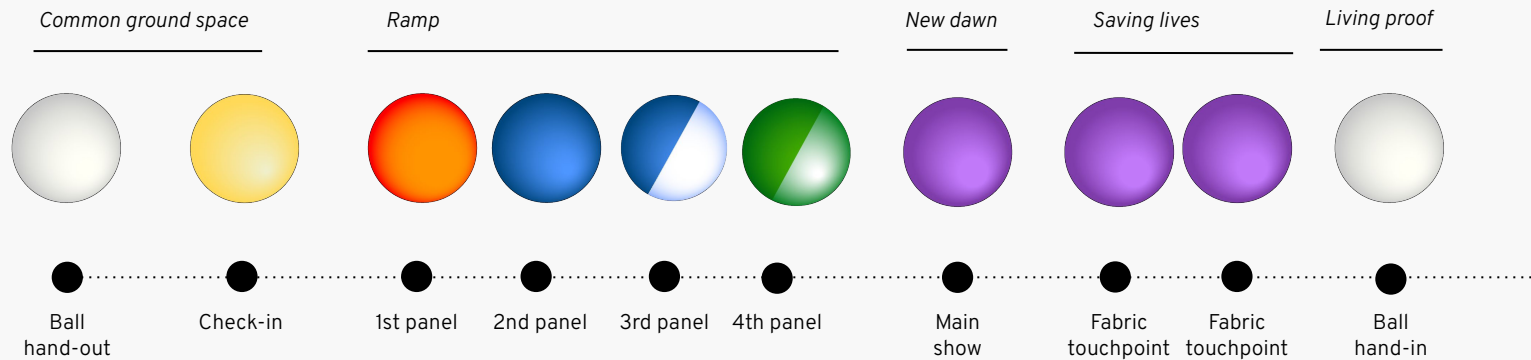
Intent

Guests experience and activate different parts of the journey through the pavilion via an interactive ball. The ball is a common thread throughout the entire experience, creating a hands-on and engaging experience for young and old.

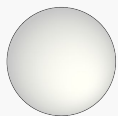


Indicative render. To be further developed during Detailed Design.

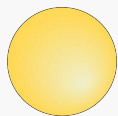
UX



Ball animation states



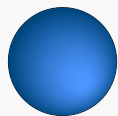
Neutral white



Warm white/yellow
glow



Fire animation



Electricity
animation



Data/ connectivity
animation



Dying earth/heartbeat
animation



New energy,
purple glow

BALL

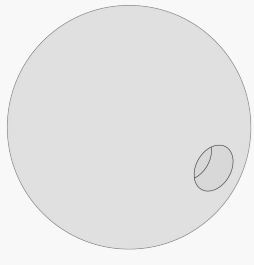
Interactive graphic

On every element that requires ball interaction, a graphic vinyl sticker will be adhered on/next to it. This makes it clear to guests where interactions using the ball occur.

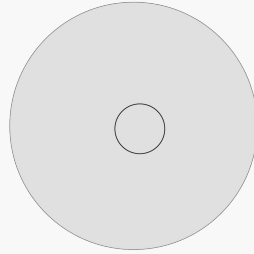


BALL

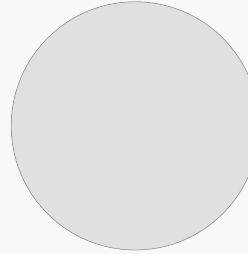
Overview



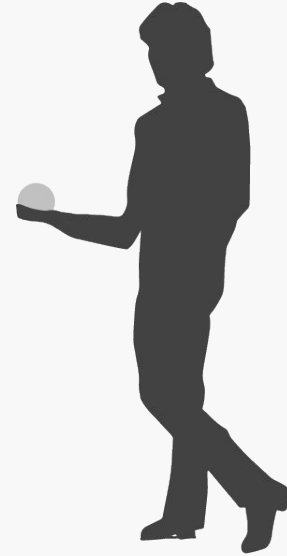
Disassembled
View



Front view



Side view



BALL

Reference balls



BALL

Dimensions & materials



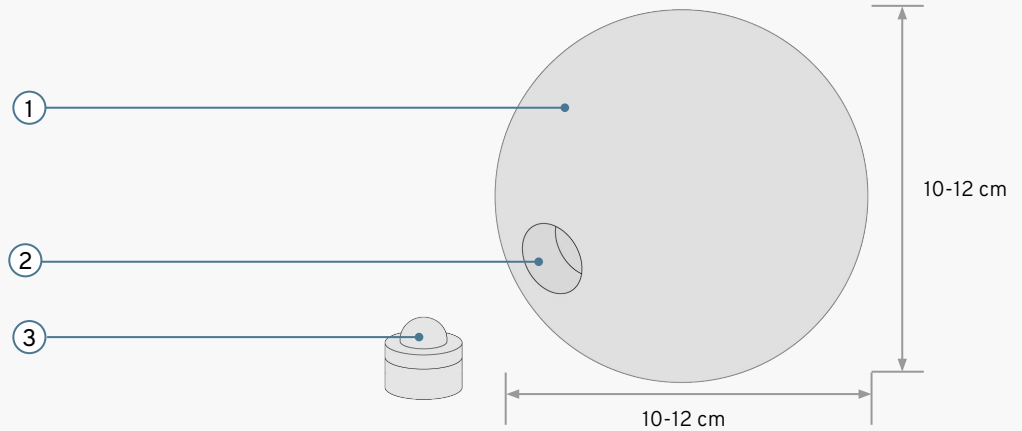
1. Opaque hard plastic - 10-12 cm.



2. Screw hole - hole to screw in the tech.



3. Tech - TBD on selected tech.



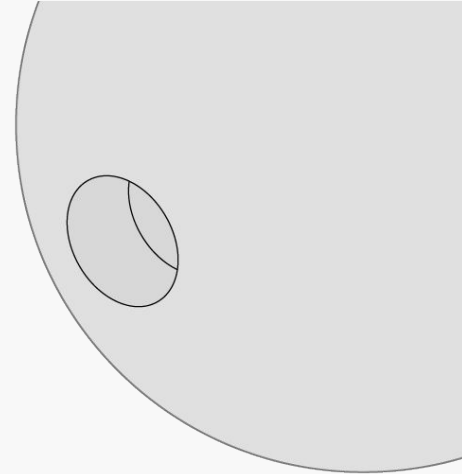
BALL

Technology

The balls need to have 2 way communication.
This so they are able to change color as well as
start an animation or trigger a gobo that runs
on a brightsight.

The communication technology is still TBD but
likely to be W-DMX/RFID/IR.

1. LED + diffuser and sensor
2. PCB
3. Battery

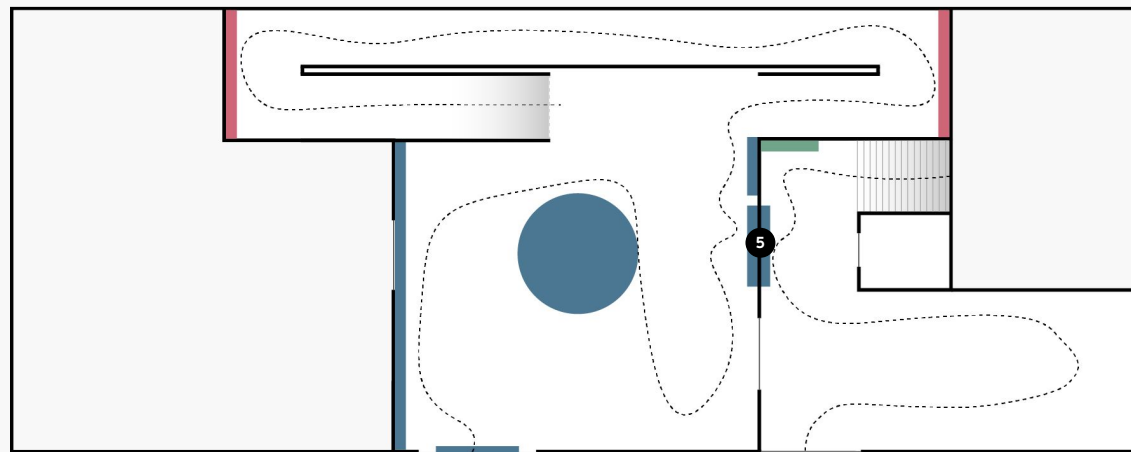


BALL

Maintenance

The balls must be sanitized after every use with a cleaner that is safe for use on the ball's material (certain cleaners will melt plastics). A host that is present next to the ballwall will take care of wiping them. Damaged balls must be replaced with replacement balls.





Common ground

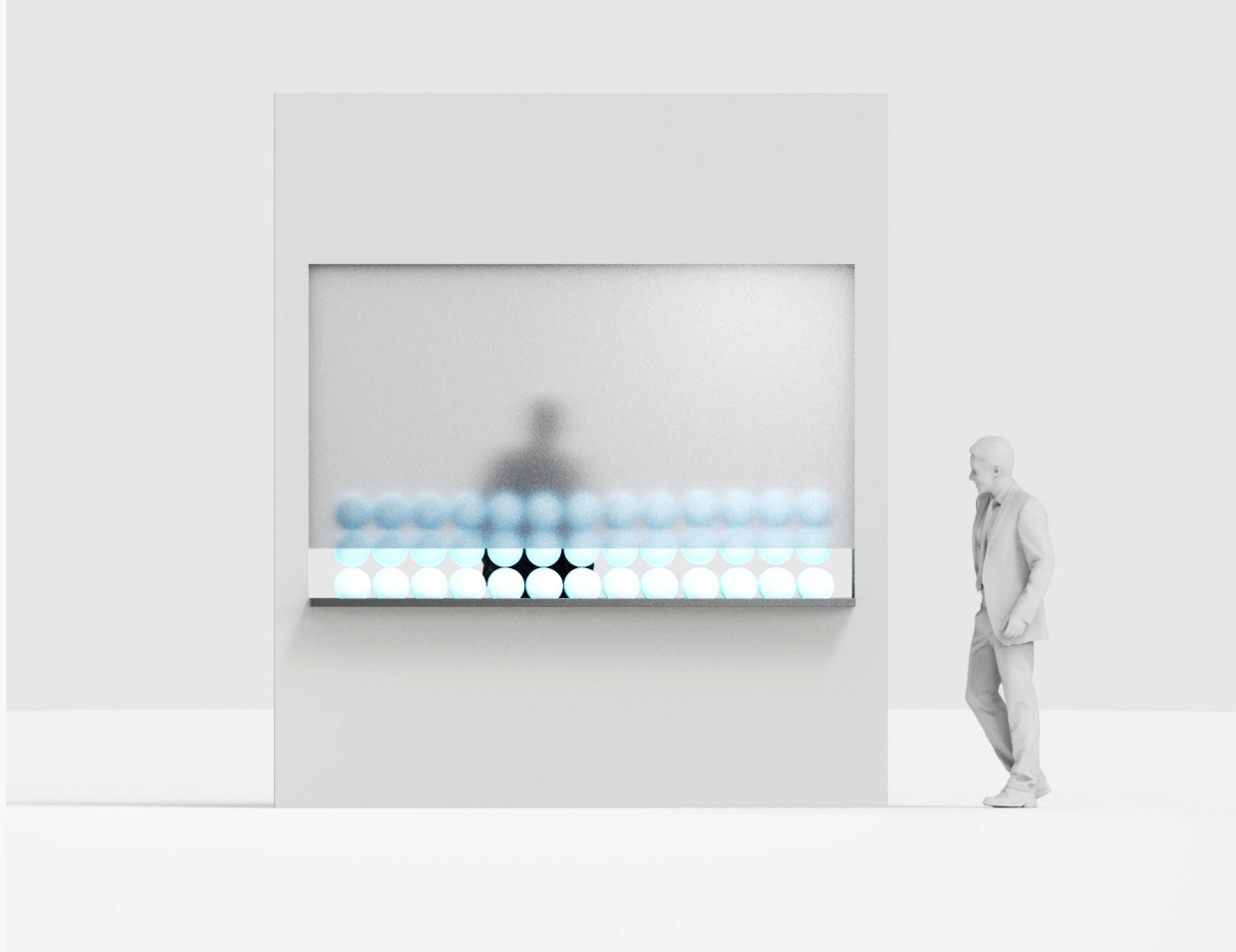


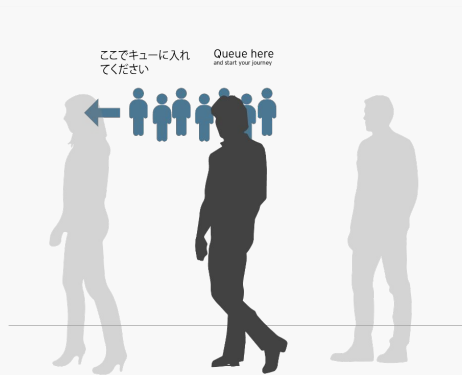
BALL WALL

Intent

The ball wall dispenses the interactive balls to users so they may interact with the different parts of the pavilion. The ball wall is finished with **Cooloo acoustic wall material**. The balls are visible behind a frosted acrylic panel, which also enables guests to see one another through the panel in different parts of the exhibition.

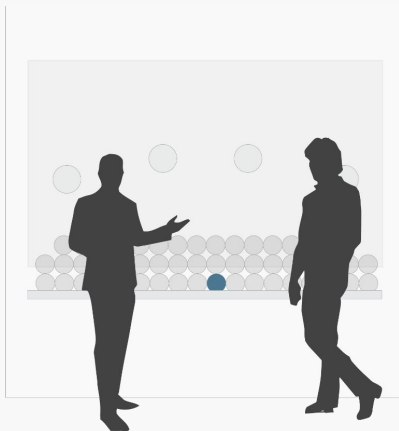
The wall can hold a minimum of 100 balls and a maximum of **[TBD]** balls.





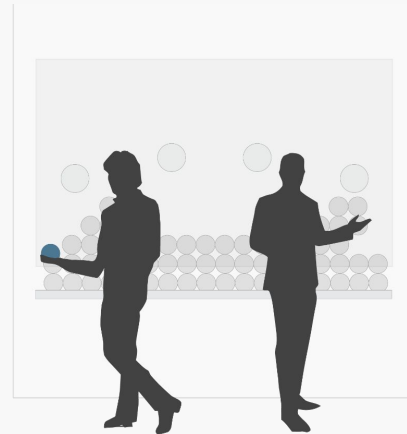
❶ Visitors queue to obtain a ball

Visitors queue in front of the queue sign to wait to take a ball from the ball wall.



❷ Guided by a host take a ball

A host stands in front of the ball wall, who instructs guests to take a ball from the ball wall.



❸ Start your journey

Guests are now ready to start their journey through the pavilion with their interactive ball.

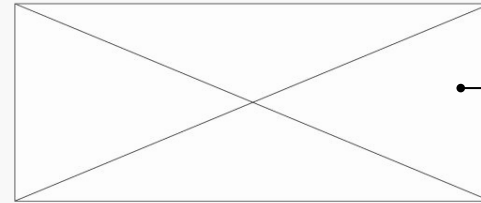
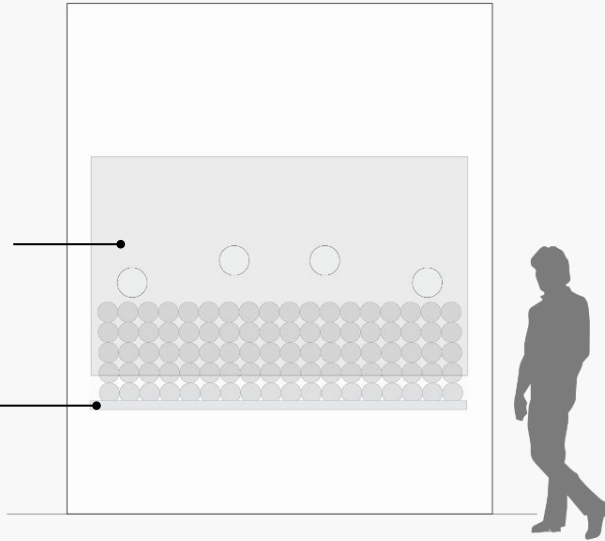
Overview - Hand-Out

Frosted Acrylic Sheet

Holds the balls and enables seeing the other side.

Ball Tray

Balls are dispensed into the tray for visitors to take



Queue print

Explanation for visitors



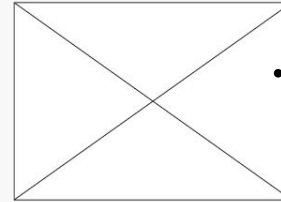
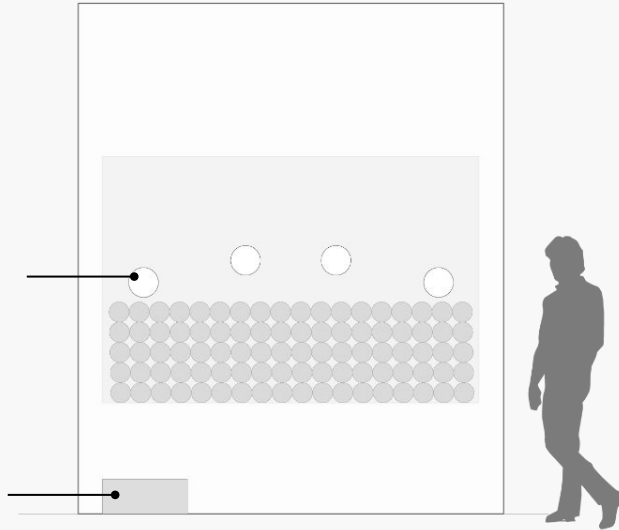
Overview - Hand-In

Frosted Acrylic Sheet

Holds the balls and enables seeing the other side.

Step-Up

For children to reach the hand-in slot.



Print

Explains ball hand-in.



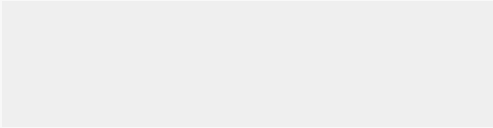
Dimensions & materials



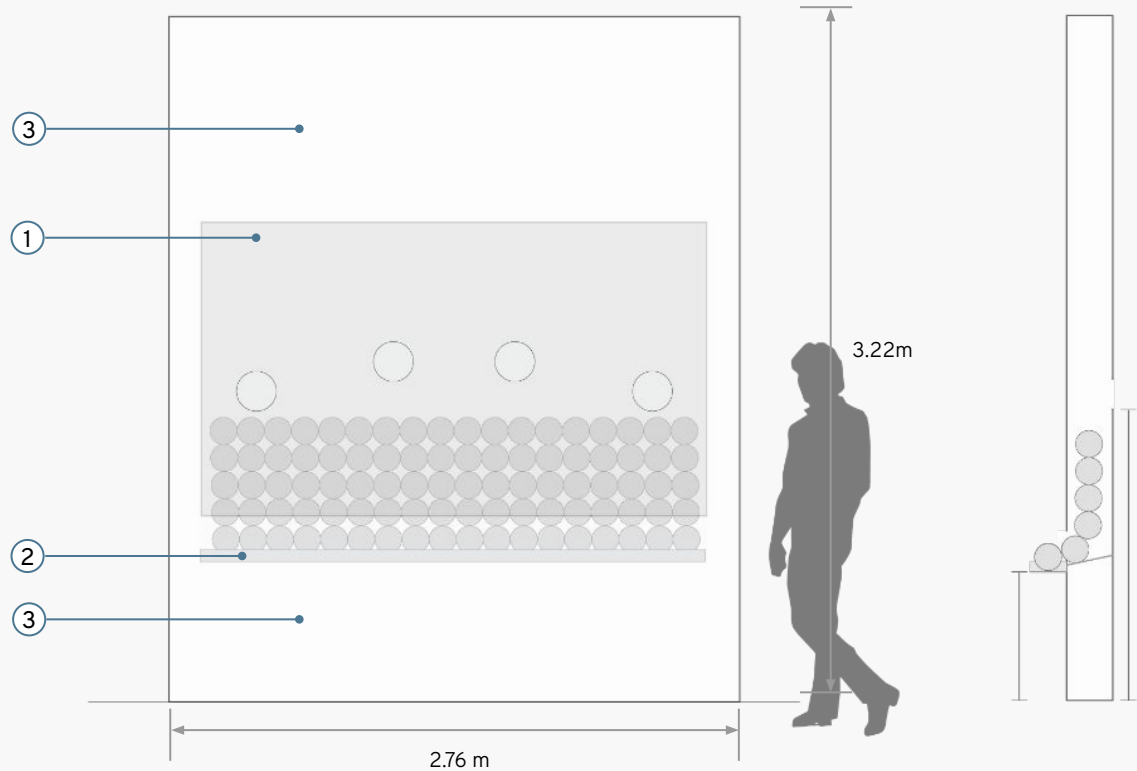
1. Clear Frosted Acrylic - for the front/rear material



2. Bead Blasted Aluminum - for the ball tray

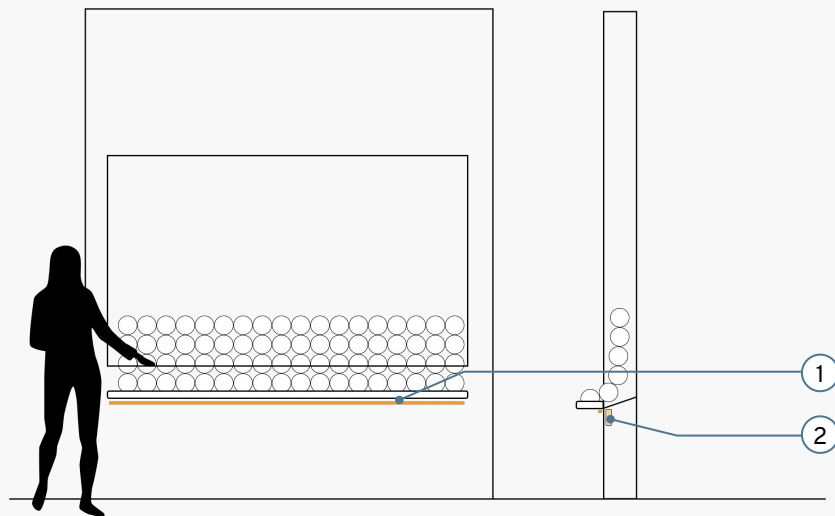


3. Cooloo Acoustic Material - matches surrounding wall



AVHW placement diagram

Front view & Section



1. LED strip

LED strip non-addressable but dimmable; no DMX control required

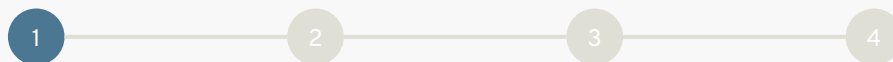
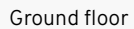
2. Power supply

Power supply for the LED strip

Maintenance

Once per day, the frosted acrylic panel will need to be wiped with an acrylic-safe cleaner that does not damage or melt the plastic. The tray where the balls dispense for users will also need to be wiped with a metal-safe cleaner. As necessary, the ball wall must be opened to clean out any debris that has fallen in the bottom of the ball wall.





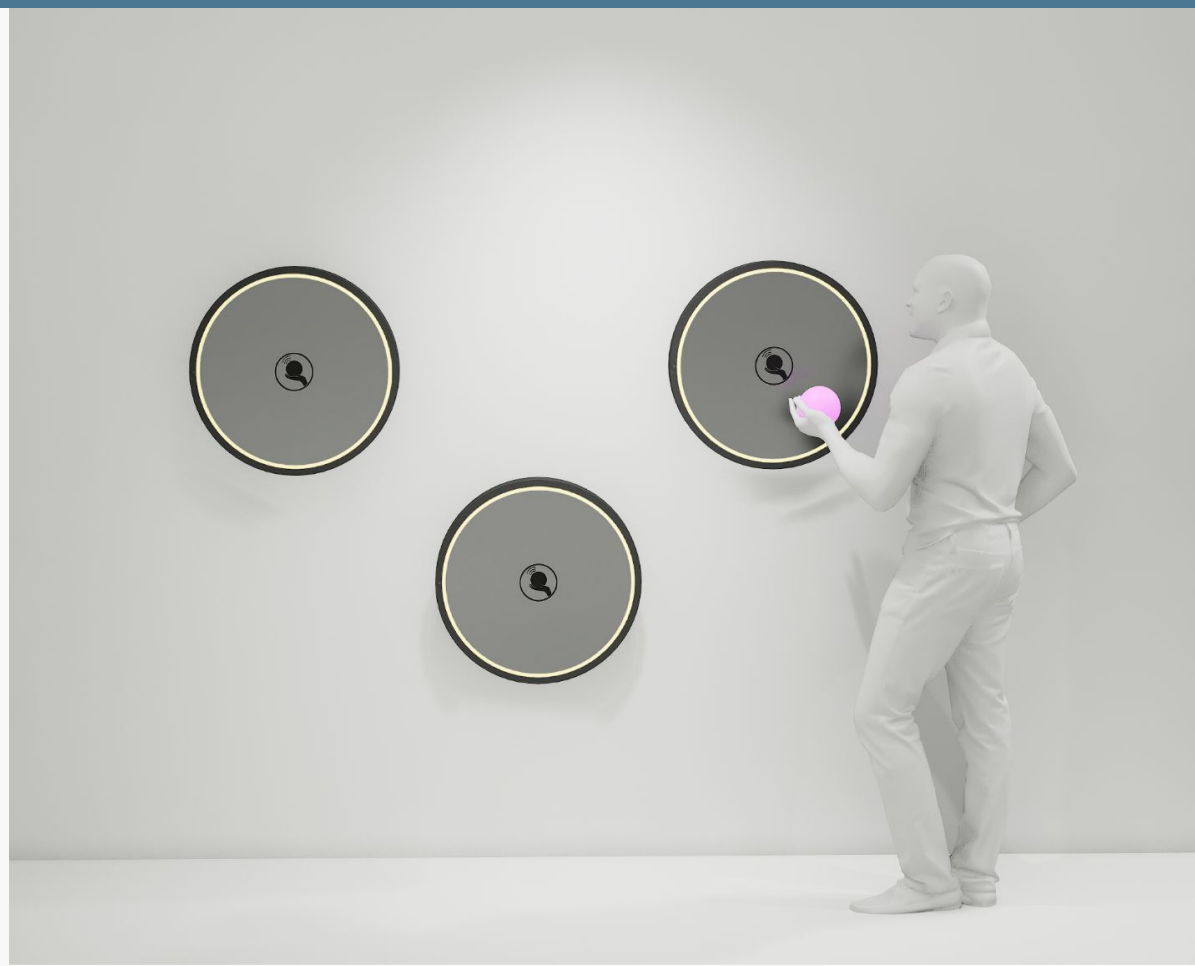
Common ground



CHECK-IN

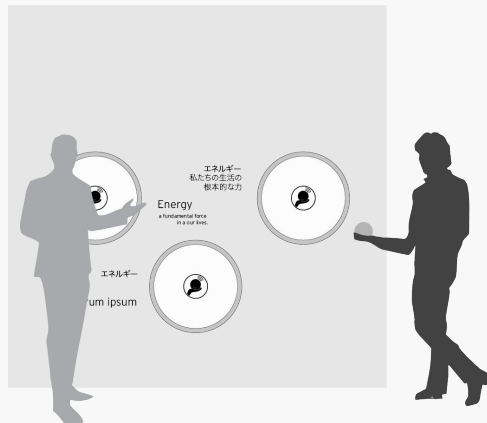
Intent

The check-in wall located next to the ball wall is the first spot visitors to start their journey through the pavilion and learn how to use the interactive balls throughout the experiences.



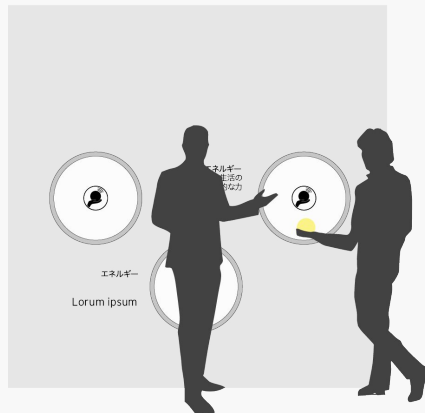
Indicative render. To be further developed during Detailed Design.





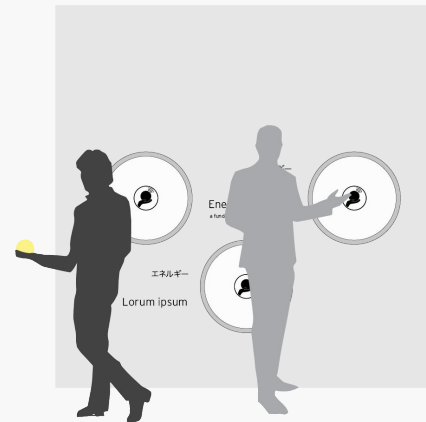
① Visitor approaches

Once visitors obtained a ball they make their way to the check-in. Here they can pick on of the three points to check-in their ball so they can “learn” the interaction and start their journey.



② Check-in

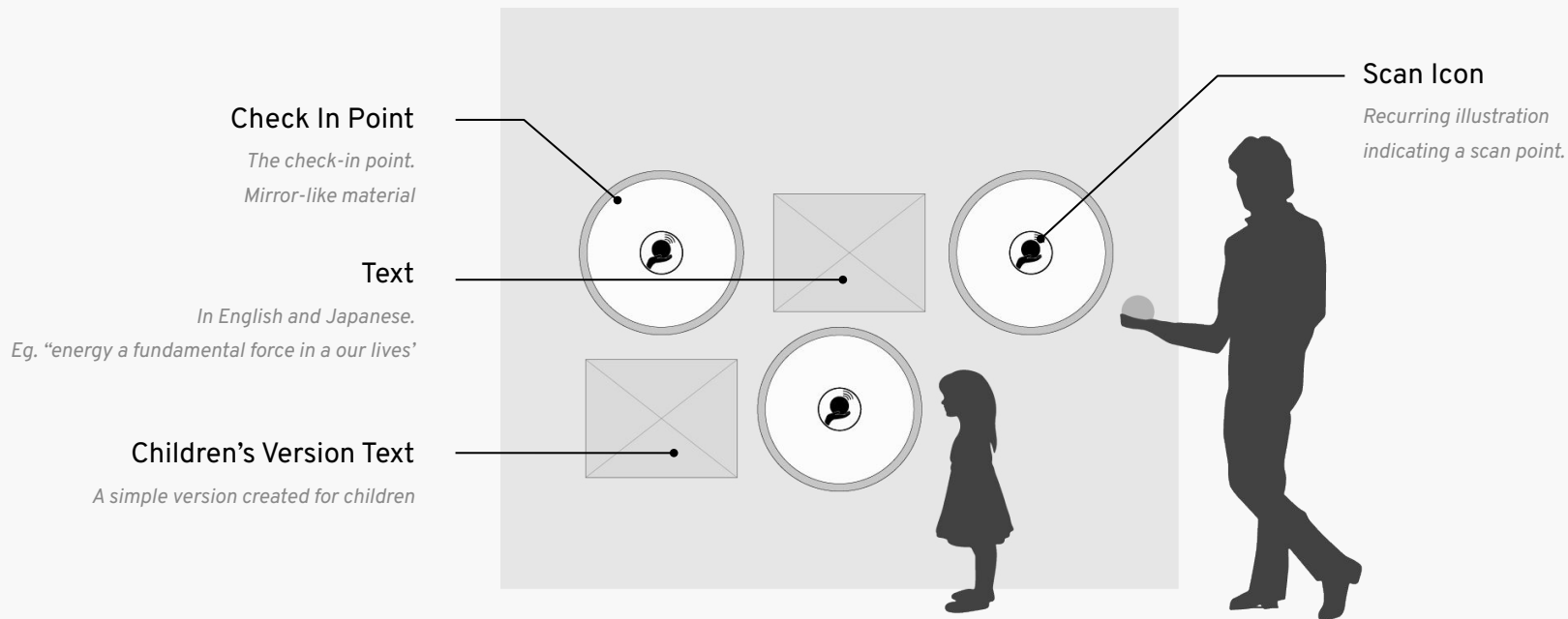
Once they hold their ball close to one of the check-in points the ball turns warm yellow. A host is present to assist visitors.



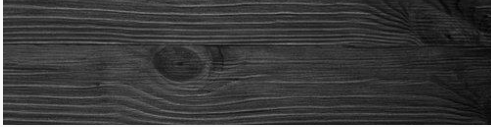
③ Ball starts to animate

With the understanding of the ball interaction visitors can now start their journey.

Overview



Dimensions & materials



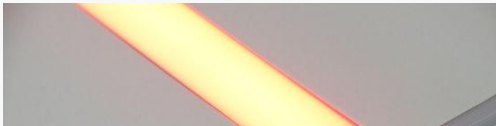
1. Veneered Black Plywood



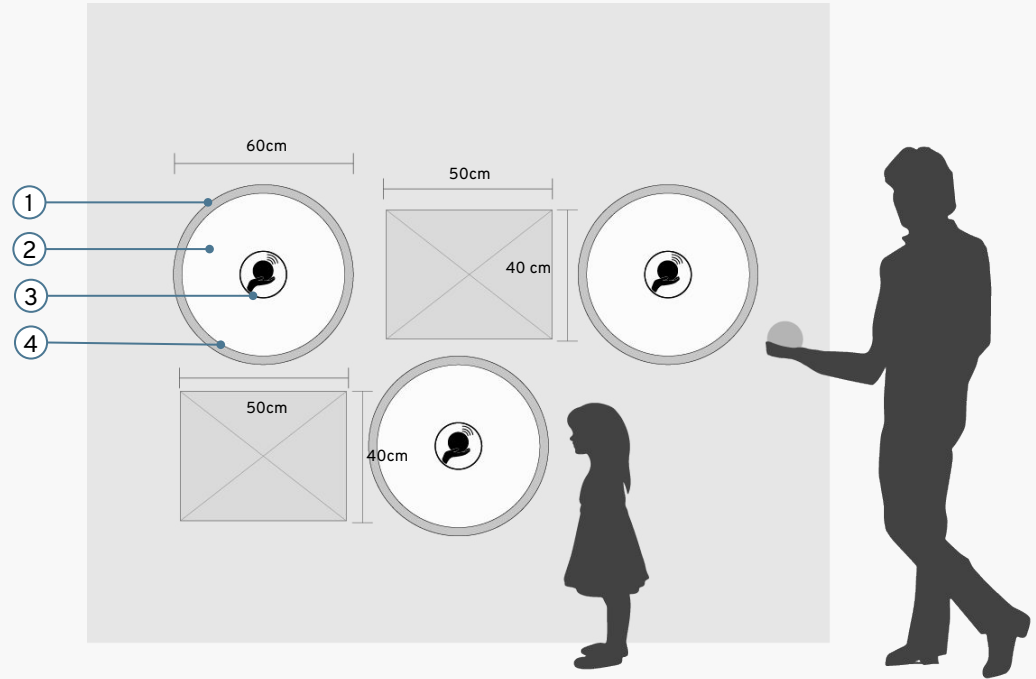
2. Frosted Flat Mirror



3. Black Matte Vinyl Icon



4. Frosted Acrylic Diffused LED Strip Lighting



CHECK-IN

Technology

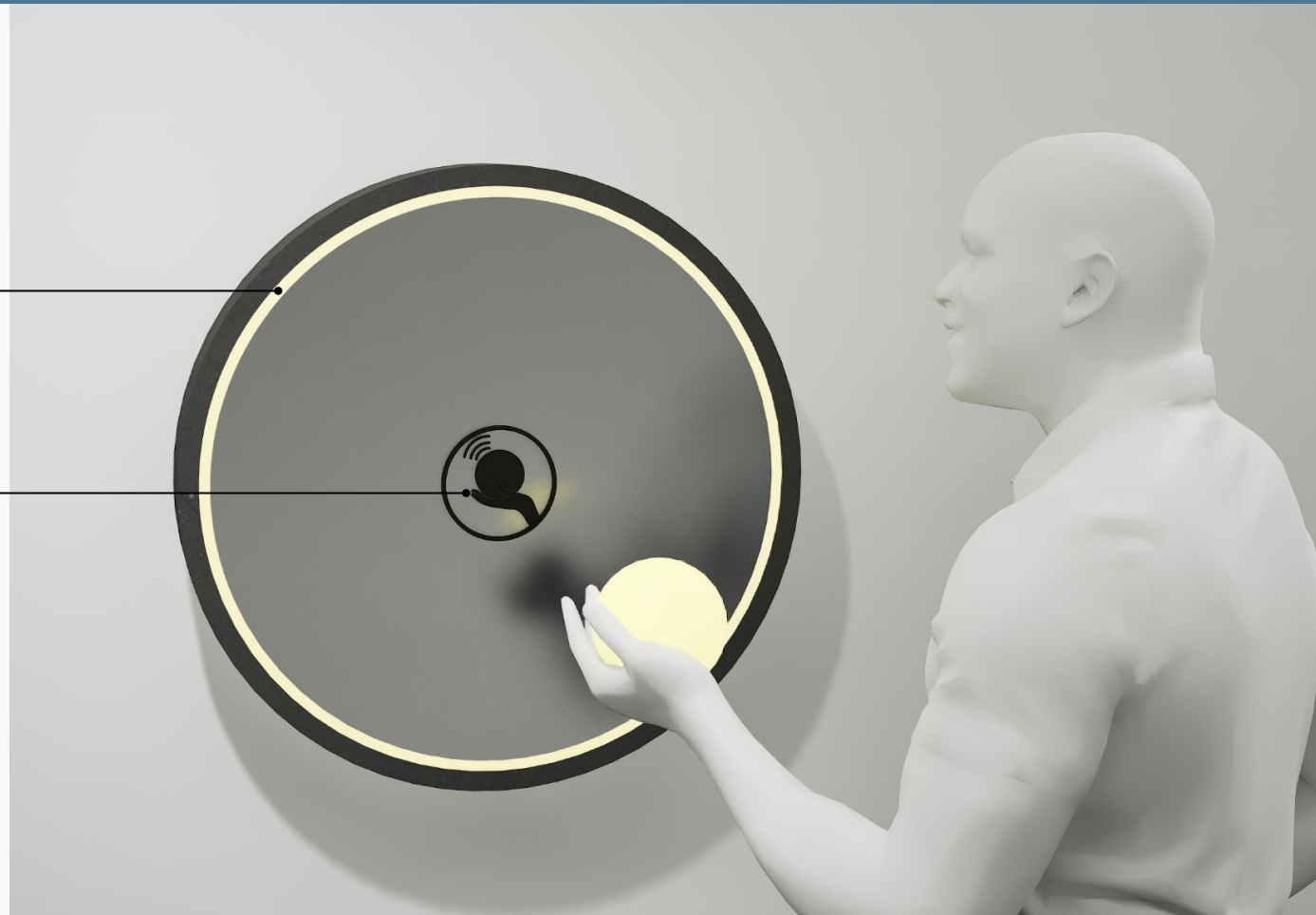
LED

*LED strip that will turn on
when ball is scanned.*

Ball sensing

*Sensing technology
integrated into the panel.*

TBD on Ball tech.

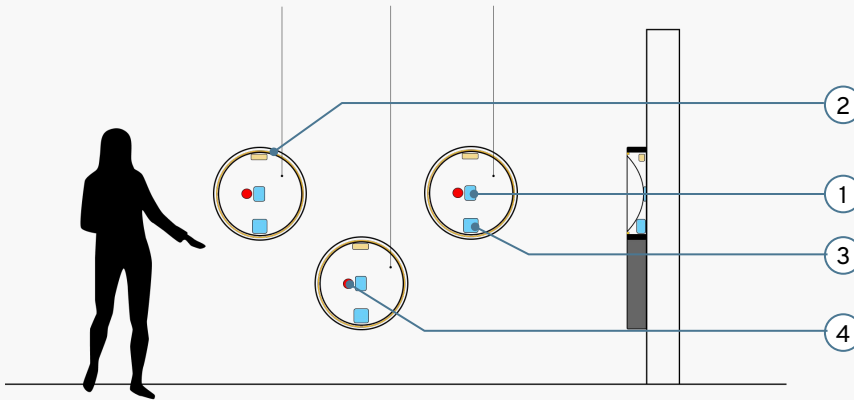


Indicative render. To be further developed during Detailed Design.



AVHW placement diagram

Front view & Section



1. Sensor touchpoint

Sensor that interacts with balls; if the ball comes close to the sensor the ball will light up and the LED strip will playback a simple light animation

2. LED strip & power supply

Addressable LED strip RGBW

3. NUC or DMX controller

Controller to receive NFC signal and playback light animation + playback audio (or send signal to server room for playback)

NOTE: does NUC need special housing for outdoor install e.g. for humidity? .

4. Small speakers

Chime sound from check-in element – if small speakers possible

5. Network connection to server room

Dante + data network? Are we playing back the audio locally or from the server room?



Maintenance

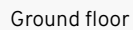
The surface of the check in touchpoints will need to be sanitized with a vinyl- and metal-safe cleaner that will not damage the surface of the touchpoint or cause the vinyl to peel/dissolve.



EXPO 2025

The Journey Experience





Intent

Four interactive walls with several touchpoints guide guests through the energy journey our society went through: the Fire Age, Machines Age, Information Age, and the Challenge of Modern Energy.



Indicative render. To be further developed during Detailed Design.



Content setup

The journey on the ramp has 4 touchpoints guiding the visitors through the energy journey our society went through. It ends on a reflective note to build-up tension in the storyline and encourage guests to consider the types of energy sources available to them.

Fire Age:

The discovery of fire, humanity's first energy source, revolutionized our existence. It reduced the energy needed for digestion, redirecting it to brain development.

Machines Age:

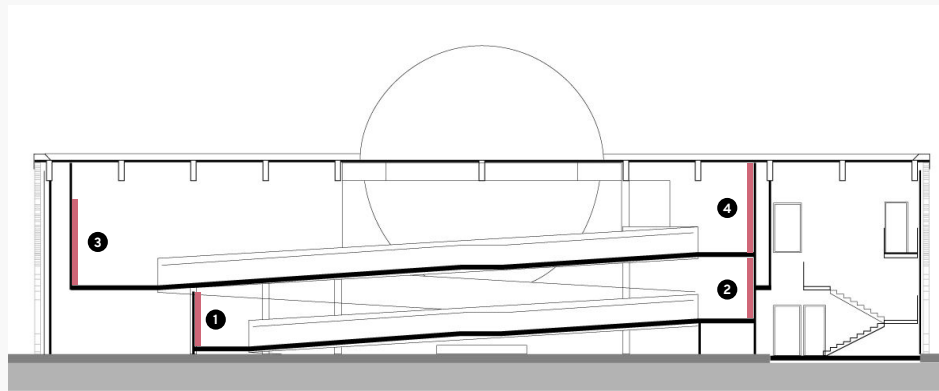
Energy-driven machines became the engines of society, powering progress and innovation.

Information Age:

Energy-fueled information technology has become a global connector, transcending borders and cultures.

The Challenge of Modern Energy

Today, our reliance on energy poses a threat to the planet. Limited and polluting energy sources not only harm the environment but also limit human potential by denying access to energy.



UX



① Visitor approaches

When visitors approach the interactive wall they see 3 interactive hotspots light up.



② Touchpoint triggered

Once the visitor taps the hotspot with the ball an animation will shine through the printed visual. The animation will play for approx 3-5 seconds.

In this example, the ball triggers and then becomes a part of the fire animation.



③ Continue journey

After interacting with the touchpoint, the visitors continue their journeys. The interactive panel will go back to its passive state. The ball will stay on in the fire state.

Content Example: Fire [Idle State]

Title
*Describing the topic of the
interactive panel wall*

Fire
Humanities first energy source

Touchpoint
*Graphical indication of
touchpoint*

Child touchpoint
*Lower touchpoint in
reach of children*

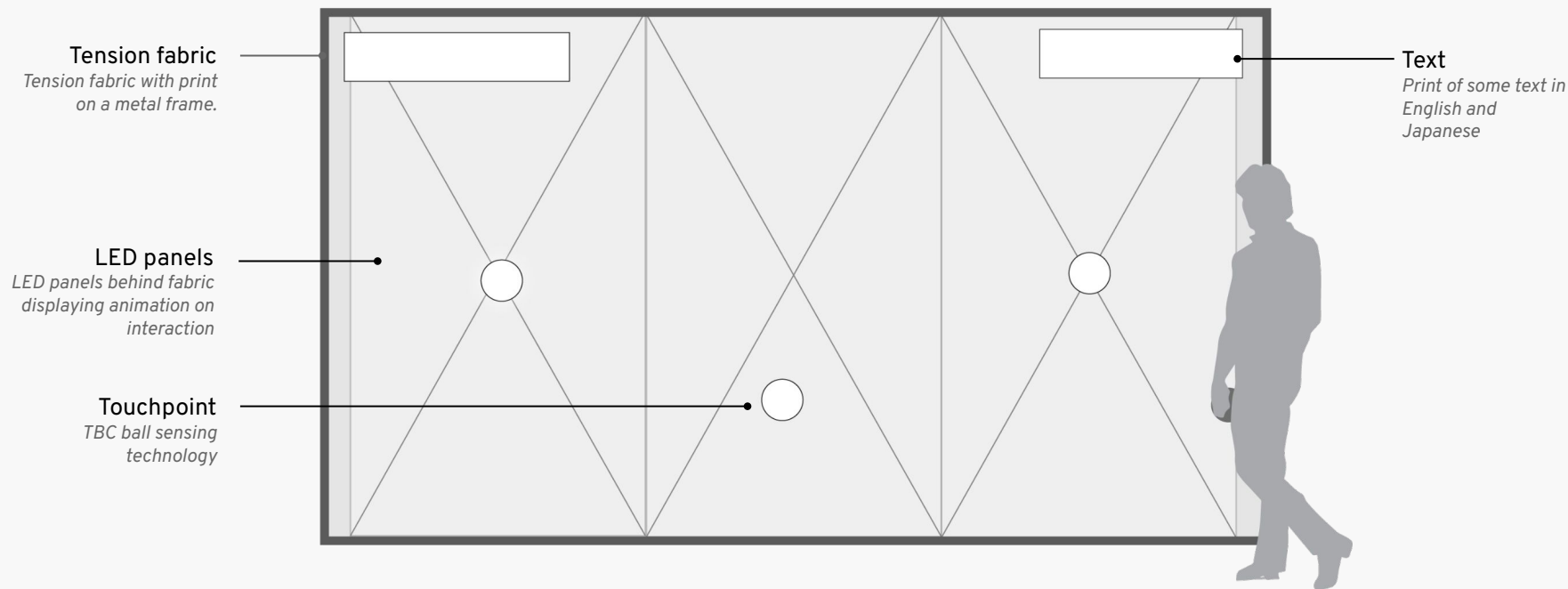


Title
*Title and subtext in
Japanese*

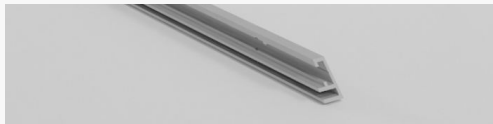
Content Example: Fire [Animating]



Overview



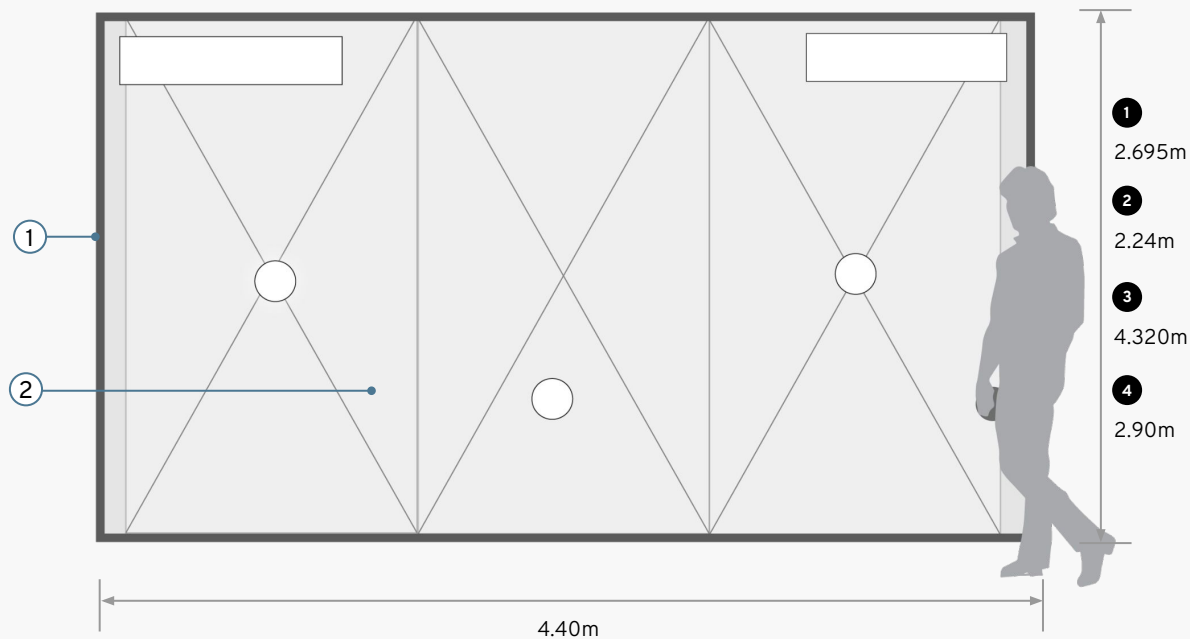
Dimensions & materials



1. Extruded Aluminum Frame



2. Tension fabric

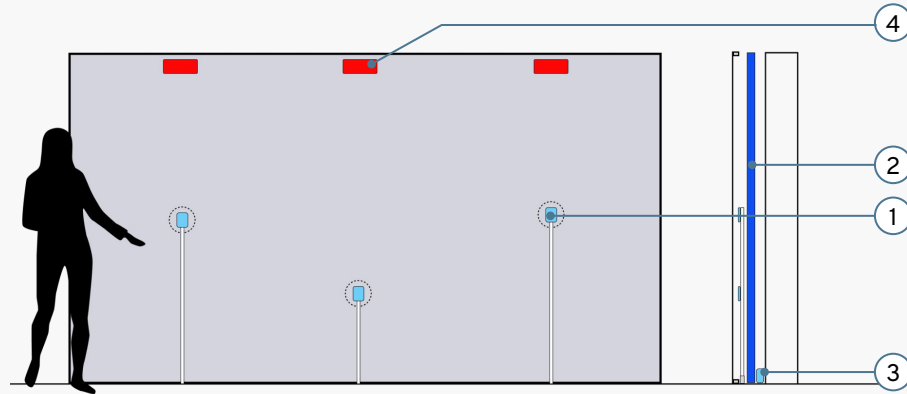


AVHW placement diagram

We will use an existing solution available on the market to tension the fabric across a frame. LED panels will be mounted behind the tensioned fabric.

Depending on sensing technology inside the balls, the sensors for detecting the balls for the touchpoints will either be located between the LED panel and tension fabric **or** will be hung on the wall in front of the panel.

Speakers will be mounted behind the fabric on the ceiling.



Front view & Section

1. Sensor touchpoint

Sensor that interacts with balls; if the ball comes close to the sensor the ball will change color and LED wall behind will play back a short animation

2. LED wall

Half-size LED wall 3.9 pixel pitch

3. NUC

Controller to receive NFC signal and playback animation.

NOTE: does NUC need special housing for outdoor install e.g. for humidity?

4. Speakers

One speaker per touchpoint to playback sound when triggered - Dante compatible

NOTE: can this amplifier be outside - humidity?

5. Server for media playback

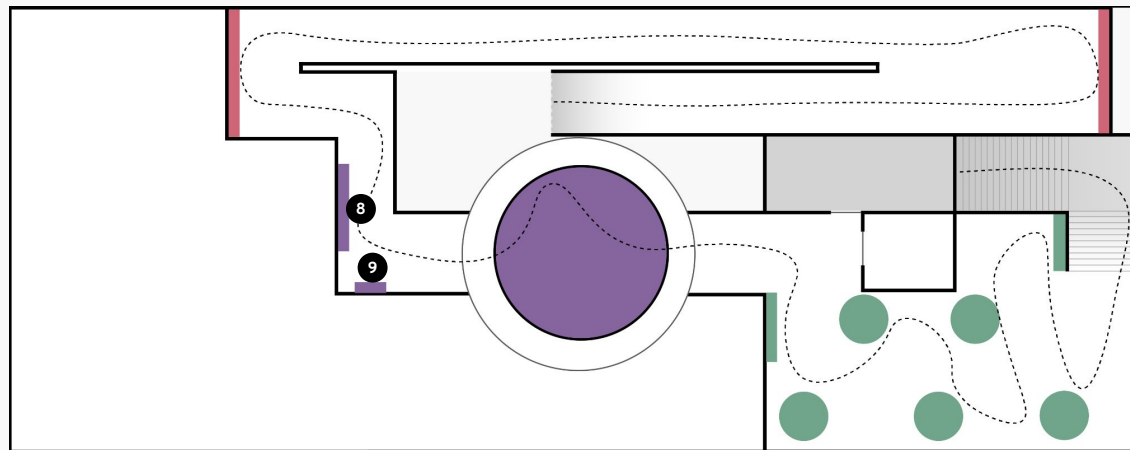
Watchout server to playback this content; but server has to be in server room because this it outdoors

EXPO 2025

A New Dawn Experience



9. Show intro



First floor



A New Dawn



SHOW INTRO

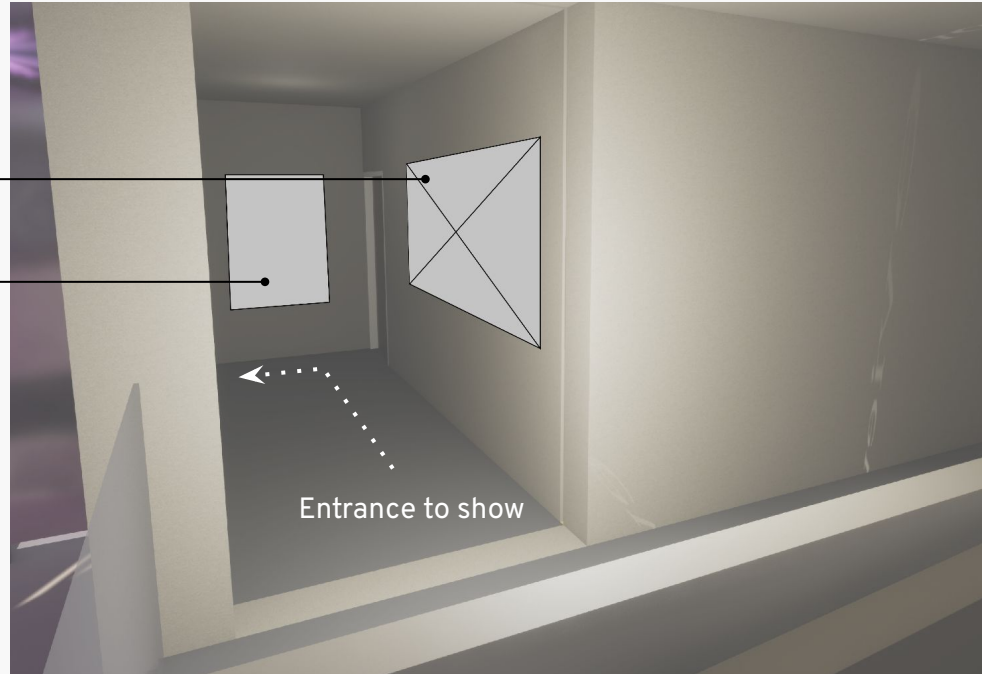
Overview

Monitor

Displays wait time for show

Quote

Quote on wall with vinyl

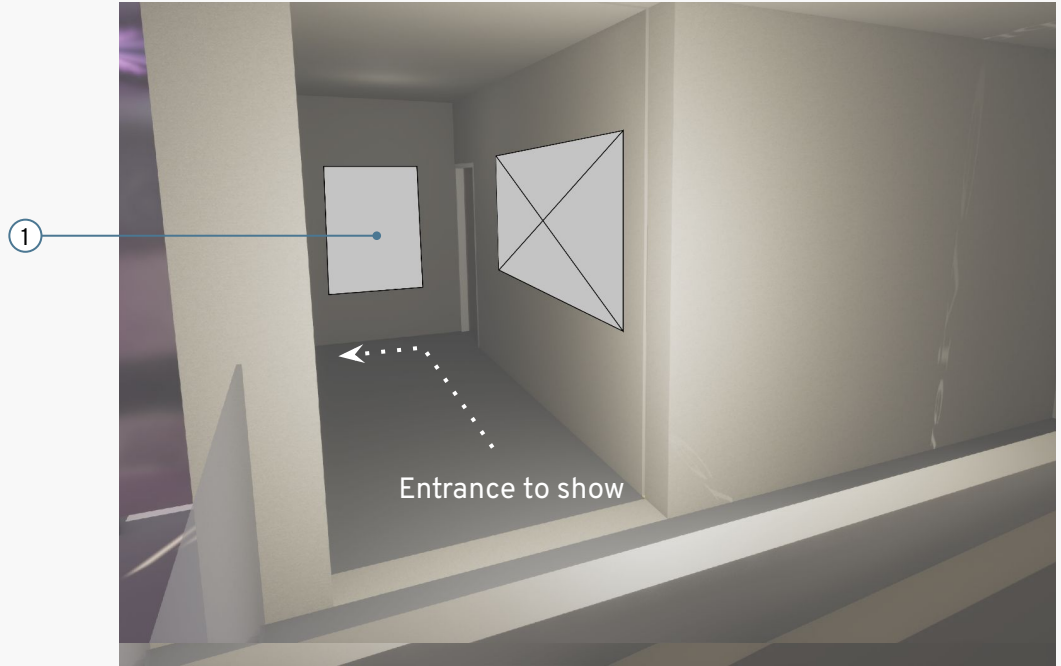


SHOW INTRO

Dimensions & materials

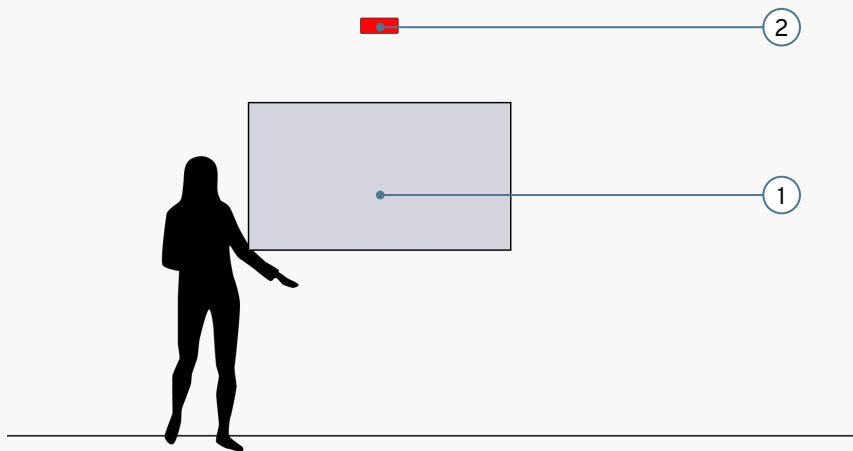


1. **Black Matte Vinyl** - For the wall quote



AVHW placement diagram

Front view & Section

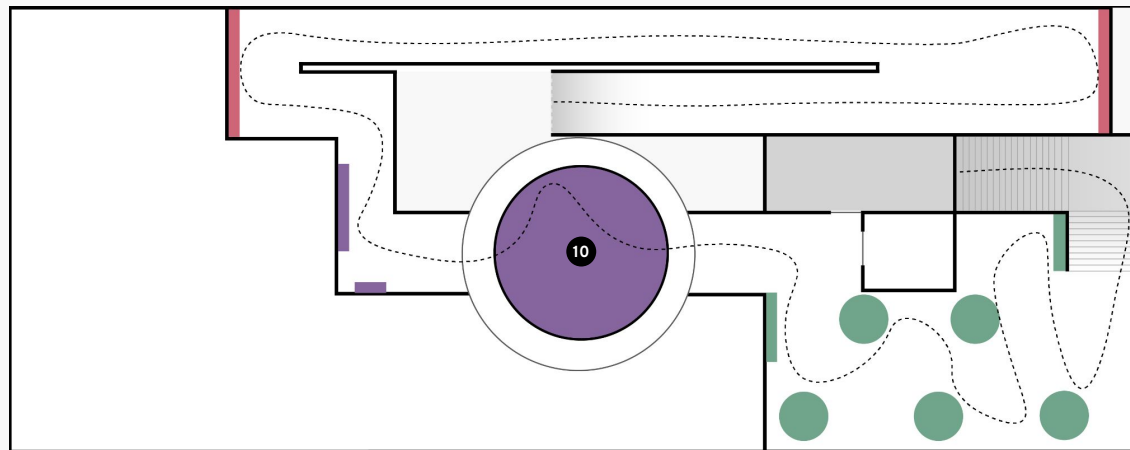


1. Monitor

To display queue timing

2. Speakers

Dante



A New Dawn

MAIN SHOW

Intent

Enter the grand sphere with your personal orb, where an immersive light show depicting the Netherlands unfolds. As everyone gathers, a visual spectacle with voiceover begins.

The show highlights groundbreaking innovations poised to transform the global energy landscape, with hydrogen as a central theme. Each innovation's journey from initial idea to invention is showcased, emphasizing the power of collective effort for global impact.

During the show, energy is symbolically generated by the visitors' presence, demonstrating our collective potential. This shared energy turns all orbs purple, uniting the visitors as part of a new energy era.



Indicative render. To be further developed during Detailed Design.





Indicative render. To be further developed during Detailed Design.

SHOW INTRO

Overview

Seating + Acoustic
Dampening

Provided by Cooloo



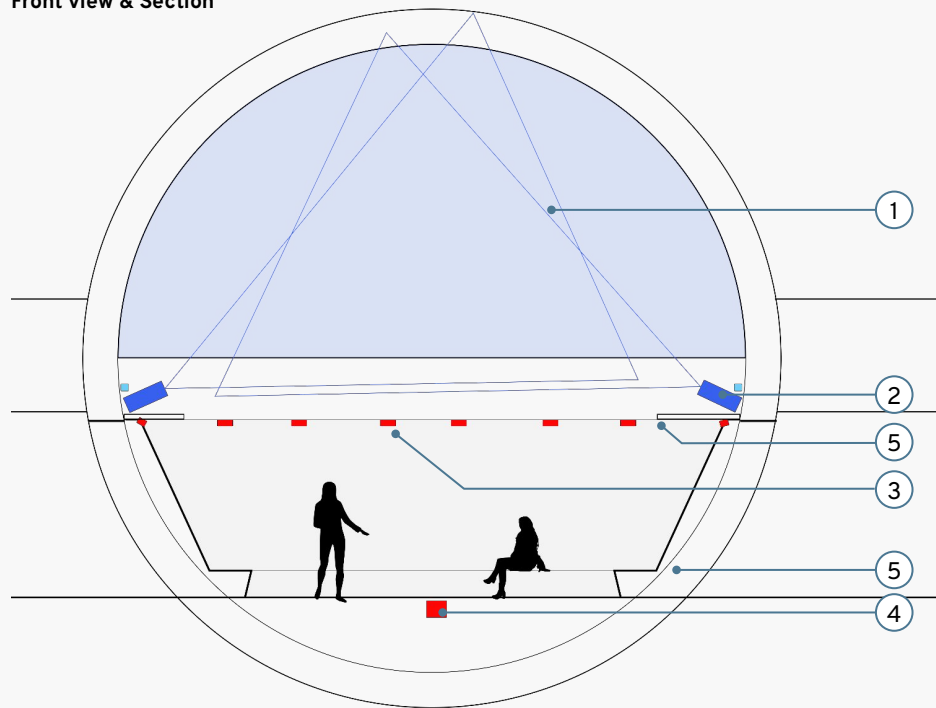
Half-dome projection.

A projection across half of the dome



AVHW placement diagram

Front view & Section



1. Projected surface screen

2. Projectors + HDMI over ethernet extenders

3. Speakers

Dante

4. Subwoofer

5. LED Strip & DMX Controller

Ambient light strip in top of couch and under couch for ambient surrounding light

Maintenance

The couch will need to be wiped daily. The Cooloo coatings on the couch are waterproof and durable. They can be sanitized using green soap and a warm damp washcloth.

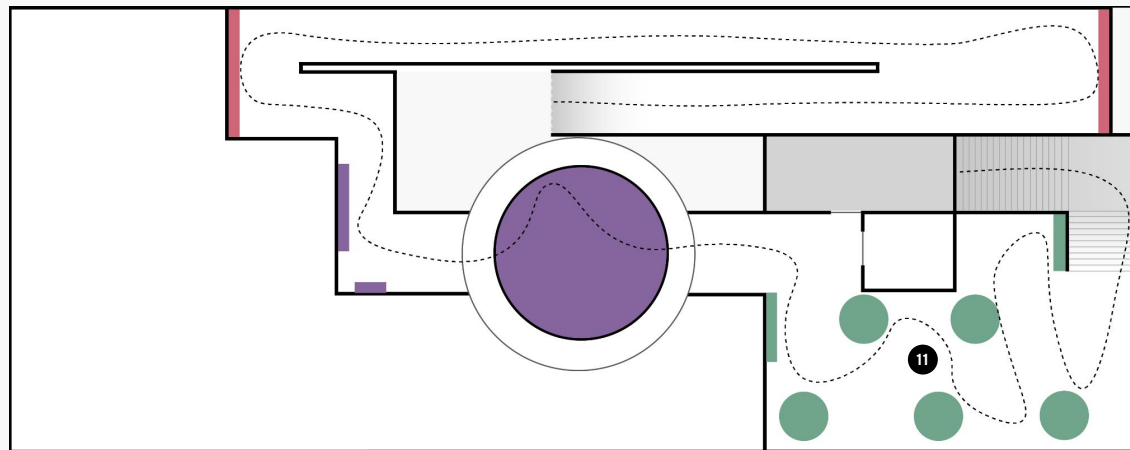


EXPO 2025

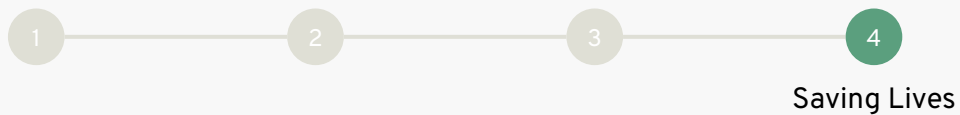
Saving Lives Experience



11. Interactive Panels

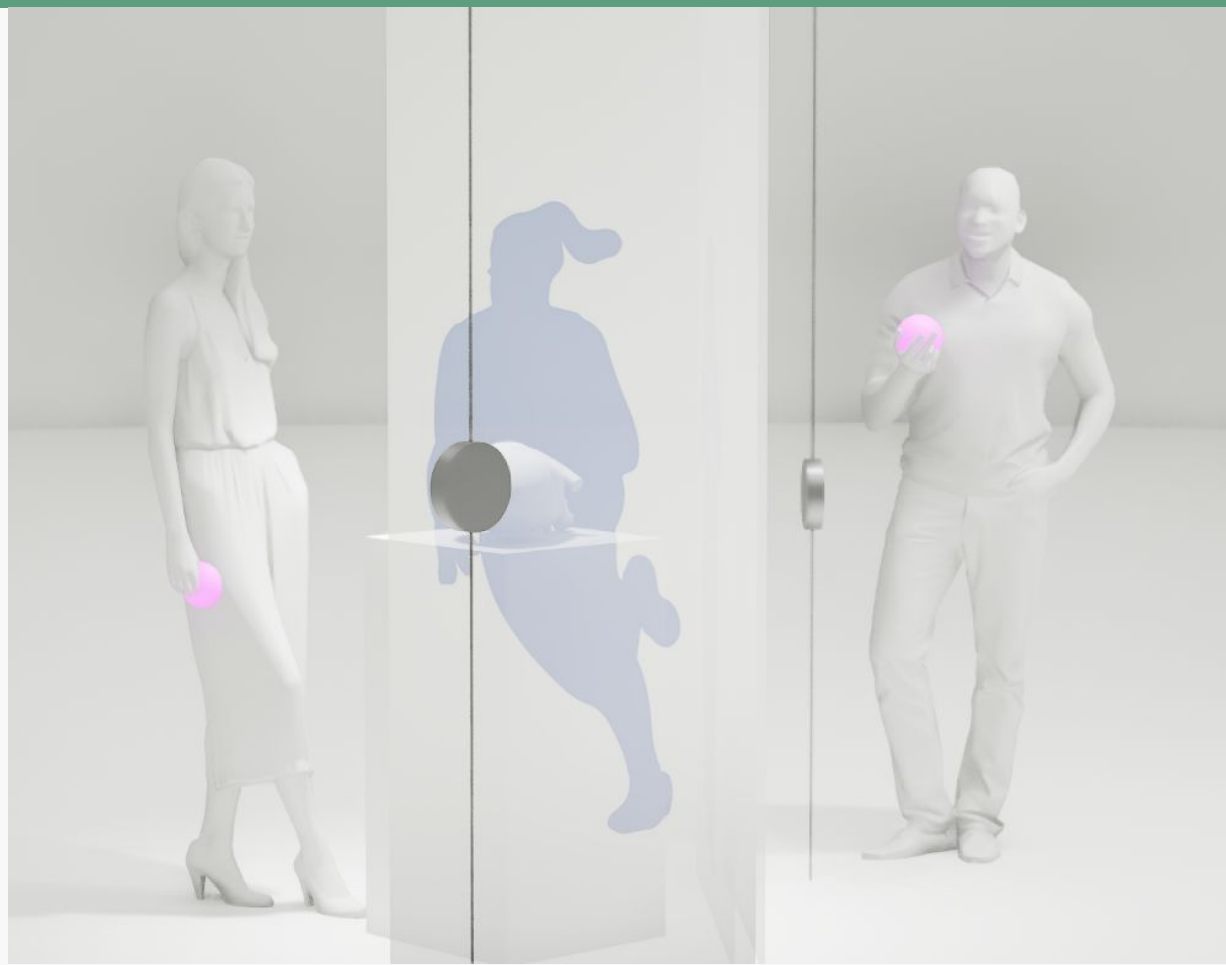


First floor



Intent

The interactive panels show 5 innovations within the 5 defined themes. Each innovation is explained through illustrations that explain the impact these innovations have to daily life. A physical representation is shown in front of the panel alongside wall text that explains the innovation further. Two interactive touchpoints are located by each of the innovation exhibition areas.



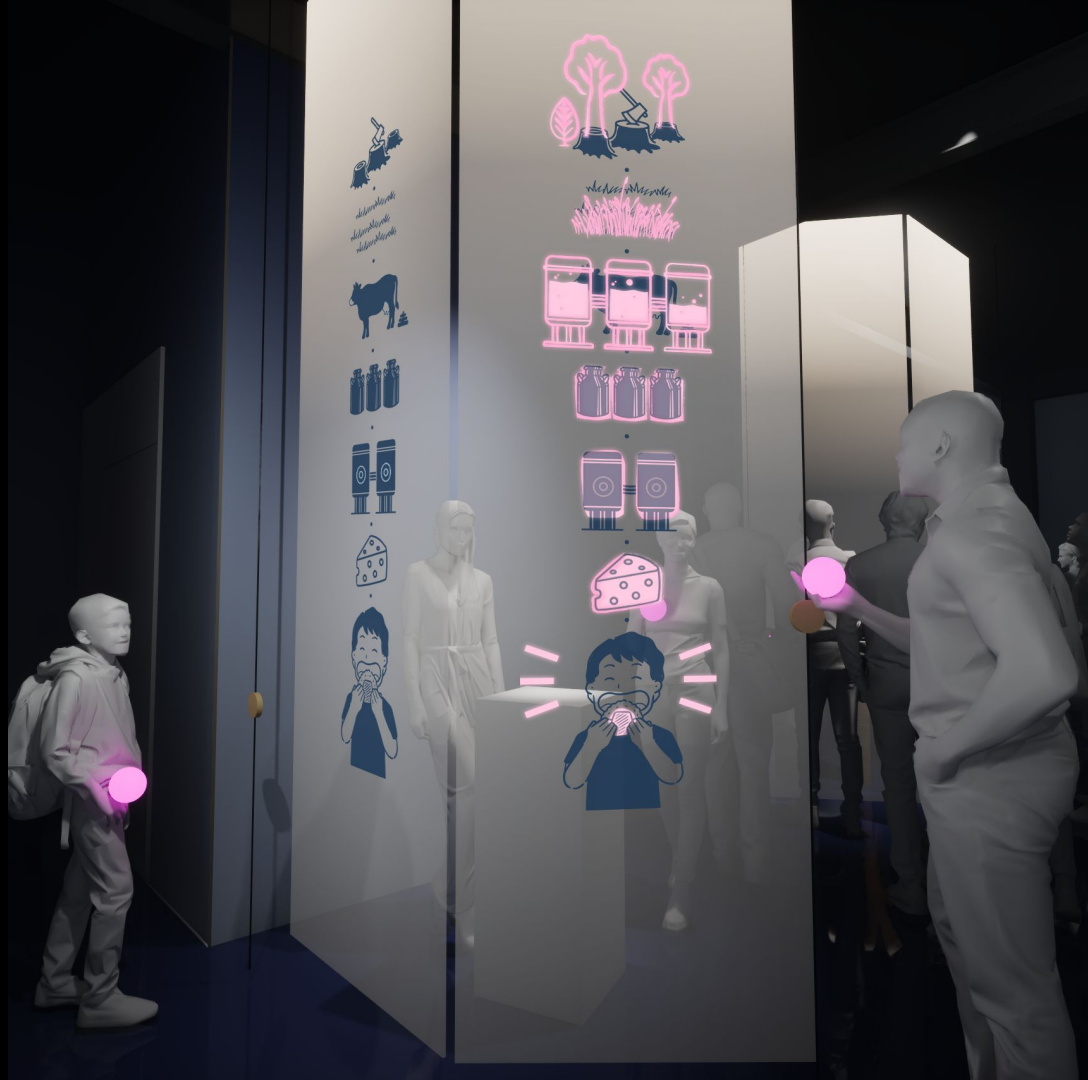


de la granja
de la granja
de la granja

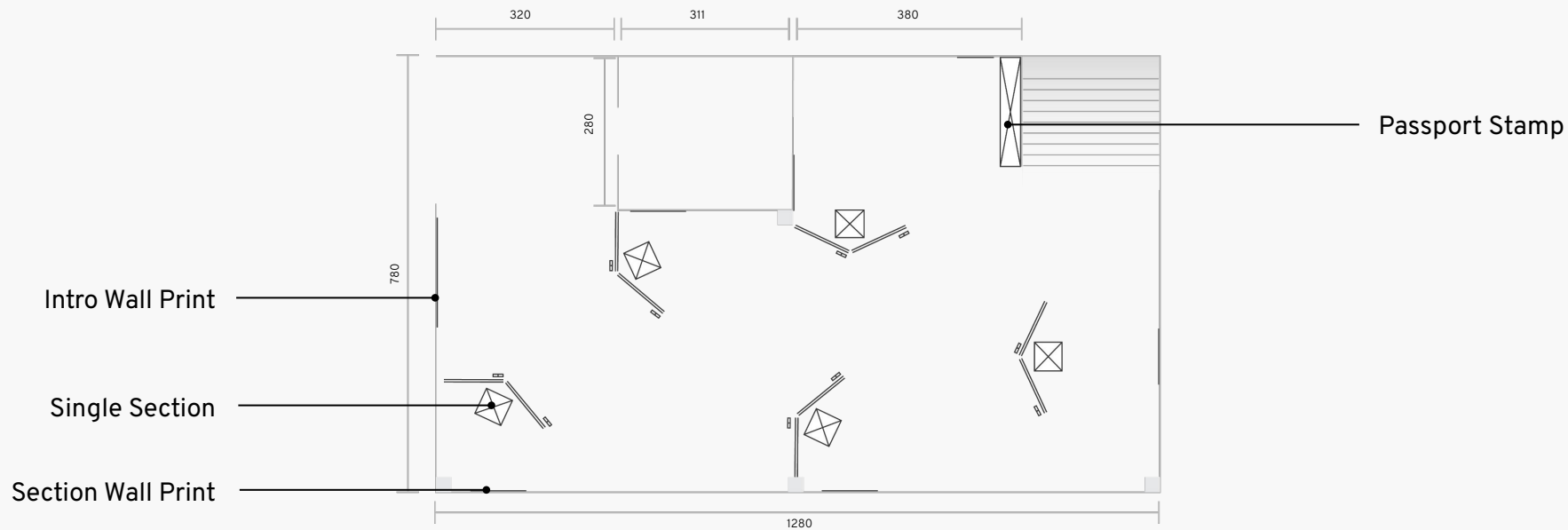


de la granja
de la granja
de la granja

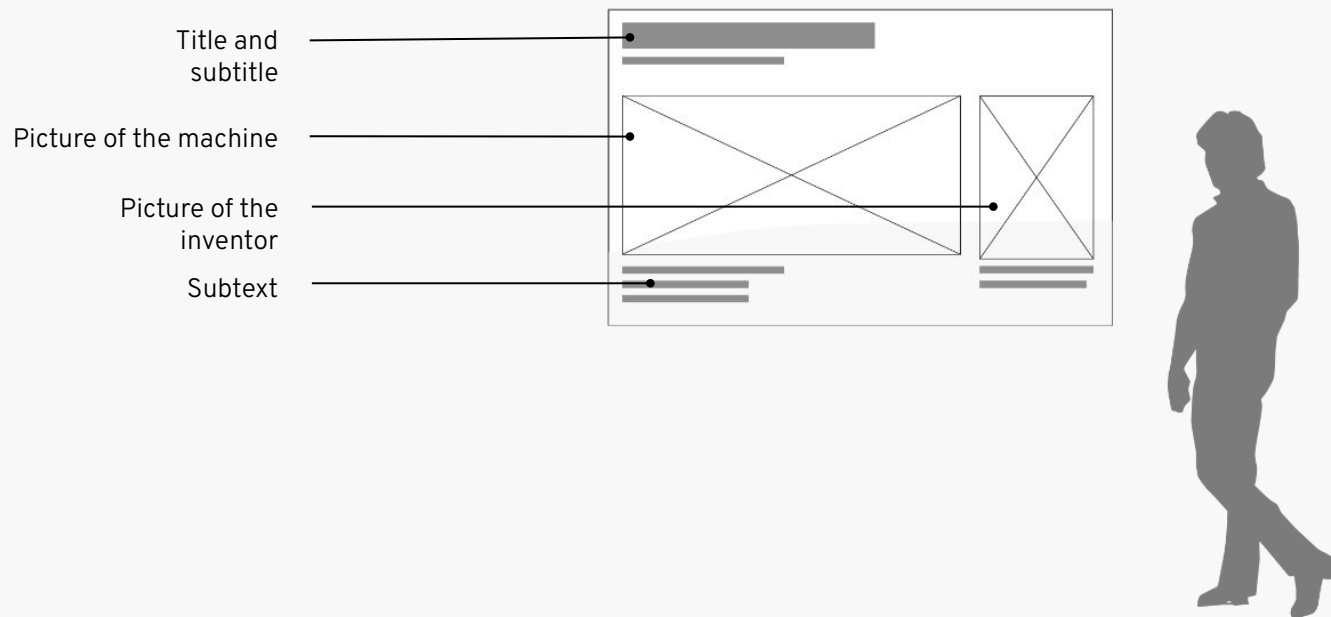




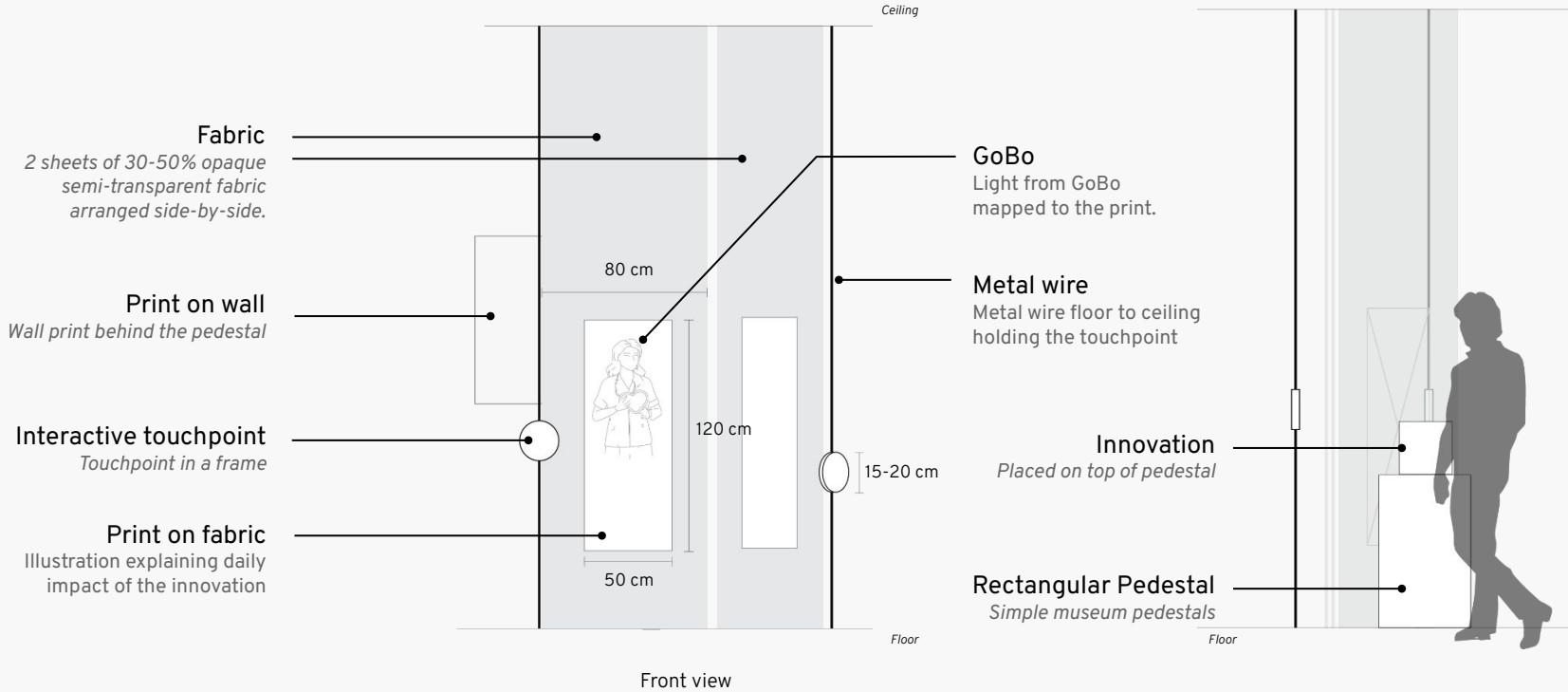
Spatial layout



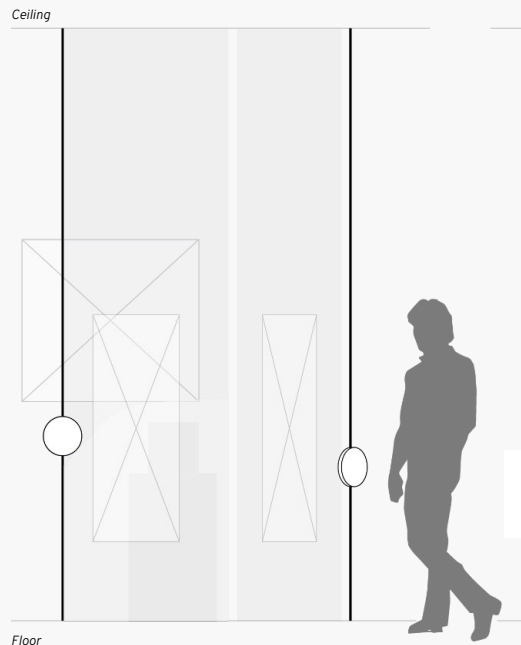
Intro wall print



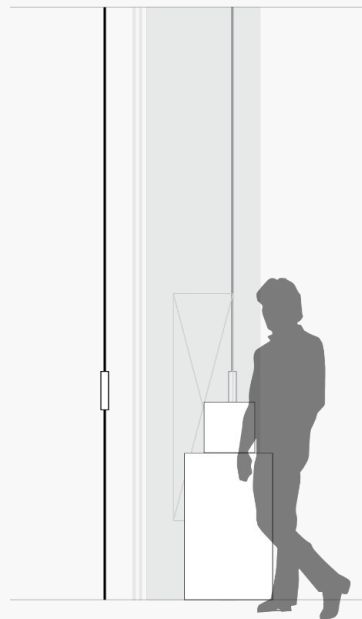
One section



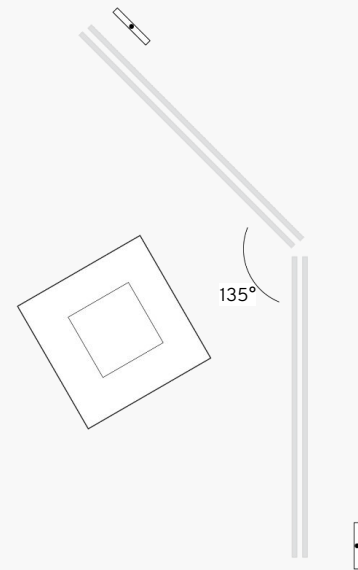
One section



Front view



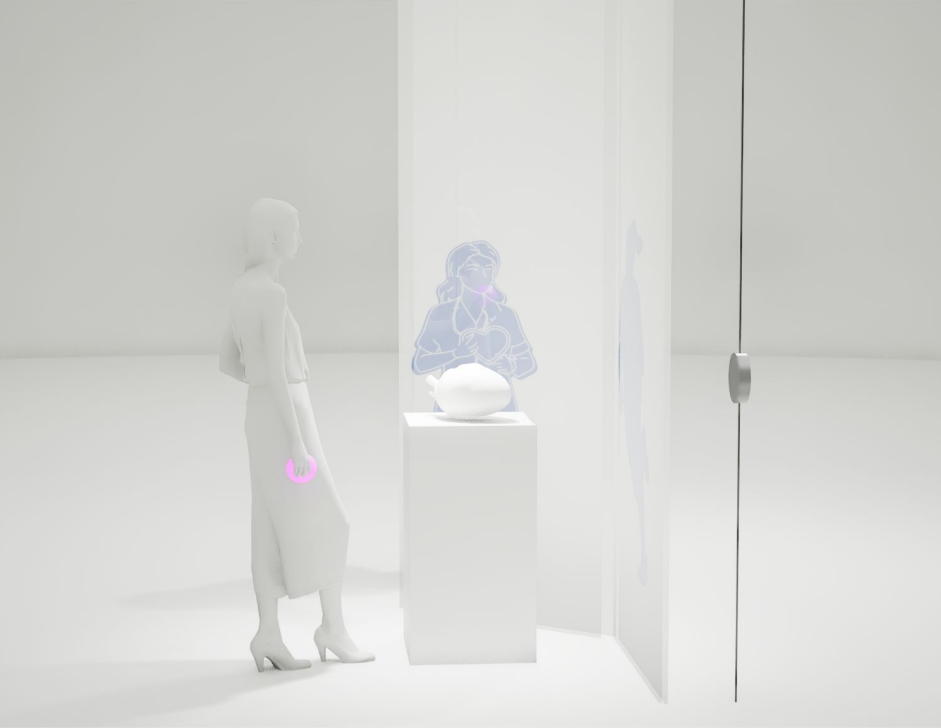
Right view



Top view



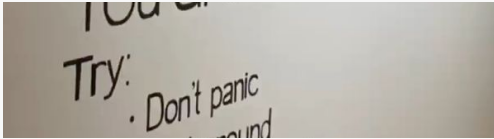
Render of Spatial Layout - Single Section



Fabric Panel Material



1. Fabric panel - 30-50% transparency



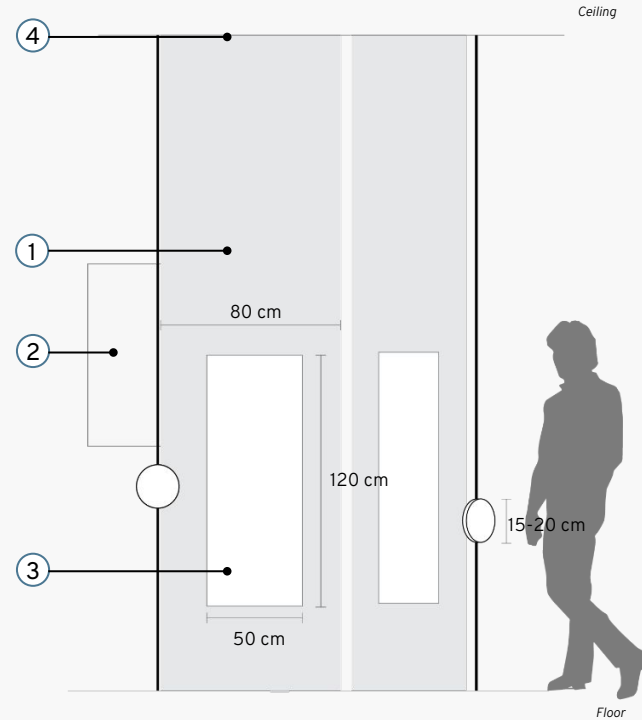
2. Black Matte Vinyl Wall Text- Applied to wall



3. Fabric Print - Print directly on fabric panel



4. Powder Coated Aluminum Frame- Color matched to the fabric panel



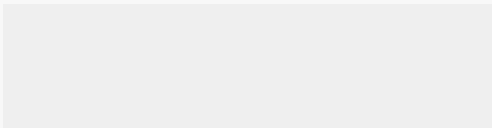
Dimensions & materials - pedestal



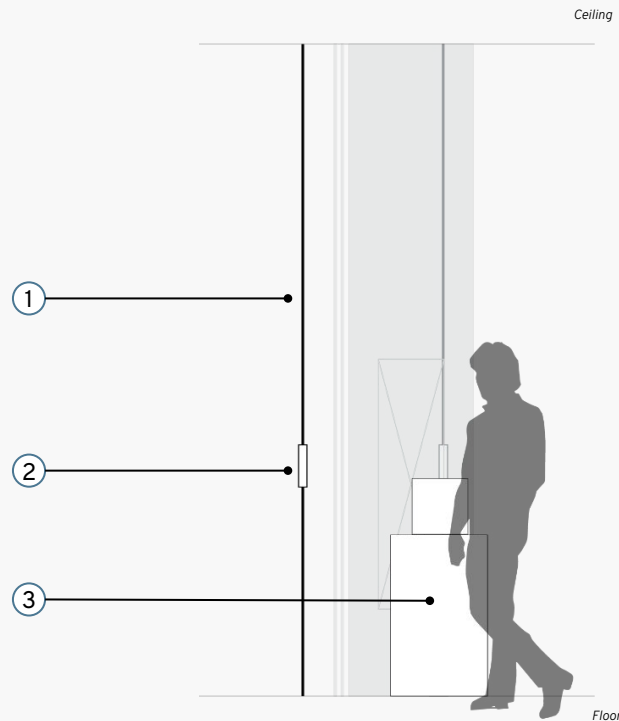
1. Steel Wire



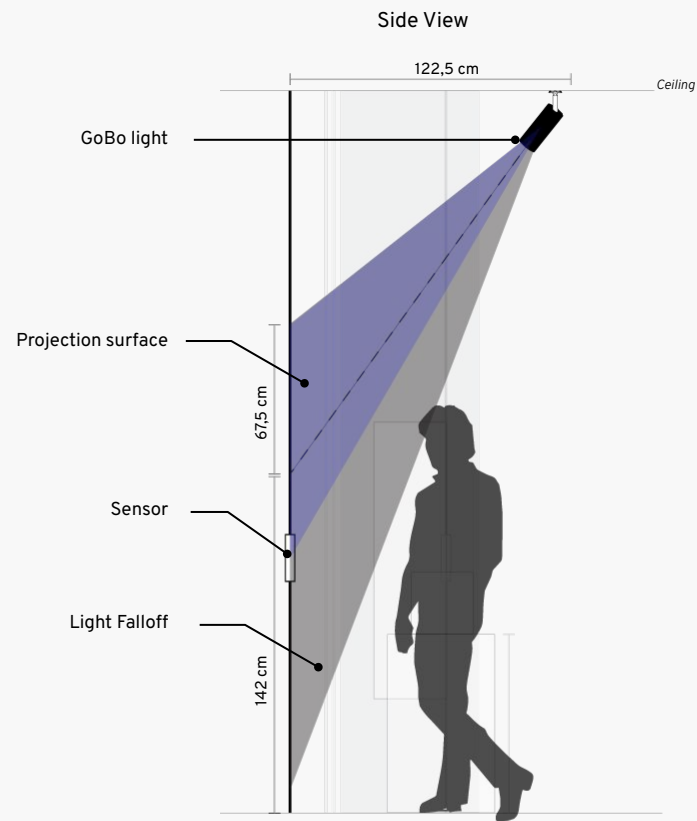
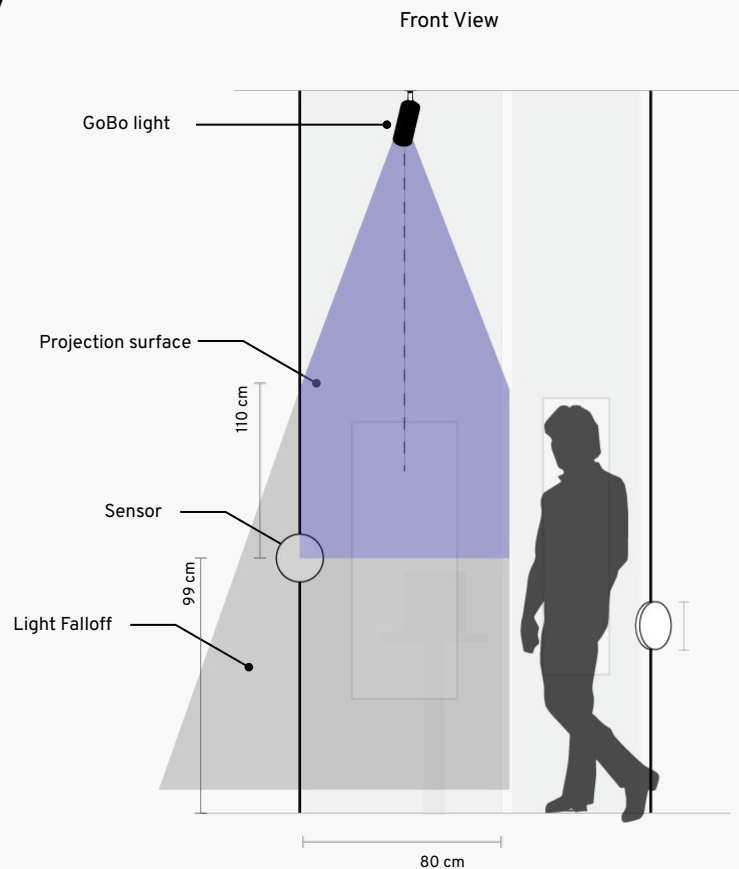
2. Matte Lacquered MDF - COLOR TBD



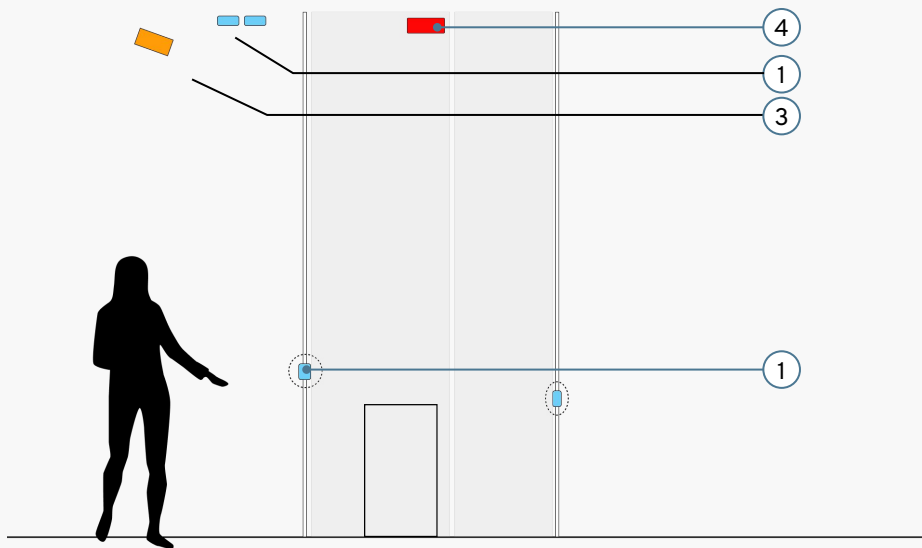
3. 5% Grey Painted Wood Plinth Pedestal



Technology



Front view & Section



1. Sensor touchpoint

Sensor that interacts with balls; if the ball comes close to the sensor the ball will change color and the gobo light will trigger on.

2. NUC or DMX controller

3. Gobo DMX light

Power supply for the LED strip

4. Speaker

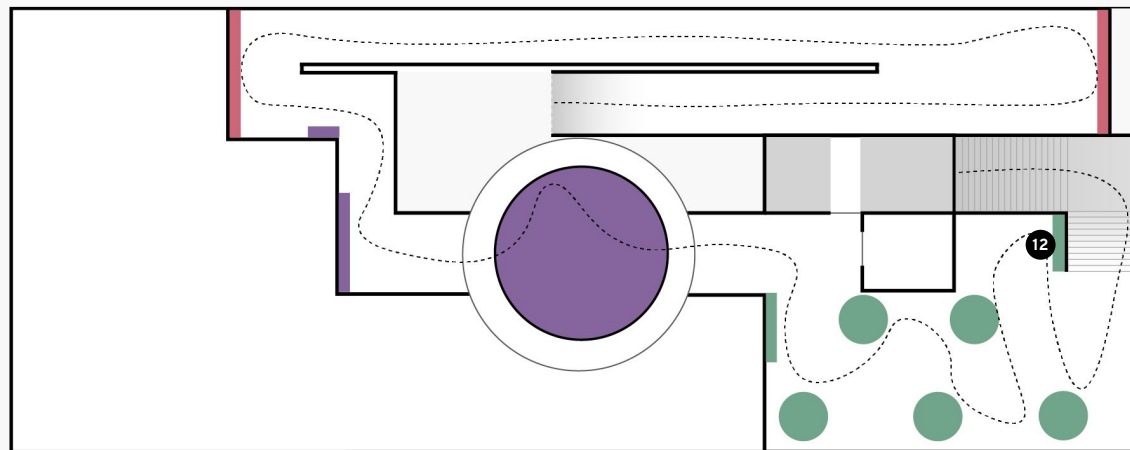
Maintenance

The maintenance required for the artifacts will be defined when we know the artifact items themselves.

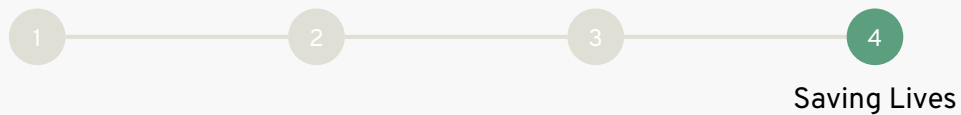
Interactive touch points will need to be wiped and sanitized daily with a metal-safe cleaner.



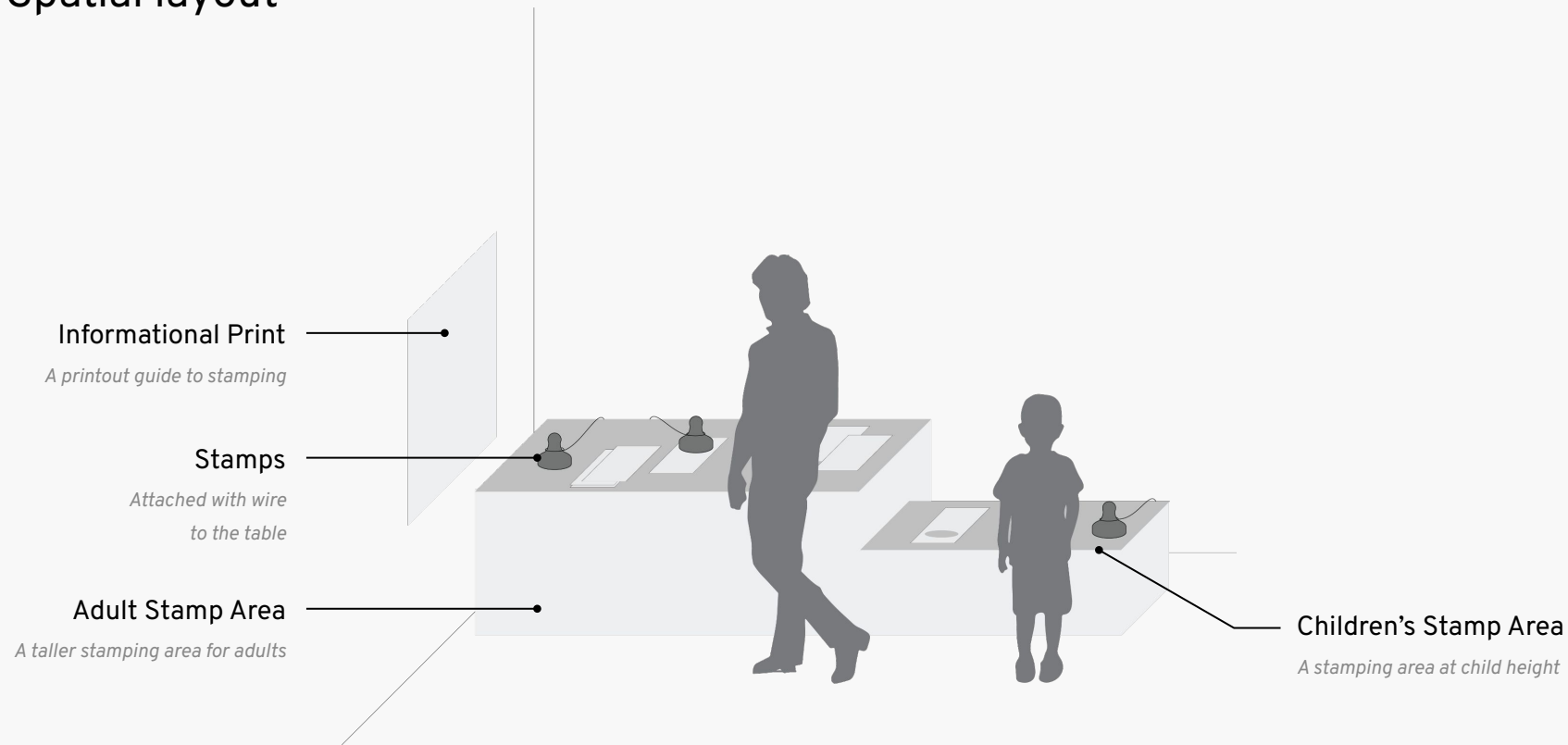
12. Passport stamp



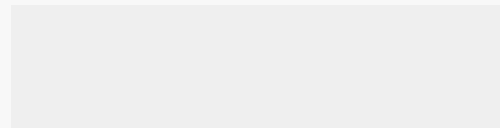
First floor



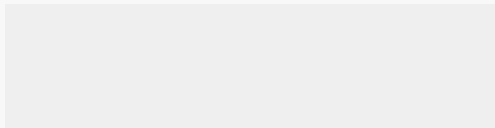
Spatial layout



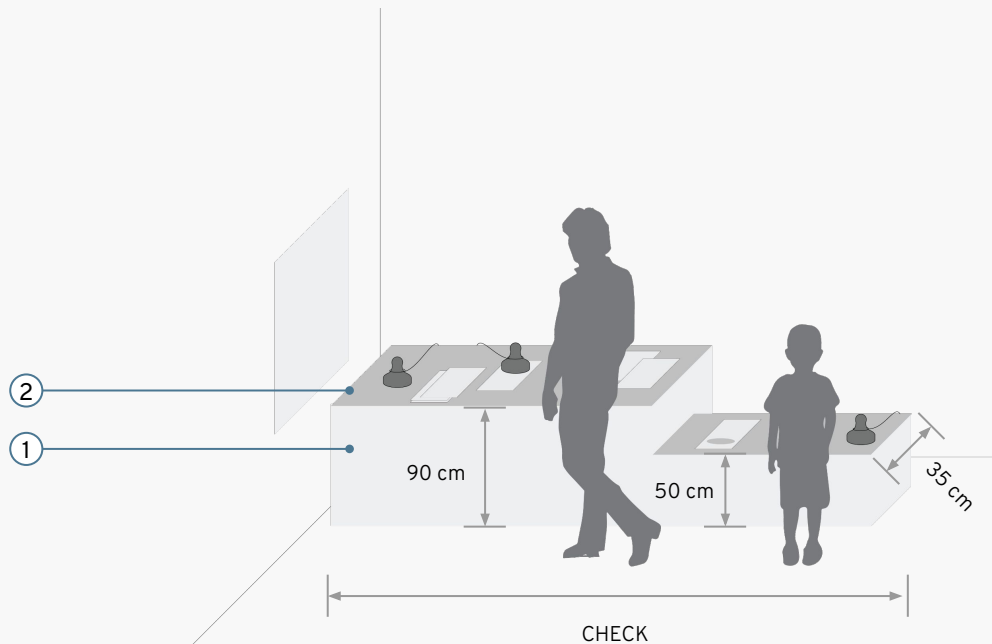
Dimensions & materials



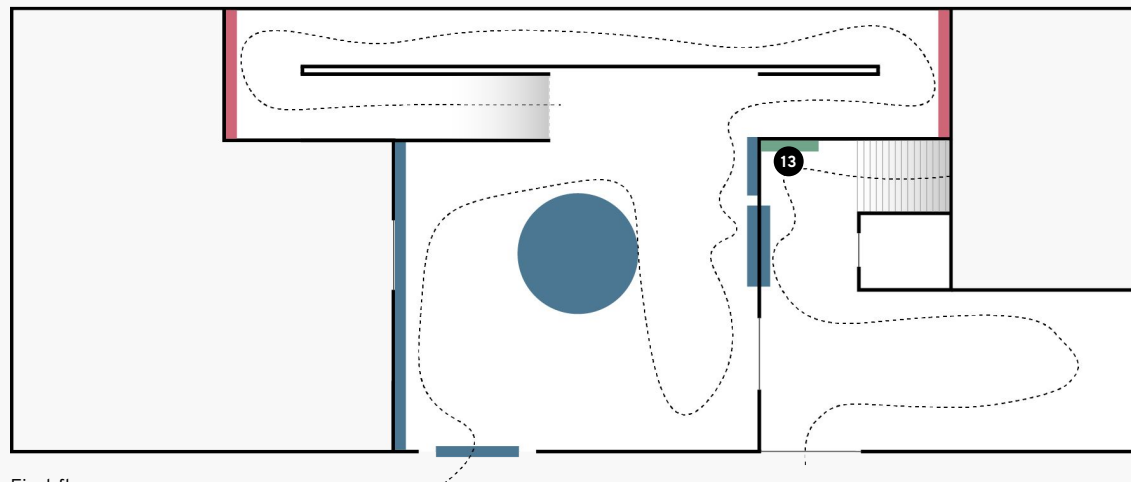
1. 15% Grey Painted Wood



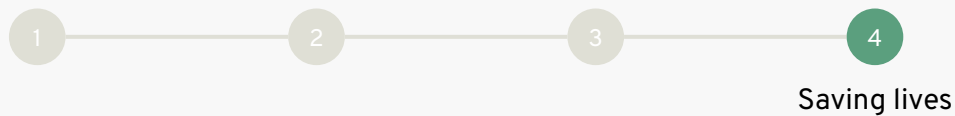
2. Wipeable Finish



13. Sponsor wall



First floor



SPONSOR WALL

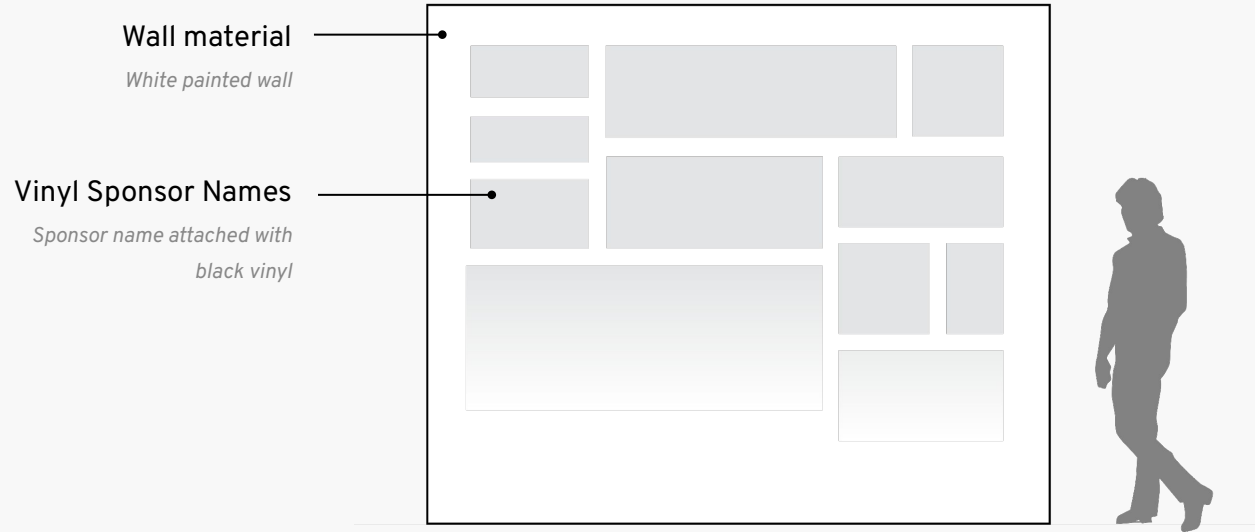
Intent

The sponsor wall lists all the sponsors for the pavilion in black matte vinyl adhered directly to the white wall.



Indicative render. To be further developed during Detailed Design.

Spatial layout



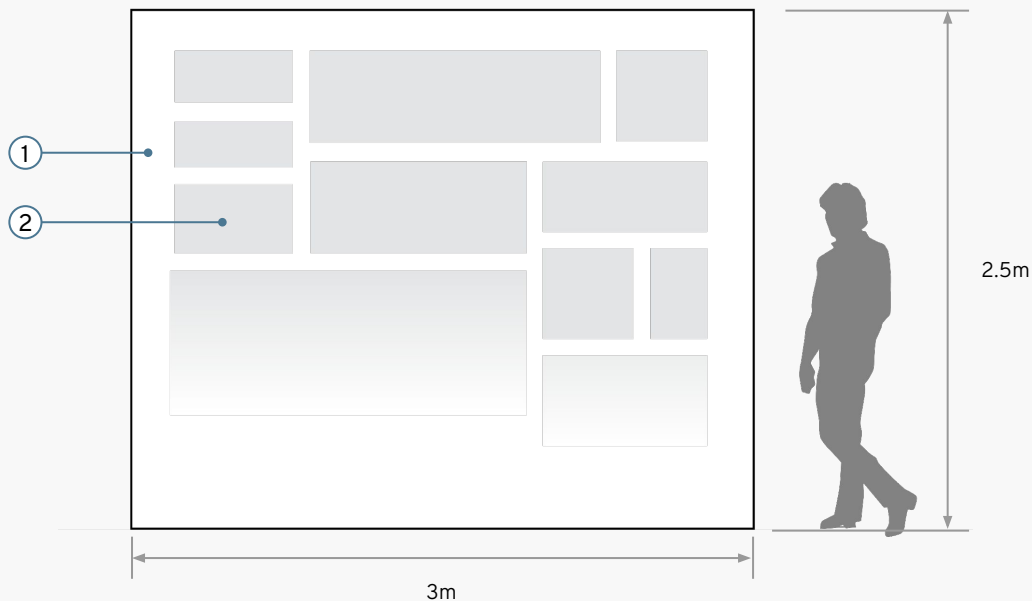
Dimensions & materials



1. White Painted Wall



2. Black Matte Vinyl - For the sponsor names/logos



EXPO 2025

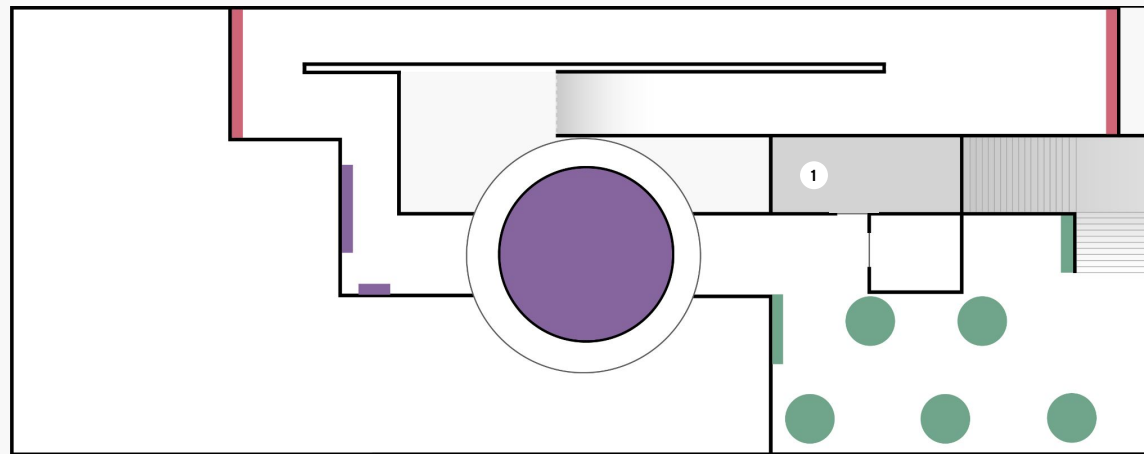
Back of House



BACK OF HOUSE

Back of House Location

1 Back of house



First floor



Ball Storage/Charging & Server Rack Area

Ball Storage & Charging

Area for charging and storing balls

2.3m



6.4m

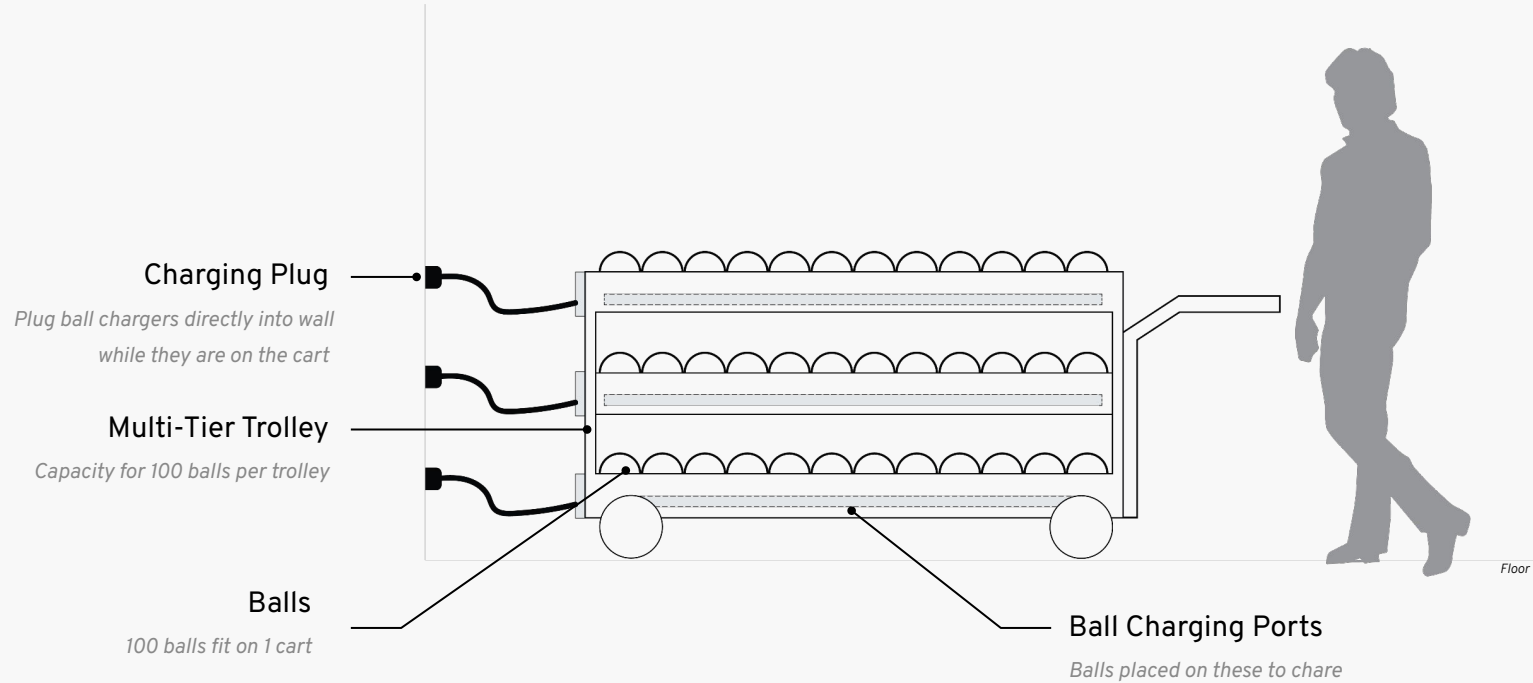
Server Racks

4-5 server racks of 48cm width fit in this space.



BACK OF HOUSE

Ball Storage/Charging System



Maintenance & Charging Protocol

The balls will need to be swapped with fully charged balls twice per day by use of a cart. The balls that are not charged will be loaded on the cart to move to the back of house charging area. This ensures that there is always a surplus of charged balls and all balls used by the guests are newly charged.



EXPO 2025

Hosts



HOST

Crowd control hosts

In the pavilion 9 hosts are needed for crowd control/visitor flow. Operation management company will detail this further. Additional hosts can be present to provide visitors with more information.

The Welcomer (x1): Welcomes guests into the pavilion.

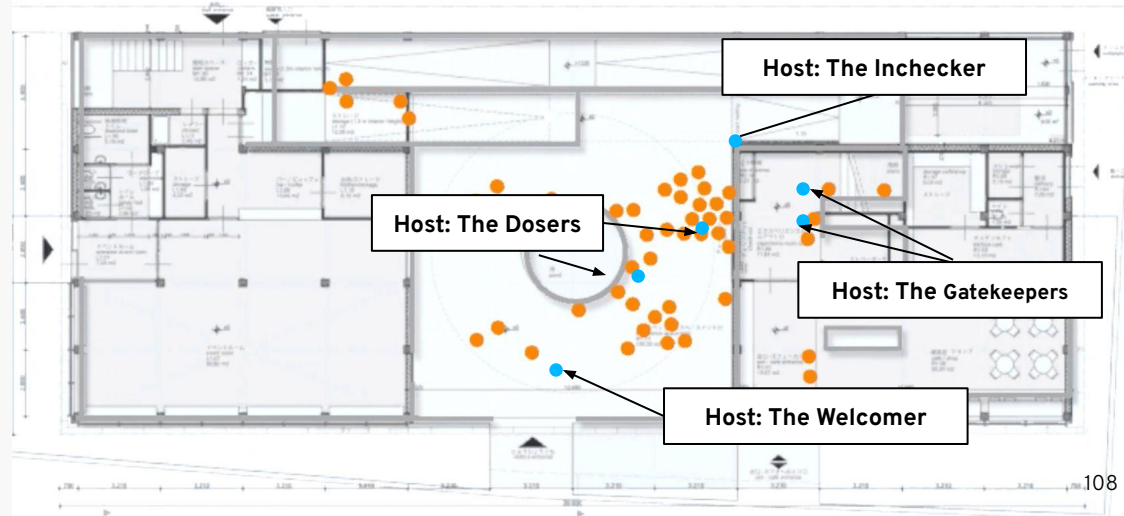
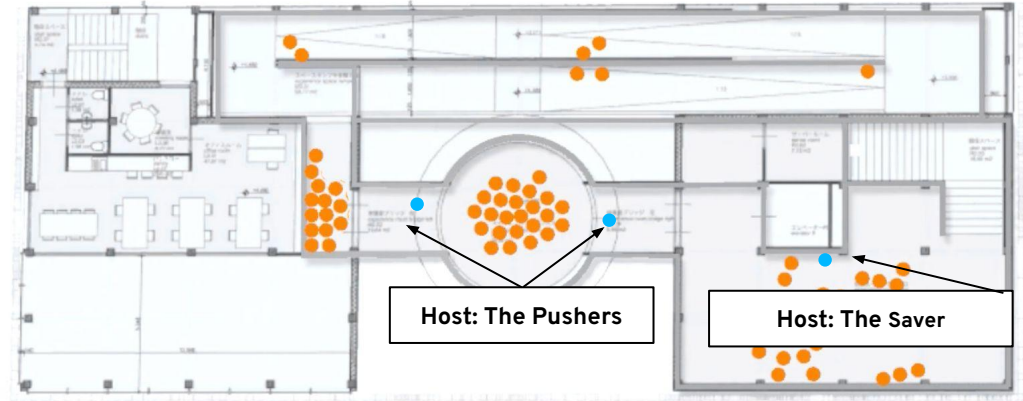
The Dosers (x2): Their task is to queue people to take their personal ball.

The Inchecker (x1): Makes sure visitors check in their personal ball to assure they understand it's working.

The Pushers (x2): Their task is to make sure the people are leaving and entering the main experience safely and in time.

The Saver (x1): Their task is to provide context to the exhibits in Saving Lives

The Gatekeepers (x2): Their task is to make sure everybody hands in their ball, sanitize, stamp the passports, and direct people towards the exit.





An international design studio