



# REALM WANDERERS:

## The Kingdom of Malvara



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# Statement of Intent

This project aims to create an immersive environment, designed to reduce social isolation and promote socialisation, collaboration, and teamwork. The facility will function as a hybrid venue, blending elements of an escape room with a quest driven adventure. By incorporating game mechanics, spacial exploration, and story telling, this venue will offer participants a sense of connection through a collective problem solving adventure.

## Game Structure



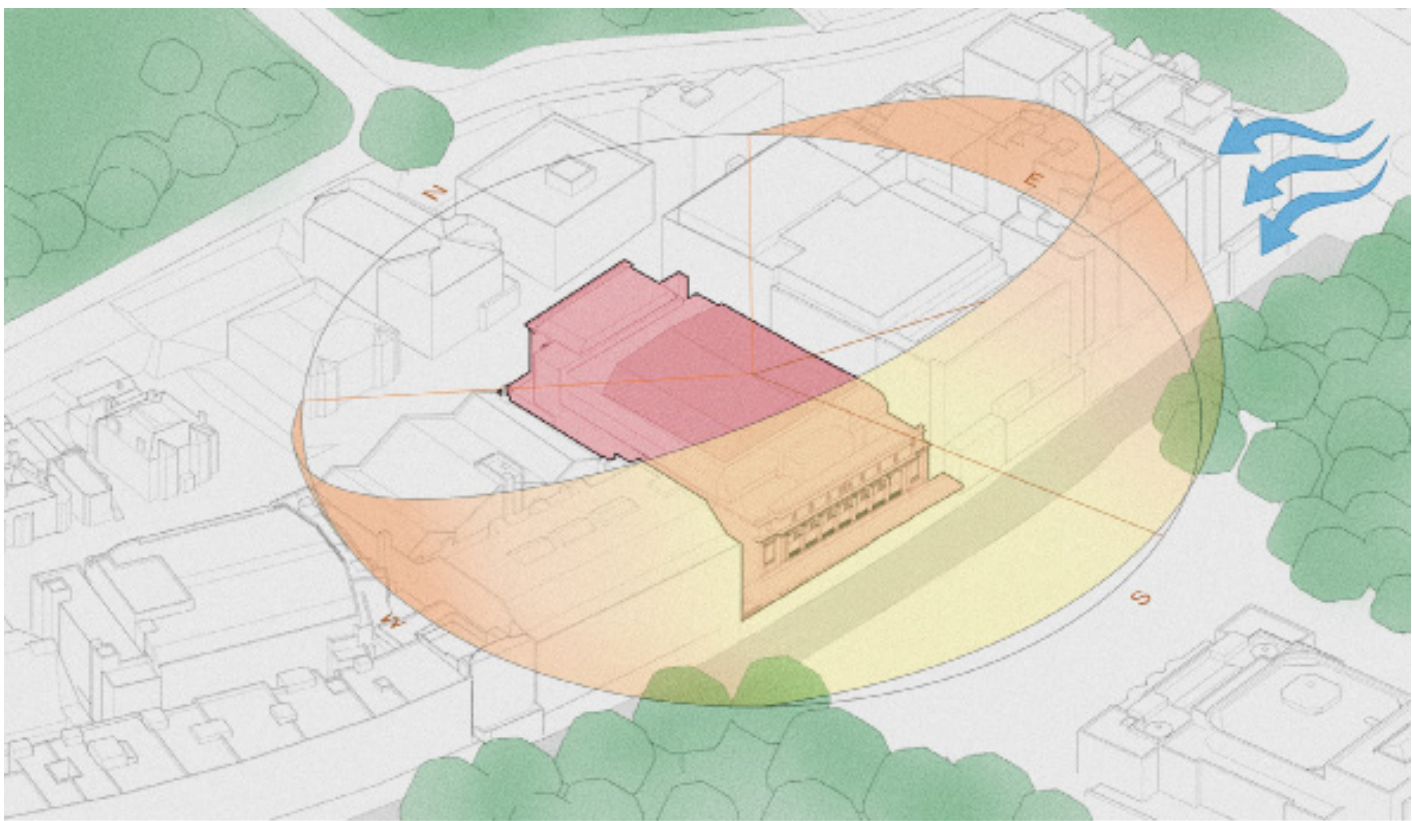
## Addressing the Problem

The UK is growing in demand for site-based immersive experiences.

- The rise in transportation and lodging costs, cause customers to rethink how they spend their money.
- Venues which take less time to travel to are more financially accessible and help create lasting memories.

27% of adults in the UK report feeling lonely always, often,

7% of adults in the UK experience loneliness frequently.



## Users

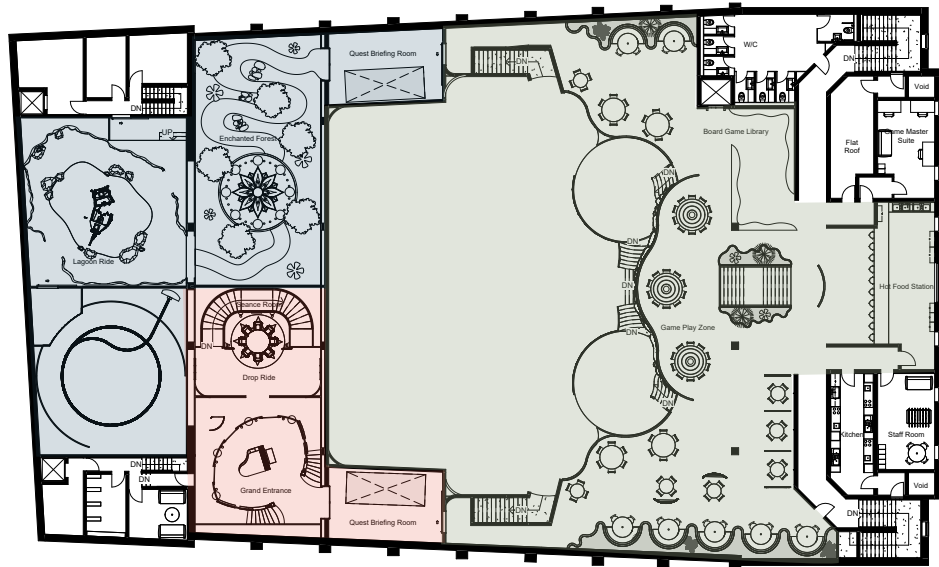
For who: Designed for tourists and Bournemouth’s local community, such as:

- **Families** seeking an interactive and physically engaging entertainment.
- **Young adults** looking for new social experiences.
- **Corporate groups** interested in team building activities to enhance collaboration and communication between staff.

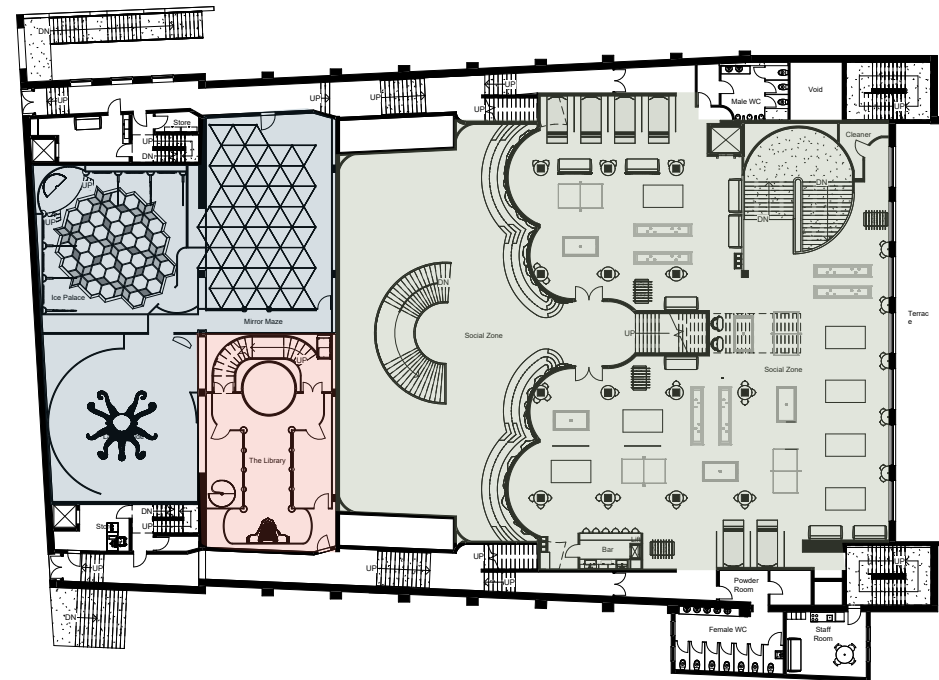


# Design Proposal

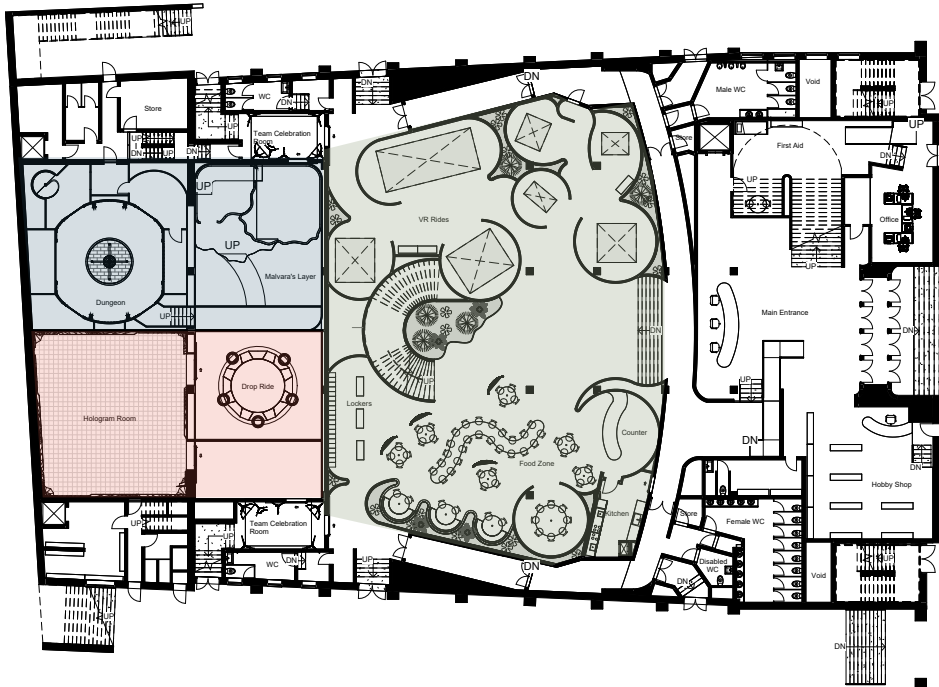
Second Floor



First Floor

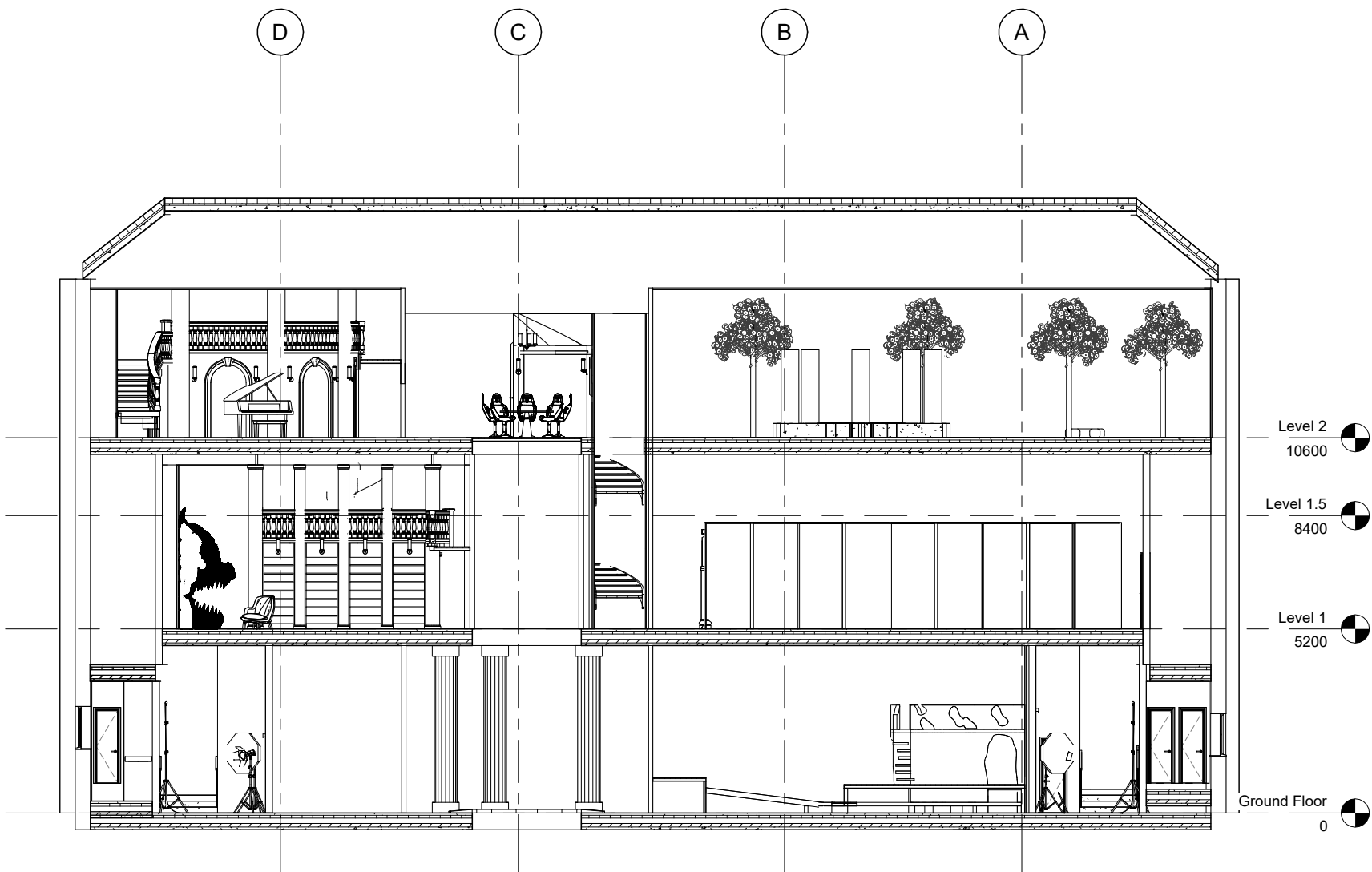
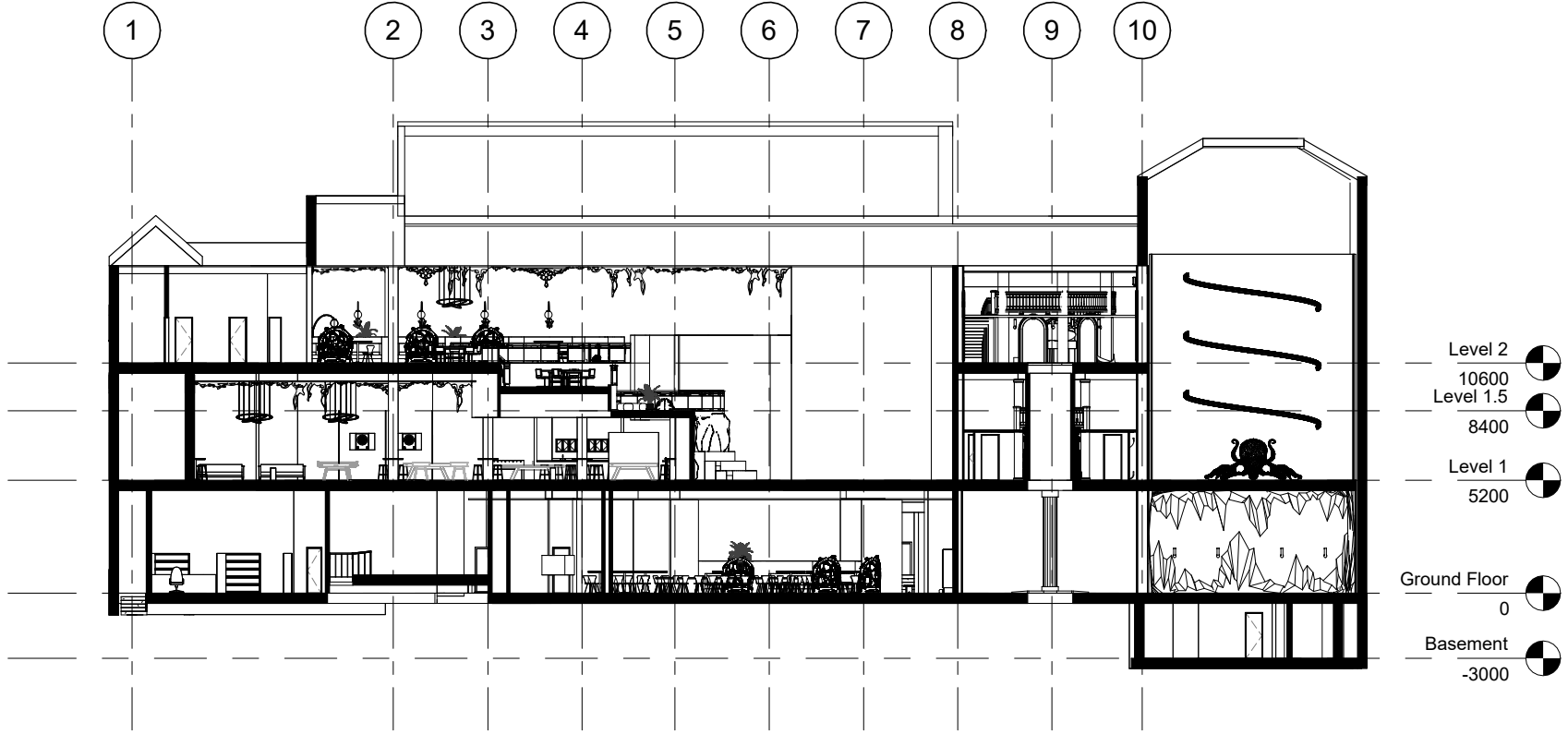
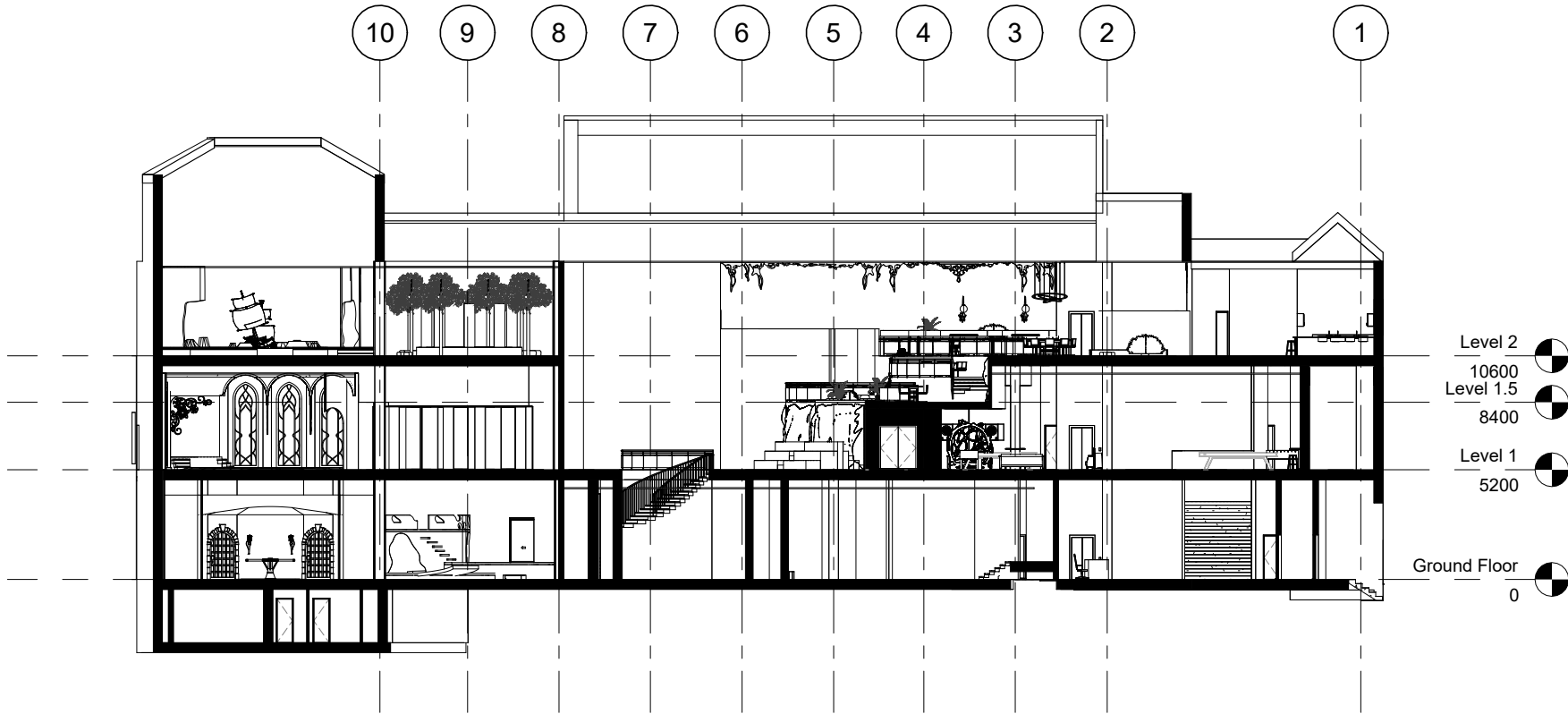


Ground Floor



## Master Plan

- Social Zone
- Quest 1
- Quest 2



The venue is split into two main sections: The quests zone and The social zone. This way participants can enjoy a private group session or be amongst other social groups. The social zone includes, immersive games, loud games, and quiet games - these are all spit between different levels to accommodate noise levels.



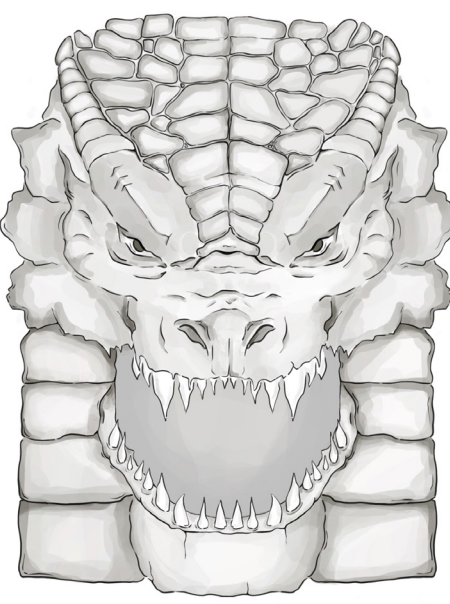
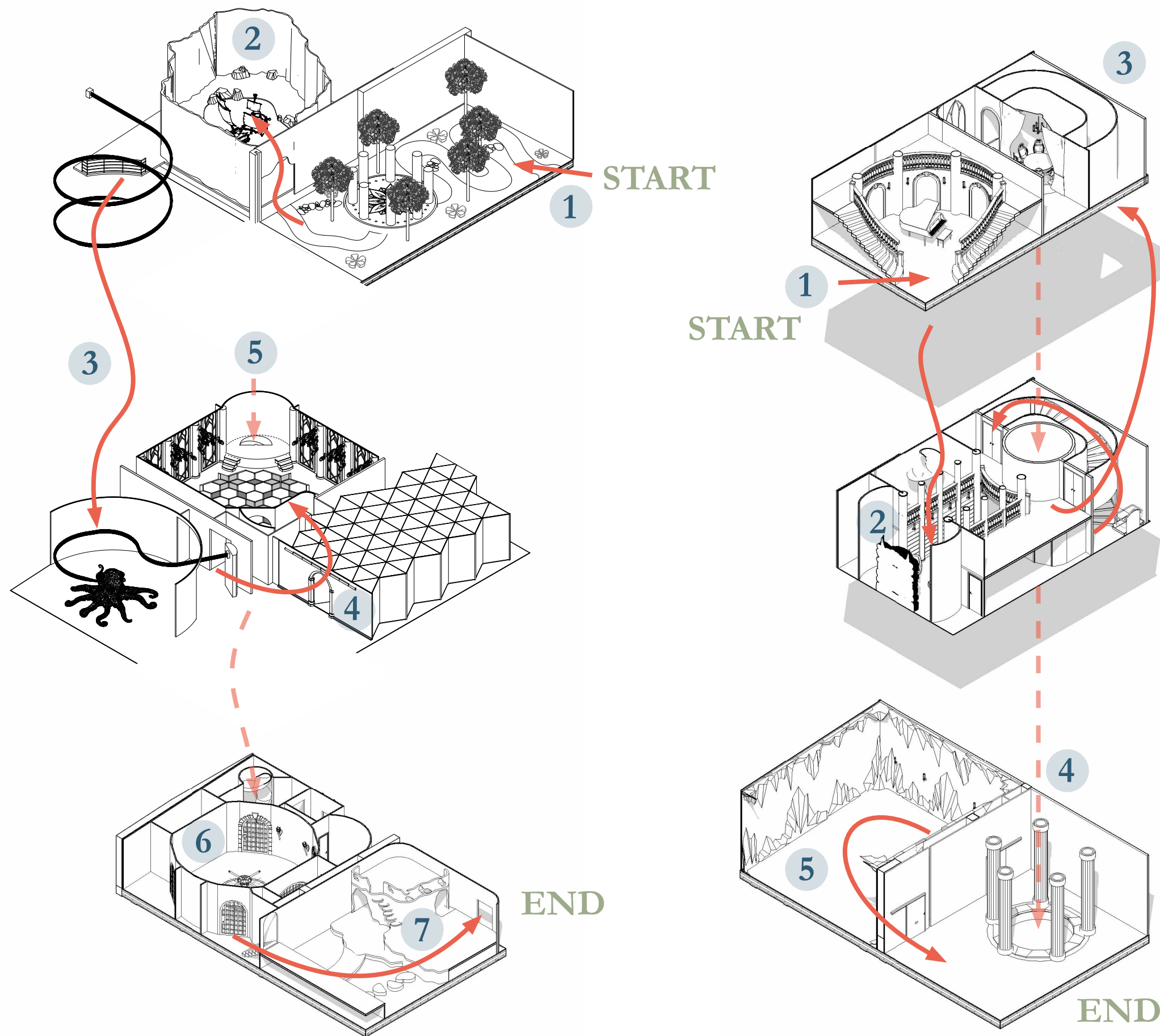
# Quest 1 Journey

# Quest 2 Journey

# Design Development

## Immersion and narrative:

Each floor and room will represent a chapter of the cohesive storyline. The project will integrate set design, thematic elements, and sensory experiences to transport the users into an alternative world. The design will use mood lighting, sound spaces and visual storytelling to lead the users through their journey.



# Design Development

## Interactive zones:

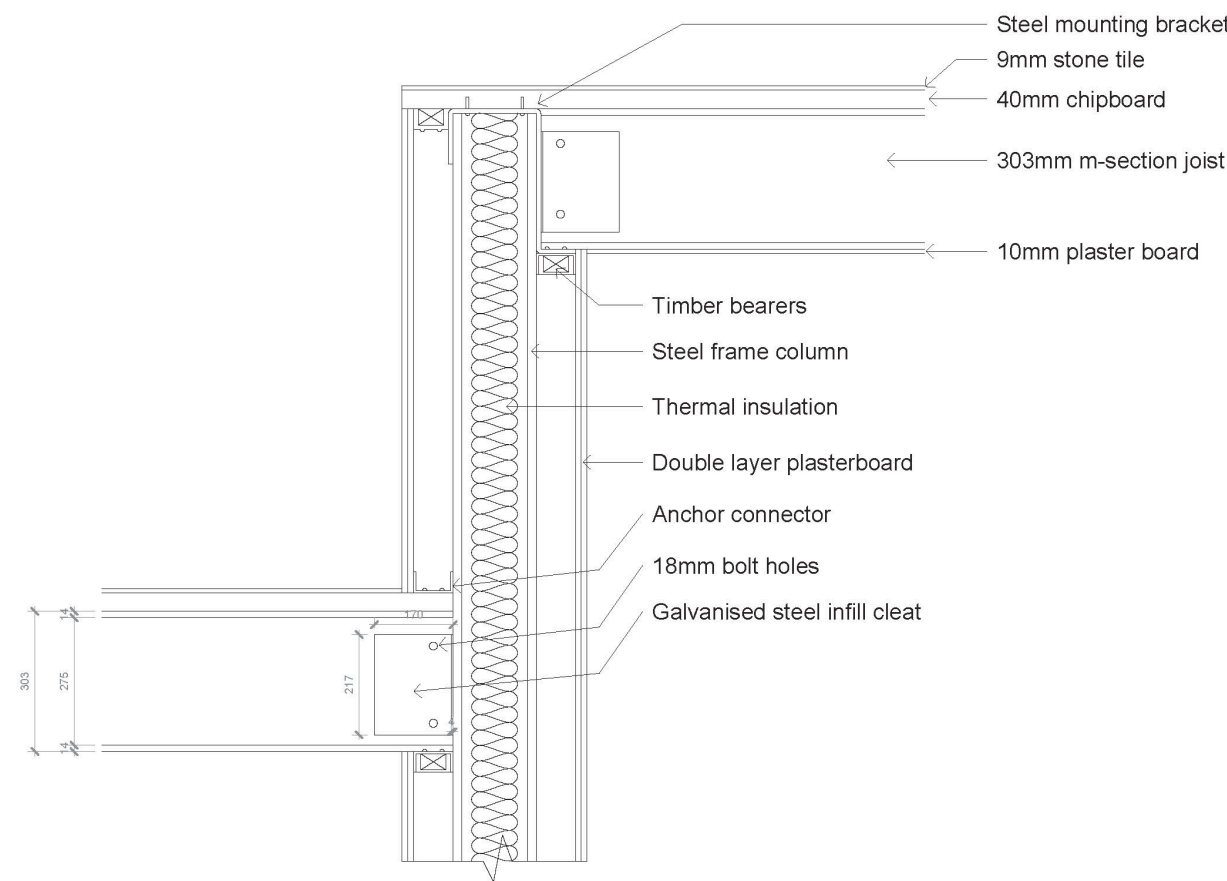
The small scale ride and simulations experiences, will offer the users moments of exhilaration and adrenaline rushes. These interactive elements will be embedded into the design, maintaining flow and coherence while enhancing the sense of adventure.



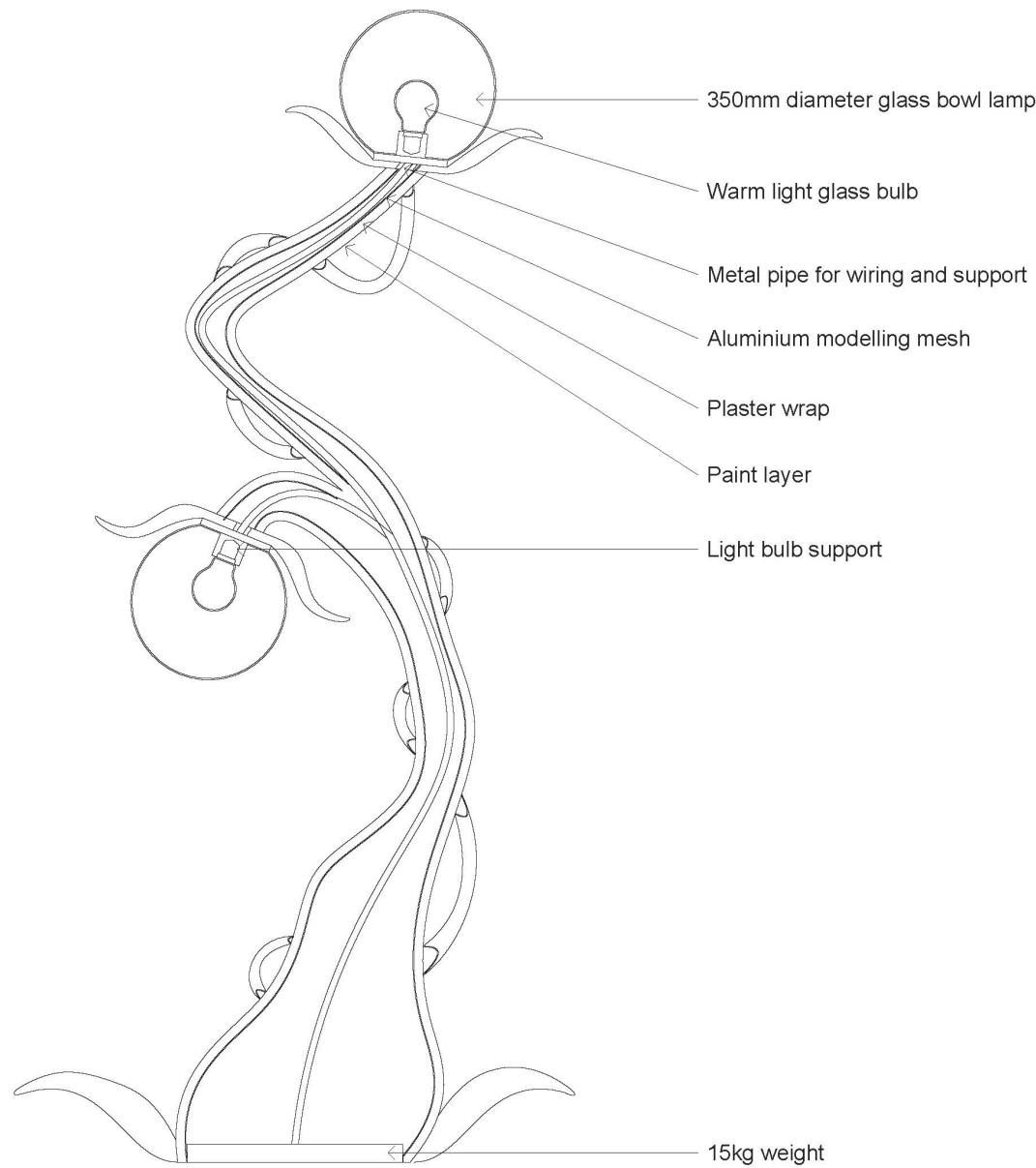
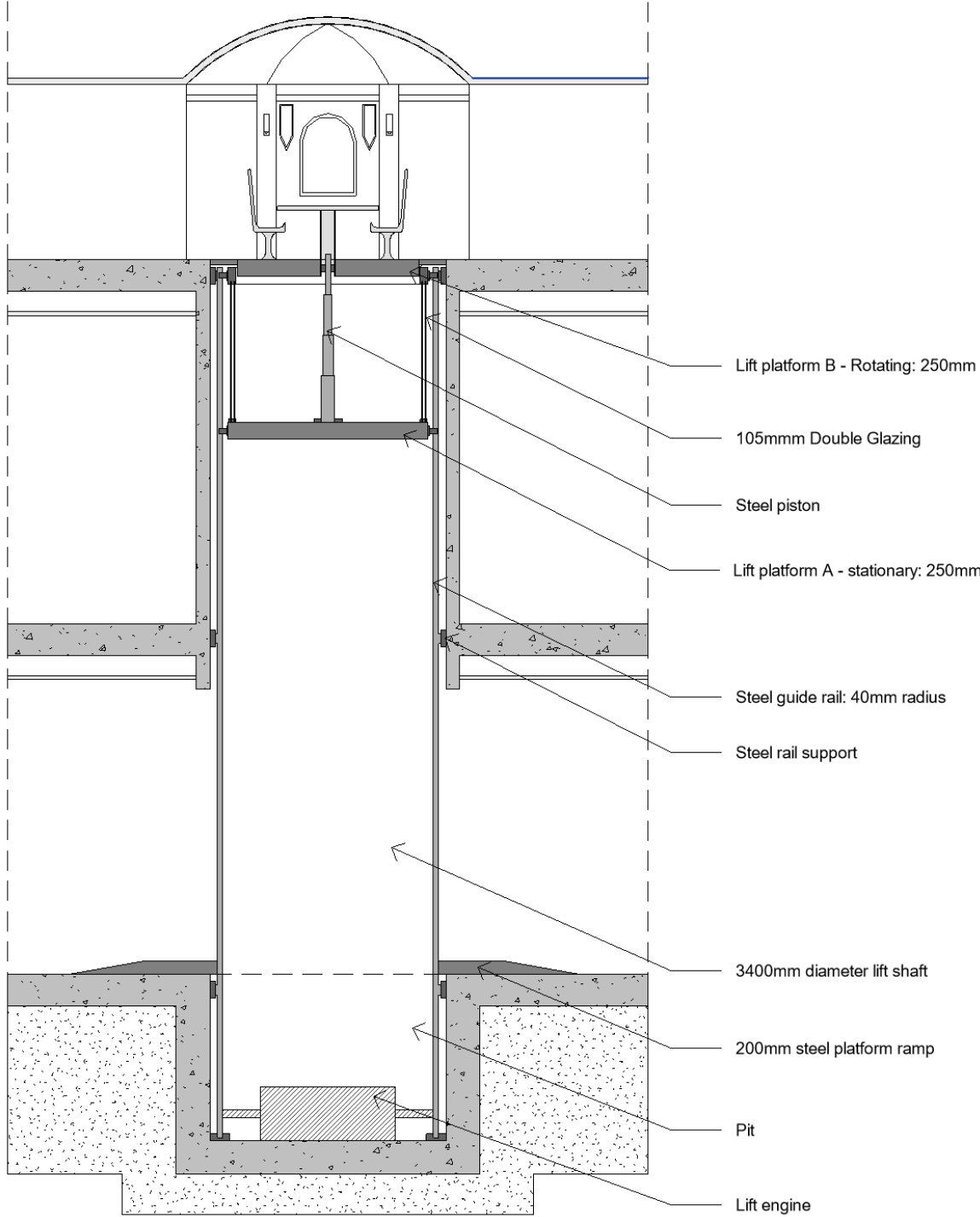
# Detail Area



# Key Component Detailing



1 Layered Mezzanine Floor Joinery  
1 : 10



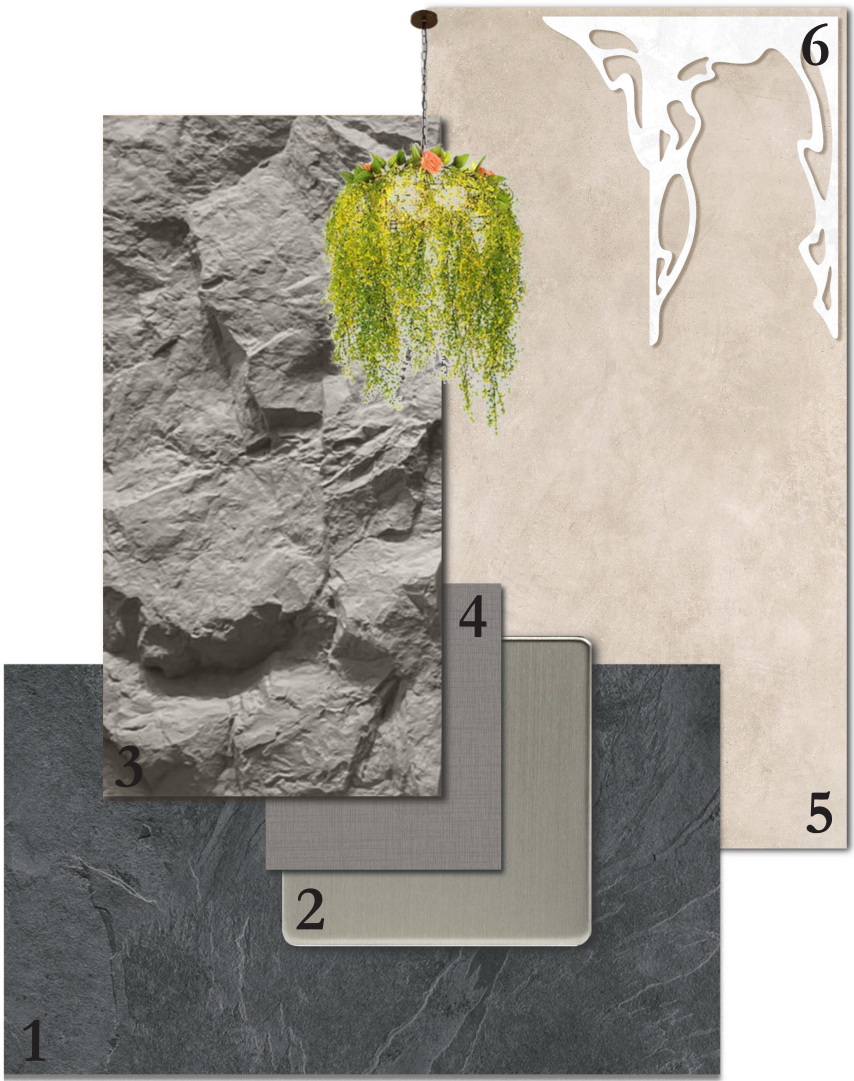
1 Flower lamp  
1 : 10

# Multi-level exploration:

The vertical journey will be a central feature of the experience. The quest will require users to navigate between different levels of the building for a physically immersive experience. The use of slides, ramps, lifts, and rides will be creatively integrated into the storyline as transition zones between narrative segments.

# Materials for the Social Area

- 1.Slate Tiles
- 2.Brushed Chrome
- 3.Molding paste
- 4.Durable fabric cover
- 5.Limewash Paint
- 6.Recycled Plastic



1 Section 4  
1 : 20

