

SUPERHERO School

JANINE NATALIE B. EDOVAS

CAPSTONE 2023 | 100% DESIGN DOCUMENTATION FIT MA EXHIBITION & EXPERIENCE DESIGN

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EX-05-09	MY SUPERPOWER

EMENTS	
REAS - ADULTS REAS - KIDS	

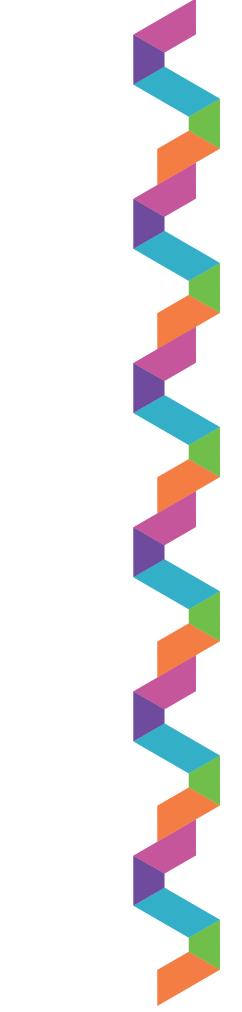
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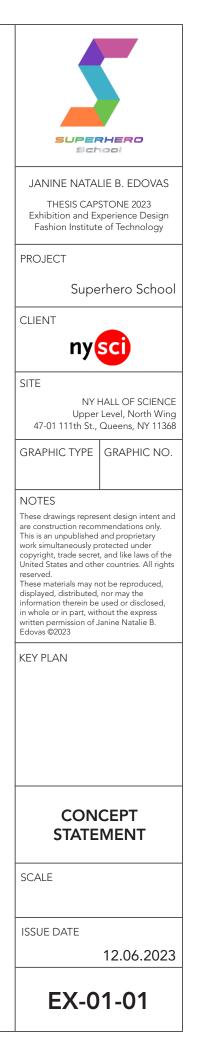
JANINE NATALIE B. EDOVAS
THESIS CAPSTONE 2023 Exhibition and Experience Design Fashion Institute of Technology
PROJECT
Superhero School
CLIENT
ny <mark>sci</mark>
SITE
NY HALL OF SCIENCE Upper Level, North Wing 47-01 111th St., Queens, NY 11368
GRAPHIC TYPE GRAPHIC NO.
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EXHIBIT EXECUTIVE SUMMARY

EX-01-00



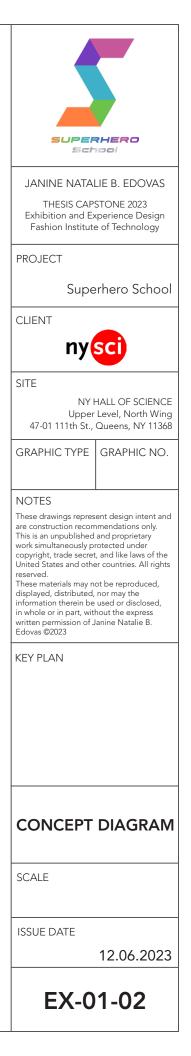
Superhero School is not your typical school. It is where kids of diverse cognitive abilities discover and harness their strengths, where they learn that being different is a superpower. With the guidance of their mentors, kids save the earth from climate change while engaging in Science, Technology, Engineering, and Mathematics (STEM).



CONCEPT DIAGRAM



Diagram description



VISITOR EXPERIENCE DIAGRAM



INTRODUCTION

The exhibition can be started from either of the opposite entries.



TRAINING

Visitors can choose which STEM areas or games they want to play. They can go in the order they prefer and recharge anytime they need a calming space.



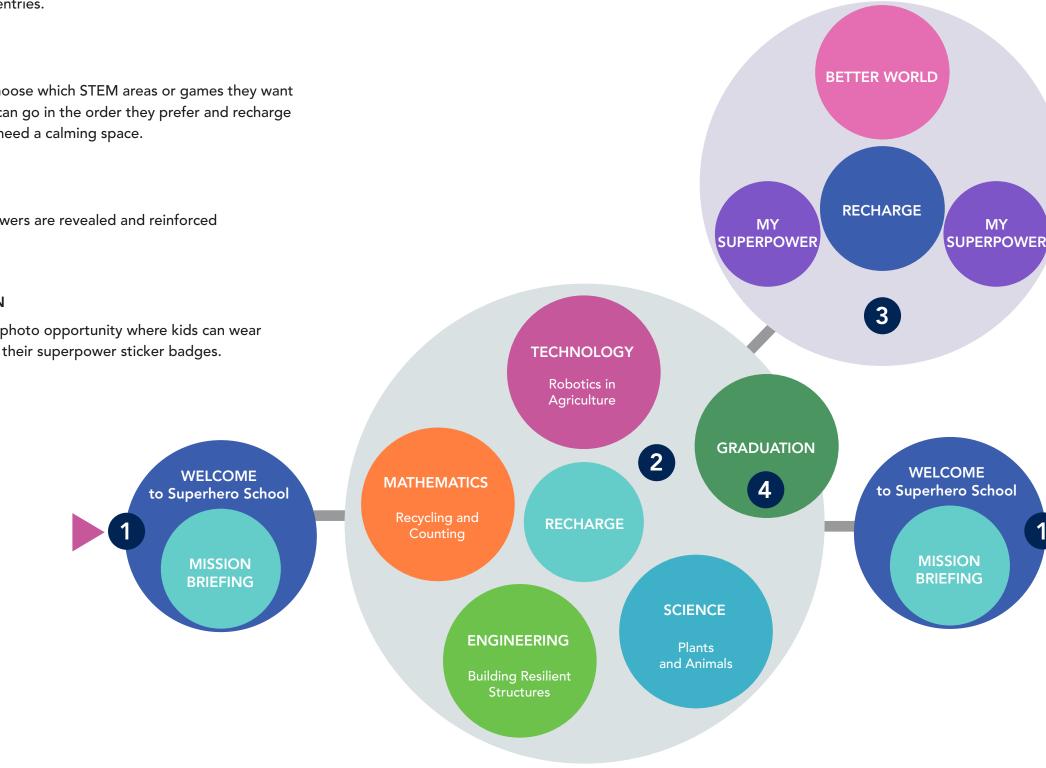
REVELATION

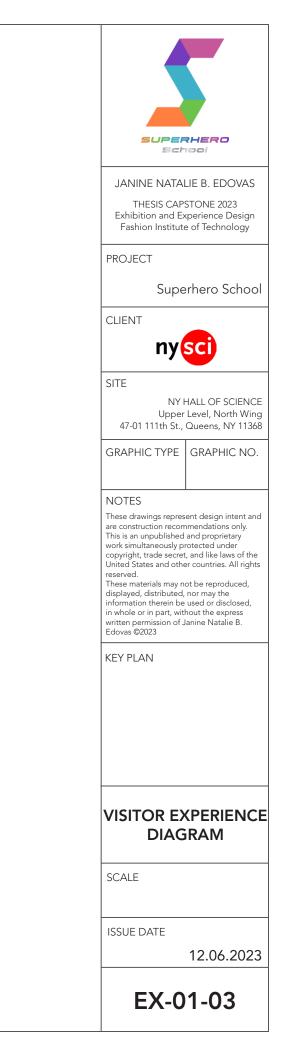
Their superpowers are revealed and reinforced at The Ellipse.



GRADUATION

It ends with a photo opportunity where kids can wear costumes and their superpower sticker badges.





1

KIDS

SAVE THE EARTH

Help fight climate change with your superpowers!

Biodiversity	Coding	Building	Numbers	Superpow
I-Spy Animals and Plants	Robotics in Agriculture	Floodwall	Trash Sorter	Discover you
Matching Habitats	Robot Design	Wind Farm	Counting Recyclables	

ADULTS

NEURODIVERSITY

Diverse cognitive abilities of children on the autism spectrum

Science

Attention to Detail Memory Recall

Technology

Logical Thinking Creativity

Engineering Visual-Spatial Thinking

Problem Solving

Mathematics

Sorting

Counting

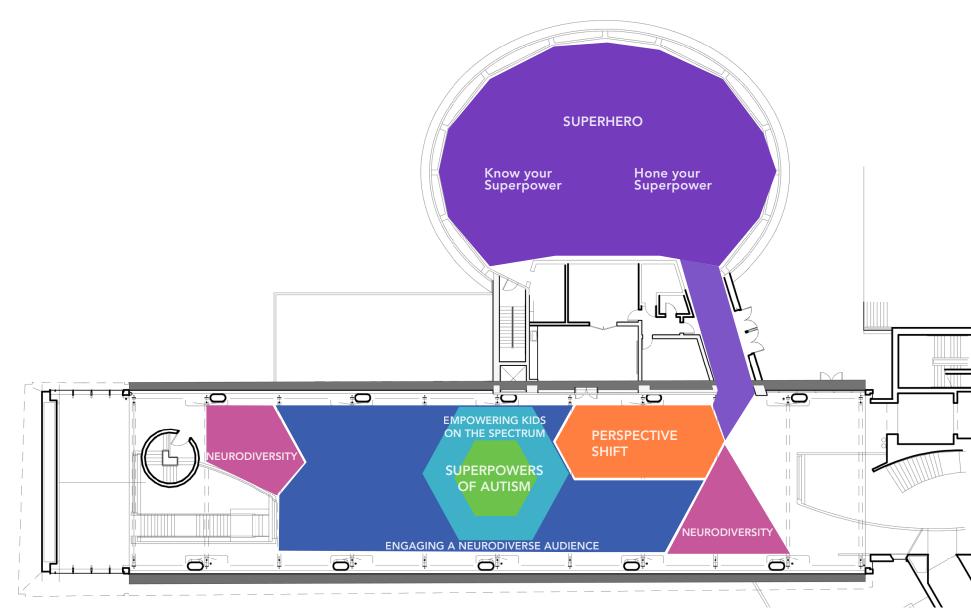
Strengths

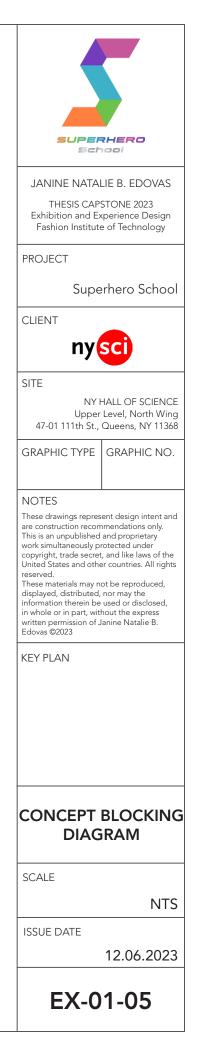
Being different is a superpower



wer

our superpower





PROJECT

The exhibition will:

- Serve the mission and vision of the New York Hall of Science (NYSCI)
- Serve the institution's visitor base including students, families and educators
- Enhance an awareness of autism and promote positive attitudes towards children on the spectrum

EDUCATION

Visitors will learn:

- What neurodiversity is, and that everyone is special in their own way
- How "weaknesses" can be viewed as strengths

EXPERIENCE

Visitors will experience:

- Welcoming environment that accommodates their needs
- Feelings of pride in who they are and acceptance of other kids' abilities and interests
- A space where they can be themselves and learn about themselves and other kids through multisensory play

SUPERHERO		
School		
JANINE NATALIE B. EDOVAS		
THESIS CAPSTONE 2023 Exhibition and Experience Design Fashion Institute of Technology		
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KEY PLAN		
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Primary

Families with Children on the Autism Spectrum

- New York City residents, diverse population
- Adults ages 21 to 50, facilitator motivator type, including caregivers
- Children ages 4-8 (Pre-K to 3rd Grade), explorers, including siblings
- Different from neurotypical in terms of sensory processing, social communication, and patterns of behavior

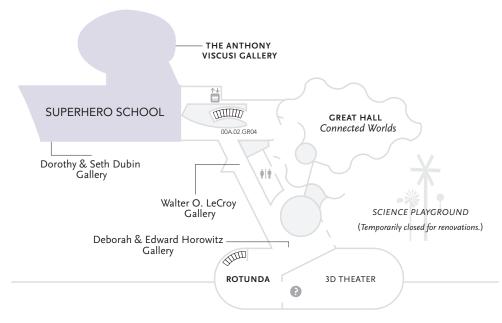
Secondary

Families with Non-Autistic Children

- Same demographics and motivator type as the primary target audience
- Neurodivergent other than autistic (e.g. ADHD, dyslexia, and other learning disabilities)
- Neurotypical children whose verbal, physical, social, and intellectual skills develop at an expected pace, order, and level

JANINE NATALIE B. EDOVAS THESIS CAPSTONE 2023 Exhibition and Experience Design Fashion Institute of Technology		
PROJECT		
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AUDIENCE		
SCALE		
ISSUE DATE 12.06.2023		
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Upper Level, North Wing 47-01 111th St, Queens, NY 11368

SUPERHERC School JANINE NATALIE B. EDOVAS THESIS CAPSTONE 2023 Exhibition and Experience Design Fashion Institute of Technology PROJECT Superhero School CLIENT nysc SITE NY HALL OF SCIENCE Upper Level, North Wind 47-01 111th St., Queens, NY 11368 GRAPHIC TYPE GRAPHIC NO. NOTES These drawings represent design intent and are construction recommendations only This is an unpublished and proprietary work simultaneously protected under copyright, trade secret, and like laws of the United States and other countries. All rights reserved. These materials may not be reproduced, displayed, distributed, nor may the information therein be used or disclosed in whole or in part, without the express written permission of Janine Natalie B. Edovas ©2023 KEY PLAN **CLIENT & VENUE** SCALE ISSUE DATE 12.06.2023

EX-01-08

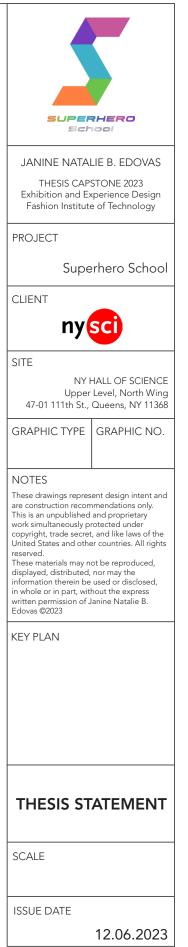
NYSCI was founded at the 1964–65 World's Fair and has evolved into New York's center Affairs in partnership with the City Council, and the New York State Council on the Arts.

NEW YORK HALL OF SCIENCE (NYSCI) for interactive science, serving a half million students, teachers, and families each year. MISSION NYSCI's mission is to nurture passionate learners, critical thinkers, and active citizens through an approach they call Design Make Play. NYSCI offers STEM learning opportunities for children with developmental disabilities such as Sensory Playdates—events aimed at giving neurodiverse children ages 4-8 an opportunity to explore science learning together in a communal environment. **PROJECT SPONSORS** The project will be funded by the FAR Fund and the J.E. & Z.B. Butler Foundation and will be supported, in part, by public funds from the New York City Department of Cultural **Inclusion** in museums can extend **beyond physical access** to accommodating all audiences including the **neurodivergent** (with conditions such as autism, ADHD, and learning disabilities) through events such as early morning sensory-friendly programs. However, these programs are limited as they only happen occasionally and are very focused on accommodating sensory sensitivities, which vary even among neurodivergent visitors.

A multisensory exhibition around common interests can not just accommodate but engage children across a range of cognitive abilities, while focusing on visitors on the autism spectrum. This approach will increase their self-esteem and recognize that their unique abilities make them valued members of society.





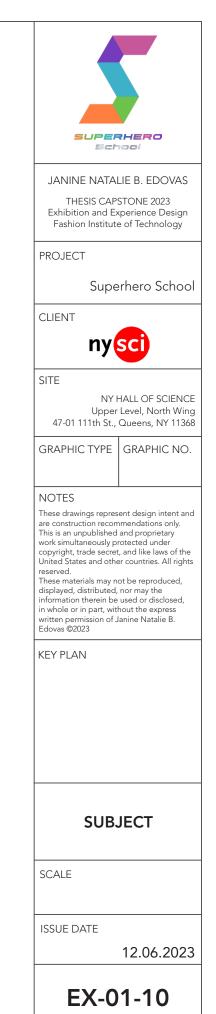


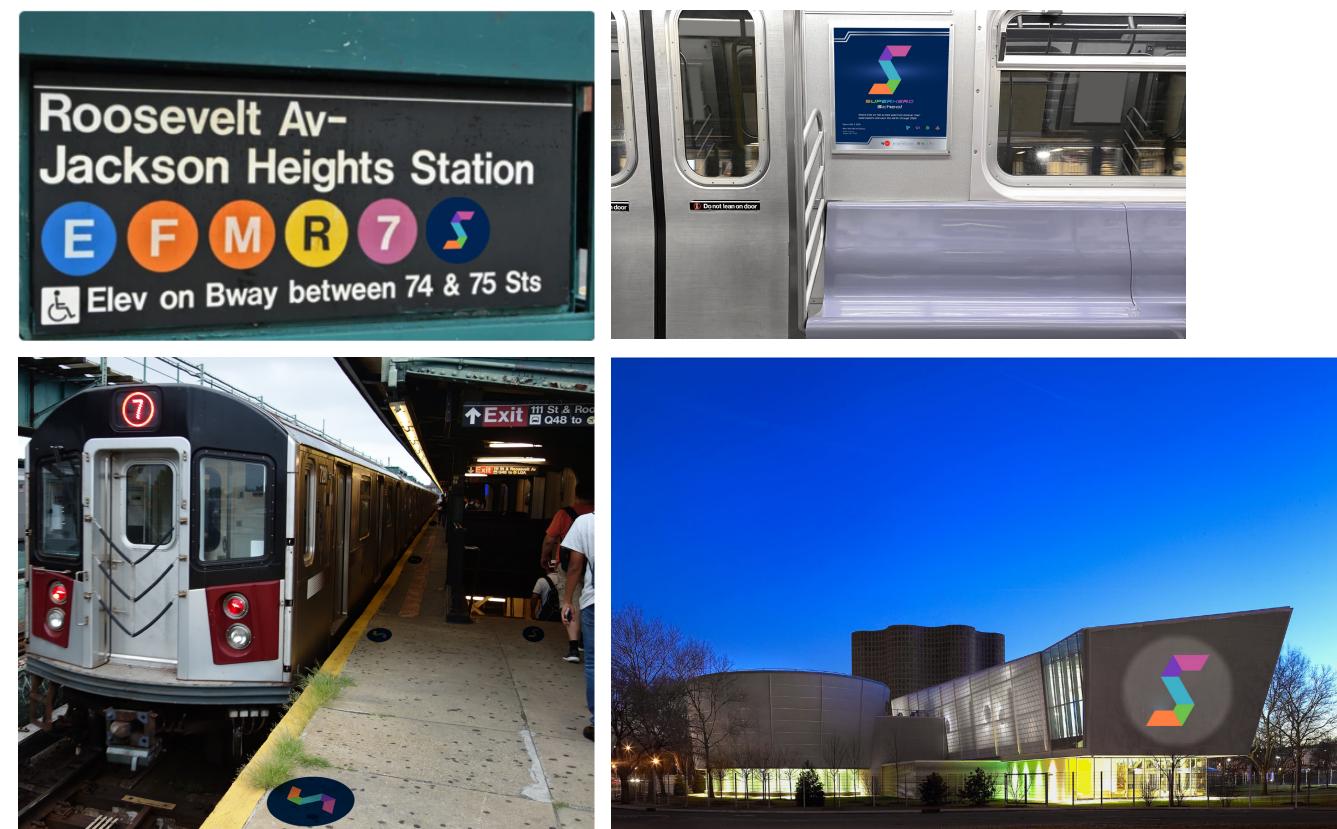
EX-01-09

A multisensory exhibition around common autism special interests and unique abilities

Like any individual, autistic children have diverse interests and abilities. An interest-themed exhibition can encourage social connections among autistic and non-autistic children who share the same interests. It will also be an experience where children learn about their abilities and use them to solve challenges.





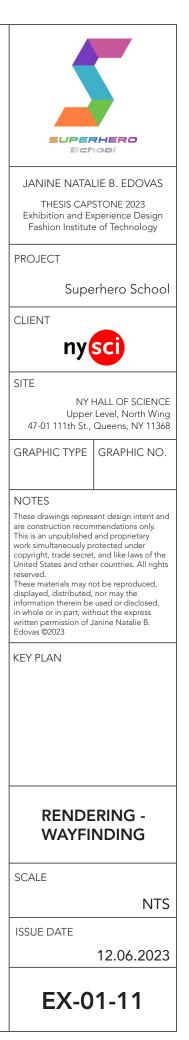


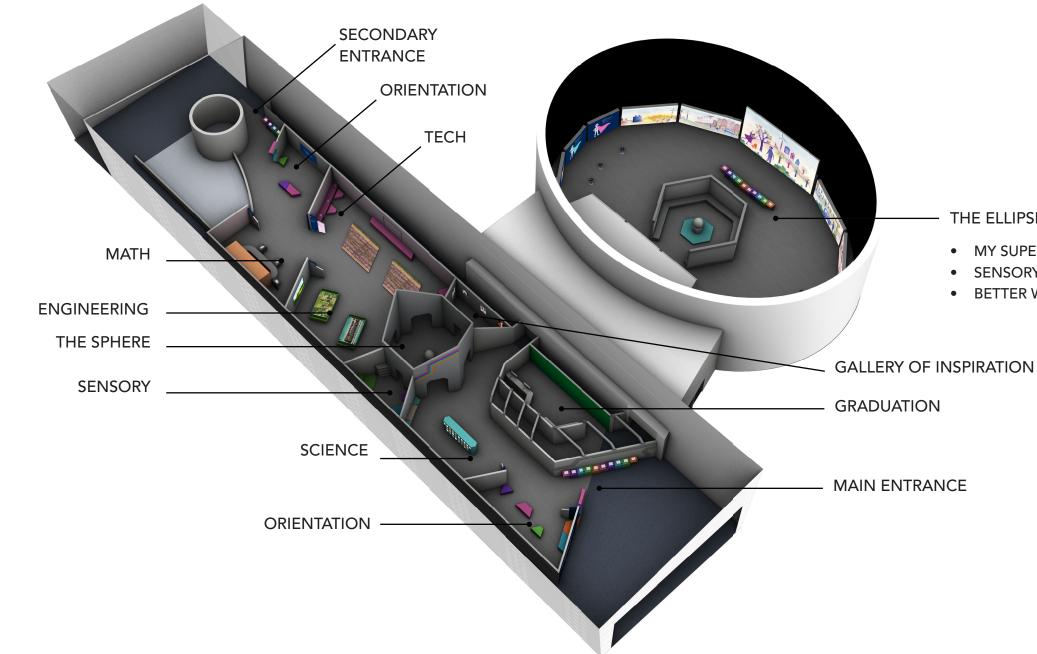
The S in the logo is made into a symbol similar to the bat signal and spread strategically in subway stations with the 7 train line and at the venue's exterior. This symbol serves as a wayfinding element and a call to action for the budding superheroes.









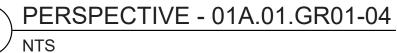


AXONOMETRIC VIEW 1

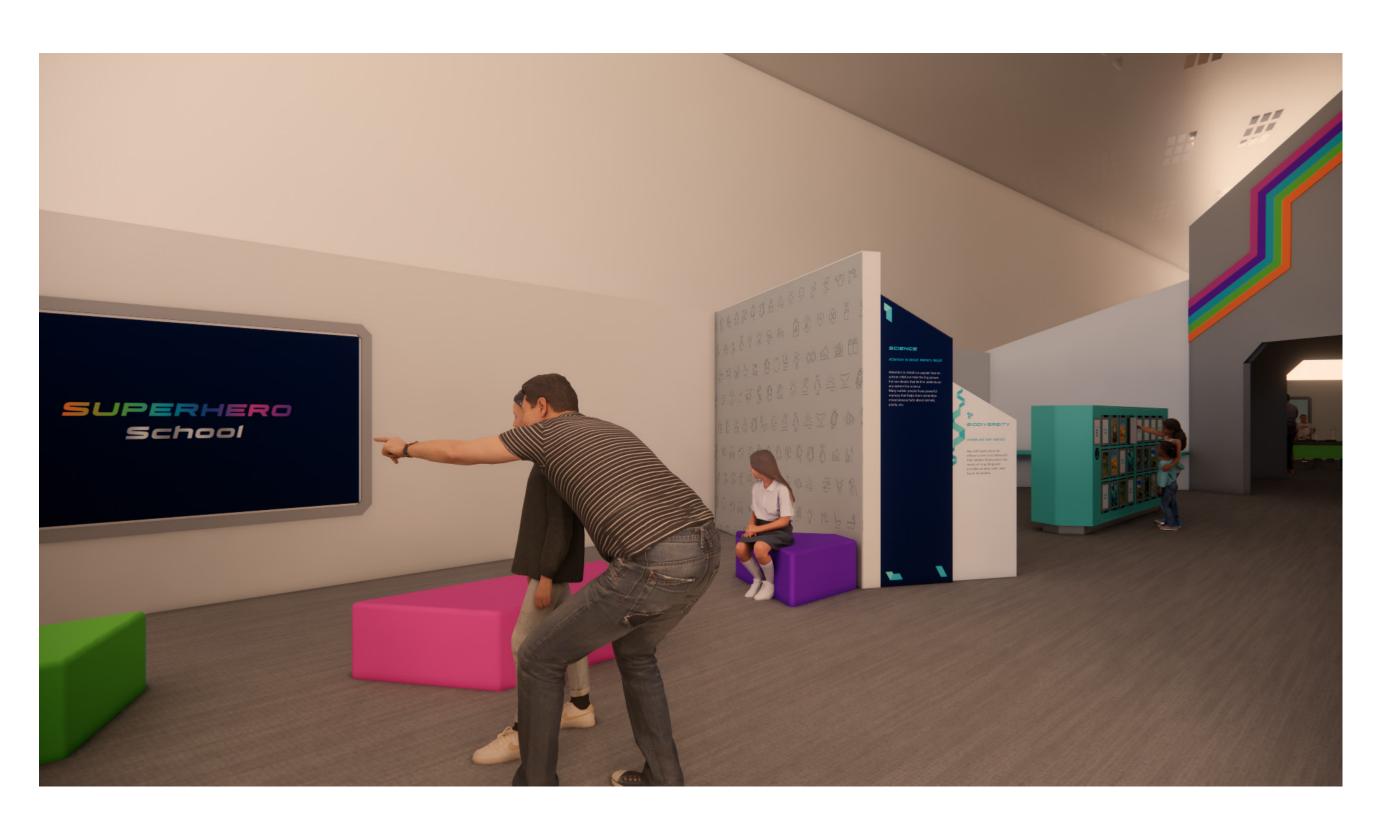
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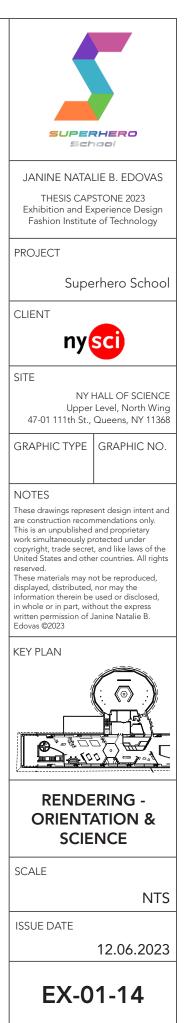




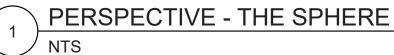
PERSPECTIVE - ORIENTATION & SCIENCE

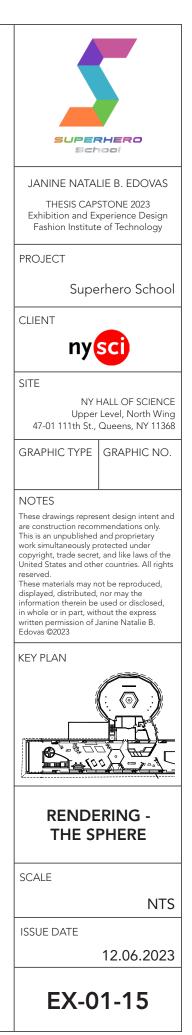
/ NTS

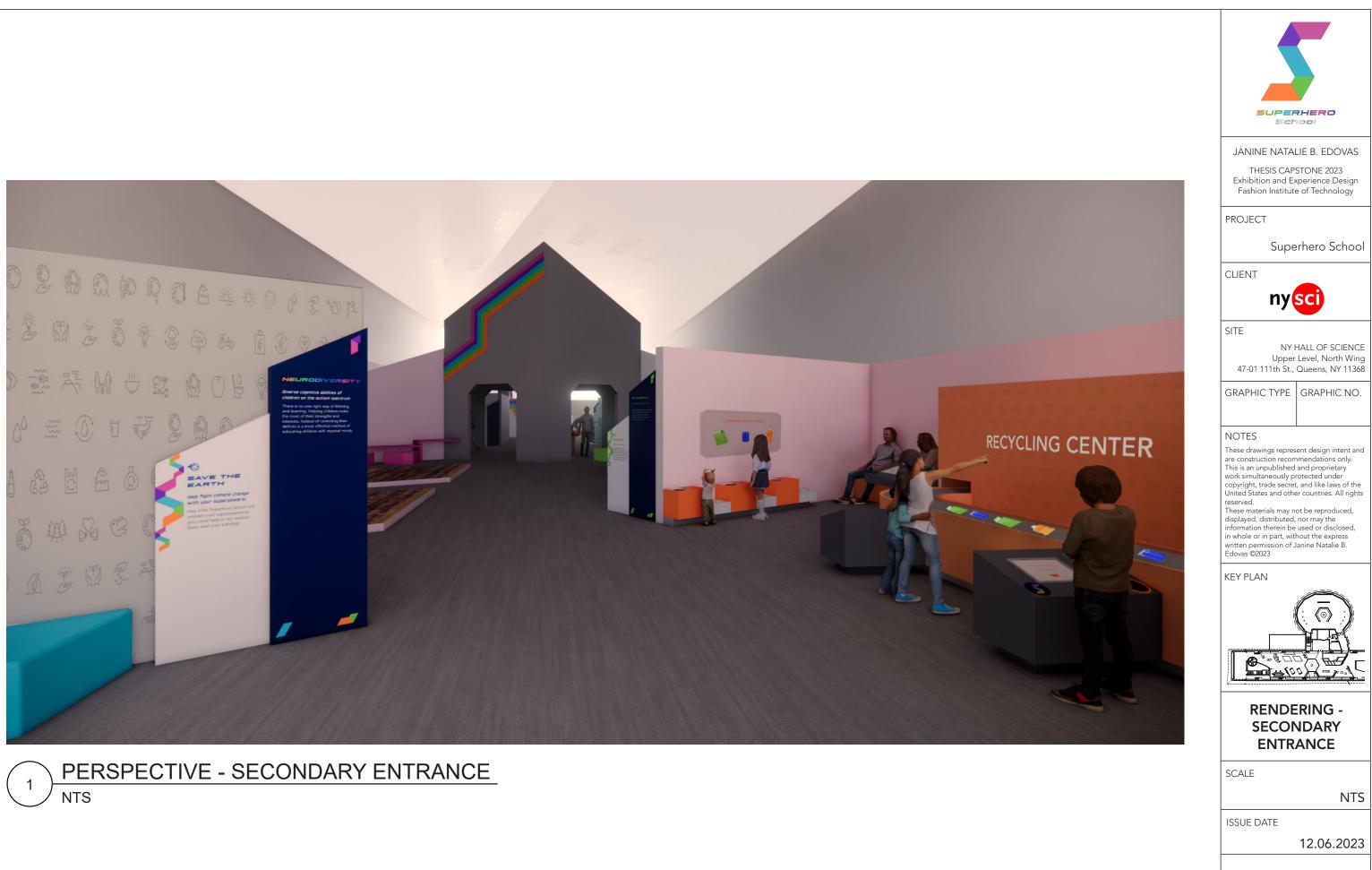
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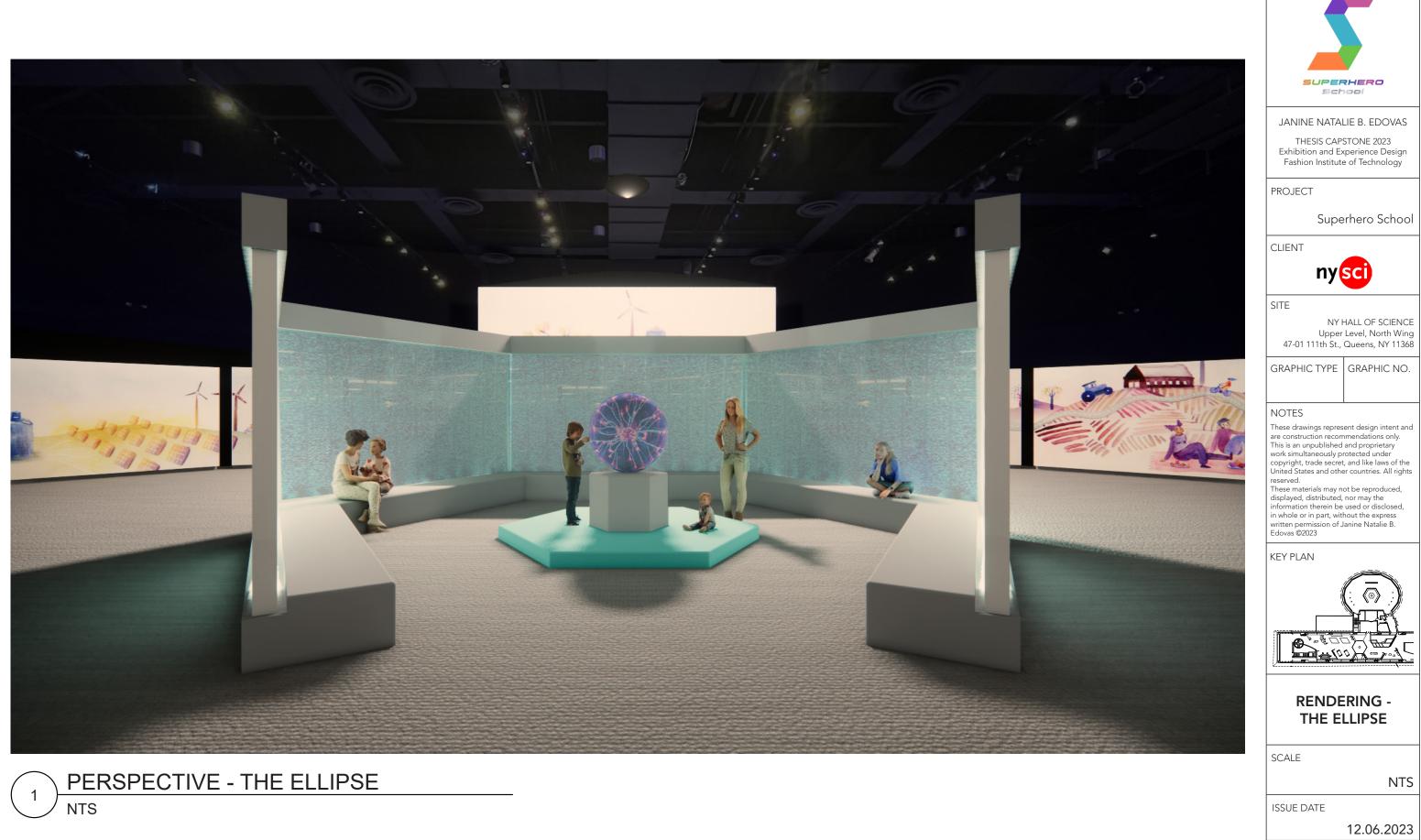








EX-01-16



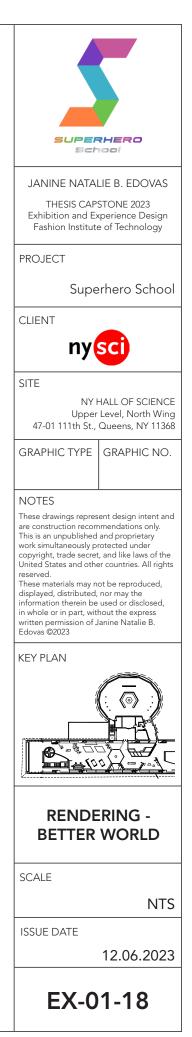
EX-01-17



Illustrations projected on the walls as shown in this rendering were drawn by Yuliya Parshina-Kottas for The New York Times, April 18, 2021 http://www.nytimes.com/interactive/2021/04/18/climate/climate-change-future-kids.html The intent is to work with an illustrator with a similar style for this exhibit.

1 PERSPECTIVE - BETTER WORLD NTS

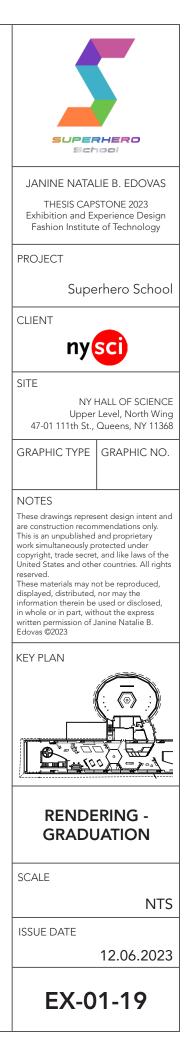






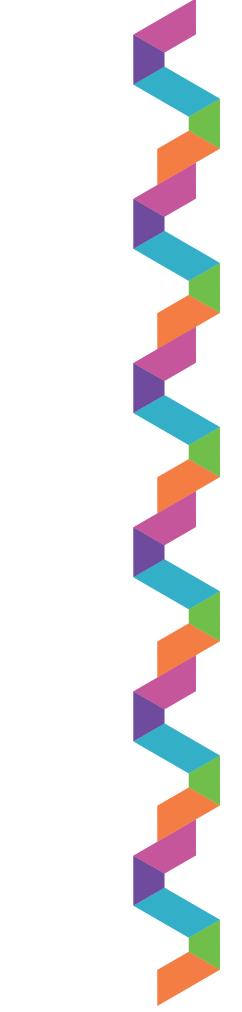


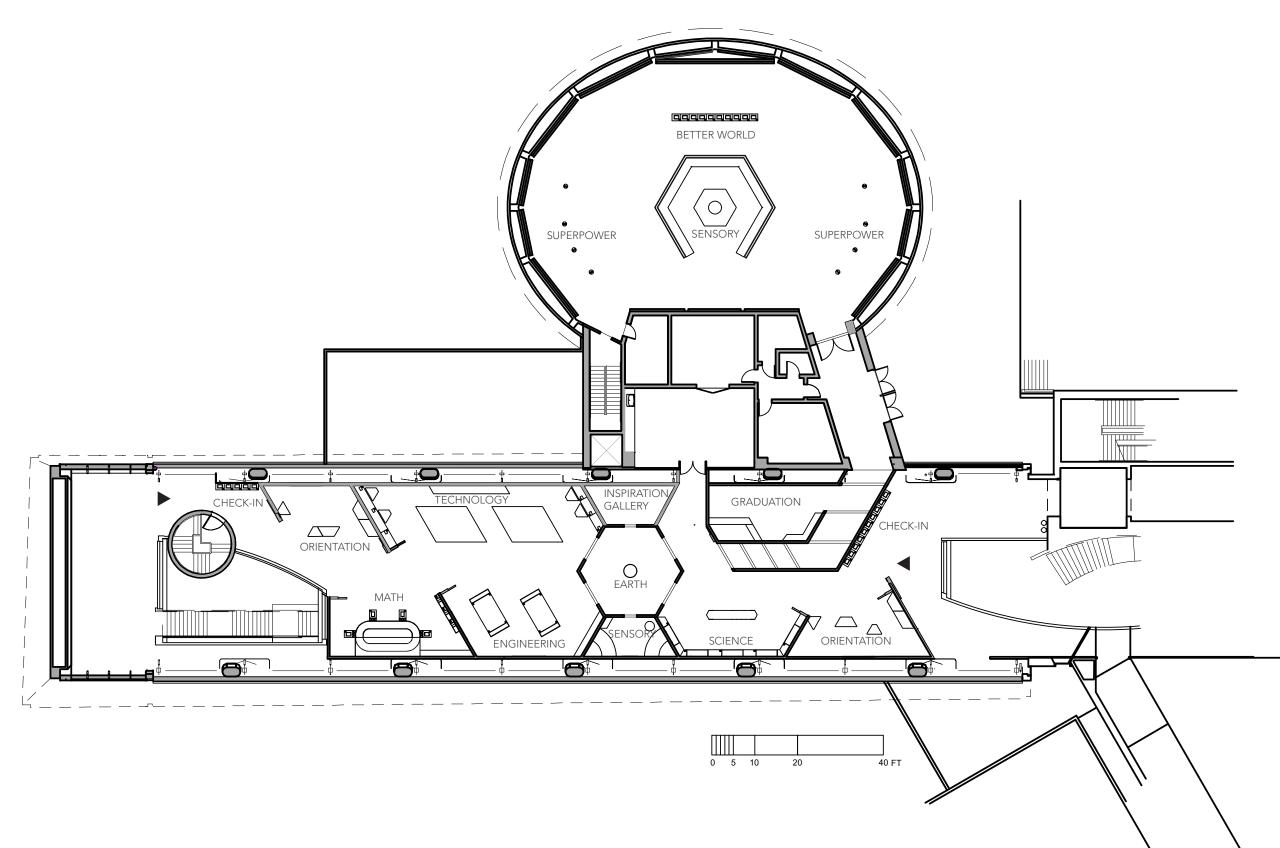




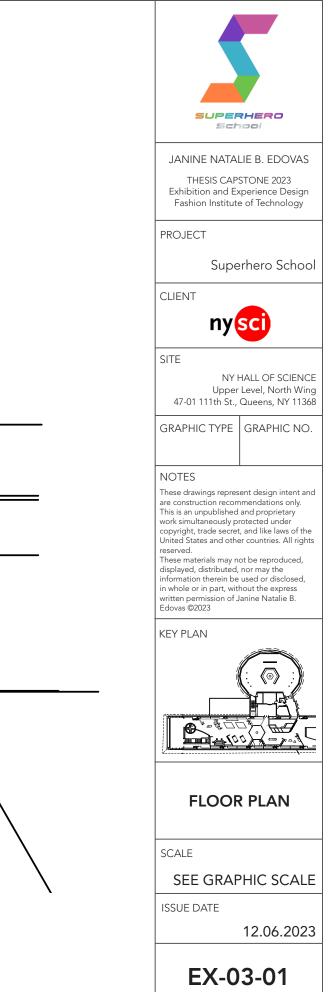
PLANS & SECTIONS

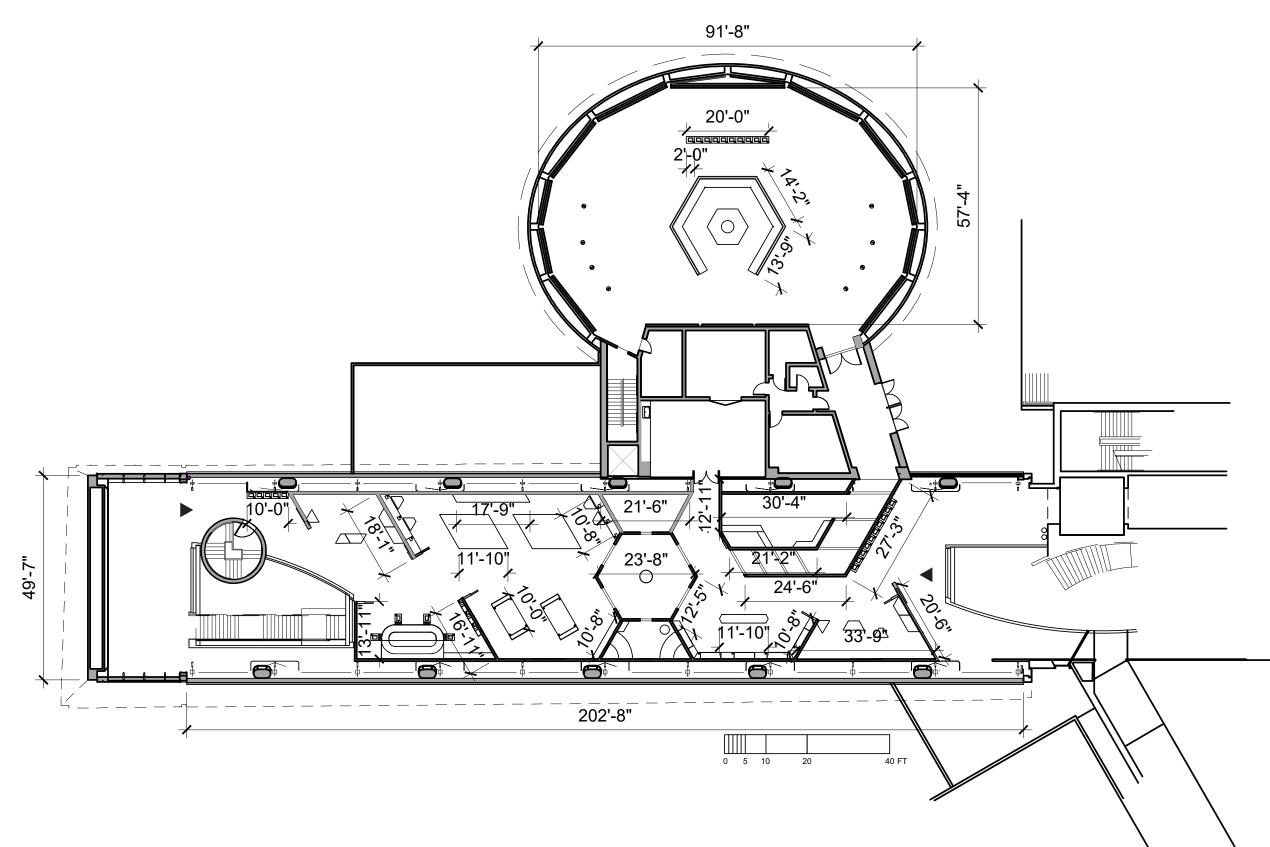
EX-03-00



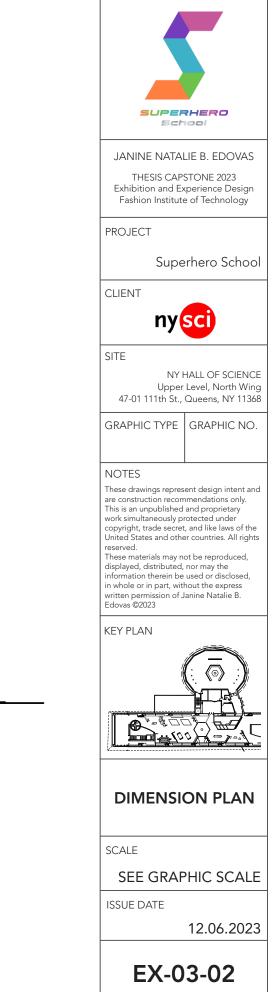


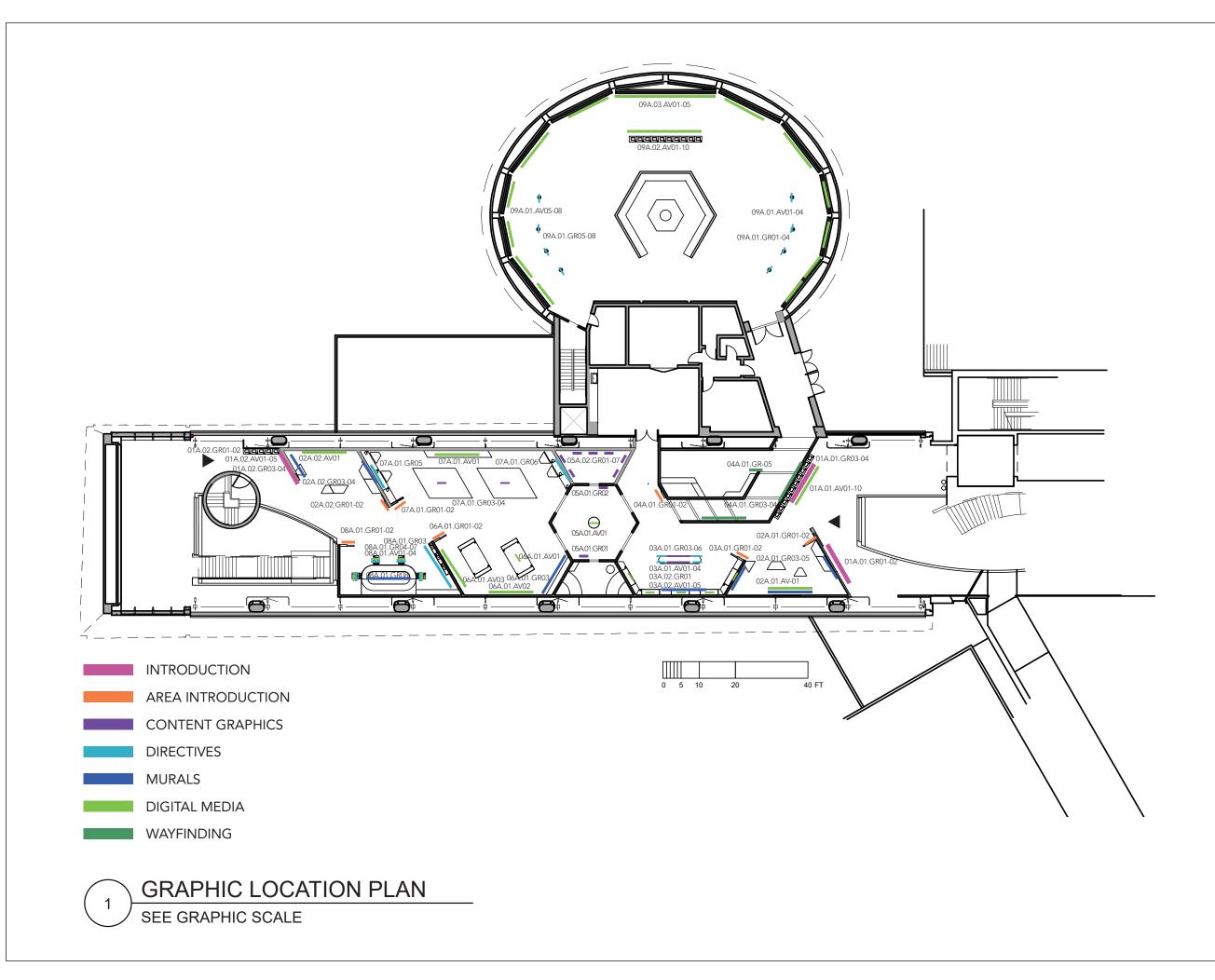
FLOOR PLAN SEE GRAPHIC SCALE

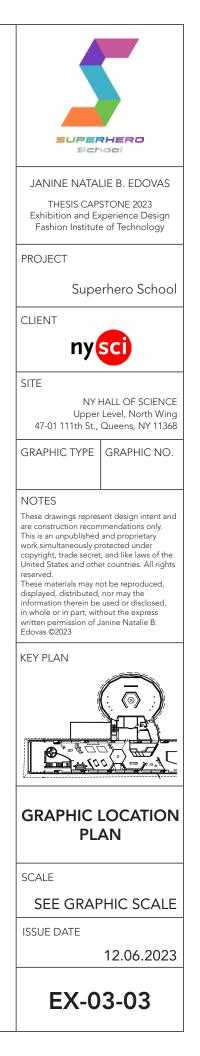


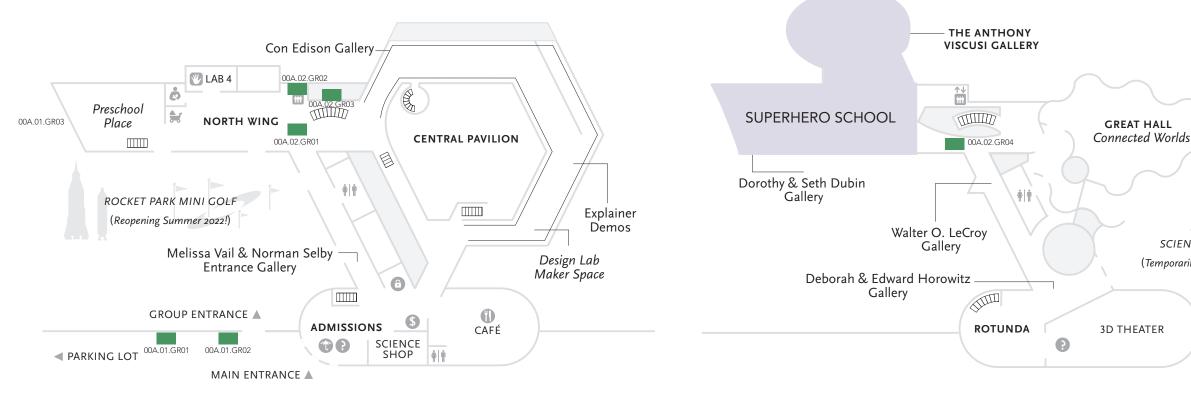


DIMENSION PLAN SEE GRAPHIC SCALE







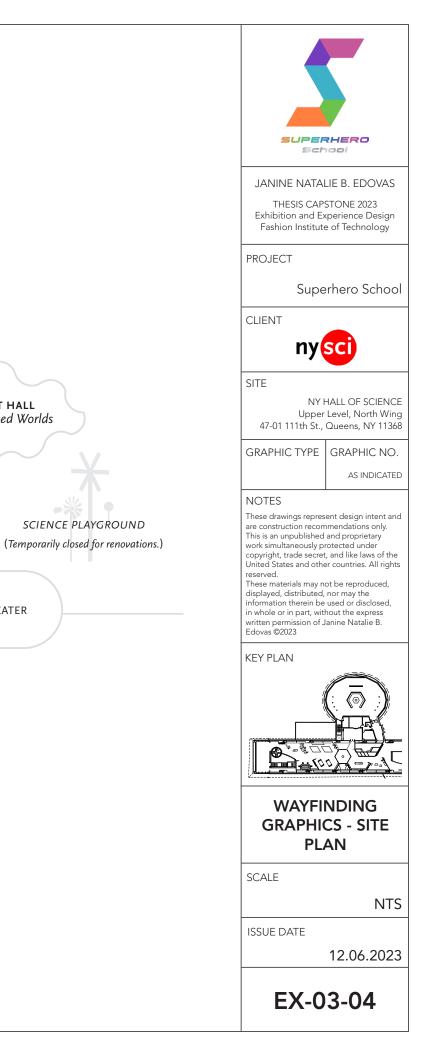


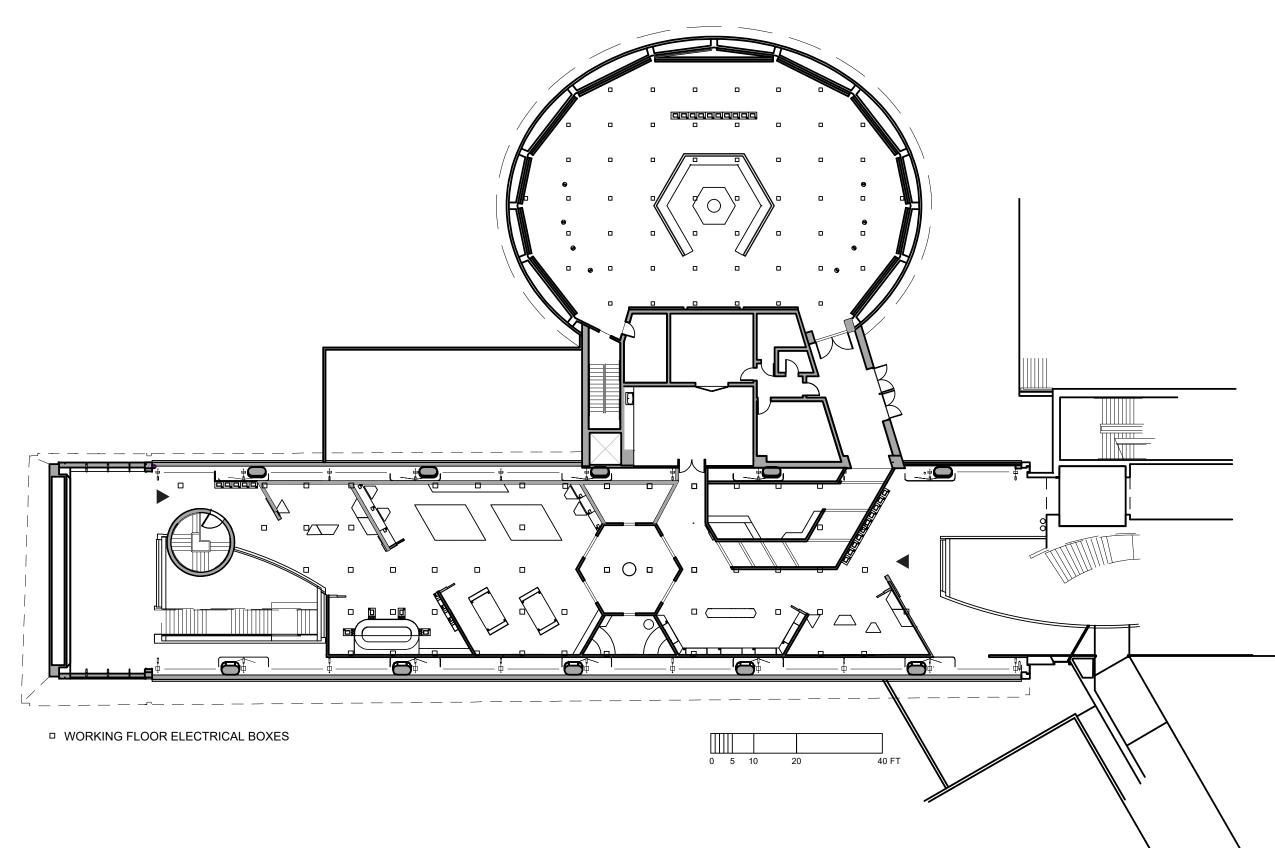
Street Level

Upper Level, North Wing

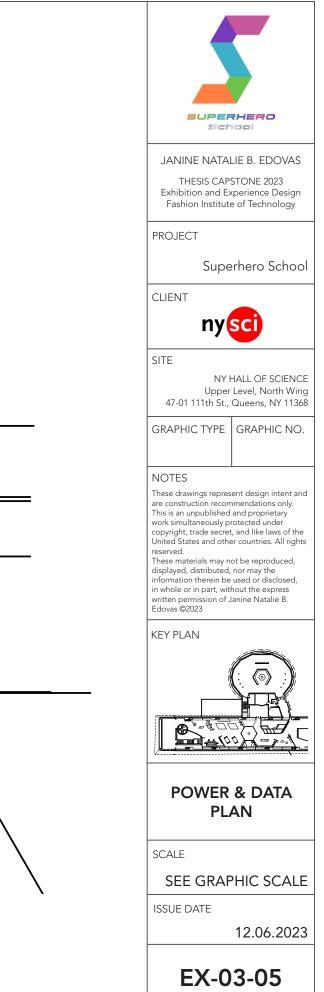
WAYFINDING

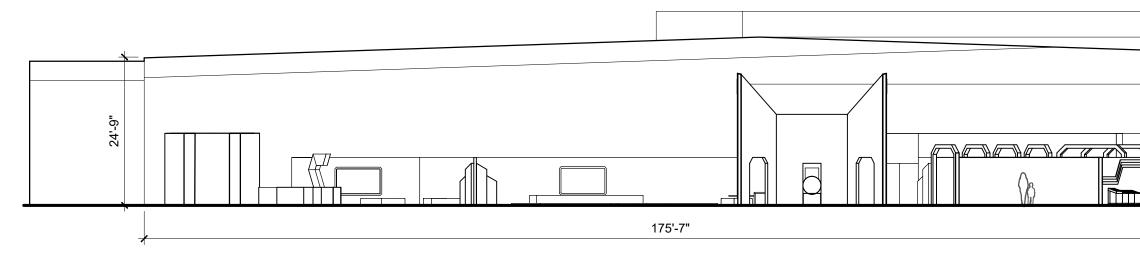






1 POWER & DATA PLAN SEE GRAPHIC SCALE

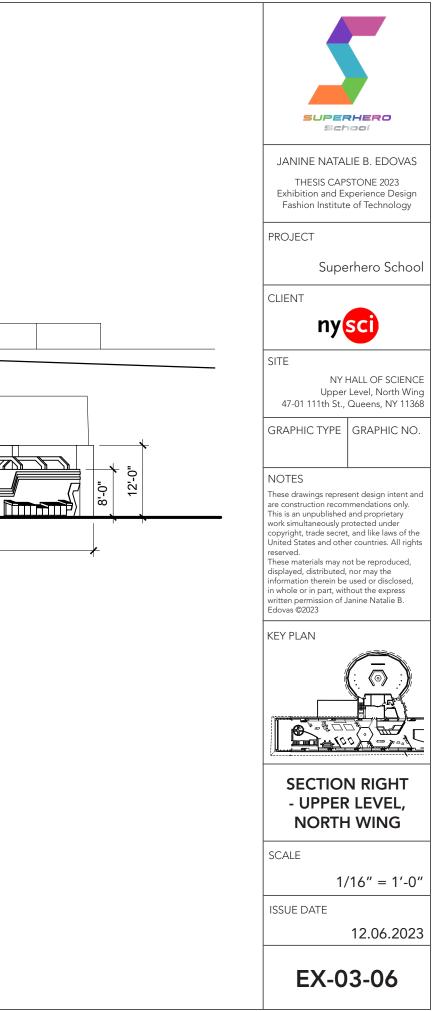


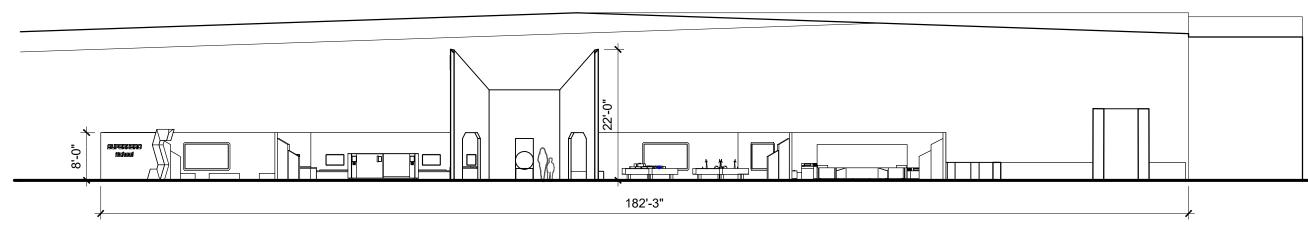


SECTION RIGHT - UPPER LEVEL, NORTH WING

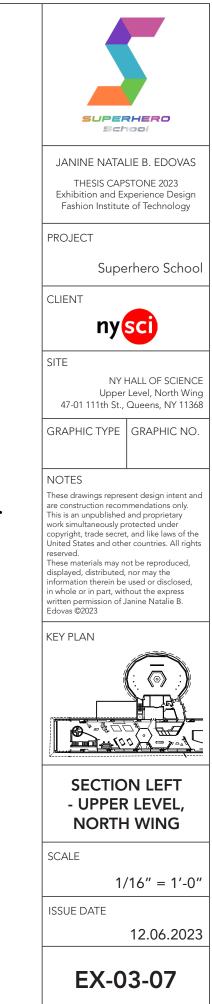
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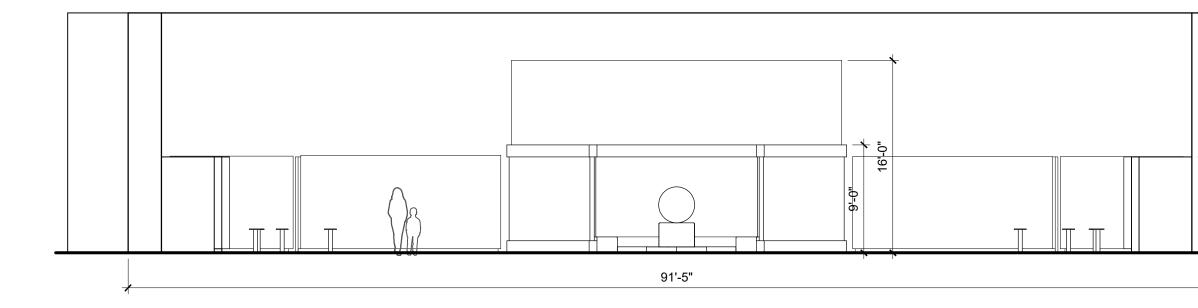
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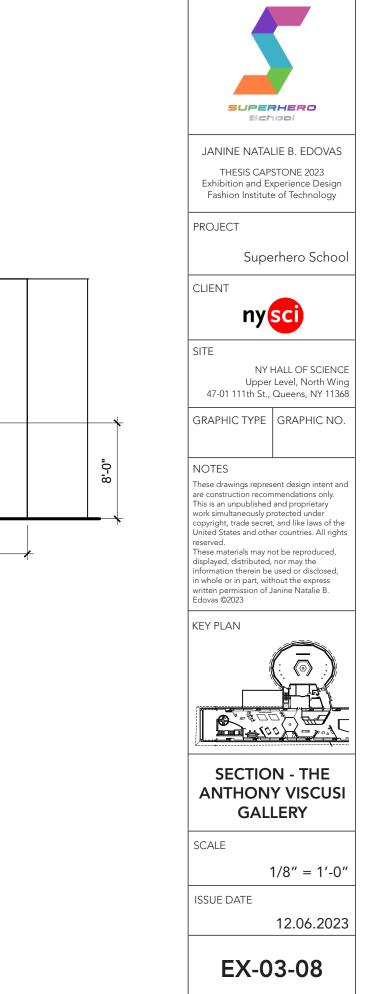
1 SECTION LEFT - UPPER LEVEL, NORTH WING 1/16"=1'-0"





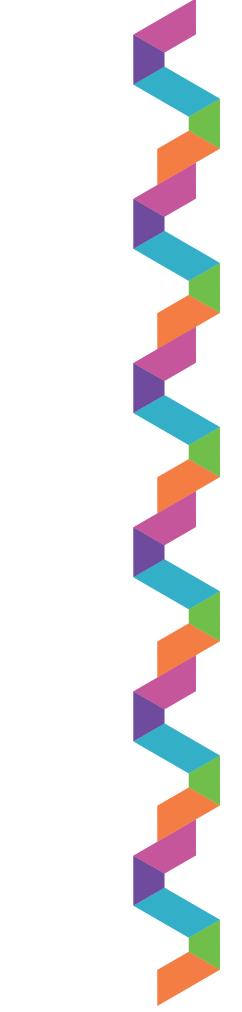
SECTION - THE ANTHONY VISCUSI GALLERY

1/8"=1'-0"



GRAPHIC GENERAL ELEMENTS

EX-04-00



SHAPE The lines and shapes in the graphics are pulled from the **hexagon**, an appealing shape that can be in nature and is used a lot in science fiction.

TYPEFACE The type family chosen for the title and subhead is **Hyperspace Race Variable** by John Roshell, a experienced designer of fonts who has lettered thousands of comics for Marvel and DC. It is a **fut** variable sans serif font that allows the user to change the weight, width, and slant. It **evokes mov and speed**.

The typeface for the body copy is geometric sans serif **Avenir**, created by famous type designer A Frutiger in 1988 and is one of the most widely used typefaces in corporate branding. A more hum version of the font Futura, it is very **legible** and suitable for body copy.

COLOR The main color palette is a **muted version of the rainbow**, **minus the red and yellow** as these car overstimulating for visually hypersensitive children. The use of rainbow colors is also a nod to the **spectrum**, which represents the **diversity** of children on the autism spectrum. The **neutral color g** as well as **tinted** versions of the main color palette are utilized for background or large surfaces as are not distracting and can have a **calming effect**. The use of **monochromatic** scheme to define a also helps minimize visual complexity. **Pops of color** on these backgrounds make a space **stimula** hyposensitive children. Dark blue is also used for graphics to provide more contrast primarily for a

The use of **pink** and **purple** as well as **gradients**, follows the shifting color palette representing technology to more colorful, fun, and approachable than the sci-fi visions of the early 2000s.

SPATIAL The use of **angles** in the partitions gives a firm and active impression which could help in orientation well as stimulate those that are hyposensitive. Having a space where there is more to it than meet eye can make people feel engaged while still keeping it easy to navigate and having **clear sightline**

Carpet flooring helps with **sound absorption**. A **quiet space** and **sensory room** are available for visitors who might feel overwhelmed. Surfaces will be matte finished or be made of materials with **reflectivity** to reduce glare when lighting is directed to it.

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		LIE B. EDOVAS
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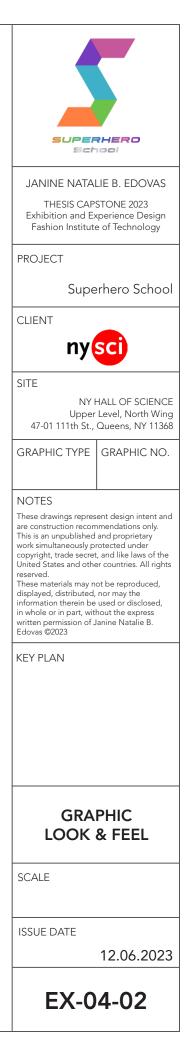
NEURODIVERSITY

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SUPERHERO School







NEURODIVERSITY

Diverse Cognitive Abilities

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ENGINEERING

Visual-Spatial, Problem Solving

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SCIENCE

Attention to Detail, Memory Recall

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TECHNOLOGY

Logical Thinking, Creativity

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MATH

Sorting, Counting

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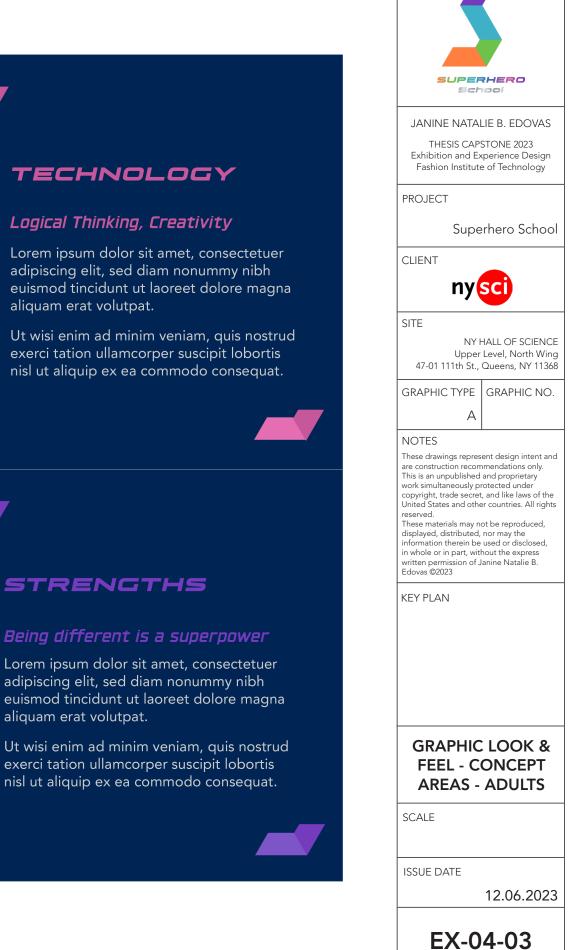
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STRENGTHS

Being different is a superpower

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SAVE THE EARTH

Help fight climate change

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BIODIVERSITY

Animals and their Habitats

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CODING </>

Robotics in Agriculture

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BUILDING

Resilient Structures

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80

Recycling and Counting

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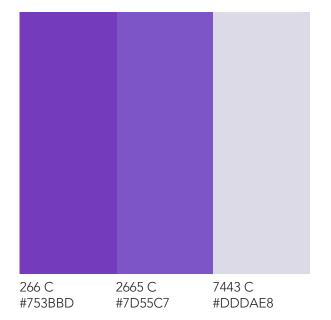


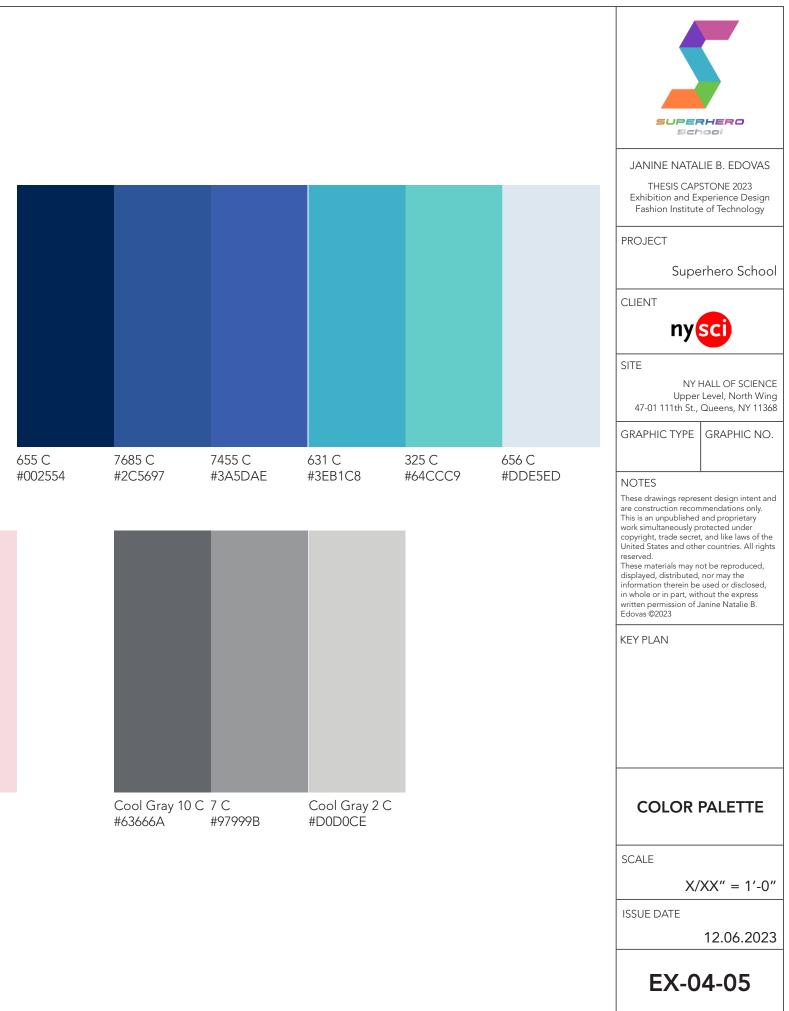
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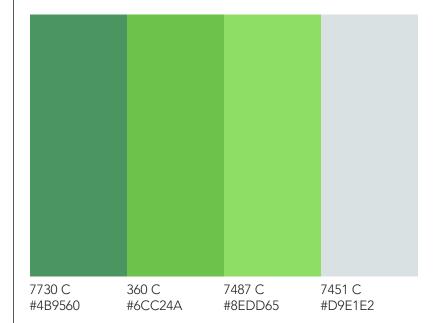
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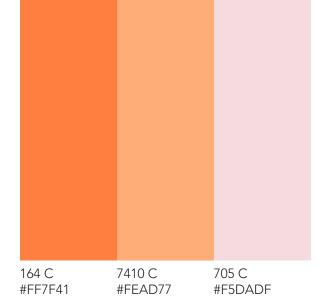
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PROJECT		
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GRAPHIC TYPE GRAPHIC NO).	
These drawings represent design intent a are construction recommendations only. This is an unpublished and proprietary work simultaneously protected under copyright, trade secret, and like laws of th United States and other countries. All right reserved. These materials may not be reproduced, displayed, distributed, nor may the information therein be used or disclosed, in whole or in part, without the express written permission of Janine Natalie B. Edovas ©2023 KEY PLAN	ie	
GRAPHIC LOOK 8 FEEL - CONCEPT AREAS - KIDS		
ISSUE DATE 12.06.202	23	

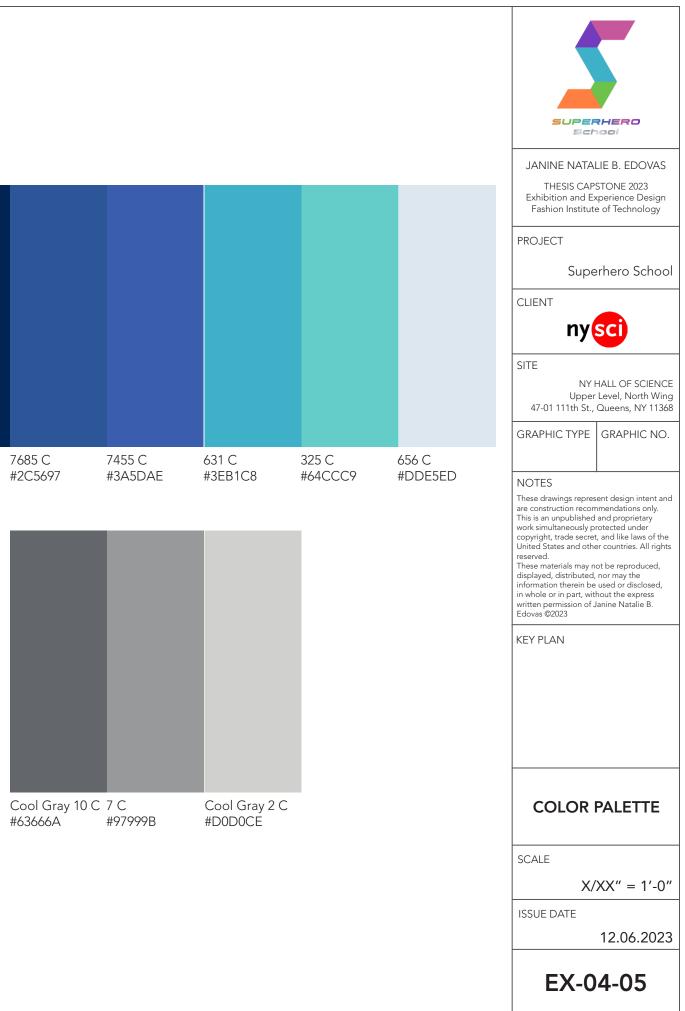
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Headline

Hyperspace Race, Wide Heavy Italic

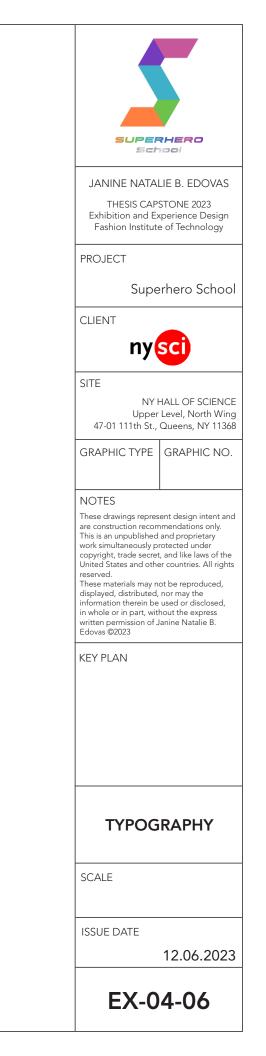
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Subhead

Hyperspace Race, Bold Italic

ABCDEFGHIJKLNOPQRSTUVWXYZ abcdefghijklmnopqrstuvwxyz 1234567890

Body Copy Avenir LT Std, 55 Roman ABCDEFGHIJKLNOPQRSTUVWXYZ abcdefghijklmnopqrstuvwxyz 1234567890







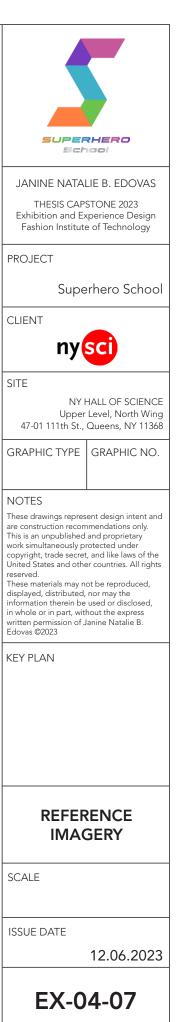




Keywords: Futuristic, Headquarters, Lair, Geometric, Color Spectrum

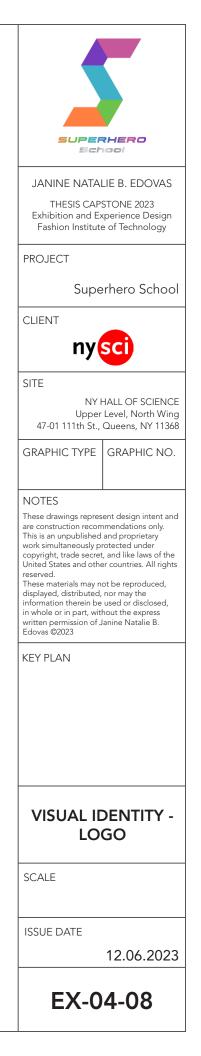






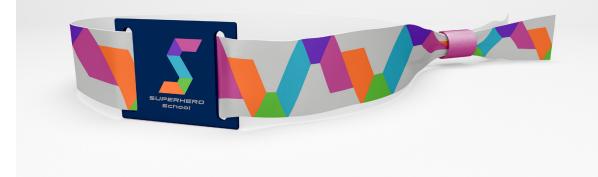


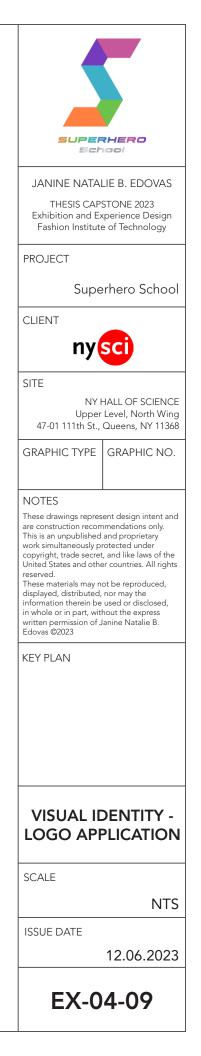


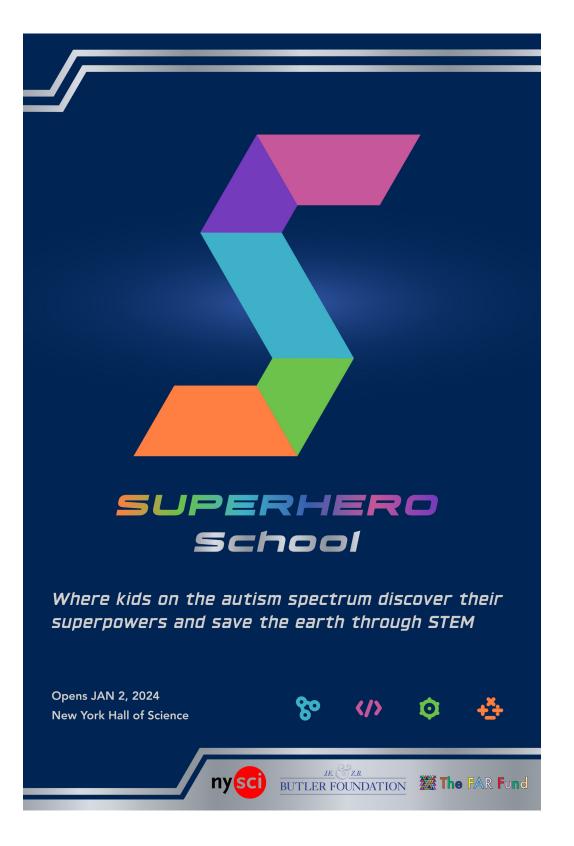


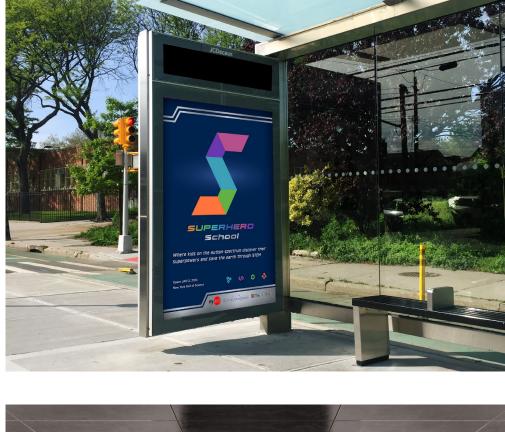


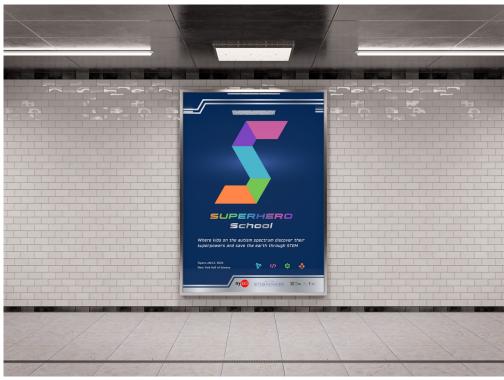


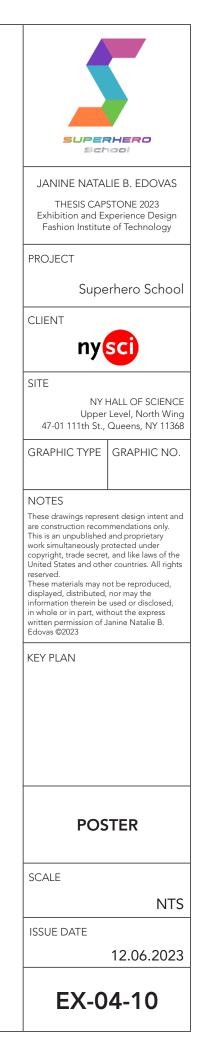






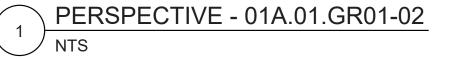






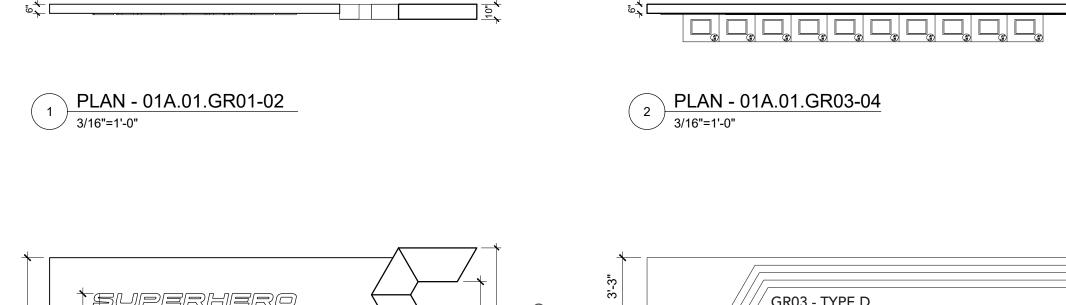


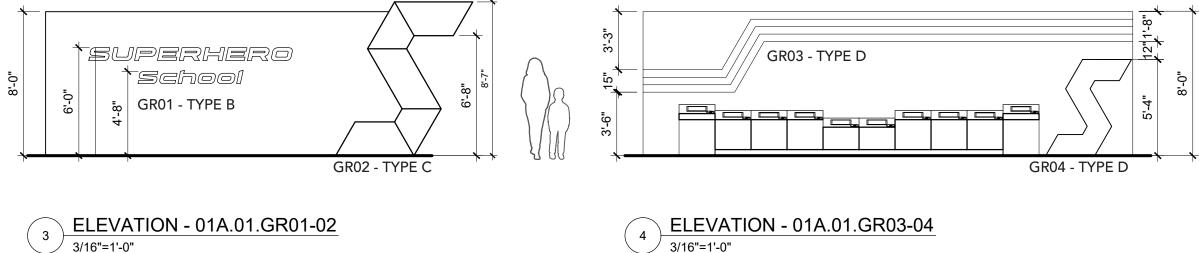


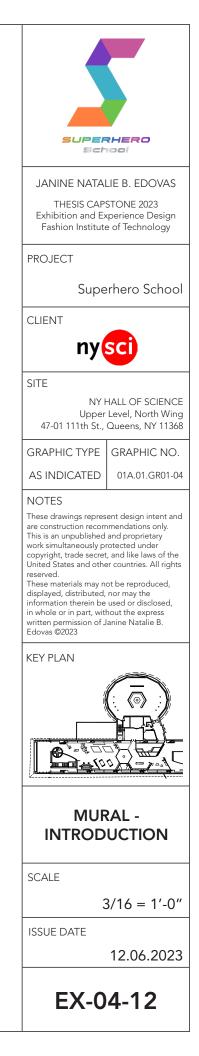




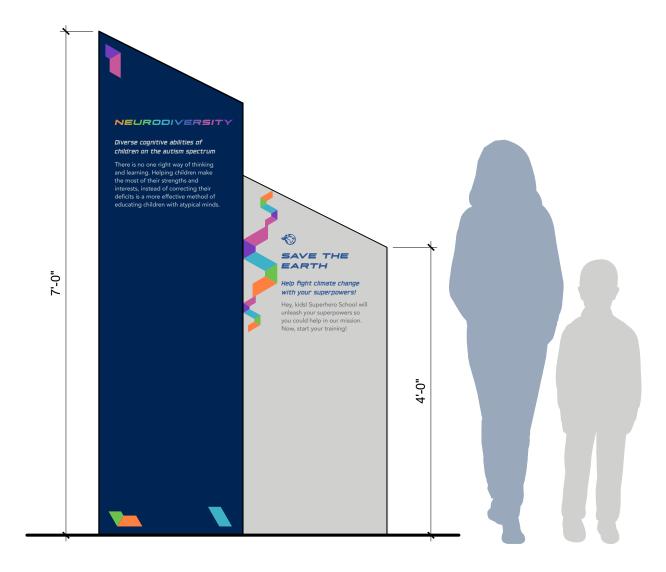








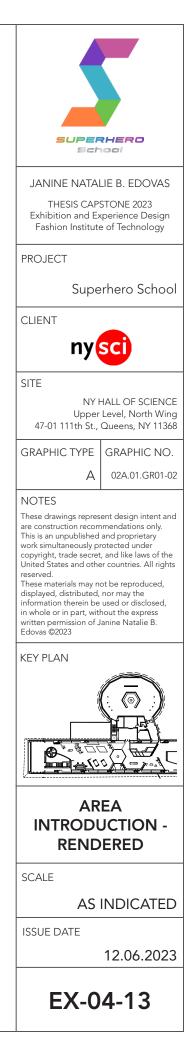
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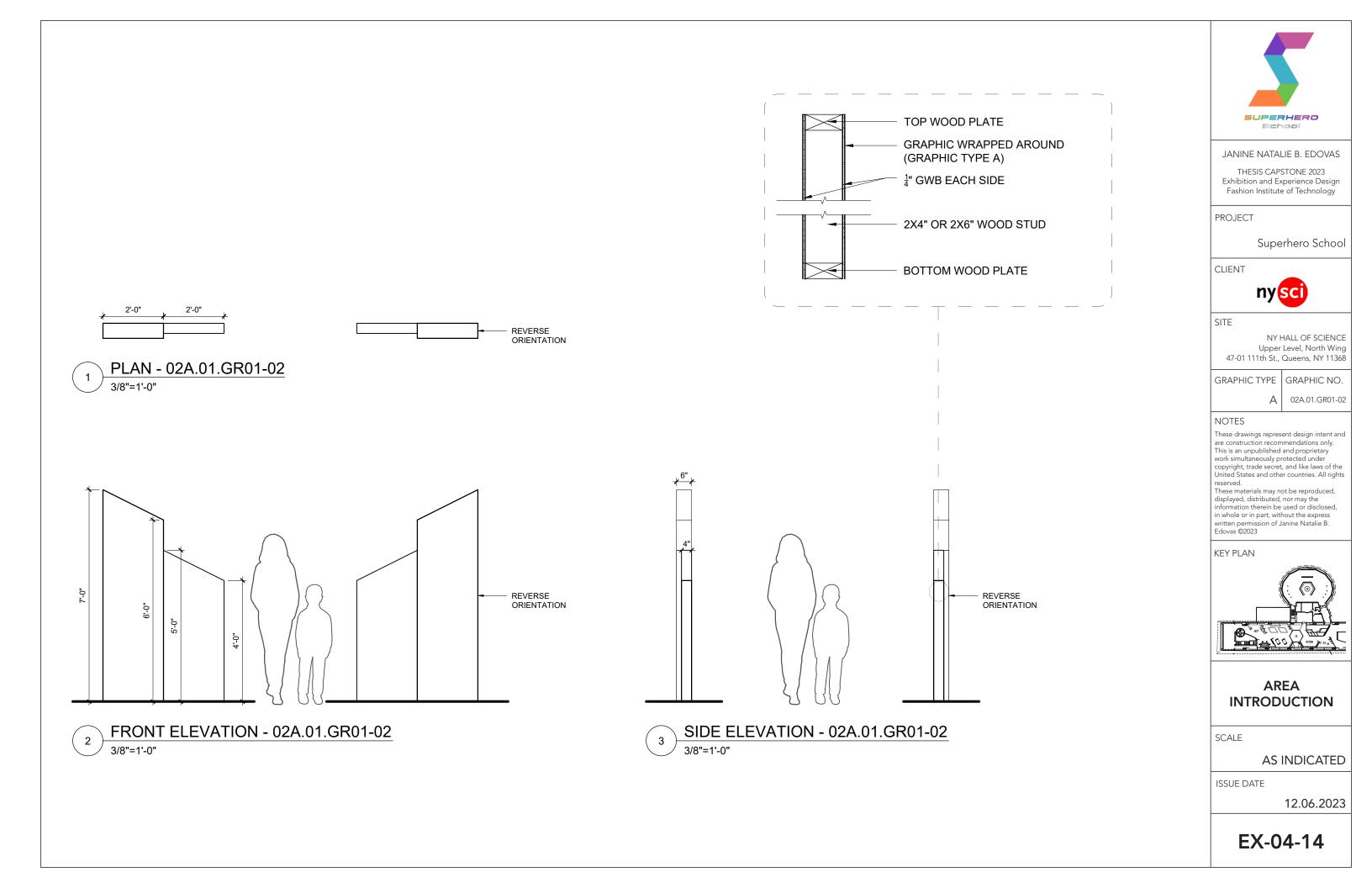


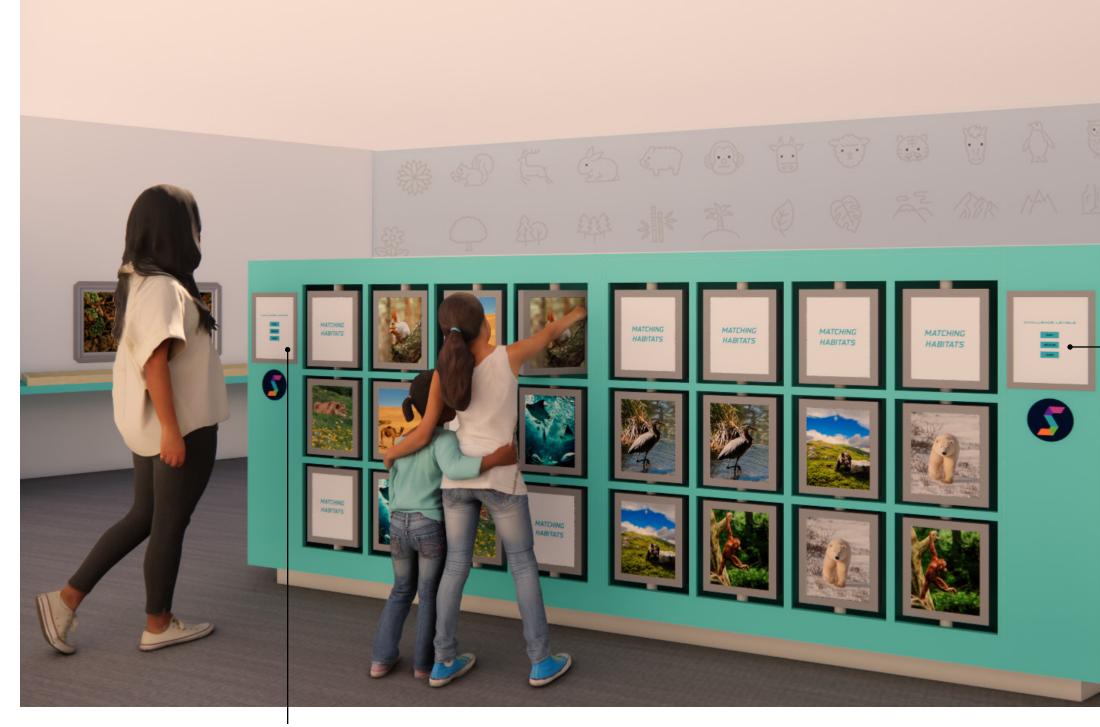






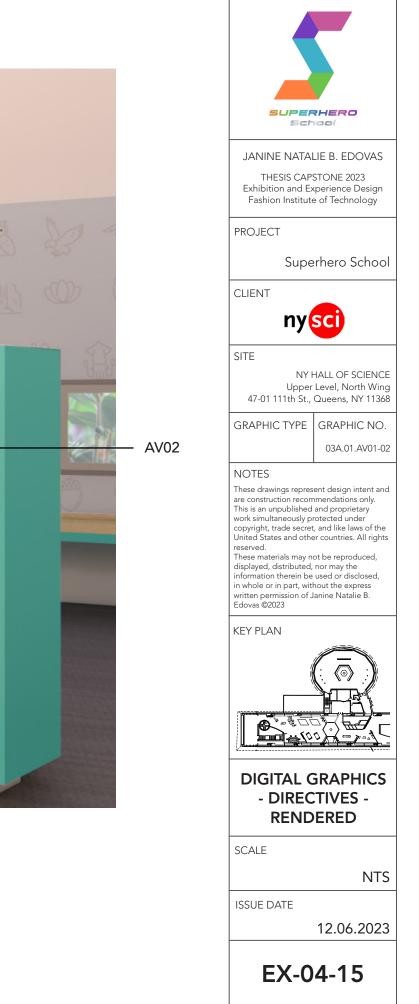


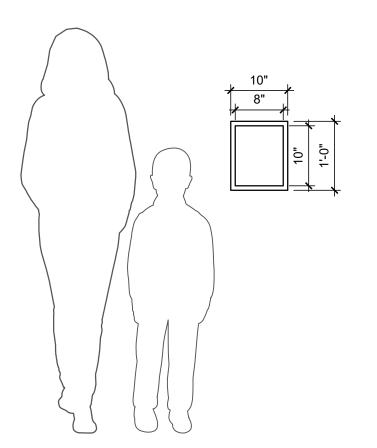


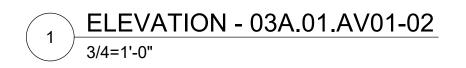


AV01













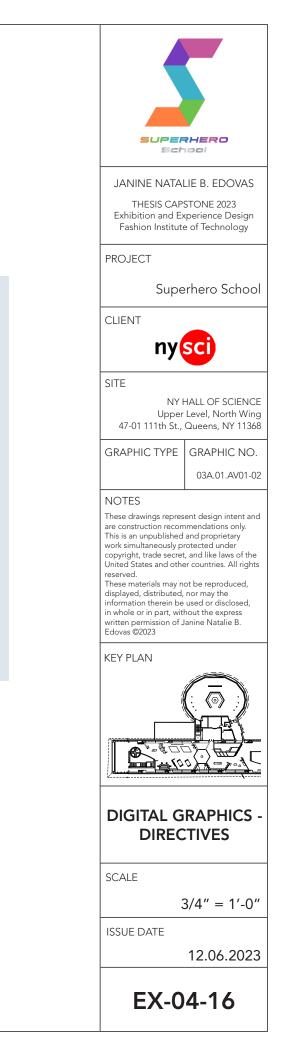
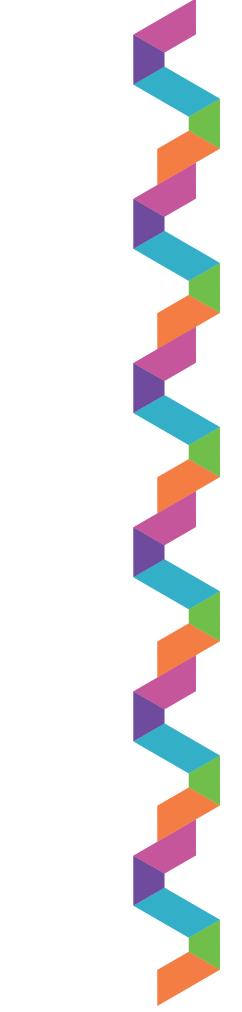


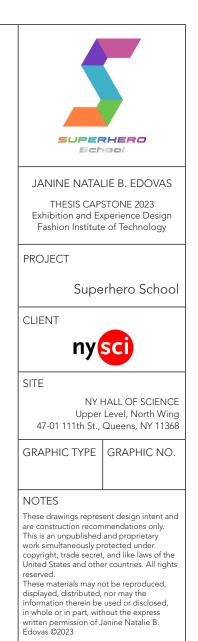
EXHIBIT AREAS

EX-05-00

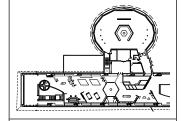




1 PERSPECTIVE - BUILDING STRUCTURES



KEY PLAN



BUILDING STRUCTURES - RENDERED

SCALE

NTS

ISSUE DATE

12.06.2023

EX-05-01



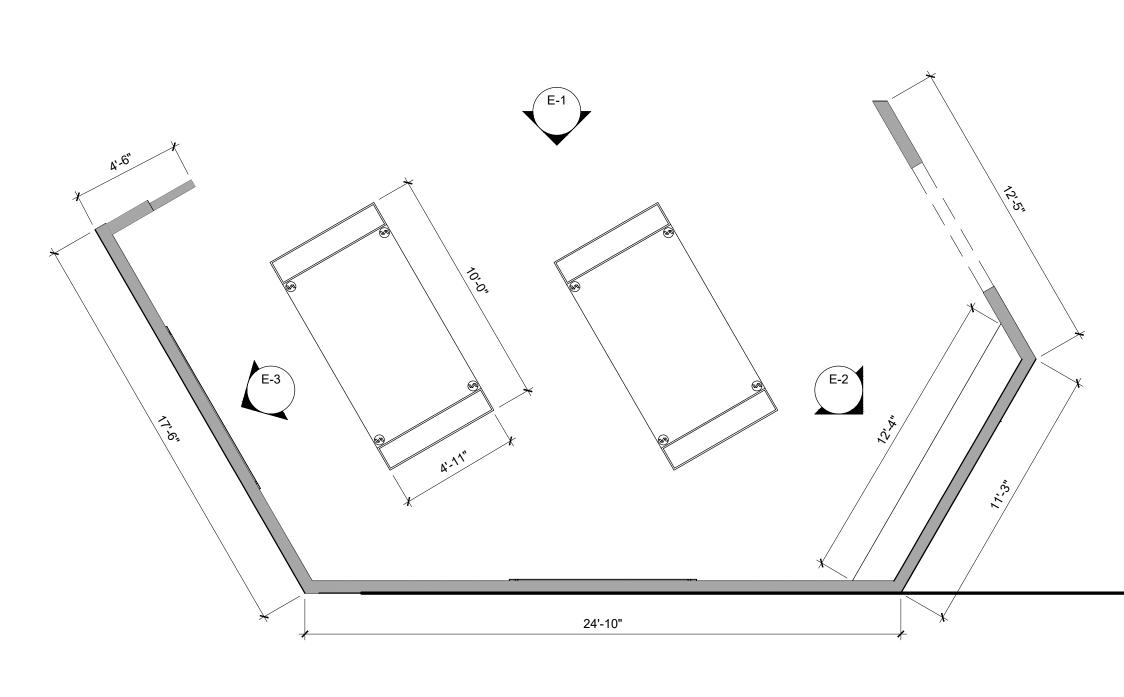
Building with blocks second correct

life spatial reasoning and problem solving. Visual-Spatial Is mentally rotating, combining, and reasoning about visual information.

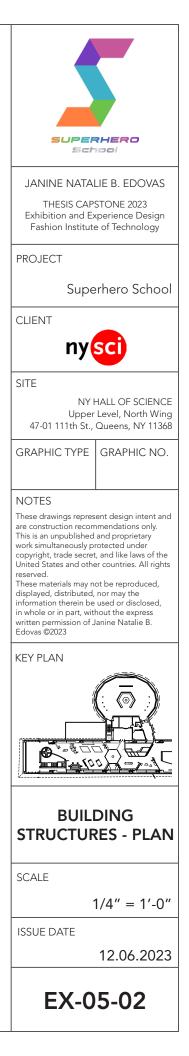
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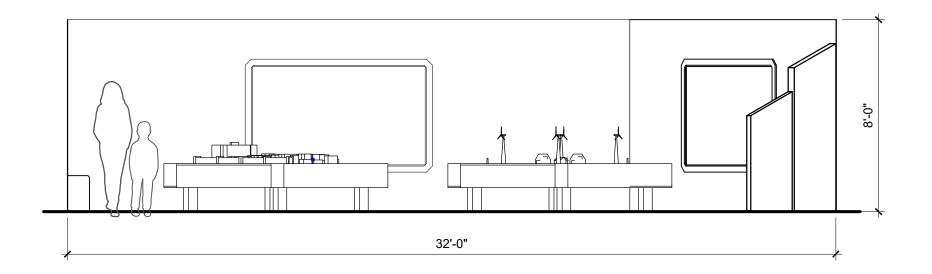
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ady for extreme ding a floodwall it structure is the lich is a clean, gy source.

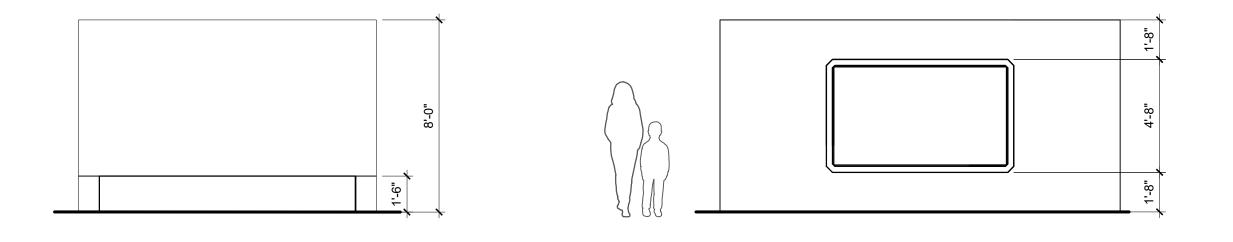


1 PLAN - BUILDING STRUCTURES



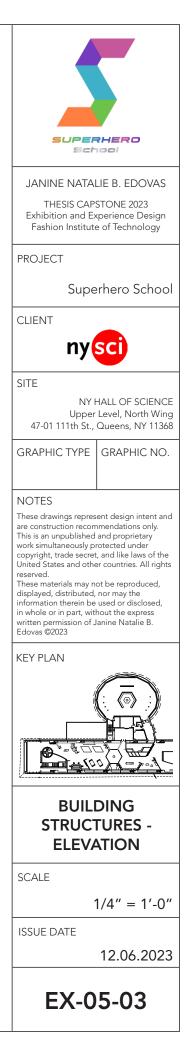


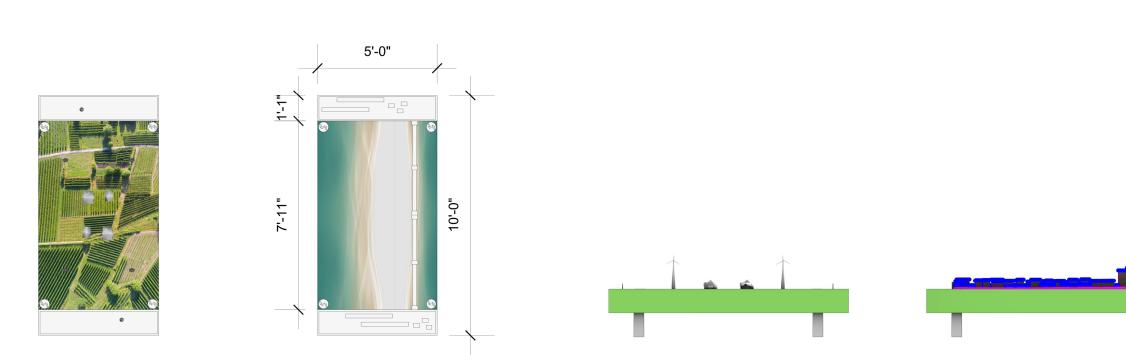


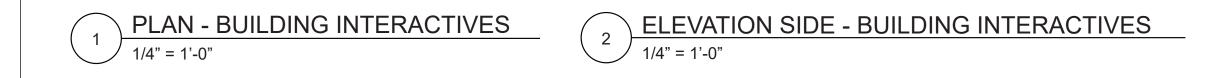


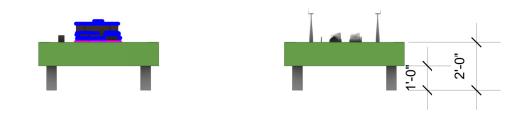




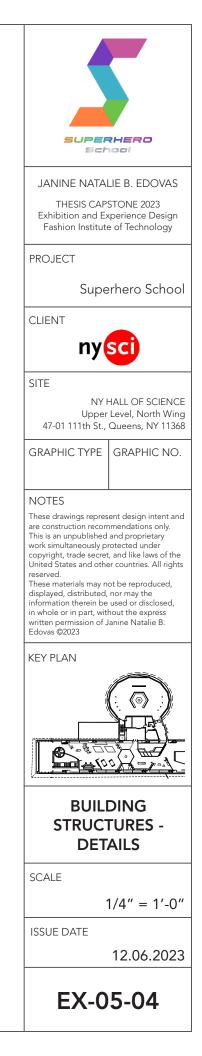


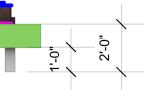






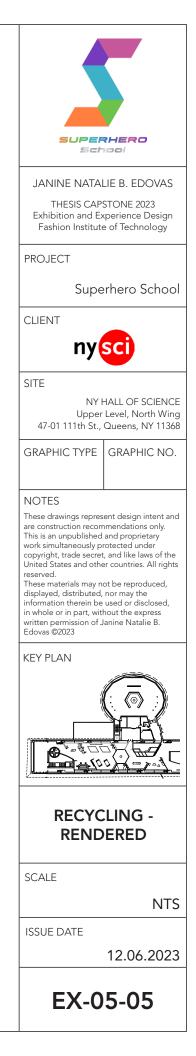
3 ELEVATION FRONT - BUILDING INTERACTIVES

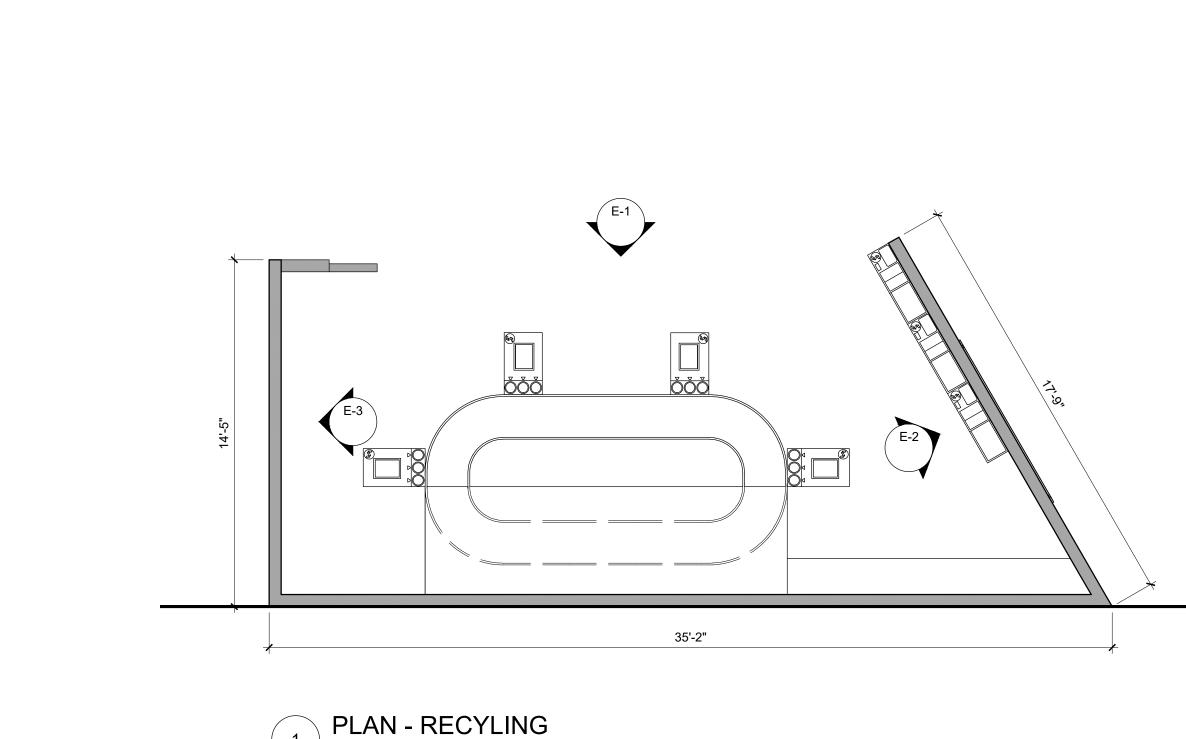




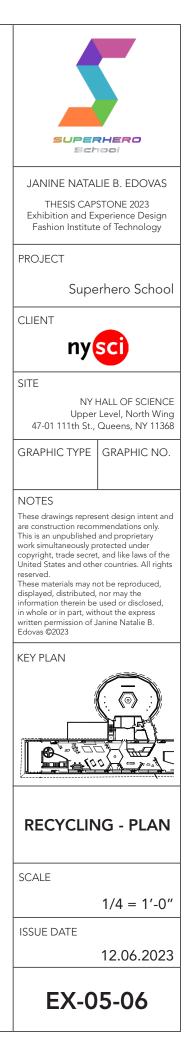


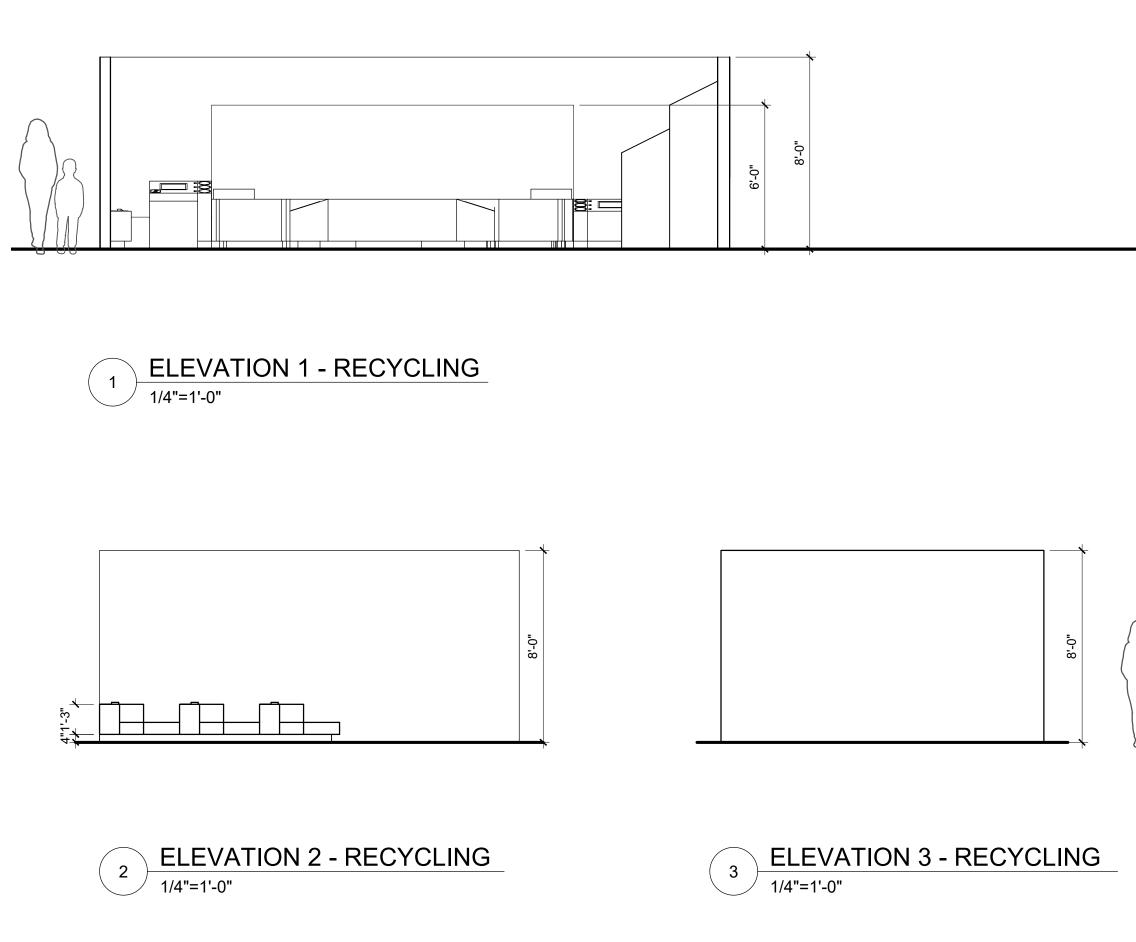


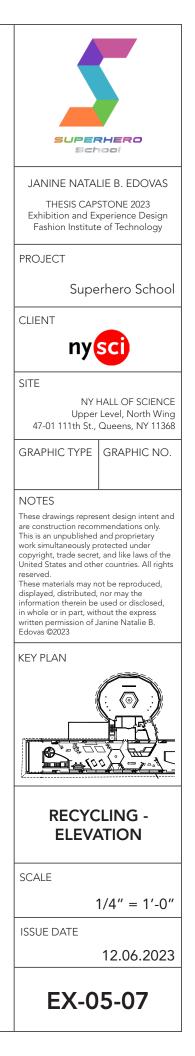


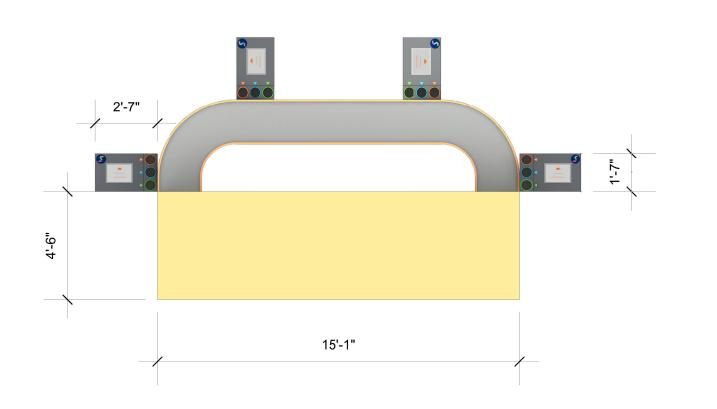


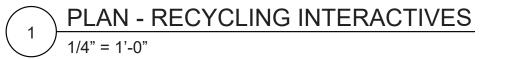
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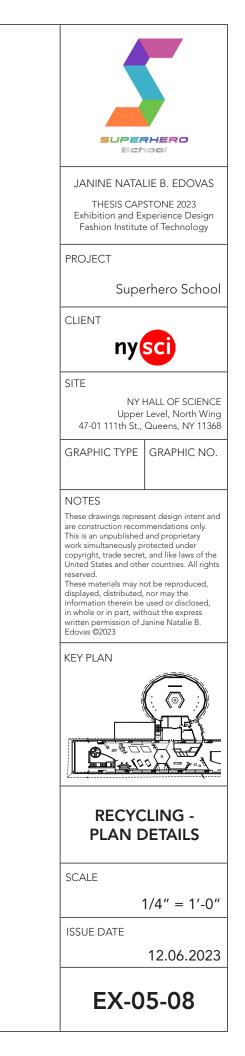


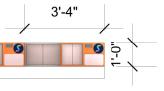


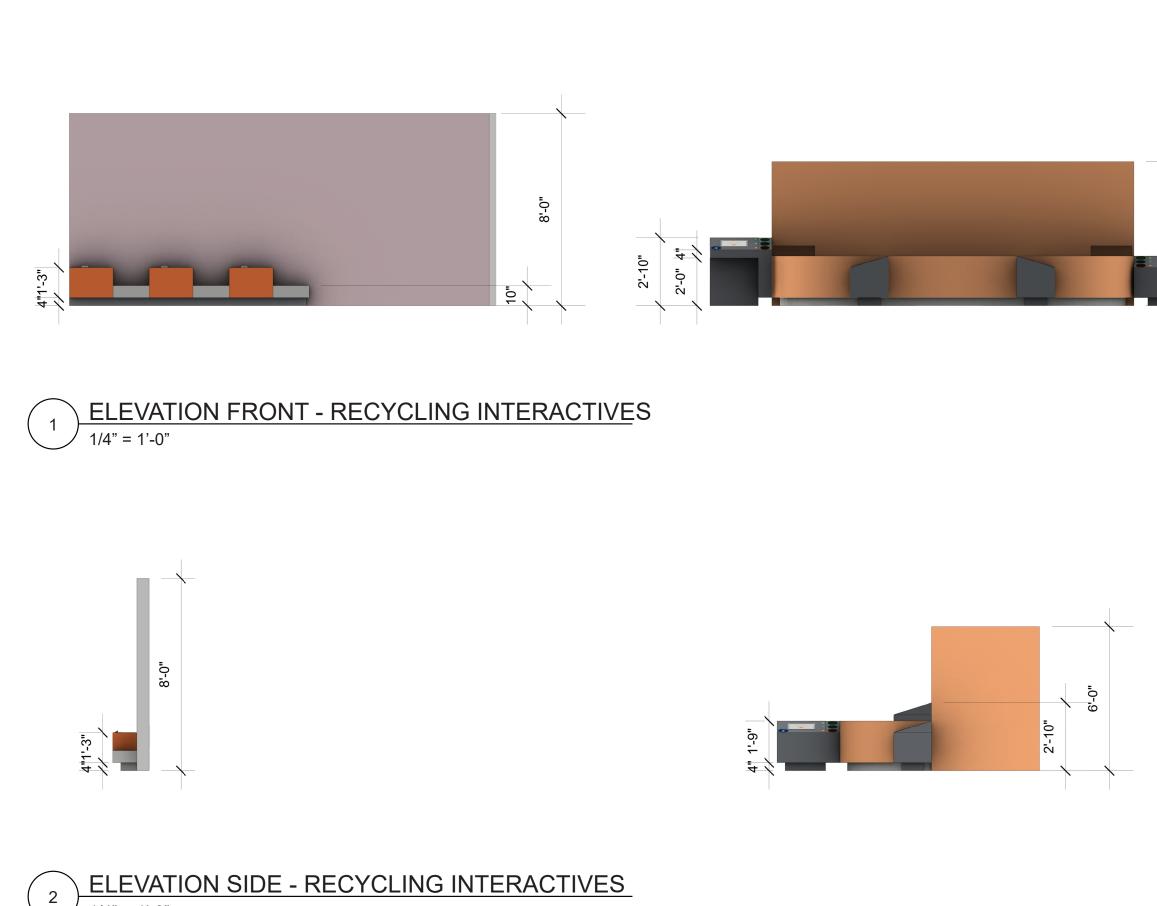




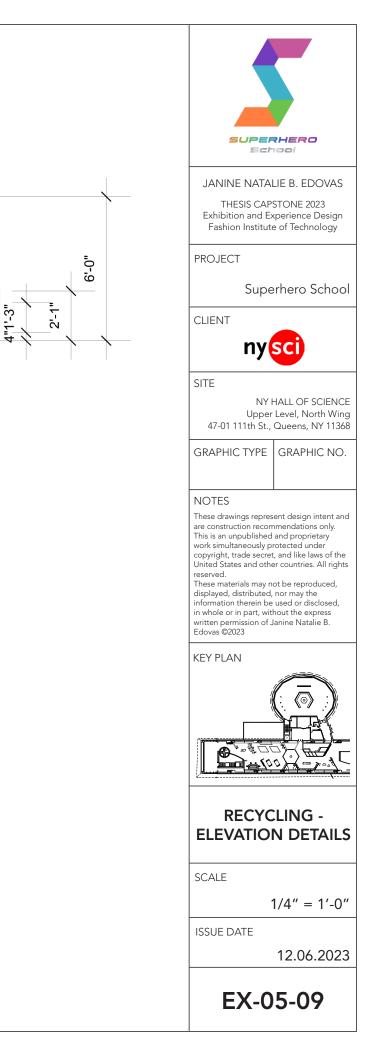








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PERSPECTIVE - MY SUPERPOWER

