



Creature Quest

# Creature Quest



**Davis**  
CALIFORNIA



**UC DAVIS**  
DEPARTMENT OF DESIGN

**YOLO-SOLANO**  
AIR QUALITY MANAGEMENT DISTRICT

DES 187: SQ25



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# Mission & Goals

**Mission statement:** To craft a memorable and interactive bike scavenger hunt for the City of Davis; to educate, engage, and entertain participants.

## Main goals:

- Make it memorable, interactive, and fun
- Feature an educational element at each clue stop

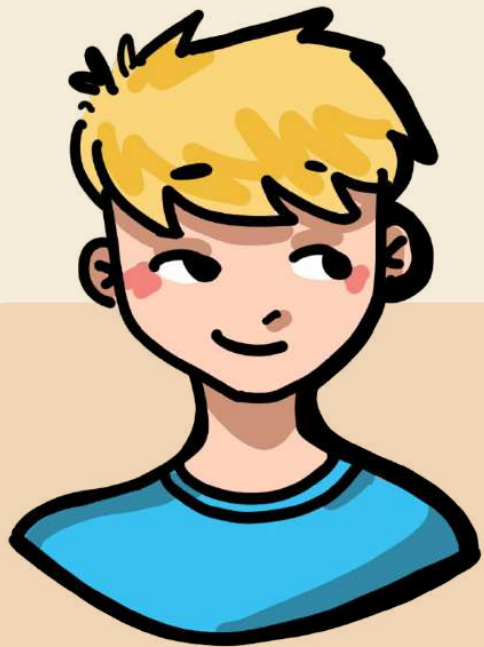
## Design goals:

- Ensure that the route and clues are easy to follow
- Organize all information in both a visually appealing and logically structured way
- Ensure each station is designed at a high technical level and provides an immersive experience for participants

## Story:

“**Hear Ye Hear Ye!** Generations ago, the animal kingdom of Davis fell apart; The animal houses scattered, forever hidden from each other. Peace and unity must once again be forged between the animal houses, so the King has tasked you to find each of the seven animal houses, learn and aid them to gain their trust and their stamp of peace. Only once all seven houses are united will the Davis animals live in harmony once more. You will receive clues of their whereabouts, and be guided by Sylvester, a squire on the King’s court.





## Joey, 9 years old

Joey is a curious and adventurous 4th grader who loves biking with his family and friends. He loves reptiles, and has a pet turtle that he adores more than anything.



## Sonia, 34 years old

Sonia is a stay-at-home mom who has three young children. She is always busy, and wants her children to experience a fun, educational weekend activity.



## Amiah, 20 years old

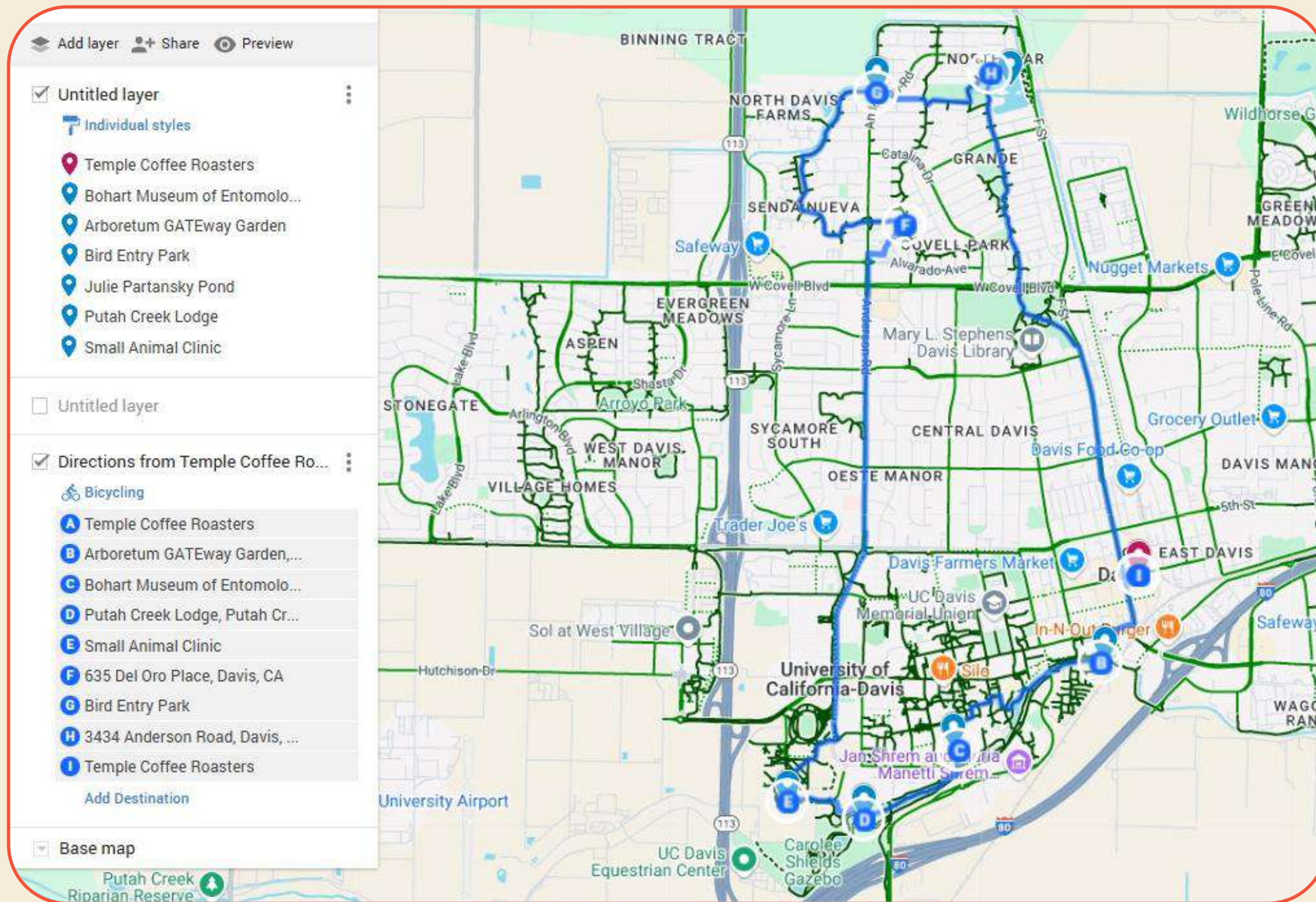
Amiah is a third-year engineering student at UC Davis. She and her friend group are always in search of ways to explore Davis and take a break from studying.



## Henry, 55 years old

Henry is a business owner in Downtown Davis. He bikes to and from work everyday, and loves to get involved in the community as part of the Davis Bike Club.





## Bike Loop

9.1 miles, around  
48 minutes to bike  
the whole loop  
without stopping  
and 1 hour 23  
minutes with 5  
minutes allotted  
per stop



# Graphic Identity





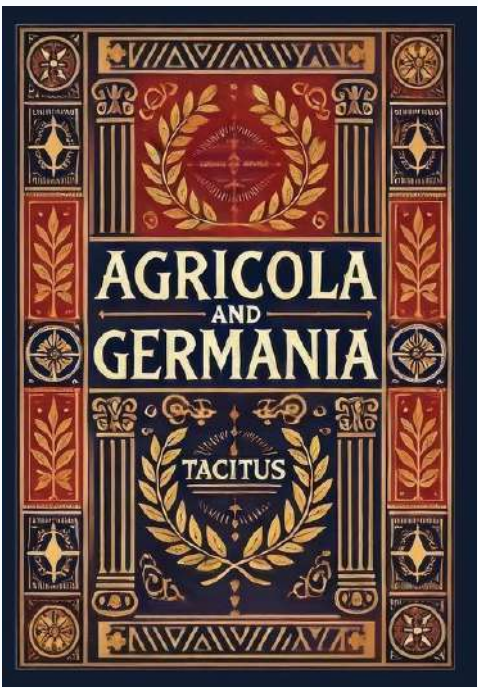
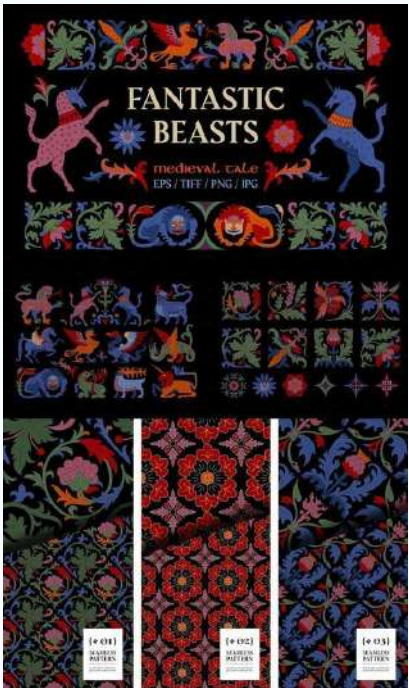
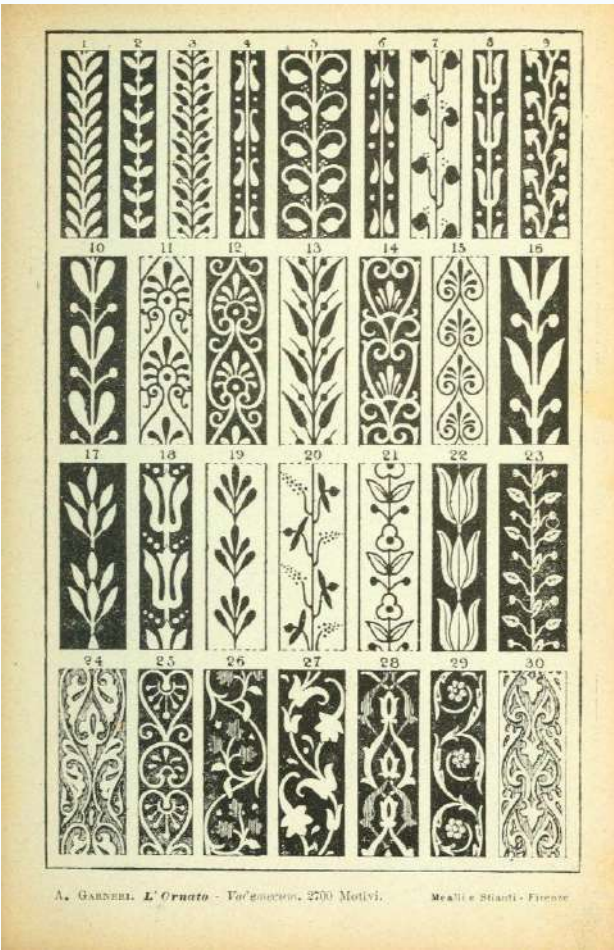
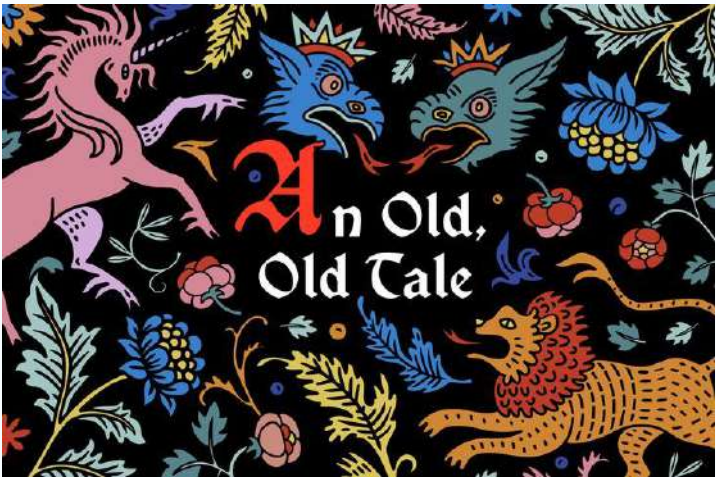
## MEDIEVAL DYES

BOG MYRTLE	GALLNUTS
SILVERWEED	WALLNUTS
GORSE FLOWER	OAK BARK
REED FLOWER	BUCKTHORN
HAWTHORN LEAF	WELD
NETTLE LEAF	MADDER
COLTS FOOT	MADDER & APPLE
IRIS ROOT	TANSY
ACORN	WOAD & WELD
WOAD	OREGANO, MALT, & APPLE
GALLNUTS & IRON	





# Pattern Exploration





## Dutch Mediaeval

Designed by [Hans van Maanen](#). From [Canada Type](#).



## Ode

Designed by [Martin Wenzel](#). From [supertype](#).



## Metamorphous

Designed by [James Grieshaber](#)

Appearance — Medieval Feeling — Artistic Feeling — Sincere

Whereas disregard and contempt for human rights have resulted

WELKOM IN NEDERLAND  
**16.4 million inhabitants**  
*Amstel, Delft & Texel*

The area that is now the Netherlands was inhabited by humans at least 37,000 years ago, as attested by flint discovered in Woerden in 2010. In 2009 a fragment of a 50,000-year-old Neanderthal skull was found in sand dredged from the North Sea floor off the coast of Zeeland. During the last ice age, the Netherlands had a tundra climate with scarce vegetation and the inhabitants were hunter-gatherers. After the end of the ice age, various prehistoric groups inhabited the area. It is known that around 8000 BC a Mesolithic tribe resided near Buren (Friesland). Another group residing elsewhere in the area was the

## Type + Color Ideas

### Typography

Aa

Elmhurst - Regular (Adobe)  
ABCDEFGHIJKLMNOPQRSTUVWXYZ  
abcdefghijklmnopqrstuvwxyz  
1234567890

Aa

Dutch Mediaeval Pro (Adobe)  
ABCDEFGHIJKLMNOPQRSTUVWXYZ  
abcdefghijklmnopqrstuvwxyz  
1234567890

### Color Schemes



#1



#2



#3

Mara Alegria | DES 187

## Pictogram Ideas



use actual arrows for arrow signs



use old english for bathroom

Heavy Gothik by [imagex](#)

Creature Quest

Manuskript Gotisch

Creature Quest

Luminados Fraktur by [Mof24](#)

Creature Quest

California Sun by [Kong Font](#)

Creature Quest

Germanika by [Billy Argei Fonts](#)

Creature Quest

Deutsche Zierschrift by [Dieter Steffmann](#)

Creature Quest

Warsuck by [Arterlak Project](#)

Creature Quest

Middle Ages by [Måns Grebäck](#)

Creature Quest

Gregorian FLF by [Casady & Greene](#)

Creature Quest



## Cardinal Alternate

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z  
 a b c d e f g h i j k l m n o p q r s t u v w x y z  
 1 2 3 4 5 6 7 8 9 0

## Metamorphous:

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z  
 a b c d e f g h i j k l m n o p q r s t u v w x y z  
 1 2 3 4 5 6 7 8 9 0

Aa Bb Cc Dd Ee Ff Gg Hh Ii Jj Kk Ll Mm Nn Oo Pp Qq Rr Ss Tt Uu Vv Ww Xx Yy Zz  
 1 2 3 4 5 6 7 8 9 0

Aa Bb Cc Dd Ee Ff Gg Hh Ii Jj Kk Ll Mm Nn Oo Pp Qq Rr Ss Tt Uu Vv Ww Xx Yy Zz  
 1 2 3 4 5 6 7 8 9 0



## Brand Identity:

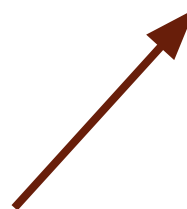
- Colors
- Fonts
- Logo
- Pictograms
- Protagonist
- Mood Board







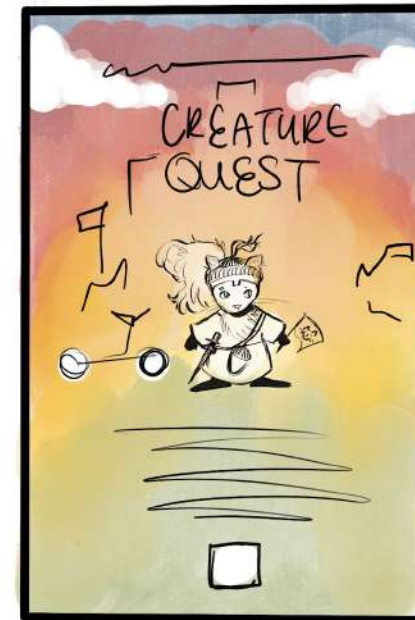








SCROLL



SUNSET



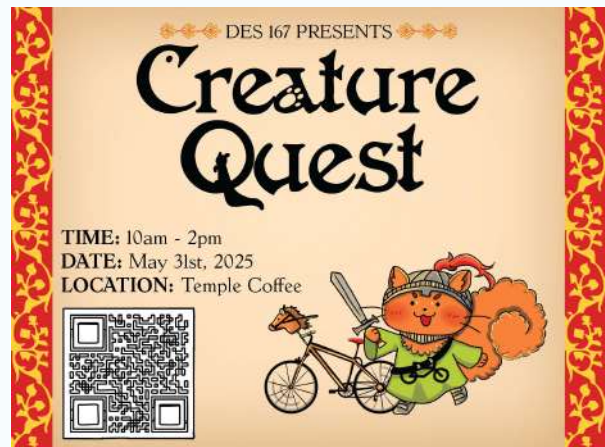
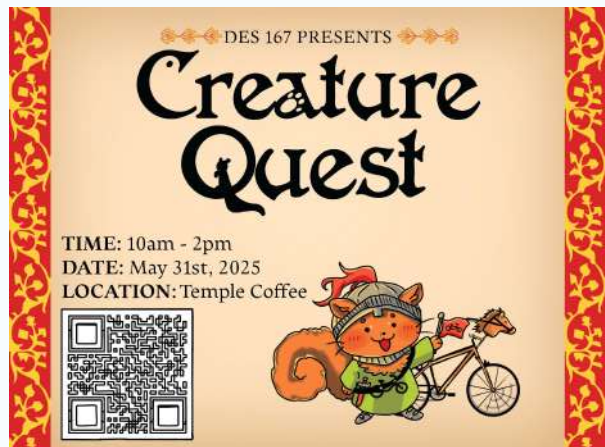
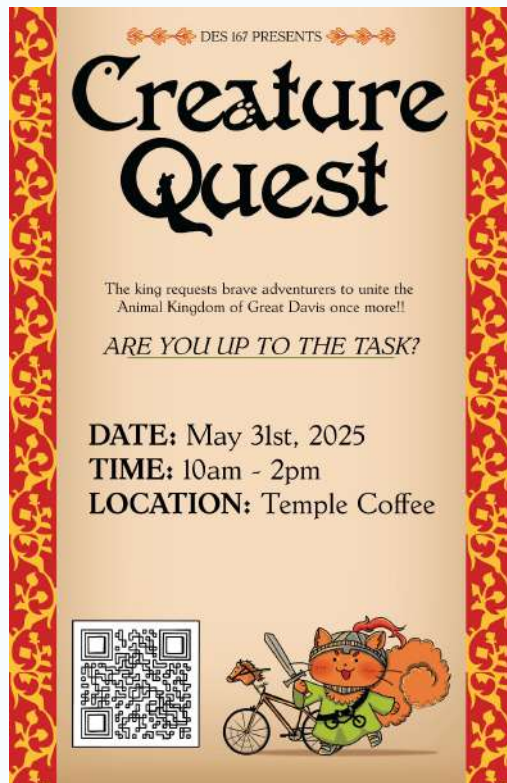
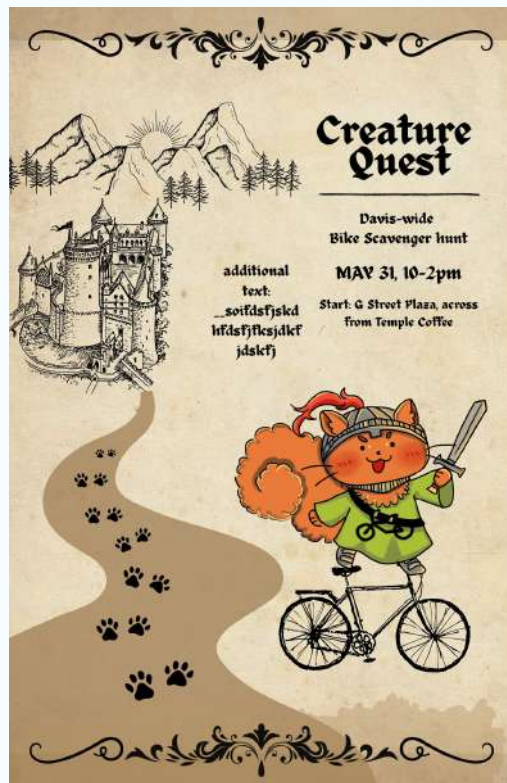
LANDSCAPE



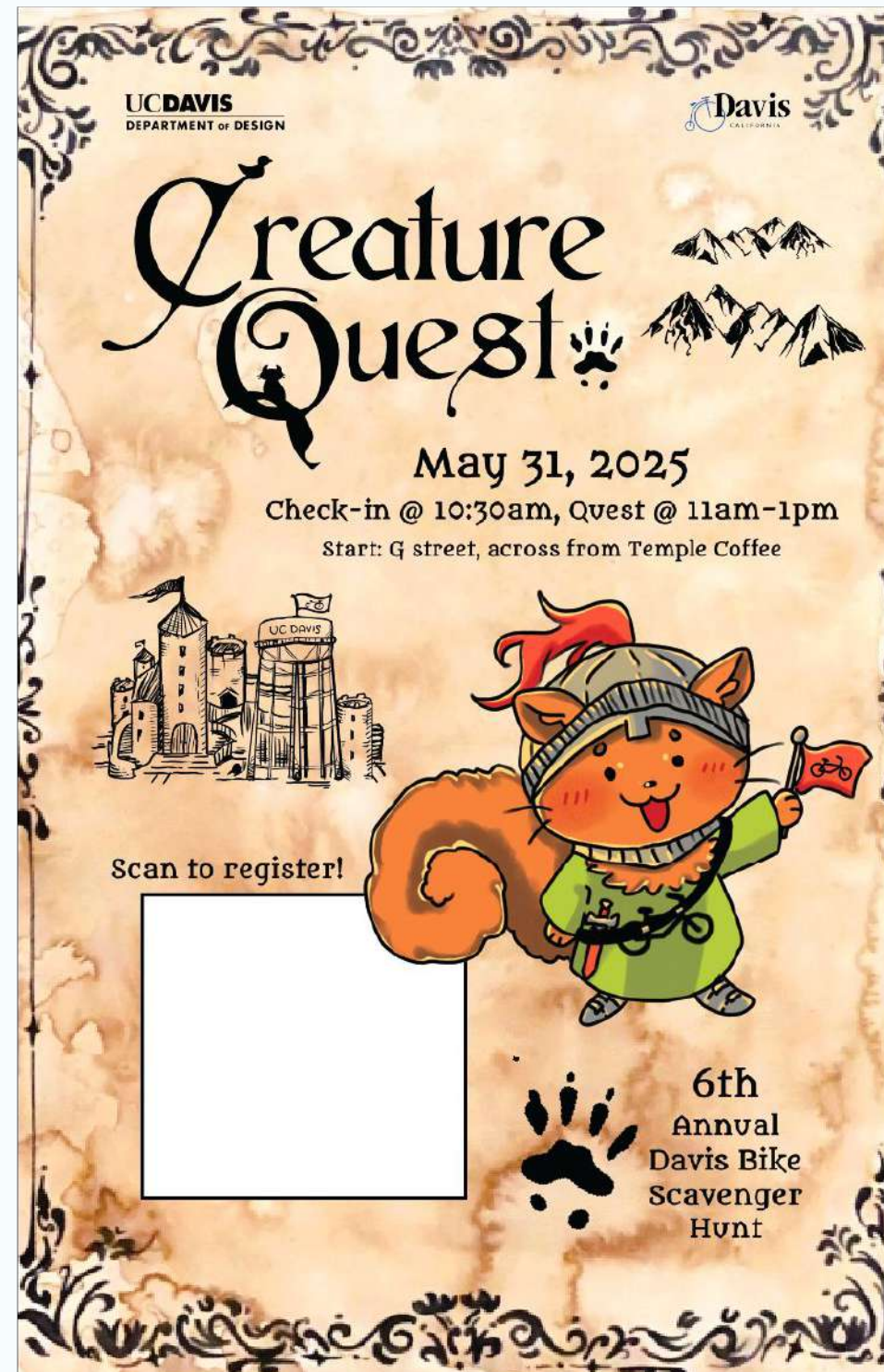
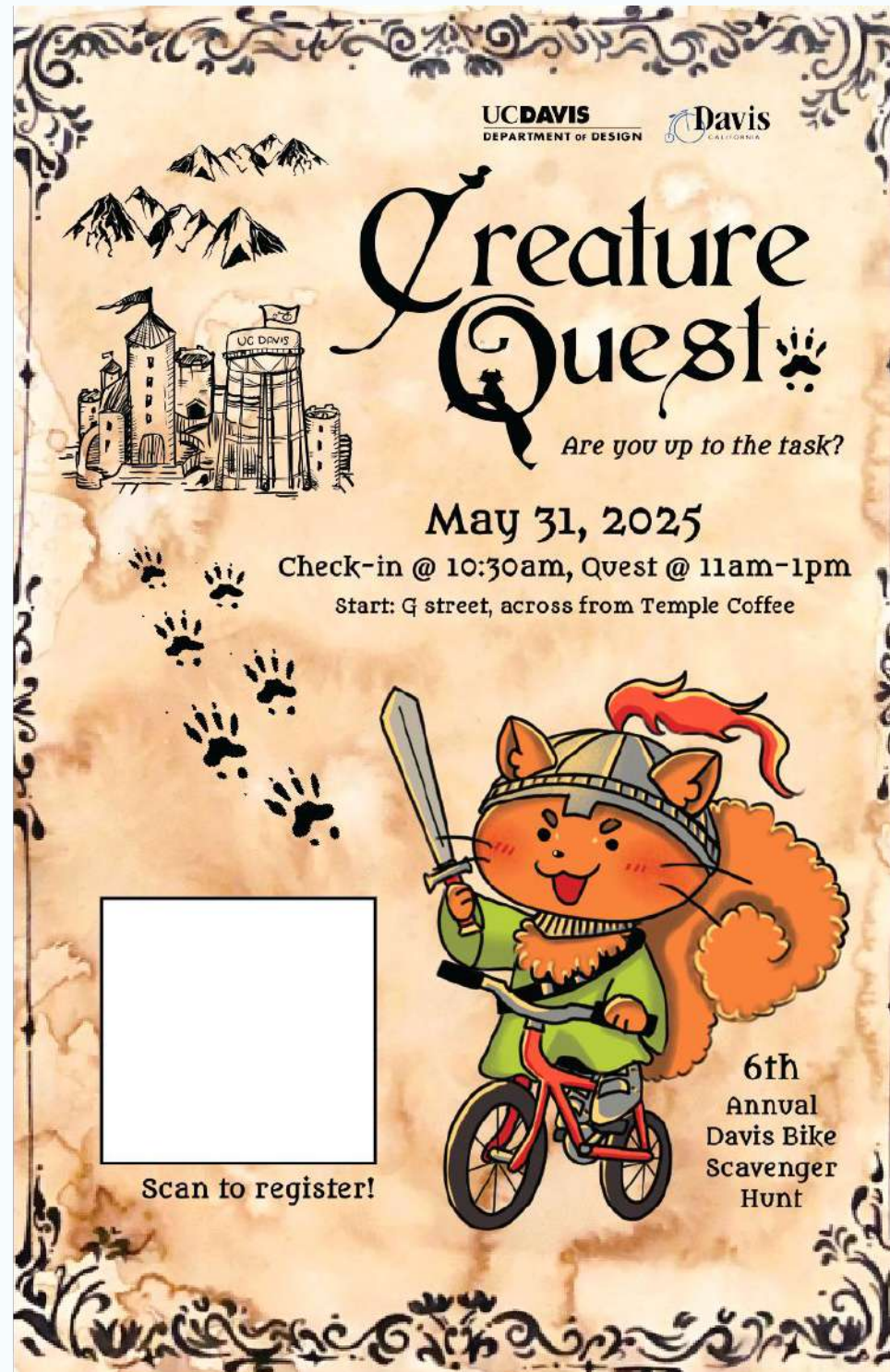
TOWN / FESTIVAL













## Version 1



## Version 2



Final Protagonist  
(based on class  
vote)





11 by 17"



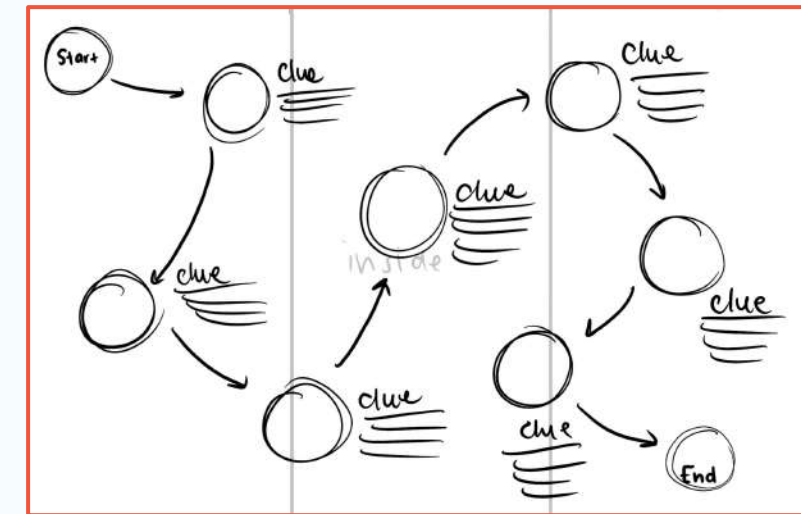
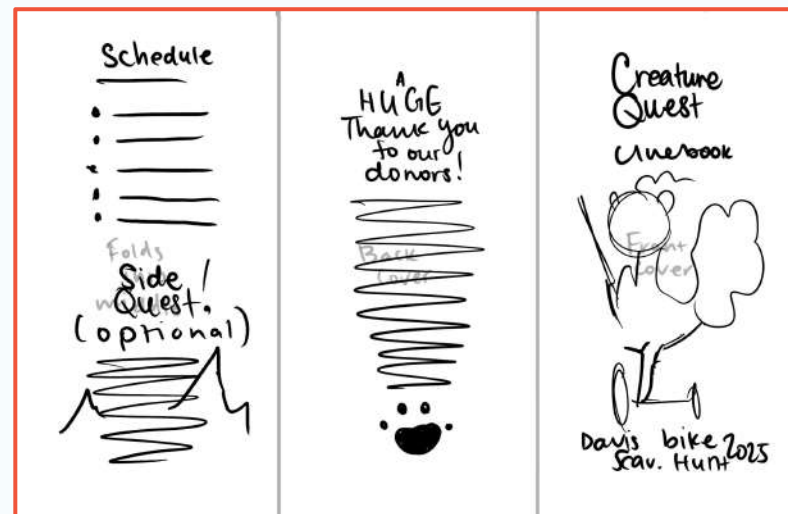
8.5 by 11"



Loopalooza scrolls







## Folds in

## Back

## Front

### Yer Schedule

10:30am: Check-in  
11am: Clues handed out

**\* The Quest Starts! \***

1pm: Arrive back  
1:15-1:30: Prizes!

*(1st, 2nd, 3rd for fastest riders in the Competitive and Recreational League)*

2pm: Event ends

### A big thank you to...

#### Our donors

Trader Joe's  
Tim's Hawaiian BBQ  
Temple Coffee  
Raising Cane's  
Armadillo Music  
Cat Tales  
UC Davis Arboretum  
UC Davis Athletics  
UC Davis Sheepmowers  
Newsbeat  
Ken's Bike-Ski-Board  
Cultive Yogurt  
Growing Groves  
UC Davis Bike Barn  
Pence Gallery  
Bohart Museum of Entomology

#### Our sponsors

YOLO-SOLANO  
DAVIS CALIFORNIA  
UC DAVIS  
DEPARTMENT OF DESIGN

## Creature Quest

### Clue Booklet

Davis Bike Scavenger Hunt 2025

The Davis Bike Scavenger hunt is created by UC Davis Design Students enrolled in the course DES 187 Narrative Environments

## Inside: Clue Map

### Clues (not in order)

Solve the clues, complete each activity and unite the animal kingdom!

CLUE: "Shovel ye way deeper... through the arch to where the water stops its flow and the flowers begin to grow. The Nectar Knight awaits your arrival."

CLUE: "Butterflies, moths, beetles, and more, you'll find these bugs on this museum floor."

CLUE: "To the kingdom where knowledge flows, find the clinic where each small animal goes. Follow the scrolls, and seek the lawn, where tiny paws are cured, one and all."

CLUE: "No splash, no song, only still, sun-warmed scale. Seek the lodge named from the body of water running along our southern border, find us at the stone circle amphitheater. There the House of Scales keeps watch at its gate."

CLUE: "In the sky, we have made our mark. Come and find us at Bird Entry Park!"

CLUE: "While knights of yore rode noble steeds, this dog rides a tricycle at top speeds!"

CLUE: "At Julie's pond, frogs may roam, A wooden totem calleth home. Follow thy friends, don't be slow - The wooden bridge is where ye must go!"

## Special Insert

### Wildlife Conservation Tips & Resources

- Don't feed wild animals
- Opt for sustainable, reusable household items
- Pick up and discard of litter
- Maintain a safe distance
- Keep pets on a leash

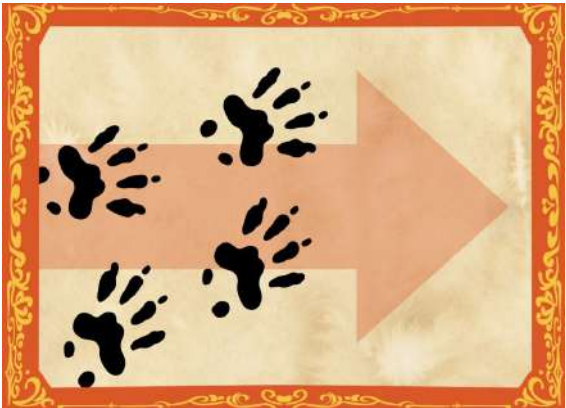
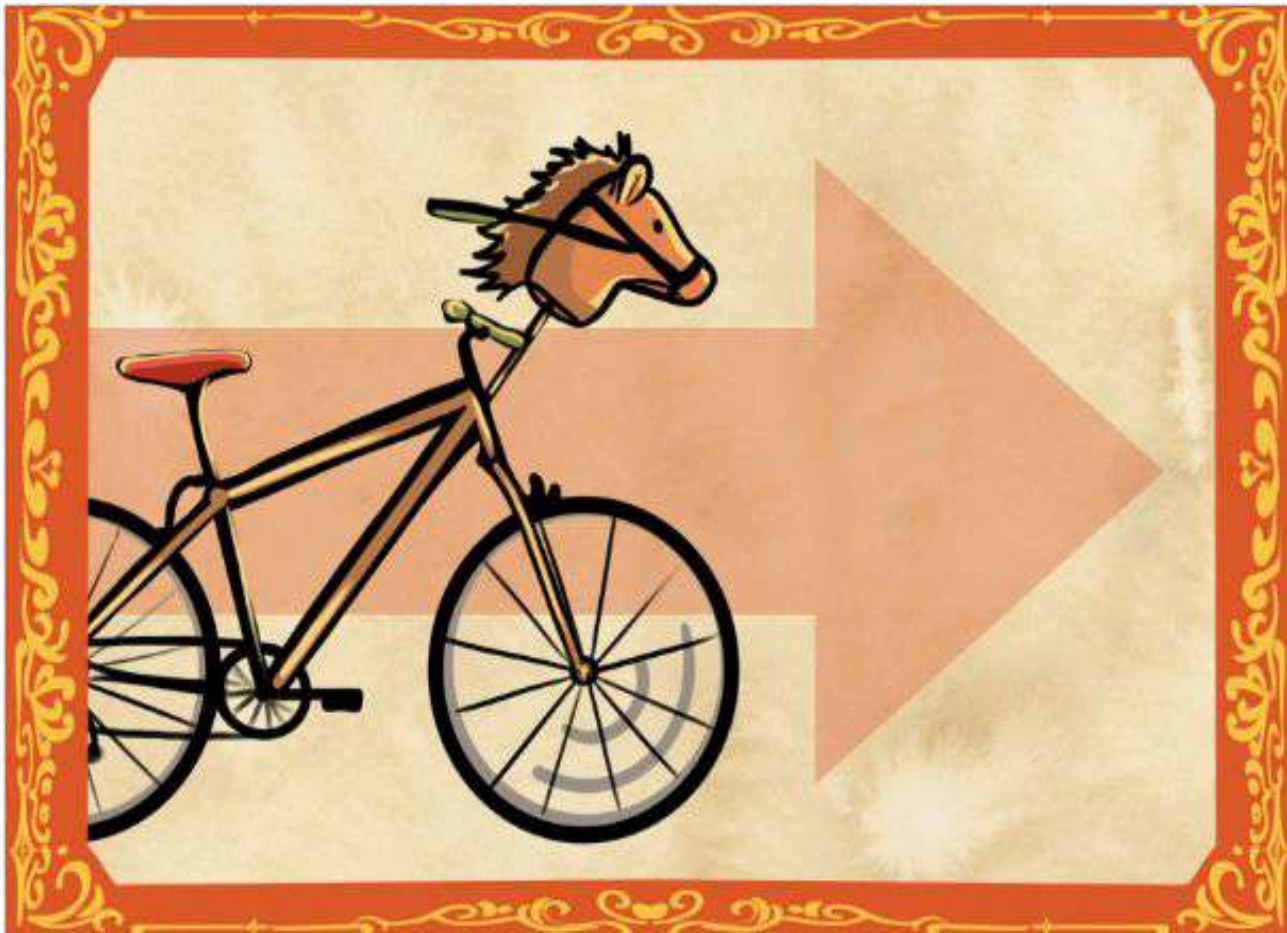
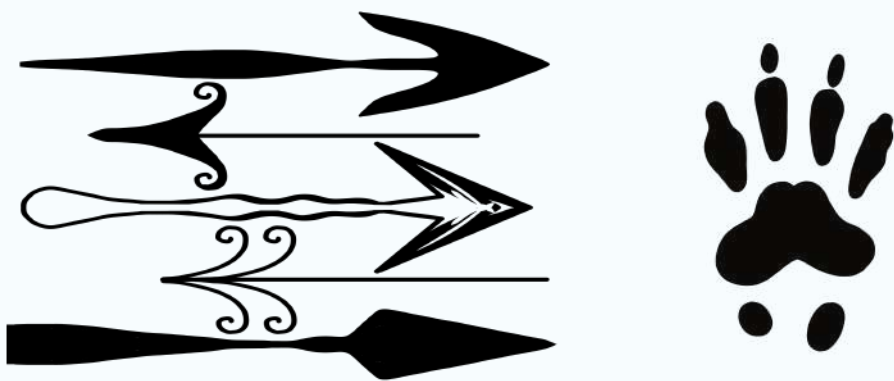


### Before embarking on yer quest, heed this advice:

1. Decipher the clue locations BEFORE you begin your journey.
2. Be prepared: have water, sunscreen, your helmet, and snacks with you.
3. If you need help along the way, head back to G Street for assistance!

11 by 17, folded into 3









**GARAGE CHAMPS** - CUSTOM MERCH -

NAME/LOGO: 31997 - UCD Creature Quest

SCREEN PRINTING ☒ EMBROIDERY ☐  
HEAT PRESS ☐ PROMO ☐

**FRONT** **BACK** **ADDITIONAL INFORMATION**

**FRONT COLORS** **BACK COLORS** **LEFT SLEEVE COLORS** **RIGHT SLEEVE COLORS** **LOCATIONS** **SIZE (W x H)**

1	White	1	White	1		1	Front	12" x 8.6"
2		2		2		2	Back	14" x 14.5"
3		3		3		3		
4		4		4		4		
5		5		5		5		
6		6		6		6		
7		7						
8		8						
9		9						
10		10						

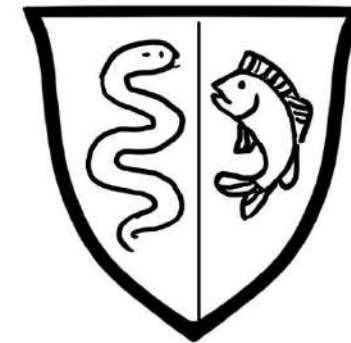
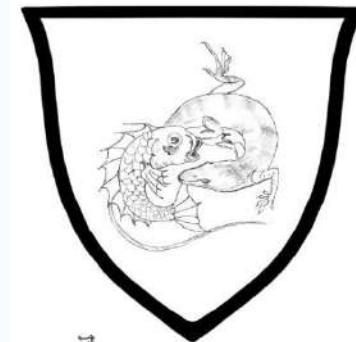
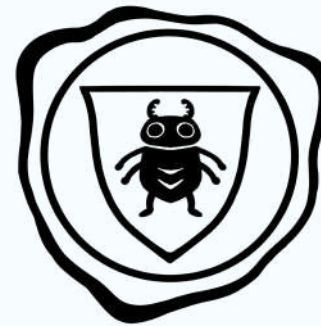
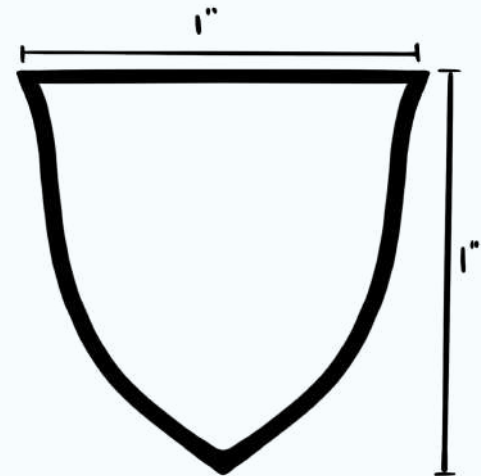
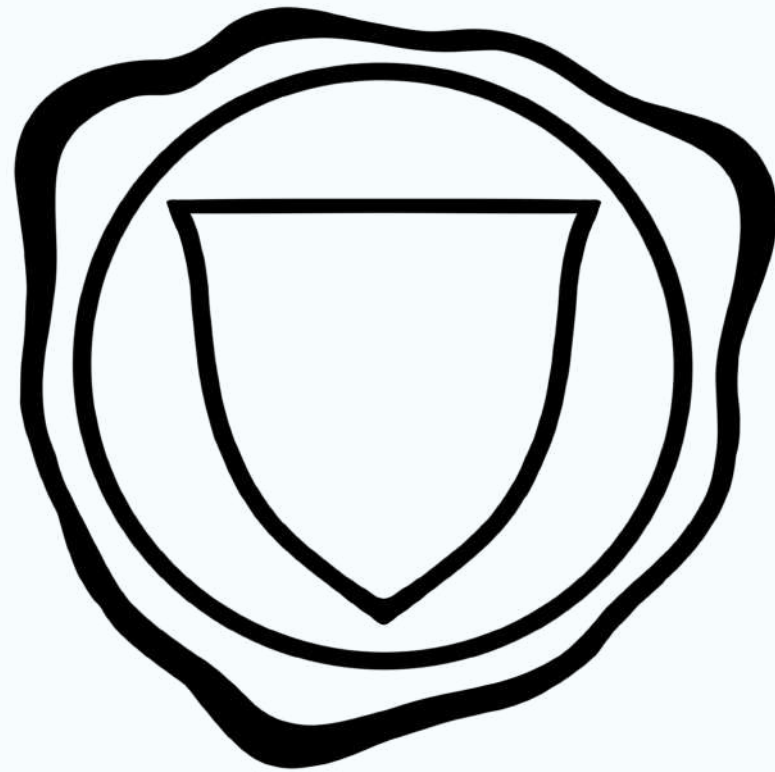
**GARMENT INFO**

STYLE	PC54
COLOR	Dk Chocolate

**PLEASE READ:**

Due to inconsistencies in various display monitors, the colors on your screen may differ from the actual finished product. Positioning and sizing on mock-ups are approximate.



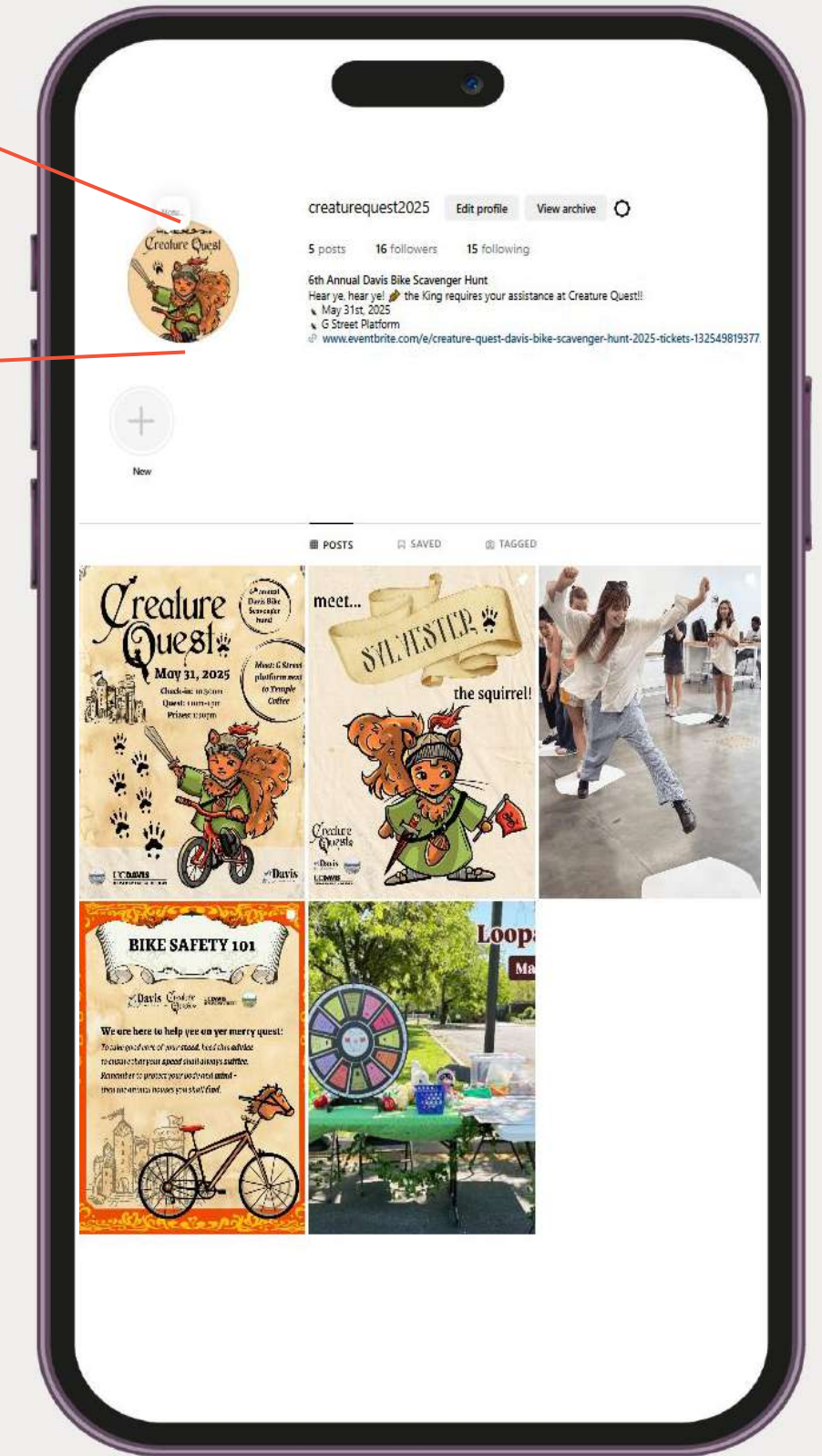




# Marketing & Outreach



## Post 1: What is Creature Quest?



## Post 3: Bike Safety 101



## Post 2: Meet Sylvester!



## Post 4: Sun Safety 101

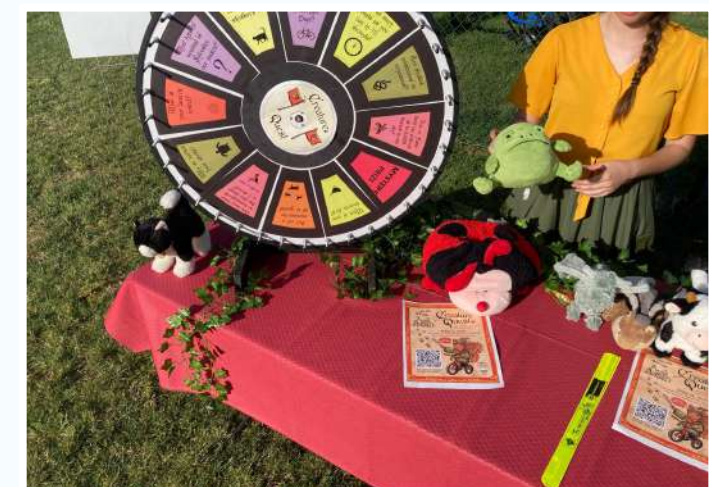




## Loopalooza: 05/04/2025



## Celebrate Davis: 05/16/2025







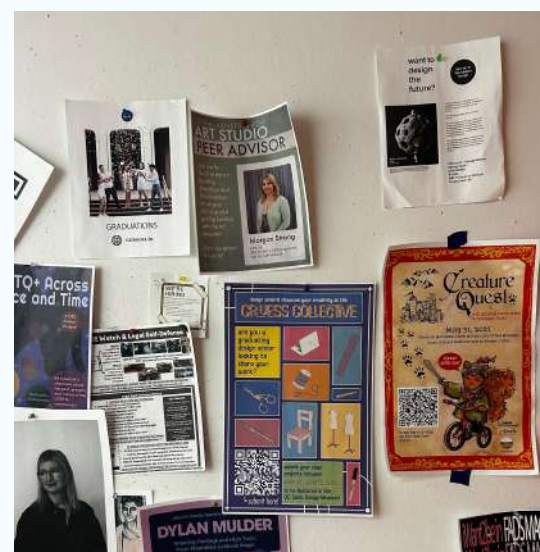
Other places include:  
Growing Groves, 2 bulletin boards, & the Co-op

Logos Bookstore  
(placed on interior table)



Varsity Theatre

Yesterday Vintage



Art Building



SILO Women's Restroom



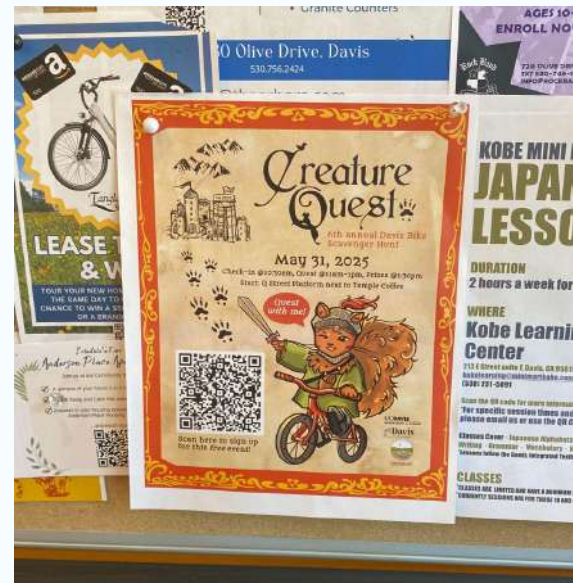
Yoloberry



Yesterday Vintage Store

1st Street, Davis





**Downtown Davis:**  
Newsbeat, Cultivé Frozen Yogurt, The Paint Chip, Ken's Bike-Ski-Board, Davis Public Library, Davis Creamery, Lazi Cow



# Clue Stops



# Bug Treasury



Manreet & Emilee



## Project Description

In collaboration with the **Bohart Museum of Entomology**, participants of this year's Davis Biking Scavenger Hunt will be tasked with completing the set of activities at the Bug Treasury stop while ultimately gaining newfound knowledge of **invertebrates**. Participants will enter the museum and complete a total of **3 activities**. The first activity is to observe tardigrades through a microscope, the second will be learning about a species of bugs at 4 different levels: local to Davis, local to the state of California, a species found all over the U.S., and a species found around the planet. The third activity will be seeing and learning about one of the live insects at the museum. Each activity will teach the participant quick and short facts about the many different invertebrates presented. Taking this newfound knowledge, participants will then be led outside of the museum where they will be handed a list of invertebrates they must search for in a plastic tub. Within this tub, there will be vertebrates mixed in which will require the participants to skillfully identify which animal belongs to the invertebrate category. Participants will receive their stamp of completion once a completed list has been shown to one of the station helpers.

## Exhibit Title: Bug Treasury

### Big Idea:

We would like to participate to leave being able to differentiate invertebrate from vertebrate.



Live bugs at the Bohart



A section of the Bohart Museum

**Clue:** Butterflies, moths, beetles, and more, you'll find these *bugs* on this *museum floor*



Site Plan Map

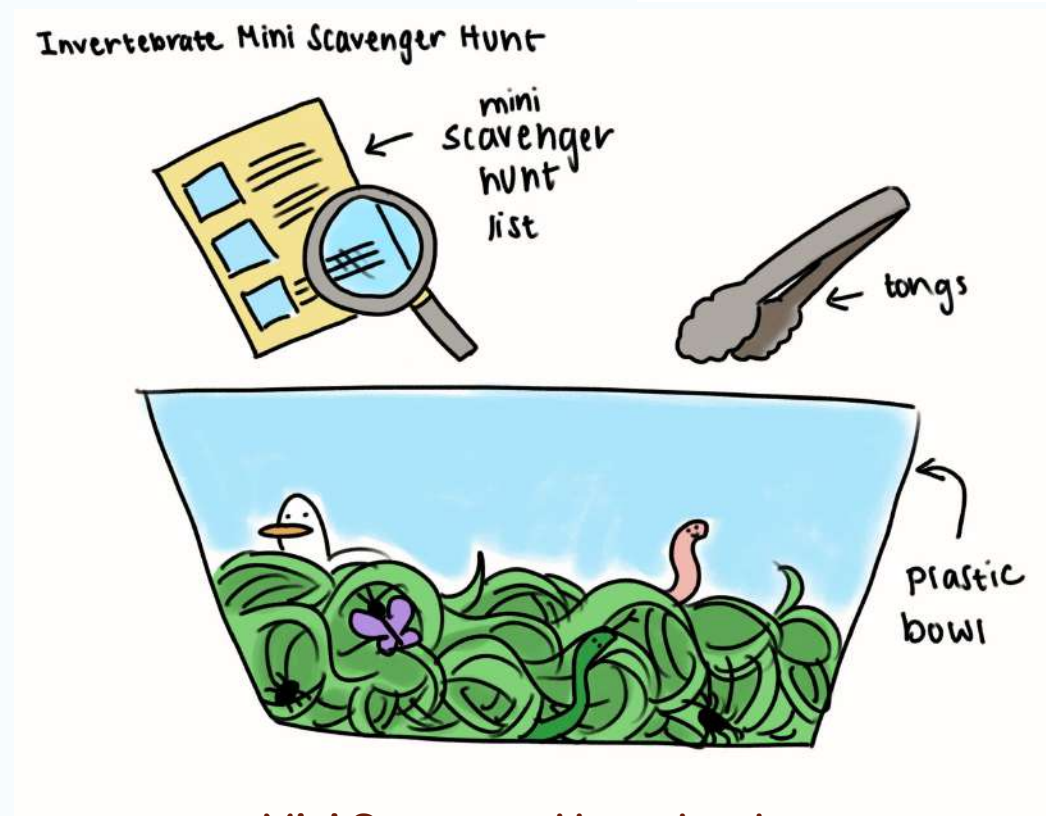
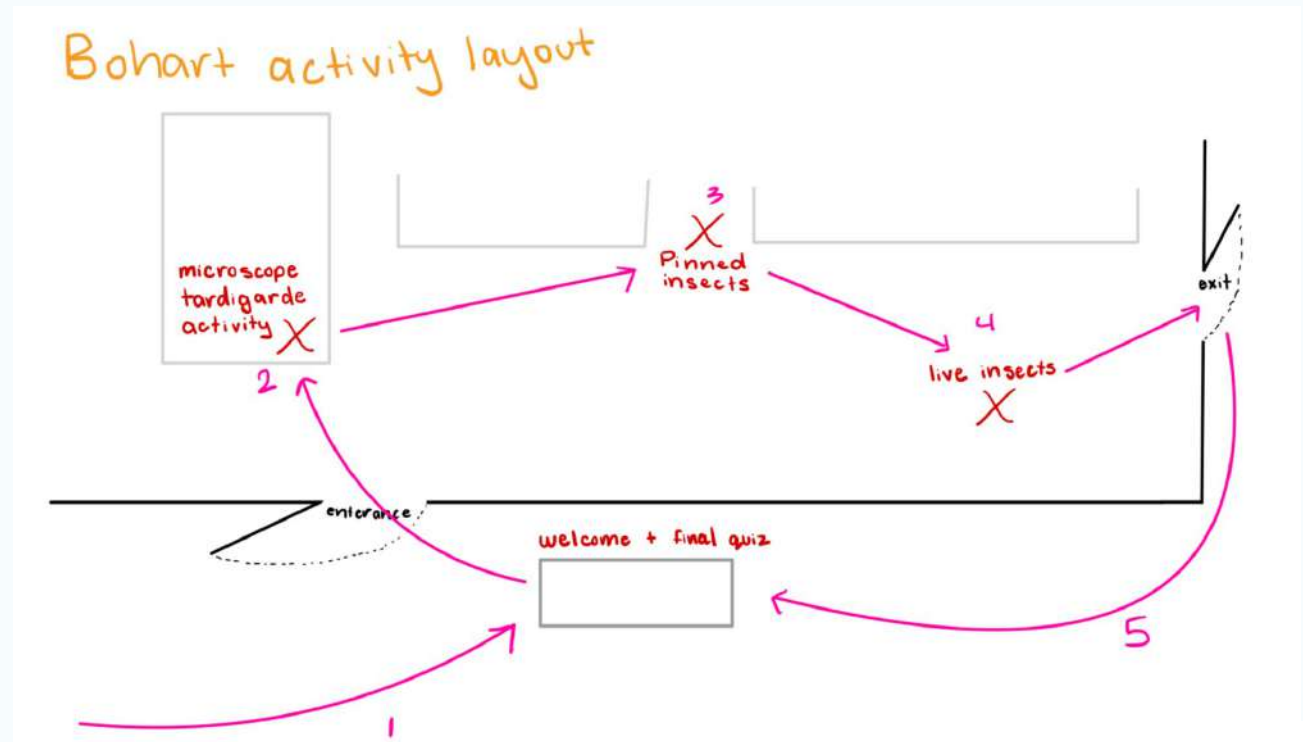


## Potential Prizes for G Street:

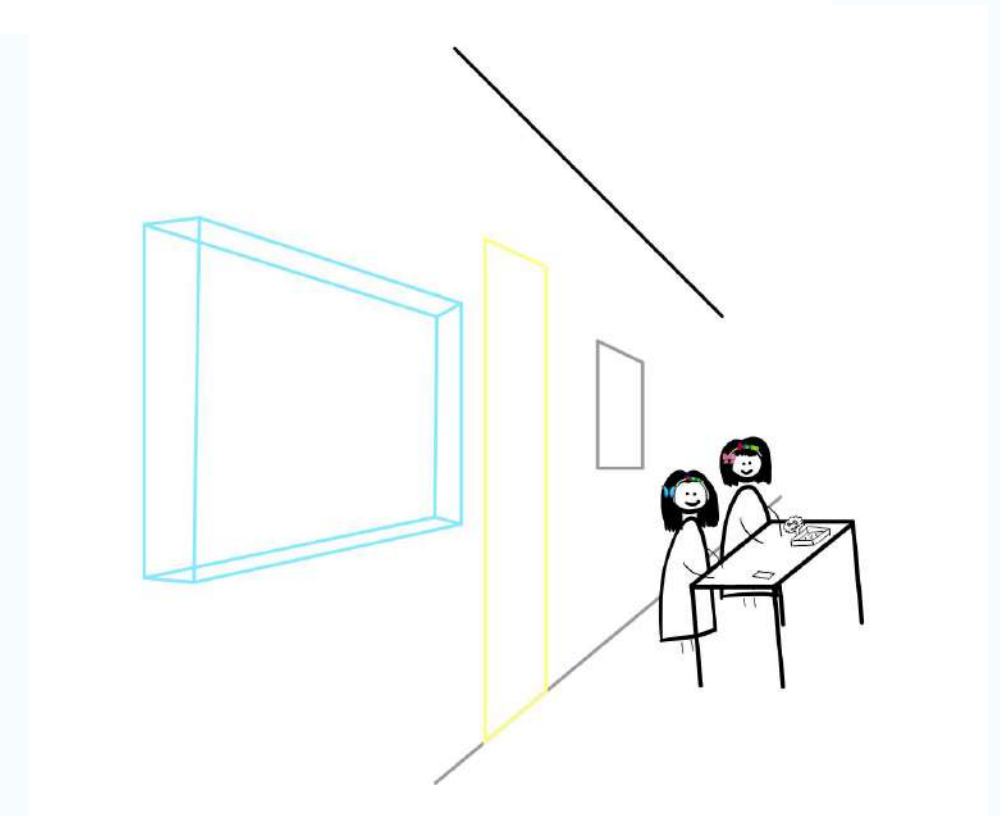
- From the Bohart Museum: stickers, plushies, a shirt, a book, a pin/postcard - potential gift basket

## Potential Prizes for Bug Treasury:

- Trolli Gummy Worms
- Bug candy (specifically with the bug inside of it)
- Annie's bees, bugs, and butterflies gummy snacks



Mini Scavenger Hunt sketch



Sketch of table setup

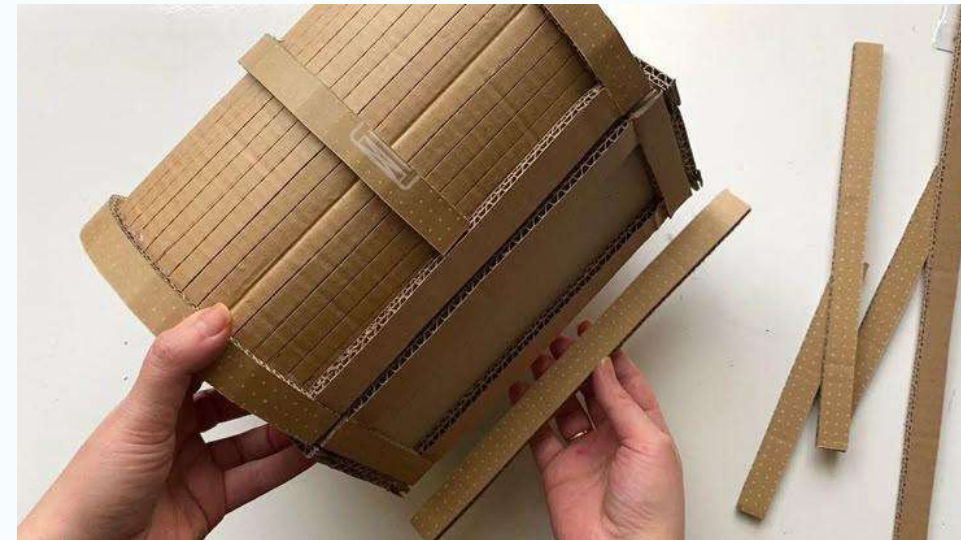




This photo shows the range of invertebrate and some of the insects we would like to focus on.



This photo of cards with different labelled insects body part, shows how we would like people to identify characteristic of the each for the final test of knowledge.



This DIY Treasure box was the container we choose for our activity as we are the bug "treasury"



Bug rescue was a concept we encountered while searching for bug related activities. This activity have a health amount of pressure while also having an educational aspect..



The game of Operation is the concept inspiration for our activity. We want to create a similar game where instead of pulling out random objects, participants will try to pull out 3 insect and correctly identify what makes them an invertebrate.



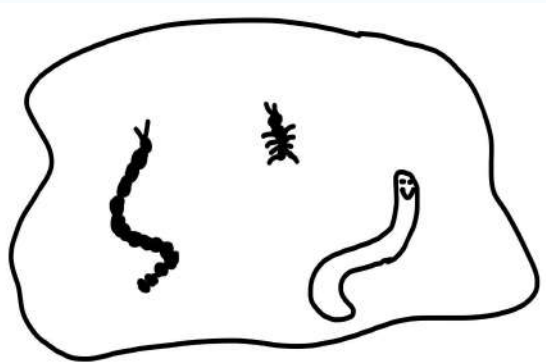


## Concept Exploration



### Bug Treasure Chest Rescue

- Player uses tongs to pick up bugs from treasure chest while avoiding the “traps” (the tape)
- In chest, there are gold coins, jewelry, etc.



### Bug Fossil

- Use mold to create shapes of invertebrates + vertebrates
- Players identify invertebrates



### I Spy

- Create a large 3D diagram of a tree
- Provide players a checklist of bugs to find

## Final Concept



- Participants use tongs to rescue bugs with tongs without touching the spider webs
- Once the bug is rescued, they must identify what bug it is based on the activity handout
- The bugs featured in the treasure chest will be learned about in the Bohart



## Table Decor Inspo Board



Knight attire for tardigrade statue in front



Spider webs to reference narrative



Spiders along the wall or table



Candles for table decor



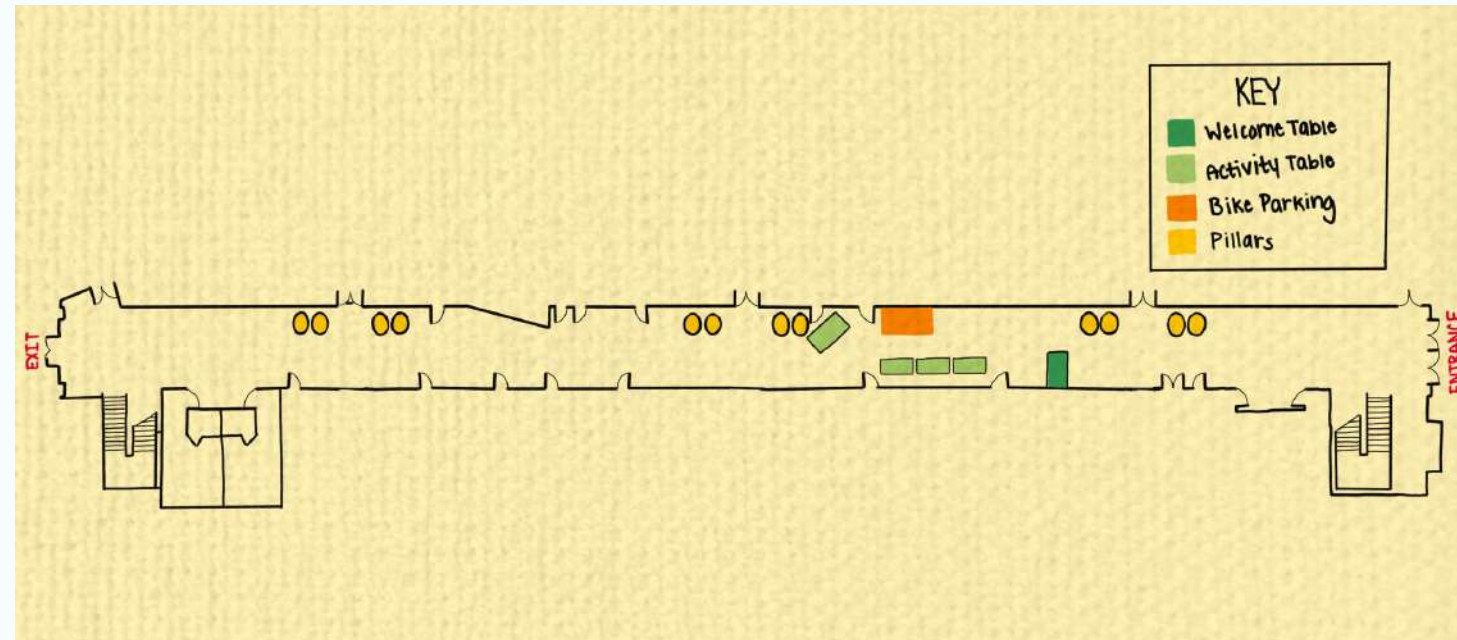
Castle walls for a Medieval-feel



Bunting for a Medieval-feel



## Renderings



## Low Fidelity Activity Prototype



**Top:** Top view of the Academic Surge Buildings' hallway in front of the Bohart Museum

**Left:** View of the other activities from the final activity, the Bug Treasury

**Right:** Front view of the Bug Treasury activity



## Materials



**M1**

**M2**

**M3**

**M4**

Some of the material that will be used include cardboard, paint, white ribbon and clay. These material will facilitate the production of the bug rescue activity.

## Colors



**C1**

#595959FF

**C2**

#FFFFFFFF

**C3**

#AA8D2CFF

**C4**

#839142FF

**C5**

#CE000CFF

**C6**

#9C63D8FF

These colors will be used in our print materials as well as our final prototype. C1, C2, and C3 are the color that will be the most prominent in our final prototype. C4, C5, and C6 are all diverted from the very hungry caterpillar which has been a consistent source of inspiration.

## Typography

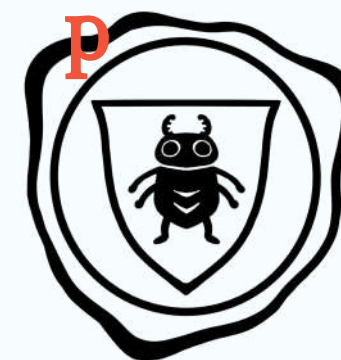
**BUG TREASURY**  
AaBbCcDdEeFfGgHhIiJj  
KkLlMmNnOoPpQqRr  
SsTtUuVvWwXxYyZz

The first typeface, *Connemara Old Style Bold*, was chosen for its medieval feel and bold, attention-grabbing quality.

*Body Text*  
AaBbCcDdEeFfGgHhIi  
JjKkLlMmNnOoPpQq  
RrSsTtUuVvWwXxYyZz

The body typeface, *Goudy Old Style Regular Italic*, was chosen for its legibility and old English feel.

## Stam





## Signage



These images are the outer decorations of the Bohart that were installed for the event.



This is a sign that was put up on the other entrance to the building to direct participants to the main entrance.

### Room for improvement:

Some participants did not notice the sign and came through the wrong door, to prevent this from happening we could have made this sign larger



# Exhibition

1: Microscopes



2: Pinned bugs



3: Livebugs



From left to the right, these are the different stations, in order of completion, that participants would encounter before becoming eligible to receive their stamp.

4: Operation: Save the Bugs



This was our final prototype for our activity which was a fun knowledge test which required recalling the characteristics they learned of the bugs from the pinned bug station





Here are a few images of participants interacting with the different sections of our exhibition.

The exhibition team including Tabatha and two volunteers; Jo and Jasmine!





# Pollinator Palace



Piper & Anna



## Description

This stop along the Davis Bike Scavenger Hunt is located at the **Arboretum GATEway Gardens** and is home to the **Pollinator Palace**. It is made up of a flat shaded plot amongst the flower-filled gardens of the Arboretum and aims to educate the Scavenger Hunters about the importance of pollinators in Davis. As participants arrive at this stop they will be fully immersed into the world of pollinators. With existing signs surrounding the gardens and signs that the Pollinator Palace group created, fun facts will be buzzing around everyone's heads. To encourage a hands-on experience participants will be encouraged to adorn themselves with wings as they interact with a pollinator obstacle course. Utilizing the existing paths of the location, the “pollinators” will have to use sticky hands as hummingbird tongues, blindly navigate obstacles, dodge predators, and answer trivia while carrying pollen from one flower to another. During this experience the participants will learn the importance of pollination as it is the source of 75% of the food we eat and creates the beauty of nature surrounding the scavenger hunt stop and the rest of Davis.

## The Idea

This clue stop will educate the people of Davis on the importance of pollinators in every ecosystem as well as provide really cool and fun facts about our lovely pollinators in Davis.

Main goal to educate and remind people the importance of pollinators as they are vital for both ecological and human well-being.



## Clue

*Shovel ye way deeper... through the arch to where the water stops its flow and the flowers begin to grow. The Nectar Knight awaits your arrival.*

## Coat of Arms



## Sponsorships:

*UC Davis Athletics, Growing Groves, UCD Arboretum*

Prizes: wildflower seeds, stickers, wood keychains



## Activity concept ideas

JAN FEB MAR APR MAY JUN JUL AUG SEP OCT NOV DE

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31

① Use sticky hands as hummingbird tongues to gather fun facts on a flower that are then matched to a pollinator. When correct, participant will receive flowers and make a flower crown.

② 1 person starts w/balls and tosses to teammate in butterfly net, then they hop scotch to the next flower to throw ball in.

③ Play on Jeopardy! 10 points = pollinate flower. Answering ?'s right you get a ball which will be thrown into a bucket. Facts/?'s = pollinators



① STICKY HANDS  
→ you are a hummingbird collecting pollen

② BUTTERFLY NET  
→ YOU ARE A HUMMINGBIRD COLLECTING POLLEN

③ PREDATOR HOP SCOTCH  
→ AVOID THE BIRDS TO POLLENATE THE FLOWER

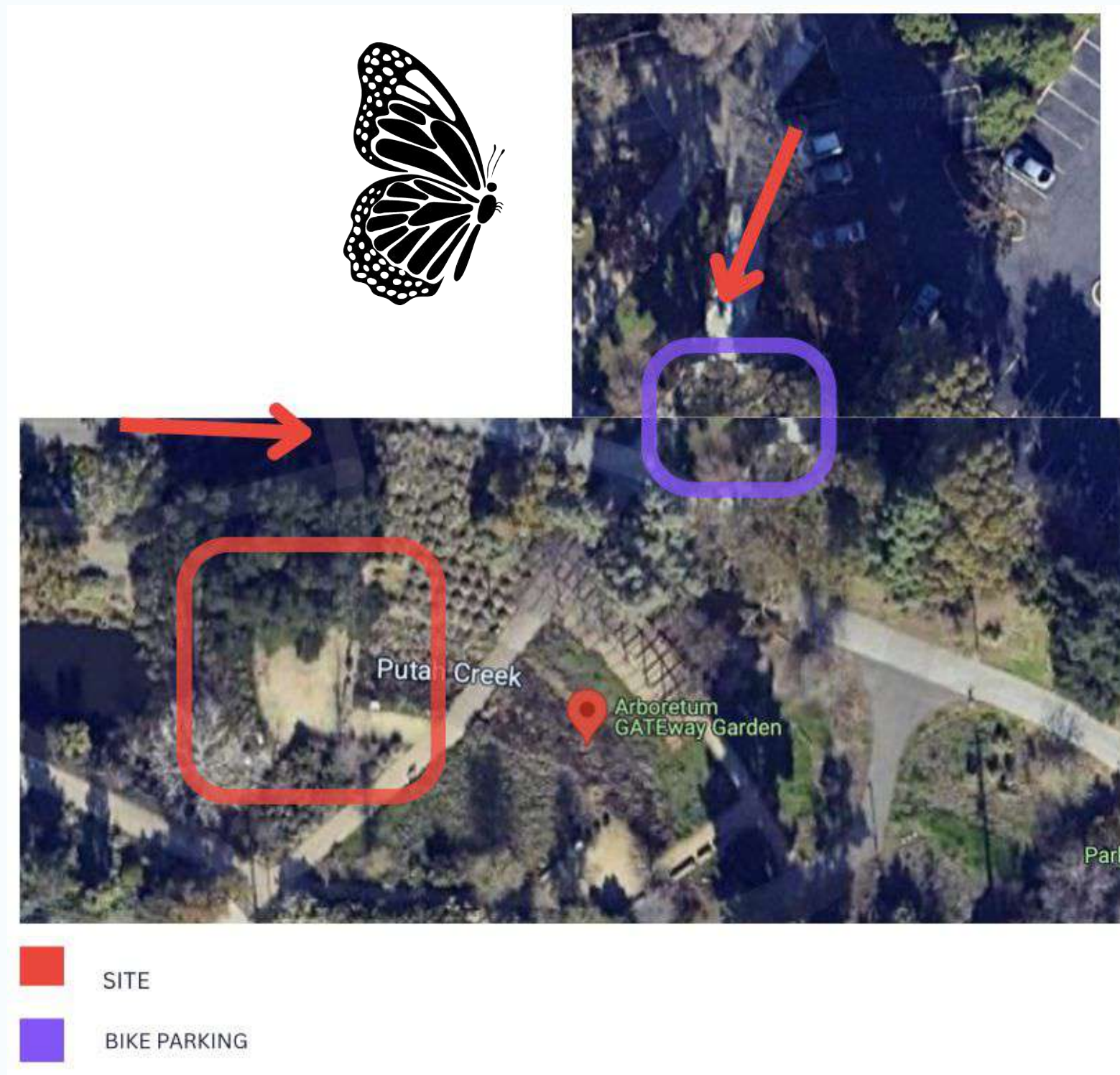
④ POLLINATE!  
→ STANDING @ THE END OF THE HOP SCOTCH POLLINATE THE FLOWER BY THROWING THE TENNIS BALL







## Site Plan + Bike Parking



## Low Fidelity Prototype







## Typefaces

Header

CARDINAL REGULAR

Aa Bb Cc Dd Ee Ff Gg Hh Ii Jj Kk Ll Mm  
Nn Oo Pp Qq Rr Ss Tt Uu Vv Ww Xx Yy Zz

SUB HEADER

NOVECEN TO SANS WIDE BOLD

AA BB CC DD EE FF GG HH II JJ KK LL MM  
NN OO PP QQ RR SS TT UU VV WW XX YY ZZ

BODY TEXT

NOVECEN TO SANS WIDE MEDIUM

AA BB CC DD EE FF GG HH II JJ KK LL MM  
NN OO PP QQ RR SS TT UU VV WW XX YY ZZ

CAPTION

NOVECEN TO SANS WIDE NORMAL

AA BB CC DD EE FF GG HH II JJ KK LL MM  
NN OO PP QQ RR SS TT UU VV WW XX YY ZZ

## Palette



HEX 231F20



HEX EAC578



HEX E292A4



HEX 9AC4E9



HEX 98CD7D



CONSTRUCTION  
PAPER



TENNIS BALLS



LINEN TABLE  
CLOTH



TISSUE PAPER  
FLOWERS



MESH FABRIC



BIRD IMAGERY



FOLIAGE

## Assets



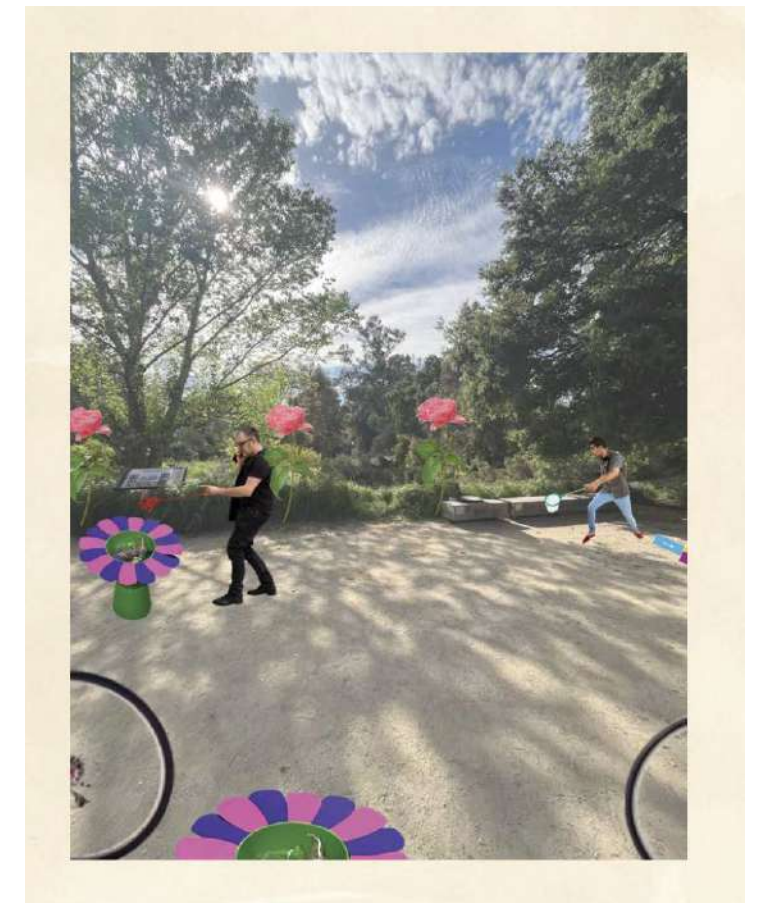
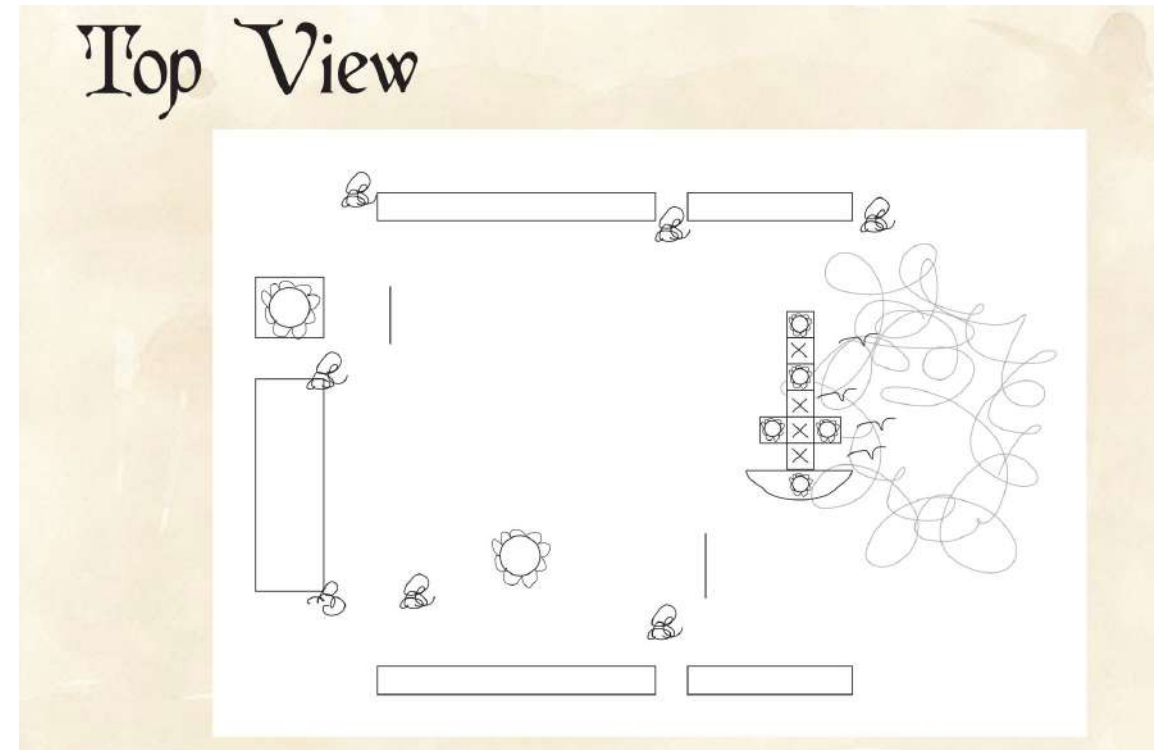
CORNER  
ORNAMENTS



BORDER

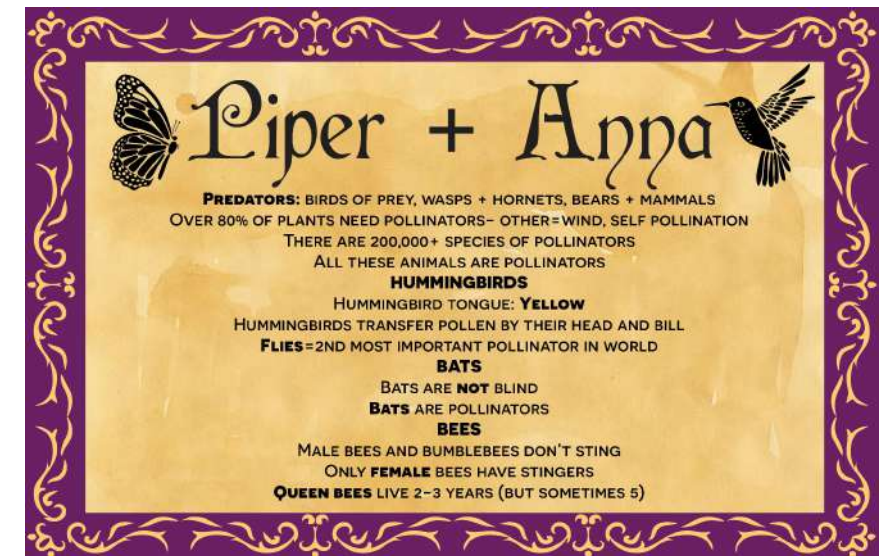
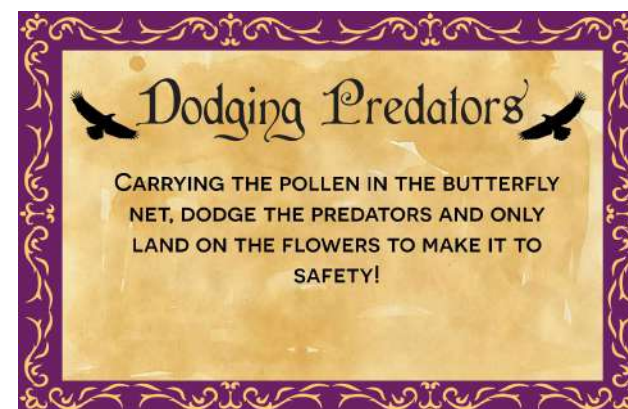


## Renderings/Mockups





## Informational and Directional Signage













# House of Scales



Mara Alagon & Allison Vo



## Big Idea

This clue stop invites participants to **help Prince Drake the Sharp-Tailed Snake and Princess Myrtle the Western Pond Turtle** lead their reptile citizens to safety, learning how scales act as a natural suit of armor while navigating real ecological challenges faced by **native reptiles in the UC Davis Arboretum**.

## Location

At the UC Davis Arboretum, in the amphitheatre next to Putah Creek Lodge

## Clue

*No splash, no song, only still, sun-warmed scales,  
Seek the **lodge** named from the body of water running  
along our **southern border**,*

*Find us at the **stone circle amphitheater**.*

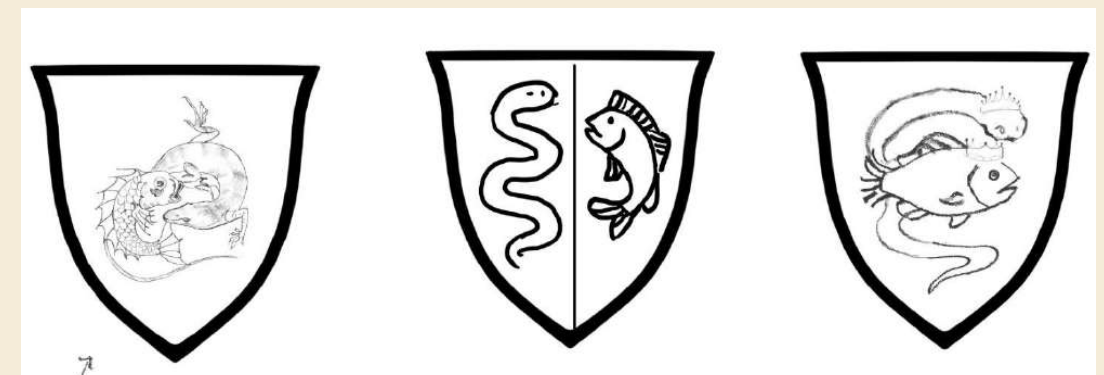
*There the House of Scales keeps watch at its gate.*

*\*this iteration of our clue was developed with Jennifer.*

## Sponsorship

Yolo Berry, Davis Food Co-op, Mondavi

**Prizes:** Chocolates +, Reptile Figurines



**Coat of Arms: iterations**



## Project Description + Story

This theme of reptiles focuses on how **snakes, lizards, and turtles** use their body's **natural protective mechanisms** to survive in the Arboretum's ecosystem. From a lizard's ability to detach its own tail to escape from predators to a snake scales' natural camouflage, reptiles are full of physical adaptations and behavioral tactics that help them survive in the wild. **The Arboretum** is unique in that it's in between nature and civilization. Many visitors pass by everyday and the area is upkept by people, but only as necessary to allow the animals and its surrounding nature to thrive.

Set in the **amphitheater near Putah Creek Lodge**, this clue stop brings participants into the realm of the reptiles, where trust is earned through resilience and keen survival skills. House of Scales' Prince Drake and Princess Myrtle call upon brave travelers to guide their reptilian citizens to safety from one side of the Arboretum to the other. They will be met with relentless challenges and end their journey with a prize and signing of the **Treaty of Scales**.

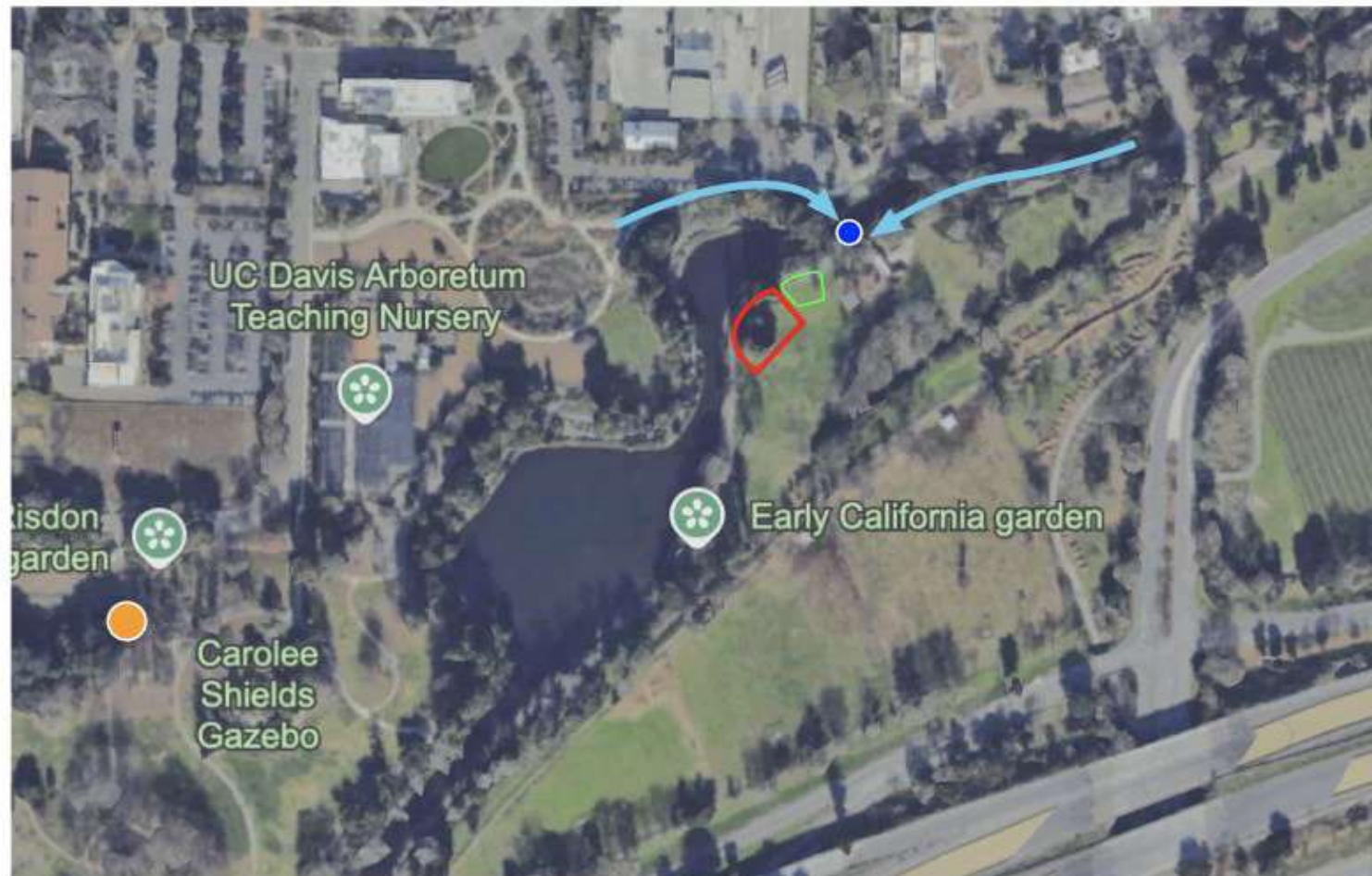
## Activity Description

Each row of amphitheater seating becomes a track for one of the three animals. **Teams choose a species to represent, pick up a player piece, and take turns drawing a card with a prompt instructing them of their fate.** On each card, participants encounter real ecological challenges and rewards, like peacefully basking in the sun, finding shelter among native plants, or navigating threats from invasive species.

Through **movement and chance**, players learn how scales serve as a natural suit of armor, helping these creatures survive in the Arboretum's evolving ecosystem. The goal is for each participant to reach the end of their track, earning a House of Scales sticker to signify their alliance with Prince Drake, Princess Myrtle, and the reptiles they've now saved.



## Site Plan



- Exhibit Location
- Bike Parking Area
- Bike Paths of Access
- Bridge (pedestrian only)
- Restroom

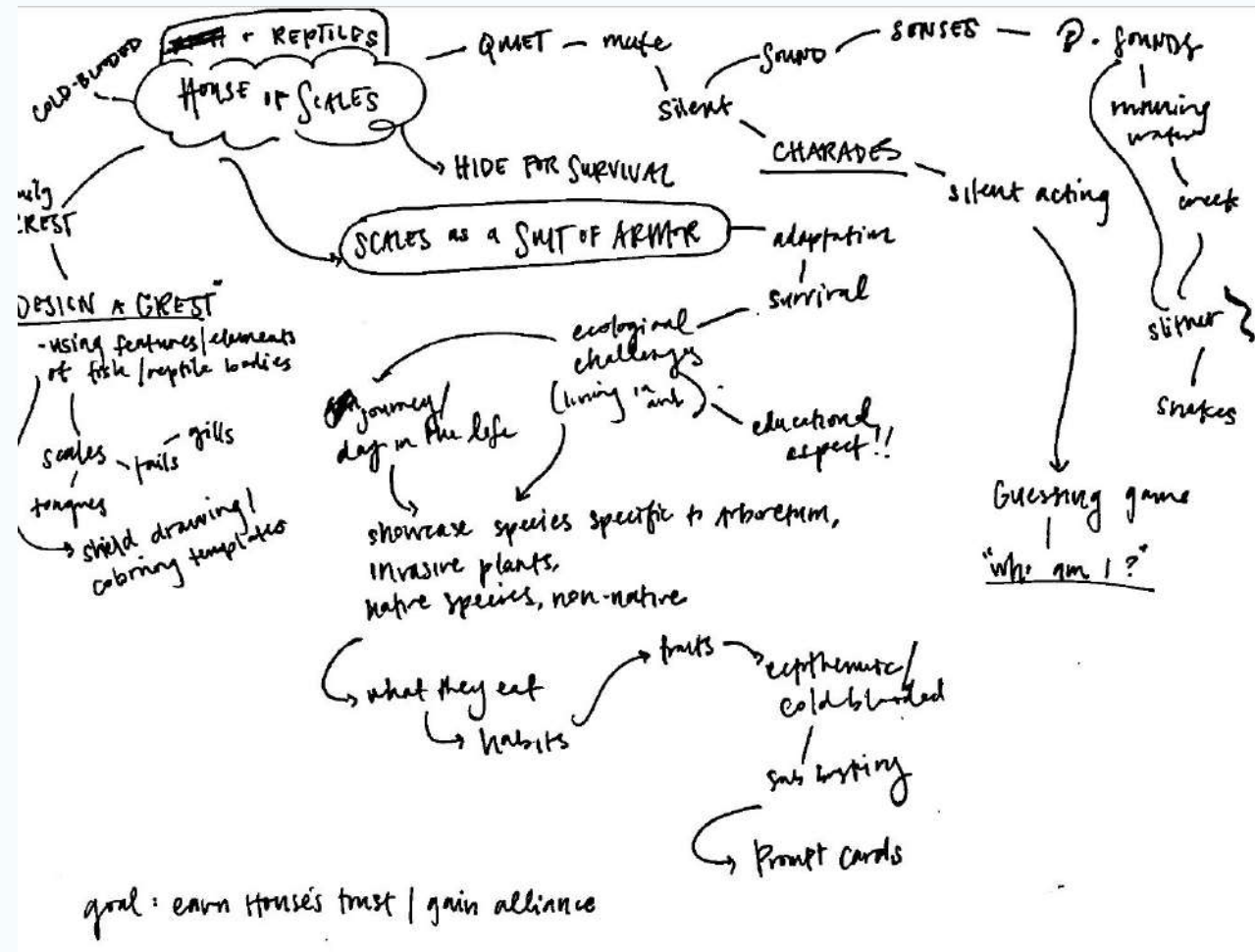
## Bike Parking

Bikes will be parked under the trees next to the amphitheatre, where our set up is located.



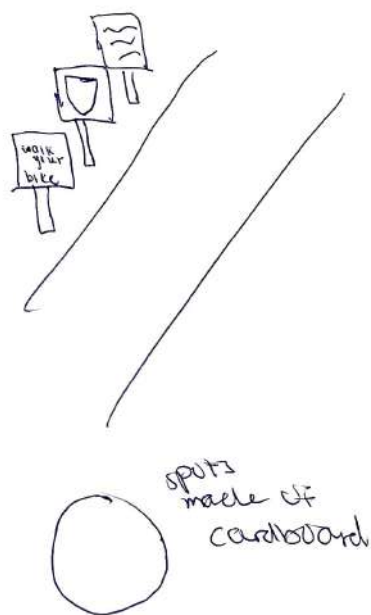


## Concept Exploration

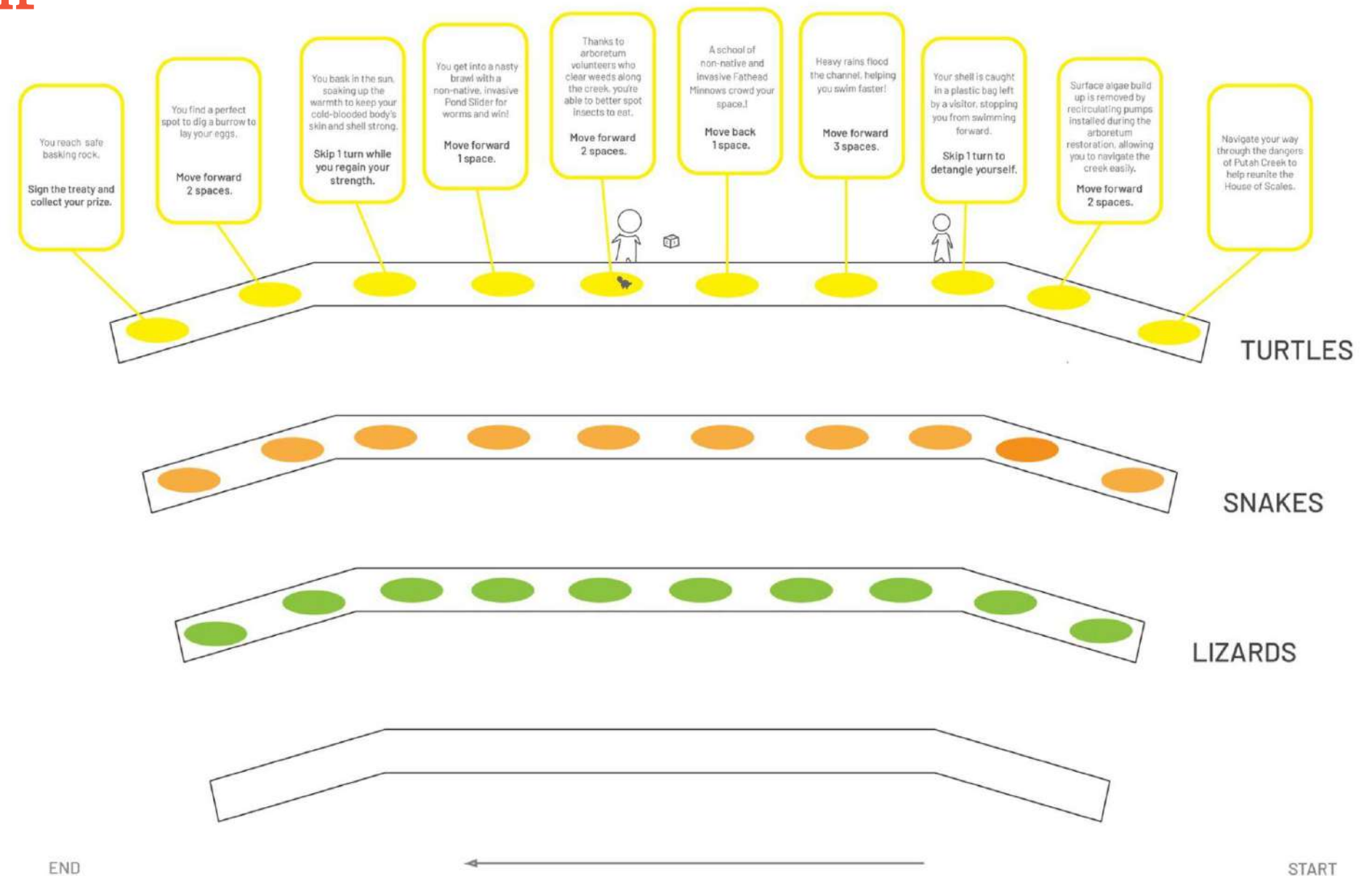




## Sketches & Concept Development



**3 Signs** for both sides of bridge + near lodge to direct to amphitheatre, plus a bike parking sign



**This diagram showcases how our activity works.** Card prompts are educational, relaying different challenges and situations reptiles occur as they live within the Arboretum's ecosystem. As we further develop the activity, we want to make sure the prompts are educational yet quick and easy to read!



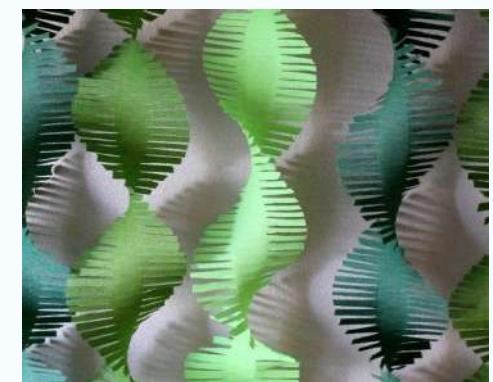
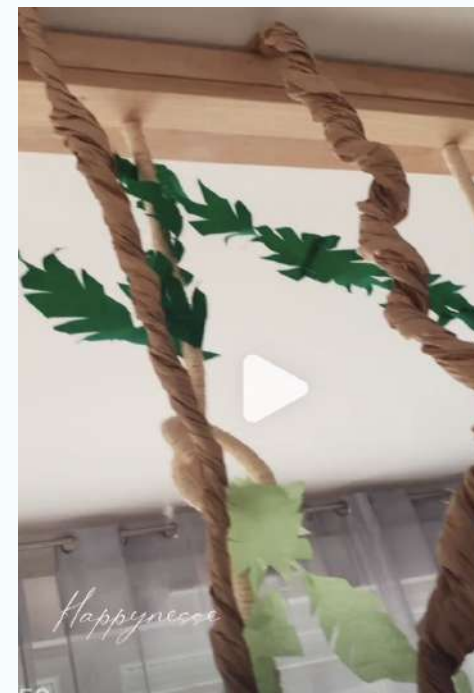
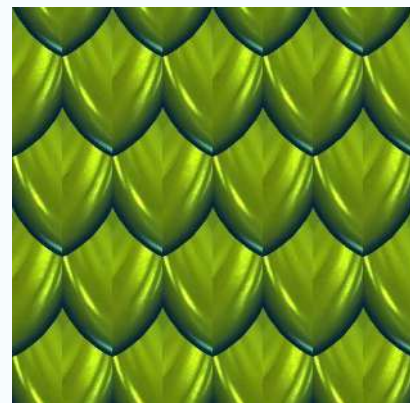


A life-sized board game creating a path using paper to guide players.



Professional life-sized game: Hasbro Game Park at The Strong National Museum of Play

## Exhibit Decor



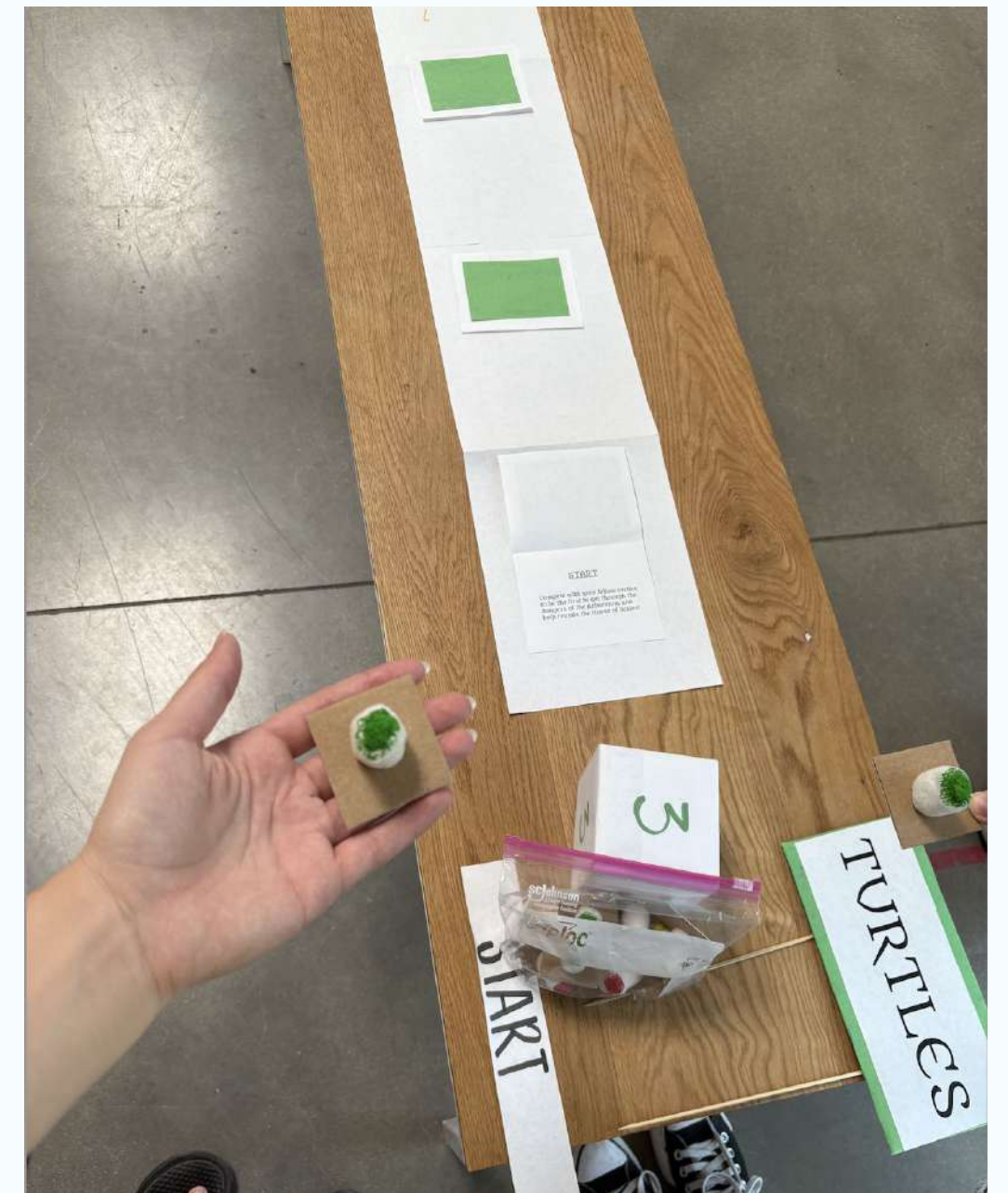


## Initial Prototype



Prototypes for the three game tracks: color-coded card prompts, signs, dice, and player pieces

**Feedback:** Our prompt-card prototypes are a bit too small, so in the next phase we'll scale them up, experimenting with larger formats that integrate with the amphitheater benches and reflect the design cues in our lookbook.



This demo offered insight into the logistics of our game, and how important clarity and quick comprehension are when it comes to our card prompts and overall communication.



## Graphics Palette



## Color Palette



Colors from brand identity

## Font

### Metamorphous:

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z  
a b c d e f g h i j k l m n o p q r s t u v w x y z  
1 2 3 4 5 6 7 8 9 0

## Material Palette



Paper  
(Clue Cards,  
Stones, Signage)



Cardboard  
(Signage)



Fabric  
(Tablecloth)



Plastic  
(Animal Figures,  
Chairs, Tables,  
Canopy, Fake  
vines)



Wood  
(Number sticks)



## Renderings

### Top View



**Bench #1:** 605.5in length

**Bench #2:** 411.5in length

**Both:** 10.75in wide, 17.5in from the ground

**Each bench:** 43in apart

The space will only use 2 out of the 4 benches to give participants adequate space to move around. On each bench is a set of 10 plants for players to use as spots to set their figures down while they move across the bench.

### Back View



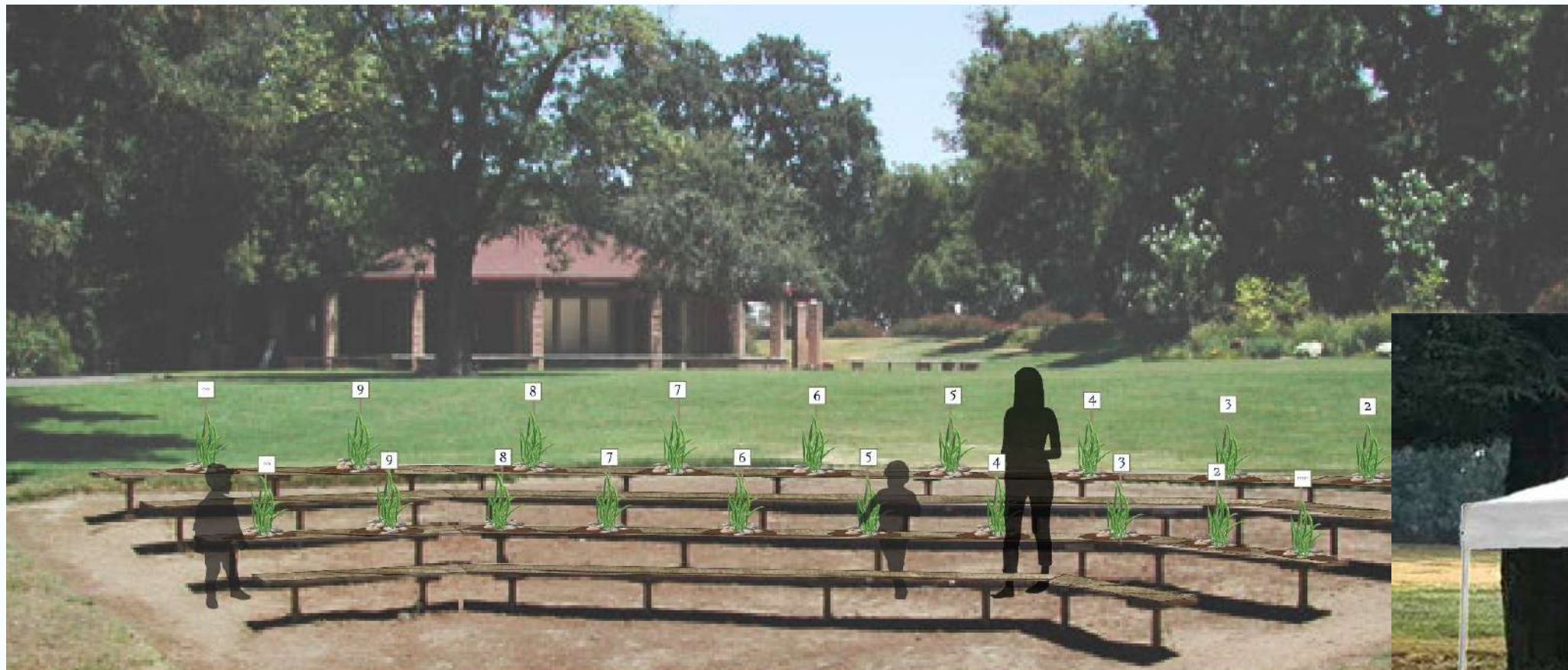
Each grassy spot has rocks to keep them from blowing away and to act as decoration.

The base is a piece of cardboard to represent the dirt and create a space for participants' figures to be placed on.



## Renderings

### Front Elevation



The facilitators' booth to welcome participants and hand out figures and prizes.

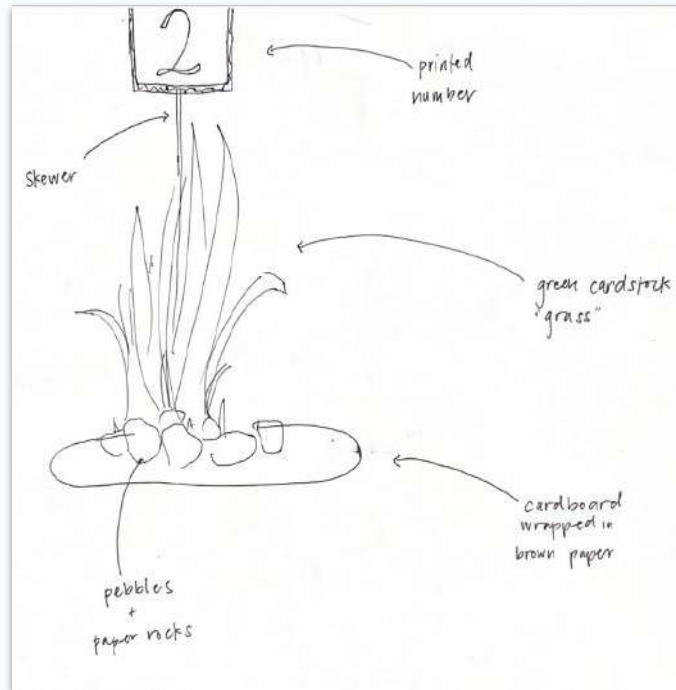
We will explore using the amphitheatre space instead of setting up a table.

### Side View





## Final Prototype

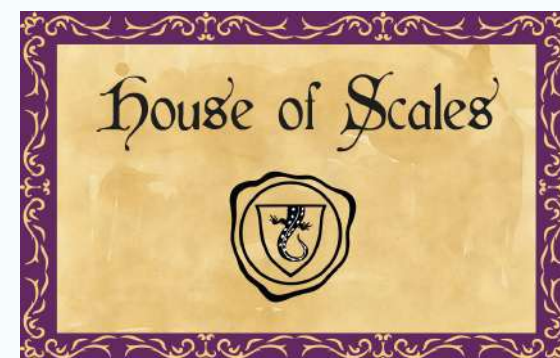
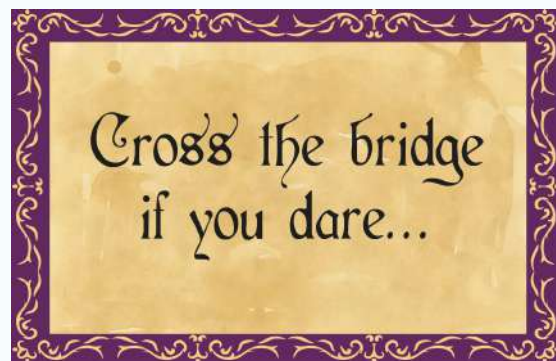


Construction and prototyping of reptile habitat grass spots

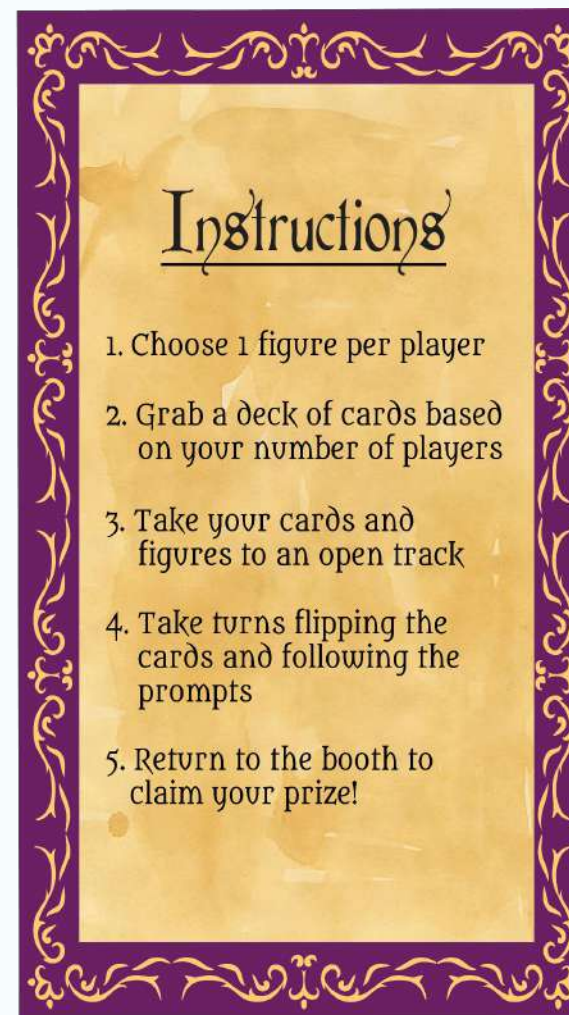




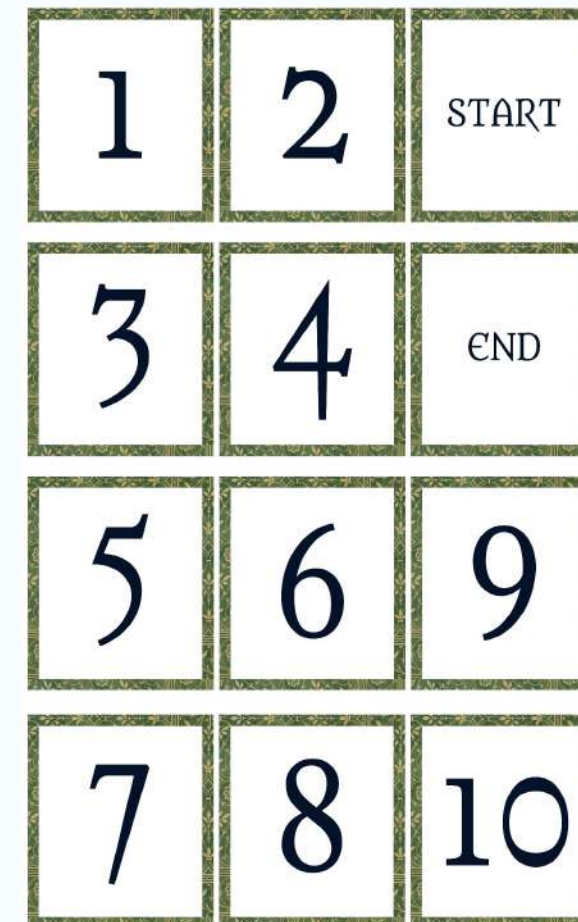
## Signage & Wayfinding



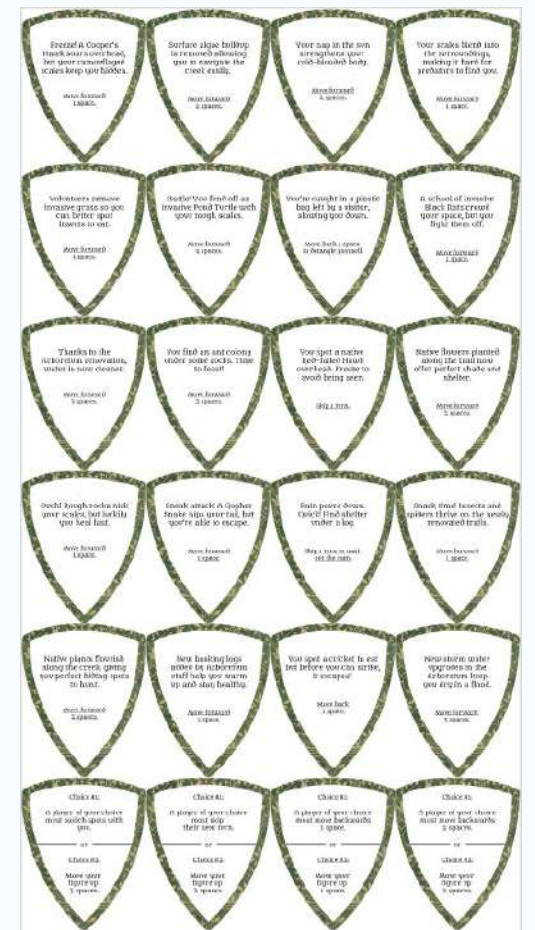
## Printed Material



Game Instructions



Numbers for each grass spot



Game Prompt Cards

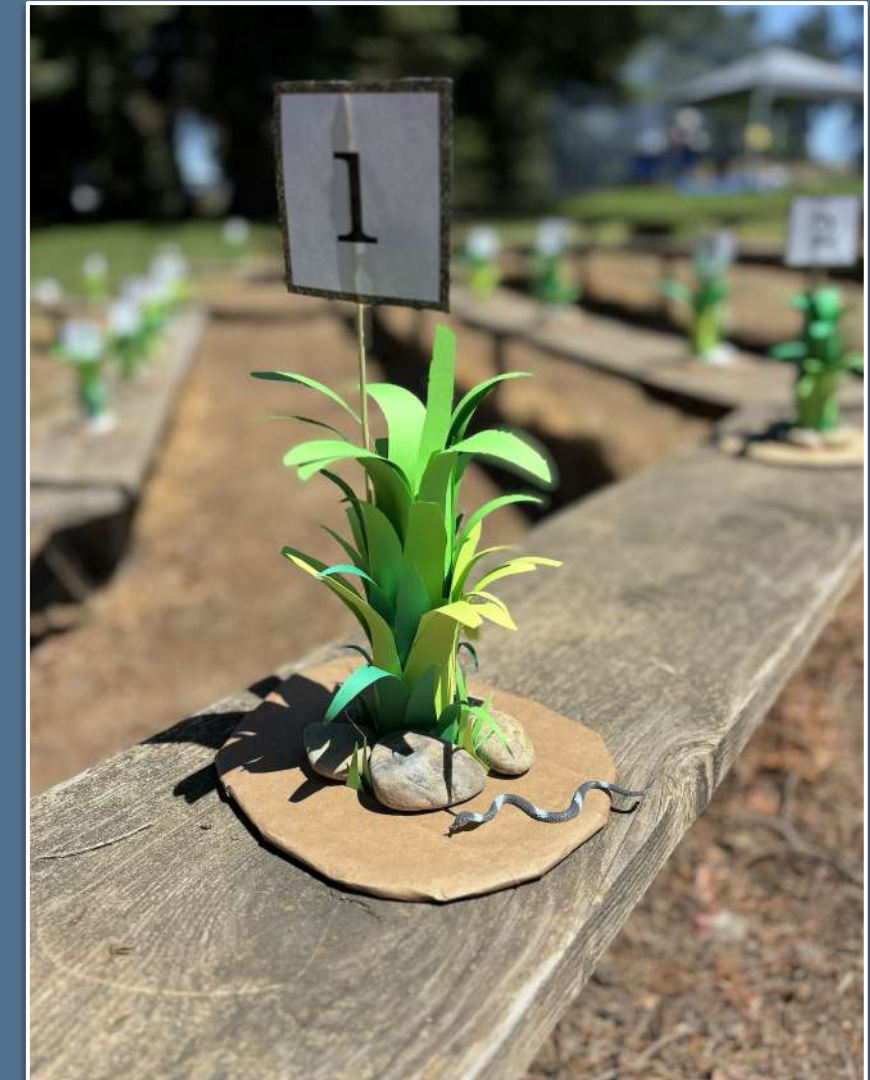
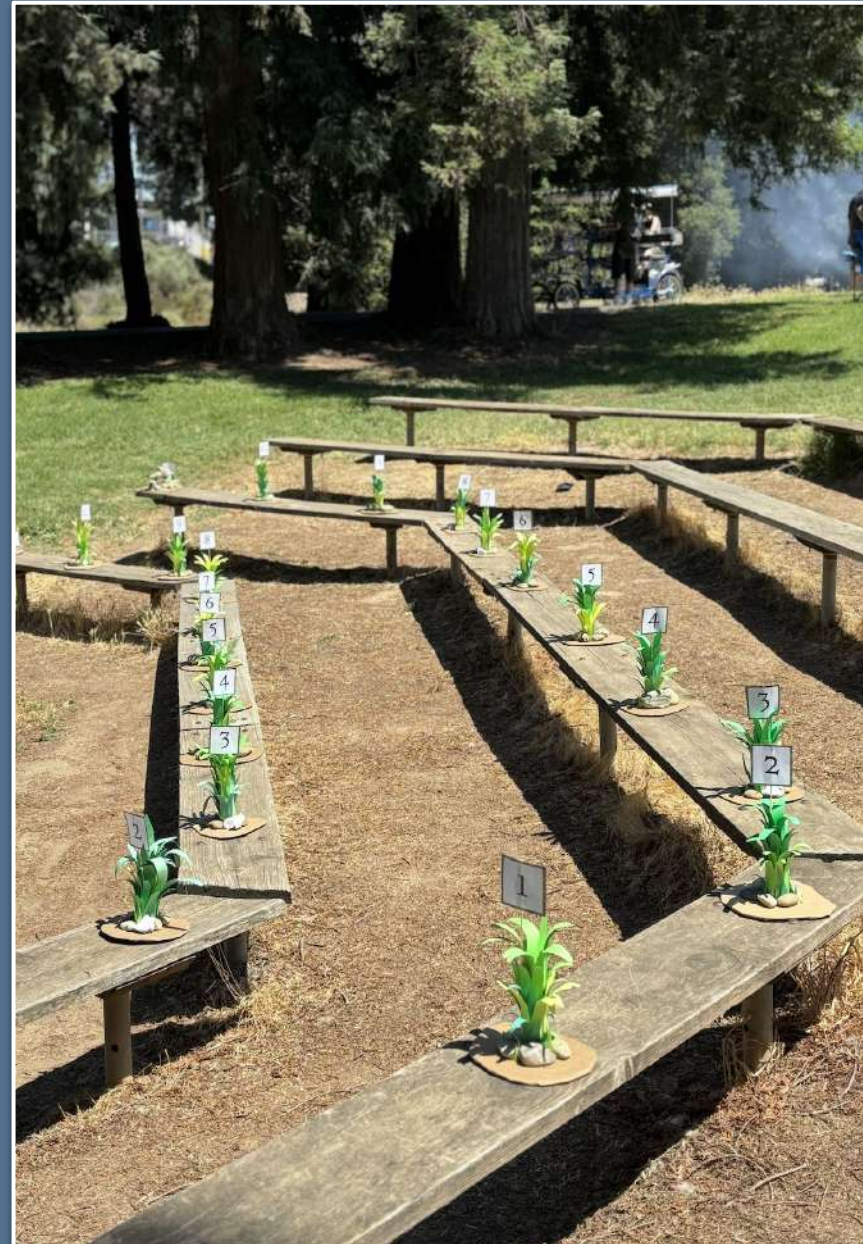




For our table set-up, we focused on bringing in decor elements that fit our medieval theme, reptile theme: a chest of player pieces, a bronze tray, a woven basket, and greenery.







While our initial plans were to place our main sign on our table, we decided to use the amphitheater's main stage to better incorporate it into our spatial design. The sign was also more visible from this area.

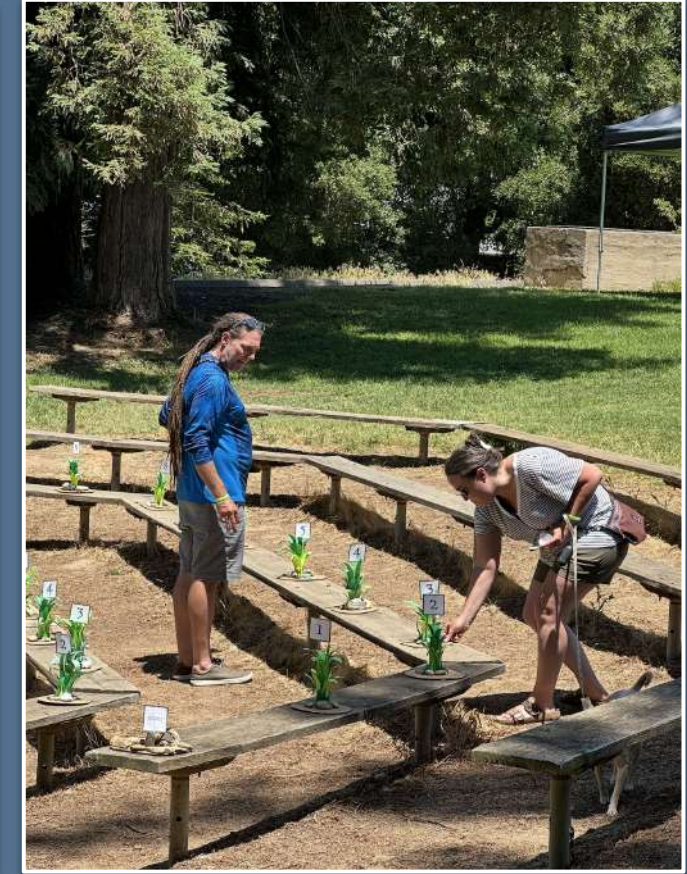
We placed the grass habitat spots on the first two tracks as their distance was much shorter than the other two, making it easier and quicker for visitors to play.

Using real rocks and pebbles on the on the base of each spot doubled as both a design and functional element - they ensured the spots stayed put along the bench.

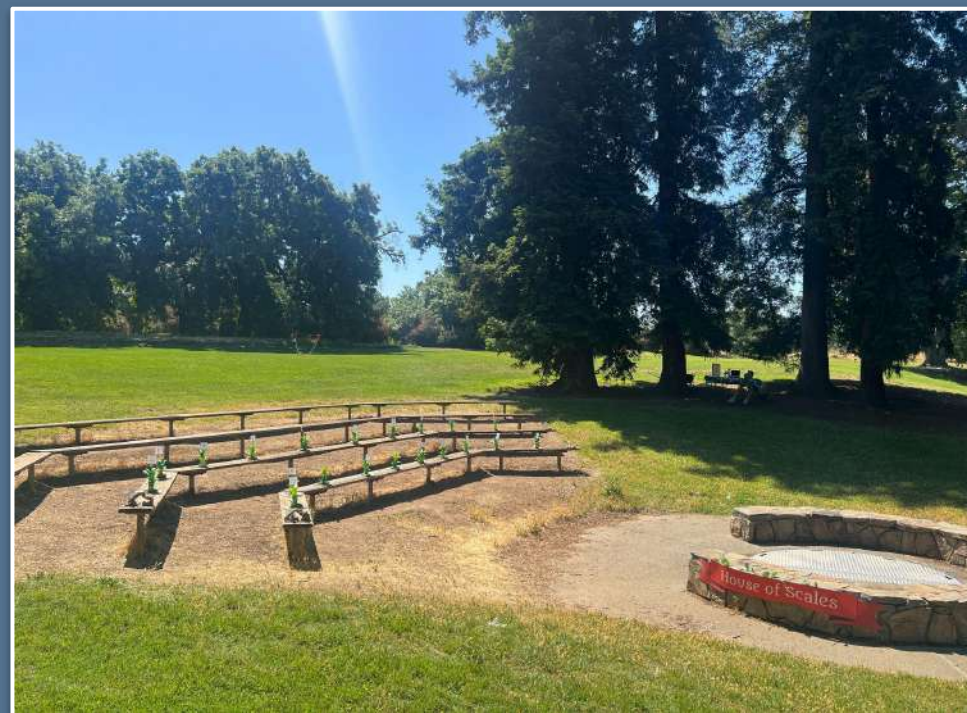














# The Paws Apothecary



Sara and Jennelyn



## Big Idea

This clue stop will turn a pet hospital into a medieval apothecary where visitors make slime-like potions guided by magical cats.

## Location

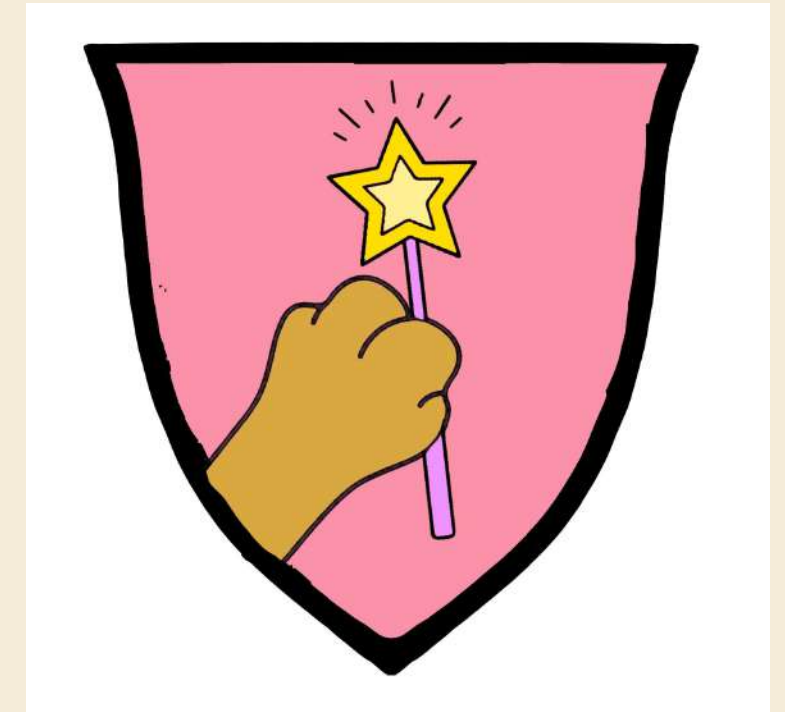
At the Small Animal Clinic at UC Davis

## Clue

*To the kingdom where knowledge flows, find the clinic where each small animal goes. Follow the scrolls, and seek the lawn, where tiny paws are cured, one and all*

## Sponsorships / Prizes

- Cat Tales: 6 free cafe vouchers
- UC Davis Bike Barn: bike accessories, coupons
- Pence Gallery: \$25 gift shop voucher
- Others: cat ears headbands, reusable water bottles, temporary tattoos, candy “magic” bags, fairy wings, free museum tickets





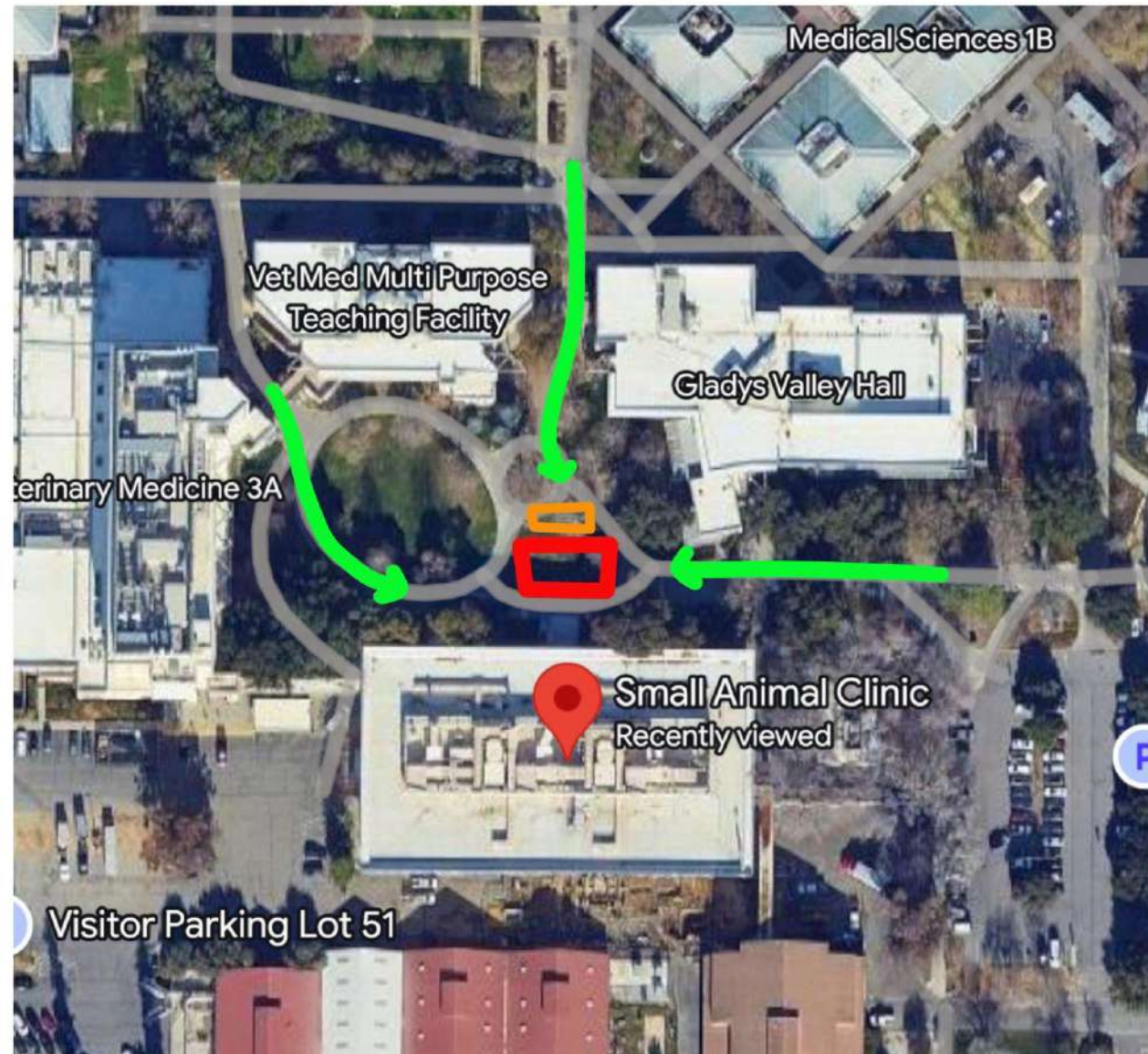
## Story and Goals:

The **Paws Apothecary** is a whimsical, magical stop located in front of the **Small Animal Clinic at UC Davis**. Here, guests are transported to a **medieval potion shop** where feline healers known as **Cat-Fae** lead the way. This enchanting space, bathed in warm candlelight and filled with the soothing scents of herbs, brings visitors into a world where ancient alchemy and animal care meet. As travelers step into this healing sanctuary, they encounter scroll-like signage and mystical relics, creating a fully immersive experience. The Cat-Fae, with their magical aura, welcome each rider with ancient scrolls and mysterious ingredients, offering them the chance to craft their own healing potion. Inspired by legendary beings like phoenixes, unicorns, and mermaids, the apothecary encourages creativity and imagination as participants enter a world where mythical creatures exist and magical healing is real. **This stop combines elements of fantasy, creativity, and animal care, making it a perfect escape into a whimsical universe that celebrates both science and magic.**

The **primary goal** of the Paws Apothecary activity is to engage visitors in a sensory, creative, and immersive experience that blends the science of **animal care** with medieval magical traditions. By crafting their own slime potions, riders learn about the art of alchemy while fostering creativity and hands-on involvement. This activity is designed to encourage **storytelling**, as participants choose their own magical creature-inspired recipe and personalize their potion with unique colors, scents, and textures. Additionally, it promotes **sensory exploration** through the use of various ingredients such as glitter, essential oils, and herbs. By connecting mythical creatures with the healing arts, the activity invites participants of all ages to reflect on the importance of care, both for animals and humans. The whimsical environment, complete with the presence of a plush Cat-Fae mascot, ensures that the experience is fun, accessible, and kid-friendly, making it an ideal stop for all ages. **Ultimately, the goal is to foster an appreciation for the magic of animal care and the importance of maintaining harmony in the world, blending the mystical with real-world practices.**



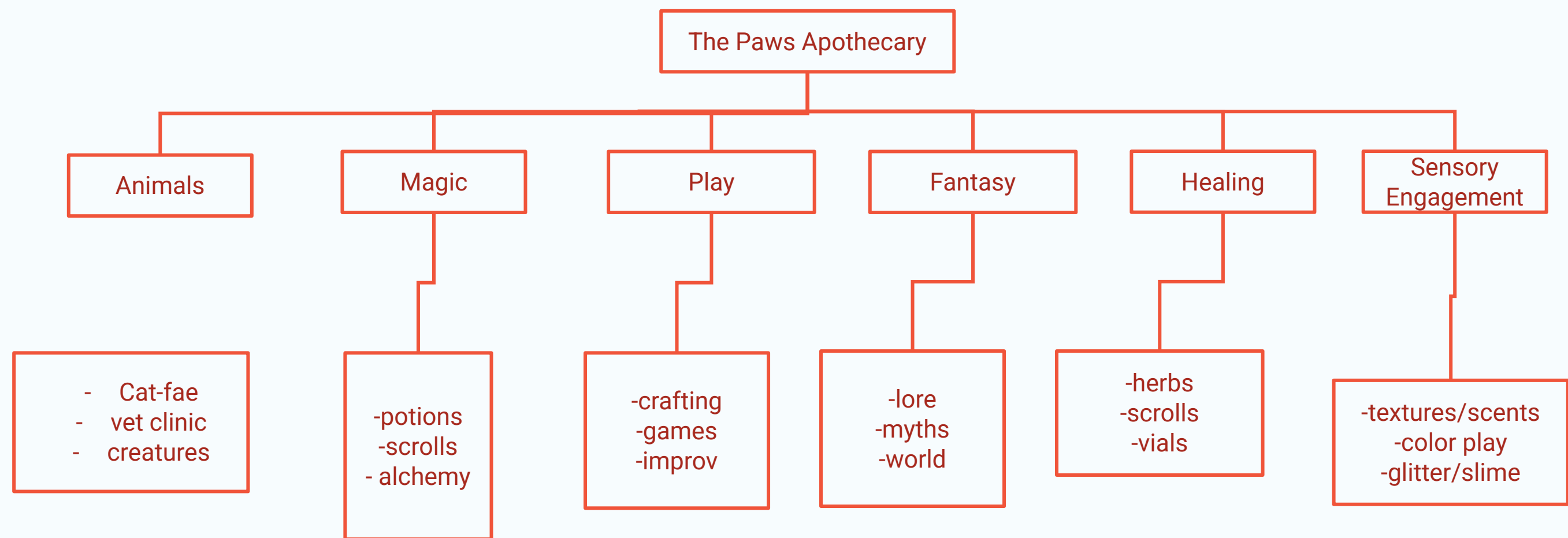
## Site Plan



-  Activity Location
-  Bike Parking
-  Bike Paths







## Concept Exploration Sketches & Mind Map



## Storyboard

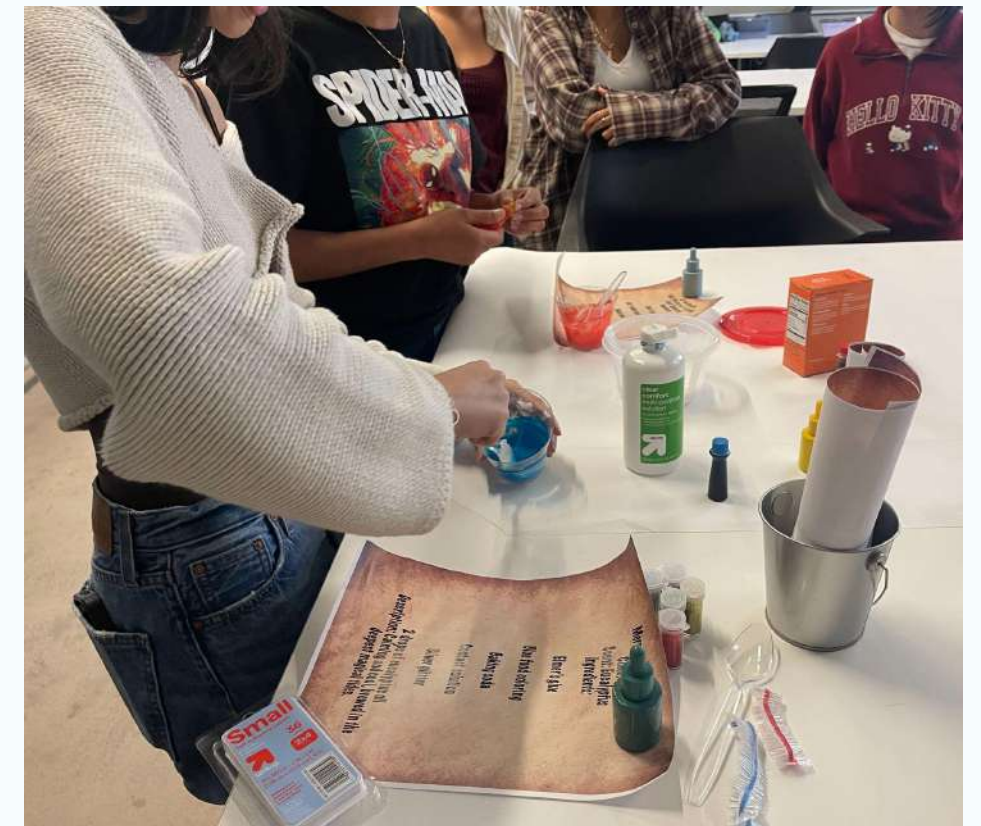
This storyboard outlines the visitor journey through the Paws Apothecary exhibit. It highlights each stage of the experience, from arrival and greeting by the Cat-Fae to selecting a magical scroll, crafting a personalized potion, and departing with a keepsake. The progression emphasizes interactive storytelling, sensory engagement, and imaginative play to create a whimsical and welcoming environment for all ages.

1. Riders arrive at the magical stop and spot scroll signage guiding them to the Paws Apothecary.	2. The enchanted Cat-Fae welcomes visitors with a scroll and beckons them inside.	3. Visitors choose a scroll containing their custom slime potion recipe inspired by magical creatures.
4. Participants follow the magical recipe to mix and enchant their unique slime potions using glitter, glue, herbs, and color.	5. Riders name their potion, decorate a label, and bottle it up in a mini vial to take home.	6. The journey ends with a souvenir photo and a final blessing from the Cat-Fae before continuing the ride.



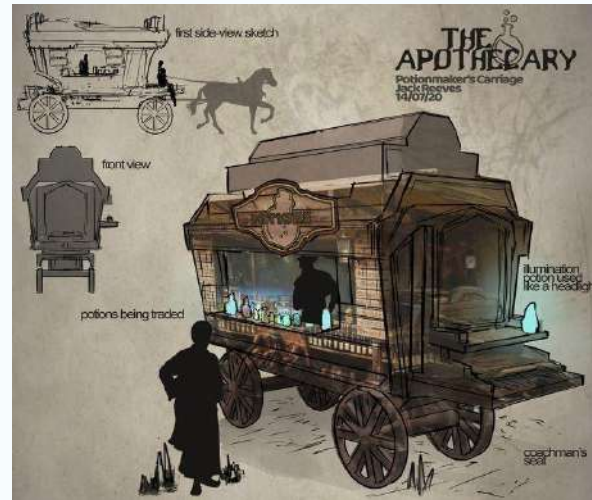
## Prototype

This prototype demonstrates the core interactive element of the exhibit: a hands-on potion-making station where visitors select a scroll with a magical slime recipe inspired by mythical creatures. Using glitter, colored glue, herbs, and essential oils, participants mix and bottle their own custom potion to take home. The prototype includes sample scrolls, ingredient jars, miniature vials, and a mock-up of the signage and table layout, capturing the whimsical, sensory-rich spirit of the Paws Apothecary.



During our class prototype, we got a look at how the activity would play out in real-time. From this demo, we realized that pre-measuring the glue beforehand will save time, allowing participants to dive straight into the creative process. We also decided to provide a clear, numbered list of steps in the recipe to keep things organized and avoid any confusion. Additionally, we'll include specific measurements for each ingredient to ensure that everyone gets the perfect potion.



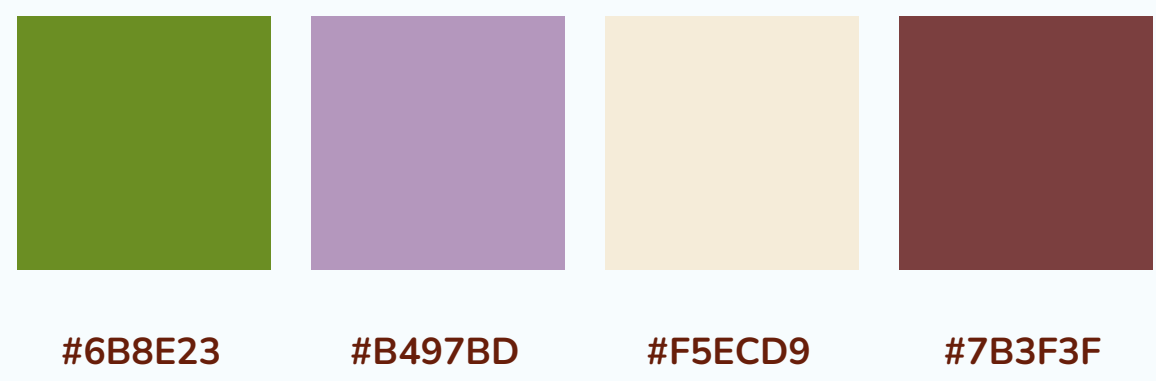




Graphic Palette



Color Palette



Fonts

IM FELL ENGLISH SC  
ABCDEFGHIJKLMNOPQRSTUVWXYZ  
ABCDEFGHIJKLMNOPQRSTUVWXYZ

Eb Garamond Regular  
ABCDEFGHIJKLMNOPQRSTUVWXYZ  
abcdefghijklmnopqrstuvwxyz

Materials





## Type Visualization (Front View)



This full-scale rendering represents the interactive potion-making station from the Paws Apothecary exhibit. Built using simple, portable materials, the setup includes a slime-making area with magical scrolls, colorful ingredients, glitter, and essential oils to simulate potion recipes. Visitors are guided through the process by whimsical signage and can take home their custom-labeled potion. The prototype demonstrates how participants will engage with the activity through sensory play, fantasy storytelling, and hands-on crafting. The station is designed to be safe, kid-friendly, accessible, and easy to transport to the event site.

## Type Visualization (Top View)



### ALTERNATIVE ACTIVITIES:

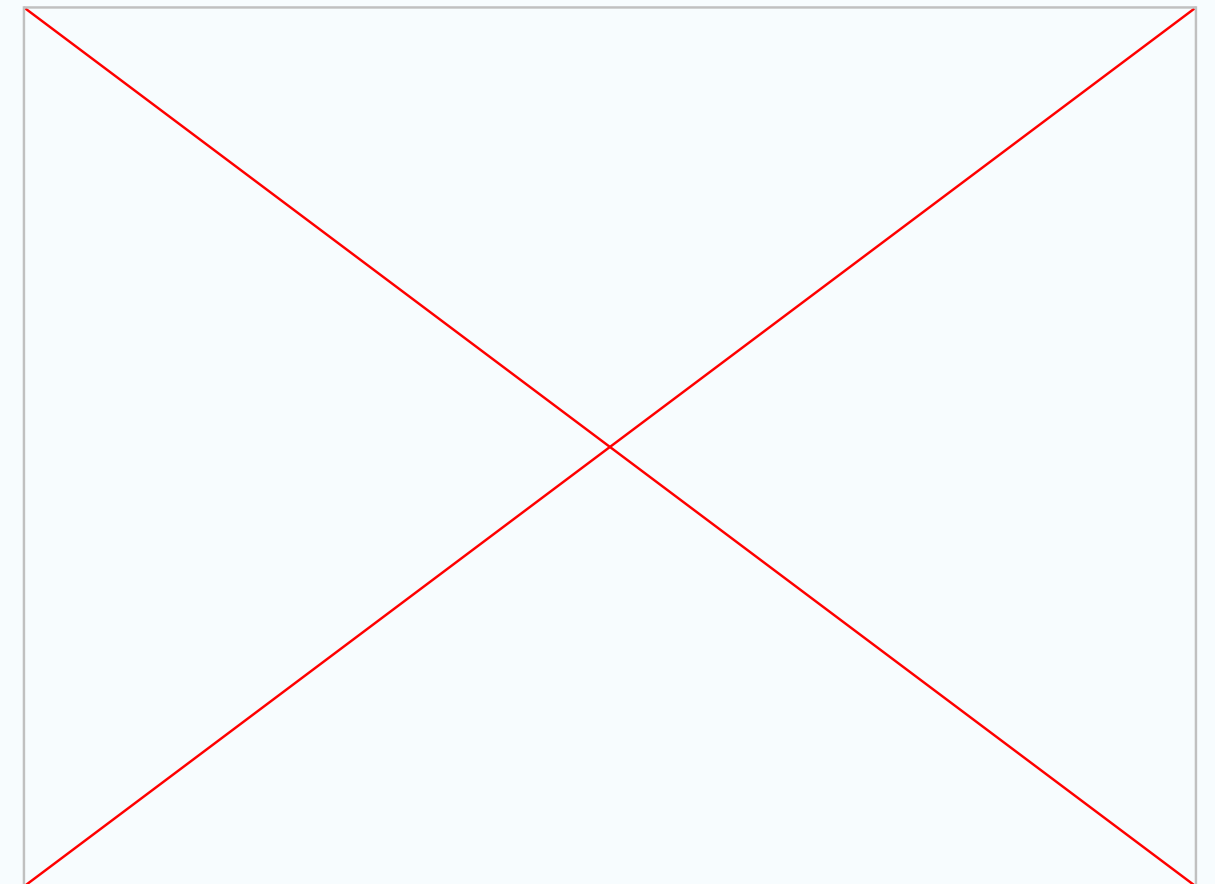
Fairy Dust Mixology: Bowls of colored sugar or salt (tinted by food coloring). Tiny jars for guests to layer one or more colors, Seal with cork; labels optional.

Fairy Hat Decorating: Give kids plain paper cone hats plus stickers, pre-cut felt flowers, and ribbon, they can assemble and wear their own fairy-witch hats on the spot.



## PARTICIPANT INTERACTION & FINAL PROTOTYPE DOCUMENTATION

This short film captures a participant engaging with the Paws Apothecary final installation, selecting a magical scroll, crafting their custom slime potion, and bottling it as a keepsake. The video highlights how visitors will be guided through the fantasy narrative while interacting with sensory materials in a hands-on way. Final installation photos from multiple angles showcase the setup's visual appeal, accessibility, and whimsical atmosphere, demonstrating how the experience will function in the actual event environment.









# Bird Watch Bootcamp



Gabriela Sanchez and Elise Hernandez



## Location

Bird Entry Park



## Big Idea:

This clue stop will **educate visitors on the birds living in their community** through demonstrating unique characteristics of various local birds in a role playing game.



## Description :

At the outer edges of the Davis Kingdom, **birds act as a “Watch,” perching in trees and soaring through the sky to keep a watchful eye on the world below and to protect their kind.** In order to recruit birds into the Davis Animal Kingdom, guests have to participate in a “Bootcamp” to join the “Bird Watch” and be trusted by the birds.

There will be **two stations** where each activity will focus on a local bird and their unique trait. Hummingbirds are the only birds who fly backwards and the local Anna’s Hummingbirds eat more bugs than nectar. A zigzagging bug-tag activity will allow people to “master” the hummingbird’s skills. Further, a memory test will introduce audiences to American Crow’s impressive memory and “master” this skill. Each activity will center around an interesting characteristic of each bird while providing an engaging educational opportunity for participants.

After completing the activities, guests will become a part of the “Bird Watch” and head to the gazebo, turned aviary, where they have been tasked to spot predators and protect their fellow birds. Once they have found the hidden coyote, cats, skunks, racoons, hawk, and vulture, they have completed their shift and the third and final activity! **Through the “bootcamp” guests will not only learn special characteristics of local birds, but they will also have embodied the bird’s ideology of teamwork and unity.**

## Clue:

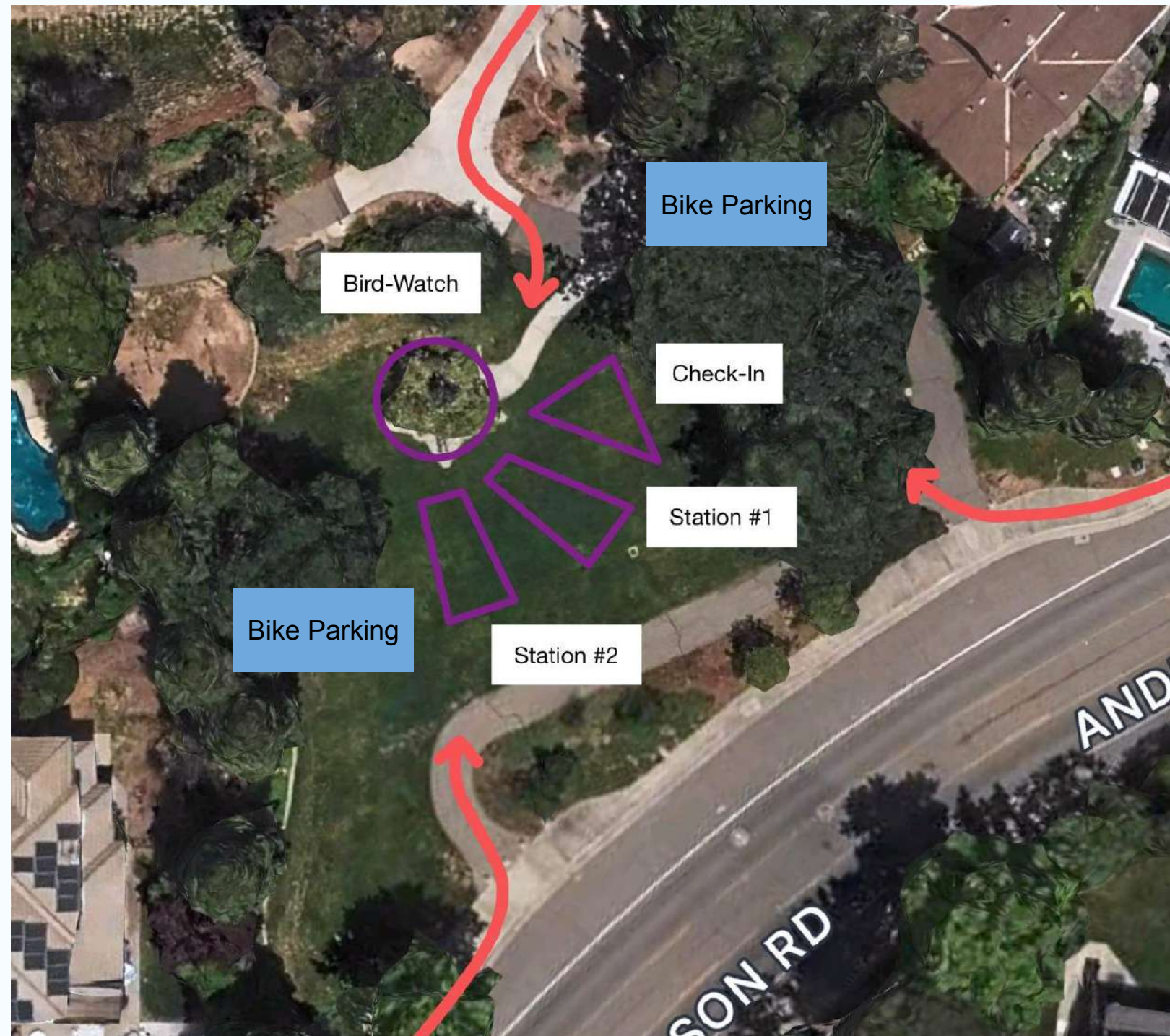
*In the sky, we have made our mark,  
Come and find us at Bird Entry Park!*

## Sponsors:

- Ken's Bike-Ski-Board
- Newsbeat

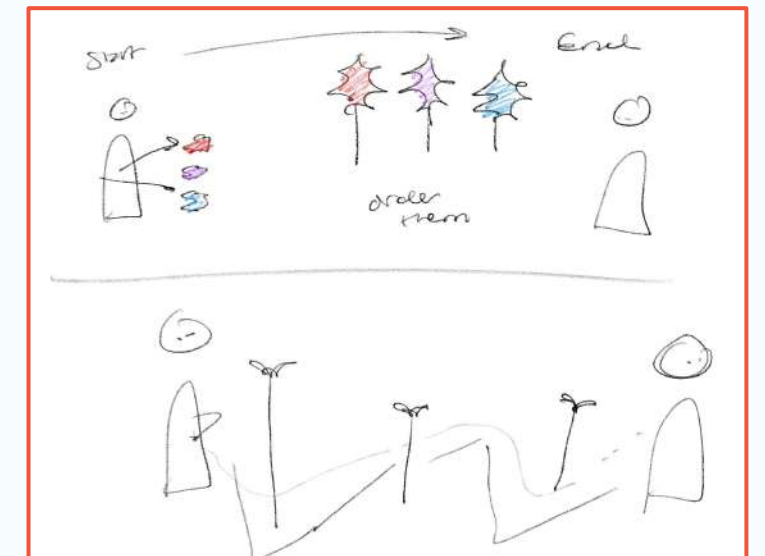
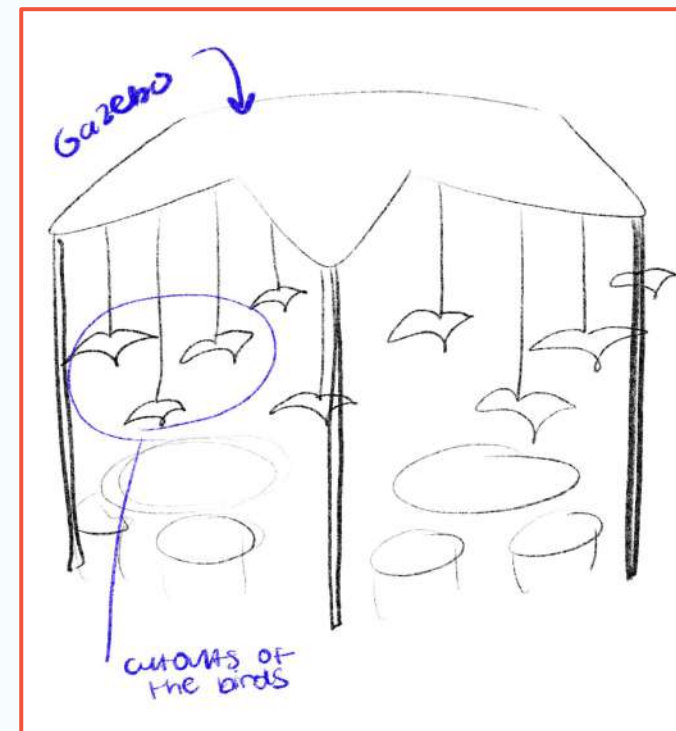
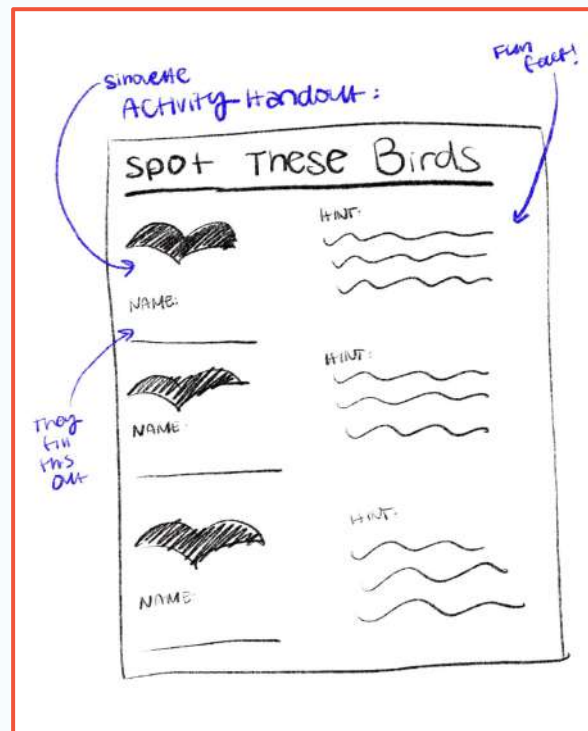
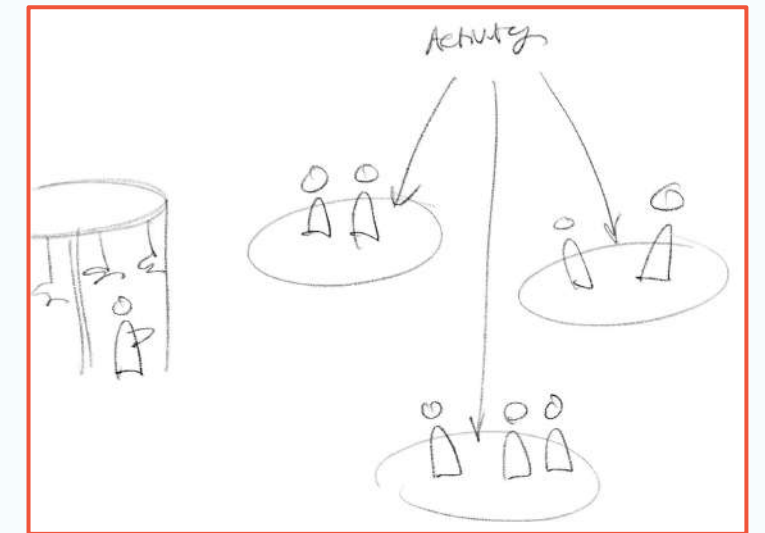
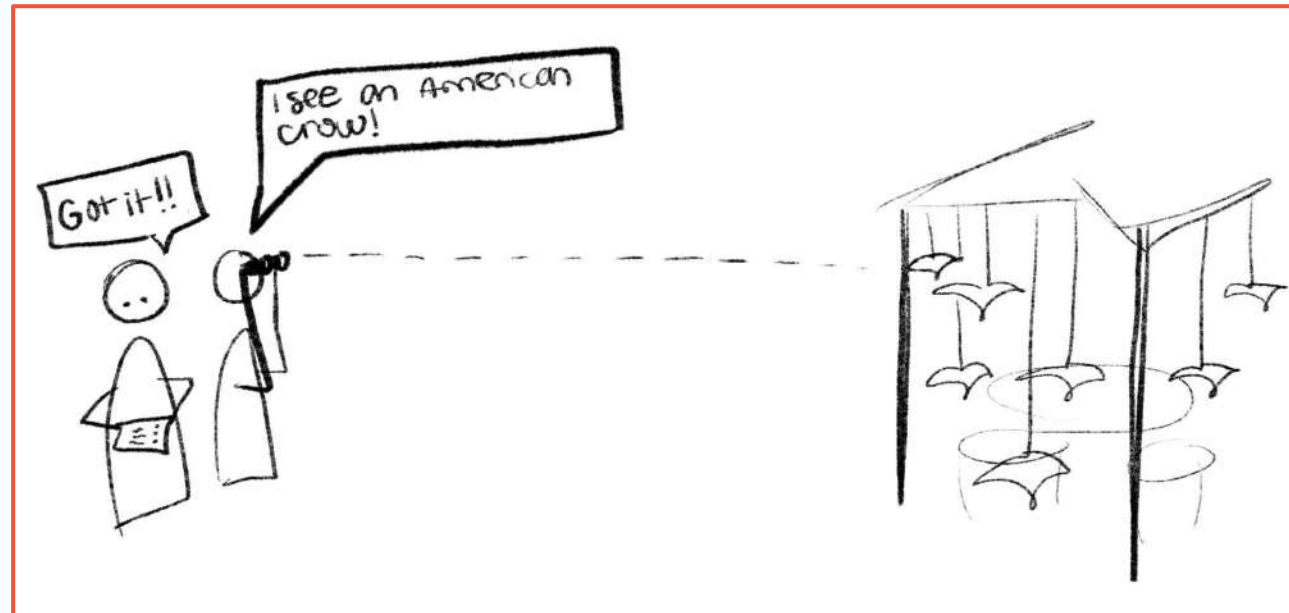


## Site Plan





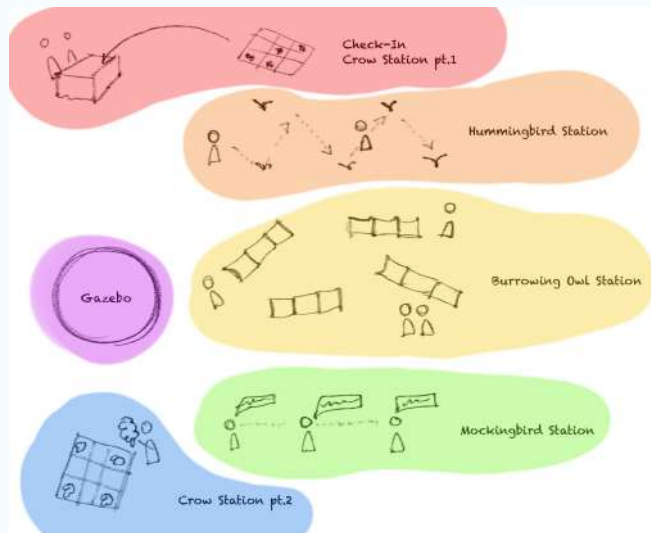
## Initial Ideas and Iterations:



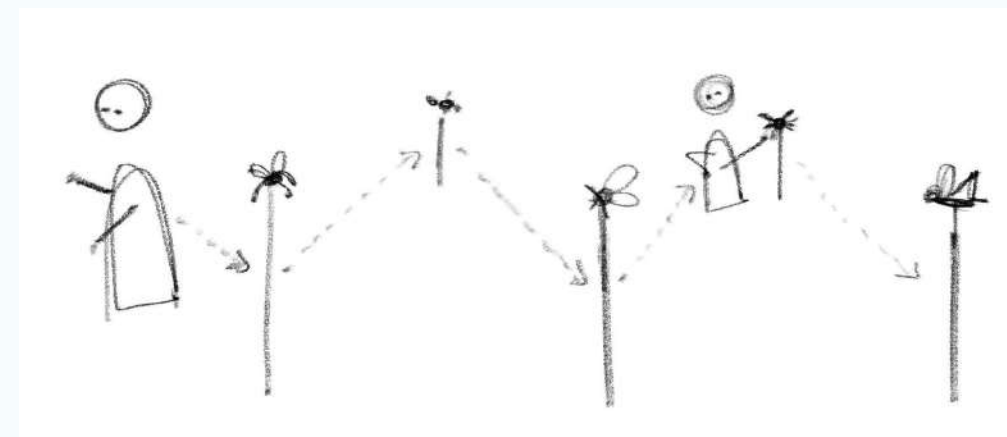
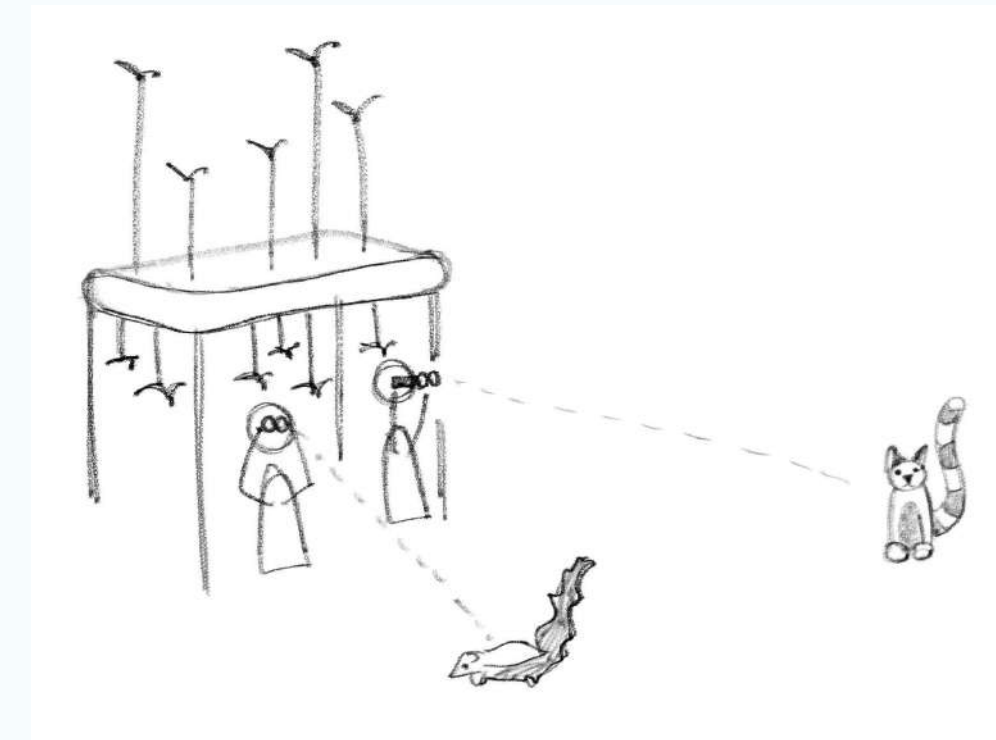
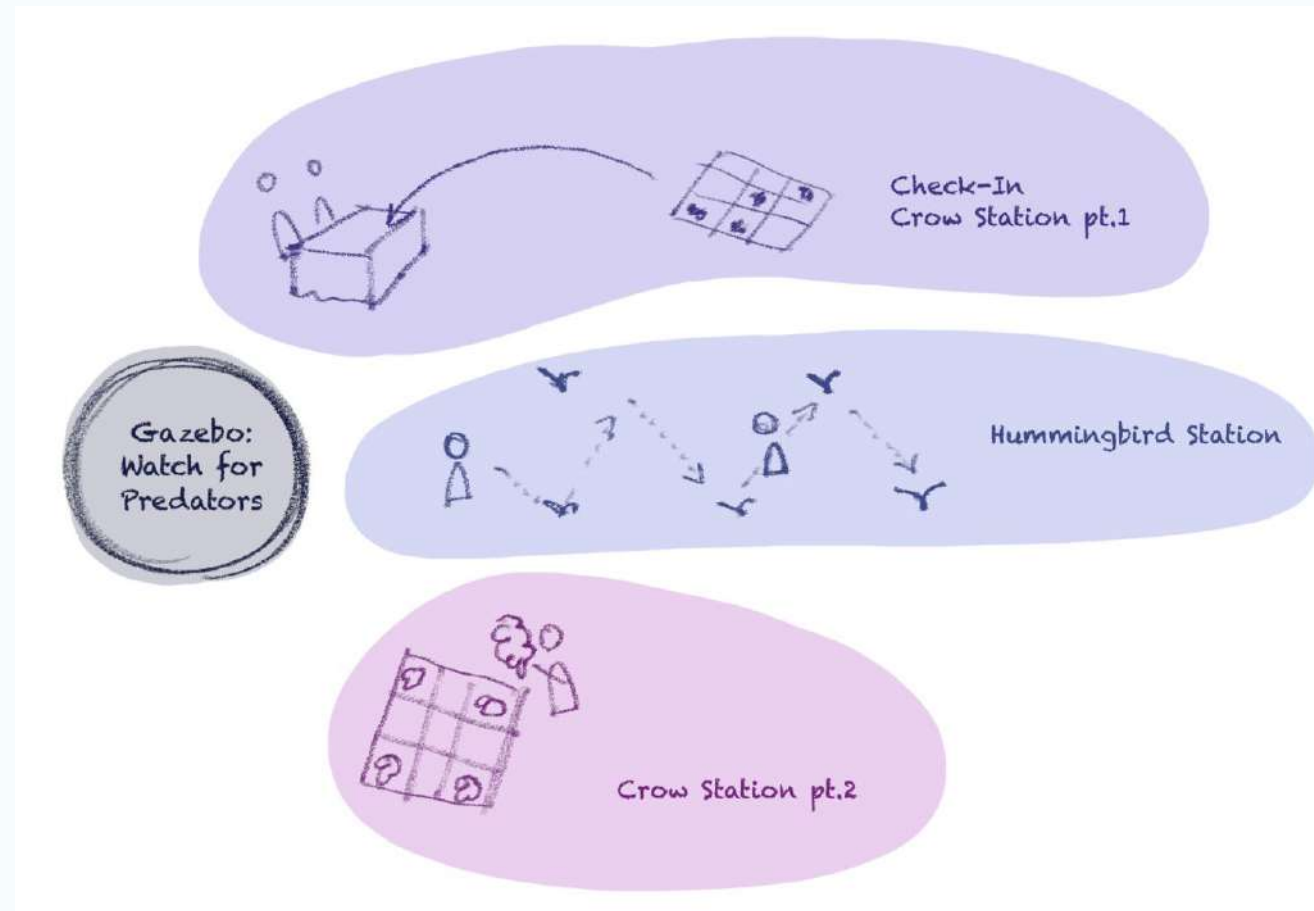


## Further Conceptualization

Proposed Idea:

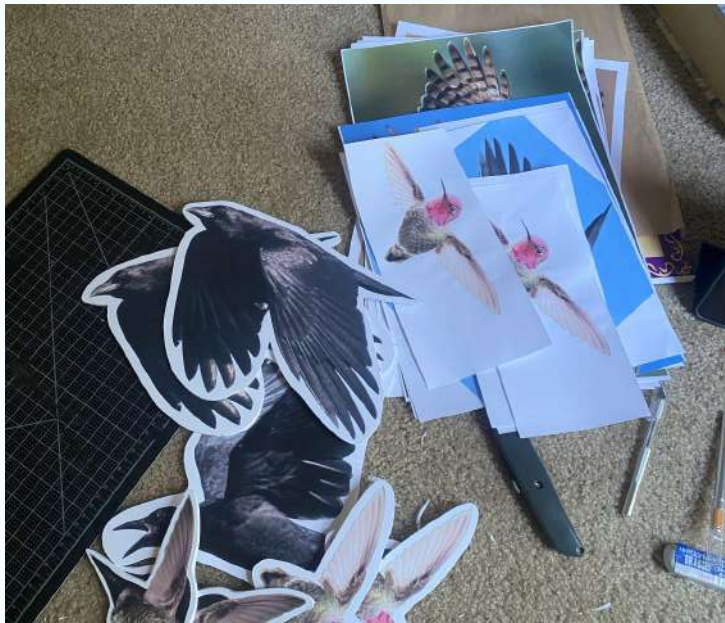


Finalized Idea:





## Prototype and progress:









## Typography:

### Metamorphous:

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

a b c d e f g h i j k l m n o p q r s t u v w x y z

1 2 3 4 5 6 7 8 9 0

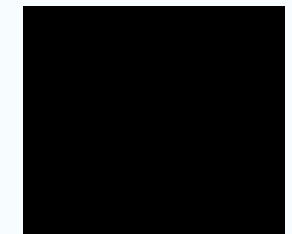
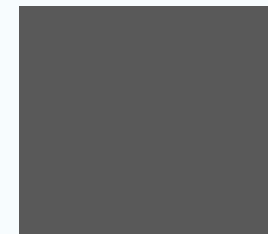
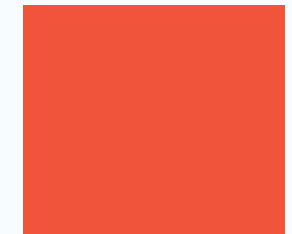
*Cardinal Alternate*

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

a b c d e f g h i j k l m n o p q r s t u v w x y z

1 2 3 4 5 6 7 8 9 0

## Colors:



## Materials



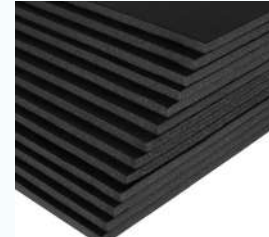
Paper



Paint



Bamboo Stakes



Foam Board



String



Cardboard



Fabric



## Rendering #1:

This image illustrates the bird station as a whole with guests parking their bikes, taking part in the various activities, and the check-in station.

Guests interact with each station with excitement and enthusiasm.



## Rendering

### #2:

Did you know hummingbirds are the only bird that can fly backwards? And the local Anna's Hummingbird is unique due to its appetite for insects over nectar.

This image illustrates the Hummingbird Activity where guests are invited to zig-zag backwards through a maze of insect “eating” them along the way.

## Rendering #3:

One of birds greatest strength is working together as a team. Join the “Bird Watch” and look out for predators!

This image illustrates guests participating in the last activity. Guests protect the gazebo turned aviary from behind the kingdom’s wall by using binoculars to find predators who pose a possible threat. Some of the birds own kind have even turned against them! Can you spot them all?





Participants were guided through the station with clearly activity numbers, instructions, and engaging games. In addition, the station's clear theme and decorations further transported guests into the "medieval" world of the Bird Watch Bootcamp.







# Mammal Mayhem



Lorelei Kriss & Zoe Romine



## Location of Site

Covell Greenbelt (635 Del Oro Pl)

## Big Idea

This clue stop will engage participants in a board game where they play as their own pieces, fully immersing them in a narrative designed to inform them about mammals and their roles in the Davis ecosystem.

## Sponsors:

- ✓ Cultivé Frozen Yogurt (\$10 gift vouchers x5)
- ✓ Armadillo Music (Stickers x20, coupons x20)
- ❑ A Room of Our Own Massage (Never received link, could be pursued for next year's class)

## Stop Clue:

While knights of yore rode noble steeds,  
This **dog** rides a **tricycle** at top speeds!



## Project Description:

The **Mammal Mayhem** clue stop features a **large-scale game-style board** that participants will need to make it through in order to receive the clue for the next stop. The path is designed on canvas material, protecting it from user wear and tear and preventing slips.

Each participant will be assigned a **local mammal** to play as, which dictates where they start on the board and where they can step. The 12' x 15' board features **symbols that represent each animal's diet, habitat, and physical size**, showcasing the versatility of Davis's mammals – participants will receive a durable, laminated card showing them which symbols apply to their animal. If a participant answers a trivia question correctly, they get to roll a large die and move either 2, 3, or 4 spaces. There are **6 correct paths** on the board, allowing up to 6 individuals or 6 separate parties to play at once. Questions span topics ranging from broad mammal classification characteristics (like hair, mammary glands, etc.) to more Davis-specific questions about animals' roles in their local ecosystem. Some paths overlap with each other, teaching participants about the similarities of certain mammals and how they may have to compete for resources or habitat space.

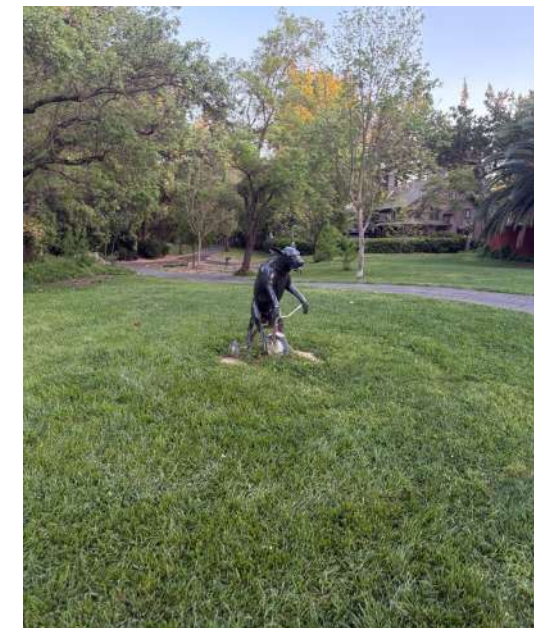
Due to the stop's location in a residential neighborhood in North Davis, one goal for the stop is **to help re-contextualize the narrative painting certain mammals as "pests;"** racoons and opossums play an important role in the ecosystem, which more Davis residents should be aware of.



## Site Plan

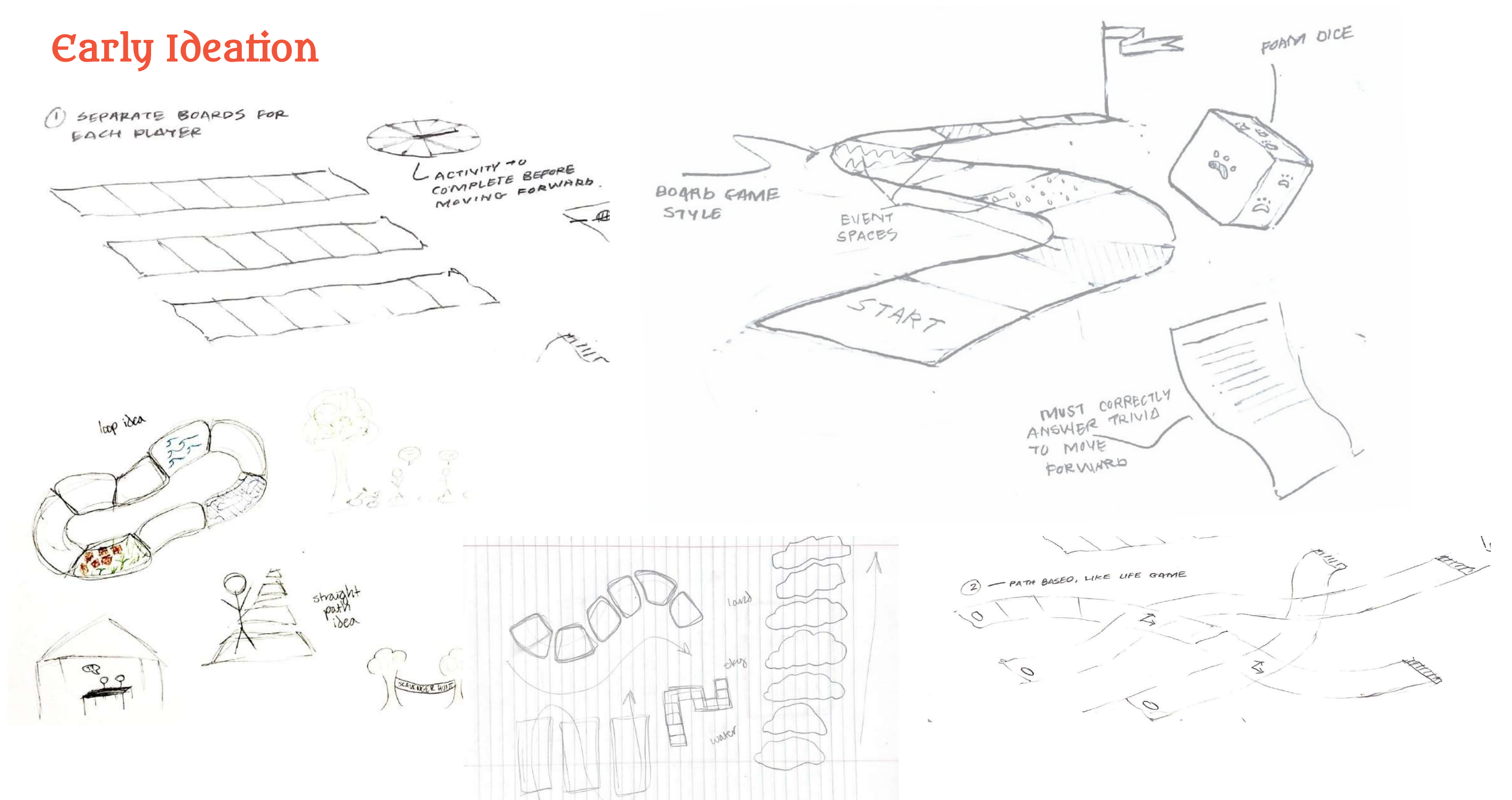


- EXPECTED ENTRIES
- EXPECTED EXITS
- STOP/ACTIVITY





## Early Ideation







"Giant Monopoly," Didactic House Peru.



Source Unknown.



"Game," Kidsweek Newspaper, the Netherlands.



"Life Sized Candyland," Boyle County Public Library, Danville, Kentucky.



"26 Life-Size Versions of Popular Board Games," Mentalfloss.com.

These inspiration images got us thinking about scale – how big is too big? – and participant interaction – how can we make the experience autonomous and engaging? We have decided we want to reign in the scale at 12' x 15' and create a large cardboard die so participants can fully take charge of their experience on the board.





“Snakes and Ladders,” The Heaven Creations, Jaipur, Rajasthan.



Fall Guys, “Tip Toe,” Mediatonic, 2020.



“Giant Monopoly,” DUBAI Monopoly Experience, Mall of the Emirates, 2015.



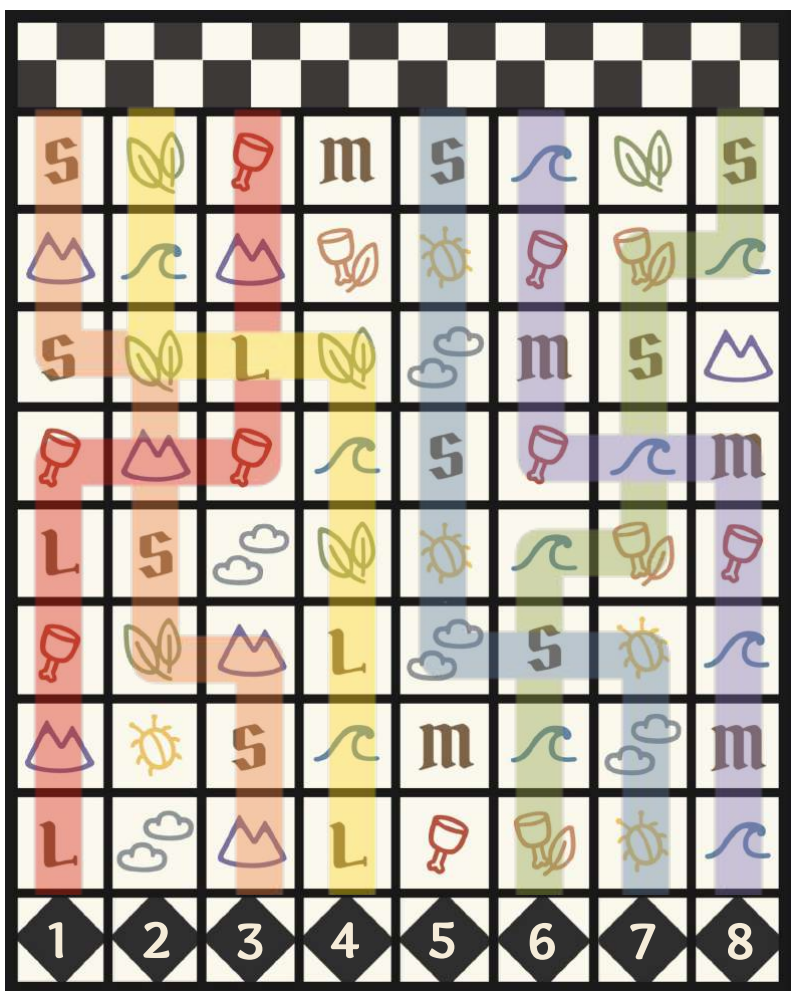
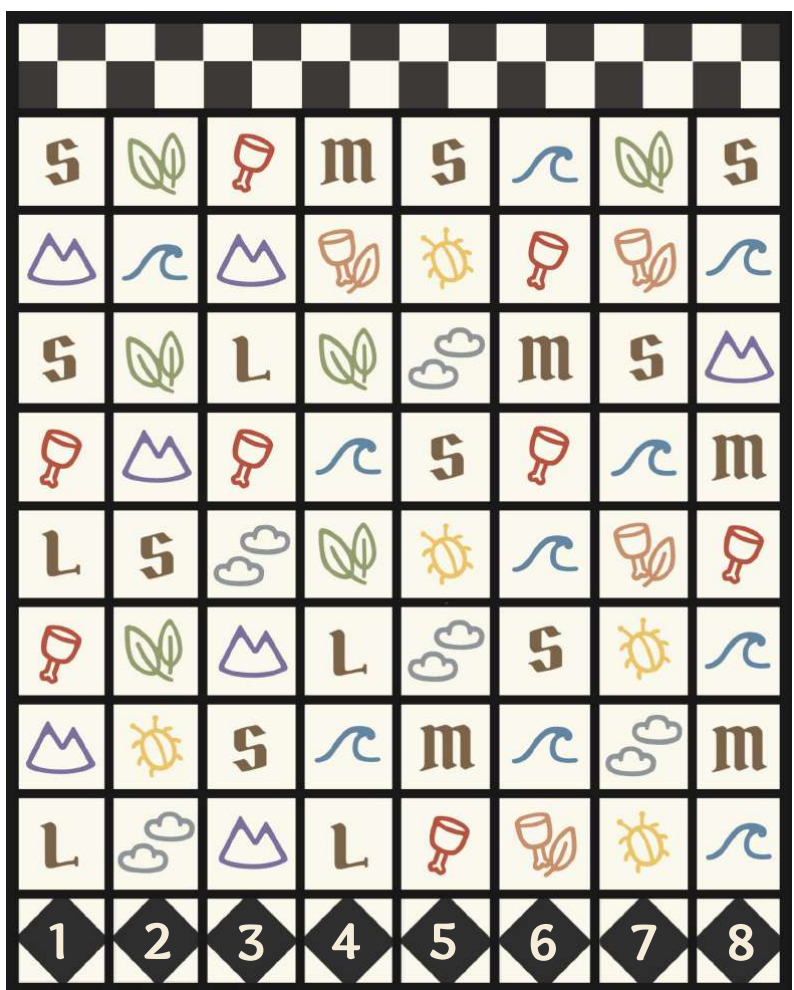
“Adults enjoying a life-sized game of Snakes and Ladders,” Grape Events Pvt. Ltd., Karnataka, India.

We began developing the latest iteration of Mammal Mayhem when Zoe remembered the Fall Guys minigame “Tip Toe,” in which players have to work together to clear the playing field of faulty tiles and find the one true path to the finish line. From there, we sought out life-sized versions of popular games like Snakes and Ladders and Monopoly to see how design teams have translated those recognizable boards into something that can be stepped on. Both iterations of “Snakes and Ladders” are readable and vibrant, and “Giant Monopoly” by the DUBAI Monopoly Experience manages to translate a chaotic and wordy game into a sleek and classy design at the larger scale.



## How to Play:

Players will be handed a card and positioned at the start of the board. One at a time, they will be prompted to answer a trivia question about Davis mammals; if they answer correctly, they can roll a die (ranging from 2-4). They then can move forward/sideways the amount of spaces they rolled, but only on the spaces that are consistent with the icons on their card.



## Routes

- Coyote
- Desert Cottontail **OR** California Ground Squirrel
- American Beaver

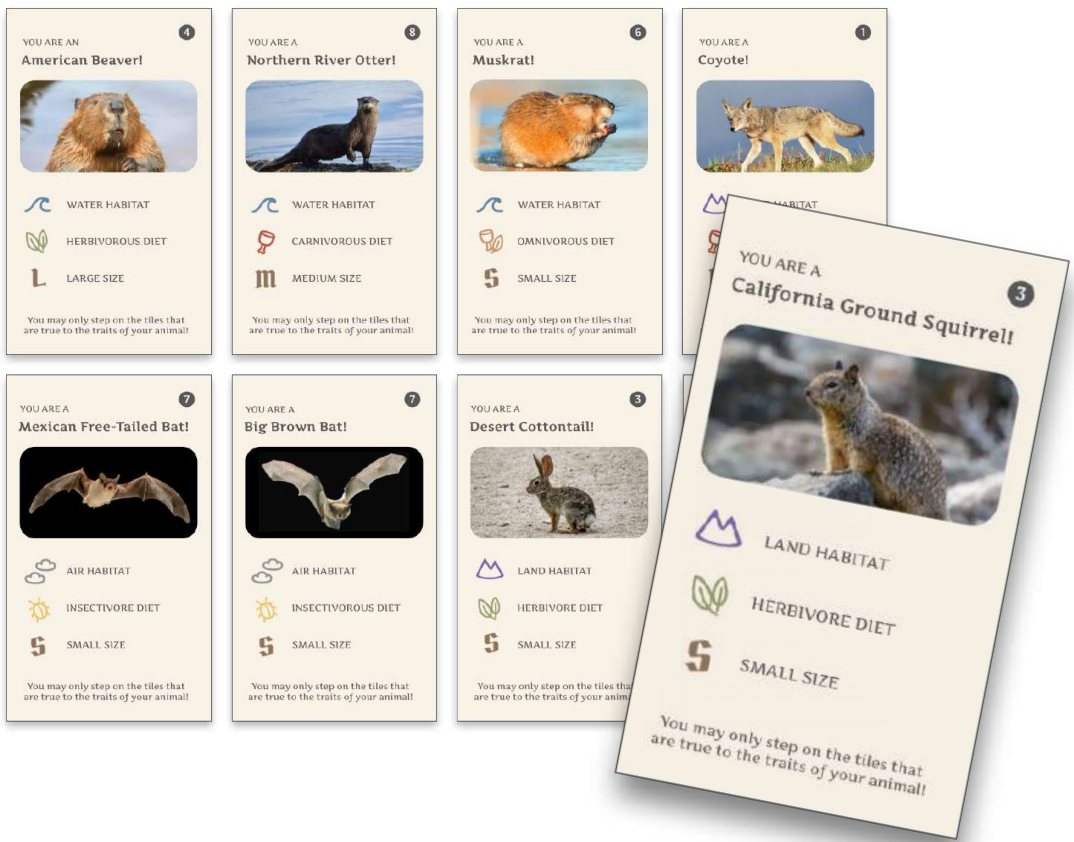
- Muskrat
- Mexican Free-Tailed Bat **OR** Big Brown Bat
- Northern River Otter

## Noted Traits

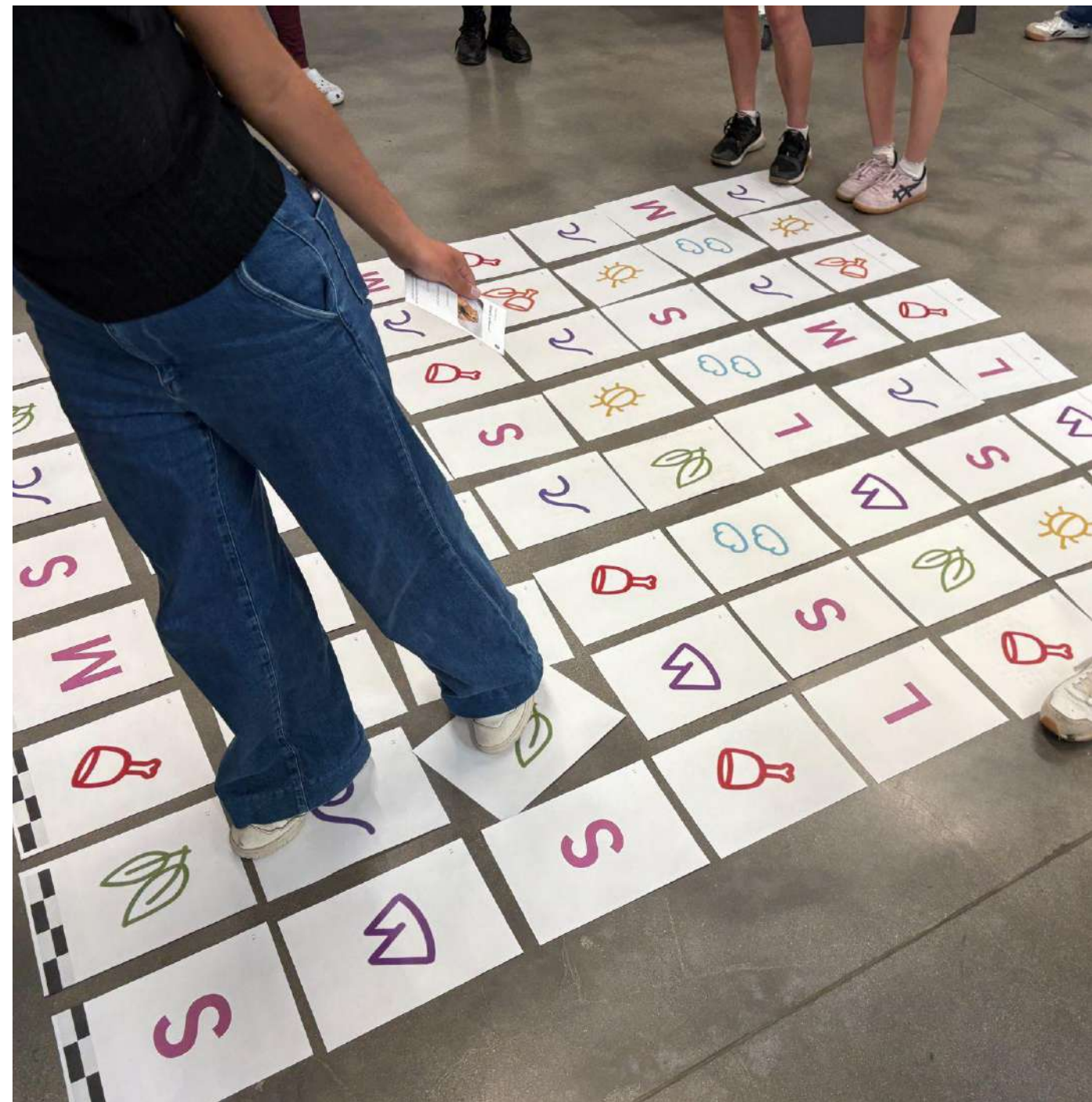
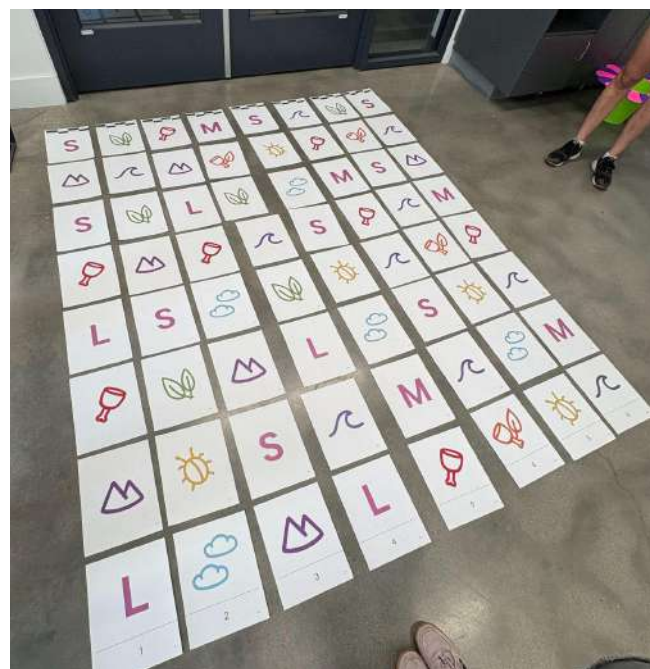
1. Diet (herbivore, carnivore, omnivore, insectivore - *type of carnivore*)
2. Primary habitat (land, water, air)
3. Size (small, medium, large)

## Animal Cards List

1. American beaver (water, herbivores, large)
2. River otter (water, carnivore, large)
3. Muskrat (water, omnivore, medium)
4. Desert cottontail (land, herbivore, medium)
5. Mexican free-tailed bat (air, insectivore, small)
6. Big brown bat (air, insectivore, small)
7. Coyote (land, carnivore, large)
8. California ground squirrel (land, herbivore, small)







Demo and early game board development



## Icon Set



## Color Palette



## Fonts

### Artifika

ABCDEFGHIJKLMNOPQRSTUVWXYZ

abcdefghijklmnopqrstuvwxyz

1234567890

### Pirata One

ABCDEFGHIJKLMNOPQRSTUVWXYZ

abcdefghijklmnopqrstuvwxyz

123456789

## Material Palette



Canvas



Cardboard



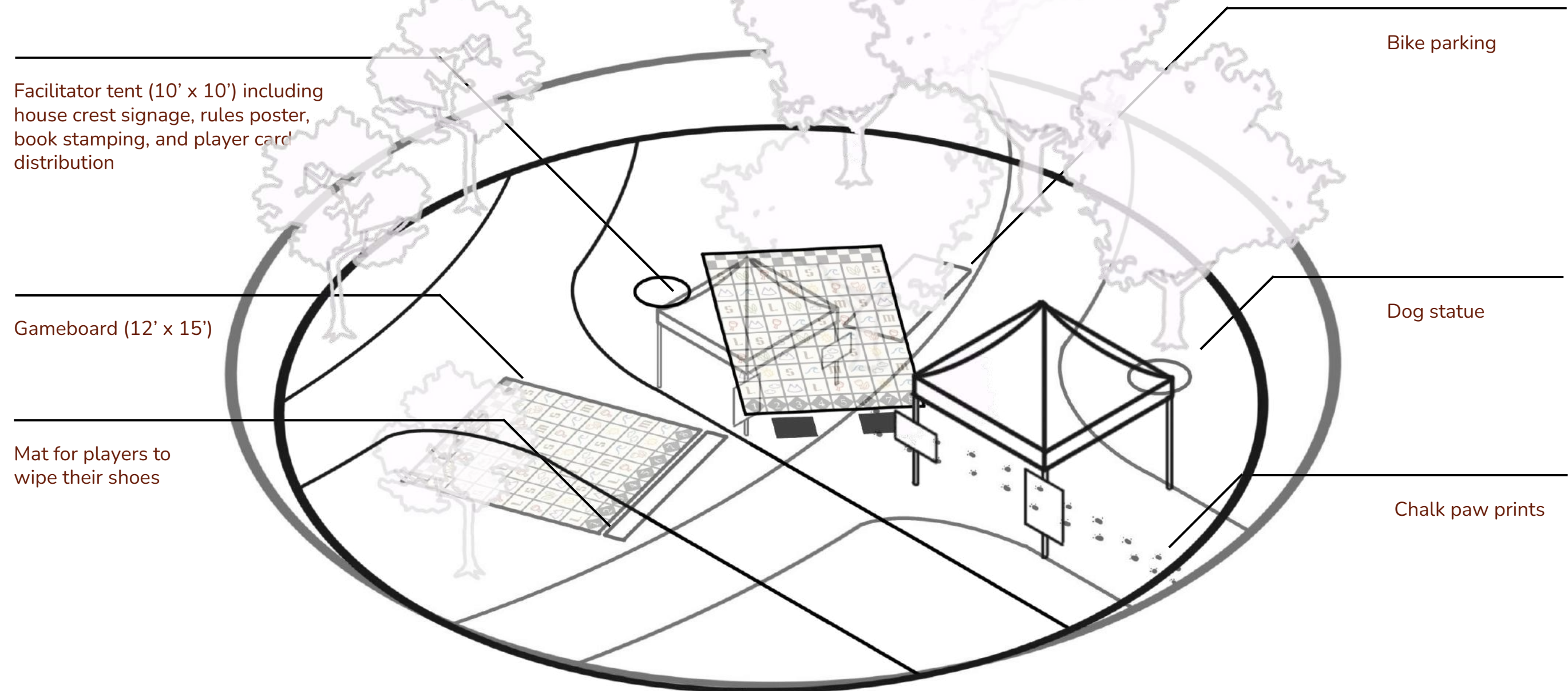
Duct Tape



Acrylic Paint

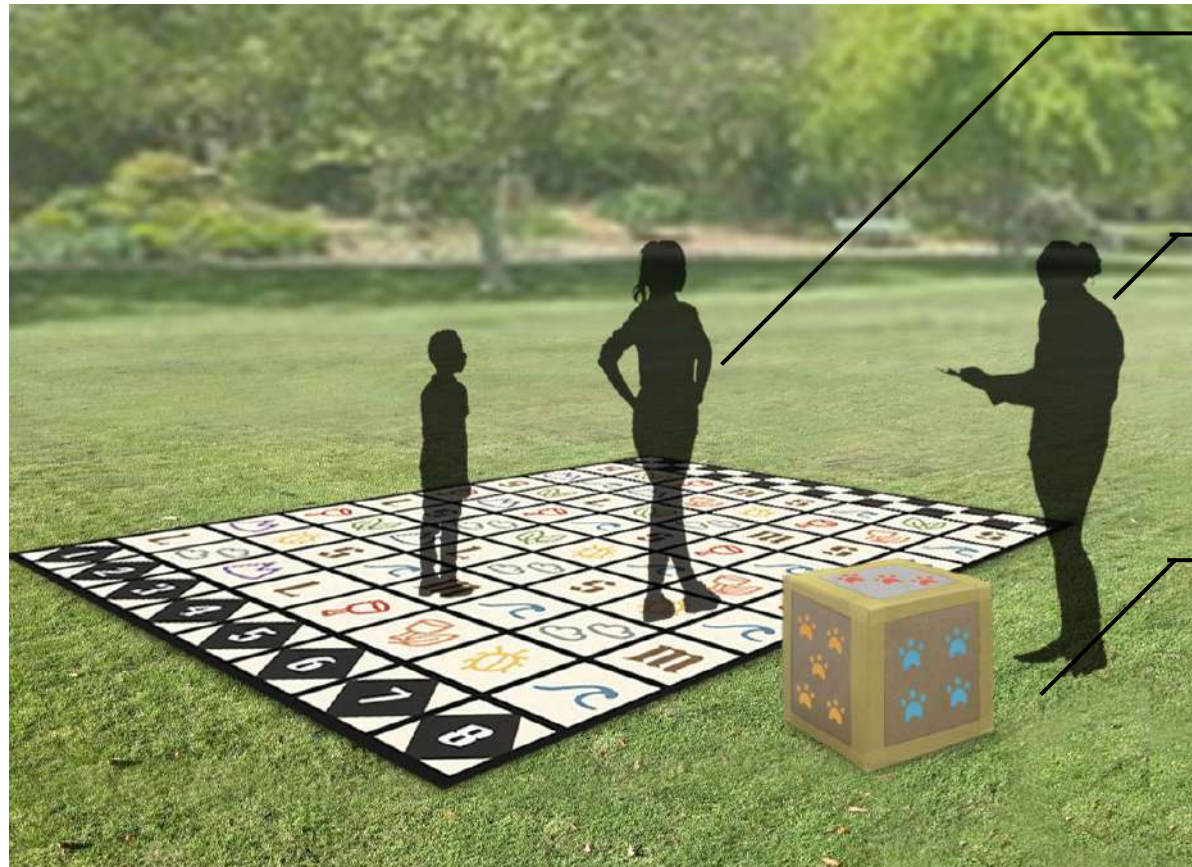


## Renderings





## Game Board

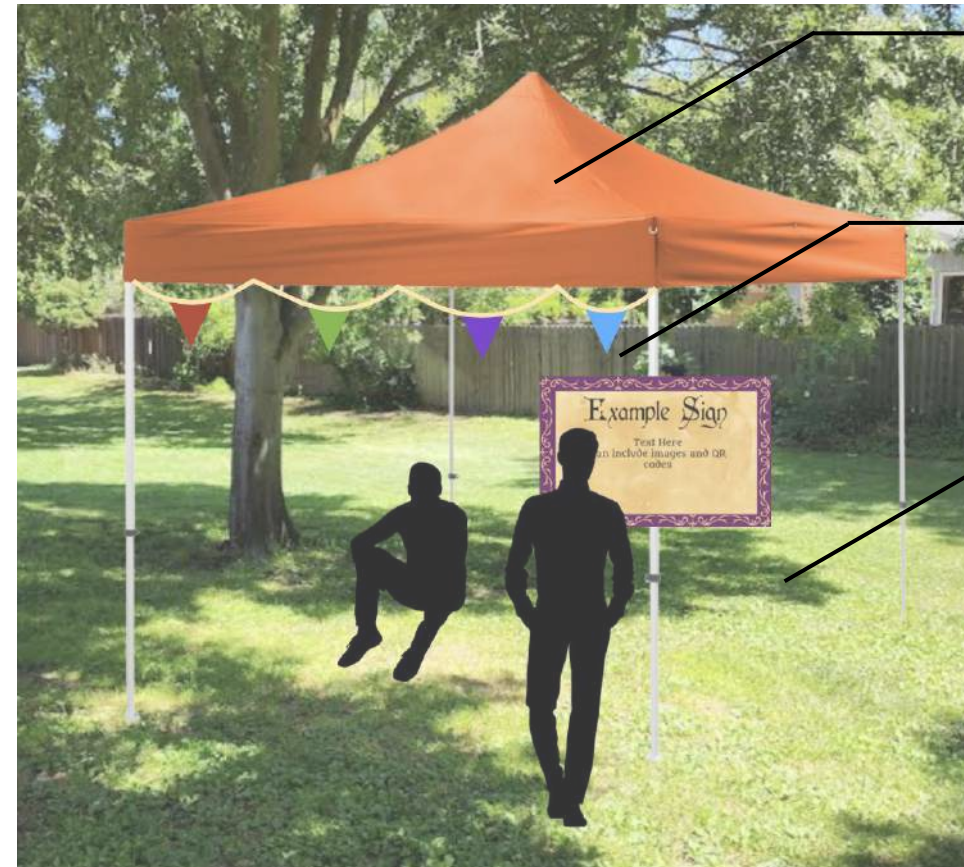


12' x 15'  
canvas game  
board

Facilitator  
present to read  
the trivia  
questions and  
direct players

Large  
cardboard die  
(1.5' x 1.5' x  
1.5') for  
players to roll

## Facilitation Tent



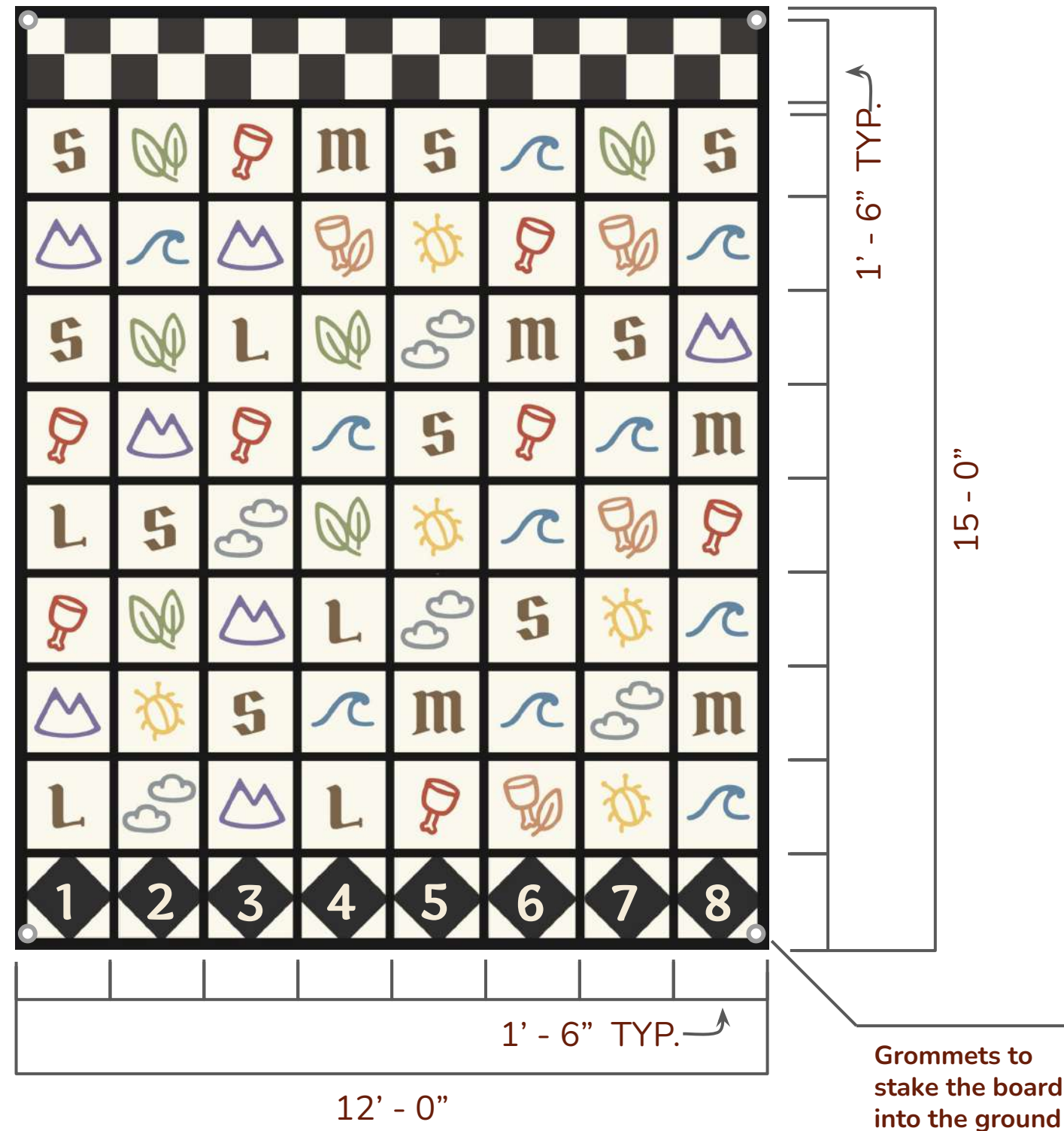
Tent (approx. 10' x  
10')

Fabric bunting  
contributes to  
medieval look

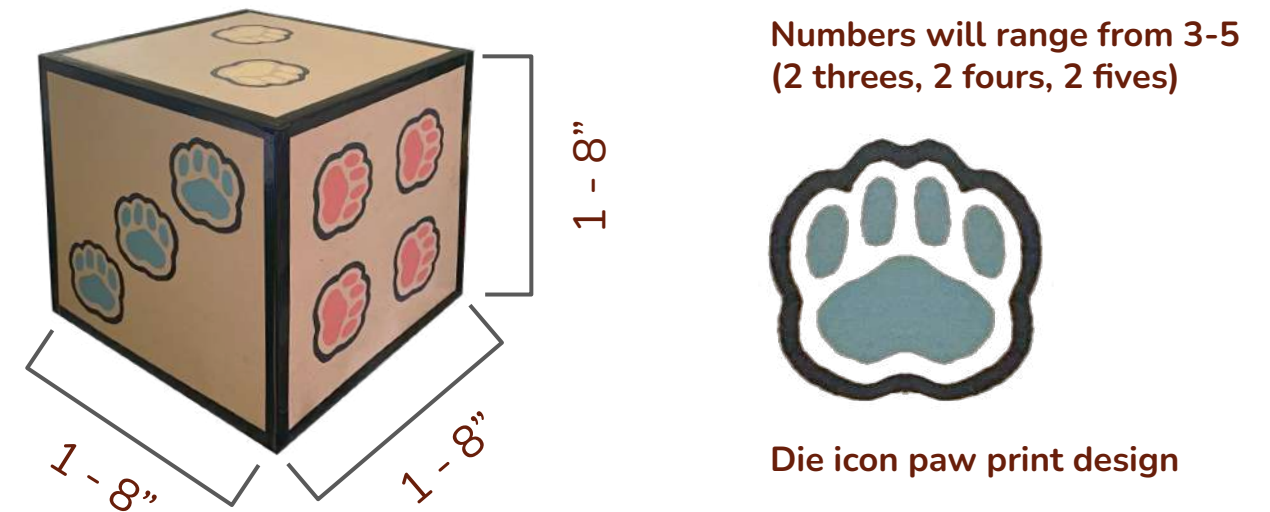
Large sign  
displaying rules  
creates graphic  
unity among the  
stops and allows  
for easier game  
comprehension



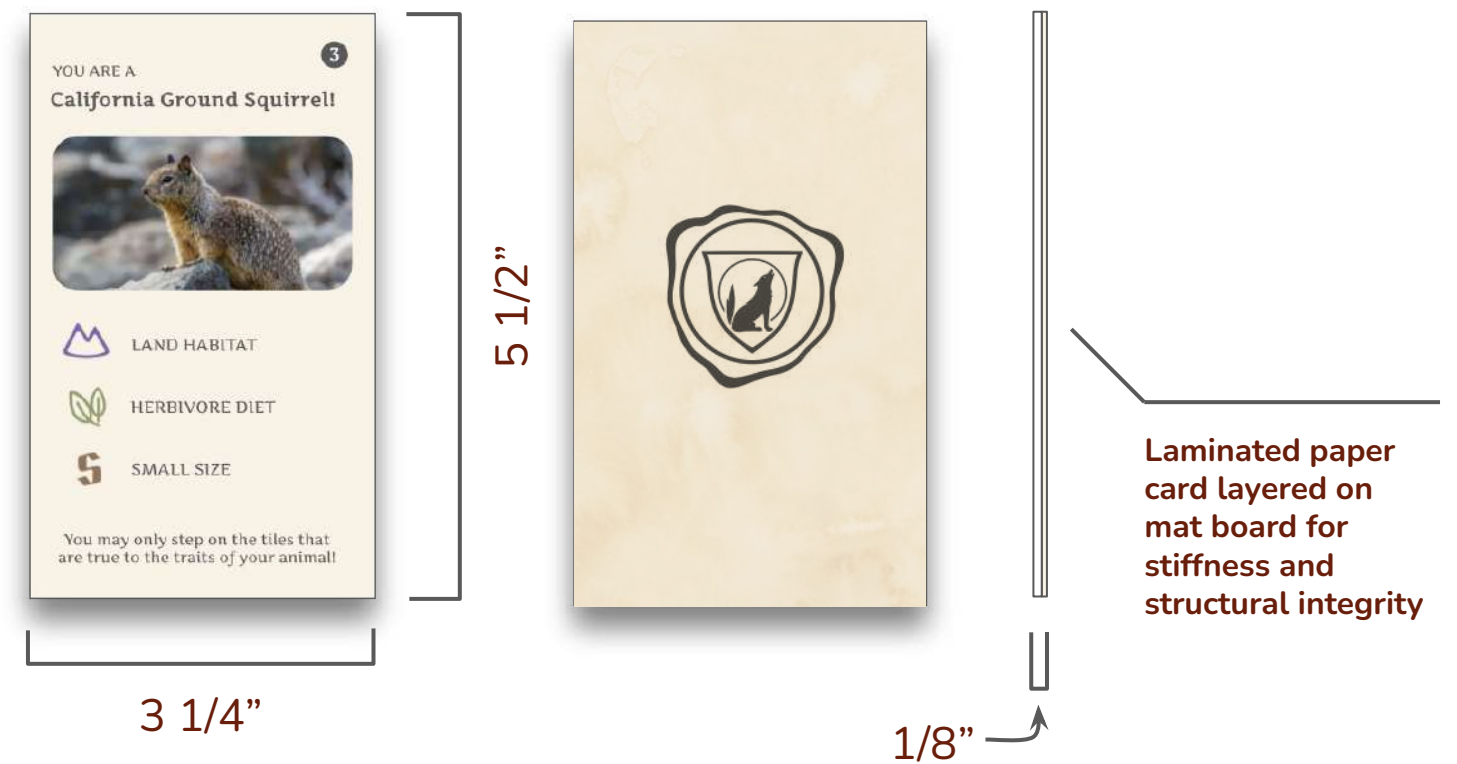
## Board detail view



## Die detail view



## Player card detail view





# Mammal Mayhem - Phase 3

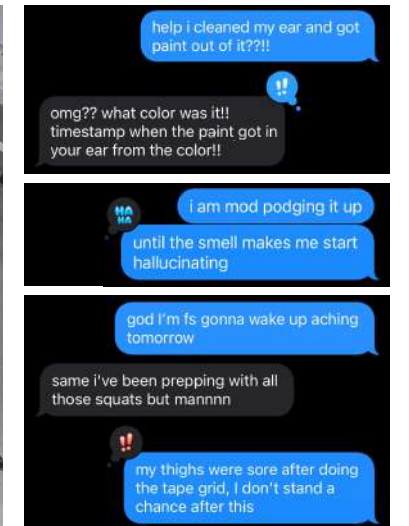
Names: Lorelei Kriss & Zoe Romine

p.101

Canvas & stencil prep



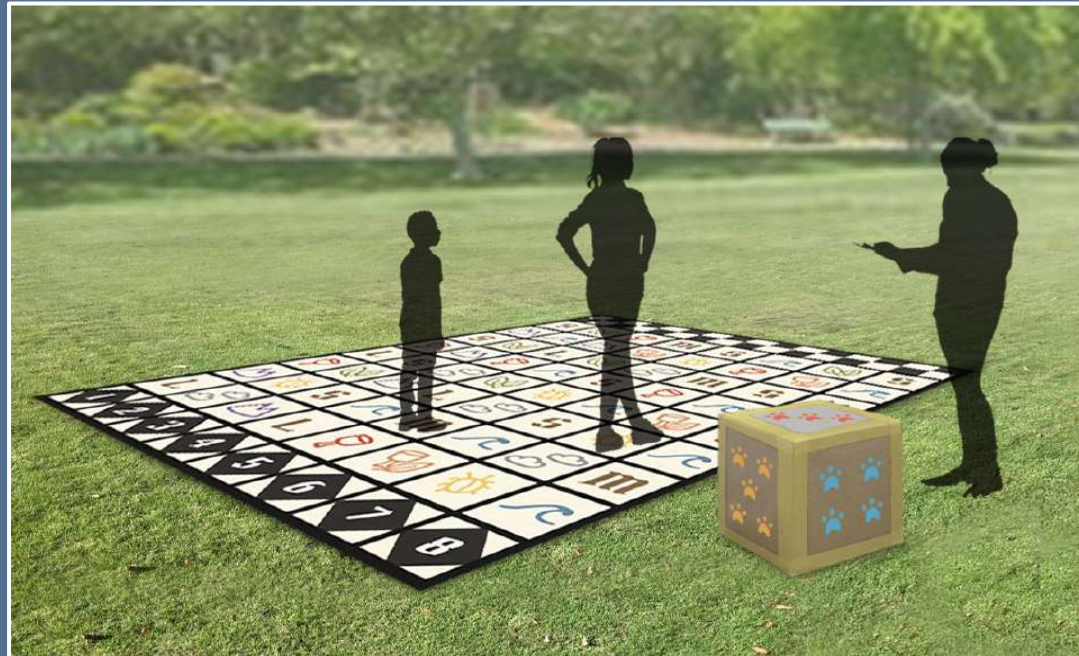
Icon stenciling & painting!



Giant die & player cards







Sustainability and resourcefulness drove our project and how we translated the mock-ups to the finished product.

We matched the colors of the mocked-up symbols the best we could using paint we already owned and paint we found in the tool room.

We constructed the die with recycled cardboard and leftover duct tape.

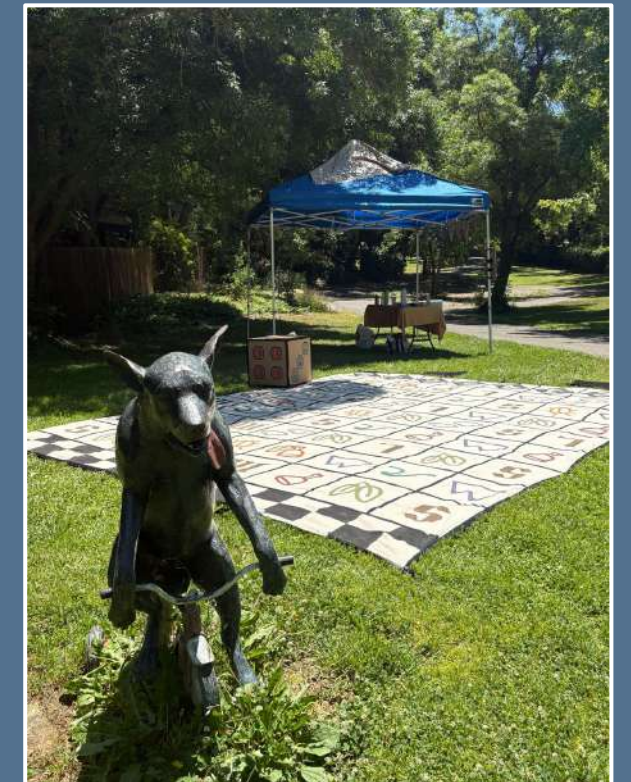
We used second-hand fabric for the bunting, tablecloth, and tent cover, which contributed to the older vibe and visuals we were striving for.







For our stop set-up, we focused on the minor details – hanging stuffed animals (mammals found in Davis) from the tent, displaying the small prizes we had for participants (biking armbands, bike keychains, mammal stickers, and candy), and the overall Medieval aesthetic (weathering our bunting with gold paint and using matching gold fabric as a tablecloth).





# Leap of Faith



Names: Faith Arnett and Stella Barretto



## Location of Site

### *Julie Partansky Pond*

3434 Anderson Rd, Davis, CA 95616

**Big Idea:** Participants will have to rely on **teamwork and critical thinking** in order to complete the game, all the while learning about **native frog species** in Davis.

## Sponsors & Prizes:

- **Froggy's:** Coupon, free burger
- **Avid Reader / Avid & Co.:** Merch (sticker, tote bag), Coupon
- **UC Davis Sheep mowers:** Merch (postcard, sticker, shirt, felting kit), Possible tabling?

## Clue:

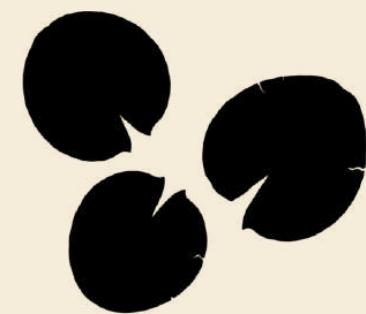
*At Julie's pond, frogs may roam,  
A wooden totem calleth home.  
Follow thy friends, don't be slow—  
The wooden bridge is where ye must go!*

## Project Description :

The exhibit will feature multiple interactive components centered around **large, life-sized “lily pads” and a matching challenge**. The primary activity involves **teams attempting to cross a simulated “pond”** by stepping only on green foam pads shaped like lily pads. The objective is for each team to **strategize** how to transport all members across the pond without touching the ground or falling off the pads.

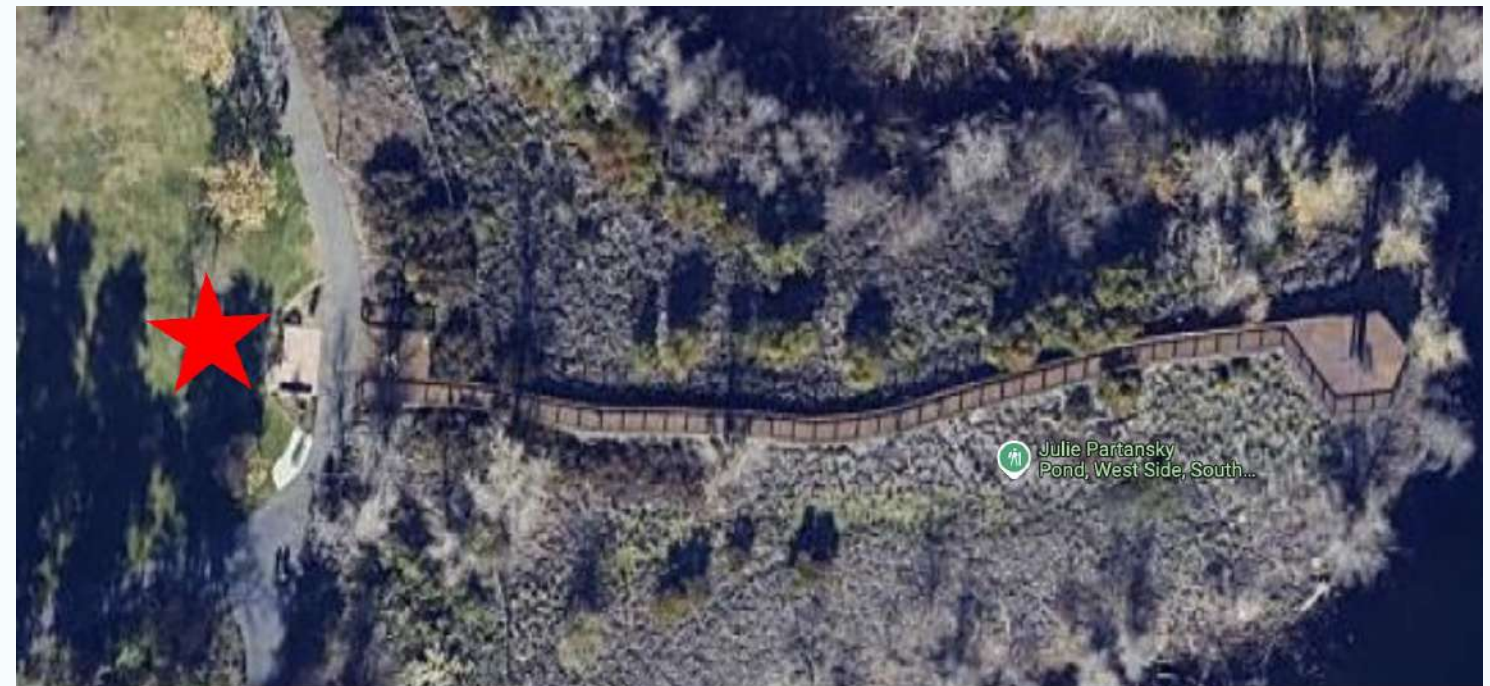
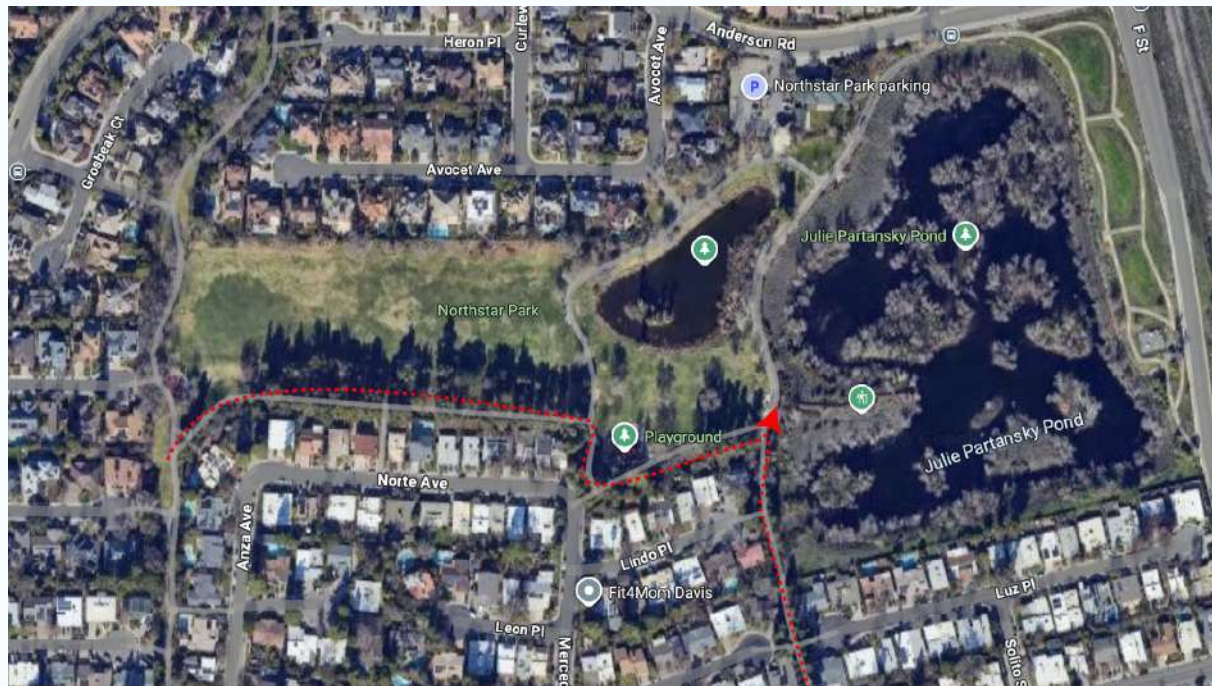
Participants will take turns **jumping onto lily pads and maneuvering them either in front or behind** to help their teammates move forward. At the far end of the space, there will be three names available, which only one team member can collect at a time. That player must then **race back** to the starting point, where three images of native frogs found in Davis will be displayed. The goal is to correctly match each name with its corresponding frog image.

For teams with more than three participants, the challenge will include getting **all teammates** across and back. Additionally, larger groups will have the option to split into two games and compete against each other. To accommodate different skill levels, **extra lily pads** will be available for those who prefer an easier version of the game.





## Site Plan



Our spot is right near the totem pole in the park, there will also be a large grass area for people to drop their bikes off wherever. This grass area is also where the game will be. We anticipate that even if there are people in the park, there is plenty of space for set up.



There is an area for us to step up our table near the walkway. Hidden in the corner is a small frog statue which is a nice touch!

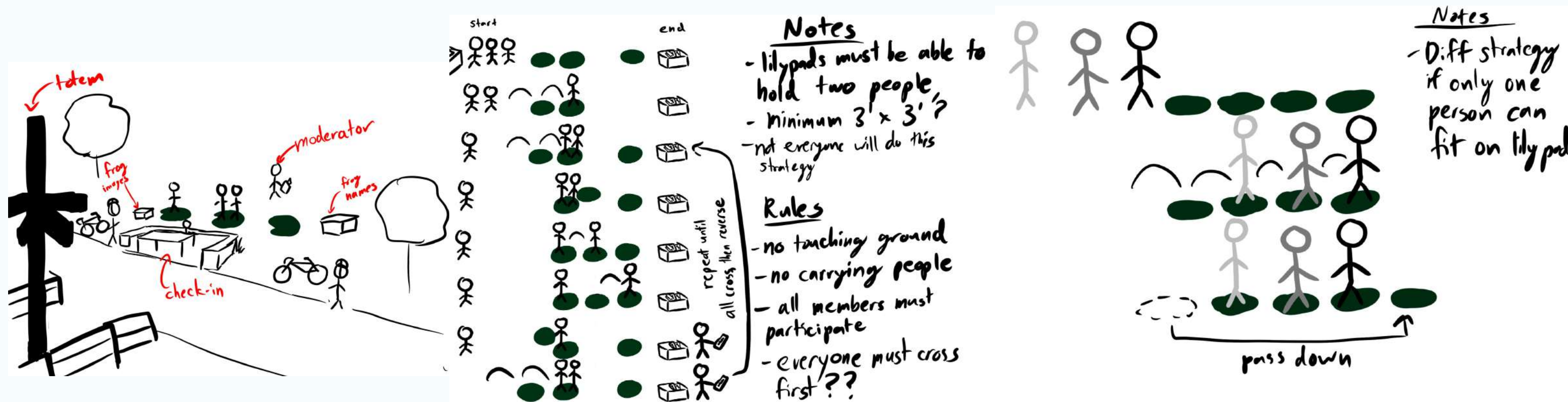


## Preliminary Sketches:

Our game is relatively straightforward and highly adjustable depending on how competitive the participants are feeling. To support all players and team sizes, 8-12 lily pads would be ideal with 2-3 sets of frog pictures and names.

## Possible Activity Prizes:

- Rubber frog
- Frog sticker
- Frog glasses
- Bubbles
- Bouncing frog toy





## Frog Images and Names

These are species of frogs that will potentially be used for the game. The Bullfrog is invasive to Davis, the Sierra Chorus frog is the most prominent species in Davis, the Western Spadefoot Toad is endangered in California, and the Western Toad used to be common in Davis until the Pole Line Road was built.



Sierran Chorus Frog  
(Most Common)



American Bullfrog  
(Invasive)



Western Spadefoot Toad  
(Endangered)



Western Toad  
(Displaced)

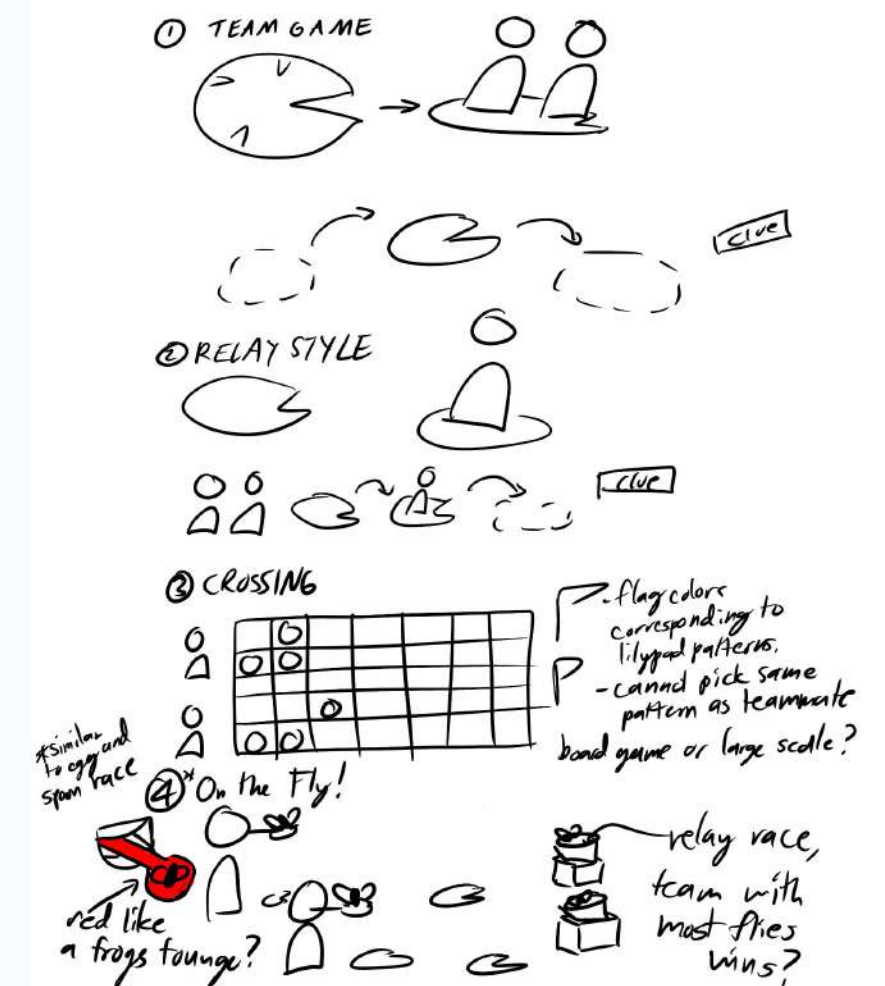
## Additional Concepts

1. **Team Game Concept:** Multiple players fit on a lily pad at once and try and get across.

2. **Relay style:** Participants race against each other to see who can complete the frog-matching activity first.

3. **Crossing:** Participants need to select one of the four lily pad patterns that are laid out by Moderators in front of them to traverse over the space. If multiple players pick the same lily pad pattern, none of them will get to go across. The same will happen if a player selects a pattern that does not connect to their path. The first player to make it to the other side wins.

4. **“On the Fly”:** Similar to the Egg and Spoon race game, participants will hold a red spoon in their mouth (intended to look like a frog’s tongue) and try and get as many flies into their bucket at the end.







1. A frog jumps to another lily pad, a huge inspiration for our game since frogs are known for their leaping nature

2. The Egg and Spoon Game is a fun, relay style game that could be turned into a frog-themed race



A giant piano installation at Monument Circle, Indianapolis encourages people to jump and move around together, creating music through physical action.



This interactive festive installation at Discontrol Party unites the two, usually opposing, worlds of state-of-the-art surveillance technologies and partying. A dance floor appears in the dual spotlight of a party and a data-driven control and surveillance system with computer vision and indoor geolocation. Participants of the event are encouraged to carry UWB tags, allowing the system to track their every move.



Interactive art installation along Broadway in the Times Square neighborhood. Created by Serge Maheu, Passage is an immersive, minimalist, contemplative and interactive artwork that explores the emotional connections we develop with light and sound. Passage: the act of moving through or past something on the way from one place to another, and also the process of transition from one state to another in a temporal dimension.



3. Inspiring our Crossing concept, Hot Cross Blocks is a Super Mario Party Jamboree game that requires quick thinking and knowing your teammates well

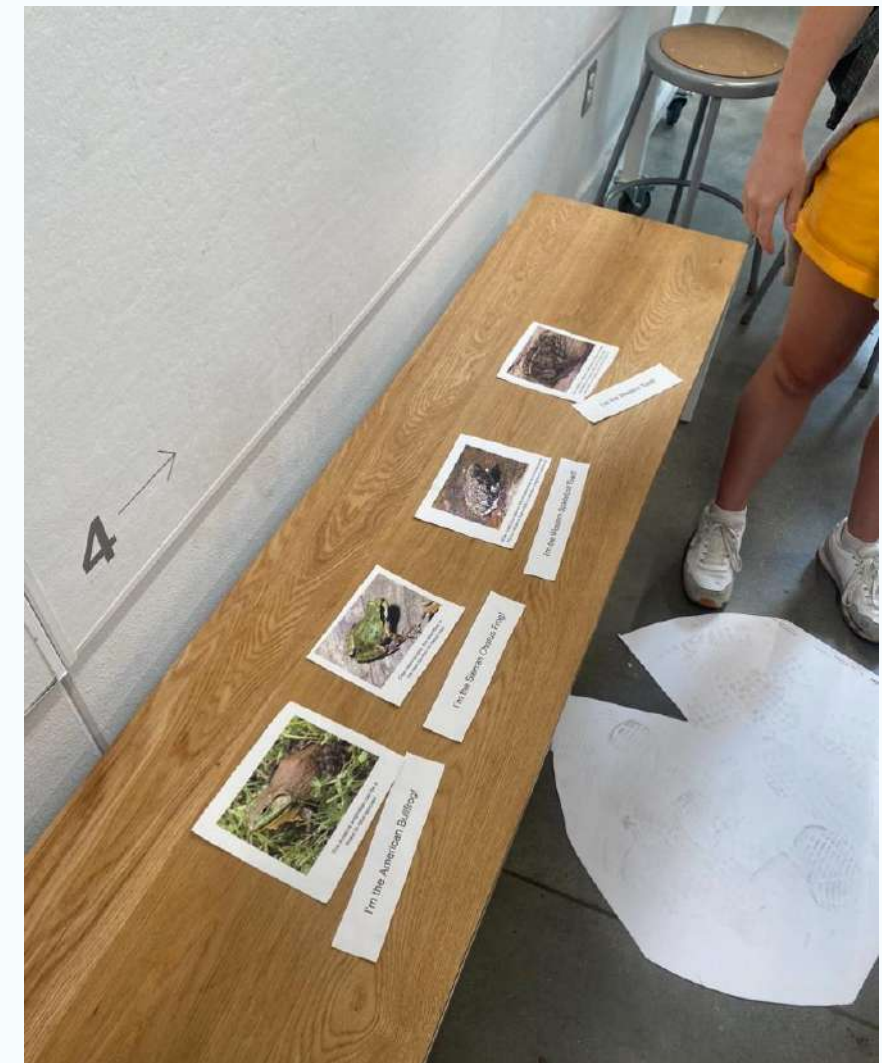


4. "Crossing Galaxies" game that encourages teamwork and trust, participants must carefully cross plates placed by teammates



## Mockup of Activity - Overview

Participants enjoyed the challenge of jumping (or scooting, which was not anticipated but is still a viable strategy) across the space and working together to puzzle out how to move everyone without touching the floor. The matching activity was also done quickly and participants walked away remembering a few key facts about different species. Our next steps will be to figure out out to source a material that is both inexpensive and reasonable for our game.

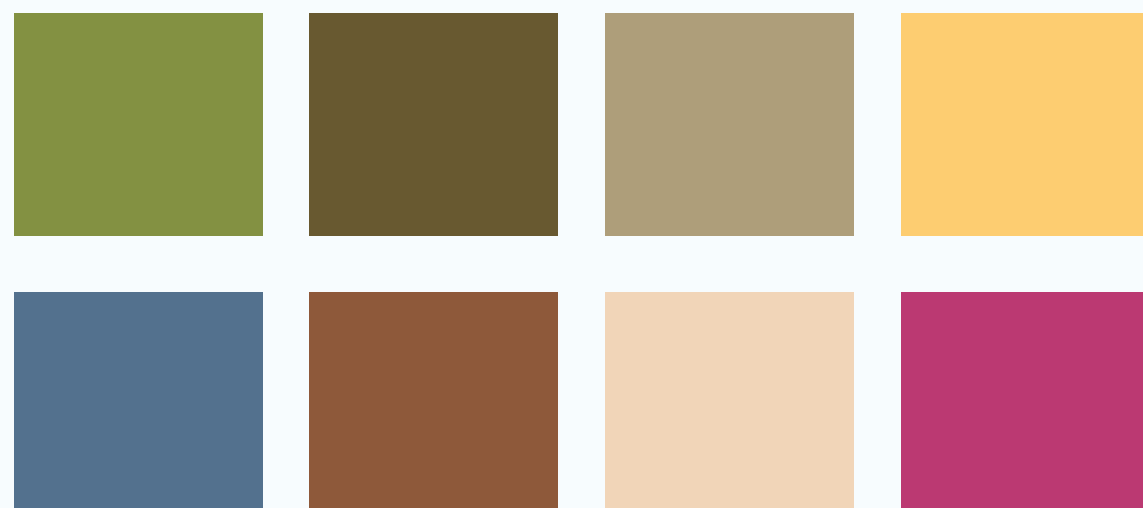




Graphic Palette



Color Palette



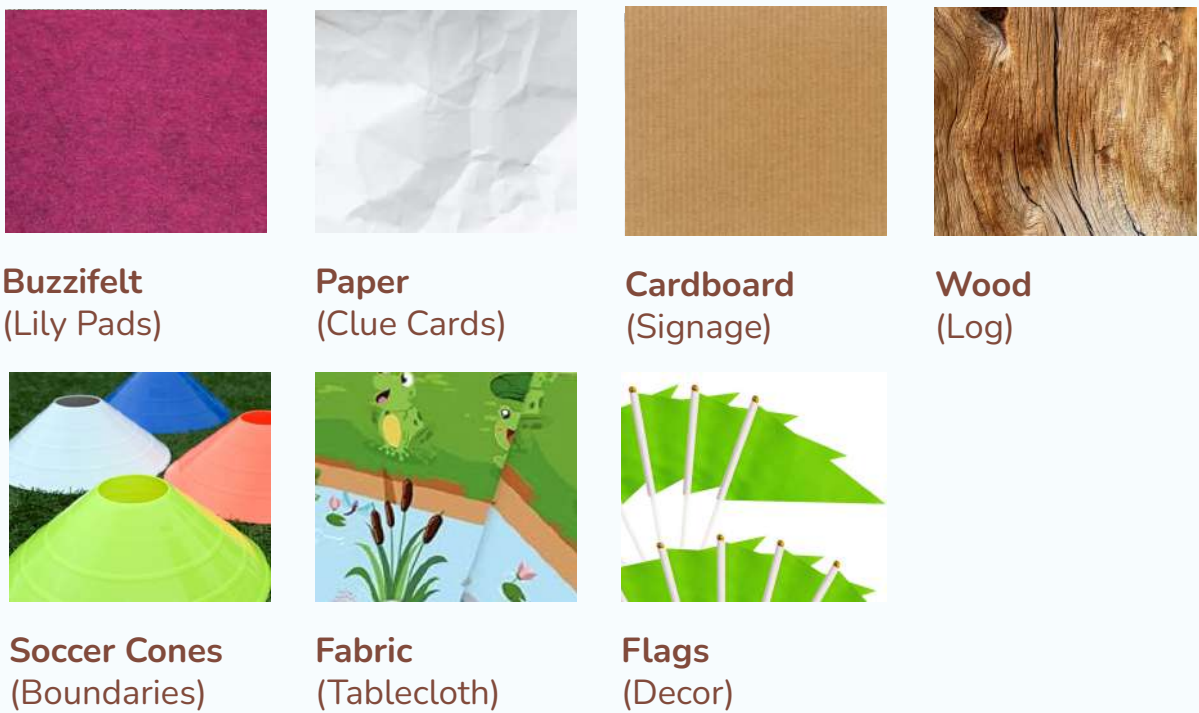
Colors from material palette and overall brand identity.

Font

Metamorphous:

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z  
a b c d e f g h i j k l m n o p q r s t u v w x y z  
1 2 3 4 5 6 7 8 9 0

Material Palette





## Renderings

Decorated spray bottle to “enchant” participants and turn them into frogs! With a quick spray on the hand (or more if participants want to cooldown from the heat), they turn into frogs and begin their leaping journey!

Facilitator at entrance/end of the game to ensure participants match frogs to correct labels



Frog decorations and green colors to make our stop an obvious part of the Hunt



## Renderings

Participants with lily pads. For a greater challenge, lily pads can be taken away or substituted with smaller ones depending on group's competitiveness



Cones in green ribbon with flags to section off space and add a medieval flair

Facilitator overseeing the game



## Renderings



Cut-out of frogs attached to a log (real or fake) for participants to “rescue” and bring back to the entrance, there they will match them to their names and fun facts that have also been cut out into swords and shields to “arm” them





Due to weather constraints, we set up our stop in the grass so that participants would have a chance to rest and perform the activity in a partially shaded area.

Due to the natural park conditions, we kept our decorations minimal but included details such as a scroll, a "log" for the frogs to be placed on, and bubbles and water mist to contribute to the amphibian theme.







Our activity was successful and we were able to alter the number of lily pads provided based on each individual group.

Participants enjoyed the magical amphibian mist and bubbles!



Many groups found the amphibian species matching to be easy, but some groups had a harder time. We provided hints when groups needed help.



# G STREET- Base Camp



Facilitation Team: Maya Kornyeyeva & Sofia Zavalza



## Decor/immersion:

- Flags strung up around the street
- Paw prints leading participants towards the sign up booth
- Medieval music playing over speakers on G street, drawing visitors in and creating a vibrant, lively atmosphere
- Banners, stuffed animals, plant decor around the table
- Medieval costumes :))

## Booth

- Two lines (one for those who will be participating in the competitive league, and one for those who will be participating recreationally)
- A station to sign a waiver once your sign up has been approved
- 12:30pm: Flip the signs to say “Finish line” or “check in for prizes” for those who are finishing their quest

## Entertainment

- Participants will be able to play “Spin the wheel” and win prizes, along with several human sized games (chess, jenga, etc)
- Facepaint and a photo booth!
- **Hear ye hear ye!**
- Starting ceremony announcing the quest
- Ending ceremony, announcing the winners and knighting everyone :)

## Potential Prizes

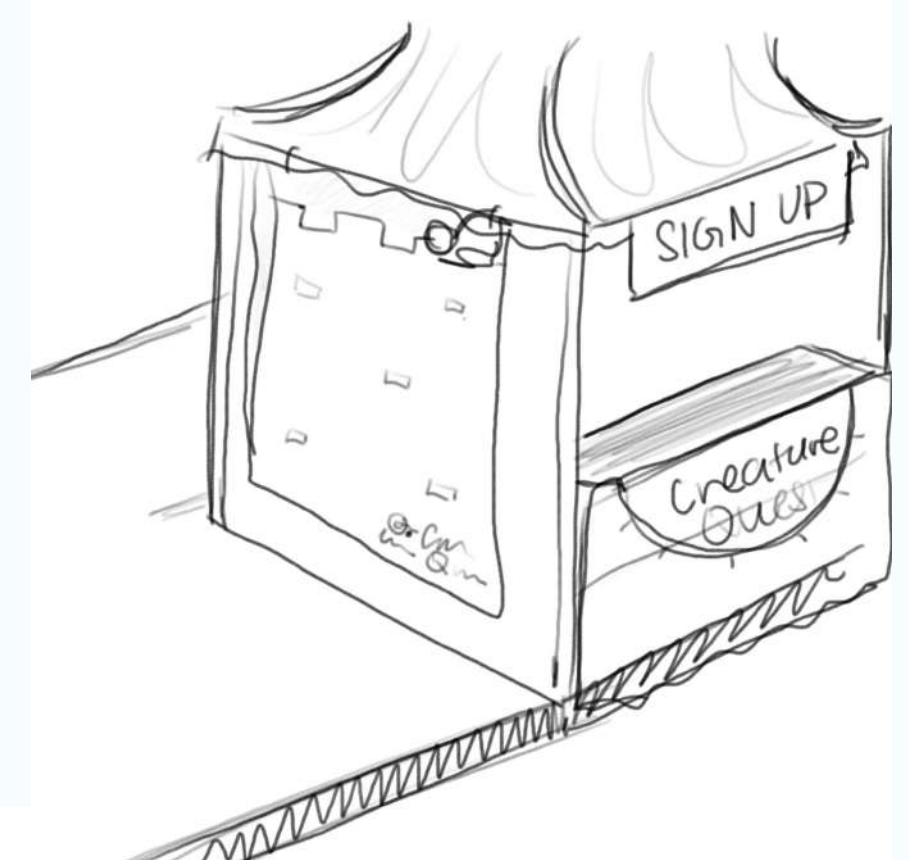
- Trader Joe’s merchandise
- Cane’s Gift Coupons
- Woodstock Gift Coupons
- Temple Coffee Merchandise
- Stickers
- Posters

## Stats

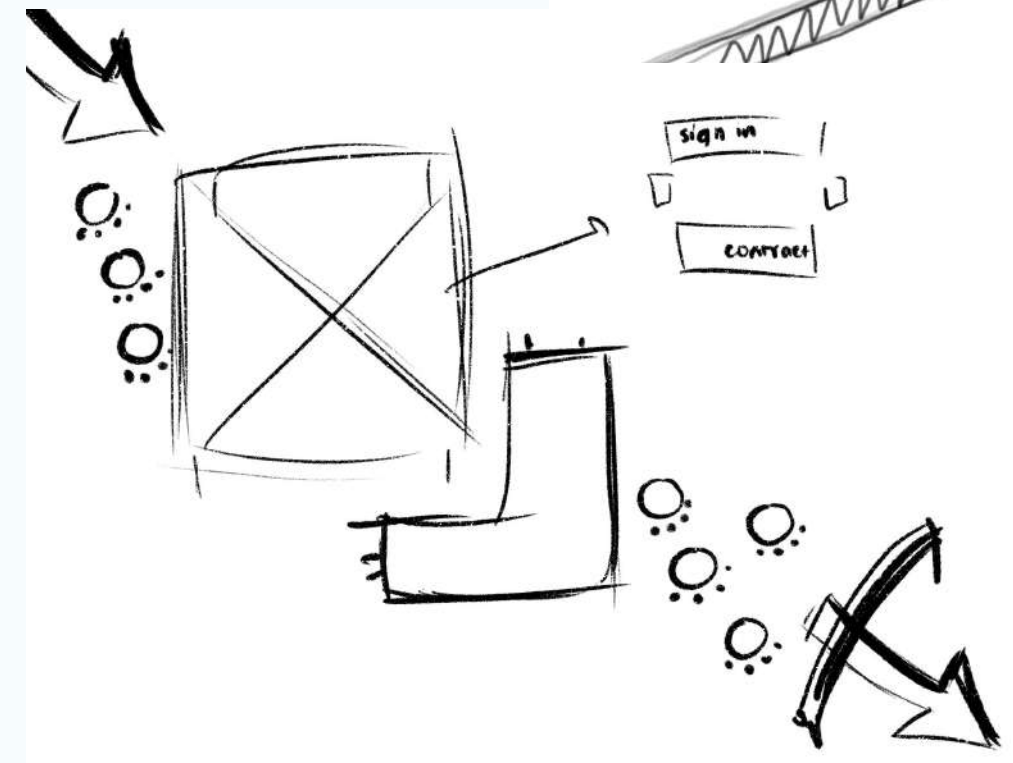
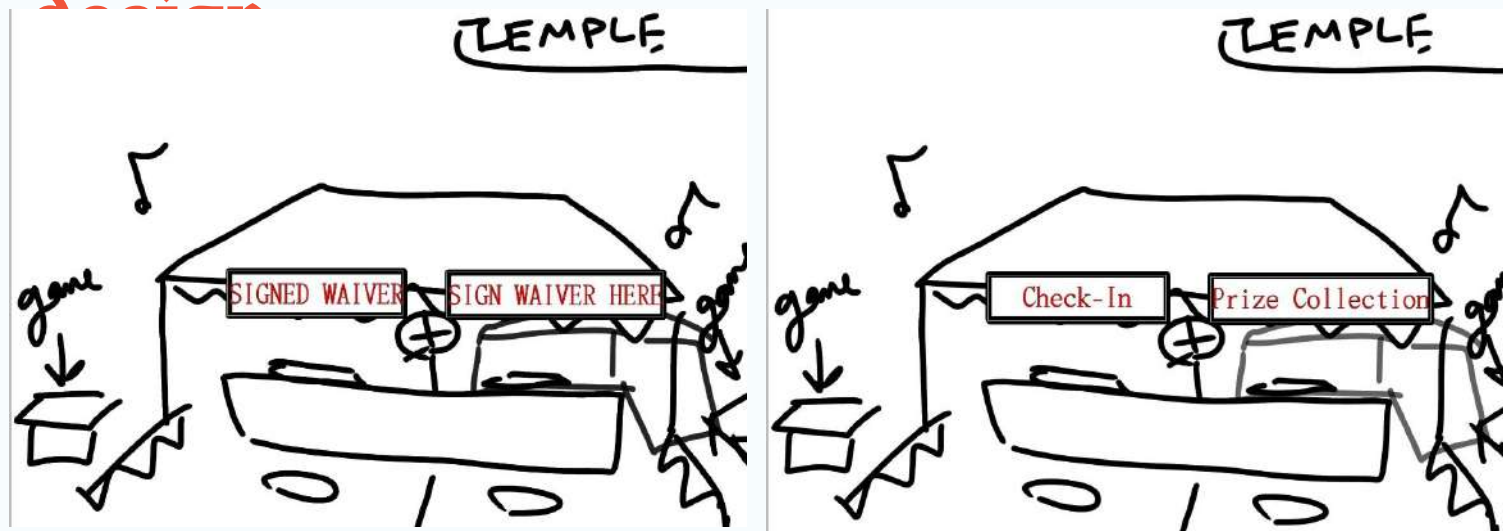
- Eventbrite sign ups - 64 teams
- Final day sign ups - 27 teams
- Final day Total participants: 45 people
- How many people completed the event  
~ 2/3 of participants



## Sketches and Site images



## Station/booth









Graphic Palette



Color Palette

Colors from brand identity



Font

Fonts from brand identity

Metamorphous:

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z  
a b c d e f g h i j k l m n o p q r s t u v w x y z  
1 2 3 4 5 6 7 8 9 0

Cardinal Alternate

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z  
a b c d e f g h i j k l m n o p q r s t u v w x y z  
1 2 3 4 5 6 7 8 9 0

Material Palette

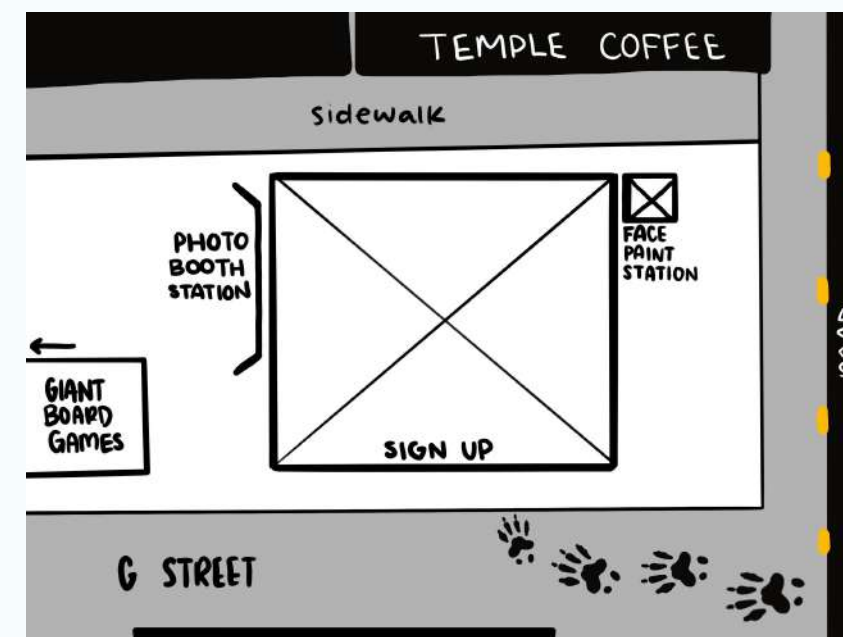




## Concept Sketch



## Renderings



Top and Side View



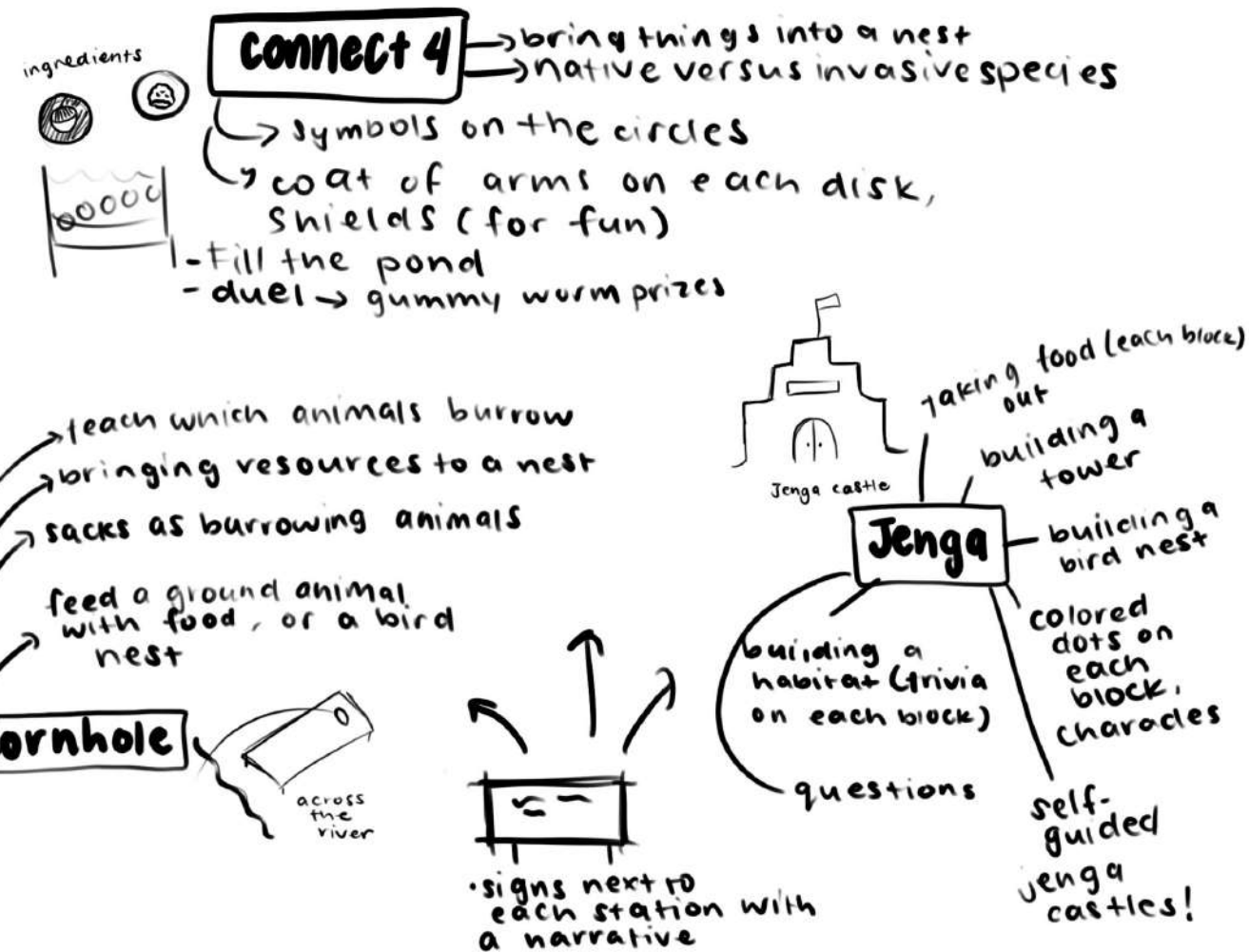
## Human-sized games: Ideation and Signage

### Duel!

Harness your courage! Connect 4 of the same color to win this frightful duel.

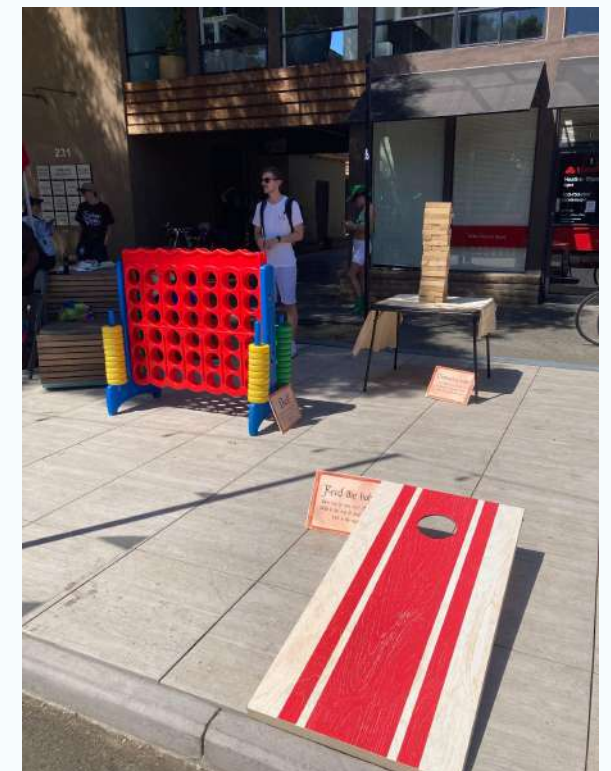
### Feed the baby!

How true is your aim? Put your skills to the test & feed the baby bird in the nest.



### Construct a castle!

Wood blocks and creativity are all you need, build your dream castle; the king has decreed!





## Signage



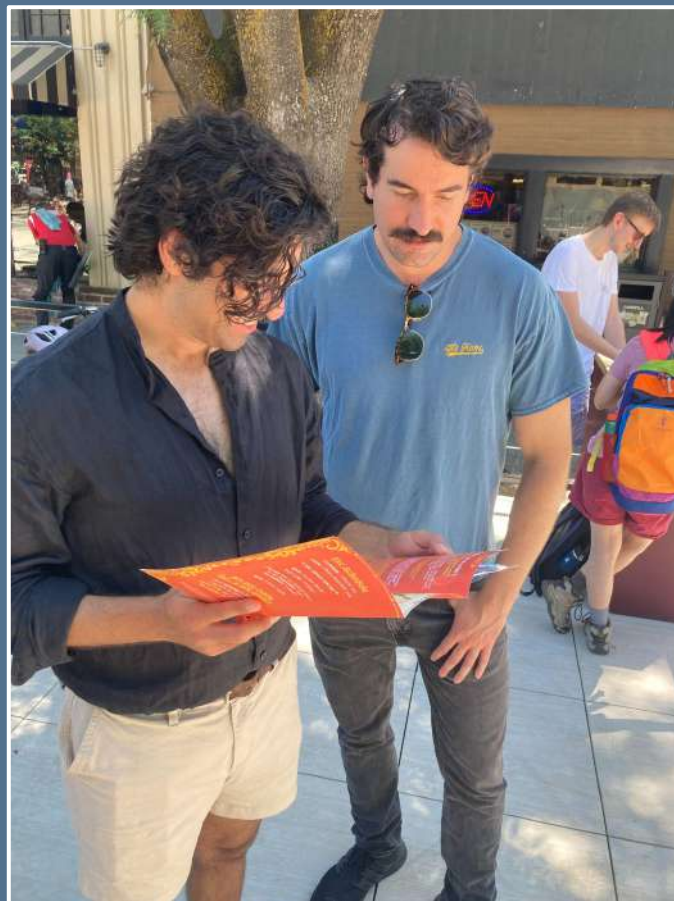


SET UP





# PARTICIPANTS



DES 187 TEAM



Thank  
you!

from the  
DES 187!  
Team.

Creature  
Quest -  
2025 signing  
off ♥