CA2 VIVA VOCE

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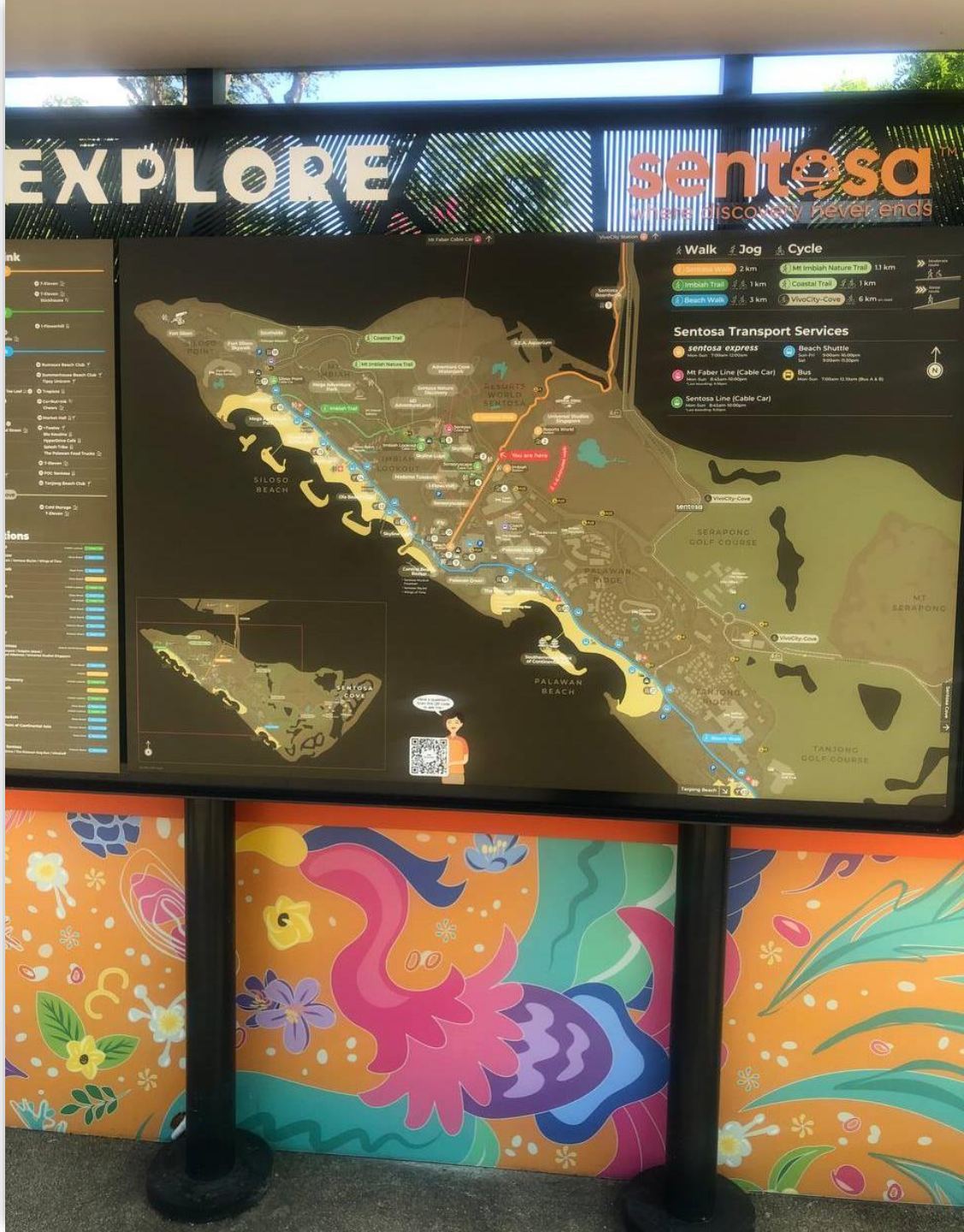
Problem Statement

- The pedestrian journey from VivoCity to Sentosa Boardwalk to Sensoryscape presents several wayfinding challenges:
- - Lack of continuous and intuitive signage guiding pedestrians from VivoCity to Sensoryscape.
- - Inconsistent visual cues and absence of tactile or audio guidance for Persons with Disabilities (PwD).
- - Overwhelming or missing directional information at key junctions along the boardwalk.
- - Limited reassurance signage to confirm users are on the correct path.
- An improved pedestrian-focused wayfinding system is needed to enhance accessibility, clarity, and confidence for all users navigating this route on foot.



Research Insights

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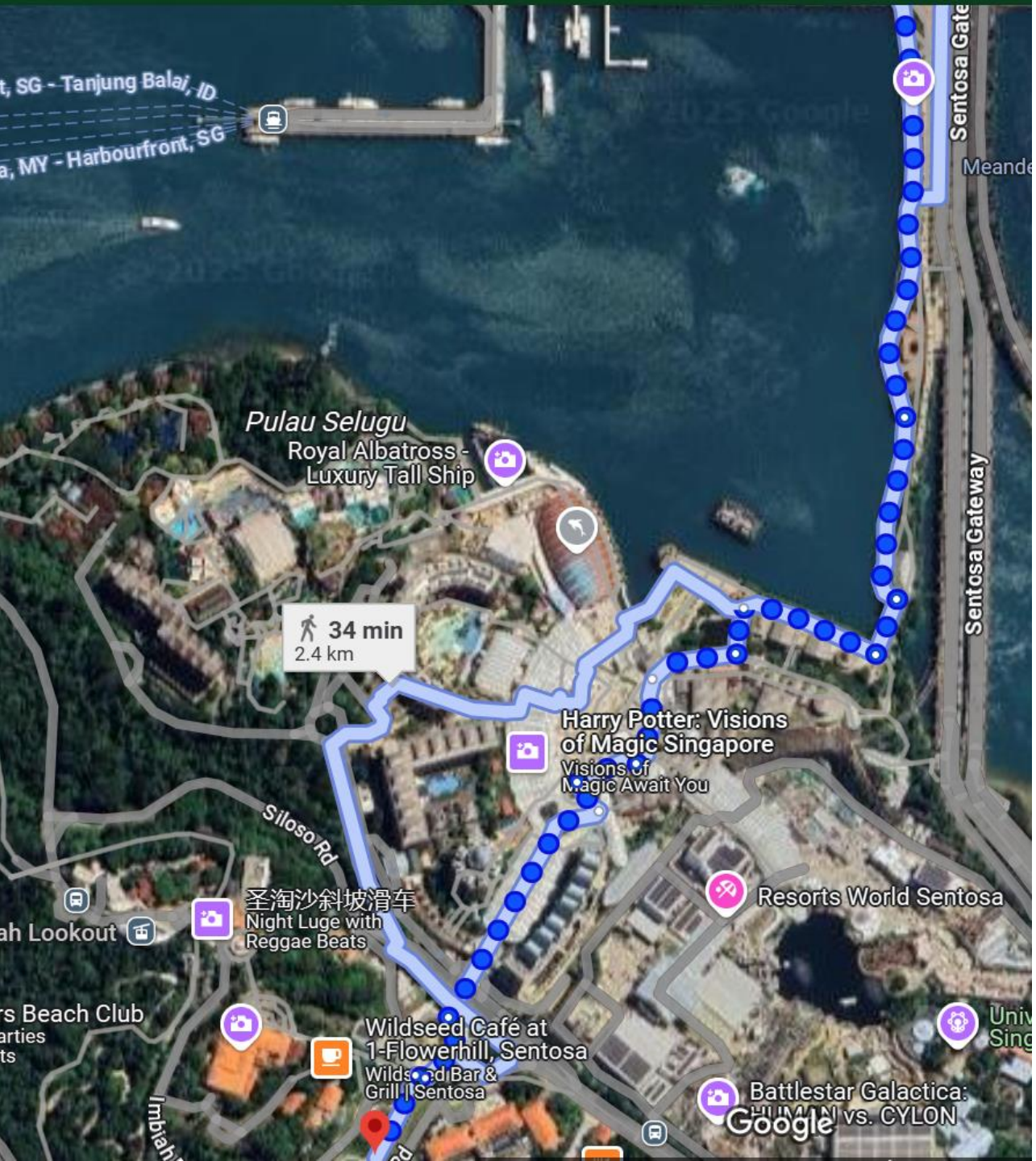
- Isovist Analysis:
- - Visibility along the boardwalk is obstructed by vegetation and curves, reducing orientation.
- Decision Points:
- - Entry from VivoCity to boardwalk.
- - Junctions along the boardwalk and near Sensoryscape.
- Reassurance Points:
- - Few signs confirming direction between VivoCity and Sensoryscape.
- Accessibility Observations:
- - No tactile paving or audio cues for visually impaired users.
- - Lack of clear indicators for accessible pedestrian routes.



User Journey

- Before Arrival:
- - Online maps do not clearly highlight pedestrian-friendly routes from VivoCity to Sensoryscape.
- - No pre-arrival guidance for PwD on accessible walking paths.
- During Arrival:
- - Confusing entry from VivoCity to boardwalk.
- - No consistent signage guiding users to Sensoryscape.
- - Absence of tactile paths and audio cues.
- After Arrival:
- - Difficulty locating Sensoryscape entrance.
- - No reassurance signage or feedback mechanisms.
- Key Takeaway:
- The pedestrian journey lacks clarity, accessibility, and reassurance—especially for PwD. A redesigned wayfinding system can improve confidence and independence.

Concept & Strategy

- Design Concept:
- A pedestrian-focused wayfinding system that simplifies navigation from VivoCity to Sensoryscape, integrating clear visual cues and accessibility features.
- Strategic Approach:
- - Zoning & Color Coding: Distinct colors for Boardwalk and Sensoryscape zones.
- - Iconography: Universal icons for walking paths, sensory features, and accessibility.
- - Naming Conventions: Intuitive names like “Boardwalk Trail” and “Sensoryscape Gateway”.
- - Spatial Hierarchy: Clear signage layers from directional signs to reassurance markers.
- - Accessibility & Usability:
- - Tactile paths and audio signage.
- - Wheelchair-friendly route indicators.
- - Multilingual support for diverse users.

Design System

Color Coding

- - Zones are color-coded with sensory-friendly palettes:
- - Boardwalk – Soft Blue (calming)
- - Sensoryscape – Earthy Green (natural, grounding)
- - Transition Zones – Warm Beige (neutral, welcoming)

Iconography

- - Universal icons enhanced with sensory cues:
- - Footpath with texture symbol
- - Sound wave icon for audio guidance
- - Leaf and ripple icons for nature and water features

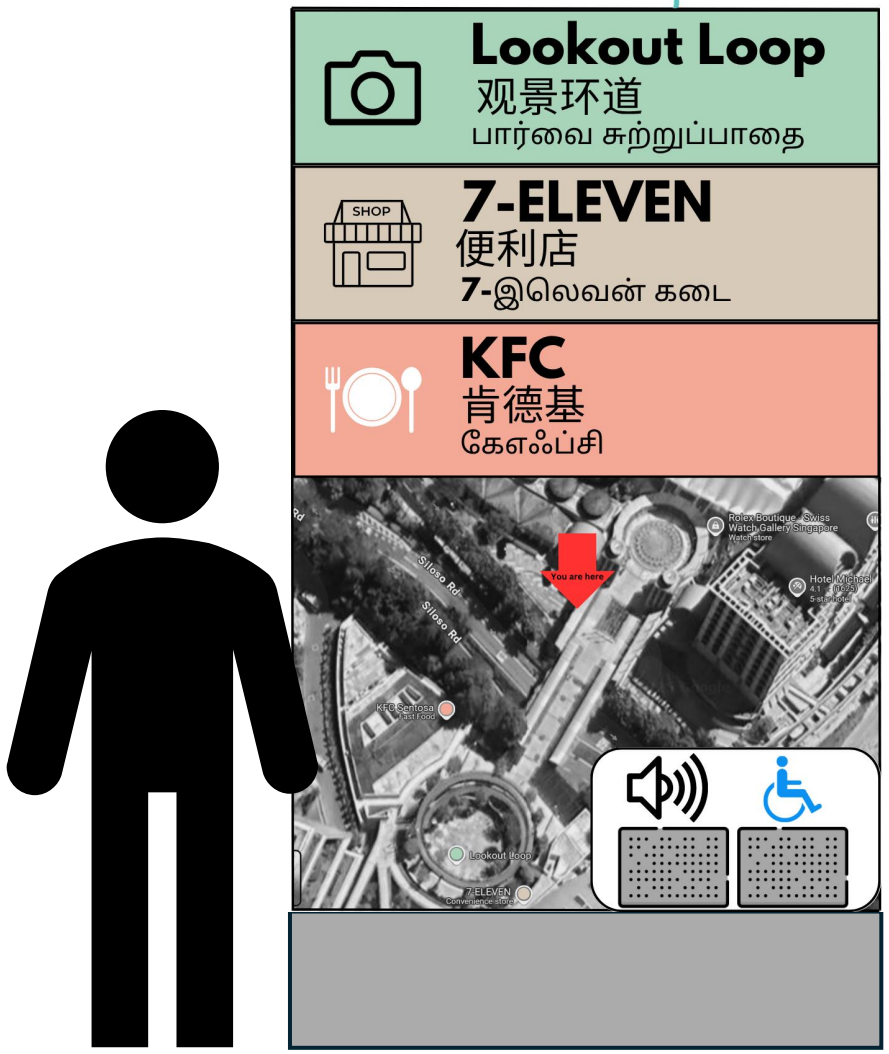
Naming Conventions
- Intuitive names aligned with sensory experience:
  - “Sensory Trail”
  - “Calm Path”
  - “Echo Point”

Spatial Hierarchy
- Signage structured to guide sensory engagement:
  - Primary signs: Entry to Sensoryscape with tactile and visual markers
  - Secondary signs: Directional arrows with textured backgrounds
  - Tertiary signs: Informational panels with QR codes for audio narration

Accessibility & Usability
- Textured surfaces on signage and paths
- Audio cues at decision points
- High-contrast visuals and large fonts
- Multilingual support

Prototype Showcase

sentosa sensory scape



sentosa sensory scape

Unique Features

- Multilingual Support:
- - English, Chinese, and Tamil signage for diverse users.
- Universal Icons:
- - Clear icons for walking paths, sensory features, and accessibility.
- Accessibility Indicators:
- - Icons for wheelchair access and tactile paths.
- Audio Guidance Feature:
- - QR codes for audio navigation along the boardwalk.
- Landmark-Based Orientation:
- - Use of familiar landmarks (e.g., VivoCity exit, boardwalk sculptures) and “You are here” markers.

Conclusion

- The proposed pedestrian wayfinding system:
- - Addresses navigation challenges from VivoCity to Sensoryscape.
- - Enhances accessibility with tactile paths, audio cues, and multilingual signage.
- - Improves user confidence through consistent visual hierarchy and landmark-based orientation.
- - Empowers all users to navigate independently and comfortably on foot.
- This solution transforms the walking experience into a more inclusive and intuitive journey.

Thank you

Any Questions?

Reflection Journal (RJ) question for Lesson 10:

"How does your wayfinding system anticipate common user mistakes or confusion—and how does it help users recover when they get disoriented?"

Along the pedestrian path from VivoCity to Sensoryscape, my navigation system is made to help and solve regular confusion. In order to help users begin their journey with trust, it starts by clearing up unclear entry points with primary signage that uses tactile and visual cues. The system employs a layered sign method —directional arrows, reassurance markers, and "You are here" signs—to direct and redirect users at intersections where vision is blocked.

QR codes give voice navigation and detailed information to help anyone who become lost on their own. In order to make navigation stick out, the system uses user-friendly naming conventions like "Calm Path" and "Echo Point," as well as multilingual signage in English, Chinese, and Tamil for a variety of users. Persons with disabilities can travel securely because to accessibility features like wheelchair-friendly indications, high contrast graphics, and tactile pathways. In conclusion , the design turns a potentially confusing journey into a welcoming, simple, and confident one.