



T378 CA2 PROPOSAL

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Introduction & Context

Sentosa Sensoryscape which is a newly developed and immersive multi-sensory attraction on Singapore's Sentosa Island, offers a unique and engaging environment designed to stimulate sight, sound, smell, touch, and taste. Its innovative design aims to provide visitors with a rich and memorable experience. Given the dynamic and diverse nature of this attraction, establishing an effective wayfinding system is important. Such a system is crucial not only for enhancing the overall visitor experience but also for ensuring accessibility for all individuals and facilitating seamless navigation throughout the expansive area. Our proposal aims to address these critical needs by designing a system that is intuitive, informative, and integrated with the Sensoryscape's unique thematic elements.

Challenge

Despite the innovative attractions and rich sensory experiences offered by Sentosa Sensoryscape, a challenge has been identified in visitor navigation. Specifically, visitors, particularly People with Disabilities (PwDs), frequently encounter difficulties in navigating from the Sentosa Boardwalk to the Sensoryscape venue.

This navigational issue often leads to confusion and frustration among visitors, thus diminishing their overall experience. The current wayfinding mechanisms appear insufficient in providing clear, consistent, and accessible guidance, creating barriers to entry and enjoyment for a diverse range of users. The objective of my proposal is to address this critical gap by proposing an engaging and inclusive wayfinding system. This system will be meticulously designed to cater to the needs of all visitors, with a particular emphasis on PwDs, ensuring seamless integration with the attraction's sensory theme, and making navigation intuitive, enjoyable, and universally accessible.

Proposed Improvements

- Physical Signage

For the physical signs that i want to create for Sensoryscape, i will want it to feature a consistent design of using materials or textures that evokes the Sensoryscape's theme such as perhaps (e.g., wood grain, stone texture) As for Colours, We should should use high-contrast colour palettes that can ensure legibility and is easily readable. Information will be Presented in english and a few secondary languages. As for sensory markers, we can add small but distinct physical installations along the path to SensoryScapes that serve as Reassurance Points

Proposed Improvements

- For Low Vision as well as Cognitive Impairments i want to implement

Introduce High Contrast Signage, large and clear typography as well as consistent iconography.

I can also introduce path and sign illumination as well as directional lighting for the signages and paths on the sentosa broadwalk as well as the places on sentosa so catch attention and ensure visibility.

- For people with Visual Impairment

I want to introduce tactile ground surface indicators such as directional strips which are long, raised lines embedded in the ground that will help to guide users along a path/ Adding raised dots before stairs/ramps or at places where there is a change in elevation can help to alert users. Introducing braille and raised text signage will be helpful as well as it provides simplified and relief at key information points which allows visually impaired users to understand the layout through touch. Adding audio beacons, which are discreet sound emitters that plays unique themed sounds to guide users towards specific attractions or decision points. As well as ambient soundscapes, which can serve as subtle auditory landmarks or reassurance points.

User Journey

- Stage 1 : Arrival at Sentosa Boardwalk Entrance (Initial Decision Point)

A primary directional sign will be immediately visible upon exiting vivocity with a few more signages along the sentosa boardwalk. Add more signages to direct them to the end of the Sentosa Boardwalk.

- Stage 2 : Arrival at Sentosa Boardwalk Exit

Add a multi-directional signage to the different attractions in RUS to guide people to their destination

- Stage 3 : Navigating the Main Pathway (Reassurance Points)

Put subtle flowing light patterns embedded in the ground visually guide the user especially when in shaded or evening conditions. Strategically place sculptural elements with unique textures and themed ambient sounds to direct people to SensorScapes

- Stage 4 : Approaching a Zone Transition

A distinct architectural feature marking the entrance to SensorScape.

- Stage 5 : Arrival at Sentosa SensorScape Entrance (Destination)

Put a large and visually striking which clearly states "SensorScape" at the main entrance to reassure the people that they have reached their destination.

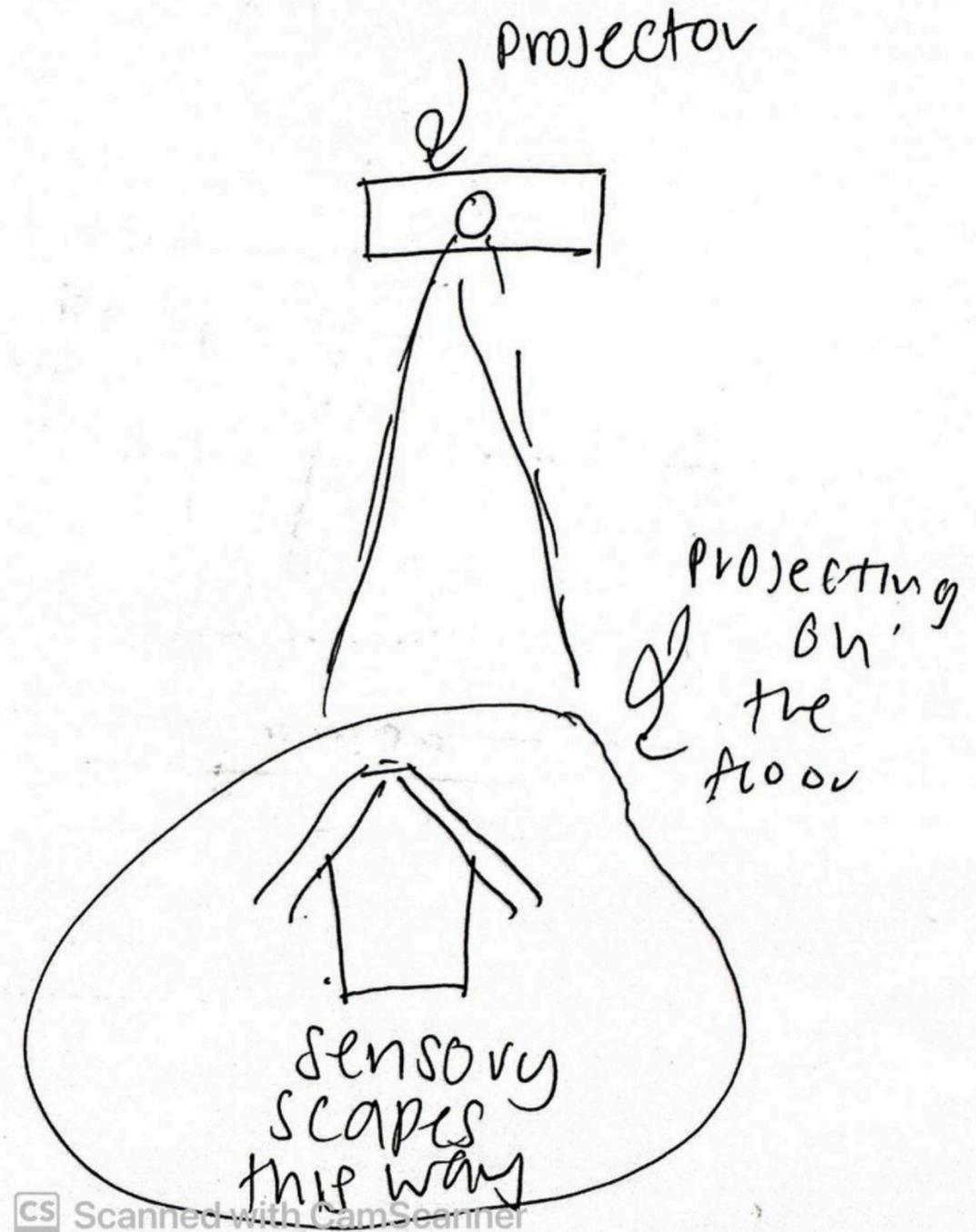
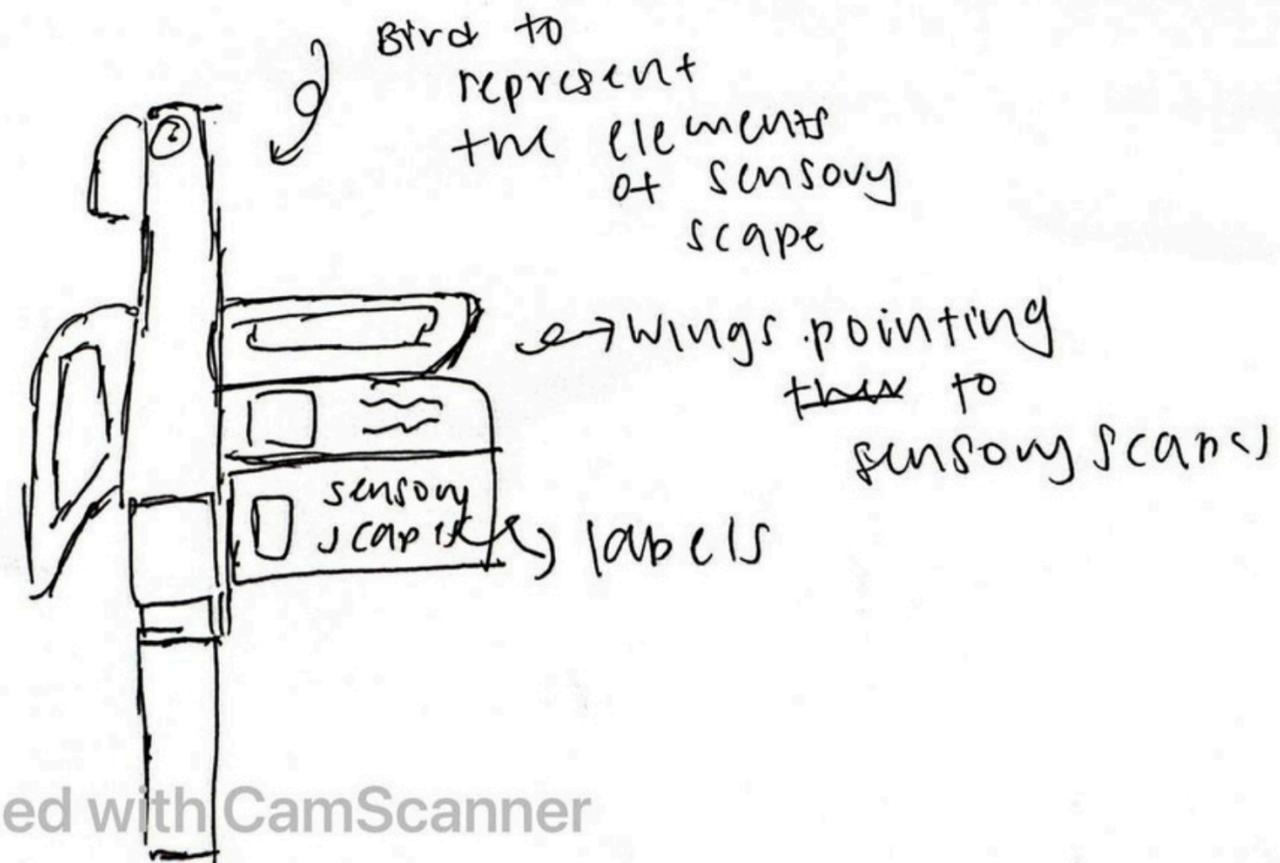
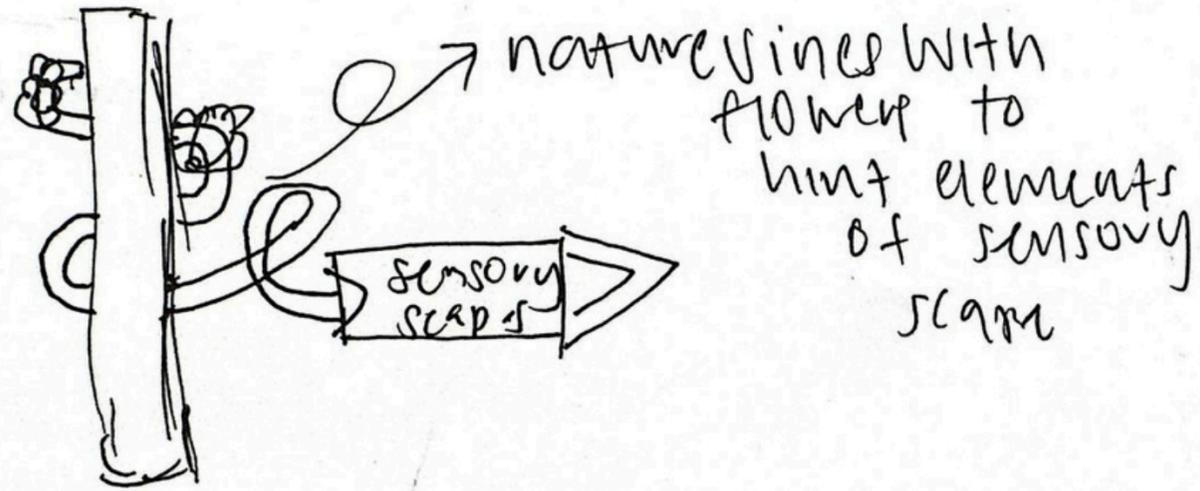
Designated Placements in Sentosa Boardwalk



Designated Signage Placements in RWS



Signs



Proposed Improvements

Simulated Map



Current Location: Sentosa Boardwalk Entrance

Type: Decision Point

Welcome to Sentosa Boardwalk. The path to Sensoryscape begins here.

Sensory Cues:

- 🔊 **Audio:** Gentle ambient music, subtle chimes indicating direction.
- 🗣️ **Visual:** Large directional sign with Sensoryscape logo, bright pathway lighting.
- ♿️ **Tactile:** Distinct tactile ground surface indicators (TGSIs) leading forward.

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Simulated Map



Current Location: Mid-Boardwalk Path

Type: Reassurance Point

You are on the correct path. Enjoy the view!

Sensory Cues:

- 🔊 **Audio:** Calming ocean sounds, distant bird calls.
- 🗣️ **Visual:** Consistent pathway lighting, themed banners.
- ♿️ **Tactile:** Smooth, consistent paving with occasional textured markers.

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Proposed Improvements

Simulated Map



Current Location: Intersection towards Sensoryscape

Type: Decision Point

Turn left here towards the Sensoryscape entrance.

Sensory Cues:

- 🔊 **Audio:** A unique, gentle melodic cue indicating a turn.
- 🗎 **Visual:** Prominent directional arrow pointing left, interactive kiosk nearby.
- 👤 **Tactile:** Warning TGSIs before the turn, then directional TGSIs for the left path.

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Simulated Map



Current Location: Sensory Path Segment

Type: Reassurance Point

Continuing on the sensory path. Notice the unique textures and sounds.

Sensory Cues:

- 🔊 **Audio:** Varying ambient soundscapes (e.g., rustling leaves, gentle water).
- 🗎 **Visual:** Subtle light patterns on the ground, themed art installations.
- 👤 **Tactile:** Varied textures on handrails and path edges.

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Simulated Map



Current Location: Sentosa Sensoryscape Entrance

Type: Destination

Welcome to Sentosa Sensoryscape! Your journey has begun.

Sensory Cues:

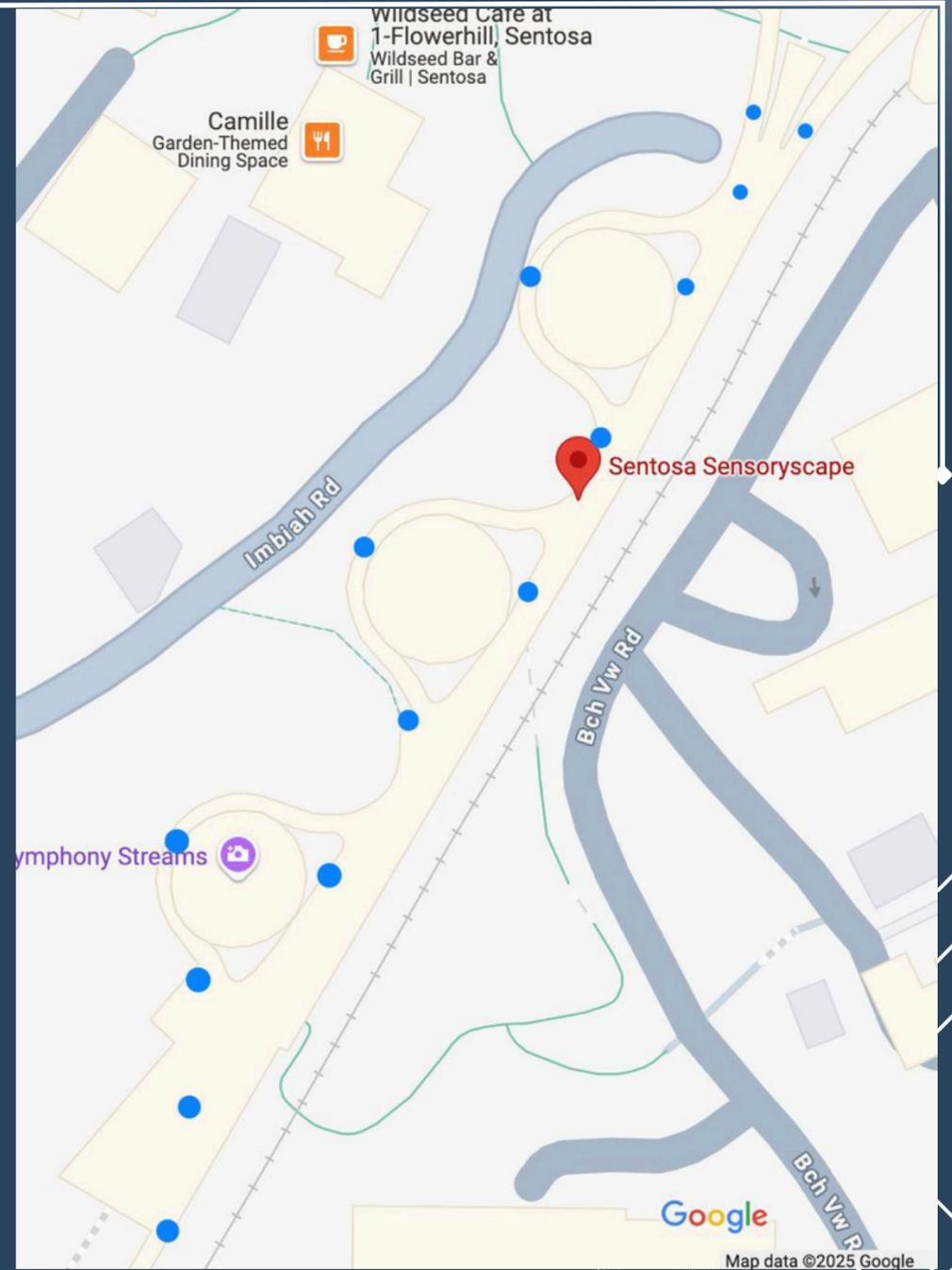
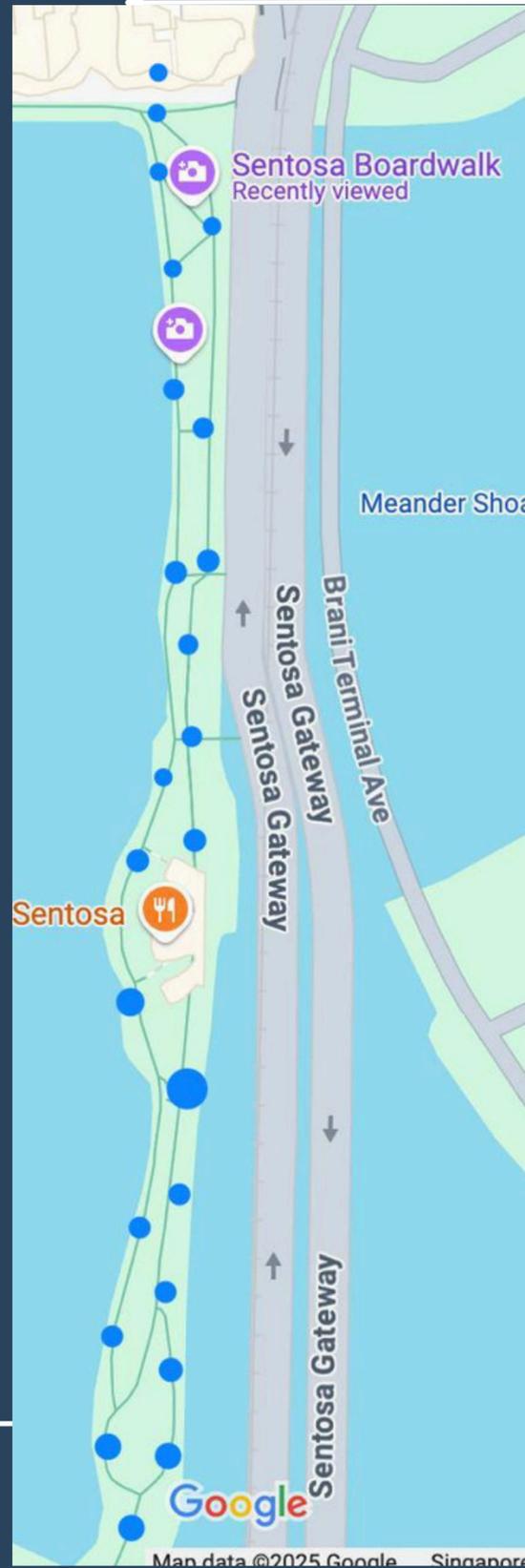
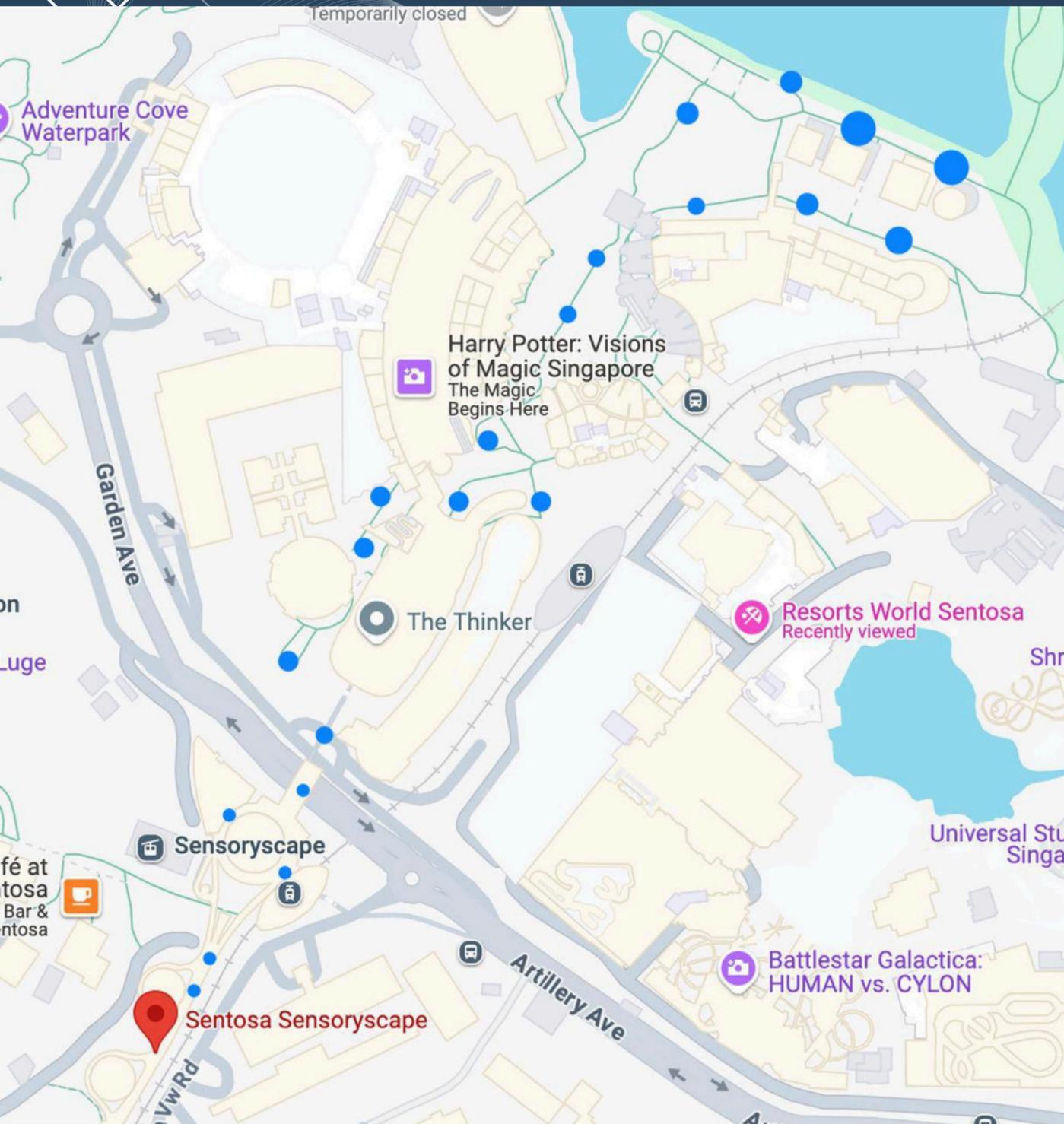
- 🔊 **Audio:** Uplifting and distinct theme music for Sensoryscape.
- 🗎 **Visual:** Grand entrance archway, vibrant lighting, large welcome sign.
- 👤 **Tactile:** Distinctive entrance paving, tactile map of Sensoryscape.

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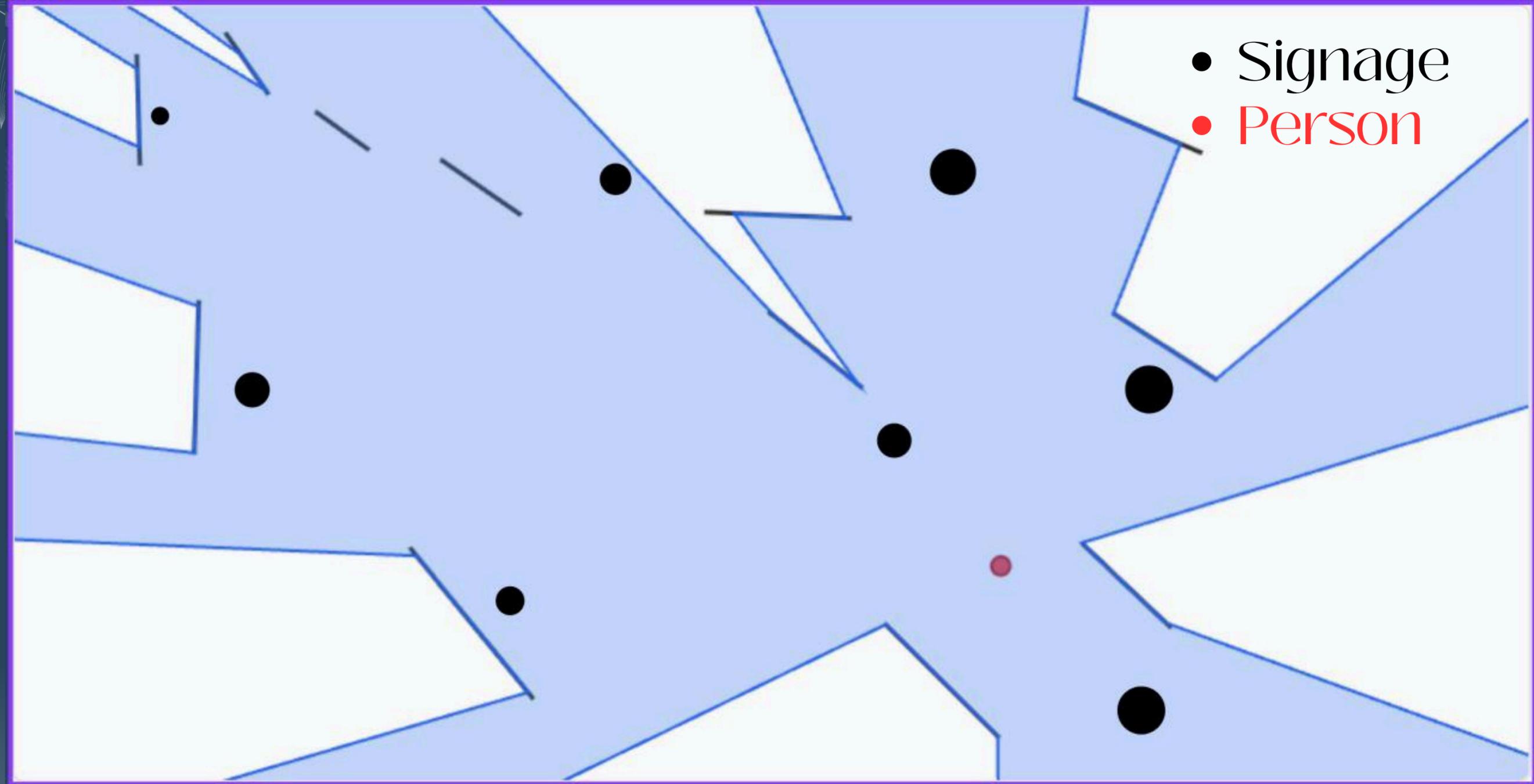
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• Signage



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Map

Sensory Gardens

1. Lookout Loop
2. Tactile Trellis
3. Scented Sphere

4. Symphony Streams
5. Palate Playground
6. Glow Garden

Landmarks

7. iFly Singapore
8. Beach Station
9. The Outpost Hotel Sentosa & Village Hotel Sentosa

10. Oasia Resort Sentosa
11. Imbiah Station
12. Merlion Station

13. Madame Tussauds Singapore
14. 1-Flowerhill

Legend

- ▲ Key Access
- Amenities



Reflection Journal

My wayfinding system anticipates and prevents common user mistakes such as missing a sign, as some users may be distracted hence looking at their phone, hence i use a unique soundscape. So if a user misses the sign they may still see the glowing arrow on the ground or hear the distinct audio, this multi-sensory approach ensures that even if one cue is missed, another will provide the necessary information. My wayfinding system also helps users to recover when they get disoriented hence our reassurance points will help to serve as a 'breadcrumb trail'. A lost user then can simply locate the nearest marker and provides a clear reference point



THANK YOU