

Otis

About Otis

Claudia, Amy, Anita and Michelle

- Real-world design experience
- Diversified collaboration
- Genuine Impact
- Expand our skills and portfolio

Bad Welcomes

- Confusing navigation
- Poor spatial distribution
- Exclusive design
- Too commercially driven
- Excessive sensory stimulation



ARN. (2018). *JB Hi-Fi sees NZ sales fall*.
<https://www.arnnet.com.au/article/633256/jb-hi-fi-sees-nz-sales-fall/>

Good Welcomes

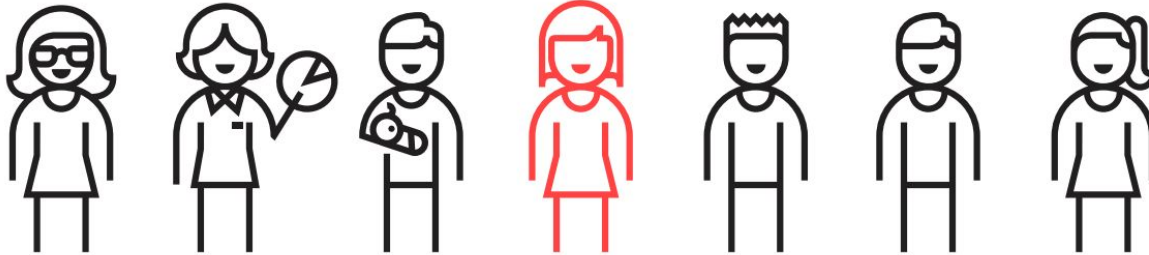
- User Appropriate
- Inviting
- Fitting colours/tones
- Communication of the spaces configuration
- Clear and intuitive spatial organisation
- Manaakitanga



Stephenson & Turner. (2014). *Starship Hospital*.
<https://www10.aeccafe.com/blogs/arch-showcase/2014/11/20/starship-childrens-hospital-in-auckland-newzealand-by-stephenson-turner/>

Good Welcoming Experience Criterias

- Inclusive design
- Gradual transition
- Good spatial distribution
- Clear delivery of information



Aspect of welcoming experiences we might consider

- Accessibility for all users
- Use of light
- Overall sensory experience
- Hygienic and safe precautions
- Facilitating ease of travel (both private and public