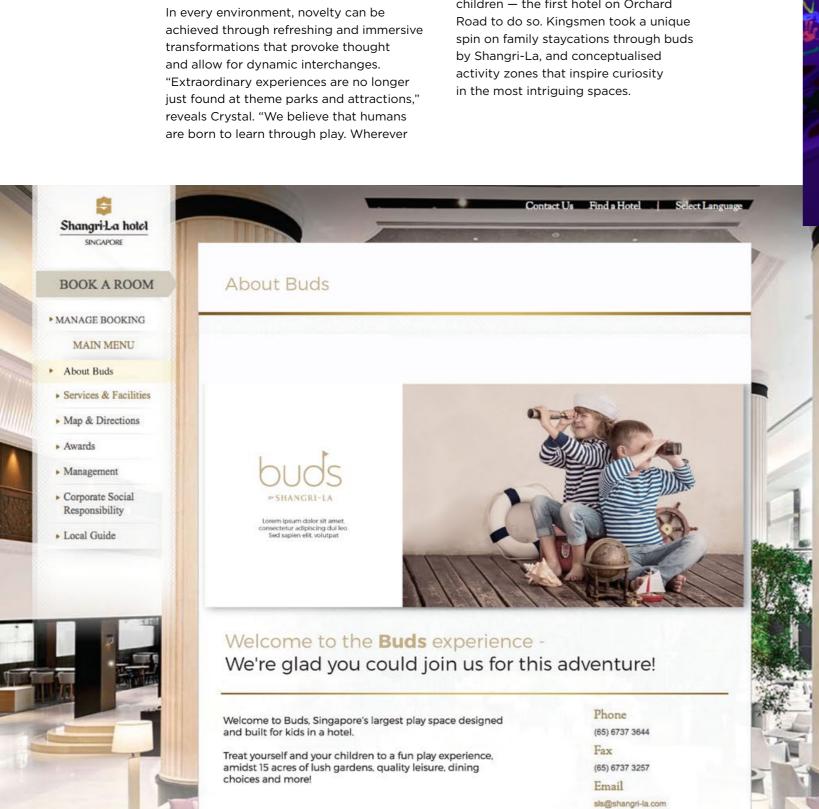
DESIGNING FOR CONTINUITY

To satisfy the endless thirst for adventure, imagination and social interactions, Kingsmen pays close attention to its design conversations, visual storytelling, and soundscaping strategies.

possible, we blend form and function with creative, unexpected edutainment elements to elevate the value of play."

Redefining playful learning and exploration through experiential design, Shangri-La Hotel, Singapore, wanted to design and build an interactive play space for children — the first hotel on Orchard







At the exhibition, visitors are immersed in an interactive environment that follows majestic wildlife through their natural habitats, narrating stories of the natural world. As part of the immersive experience, the team brought in a two-metre-high simulated ice wall and designed an interactive activity on the floor where visitors can remove carbon dioxide emissions in order to pave the way for a polar bear to cross. The

first-of-its-kind edutainment concept underscores the urgency of climate change and creates awareness about conservation efforts in today's modern world.

In 2019, Kingsmen conceptualised the world's first travelling wildlife and exploration exhibition. *Living Worlds: An Animal Planet Experience* uncovers the interdependent relationship between animals and the environments they inhabit, while fostering environmental consciousness. The exhibition was staged to bring visitors a step closer to reconnecting with nature and its many habitats. One of the centrepieces of the exhibition was a 270-degree projection dome that entertained guests as they were brought underwater, peeking through a submarine.

