

Children's Services Feature Exhibit

Amy Nelson, Rawlings Director

May 18, 2021

Project Overview

Design, Fabrication and Installation of a permanent, interactive learning and play-based exhibit.

- **Aesthetics** – a visual highlight or feature ‘monument’ that draws visitors to the new, renovated space
- **Longevity** - will remain beautiful, functional and fun for a long time
- **Inclusivity** - sensory-friendly, accessible, bilingual, represents the diversity of our community
- **Community** - celebrates Pueblo’s unique character
- **Imagination** - transformable, multi-purpose, and encourages imaginative play

Scoring from Review Team

PROPOSALS

Vendor									TOTAL
Proprint	32	38	49	31	33	42	44	40	309
MDSX	44	46	49	42	43	38	51	51	364
Unrivaled	49	57	56	50	47	50	47	53	409
RedBox Workshop	43	54	57	44	45	53	45	52	393
The Public Works	32	32	50	28	40	43	39	46	310
TMC Learn Play	51	50	55	46	45	44	56	53	400

INTERVIEWS

Reviewer	Redbox Workshop	TMC	Unrivaled
1	51	46	49
2	26	26	32
3	47	48	45
4	55	53	56
5	53	<i>didn't participate in interview</i>	59
6	2nd choice	1st choice	<i>didn't participate in interview</i>
7	2nd choice	<i>didn't participate in interview</i>	1st choice
8	37	31	42

Review Team Feedback - Unrivaled

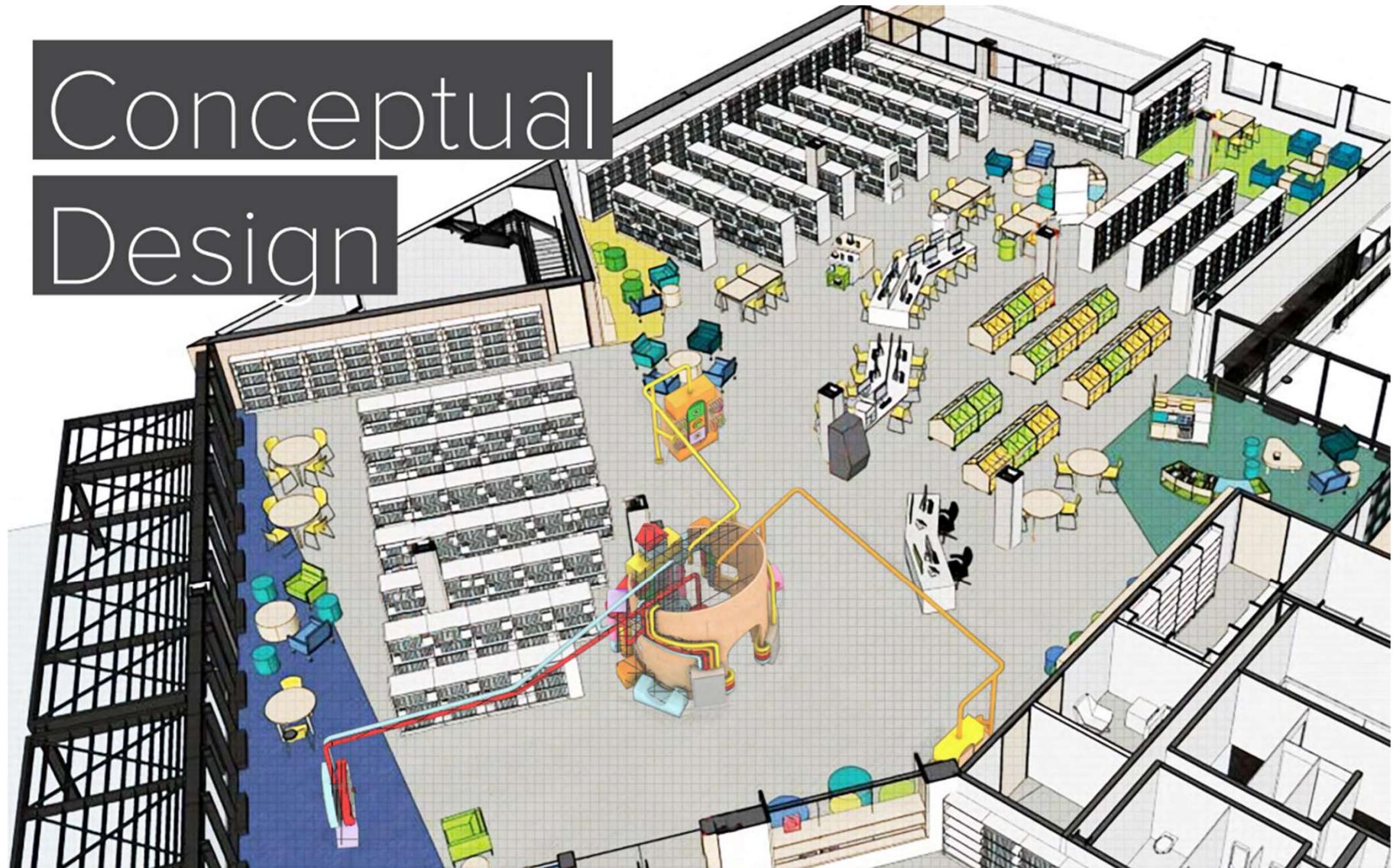
- Budget & value engineering
- Experience with children's museums, not limited by trends in libraries
- Collaborative
- Innovative
- Enthusiastic
- One-stop-shop
- Experience with technology
- Ongoing support and warranty
- Storytelling and community
- Infinite replay value (each visit is a new experience)
- Highly inclusive (multi-sensory, multi-lingual, multi-ability, variety of ages)
- Testing samples done with target age groups
- Safety-oriented

Who is Unrivaled?

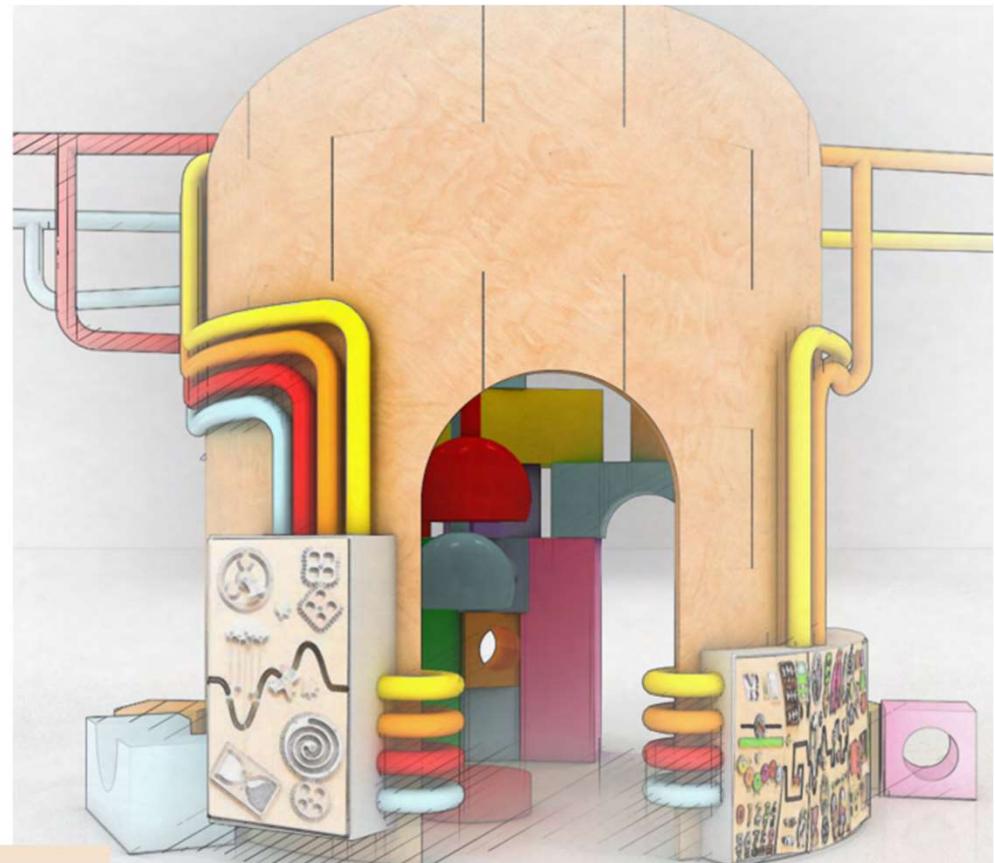
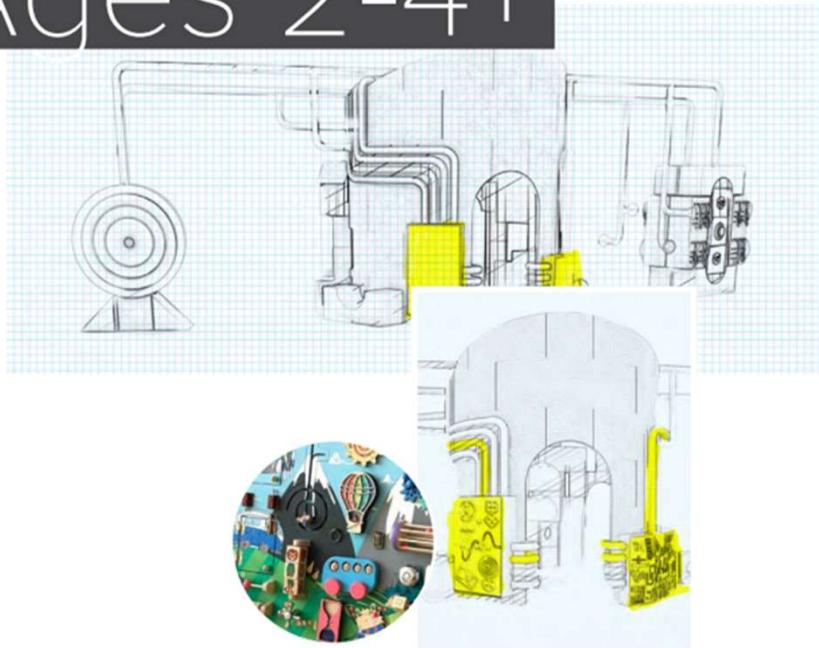
- Unrivaled is a digital + dimensional agency driven to create inspiring user experiences
- We live in the space between digital engagements and dimensional experiences
- Beyond just building what has been done before, we continually push into new areas that we have yet to venture. Our solutions often times rely on us pulling off something that hasn't been done before — so we set out to build a culture of innovators and inventors, where our people can engineer, prototype, and build proof-of-concepts in-house to prove our theories and ideas before putting them into application. This allows us to deliver one-of-a-kind experiences that help our clients engage their visitors while reinforcing their mission.
- Established 20 years ago
- Located in Ogden, Utah

Creatives + Craftsmen,
Innovators + Inventors,
Designers, Artists,
Developers, Producers,
Carpenters, Engineers,
& Collaborators—all
doing what we love.

Conceptual Design



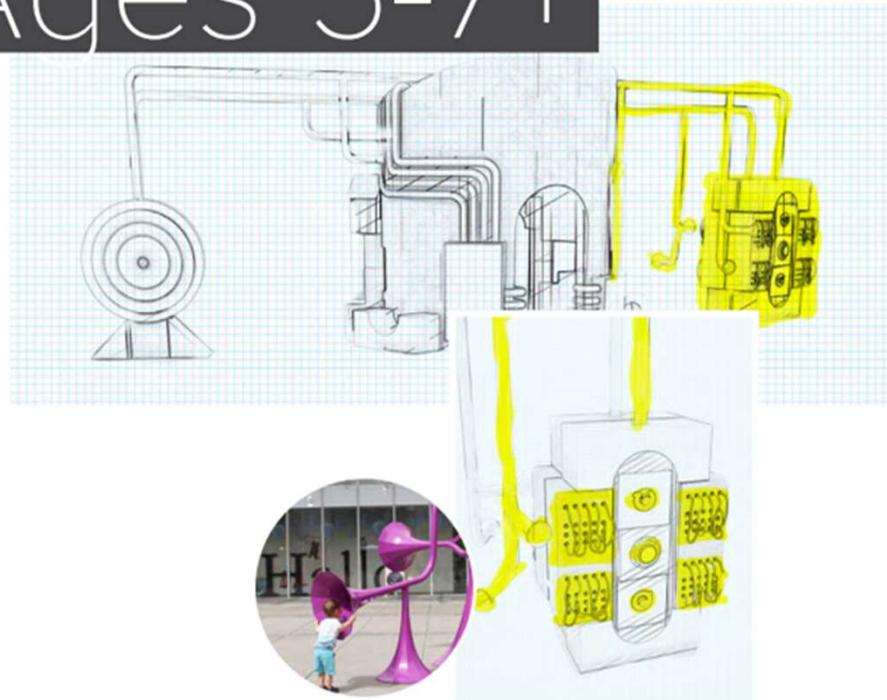
Ages 2-4+



Dynamic story-telling using sensory boards.

- Sensory board based story-creation for young kids and older non-verbal children who communicate better through visuals.
- Moving items on sensory board influences the story line and teaches cause-and-effect.
- Immediate results through local speaker installed in sensory board.
- Large button to trigger playback of story using current state of sensory board or it can be interacted with in real-time where parts of the story are read out loud as items on the board change.
- Non-digital sensory board can be used to accommodate additional guests or used for free-play.

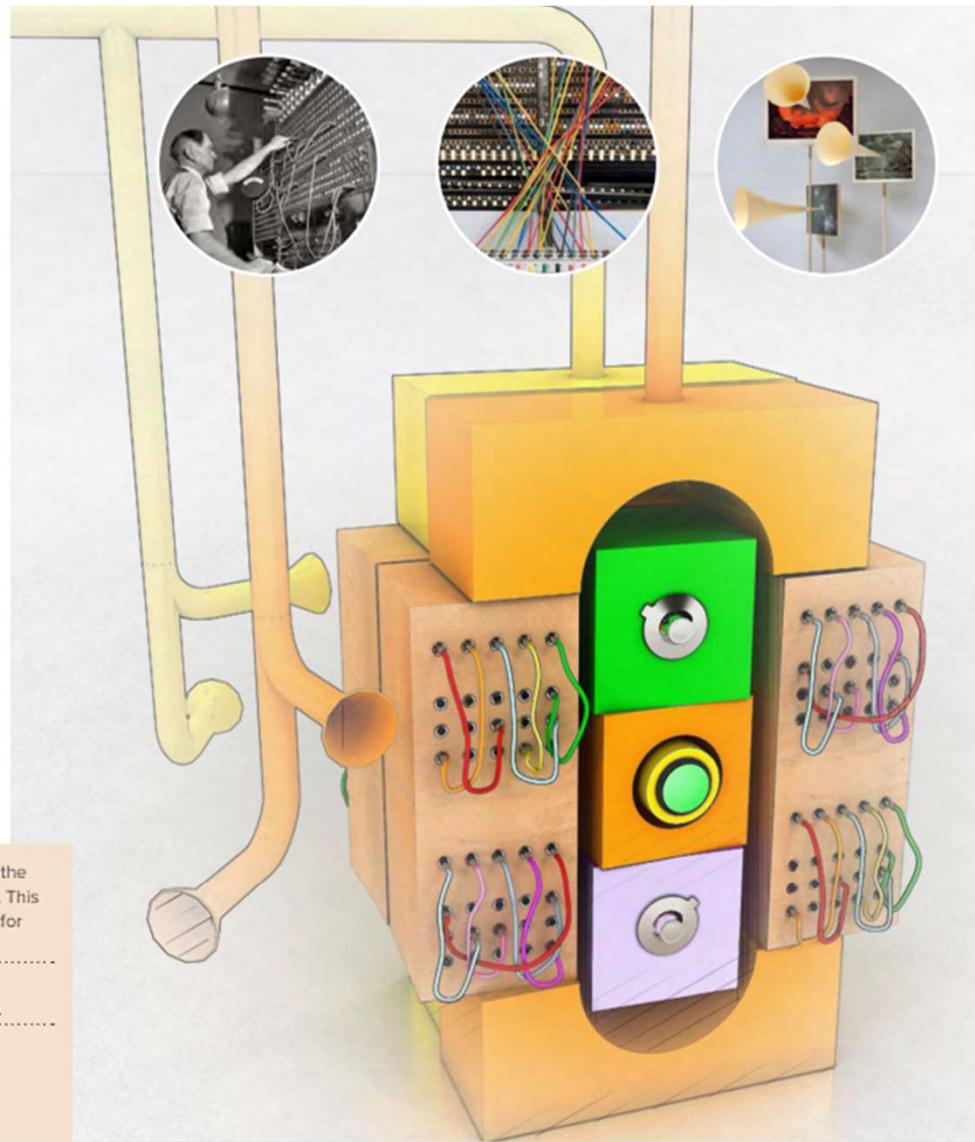
Ages 5-7+



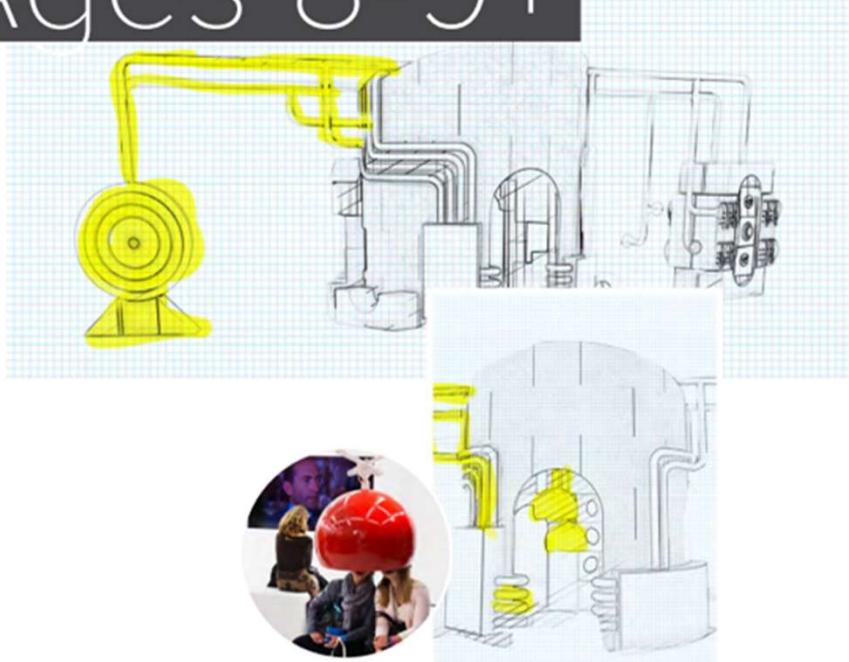
Multi-lingual stories through tactile interface.

- A patch cable system, inspired by old phone switchboards, is used to select overall themes, environments, main characters, and story plot lines.
- Multiple patch boards allow for the selection of different languages, including one with braille plaques alongside cables and jacks which allow for sight impaired children to develop stories through tactile exploration.
- Over-sized dials for selecting language of playback audio and adjusting volume.

- Large push button triggers the playback of the story which the kids can then listen to through the flared ends of the pipes. This approach limits noise pollution and keeps the exhibit quite for other library visitors.
- Installation can accommodate multiple people listening to playback for group play as well as wheel chair accessibility.



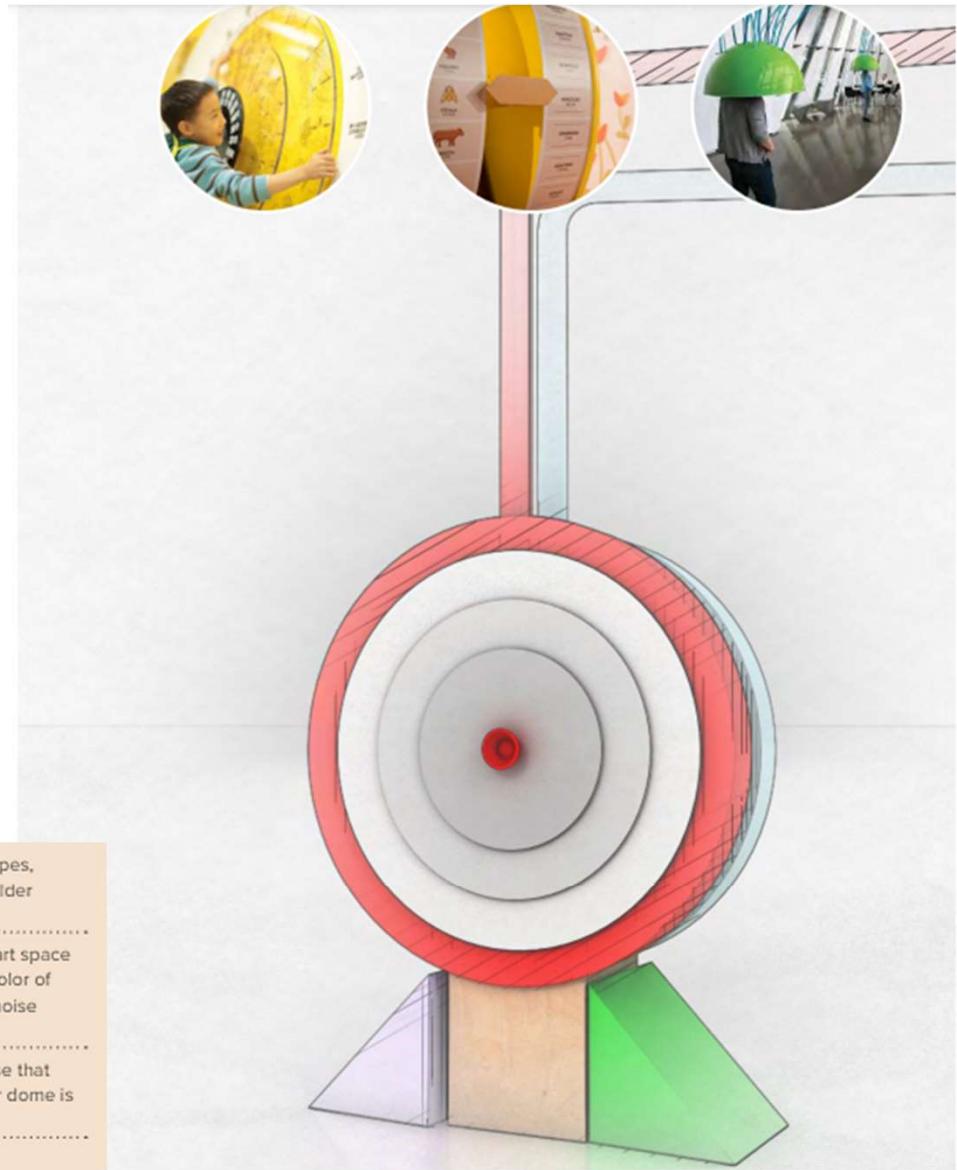
Ages 8-9+



Mad Libs style story creation using large scale rotating discs.

- Local speaker has a voice driven assistant talking the children through the selections needed for a randomly selected Mad Libs based story. A small LCD also provides instruction for those that are hearing impaired.
- Each layer of the disc can rotate independently and each provides for a large selection of words. Each disc represents a category of words: verbs, adjectives, and nouns. Children can rotate the disc to select words to fill in the blanks as they are requested by the voice assistant.

- Interactive reinforces basic language structure, word types, promotes creativity, and creates humorous results for older children
- Listening pods for this interactive are found within the art space for listening to the results. Children follow the correct color of pipes to find their private listening station which limits noise pollution within the public space.
- Small digital screens within listening domes allows those that are hearing impaired to read along to the story. A lower dome is provided for smaller kids and wheel chair accessibility.



Project Timeline

Discovery & Project Brief

- Discovery & design exploration with client stakeholders
- Determine mission and intent
- Define objectives
- Define audience and users
- Create project brief outlining process, expectations, schedules, and trackable milestones

Conceptual Design

- Interpretive master planning
- Conceptual designs demonstrating theme, character, and feel
- Refined plans and select elevations
- Preliminary graphic elevations
- Preliminary materials and finishes
- Preliminary documentation on objects, images, and content
- Refined budget estimate

Detailing and Engineering

- Project plan and work schedule
- Design concepts refined to include preliminary story-lines, audio-visual

and multimedia concepts

- Graphic specifications
- Preliminary lighting design and electrical specifications are determined
- All audio-visual hardware requirements are coordinated with the client
- Building, safety, and ADA requirements are researched and outlined

Schematic Design

- Working drawings
- Mock-ups
- Samples and materials
- Prototypes
- Test prints
- As-Built drawings

Content Creation

- Research
- Video/motion graphics
- Info-graphics

- Environmental graphics
- Interactive wire-framing
- UI design
- Software development
- Testing & User Research
- Hardware & digital Integration

Fabrication

- Graphic proofs and approvals
- Graphic printing on various substrates
- CNC, machining, laser cutting
- Carpentry using various materials
- Finished painting
- Quality control and inspections
- Preview

Installation

- On site fabrication supervisors
- Detailed installation plans
- Custom crating and packaging
- Final walk-through with the client
- Staff training on all components
- Exhibit and interactive documentation
- Warranty documentation



Discovery and Design work to commence June 2021
Installation projected to be completed Spring 2022

Budget



- Design Revisions
 - Secondary exploration
 - Refinement of conceptual design
 - 3D modeling & updated renderings
 - Final artwork production proofs
 - Client Collaboration
- Prototyping
 - R&D for unique or difficult applications
 - Prototyping of build or execution methods of complex elements
 - Design documentation for execution of above elements
 - Client Collaboration
- Phase 2
 - Fabrication Coordination
 - CAD exports and documentation
 - Material research & specifications
 - A/V or technology specifications
 - Build drawing review, redlines, and approvals
 - Materials
 - Material take-offs
 - Samples for client approval
 - Final production drawings for approval
 - Order all materials
 - Fabrication
 - Build of cabinets and casings
 - Wall builds
 - Furniture builds
 - Blocks build
 - Speaking tubes
 - Graphic production
 - Audio Visual Equipment
 - Touch Screen monitors
 - Sound Domes
 - Lighting
 - Computer equipment
 - Cables

Budget (cont.)

TOTAL :
\$73,913

Programming	
• Content development	
• Equipment programming	
• Testing	
• Graphic interface	
• Client collaboration	
On-site Walk Through	
• On-site or virtual walk-through of completed exhibit before installation	
• Punch list	
• Final Details	
Phase 3	
Installation review meeting	
• Install crew plan for installation review	
• Review project to make sure everything is ready for installation	
Packaging	
• Package all materials needed for installation and shipping	
• Package all exhibit materials and equipment	
Shipping/Travel	
• Load trucks	
• Unraveled on site to receive properties and examine for damage	
• Installation team to travel to site	
Installation	
• Prep area for keeping clean	
• Installation of structures	
• Installation of AV equipment	
• Begin testing of equipment	
• Walk through, punch list	
• Final Details	
• Clean up	

Reference Check

We built our first major exhibit, Legacy Hall, back in 2004. LH is a 7,500-square-foot athletic museum/hall of fame with more than 40 cases and 18 wall displays and a variety of kiosks. We had never done an exhibit design, fabrication and installation project of that magnitude and conducted a national search for a designer/builder. In 2016, we built a basketball practice facility (Marriott Center Annex) that also included an exhibit/museum. In the 12-years between these two large projects and the four years since the MC Annex, we've completed a variety of exhibits/displays in our academic center, student-athlete building, football stadium and several other athletic facilities.

We hired Unrivaled for the Legacy Hall project back in 2004. We met with, and took proposals from, companies all over the country. We chose Unrivaled because we loved their energy, passion and talents. It was a million dollar project and they deliver a million dollar product that won regional and national awards.

• Firm's performance vs. expectations	1	2	3	4	5
• Responsiveness of the firm (customer service)	1	2	3	4	5
• Quality of staff assigned to perform the field work	1	2	3	4	5
• Overall, how would you rate this audit firm?	1	2	3	4	5

We have hired Unrivaled for almost every large exhibit design, fabrication and installation project over the past 17 years. Exhibit projects can be challenging, time consuming and expensive. Time-after-time we've turned to Joel and Kyle at Unrivaled for design, fabrication and installation projects. They are the best.

One of the many things I love about Unrivaled is they are a true partner. They care about our projects and want to make sure the final product turns out the way we all envisioned it. They make our project their own and there is always great collaboration and teamwork.

Also, I trust Unrivaled 100-percent. They are completely honest. At the end of each project I know we are going get exactly what we envisioned and payed for.

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Senior Manager – Athletic Communications
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Reference Check

We used Unrivaled for our 2002 Olympic Winter Games Museum in 2004. We have used them ever since for all upgrades and remodels. We are currently in a major remodel using Unrivaled.

We chose Unrivaled because **they came with high recommendation from other organizations in 2004.**

• Firm's performance vs. expectations	1	2	3	4	5
• Responsiveness of the firm (customer service)	1	2	3	4	5
• Quality of staff assigned to perform the field work	1	2	3	4	5
• Overall, how would you rate this audit firm?	1	2	3	4	5

A group of our executive team actually visited Unrivaled yesterday in Ogden to check out an exhibit they are designing for us. **We will use Unrivaled exclusively and would highly recommend them.**

They are awesome!

Connie Nelson
Executive Director
Alf Engen Ski Museum Foundation
3419 Olympic Parkway

[thank you]

Any questions? Please ask!!!