



PROCESS MANUAL 2026

7TH ANNUAL BIKE SCAVENGER HUNT

UCDAVIS
DEPARTMENT OF DESIGN



DES 187



MISSION AND GOALS

Main Goals:

- Make a positive, memorable, and fun atmosphere within the scavenger hunt.
- Have each stop provide participants with a learning experience at each stop
- Safe route and activities that create “themed” atmospheres
- Have a welcoming and diverse range of club/group interactions due to social ties related to the topic of music

Design Goals:

- Make sure the design of marketing is eye catching yet easy to understand
- The layout of the bike route should also make sense to participants
- Each stop should follow suit with high technical level, educational value, and immersive quality

STORYLINE

A local teenage garage band, **The FreeWheelers**, has finally landed their first big gig at UC Davis! However, there is a major problem: they've only ever played viral covers and haven't found their own signature sound. To fix this, the band is relying on you to tour the city to gather diverse musical influences so they can debut with an original sound before the curtain rises!

Scattered across locations in Davis, you, the creative scout, will find 10 music genres, each holding a piece of inspiration the band needs:

- an instrument & lesson from each stop

Each genre represents a different sound, culture, and story. By biking to each stop, you will:

- Learn about the genre
- Complete a challenge
- Collect the instrument and add it to the given blank disc to build the FreeWheelers new sound

Only by exploring every genre, unlocking inspiration, and building their sound can you help create their song for their first concert!



AUDIENCE SURVEY



Guest Persona 1: The Supportive Parent

Motivation: Looking for a high-energy, safe, and outdoor activity to do with their kids (ages 7-12) on a Saturday morning.

Benefit: The Garage Band theme is easy for kids to understand. They get to feel like secret agents helping teens, which builds community connection.

Interaction: They want tactile rewards (like the VIP Lanyards or Guitar Picks) to keep their kids engaged throughout the 10 stops.



Guest Persona 2: The Modern Student

Motivation: Loves the music scene and is looking for a unique event that isn't just a standard bike ride.

Benefit: They are drawn to the parody posters and the scrappy garage band aesthetic.

Interaction: They will likely participate in the hunt to make memories for their limited time in Davis.



Guest Persona 3: The Nostalgic Local

Motivation: Enjoys the Davis bike paths and has a deep appreciation for musical history.

Benefit: The 10 different genres (especially Disco, Classical, and Rock n' Roll) appeal to their diverse musical tastes. They enjoy the informal learning aspect of discovering the new history of their own city.

Interaction: They appreciate the Zine and prizes as a physical keepsake of the event and are the most likely to interact with the musicians at each stop.



Guest Persona 4: The Graduate

Motivation: Driven by nostalgia for the 90s DIY music scene and a desire for an authentic experience that reminds them of their own teenage dirtbag years.

Benefit: They feel a sense of pride seeing the younger generations embrace the garage band spirit and appreciate an event that reflects that.

Interaction: They will be the most likely to engage in the learning activities about the genres history and local connections.



ROUTES & STOPS

START (Home Base)

Temple Coffee Roasters, 239 G St, Davis



46 min

2h 13m

33 min

○ Redwood Park, 1001 Anderson Rd, Davis

○ Armadillo Music, 207 F St, Davis, CA 956

○ Davis, 840 2nd St, Davis, CA 95616

○ Wyatt Deck, Arboretum Dr, Davis, CA 95

○ Mondavi Center, 523 Mrak Hall Dr, Davis,

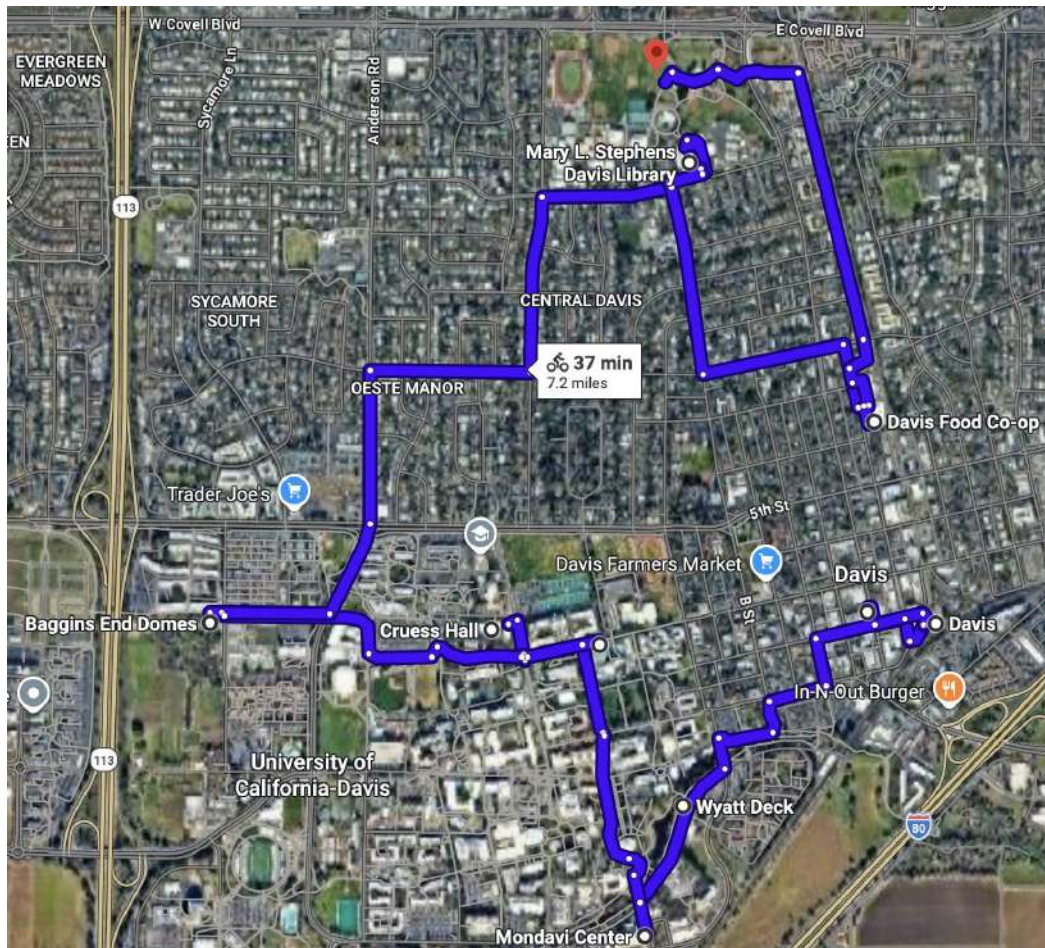
○ Cruess Hall, 375 California Ave, Davis, C

○ KDVS, 14 Lower Freeborn Hl, Davis, CA 9

⋮ ○ Baggins End Domes, Davis, CA 95616

○ Alt. (Mary L. Stephens Davis Library)

📍 Davis Food Co-op, 620 G St, Davis, CA 9

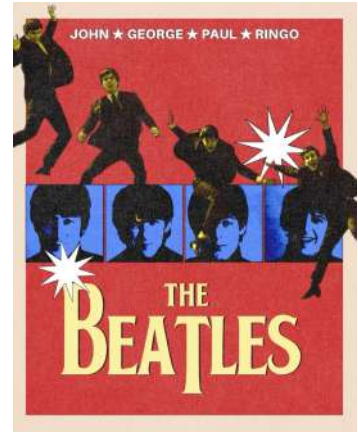




MARKETING AND GRAPHIC DESIGN



MOOD BOARD



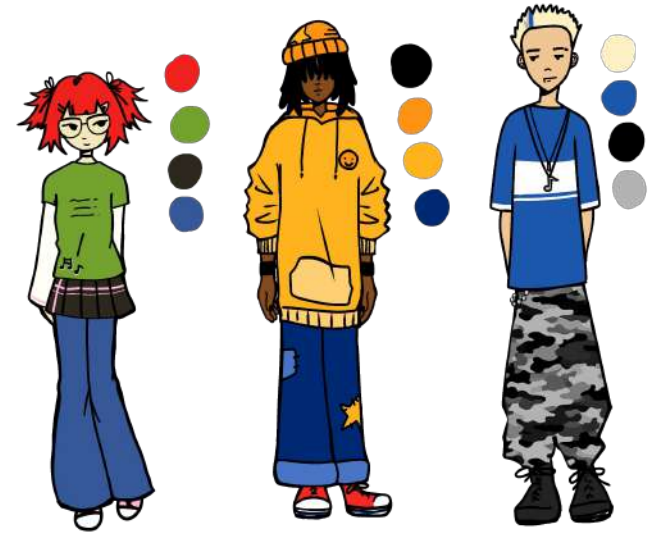
BRAND IDENITITY

THE ROCKERS

ABCDEFGHIJKLMNOPQRSTUVWXYZ
1234567890

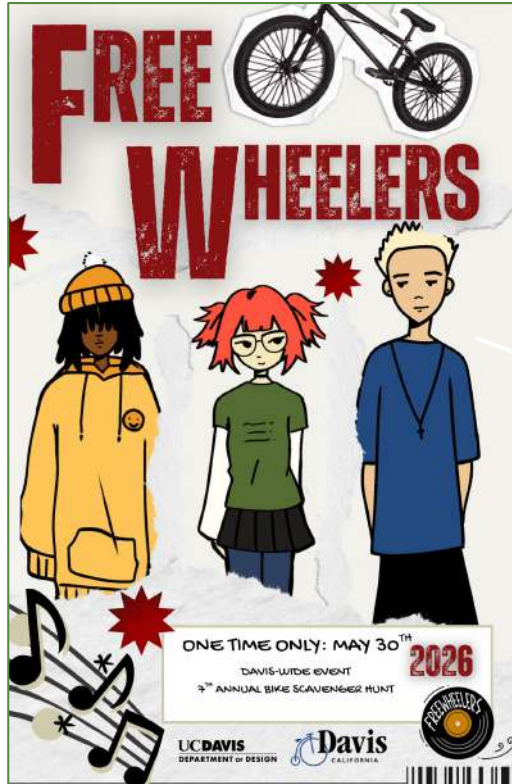
COMFORTAA

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
123456789

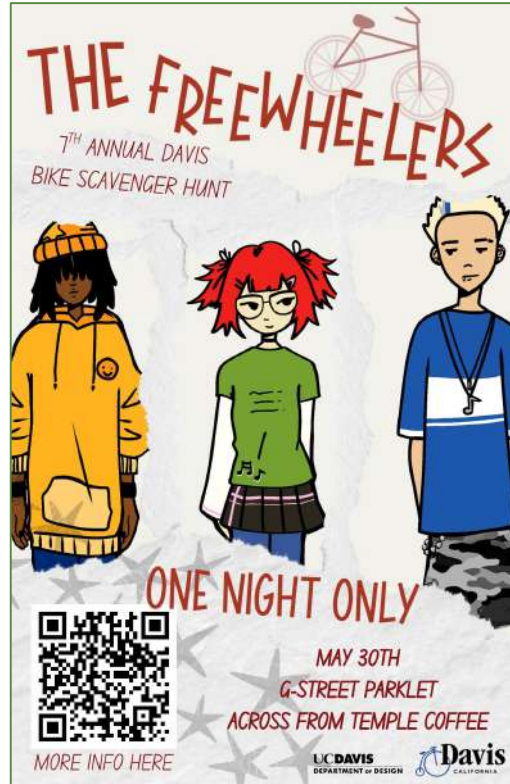


Poster Ideation

Ver. 1



Ver. 2



Eventbrite QR Code



Final Version

7TH ANNUAL
DAVIS BIKE
SCAVENGER HUNT
Saturday, May 30th

STARRING
THE
FREE WHEELERS

Event Begins
@ 10:00am
G-Street
Across from
Temple Coffee

REGISTER HERE

HELP US GET OUR
SOUND
BACK TOGETHER

WITH
SPECIAL
GUESTS

YOLO-SOLANO
UC DAVIS
DEPARTMENT OF DESIGN

Davis
CALIFORNIA

Eventbrite

> Attendees	52	
> Orders	31	
City	↓ Attendees	Orders
Davis	20	14
Sacramento	17	9
Woodland	4	1
San Bernardino	3	1
Modesto	3	3
Roseville	2	1
Oakland	2	1
San Francisco	1	1
Total	52	31

Signage

Version 1



Final



- Ask each group based on their site how many yard would they need:
- Disco: 1 left
 - "boogie this way" text signs
- EDM: 3 Left: 2 Right: 1
- Folk: 3 Left: 1 Right: 2
- Classical: 2 Left: 1 Right: 1
- R&B: 2 Left: 1 Right: 1
- Rock: 1 left
- Alternative: 1 double sided (large) Left: 2 Right: 2
- Techno: 5 Left: 2 Right: 3
- Country: 1 Right: 1
- Pop: 3 Left: 2 Right: 1

Total: 13 Left & 11 Right

Lawn signs: 18x24

Large signs: 24x36 (Did not end up using)

Instrument Stickers: Brainstorming

MUSIC GENRE	KEY TAKEAWAY FOR THE FREEWHEELERS
Pop	POP FORMULA: CHORUS, BEAT, DANCE
CLASSICAL	Tempo
TECHNO	HEART BEAT / PULSE
R+B	SWING
EDM	BASS FROM AROUND THE WORLD
Folk	ORAL STORYTELLING
Rock n' roll	collaboration
ALTERNATIVE	SELF-EXPRESSION/DIY
Disco	MOVEMENT
COUNTRY	URBAN LEGEND * LEGENDS + LORE * AMERICAN FOLK * FOLKLORE

After teams brain stormed what their activity was aiming to teach/the main takeaway for the participates to bring to "the FreeWheelers" shifted to ways to identify each stop from the rest for what they collect for the storyline.

Decided to have each stop be recognized by the instrument heavily tied to their genre/stop

Folk: Harmonica

Pop: Microphone

Disco: Synthesizer

EDM: DJ Deck

Techno: Groove box

R&B: Keyboard

Classical: Violin

Alt.: Bass Guitar

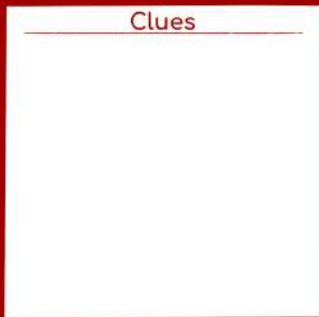
Rock n' Roll: Drum Kit

Country: Banjo

Instrument Stickers



Sketch

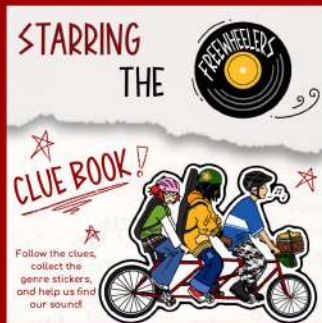


Clue Sheet
inside



Back

Front



Finished Product



Completed version with stickers!



T-Shirts

Empty space for signage, signatures of peers from the class!



Final Clues

Sent to Jennifer for final review

- 1) Freedom across waves, freedom on strings, musicians played here, and DJs spin near.
- 2) Relax on the grass across from this state-of-the-art performance center
- 3) Pedal along G, feel the rhythm play, local love on the plate, mm, the whole city groove when we cooperate
- 4) Where east meets west on 14th, don't stop for a look in a book, come to the side, where the trees grow for our pop-up show
- 5) Hands are high as trees are tall. On Anderson the beats are heard by all. Just like you're raving in the dark, make your way over to the park!
- 6) Where vinyl records resonate, and music discs saturate, take a swing to where the armadillos play backstage!
- 7) Groove on the grass surrounded by these 1970's white semi-circle houses
- 8) Saddle up, find where steel horses ride. Tracks and Trails meet side by side this stop won't hide too long The depot's waiting with your song
- 9) Once a place of brewing and scientific test, now artistic minds create their very best. Sketches and visions now pave the way, keep "Cruessing" through campus to find it today.
- 10) Head into the Arboretum and follow the path along the water. Find the wooden deck beneath tall trees, where the beat repeats, the pulse never stops, and the forest becomes your dance floor.

Finalized Clues (With Jennifer edits)

1. Freedom rides the airwaves, freedom sings on strings. Folk tunes played here, and DJs make it swing.
(KDVS, Folk)
2. Across the lawn from a hall of music and light, pause where classical sounds take flight.
(Mondavi Center, Classical)
3. Pedal along G, feel the rhythm play. Local love is on the plate, and the whole city grooves when we “co-op-erate.”
(Co-op, R&B)
4. Near Fourteenth, where readers gather and tall trees grow, step to the side for an alternative show.
(Mary L. Stephens Davis Library, Alternative)
5. Hands are high as trees are tall. On Anderson, the beats are heard by all. Like a rave lighting up the dark, make your way over to the park.
(Redwood Park, EDM)
6. Where vinyl spins and records roll, rock on over with heart and soul. Follow the beat to where armadillos play backstage.
(Armadillo Music, Rock 'n' Roll)
7. Groove on the grass where white semi-circle homes shine bright, bringing 1970s disco back to life.
(Domes, Disco)
8. Saddle up where steel horses ride, where tracks and trails meet side by side. The depot is waiting with your country song.
(Transit Station, Country)
9. Once home to food science and brewing tests, now design minds create their best. Sketches, exhibits, and visions light the way — keep “Cruessing” through campus to find pop today.
(Cruess Hall, Pop)
10. Follow the Arboretum water to a wooden deck beneath the trees. The beat repeats, the pulse won't stop, and the forest moves to techno beats.
(Wyatt Deck, Techno)

Social Media

Story posts



1st Post



Social Media

2nd Post



19 2

Liked by brofmrbrs and others

davisbikescavengerhunt Meet THE FREE WHEELERS. Before you help us track down our missing sound across Davis, here's a quick roster check on who you're working for.

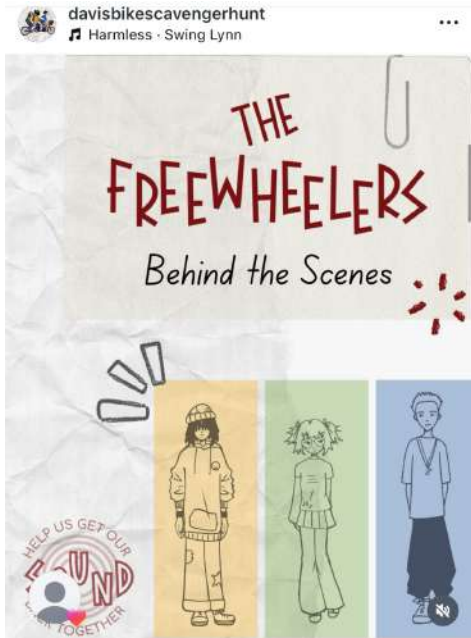
We've got a massive gig lined up at the Silo, but we can't play it if we still don't know our sound!

THE MISSION: Grab your bike, follow the Clue Book, collect the stickers, and save their show!



Social Media

3rd Post



20 5

Liked by brofmbnrs and others
davisbikescavengerhunt Everything is being built from scratch and prepped for the road!

Kits are moving fast, hit the link in our bio to grab yours and lock in your crew! 🚲🛠️

#thefreewheelers #bikescavengerhunt #UCDavis



Social Media

4th Post



Home Page



Post added to "Thank You" Post:

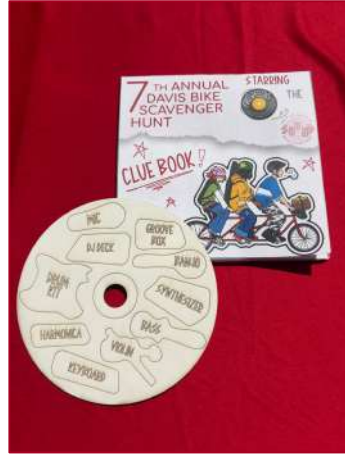
- KDVS
- Burgers & Brew
- In n Out

Set-Up & G-street

Hung Records from Armadillo with string all around tent!



Prize Tote bags, two 1st, 2nd, and 3rd place prizes for both leagues of participants.



Oversized Jenga + Cross 4





Gone to Flowers: *Folk Flowers!*

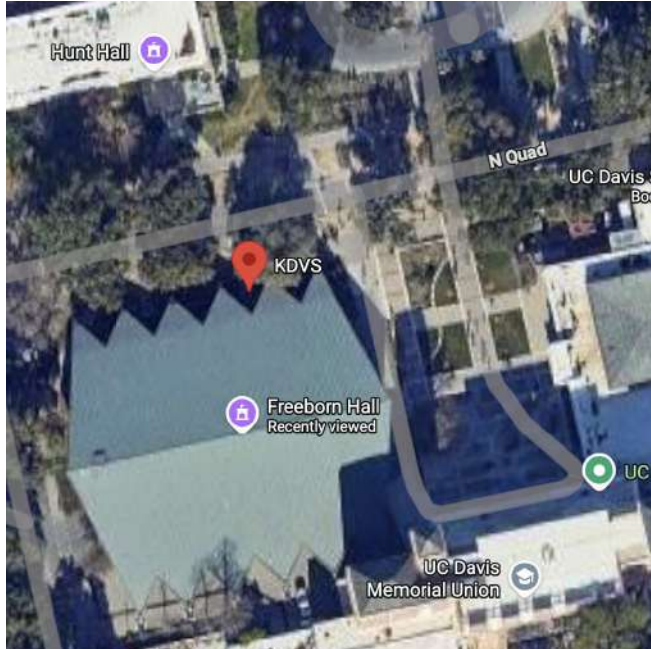
Margaret Antonia & Holly

Draft Clue: Freedom across waves,
freedom on strings, musicians played
here, and DJs spin near.

Final Clue: Freedom rides the airwaves,
freedom sings on strings. Folk tunes
played here, and DJs make it swing.

Folk Flowers

Location - KDVS/Entrance to Lower Freeborn Hall



PLAN: To be set up inside the shady concrete between the two brick walls, entrance is decorated with a banner to show people where to go!

Big Idea: Participants have the chance to take a break from the Bike Scavenger Hunt and create felt flower crowns (a la folk music era) while learning about folk music, the everyday nature of the lyrics as an oral storytelling device, and Davis music history!

Folk Flowers

Location - KDVS/Entrance to Lower Freeborn Hall

Setting and Theme: Folk Music “Conversation pit”, place for bikers to sit and relax while completing our activity and learning about (Davis) music history.

As bikers hurriedly get off their bikes to collect inspiration from a brand new genre of music for the Freewheelers, they enter a more relaxed environment, with folk music playing in the background and enveloping the entrance to Lower Freeborn Hall. Bikers are invited to sit on rugs, blankets, and the grass to learn a new skill and create a souvenir for the rest of their journey: felt flower crowns! As bikers begin to relax, the Folk Music Specialists ask participants about their everyday lives, collecting materials to create the felt flower crown for their helmets in the process, while the Folk Music Specialists share folk-filled facts along the way.

While making flower crowns, bikers also learn new knowledge about folk music, UC Davis music history, KDVS, and the very artists that performed in the building behind them. From Joan Baez, to Linda Ronstadt, and more, the brand new folk lovers, now equipped with their felt flower crowns on their helmets and knowledge of folk music, Davis concert history, the idea of everyday joys and troubles as oral storytelling being an aspect of folk music, and our very own KDVS, they are prepared to deliver a piece of the Freewheelers new song back to the band!



Folk Flowers

Location - KDVS/Entrance to Lower Freeborn Hall

Activity Overview: Felt flower Crown Making

Participants are invited to sit in the “conversation pit” where they will be provided the instructions and supplies to make felt flower crowns. These flower crowns will be designed to offer a glimpse into the folk era, while offering them a souvenir to add to their helmet as they continue the scavenger hunt. The participants’ goal is to collect the materials to make the flower crowns, each material’s color chosen based off of questions that they answer. While answering questions about their daily lives, participants discover that folk songs can be about anything, even daily life!

As they make flower crowns, they will be given fun facts and given a short history of folk music, the history of KDVS, and the history of the Davis music scene and music performances (ie Freeborn Hall). These fun facts and trivia will be derived from events that happened at Davis, who performed at Freeborn Hall, KDVS history and their accomplishments, as well as fun facts and history on the folk genre, it’s prominence at UC Davis, and further facts about folk icons in the 1960s and 1970s.

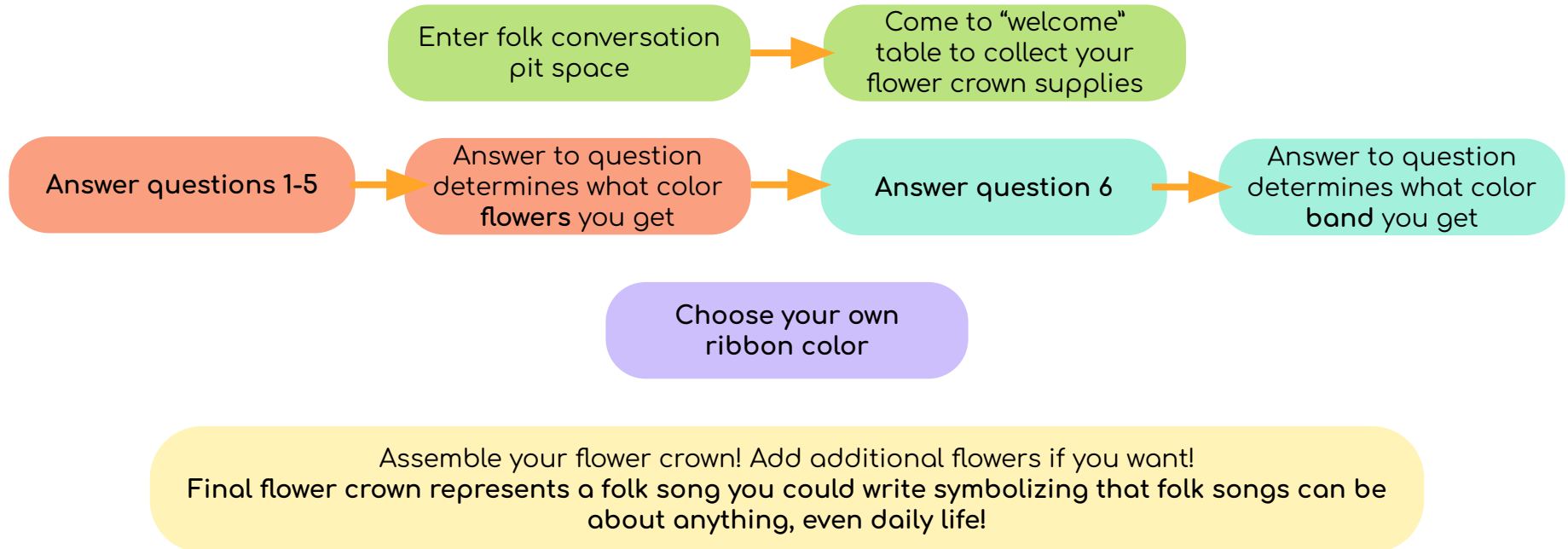
The goal is for participants to leave with an newfound appreciation for folk music, and knowledge on the history of music and musical performance in the city of Davis and at UC Davis.



Folk Flowers

Location - KDVS/Entrance to Lower Freeborn Hall

Activity Overview: Felt flower Crown Making

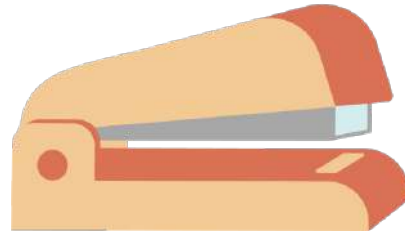


Folk Flowers

Location - KDVS/Entrance to Lower Freeborn Hall

Activity Overview: Felt flower Crown Making

Answer questions to get your flowers and band color!



Staple flowers on



Folk Flowers

Location - KDVS/Entrance to Lower Freeborn Hall

Mock-up activity visualizations



Answering questions to get your flowers and band

Question examples



Folk Flowers

Location - KDVS/Entrance to Lower Freeborn Hall

Question slides for boxes



 <p>1</p> <p>Do you prefer to lead, to follow, or to do your own thing?</p>	 <p>3</p> <p>Are you a cat person or a dog person?</p>	 <p>5</p> <p>Have you ever ridden a horse?</p>
 <p>2</p> <p>Are you good at building things?</p>	 <p>4</p> <p>Do you believe in ghosts?</p>	 <p>6</p> <p>Are you an introvert or an extrovert?</p>

Answering questions will help participants decide what their flower crown will look like. For example, answering "introvert" would give you a blue flower, while answering "extrovert" will give you a yellow flower.

Folk Flowers

Location - KDVS/Entrance to Lower Freeborn Hall

Lyric board

After receiving feedback, a lyric board was added so participants could connect the questions with common themes in folk storytelling. Question slides were labelled with numbers that correspond to each theme (for example, question 1, about leadership, corresponds to the theme of politics with the example of Simon and Garfunkel *He Was My Brother*.)

It was important to educate people about folk being a multicultural phenomenon and bypass the stereotype of folk only being about America and the anti-war movement. So, the examples here are from multiple difficult countries, difficult cultures, and different experiences. Translations for songs not in English were provided below the original lyrics.

Popular topics in folk

1. Politics

He Was My Brother- Simon & Garfunkel

Freedom rider
They cursed my brother to his face
Go home, outsider
This town's gonna be your buryin' place
He was singin' on his knees
An angry mob trailed along
They shot my brother dead
Because he hated what was wrong

2. Labor

Preguntitas Sobre Dios- Atahualpa Yupanqui

Mi padre murió en la mina
My father died in the mine
Sin doctor ni protección
without doctor or protection.
Color de sangre minera
Color of miner blood
Tiene el oro del patrón
has the gold of the boss

3. Nature

평쪽의 나라로 (haengbok-ui nararo)- Han Dae-Soo

아니는 실겠소 태양인 비천다면
Oh, I shall live, as long as the sun shines
down on me
밤과 하늘과 바람 앞에서
Embraced by the night, the sky, and the
wind
벼와 천둥의 소리가 거중을 주겠네
I'll dance through the thunder and the
driving rain

4. Spirituality

Dambala- Exuma

I'll melt down your walls
I'll melt your steel guns
I'll make you dumb
I'll make you blind
Dambala send demons
Dambala send angels
Dambala send fire
Dambala send water
Oh, Dambala, come Dambala

5. Journeys

Clay Pigeons- Blaze Foley

I'm going down to the Greyhound
station
Gonna get a ticket to ride
Find that big fat lady with two or three
kids
And sit down by her side
And ride until the sun comes up and
down around me about two or three
times

6. Social interactions

Talkin' Like You (Two Tall Mountains)-
Connie Converse

You may think you left me all alone
But I can hear you talk without a
telephone
I don't stand in the need of company
With everything I see
Talkin' like you

Folk Flowers

Location - KDVS/Entrance to Lower Freeborn Hall

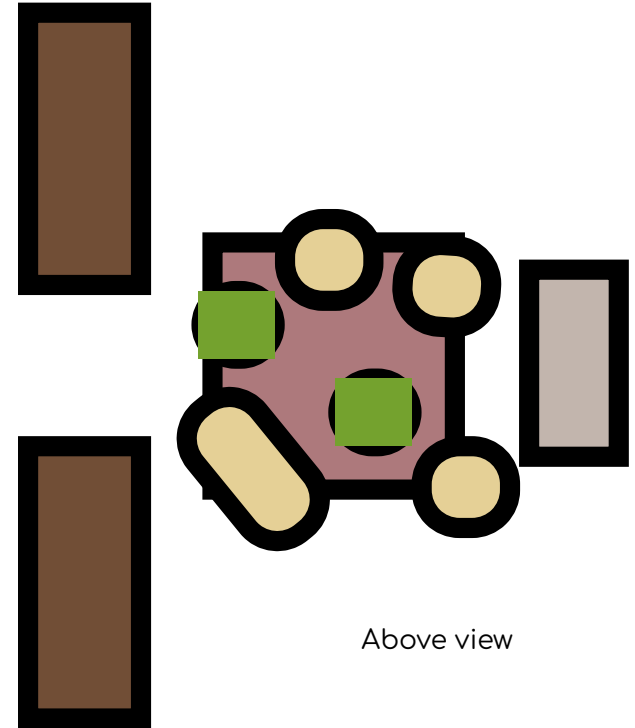
Visualizations



Entrance to the exhibit



Placing of the flowers



Above view

Folk Flowers

Location - KDVS/Entrance to Lower Freeborn Hall

Design Palette

Colors



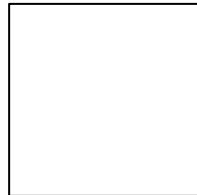
Yellow
#74a22e



Green
#ffb420



Pink
#ff8888



White
#f8f6f3

Materials



Felt



Paper



Ribbon



Staples

Fonts

Corben

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
1234567890

Folk Flowers

Location - KDVS/Entrance to Lower Freeborn Hall

Activity and materials table



Outside of KDVS/Freeborn

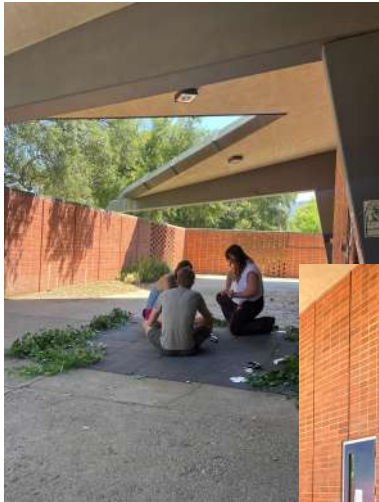


Talking music history with participants while they work



Folk Flowers

Location - KDVS/Entrance to Lower Freeborn Hall



Helping make the flower crown

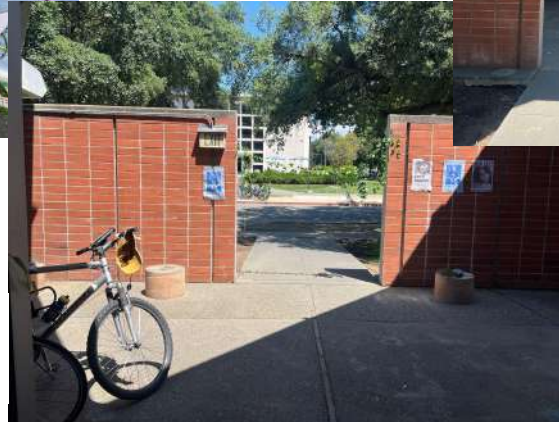


Corner with posters!



Question Boxes

View from question booth



Entrance of exhibit



View of question booth

Folk Flowers

Location - KDVS/Entrance to Lower Freeborn Hall



Walkthrough of exhibition space



Activity in Progress!

Margaret Antonia and Holly

SPONSORS!

Redwood Barn Nursery!



*Plant and gift certificate
for final prize*

UC Davis Basement
Gallery!



Stickers!

Cloud Forest Cafe!



\$20 gift card





**pop tropica's
pop formula**


Khloe & Daniella



Clue



Once home to food science and brewing tests, now design minds create their best. Sketches, exhibits, and visions light the way — keep “Cruessing” through campus to find pop today.

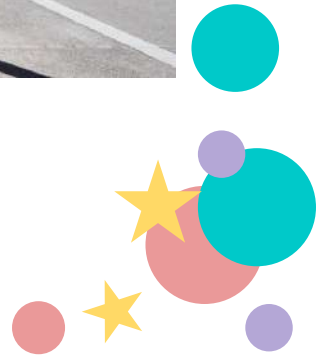




Location

Cruess Hall (Courtyard):

We chose the Cruess Hall Courtyard because it provides a larger, more open space for our station, allowing participants to move around and engage comfortably. Its central location also makes it easy for participants to find, with convenient nearby bike parking that improves accessibility.





Overview



Big Idea:

Pop music inspires movement, connection, and shared joy across diverse communities. It uses catchy repetition, simple beats, and easy movements to make music fun and accessible for all.

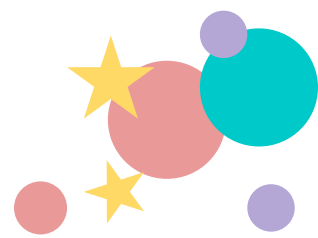
Theme:

PopTropica is an interactive pop music experience that highlights how pop music is built from a catchy chorus, a fun beat, and dance. At its core, pop music is designed to be accessible to everyone, regardless of age or musical background. It blends catchy beats, repetitive patterns, and simple melodies that encourage listeners to sing along, dance, and engage physically with the music. Unlike genres that may require technical understanding or prior knowledge, pop music invites instant participation through feeling and movement.

This exhibit emphasizes pop as a formula rather than just a style of sound. Participants explore how pop music is created with a formula in mind. By engaging directly with these features, participants learn that pop music is not just something to listen to, but something anyone can experience and take part in. PopTropica transforms music into an active, social, and physical activity where everyone can contribute. The goal is to demonstrate that pop music is inclusive, fun, and designed to be felt through movement and shared enjoyment rather than passive listening.



Overview



Activity Description/Goals:

In PopTropica, participants learn about the pop music formula. Participants will go through 3 different stations: Chorus, Beat, and Dance and put it all together to create their own pop formula to get a prize.

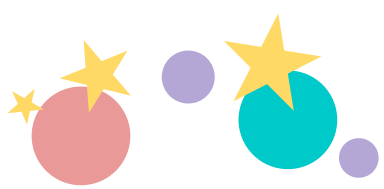
The experience includes three stations open to all ages and abilities. The Chorus station will include cutouts of different words they have to put together for a chorus.

The Beat station will include different actions including words like stomp, clap, snap, etc to create a catchy beat.

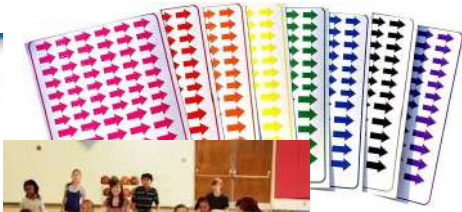
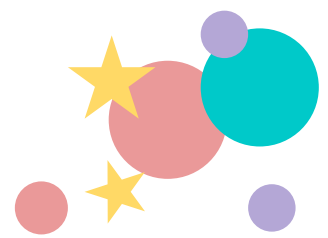
The Dance station will have a DDR floor board and participants will figure out what kind of dance they want to perform.

After completing the stations, the participants will have to demonstrate their pop formula to us before receiving a prize and moving onto the next genre.

Materials: 3 Tables, Duck Tape, Printed Words, Printed Worksheets, Stickers, Decor, Prizes, Tri Fold Boards

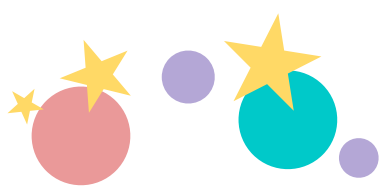


Lookbook

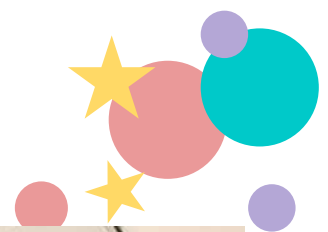


“pop star badge”/pop star prizes

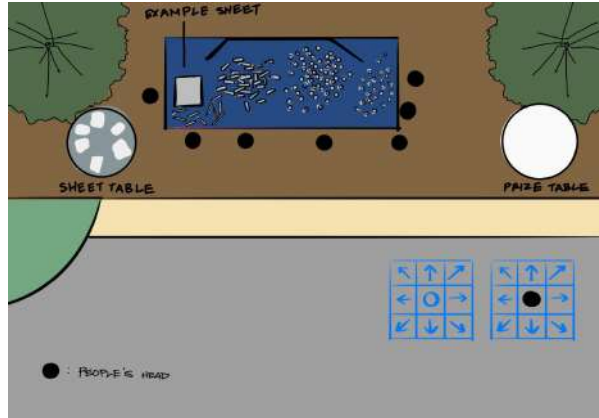
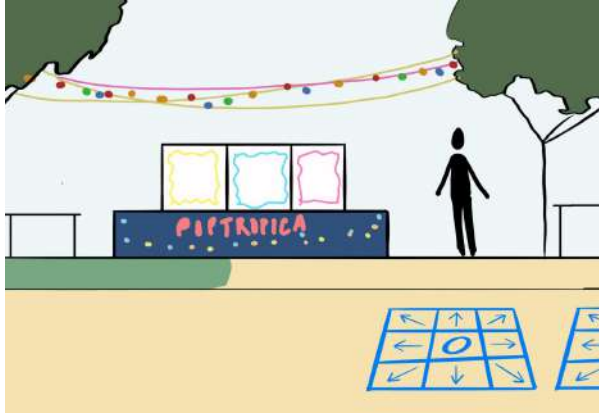




Decor Ideas



Design Sketches



Activity Mockup

Main Game: Pop Formula

Participants move through stations independently and collect “Pop Points” by completing mini challenges. By the end, they will have built the parts of a pop song themselves.

Goal:

Complete all stations to become a “Certified Pop Star Producer.”

Station 1: Catchy Chorus Challenge

Participants pick word cards and create a short repeated chorus.

- “Dance all night”
- “Feel the beat”
- “Shine tonight”
- “Jump and clap”

Create and repeat a chorus.

Station 2: Beat Pattern Builder

Participants follow visual rhythm patterns using:

- Claps
- Table taps
- Foot stomps

Example Cards:



Players copy the pattern, then make their own simple rhythm.

Station 3: Dance move Remix

Participants draw movement cards:

- Use DDR
- Step-touch

Perform their mini dance sequence once.

Activity Mockup

Pop Formula Sheet

Name: _____

Build Your Pop Formula!

1. What's your chorus?

2. What's your beat?

3. What's your dance?

Name: **Example**

Build Your Pop Formula!

1. What's your chorus?

"Dance All Night!"

2. What's your beat?

3. What's your dance?

		
	Jump	Spin

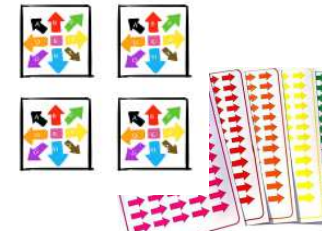


Station 1

Station 2

Station 3

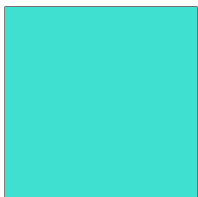
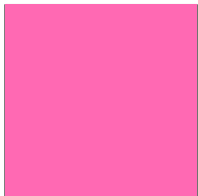
Night Best Dance Sing Feel Heart Fly The Love
 See At And Of I Like It His Her A Be Me
 From By All What When By On Going At Or
 Make Me Again After Any Had Does Beat
 Rhythm Sugar Rollercoaster Storm Fire Rain Hurricane
 River Flow Ivy Petals Flowers Run Walk You Play
 Record See Down Up Eye Think Blue Golden Hour
 Forever Rewind Dream Echo Together Shining
 Summer Alive Calling Glow Young Endless With
 Through If Spin Move Fearless City Ocean Skyline
 Fireworks Star Violet Blue Lost In Sky Hearts Youth
 Chemistry Gravity Roses Calling Hiding Bright True
 Stay Collide Day First Love Late Coast Drive Not
 Write Song Water Like Into He She Him Her They



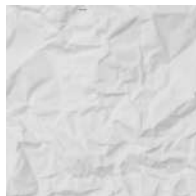
These will be displayed for participants to choose from/create their formula.

Design Palette

Colors



Materials



Font

Header 1

Modak

**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

Header 2

Mochiy Pop One

**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

Comfortaa

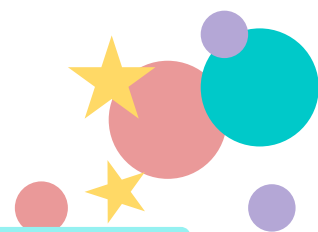
Body

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



Production pt. 1



Cutting out stickers



Practice mockup day

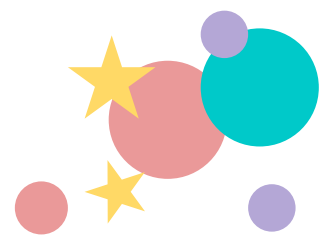


Creating the different stations





Production pt. 2



Preparation

Before:



After:



Production pt. 3





The Maestros

Classical



Caron and Suning

Draft Clue

Relax on the grass across from this state-of-the-art performance center

Final Clue

Across the lawn from a hall of music and light,
pause where classical sounds take flight.

Location: Vanderhoef Quad

- Grassy area
- Close to Mondavi Center
- Relatively quiet



Overview

Classical music has played a major role in shaping modern music theory. Its harmonies, chord progressions, scales, and structures continue to influence musicians today. This station introduces visitors to a variety of classical pieces through the interactive activity.

As they participate, visitors will learn about tempo markings and how tempo affects a piece's energy, along with fun facts about famous composers, orchestral instruments, and more.

Lookbook

Classical



Activity Mockup: Maestro Marathon

Learning Objective: tempo markings

The Freewheelers want to learn more about classical music.
Help them out by completing challenges while exploring
different tempos!

- Three challenges based on tempo speeds
- Play assortment of classical songs, participants move in between challenges according to tempo
- Final challenge at the end, Conductor Says version of Simon Says

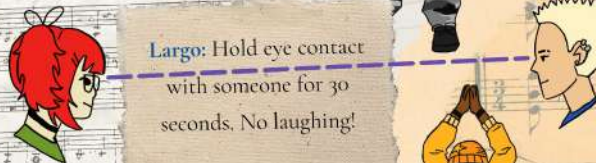

Challenge Boards

Slow Challenge
Pick one of the three challenges to complete!

Grave: Balance the water bottle on your head and walk around this sign for 30 seconds

Largo: Hold eye contact with someone for 30 seconds. No laughing!

Adagio: Hold this pose for 30 seconds



Medium Challenge
Pick one of the three challenges to complete!

Andante: Throw and catch two balls like a circus clown

Moderato: Toss, clap, catch ball 5 times

Allegretto: Toss the ball under your leg and catch it 5 times



Challenge Boards

Fast Challenge
Pick one of the three challenges to complete!

Allegro:
Spin 3 times



Vivace:
Play 5 rounds of Slide



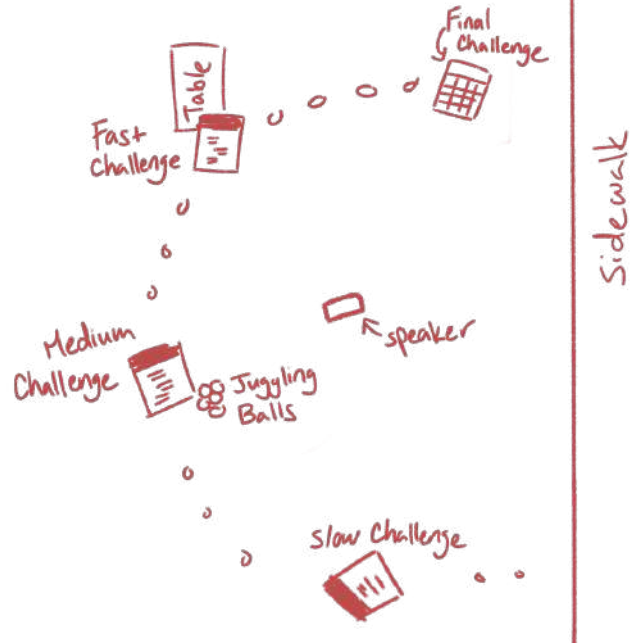
Presto: Do a bottle flip!



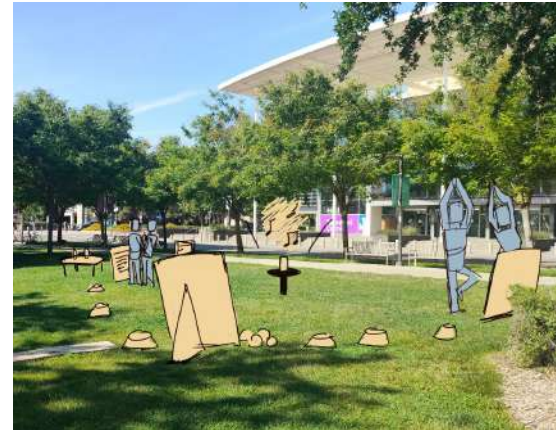
Conductor Says

Tempo Marking	Meaning	Action	bpm
Grave	slow, solemn, heavy	Trudge through imaginary mud	25-40
Largo	grand, resonant	Pretend to conduct a grand orchestra	40-60
Adagio	graceful, leisurely	Twirl like a ballerina	66-76
Andante	walking pace	March in place	76-108
Moderato	moderately	Pretend to row a boat with steady strokes	108-120
Allegretto	lightly brisk	Hop from foot to foot	112-120
Allegro	fast, lively, bright	Air guitar solo!!!	120-156
Vivace	upbeat, quick, lightly	Applause	156-176
Presto	exceptionally fast	Run in place	168-200

Visualizations

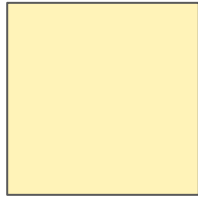
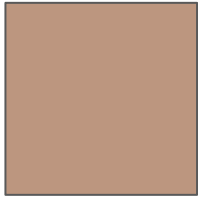
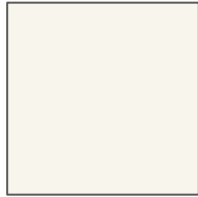
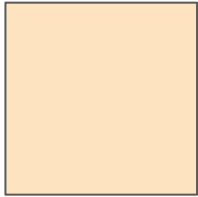


Classical



Design Palette

Colors



Materials



Wood



Cardboard

Fonts

Cormorant Garamond
(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

1 2 3 4 5 6

Set-up Photos



Participant Photos



Completing the Medium Challenge



Completing the Slow Challenge



Completing the Final Challenge



Taking group photo

Participant Videos



Completing the Medium Challenge
(Juggling)



Professor Mcneil juggling! ^_^

Sponsors



Ike's Love & Sandwiches
(4 free sandwich vouchers)



Watermelon Music
(\$25 gift card)



A vinyl record player is positioned in the upper center of the frame. Behind it, several vinyl records are hanging vertically, some with colorful labels (green, pink, red, blue). The background is a plain, light-colored wall.

ON REPEAT

R&B

Katie & Kieran

CLUE

Pedal along G, feel the rhythm play. Local love is on the plate, and the whole city grooves when we “co-op-erate.”

LOCATION

DAVIS FOOD CO-OP (PATIO)

R&B STATION



OVERVIEW

This station explores how R&B is all about mood, emotion, and self-expression. As participants move through the space, they'll explore different subgenres of R&B through album covers, artists, visuals, and short descriptions that show how each style creates a different vibe—from calm and dreamy to confident and energetic. The station encourages people to connect music with emotion in a fun, interactive, and low-pressure way while experiencing how versatile R&B can be.

LOOKBOOK

R&B STATION



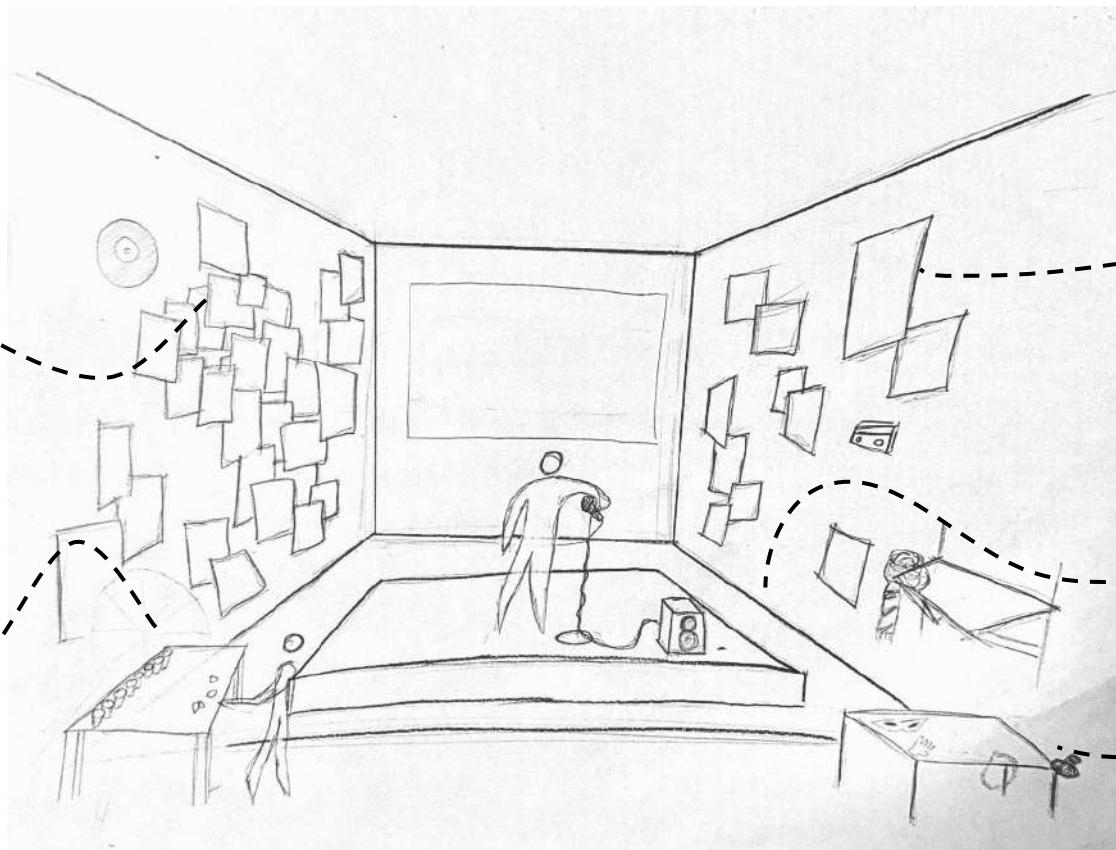
ACTIVITY STORYBOARD + DETAILS

R&B STATION

- 1. Search for the Record Pieces** Participants explore the lounge/station to find 3 matching pieces of a broken vinyl record hidden around the space.
- 2. Build the Scenario** Each record piece has a different random aspect that will go towards their final performance. Once participants find all 3 pieces, they put them together to create one complete scene.
- 3. Pick a Mystery Mood** Participants randomly choose a vinyl cover sleeve from a crate. Inside each sleeve is a one-word mood such as dramatic, smooth, awkward, emotional, chaotic, confident, or playful.
- 4. Learn the Vibe** Participants use the mood from their vinyl sleeve to determine the energy and performance style of their scene.
- 5. Improv the Music Video** Participants act out their combined scenario as a short R&B-inspired “music video” using their assigned mood. They can use props, movement, exaggerated reactions, and a song of their choice.

DESIGN SKETCH

R&B STATION



decor
(posters, vinyls,
magazines, etc.)

subgenres
(albums, artists,
short descriptions)

picks & cups
(selection for
different genres,
moods, themes
etc.)

stage

props

DESIGN RENDERINGS

R&B STATION



DESIGN RENDERINGS

R&B STATION



Front View

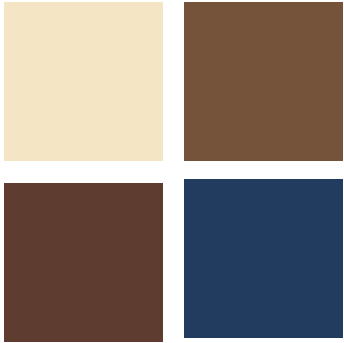


Side View

DESIGN PALETTE

R&B STATION

Color Palette



Font

MONTSERRAT

ABCDEFGHIJKLMNOPQRSTUVWXYZ

abcdefghijklmnopqrstuvwxyz

0123456789

Material Palette



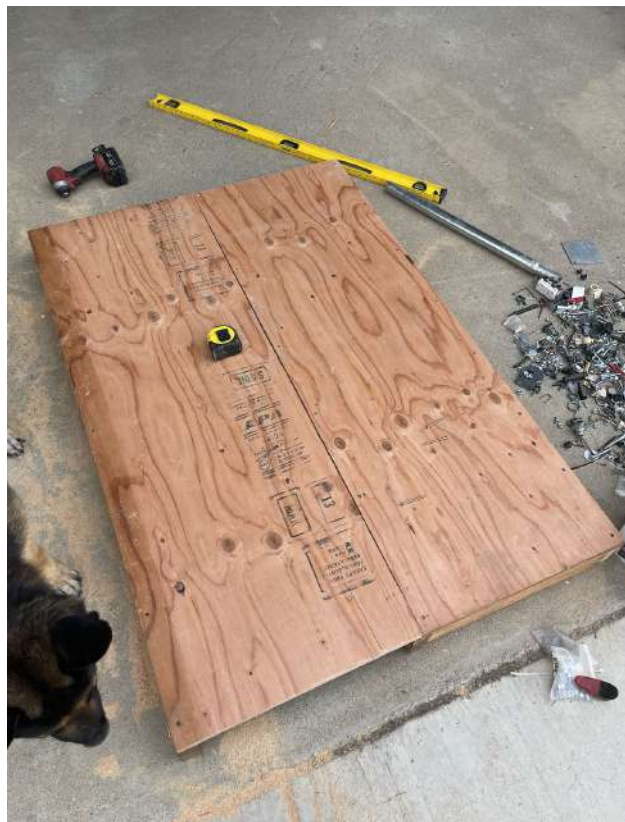
Wood
stage

Paper
posters

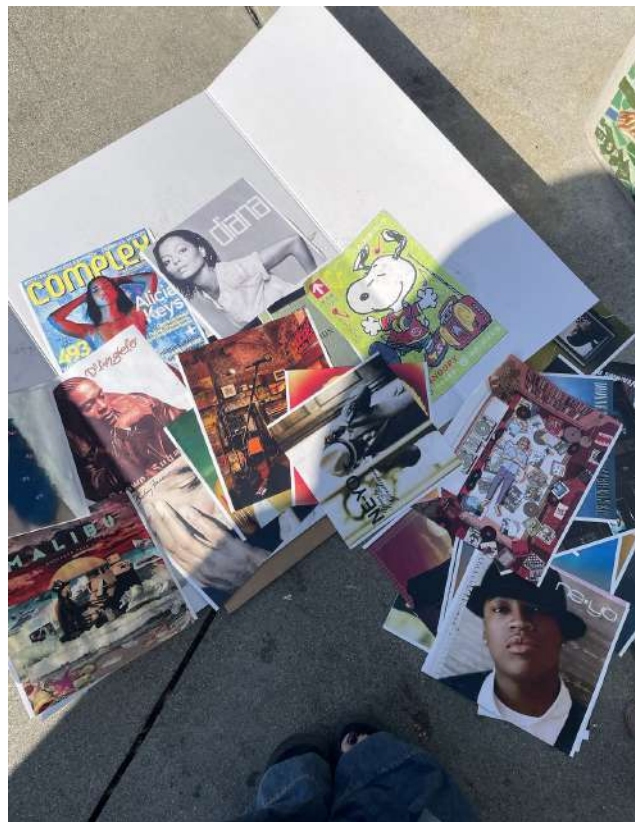
Cardboard
walls



Documentation



Building the Stage



Building the Backdrop



Backdrop Details

R&B STATION

Documentation

R&B STATION



Documentation



R&B STATION

Documentation



R&B STATION



SPONSORS

R&B STATION



Bohème
clothing & gifts



EDM: RAVE AROUND THE WORLD

HEADLINERS

Latha Jompholpharkdy B2B Brionna Lee

Latha Jompholpharkdy & Brionna Lee

EDM STATION:

Global Influence on EDM & Rave Culture




🔍 Clue: Hands are high as trees are tall. On Anderson the beats are heard by all. Like a rave lighting up the dark, make your way over to the park!



Latha Jompholpharkdy & Brionna Lee

EDM STATION: Global Influence on EDM & Rave Culture

 **Redwood Park,
Anderson Road**



- shaded
- space for bikes
- protected/far from main road
- preserves room for pedestrians

EDM STATION:

Global Influence on EDM & Rave Culture

Overview

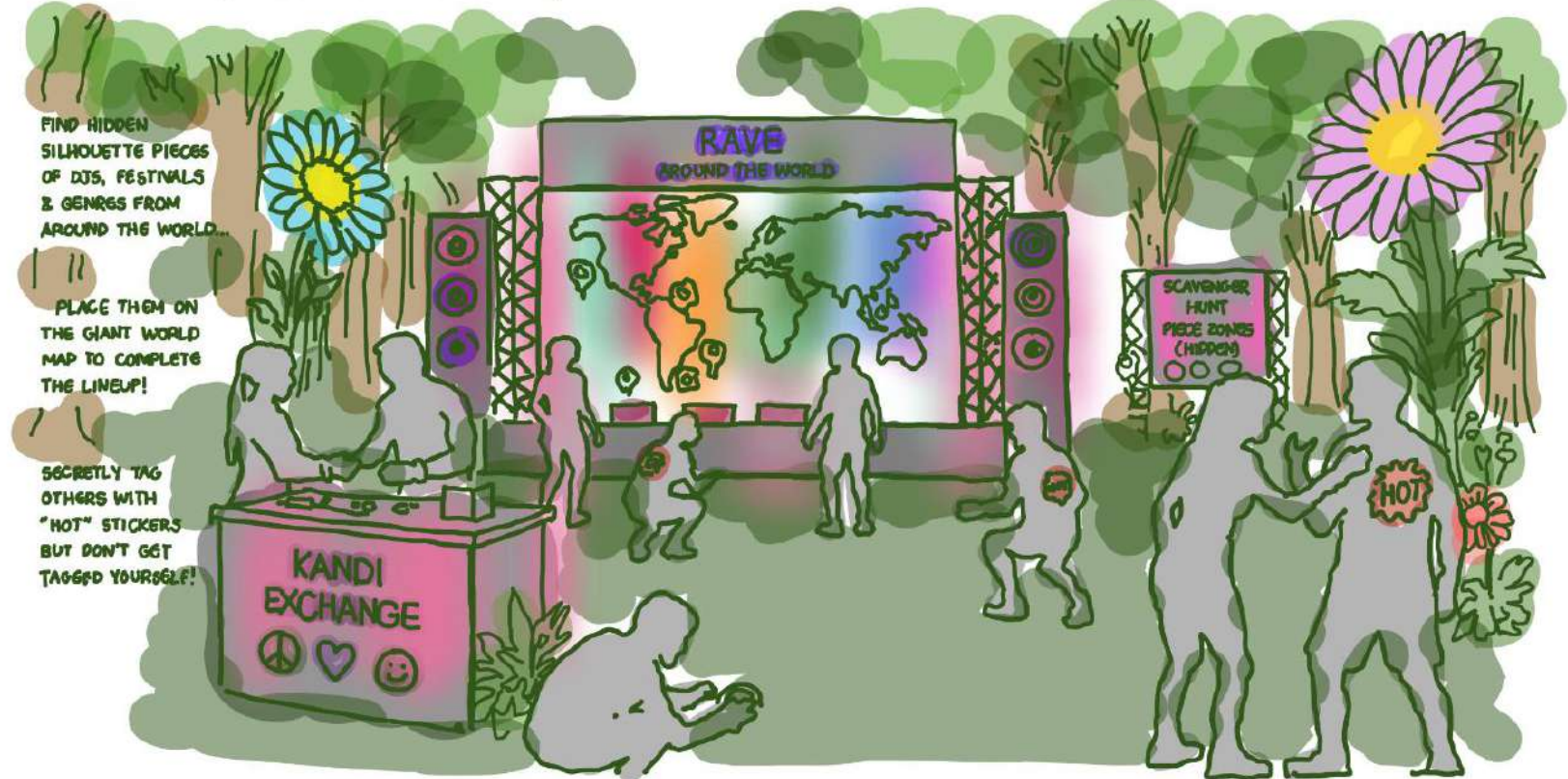
Participants enter the rave through a **PLUR**-inspired **Kandi Exchange** before completing a scavenger hunt matching DJs, festivals, and EDM genres from different continents onto a **GIANT World Map**. While searching, participants play **“HoT” Sticker Tag** by secretly tagging others while avoiding getting tagged themselves.



Latha Jompholpharkdy & Brionna Lee

EDM STATION

PERSPECTIVE VIEW (LOOKING FROM ANDERSON ROAD)



Latha Jompholpharkdy & Brionna Lee

EDM STATION

“Mini Kandi Exchange”

Enter the rave by trading kandi bracelets with US and completing a simple PLUR-inspired greeting representing Peace, Love, Unity, and Respect.

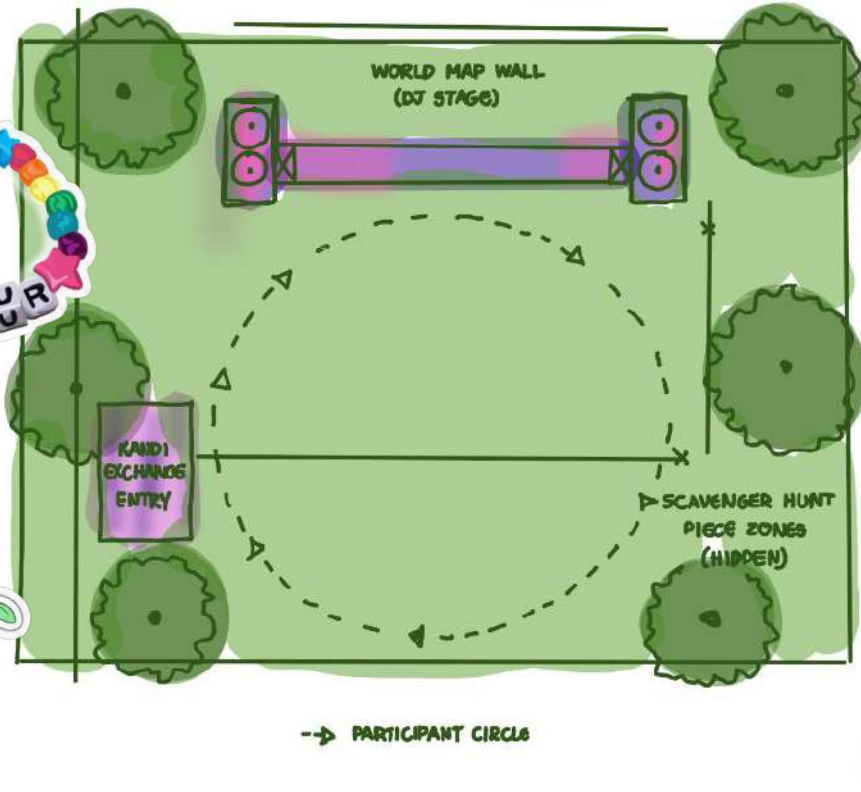


Winning Reward

The winning team/person with least amount of stickers receives sponsor gift/sprout as a prize for completing the experience.



PLAN (TOP VIEW)



“SCAVENGER HUNT/STICKER TAG”

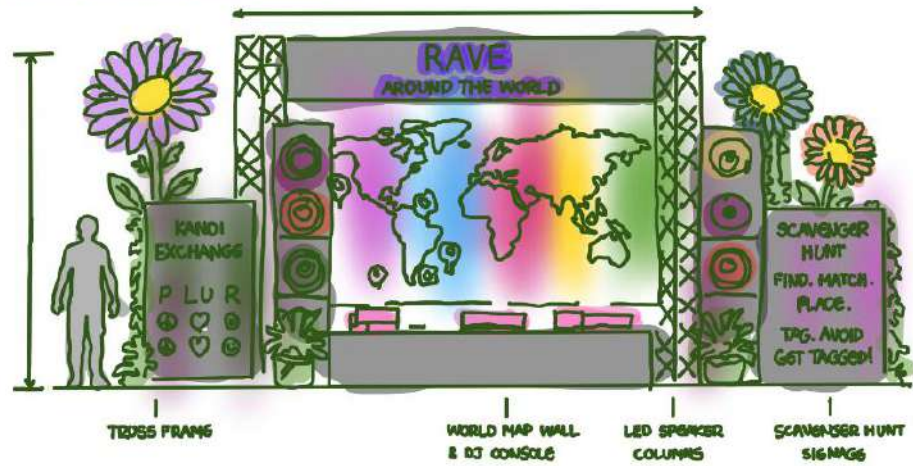
Participants search for hidden silhouette pieces of EDM DJs, festivals, and genres to place on the giant world map while secretly tagging others with stickers and avoiding getting tagged themselves.



Latha Jompholpharkdy & Brionna Lee

EDM STATION

FRONT ELEVATION (PACIFIC AVENUE ROAD)



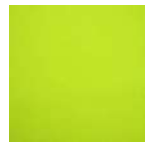
NEON PINK



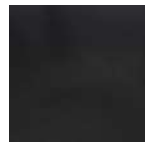
ELECTRIC BLUE



PURPLE

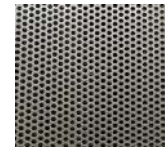
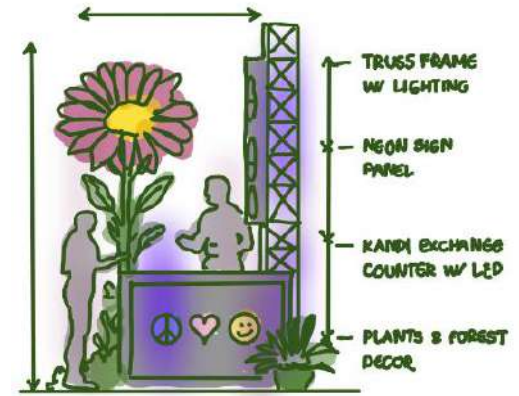


LIME GREEN



BLACK MATTE

SIDE ELEVATION (ENTRY / KANDI STATION)

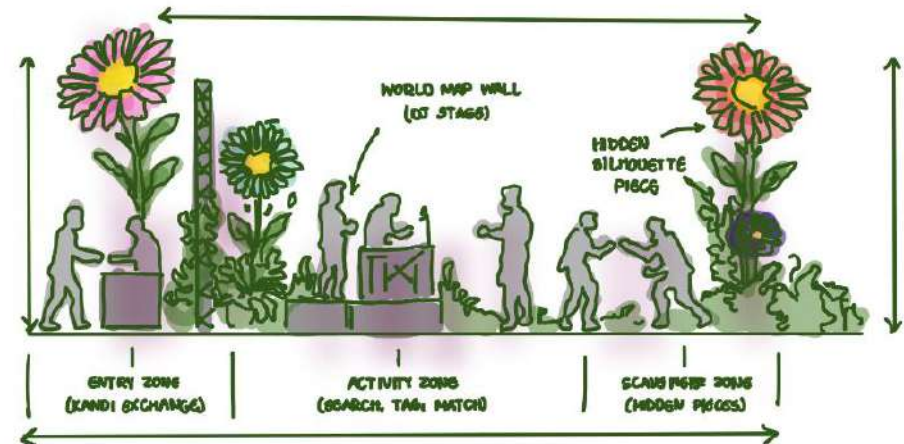


METAL MESH



GRAFFITI GRAPHICS

SECTION / CROSS SECTION (THROUGH SITE)



Latha Jompholpharkdy & Brionna Lee

EDM STATION: Global Influence on EDM & Rave Culture

PRODUCTION

Construction process:



Poster board for decorations:



Latha Jompholpharkdy & Brionna Lee

EDM STATION: Global Influence on EDM & Rave Culture

Activity design process:

PRODUCTION



EDM STATION: Global Influence on EDM & Rave Culture

DIALOGUE



Kandi Exchange: Handshake to becoming a certified rover, connect with your friends



Sticker Tag x Scavenger Hunt: Find the missing genres to each continent, avoid getting sticker tagged by other players. Player with the least amount of stickers gets a prize!



Latha Jompholpharkdy & Brionna Lee

EDM STATION:

Global Influence on EDM & Rave Culture

DOCUMENTATION

World Map:



Latha Jompholpharkdy & Brionna Lee

EDM STATION:

Global Influence on EDM & Rave Culture

DOCUMENTATION

Setting up space:



Our amazing
volunteer
CHARLOTTE!



Life Size flowers from
TEDXUCDAVIS

Latha Jompholpharkdy & Brionna Lee

EDM STATION: Global Influence on EDM & Rave Culture



DOCUMENTATION



Latha Jompholpharkdy & Brionna Lee

EDM STATION:

Global Influence on EDM & Rave Culture

DOCUMENTATION



Latha Jompholpharkdy & Brionna Lee

EDM STATION:

Global Influence on EDM & Rave Culture

Sponsored by:



10x \$10 Sharetea Gift Cards

ALTERNATIVE: Build Your Band's Brand

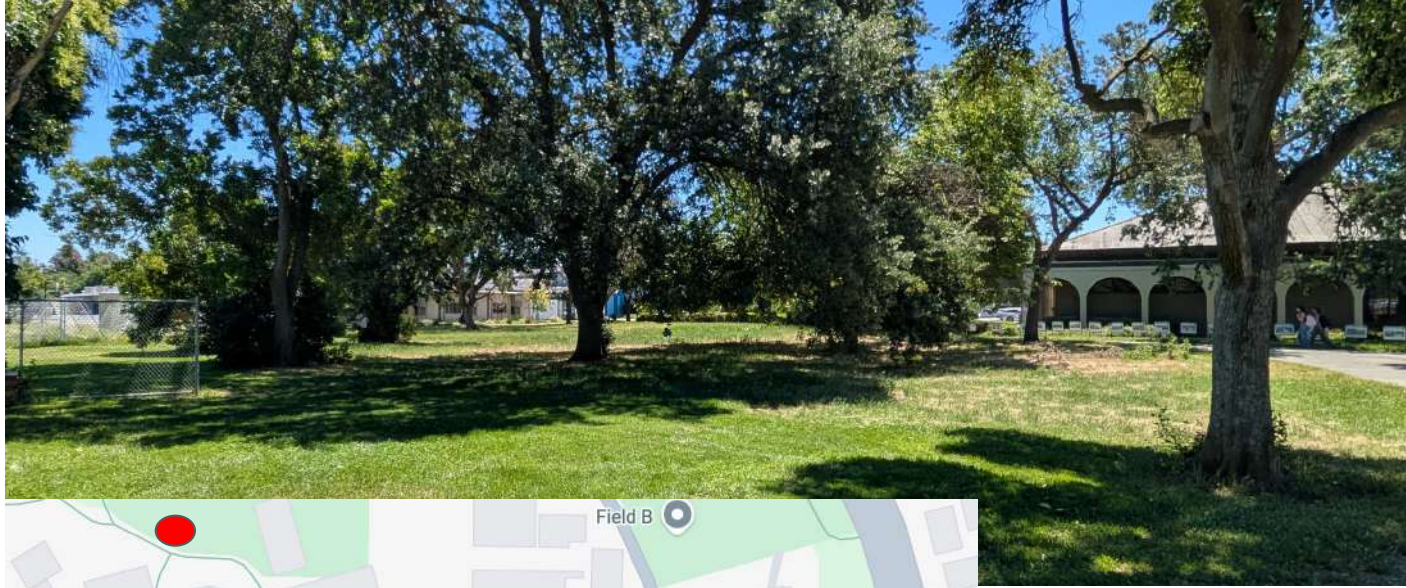
Violet Ichel and Kegan Chay



Clue

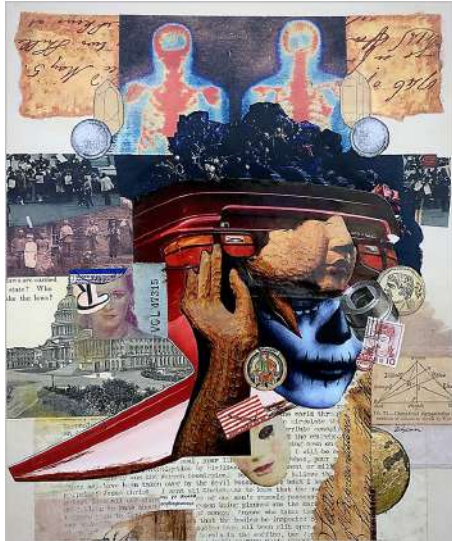
Near Fourteenth, where readers gather
and tall trees grow, step to the side for an
alternative show.

Location: Community Park, behind the library

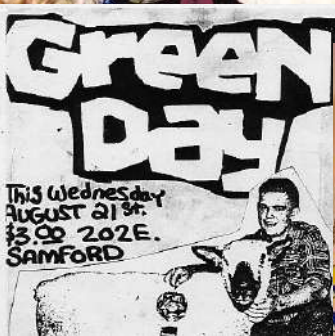


Project Overview: Design your album cover

Alt Rock ethos was all about emotion, self expression, and DIY. Participants will be given a CD jewel case with a blank piece of cardstock that slides into the cover. Participants will have to create their own album cover to fit into the CD/ jewel case. In a relay-race style, they will walk to get at least one photo, one word, and one sticker, all while expressing different emotions. They will have access to pre-cut magazine clippings and stickers that they will glue onto their piece of cardstock. Once completed, one CD case can be taken home by each group.



Lookbook



Initial Design Sketches



Sketch of initial design idea: charades

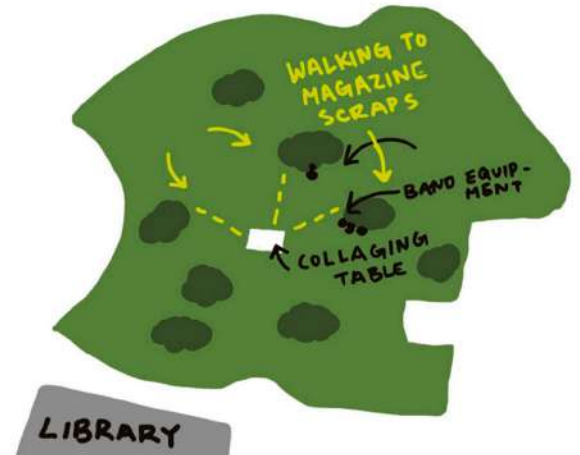
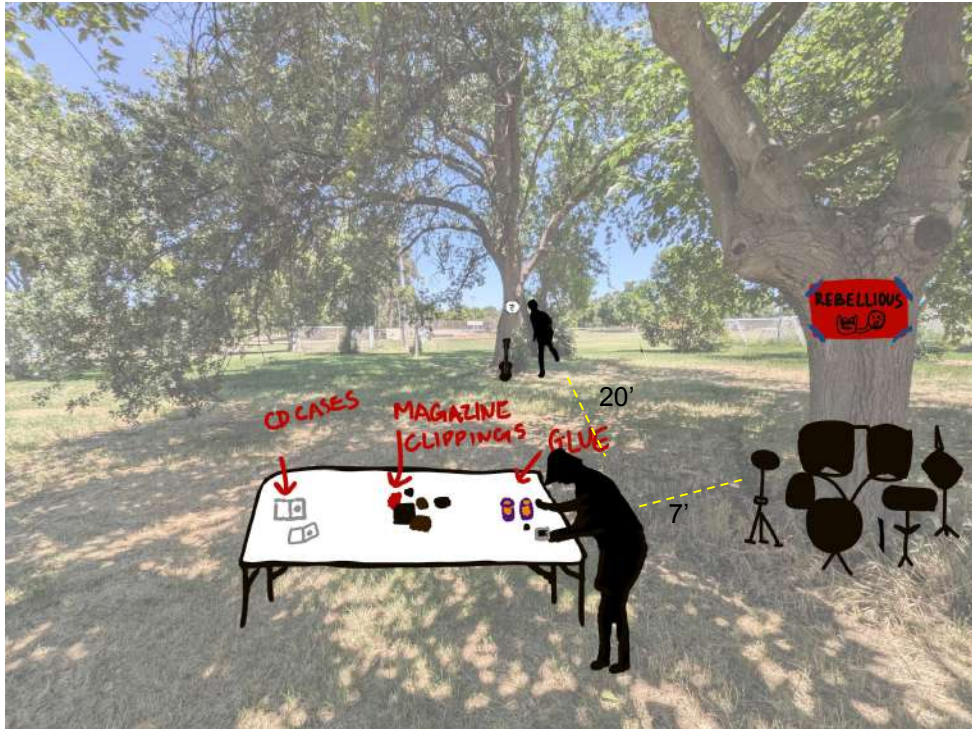


Sponsor

Newsbeat: Newsbeat has donated a \$25 gift certificate as a prize for the Bike Scavenger Hunt



Design Visualizations



Design Palette

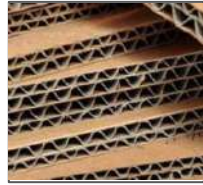
Materials



Magazine Clippings



Stickers



Cardboard



Gluesticks



Jewel Cases



Cardstock

Colors



The color palette selected for our design represents the moody, grunge/punk-inspired roots of alternative rock. With colors like red that take on a strong sense of rebellion, black, white, and grey, our color focus creates a bold visual depiction of alternative rock as a diy, punk-inspired, and print-centered style.

Typography

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

123456789 -- BURNABY STENCIL

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 123456789 – Anton

Set-Up and Engagement



Collaging table set-up



Collaging table and signs



Instrument props and decoration



Walking sign instructions



Participants collaging their own album cover



Backstage Beats

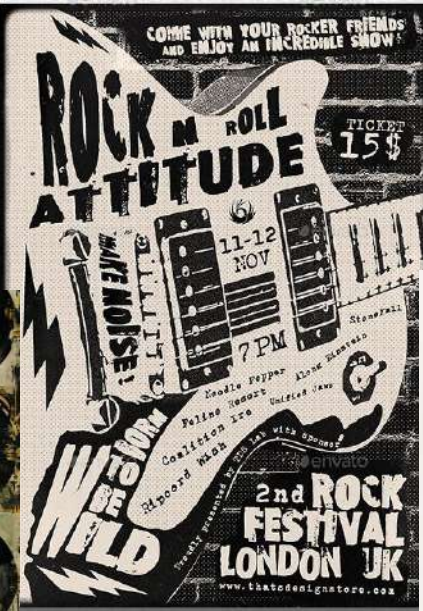
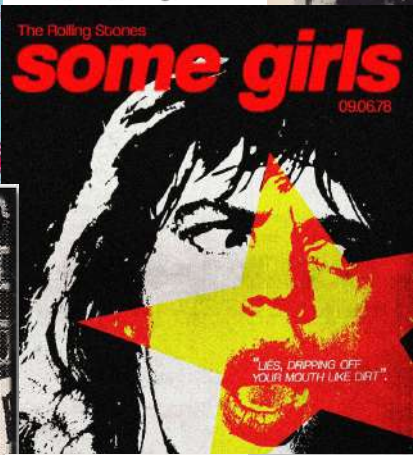


Rock & Roll



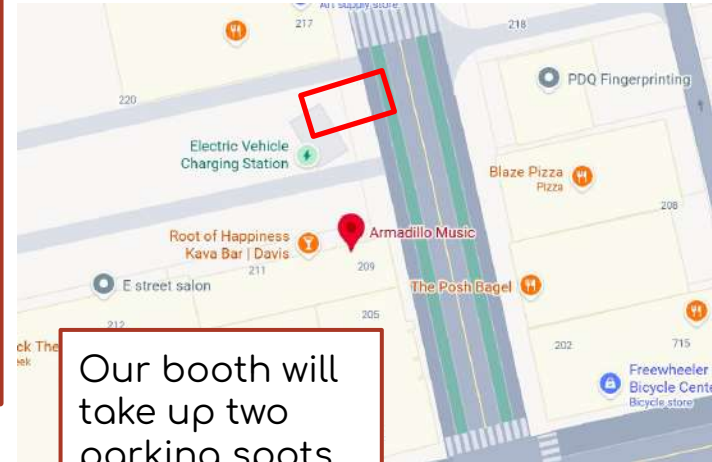
Emily and Veronica

Lookbook





Location

Armadillo Music



Our booth will take up two parking spots

CLUE 


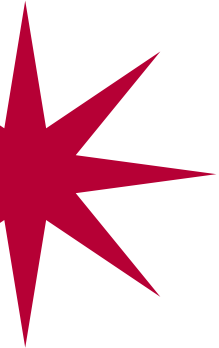


Where vinyl records resonate,
And music discs saturate
Take a swing to where the
armadillos play backstage!

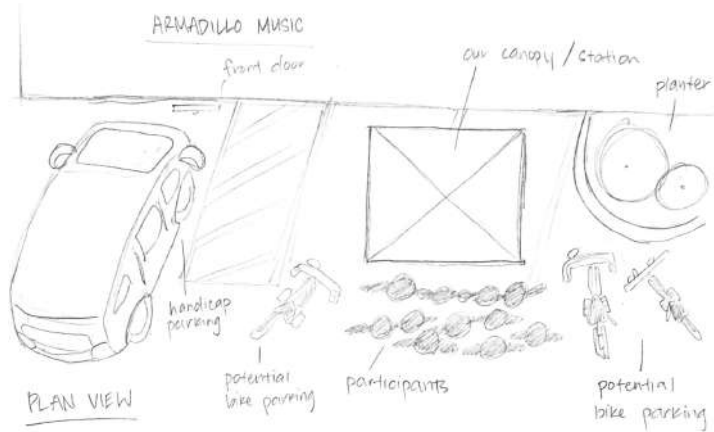


Overview

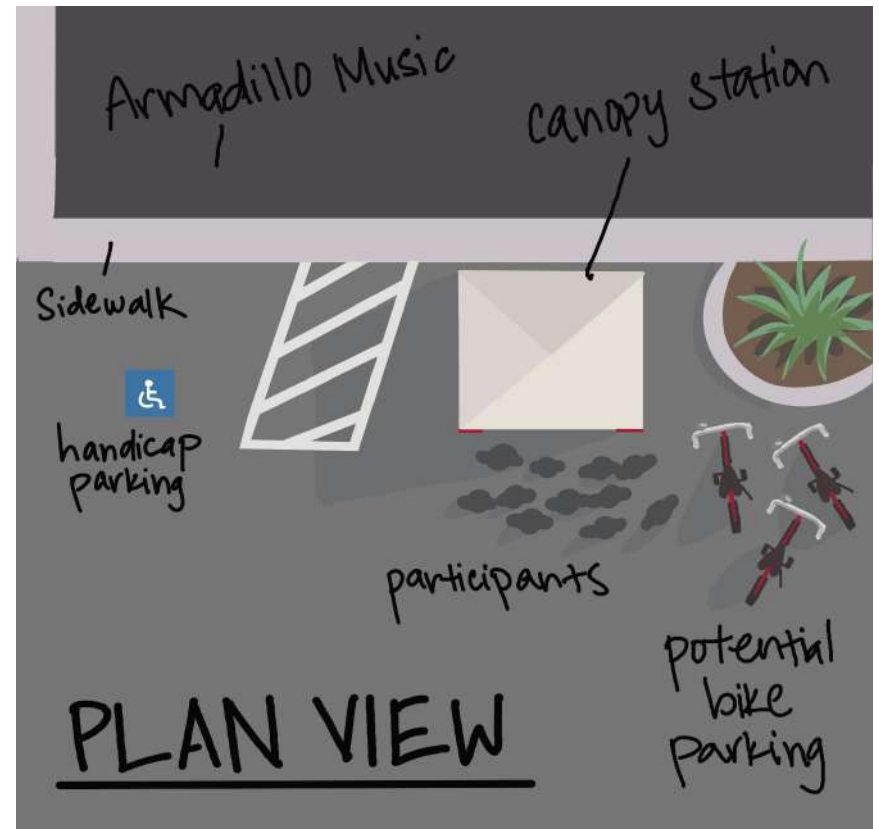
Rock & roll has evolved throughout the decades, developing its own distinctive sounds and subgenres. But some instruments will always be present within every rock band, such as a bass, electric guitar, and drums. Collaboration between these instruments is the key aspect to make or break a band. Participants will learn the value of collaboration by working together to play instruments to an audience of people.



Design Sketches & Renders



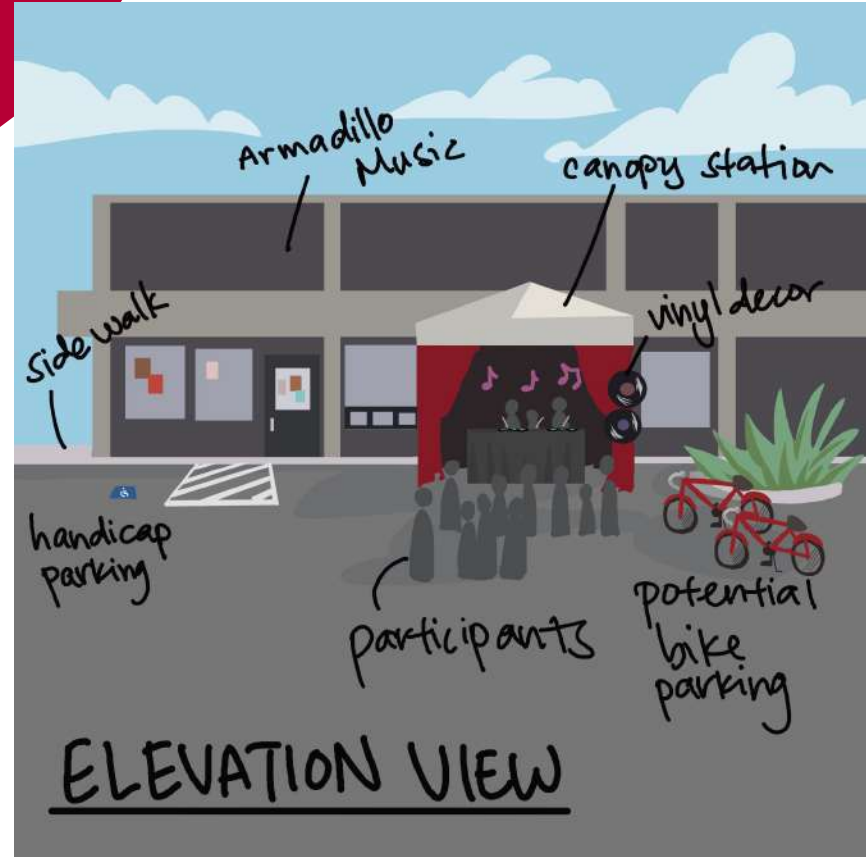
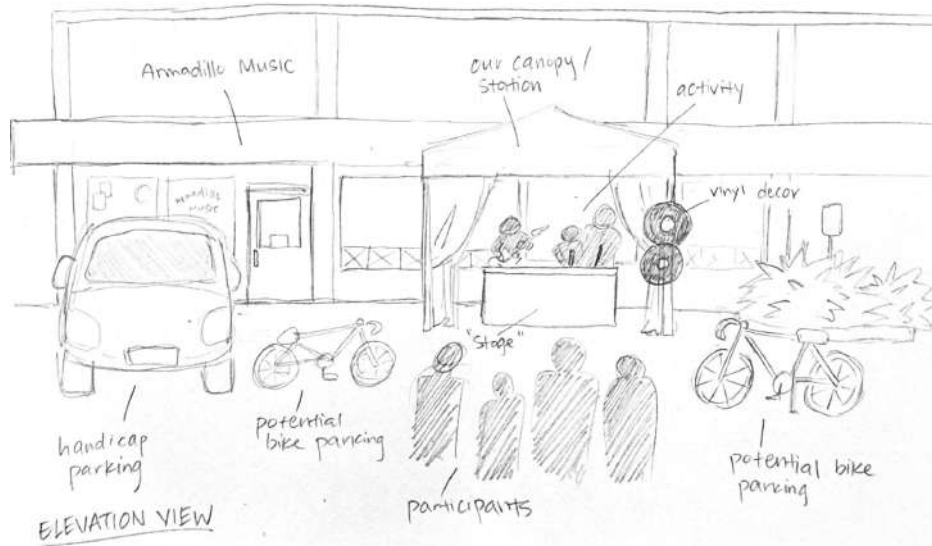
Participants will ideally enter from this side



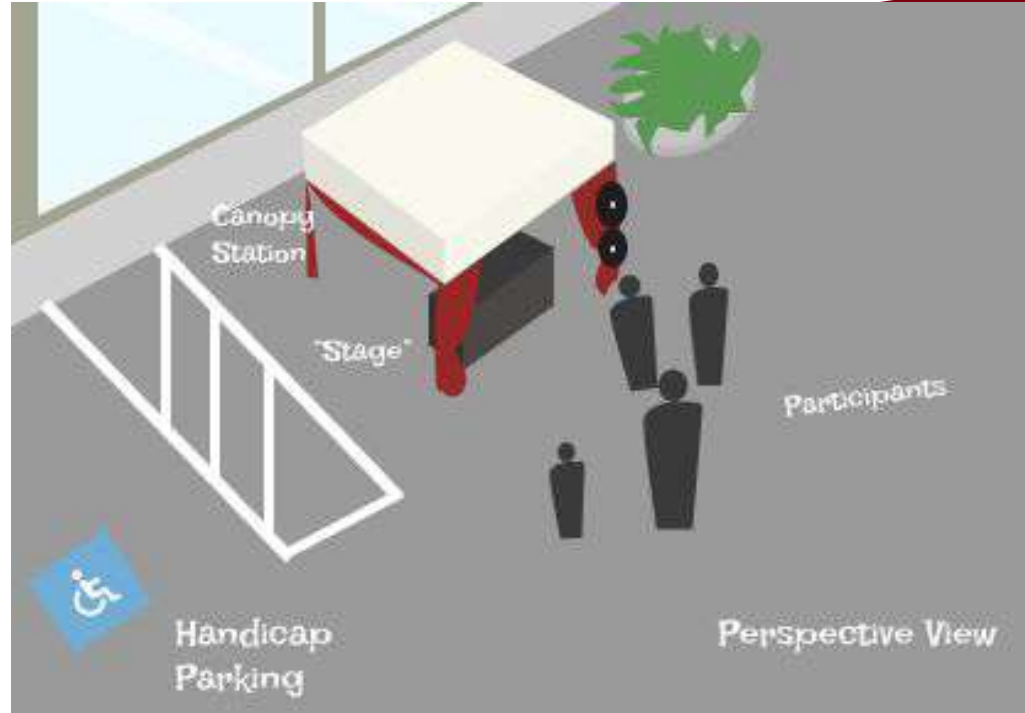
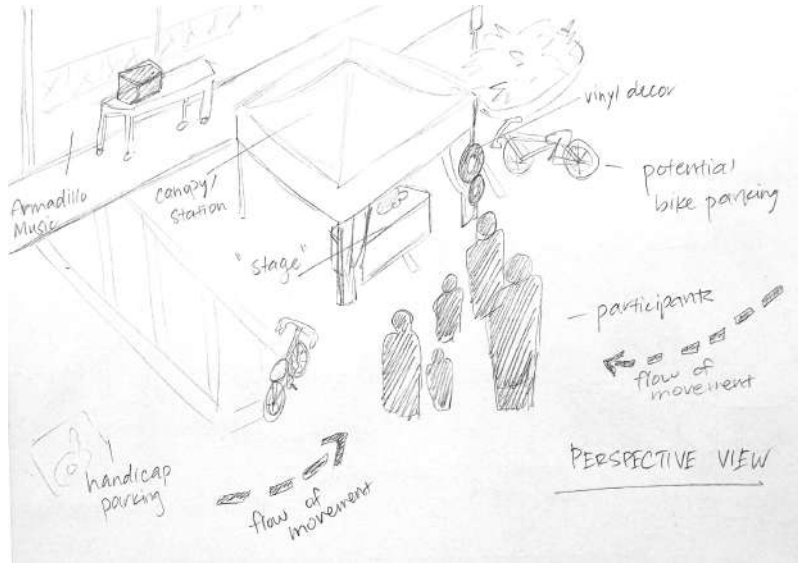
To ease traffic and congestion, participants that are waiting for their turn to play drums will act as the 'audience' for the current participants



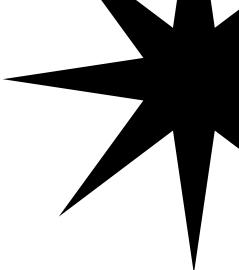
Design Sketches & Renders



Design Sketches & Renders



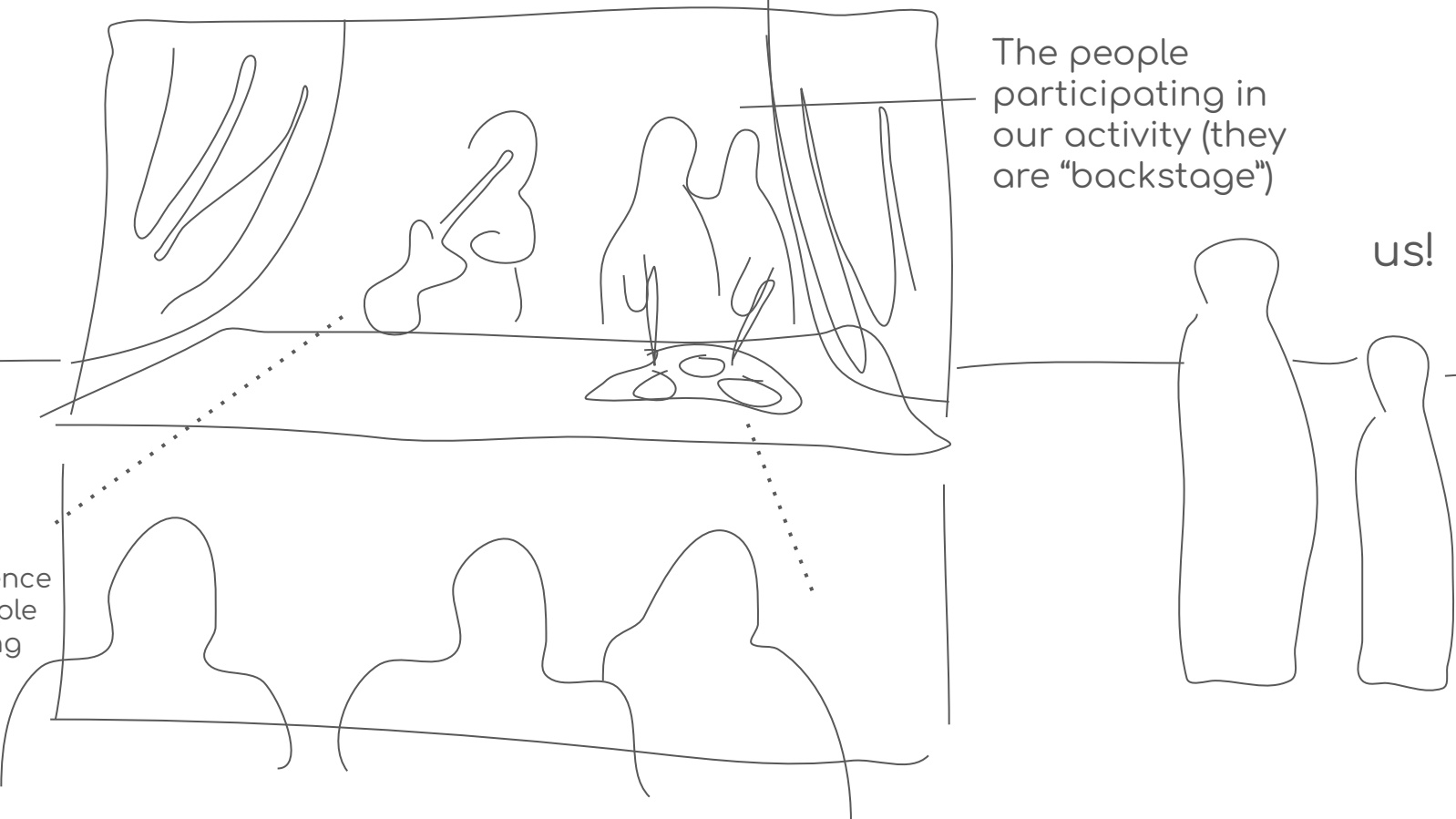
Design Sketches & Renders



The people participating in our activity (they are "backstage")

us!

audience / people waiting



Initial Design Sketches



First idea



Second idea

Design Palette



Typography

Burnany
ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz
1234567890

Avenir Next
ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz
1234567890

Color Palette



#771213



#b33036



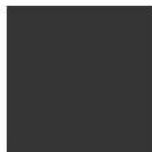
#e86972



#f8b1bb



#151515



#353535



#6d6d6d



#bcbbbb

Materials



Red curtains



Black table cloth



Blank guitar picks



Blank vinyl record



Portable electric drum set



Foldable table



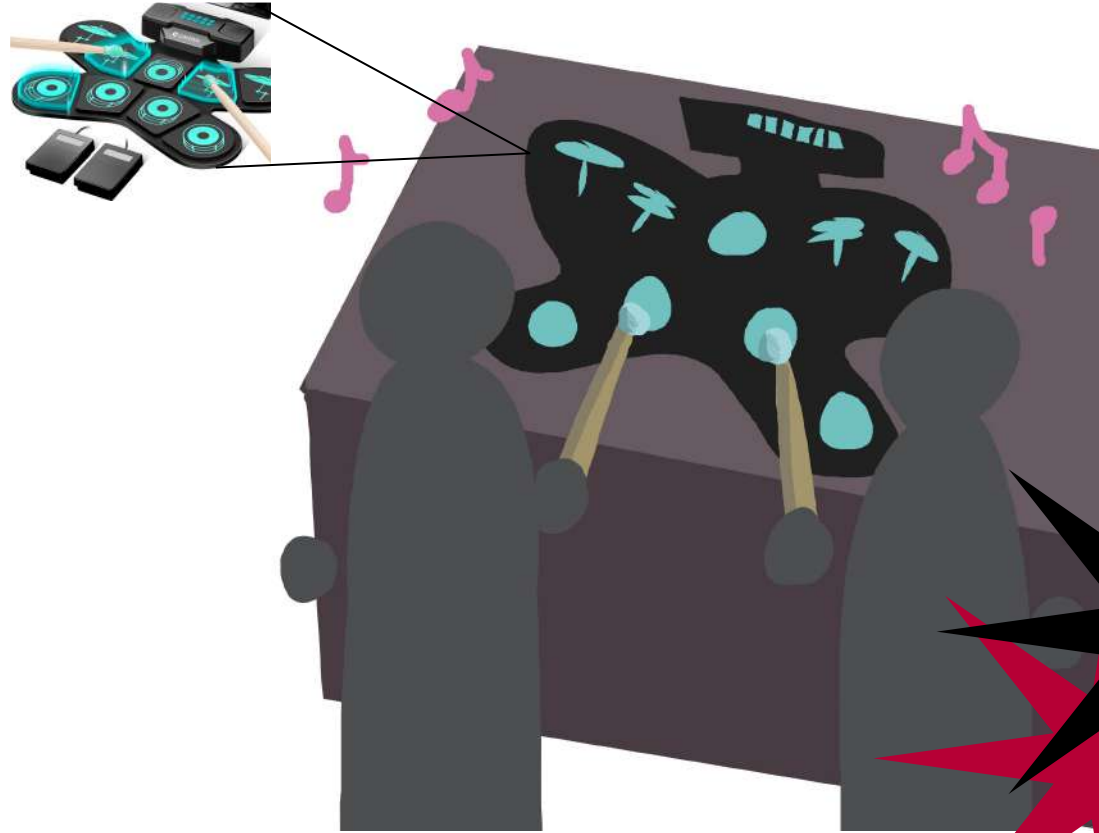
Paint markers



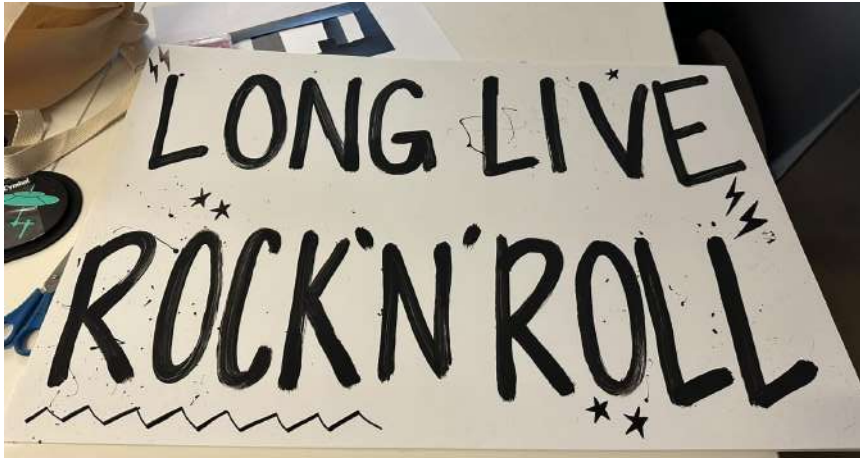
Canopy Tent

Activity Mockup: Backstage Collab

Participants will learn how to **collaborate** with one another by playing the drums. They will go behind the table, which will be known **'backstage'**, and learn how to **play a simple beat**. Depending on the number of people in the group, each person can respectively be a **drumstick** or a **pedal**. There will be two drum pads with increase in difficulty if they want to challenge themselves.



Activity Mockup: Props



Poster board! Made with foam board, black paint, and sharpie markers.



Drum kit labels! Printed paper labels with clear tape to keep it from falling off. Each drum is assigned a number based on how used they are.

Activity Mockup: Props




Participants had the choice to play different levels of drum sequences, ranging from easy to hard. As the levels increased in difficulty, the pedal that created the hi-hat sound (notated by the x) was incorporated to **relegate the rhythm and groove**. These levels accommodated for participants who have not played the drums before and for those who have experience. The numbers matched with the different drums, allow for participants to easily correlate which drum to hit, and the numbers that were boxed were played at the same time.

Activity Mockup: Script



“Hello! We are the **managers** from the rock station!

We hear you are helping **The Freewheelers** find their sound! At our station we’ll teach you about coordination and rhythm to bring to **The Freewheelers**. If you don’t have experience on the drums, then we recommend to start at the easy level and feel free to work your way up!



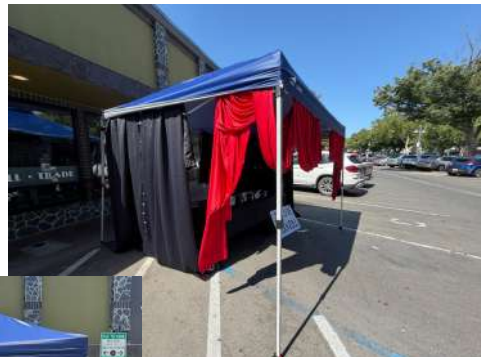
Have fun, make your way backstage, and rock on!”



Event Day Photos!



Set up!



Participants!

Sponsors!

✓ Armadillo Music



✓ Akiba HQ



✓ Crepeville/ Burgers and Brew



- Stickers
- Coupons
- Vinyl records
- Keychain
- Playing cards



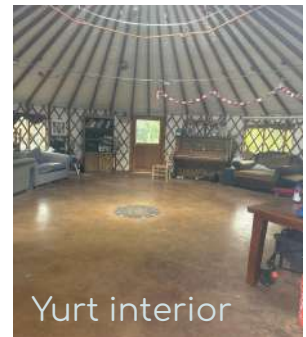
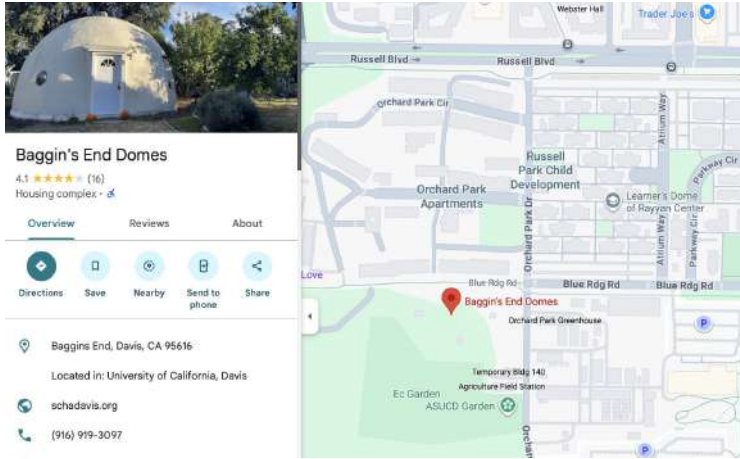
Disco Fever!

Julia and Natalie

Clue: 

Groove on the grass surrounded by these
1970's white semi-circle houses.

Location: The Domes



Plan View Station Flow:



Description: Disco Fever

Test your temperature for disco fever then dance that fever away!

STATION #1:

You might have disco fever!?

- Greeted with doctors note and to sit down

STATION #2:

Raise the thermometer by **making goals in tag-in disco ball soccer**

- Kick disco ball into genre boxes that inspired disco (funk, soul, latin jazz)
When hit into box it plays a song from the genre
- Tag your teammate in for them to make next goal
- Thermometer raises as they hit ball in goals

STATION #3:

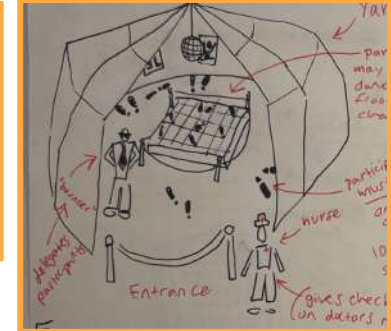
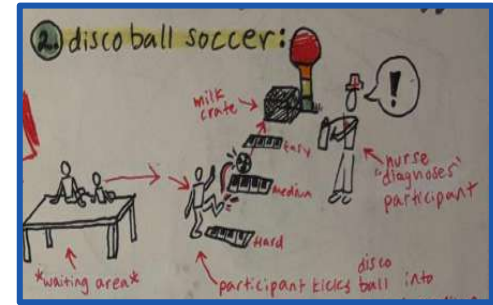
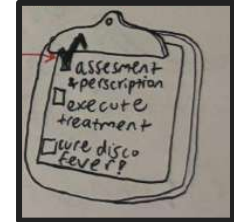
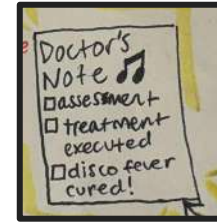
You got the fever? Go **dance** that disco fever away!

- Get a boa when entering the yurt
- Strike dance moves shown on the wall from communities that started disco
- Soul Train out! Free style dance!

Back to STATION #1

Get a **lollipop**!

- Get a lollipop for completing your doctor notes!

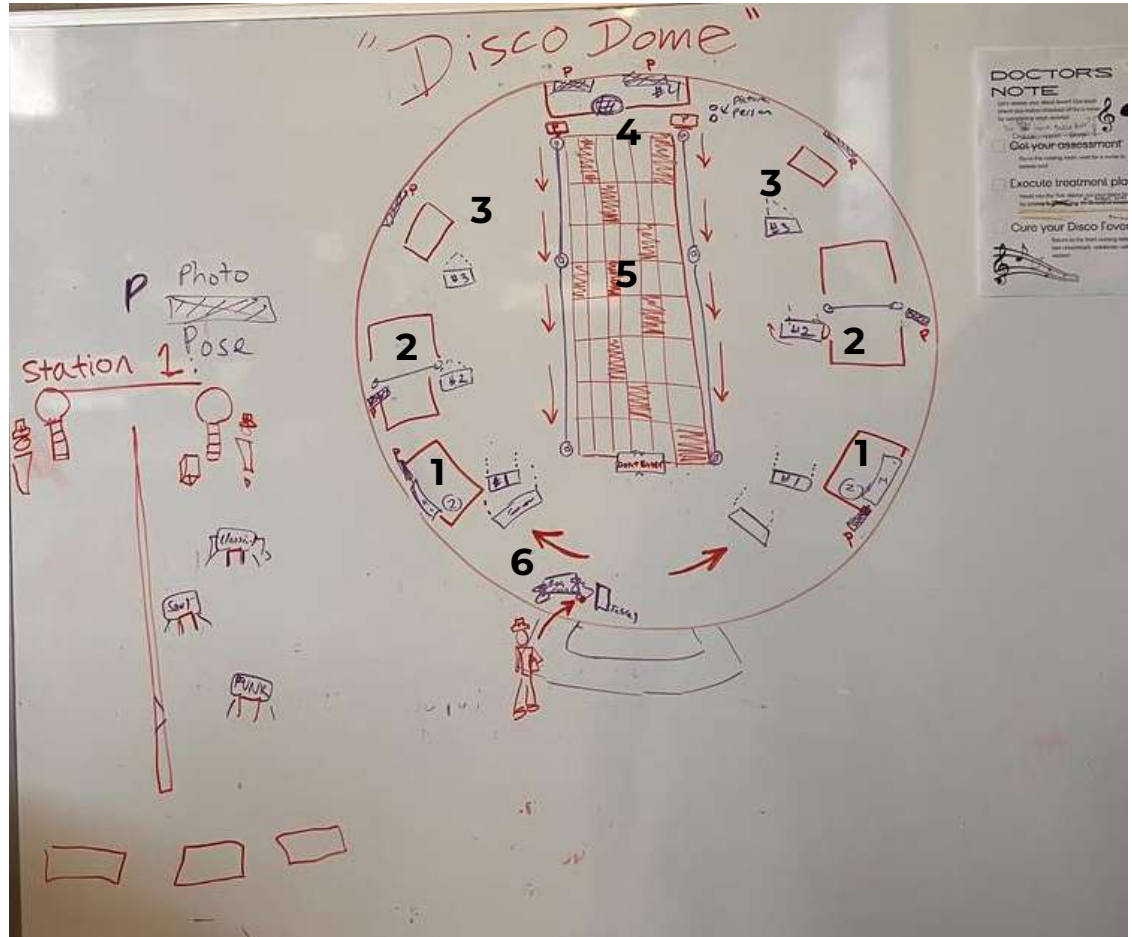


Overview:

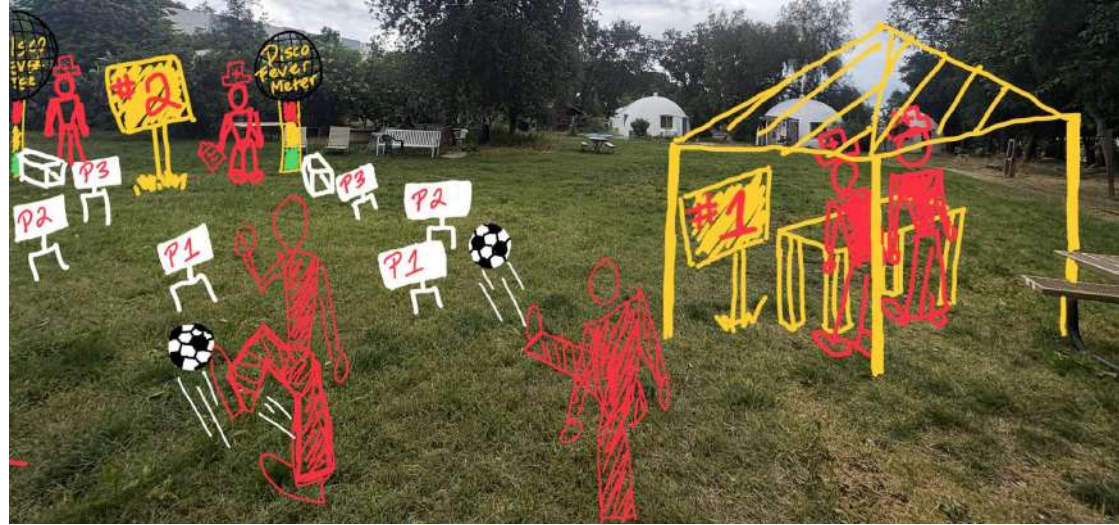


Ideation of Inside the Disco Dome

1. Boogie Base #1 - Pose with mirror
2. Boogie Base #2 - Limbo
3. Boogie Base #3 - Hands on hips pose
4. Boogie Base #4 - Jump up to disco ball
5. Soul Train dance down the dome and get a photo
6. Get your boa and check mark by bouncer



Rendered Drawings:



Design Palette: Materials

Check-in Table:

- Table, tent, 2 chairs, Disco Fever
- 3-5 clipboards, 3-5 markers, 70 doctors notes
- Lollipops, stickers, mini disco balls
- Direction signs, wooden stake walkway decor

Soccer station:

- Benches, 2 soccer balls, shiny fabric, speaker
- 8 Metal stakes, 2 cardboard boxes (decorated)
- funk, soul, latin markers (6 boxes, paper music notes)
- 2 disco fever synthesizer meters (foam core boards, wooden dowels, hot glue gun markers, chipboard, print out fever gradient)

Yurt:

- 5 boas, sunglasses, table
- Black out curtains, Disco Ball, lights, extension cords
- 2 sets of 8 large posters of historic posters
- Tape for dance floor, streamers, entrance rope
- Speakers, projector, sheet
- 2 limbos with stick and orange barrier, standing mirror
- 2 disco balls, hanging rope



Design Palette: Colors and Typography

Title Font: *ITC Zipper*

ABCDEFGHIJKLMNOPQRST

UVWXYZÀÁÊËÏÖØabcdefghijklmnopgh

ijklmnopqrstuvwxyzàáêëïö

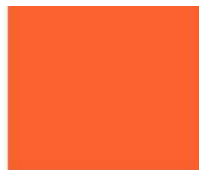
& 1234567890(\$€.,!?)

59

Body Font: *Bebas Neue*



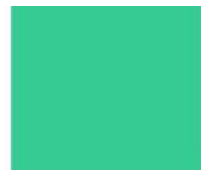
Colors



#FA612E
RGB 251, 97, 46



#F20074
RGB 242, 0, 116



#37CC93
RGB 55, 204, 147



#FFDC40
RGB 255, 220, 64



#97A5FA
RGB 151, 165, 250

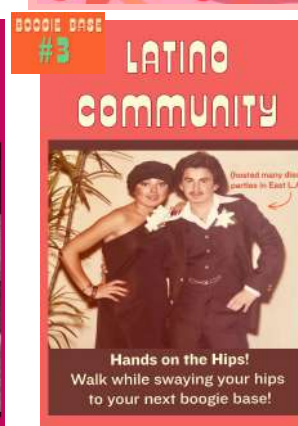
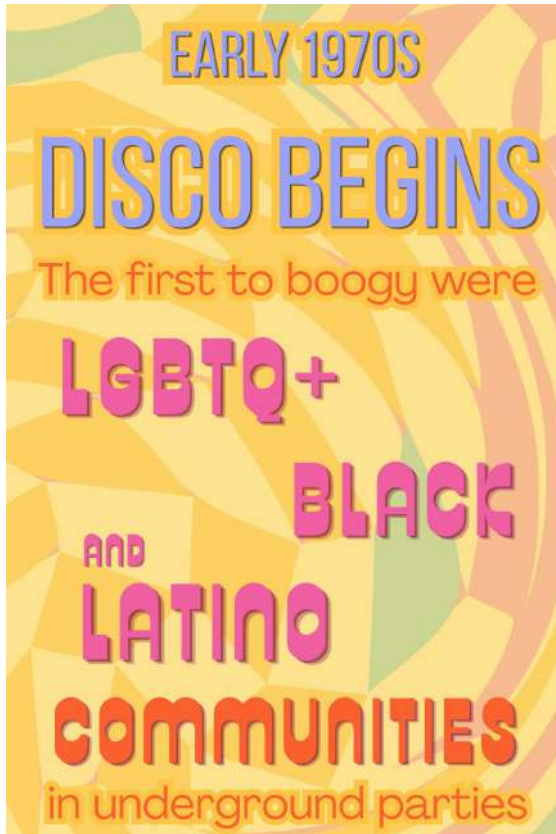
Sponsor: Safeway

Candy!



Posters in Disco Dome:

Soul train and dance posters describe they need to soul train their way out in the end!

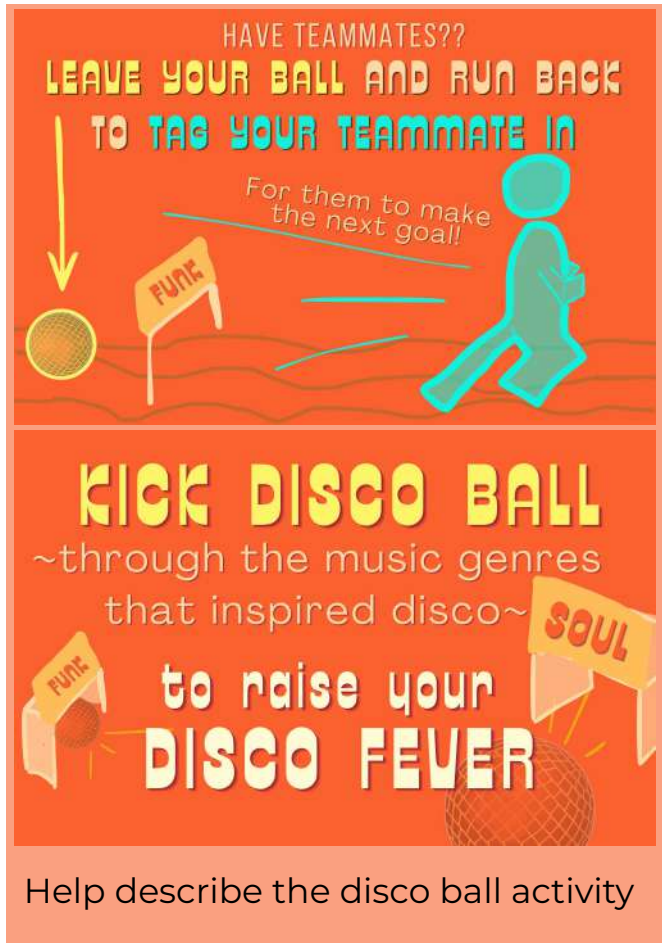


Posters displayed to show what pose to strike at each boogie base and learn what communities started disco

Posters for Disco Fever Meter:



Posters for each soccer goal of each genre that inspired disco



Help describe the disco ball activity

Posters for Check-in table:



Where were disco parties??

In the 1970s, Hollywood had a buzzing underground LGBTQO club culture.

These clubs were made from **abandoned Hollywood storage warehouses**.

The low rent made it possible for the community to dance disco night after night!

WHERE DOES DISCO

COME FROM?

DISCO COMES FROM
FRENCH WORD
DISCOTHEQUE

Disque = phonograph record
bibliothèque = library
So... it literally means
"record library".



Fun fact posters about disco
displayed at check-in table

Check in Posters:

DOCTOR'S NOTE

Complete all activities below to finish this station!
(You **MUST** get each task checked off by a nurse!!)



- Do **YOU** have the fever??!?

At the disco fever meter, kick a ball through each goal post to raise the meter!!!

- Dance away Disco Fever!!!!

Enter the Disco Dome & cure your fever by acting out Boogie Bases 1-4! Finish by grooving down the soul train before getting your doctor's note back!

Congrats, you're cured!!! 

Return to the check-in table with this **completed** paper to get candy & your sticker!



Before you Boogie: Feel free to leave your bicycles here!



Station Scripts:

Check-in Table Position:

What to do: (have fun with the wording!!!! **Whatever** feels right as long as you tell them the info!)

- 1) As participants approach you, welcome them & tell them:
 - 1) "Welcome to the disco station!"
 - 2) "We're glad you're here, we need to test you for disco fever right away!"
- 3) *Hand them a doctor's note, if they're a group of 2-4, give them one doctor's note! 5-10, divide them into groups of 4 or less! (**Have them write someone's name on the note just so they can keep track of it**)
 - 4) "Here is your doctor's note, please write a name on it. In order to complete this station, you need to get these two tasks checked off by a nurse after completing the activity, and that starts at the disco fever meter to test your disco fever!"

2) Direct them to the Disco Fever Meter Station with their doctor's note!

Side notes/general station run down so you can answer questions:

- Be enthusiastic when talking as much as you're comfortable
- Any questions about how the disco fever meter works or the disco dome can be answered once they get to the station, so just tell them that "any questions you have about the stations can be answered by the nurses at those stations"
- Participants can park their bikes in the area near you while they boogie!

Disco Fever Meter Position:

What to do: (have fun with the wording, **whatever** feels right as long as you tell them the info!)

- 1) As participants approach you, welcome them & tell them:
 - 1) "Welcome to the disco fever meter!"
 - 2) "We need to test you for disco fever, so you're gonna kick this ball into these boxes of different disco music genres in order to test the disco fever meter!"
 - 3) *Either take their doctor's note, or have the other nurse running the disco meter take it!* Then ask them to go behind the start here tape

2) Start playing song 1 **right before** putting the ball down, and walk alongside them from a slight distance as they make their goals. When they make their first goal, switch to song two, when they make their second goal, switch to song 3, when they make their final goal at the fever meter, play song 4.

3) Once they made their final goal, the nurse holding the doctor's notes/ the nurse running the fever meter gives them their checkmark, then gives them back the doctor's note, then, direct the participants to the disco dome (say things like "time to go cure that disco fever at the disco dome!")

Side notes/general station run down so you can answer questions:

- Talk enthusiastically! As they make their goals, announce each poster!
- If people are in **any** group size 2-4, tell them that each person will kick the ball into one goal, and they'll go back and tag the next person to do the next goal (have them repeat that for each goal, if there are 2-3 ppl just have them alternate, some people would just have to do two or more goals)
- Groups of 5-10 = split them up between the meters, if they're odd just do your best per doctor's note to split them up in groups of 4 or less per meter

* Make sure participants get a checkmark for completing the disco fever meter station before leaving to go to the disco dome

Station Scripts:

Disco Dome Position:

What to do: (have fun with the wording, whatever feels right as long as you tell them the info!)

1) As participants approach you at the disco dome, welcome them at the door & tell them:

1) "Welcome to the disco dome!"

2) "You must complete boogie bases 1-4 to get the last checkmark for your doctor's note, & you can leave your doctor's note on this table while you complete this task"

3) Lastly, feel free to take any props to transport yourself into the world of disco!"

2) When participants come back to you after finishing boogie bases 1-4, give them their last checkmark on their doctor's note, collect any props they used, and remind them to turn in their doctor's note at the front desk for their sticker and candy!

Side notes/general station run down so you can answer questions:

- If participants are in **any** group size 1-10, tell them to do each boogie base as a group, everyone does each boogie base 1-4 (Side note: if they are in a group but only have 1 doctor's note it's fine)
- Make sure participants got a checkmark for completing the disco fever meter station **before** entering the disco dome (if they dont have one, ask them to pls go do that first)
- How the Disco Dome works: Each boogie base is a pose or dance or action they have to do, the posters at each base tell them what to do; the soul train is a totally freestyle dance down the dancefloor to finish the disco dome

Controlling the Disco Fever Meter:

- 1) Greet the approaching participants with the other nurse, hold your clipboard, when the participants get there and the other nurse explains the station and says hand over the doctors note, clip it to your clipboard, and leave back to the disco fever meter
- 2) As the participant/s hit in each goal, raise the meter a bit! Once they hit their last goal where you are, raise it as much as you can!
- 3) Once they finish that last goal at the meter, give them a check mark on the first box on the doctor's note
- 4) Give the doctor's note back, and tell them "it's time to cure that disco fever! Please groove your way to the disco dome!!! *point to dome*)

Side notes:

- If they ask any questions about other stations tell them the questions can be answered by the nurses running that station and they will get answers when they get there!
- Please be enthusiastic and have fun with wording! Say whatever feels right & groovy as much as u want as long as you tell them the info!

Set up Props:

Disco Fever Meter Goal Posts:



Disco Fever Meters:



Event Results:



Check-In Station



- 1) Kick the disco ball into each inspiration genre box
- 2) Run back to tag in teammate
- 3) Fever raised and ready to get treated in disco dome !!



Event Results:

Disco Dome Station:



Event Results:



The Boogie Bunch!

Thank you to our
volunteers!

Rowan Daniel
Hannah



Their energy and dedication to the story made all the difference!

TECHNO

Pulse lab:
Drop Your Beat



TECHNO

Clue:

Head into the Arboretum and follow the path along the water. Find the wooden deck beneath tall trees, where the beat repeats, the pulse never stops, and the forest becomes your dance floor.

Location

Wyatt Deck fits this perfectly because it creates the same “nature + rhythm” as outdoor techno festivals

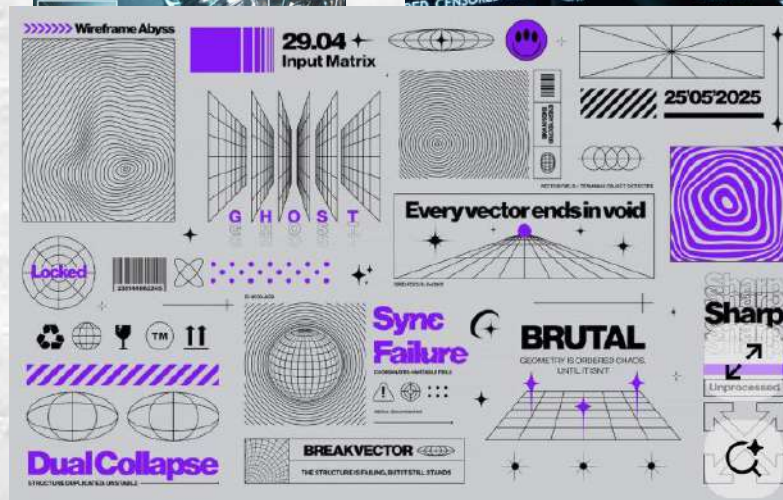
- Surrounded by tall redwoods
- Open-air
- Wooden, natural, and spacious



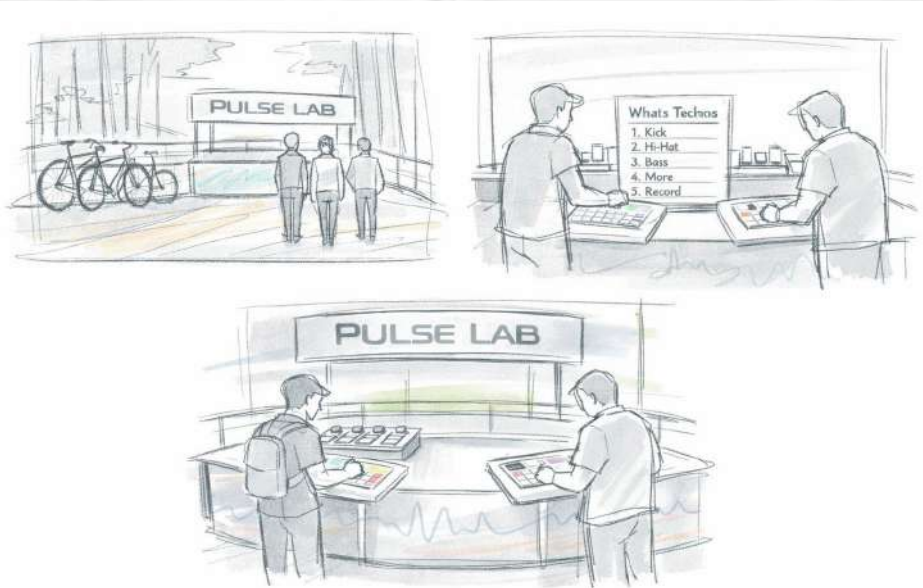
Lookbook:



Pulse Lab






Sketches and Materials:



Techno Pop-Up Tent - Storyboard

What's Techno?

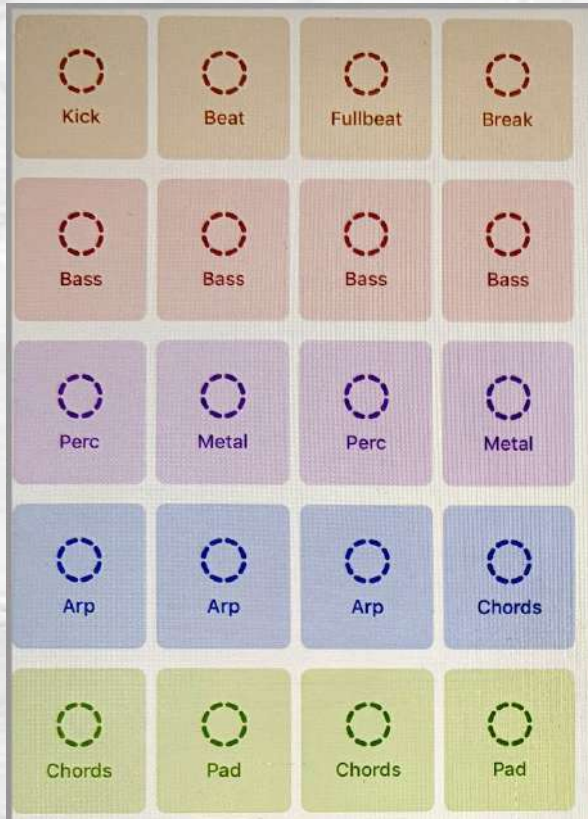
Techno is music built from three simple parts: **Kick, Hi-Hat, and Bass**—then you add more sounds to make it your own!

 Kick  Hi-Hat  Bass

- 1. Make the Heartbeat!** Press **KICK** → boom-boom-boom. **KICK**
- 2. Add the Pulse!** Turn on **HI-HAT** → tss-tss-tss-tss. **HI-HAT**
- 3. Add the Bass!** Pick a **BASS** Sound → deep and cool. **BASS**
- 4. Add More Sounds!** Keep adding: chords, percussion, synths, full beats, arps— as many as you like!
- 5. Record Your Beat!** Press **RECORD** → save your beat!



Activity mock-up



What's Techno?

Techno is music built from three simple parts:
Kick, Hi-Hat, and Bass—then you add more sounds
to make it your own!



Kick



Hi-Hat



Bass

1. Make the Heartbeat!

Press **KICK** → boom-boom-boom.

KICK

2. Add the Pulse!

Turn on **HI-HAT** → tss-tss-tss-tss.

HI-HAT

3. Add the Bass!

Pick a **BASS** Sound → deep and cool.

BASS

4. Add More Sounds!

Keep adding: chords, percussion, synths, full beats, arps—
as many as you like!

5. Record Your Beat!

Press **RECORD** → save your beat!



Sponsor:

Yerba Madre





Table decor:

Main Signage

Overview:

This techno music station is a hands-on experience that invites the participants to become their very own DJ. At this station, participants will be shown a step-by-step process for how to create a custom techno beat using a beat pad controller. At the very end of this process, participants will be able to upload their creations onto a drive where they can listen to and admire their beat. Through hands-on participation, this station will make techno music production approachable for all ages, encourage teamwork, and provide a sensory experience that makes for an engaging and memorable time!

Script:

Hello and welcome to the techno booth Pulse Lab! Are you ready to drop your own beat? Techno is made up of three simple parts: the kick, the hat, and the bass. First we'll start with the start with the kick, which is the heartbeat of the sound. Go ahead and find the kick that you like! Now we'll add the hat, which is pulse. This brings the energy to your beat. Once you've added that, we'll add the bass! The base brings it all together and maintains the movement. After you've created this simple beat, now you can build on top of it with additional sounds and synths. Play around and find what you like! Once you've finished, we'll record your beat, name it, and upload it to a playlist you can access at the end of the day with this QR code.

Country

Roads,



Take us

Home

CLUES

First Clue :

Saddle up, find where steel horses ride.
Tracks and trails meet side by side.
This country stop won't hide too long-
The depot's waiting with your song.



LOCATION

*While searching for potential locations, we found that Davis station would be the ideal fit for our pop up. Drawn with the building's Western style exterior, it aligns seamlessly with our country theme concept. The setting not only complements our aesthetics but it would help create the atmosphere of "country" which we aim to create.

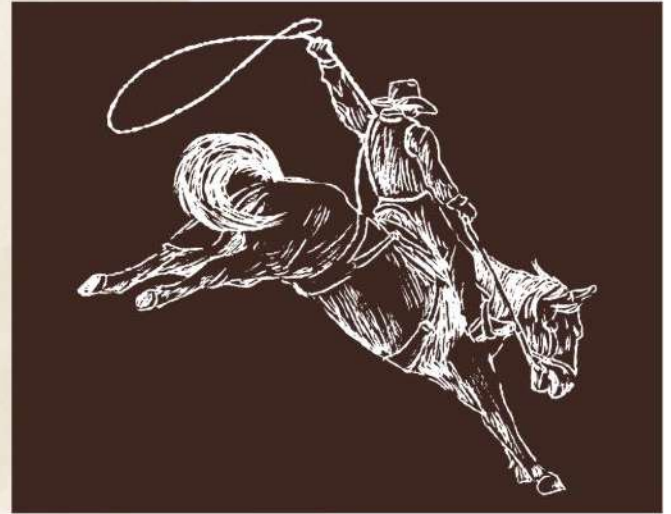
UC Davis Aggie News

Country Roads, Take us Home

Our main goal for our stop is to create an immersive space where visitors can step into the world of country music and culture.

Visitors would have the opportunity to learn about iconic American country artist, discover interesting facts about the classic country music and engage with "American style games",

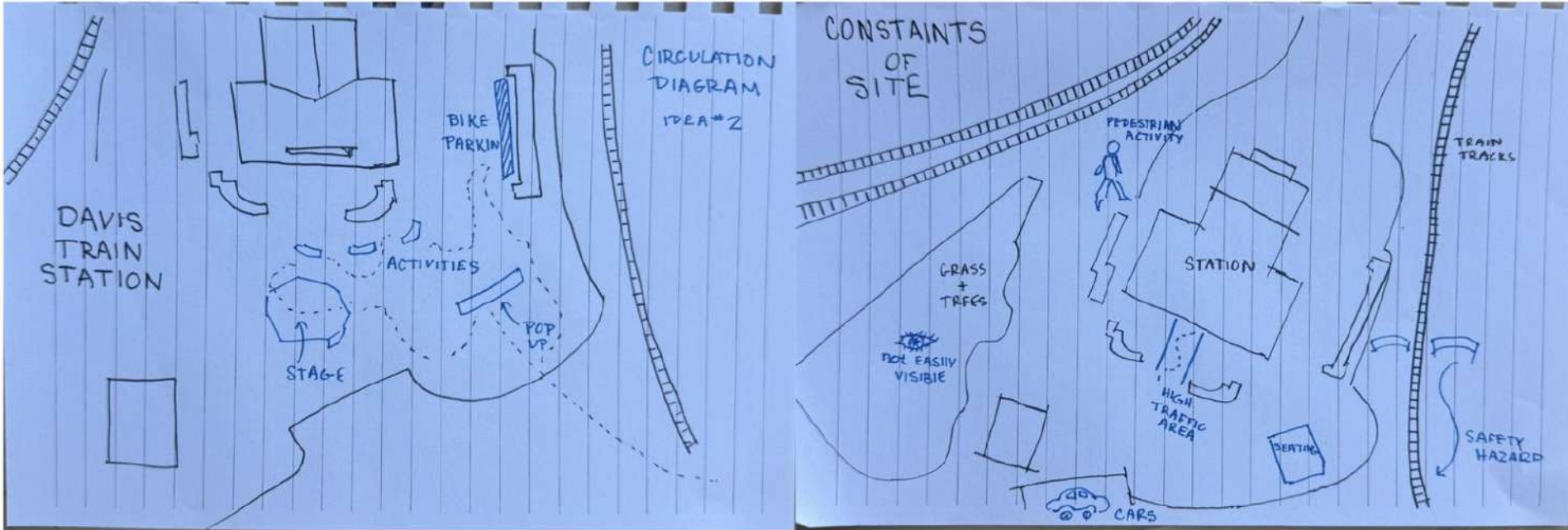
We want to have the visitors feel like they're travelling down country roads that lead them back home.



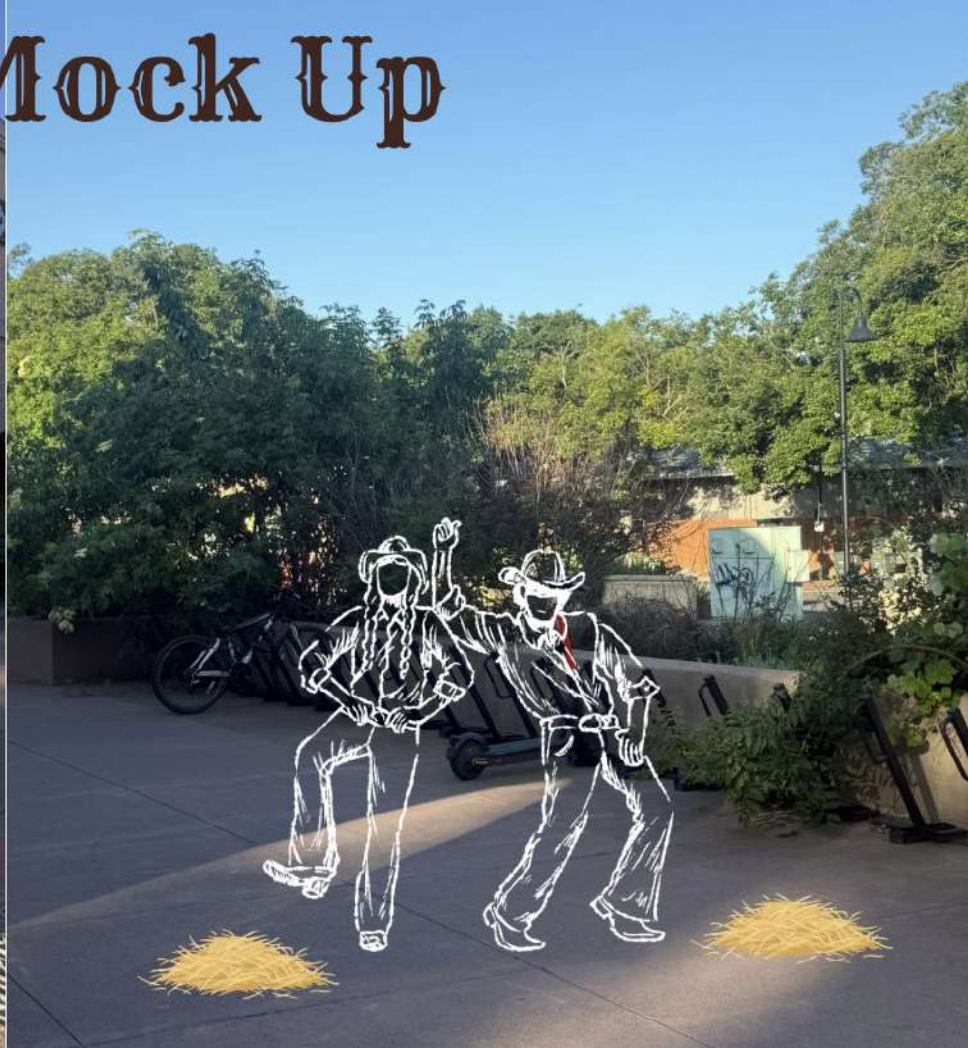
Country Genre

BY: Joshua Reyes and Madeline Sullivan

Davis Train Station Site



Design Mock Up



“The Cowboy In You”

Inspired by the country genre, known for its storytelling and narratives we invite guest to help us build a country song that brings out their inner cowboy, cowgirl, country soul.

How to play...

We would have index card with words that have 5 categories,

- A Characters
- A problem
- An emotion
- A ending

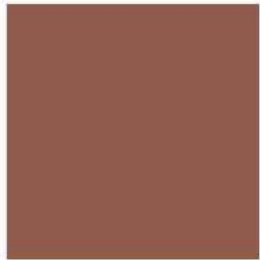
The guest would have to come and create one sentences with the 4 categories.

Ex.

Jake left Texas with his guitar, angrily taking with him a secret

Color and Font Design

abcdefghijklmnopqrstuvwxyz
ABCDEFGHIJKLMNOPQRSTUVWXYZ
0123456789 (!@#\$%&.,?;:)



#9a5749



#715c46



#efe3d1

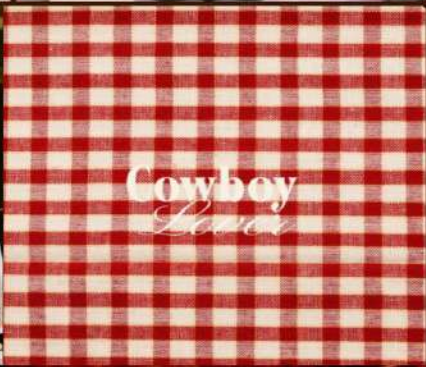


#e7ba80



#b36633

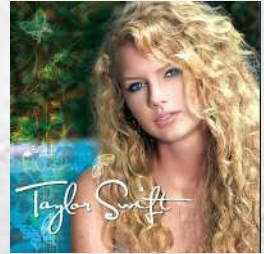
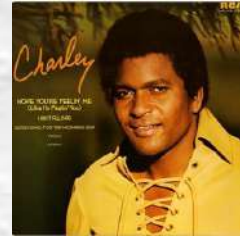
Mood Board



Country Artist



Charley Pride
Linda Martell
Dolly Parton
Taylor Swift
Morgan Wallen
Beyonce

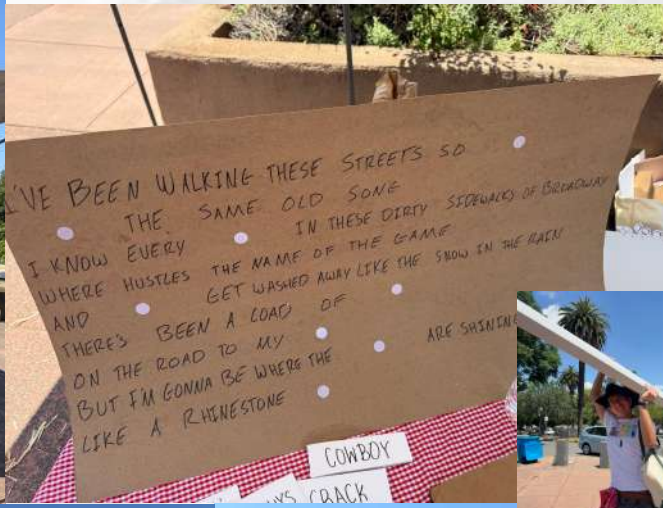


Sponsors



We are in the process of talking with In-N-Out as a sponsor, possibly providing guests who visit our booth with snacks or even lemonade. This would align perfectly with our country theme, as In-N-Out is a American brand.

Assembling







Team Photos



Team Photos





7TH ANNUAL BIKE SCAVENGER HUNT

Thank You Everyone!

UC DAVIS
DEPARTMENT OF DESIGN

