

THE TORTOISE

WHAT

Pavilion that moves

- every day or throughout the day
- everytime a different random site
- pavilion needs to be spotted by visitors

Pavilion that physically expresses emotions potentially based on

- amount of people
- temperature, sun, rain
- social attention
- emissions, pollution
- water consumption
- electronic devices
- sound levels
- tides

Souvenirs based on pavilion emotions

WHY

- quest, adventure
- mystery
- creating attention
- stimulate movement
- avoid queues



HOW

Deconstructable, folding, inflatable structure

- temporary
- transported externally (trucks)

Configurable in different modes

- multiple appearances,

3d printed souvenirs generated by the data of emotions

Collecting data via sensors, social media

