SPEAKING YOUR LANGUAGE: SHOWCASING STORIES OF SUCCESS



ADVENT®

ADVENT CREATES EXPERIENCES THAT MOVE PEOPLE ®

El Arroyo Lustin

ACCIDENTALLY DRANK INVISIBLE INK, I AM NOW AT THE HOSPITAL WAITING TO BE SEEN



COLLEGE CHOICE STUDY

LEARN WHAT DRIVES A PROSPECTIVE STUDENTS CHOICE



collegechoicestudy.com

COLLEGE CHOICE STUDY

LEARN WHAT DRIVES A STUDENT-ATHLETE'S CHOICE







DR. DARIN WHITE

EXECUTIVE DIRECTOR
CENTER FOR SPORTS ANALYTICS



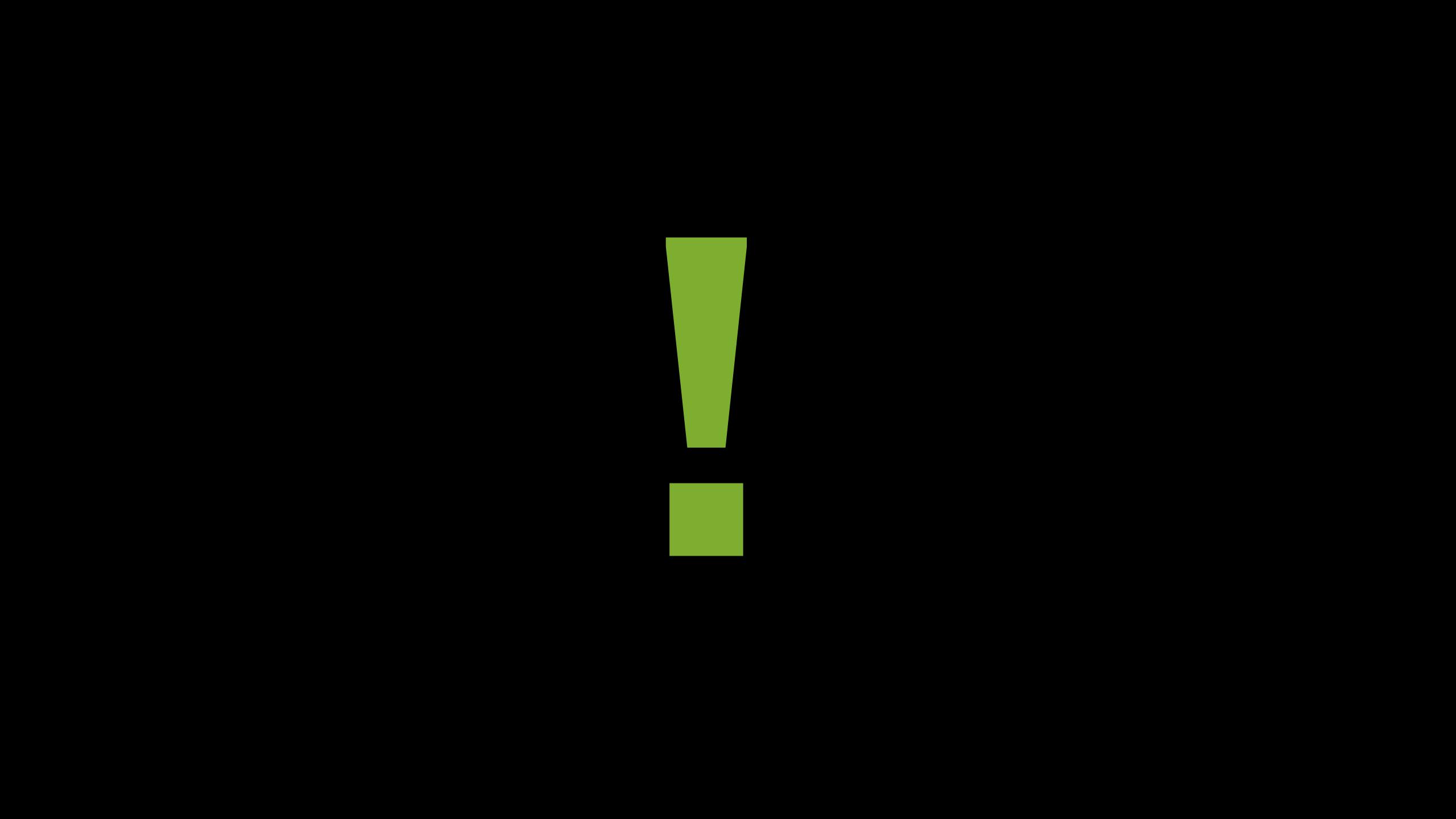
DRIVER OF DRIVERS

AS A STUDENT PERCEIVES THE QUALITY OF AN ACADEMIC BUILDING TO INCREASE

THE PERCEPTION OF THE QUALITY OF THE FACULTY ALSO INCREASES.

THE BETTER THE BUILDING

THE BETTER THE FACULTY



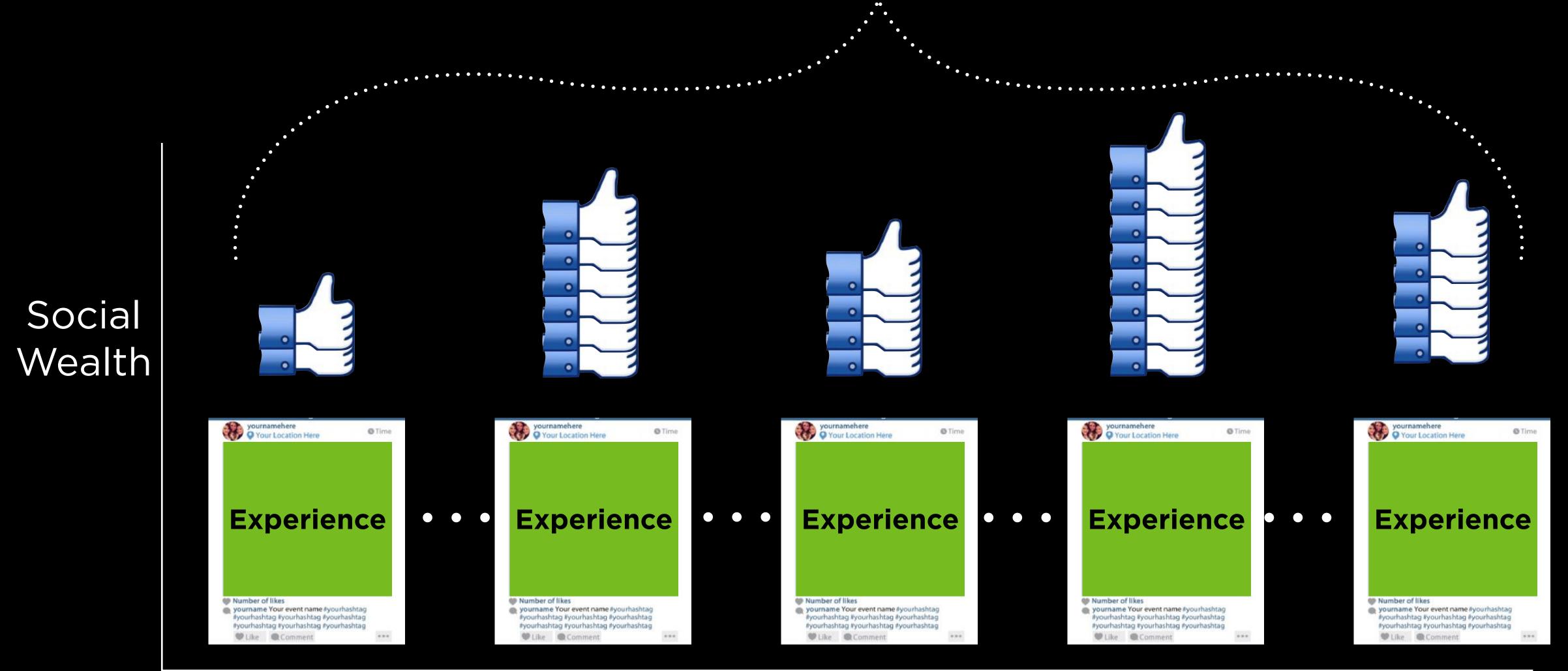
COLLEGE CHOCKE STUDY **TOTAL COLLEGE** **TOTAL CO



grace.johnson@adventmovespeople.com

CURATORS

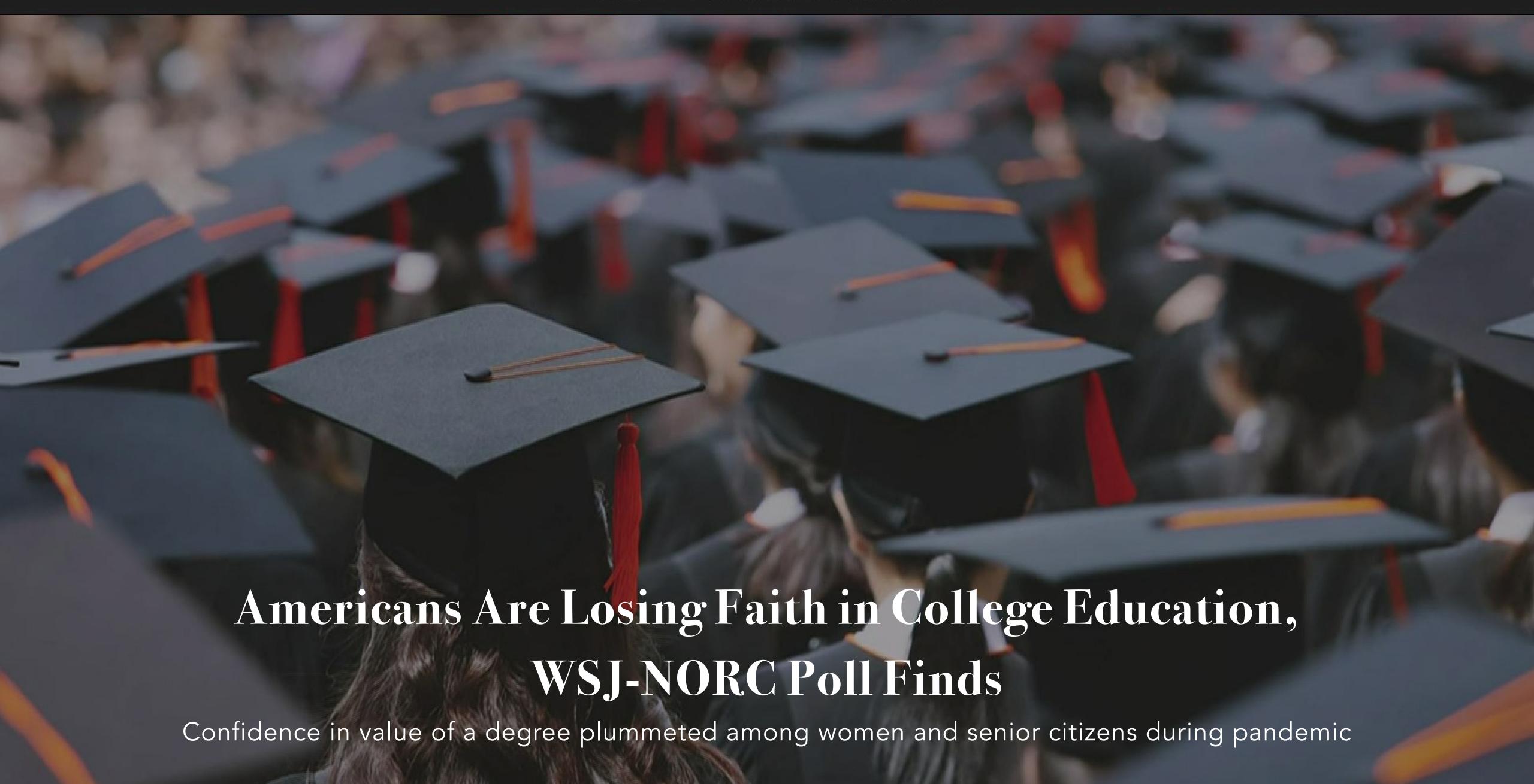
STORY



Time

CHALLENGING ENVIRONMENT

THE WALL STREET JOURNAL.

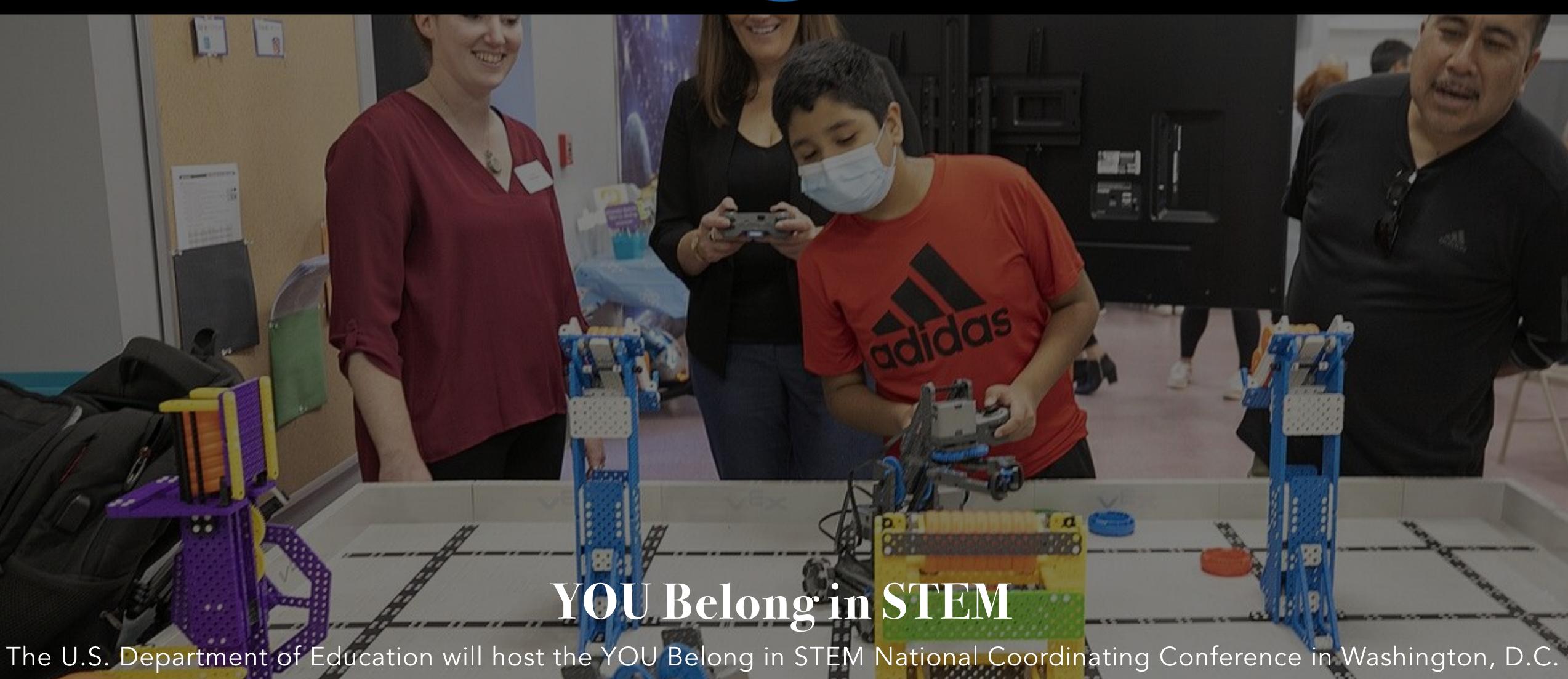


Forbes



Donations of \$100 of less made up 43% of all charitable gifts to higher education institutions in fiscal year 2023.



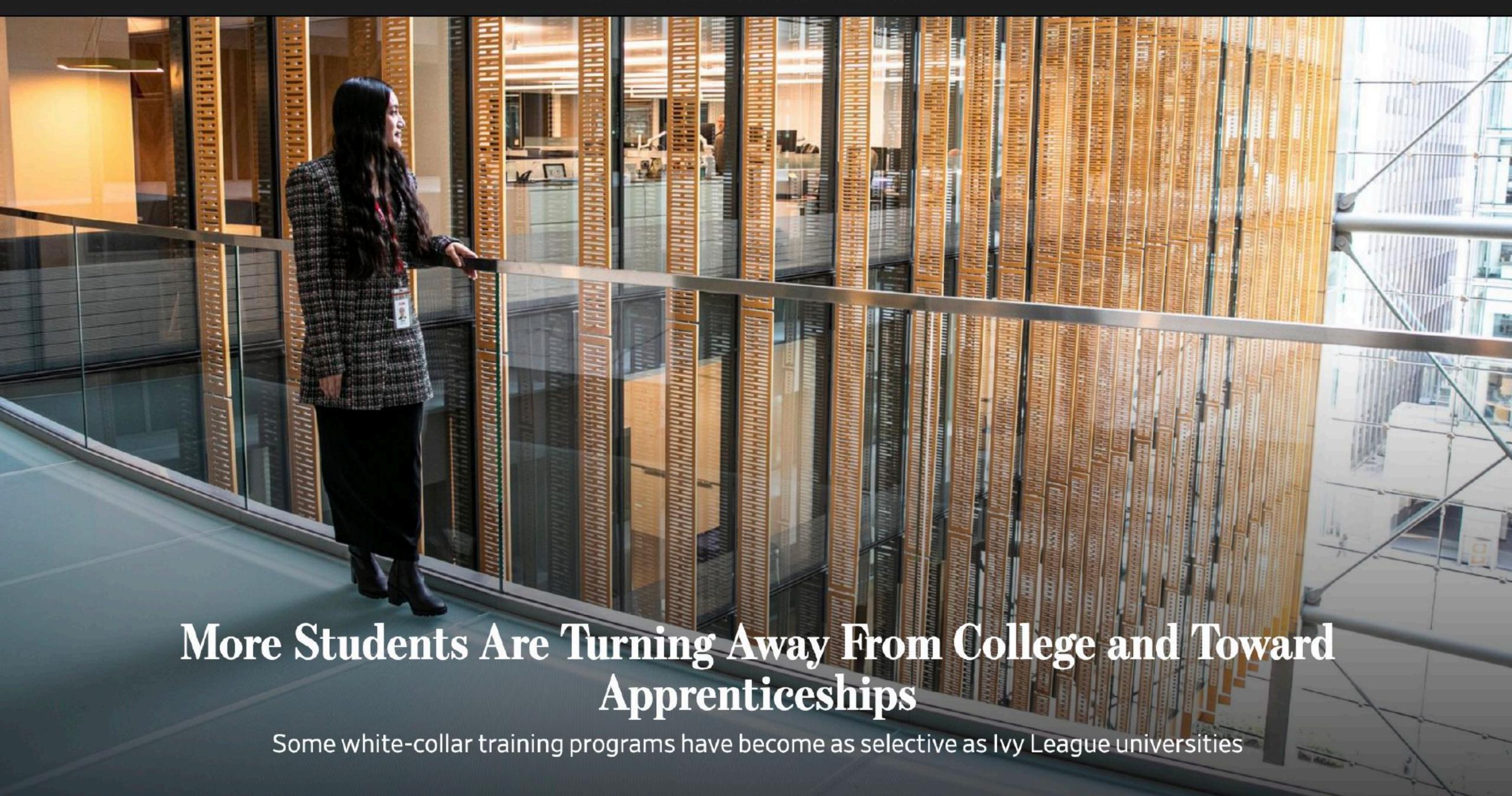


as a key initiative for the Biden-Harris Administration.

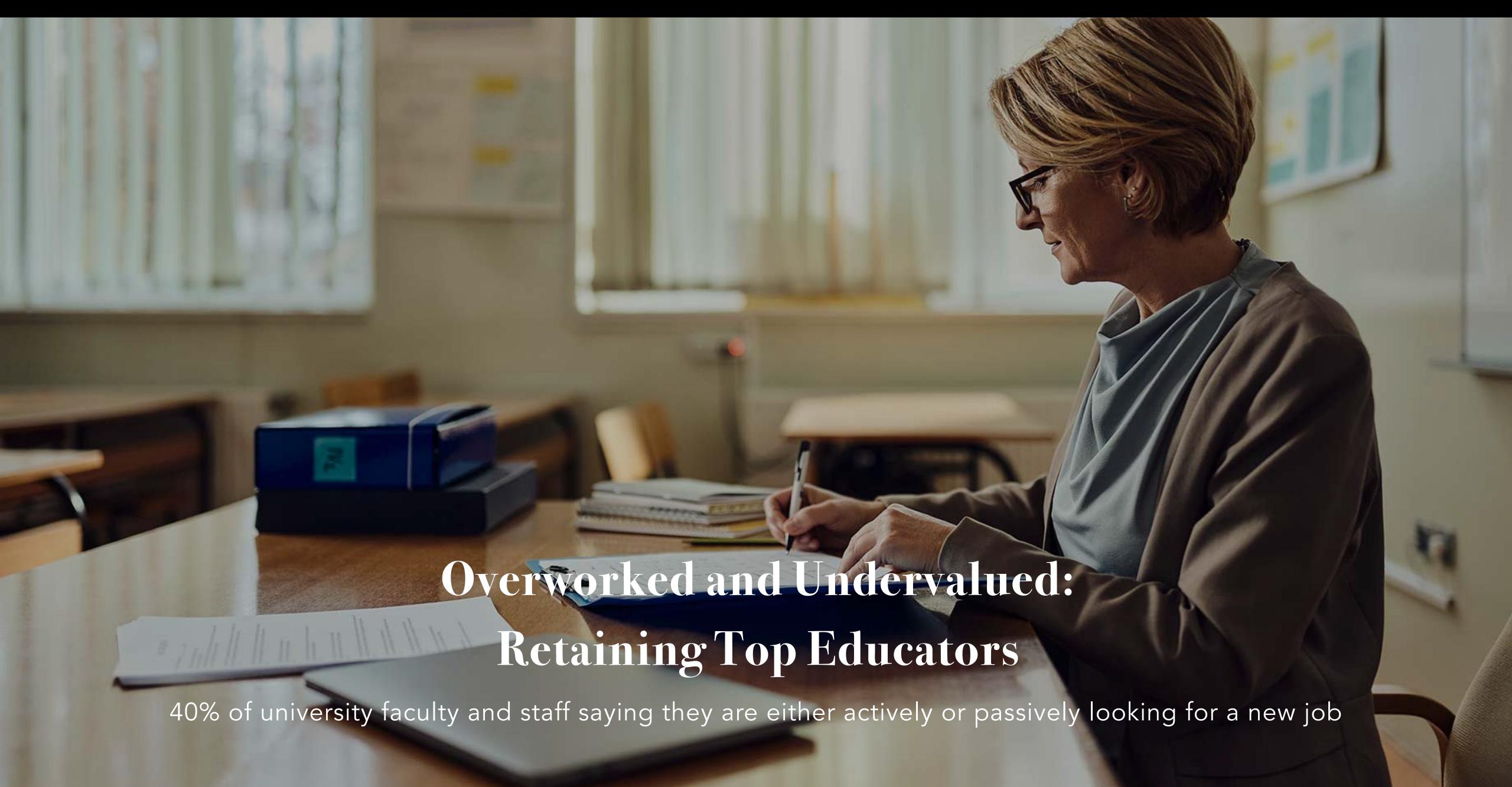
The Harvard Gazette



THE WALL STREET JOURNAL.



GALLUP°



YOUR WORK MATTERS, NOW MORE THAN EVER

TRADELINE THREE

- Spaces are where the stories are made real, so be intentional about the stories you're telling.
- 2. Stories can become a competitive advantage in obtaining research funding.
- 3. Breaking down the barriers between the work you're doing and the stories you're trying to tell.









Richardson Family Conference Room

THE STORY OF A BUILDING

THE STORY OF A BUILDING IS ABOUT THE PEOPLE

THE STORY OF A BUILDING IS ABOUT THE ACCOMPLISHMENTS

THE STORY OF A BUILDING IS ABOUT RESEARCH

THE STORY OF A BUILDING IS ABOUT WHAT'S NEXT

THOSE STORIES

TRADELINETHREE

#1: SPACES ARE WHERE THE STORIES ARE MADE REAL, SO BE INTENTIONAL ABOUT THE STORIES YOU'RE TELLING.

WE LISTEN

Define the Project Uncover Your Distinctives Elevate Your Uniques

WE CREATE

Solve Problems Develop Strategy Design Solutions

WE REFINE

Sample Materials Assimilate Content Define the Details

WE BUILD

Fabricate Displays Install Experience Exceed Expectations

WE SUPPORT

Analytics & Updates Maintenance Engagement Support

UNDERSTAND. CREATE. DEVELOP. IMPLEMENT. SUSTAIN.



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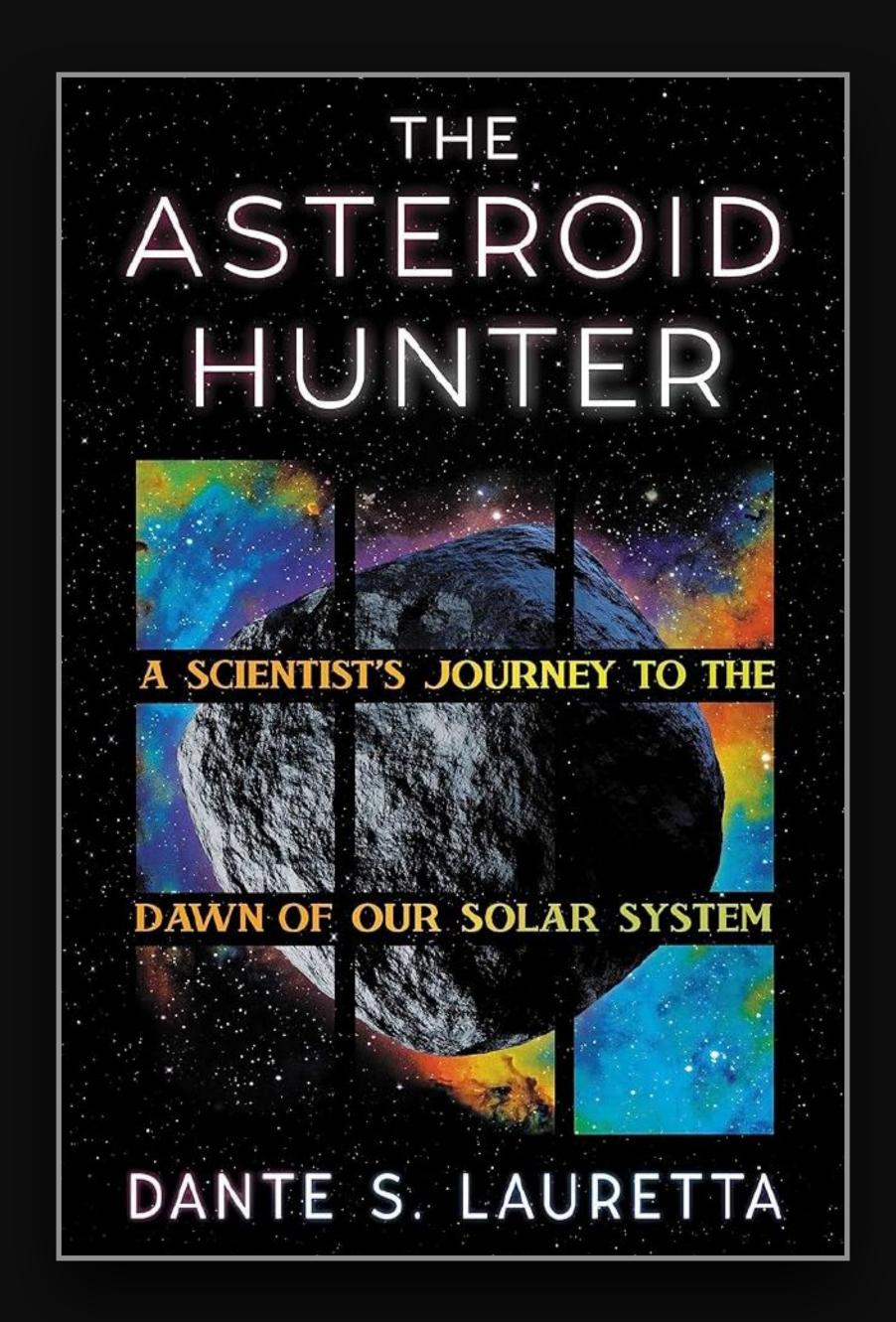
UNDERSTAND. CREATE. DEVELOP. IMPLEMENT. SUSTAIN.







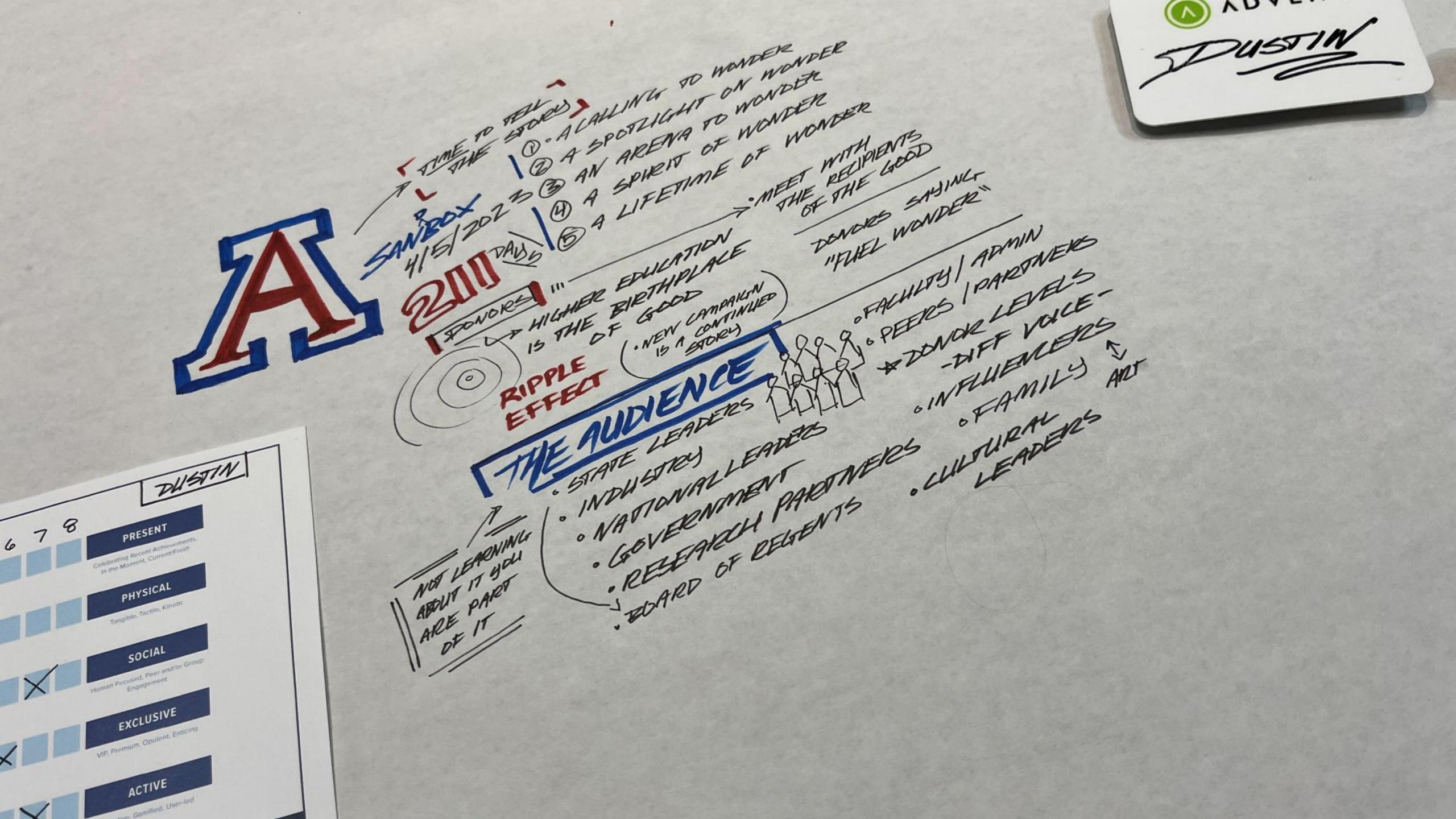














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17 FILMED INTERVIEWS | 26 INDIVIDUALS | 1 BELMONT FAMILY STORY

MOMERIUM VIDEO



AUDIENCE INSIGHT:

Audiences represent who you are trying to reach, both in general and specific terms. We seek to understand WHY audiences resonate with your brand and HOW those emotional connections last over time.





PROSPECTIVE STUDENTS & FAMILIES



CURRENT STUDENTS & FAMILIES



ALUMNI, FACULTY & STAFF



NASHVILLE/ GLOBAL COMMUNITY

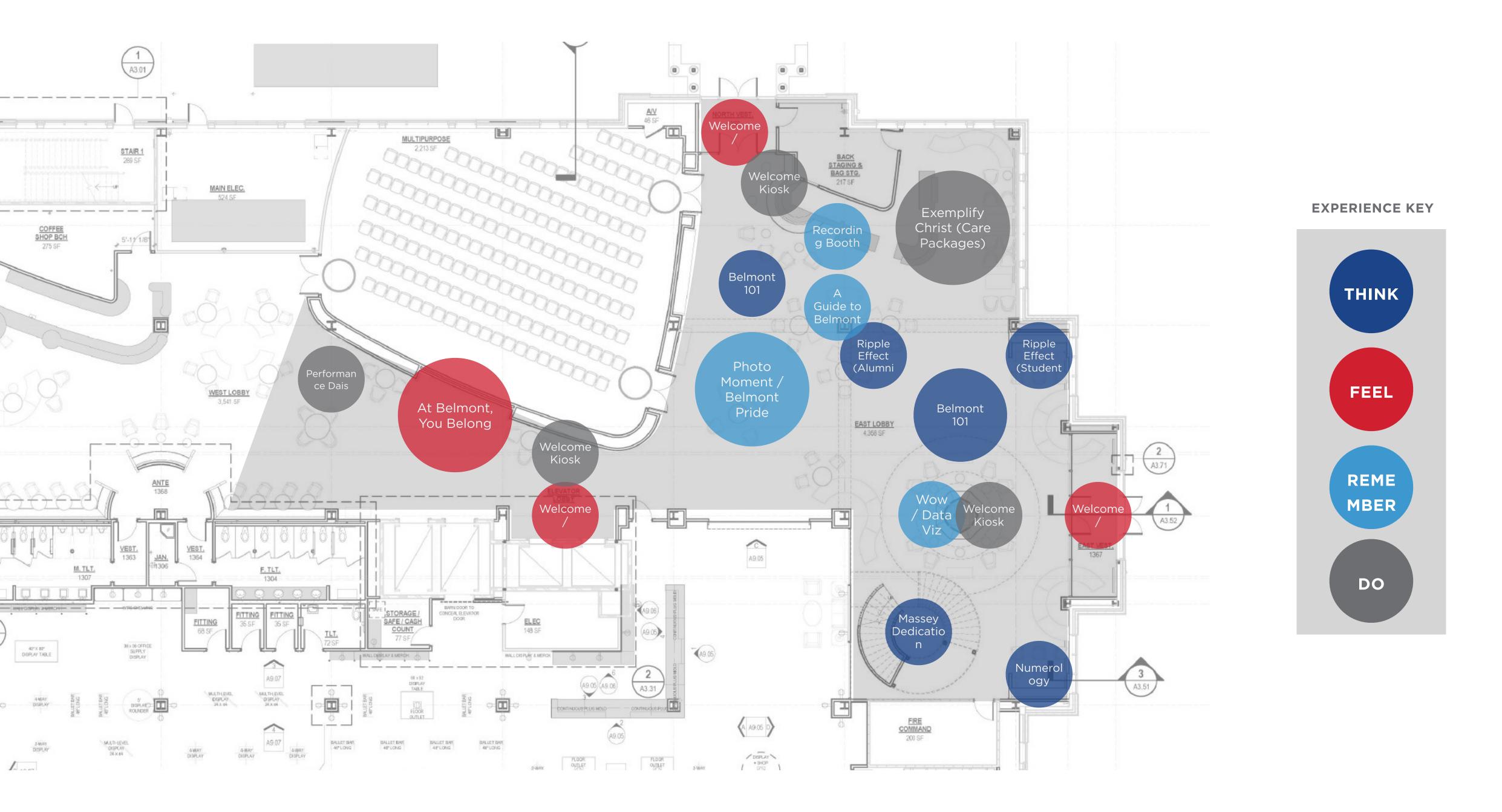


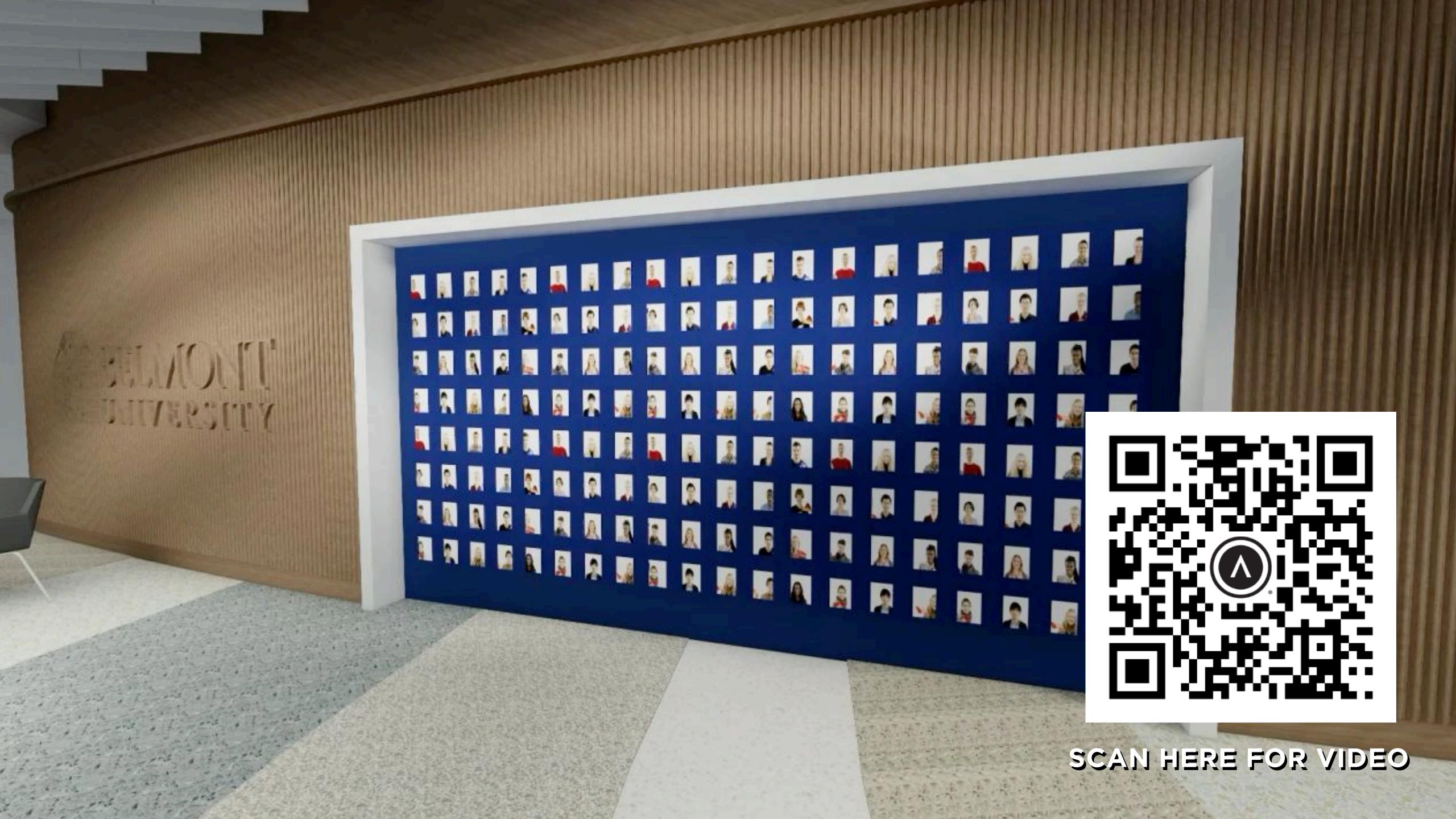


BRAND EXPERIENCE:

THINK. Appeal to logic and rational. FEEL. Emotional connections. REMEMBER. Keep and share. DO. An action, not a transaction.

STORY MAP | ADMISSIONS





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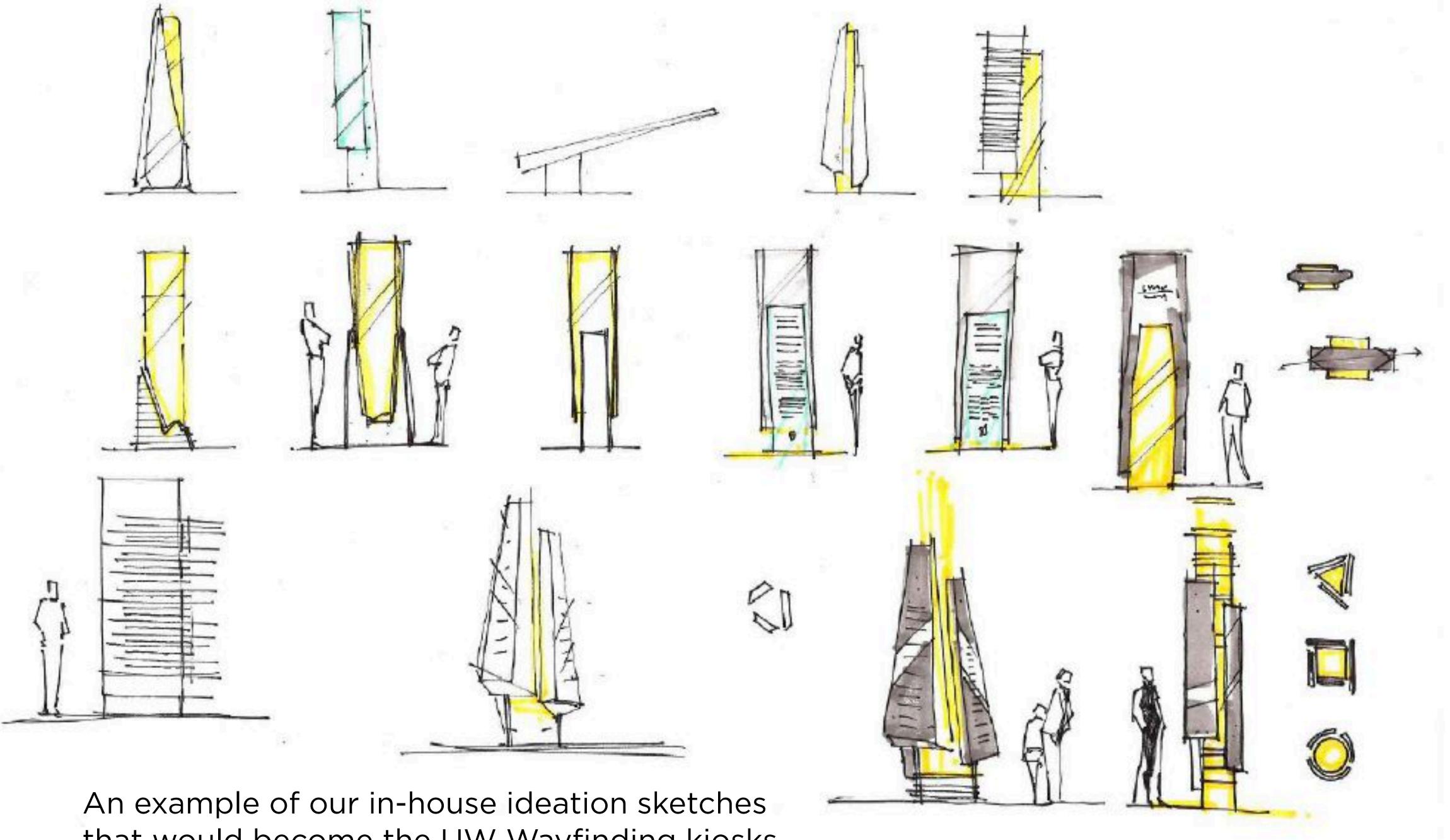
WE SUPPORT

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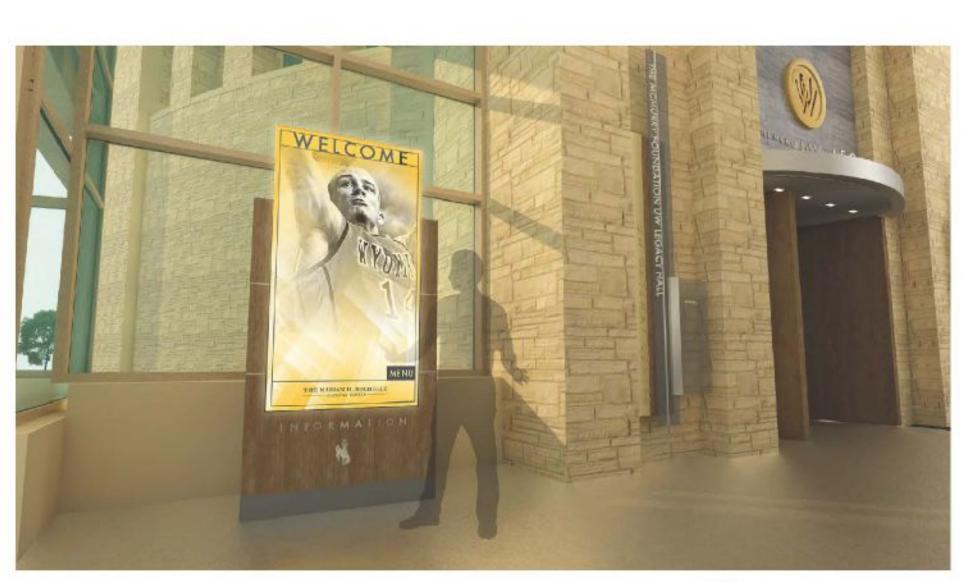




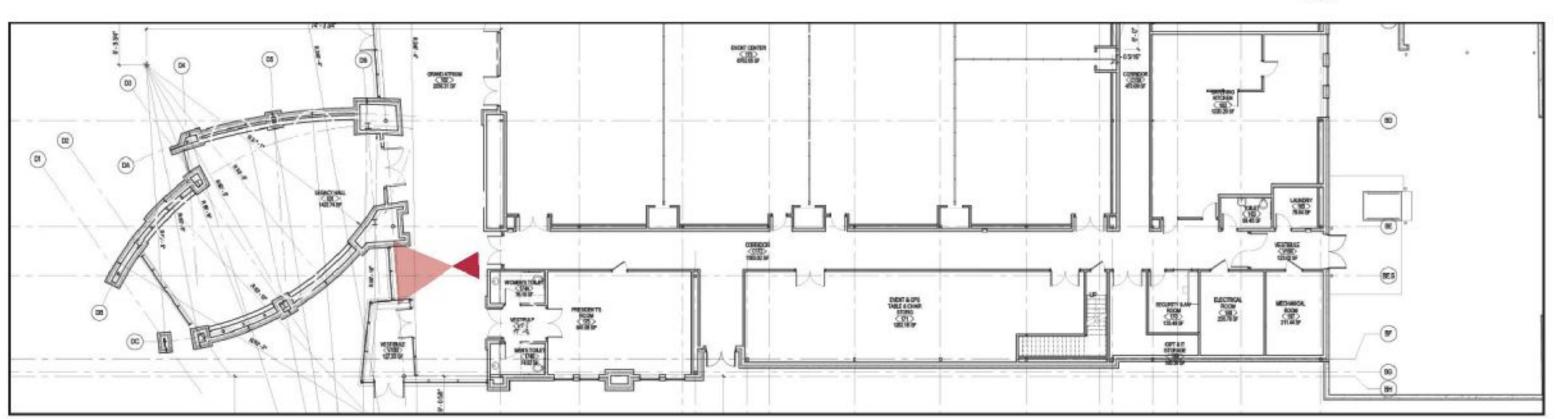


that would become the UW Wayfinding kiosks.











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NOTATIONS

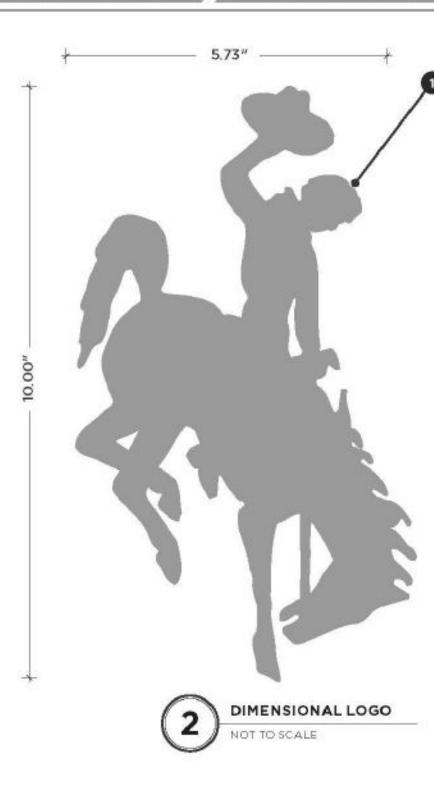
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NOTATIONS

1 DIMENSIONAL LOGO:

10" TALL 1/2" THICK DIMENSIONAL POLISHED CLEAR ANODIZED ALUMINUM LOGO MOUNTED DIRECTLY TO CASEWORK

2 DIMENSIONAL LETTERING: 1/2" THICK DIMENSIONAL POLISHED CLEAR ANODIZED ALUMINUM LETTERING MOUNTED DIRECTLY TO CASEWORK

39.28"

DIMENSIONAL LETTERING NOT TO SCALE

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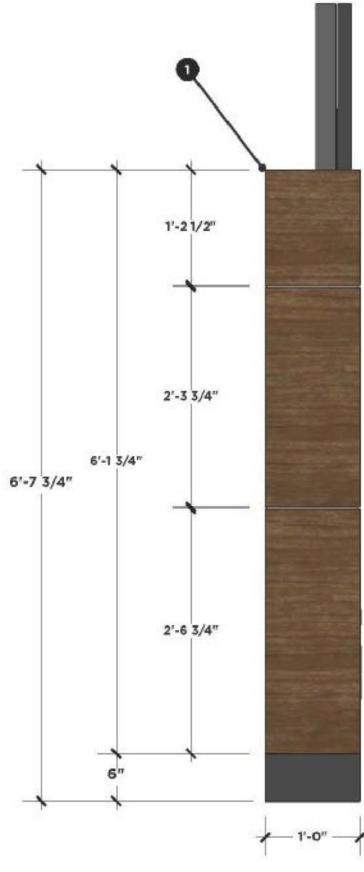
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DOCUMENT APPROVED

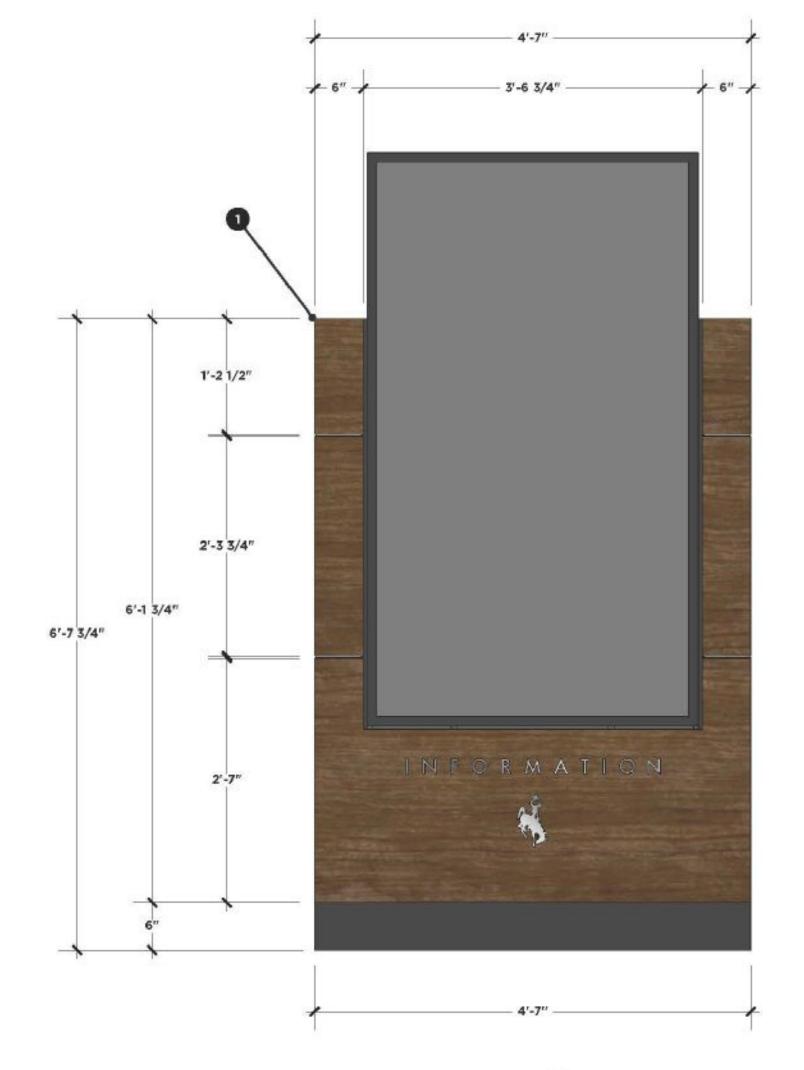
















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NOTATIONS

FLOOR MOUNTED KIOSK:

55.00" W X 79.75"T X 12" DEEP PLYWOOD CASEWORK ATTACHED TO FLOOR, WALNUT WOOD LAMINATE FACED WITH REVEALS, TOE KICK PAINTED DARK TO MATCH ARCHITECTURE, FACE RECESSED 5" TO ACCOMMODATE MONITORS. MONITOR DIMS-80" LCD SCREEN WITH SOUND BAR AND TOUCH SCREEN OVERLAY.

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> > SHEET

DOCUMENT APPROVED













The Morrill Act required the teaching of military science, which was compulsory for all male students between 1891 and 1965. UW was also one of the first universities to apply for a Reserve Officer Training Corps, or ROTC, unit in 25%. World War I brought many changes to campus. Buildings and grounds were used for

military training, and courses were changed in accordance with the war effort. Social functions were curtailed.



the university since its founding in order to "prepare teachers for the schools." f teachers in Wyoming caused standards for teacher education to be virtually utation of elementary and secondary units around the turn of the nineteenth zining nue. Therefore, UW began to offer a summer school rquired to undergo further training.



the female professors who pioneered the way for other female faculty at ene Grace Raymond Hebard and June Erra Downey.

race Raymond Hebard stands our for the diversity of her accomplishments. he broke new ground as a universely administrance, historian, and social activist. She spearheaded her own one-woman progressive movement by giving speeches, organizing historical associations, conducting createship classes for immigrants, participating in the women's suffrage movement. and lobbying for child-welfare laws.

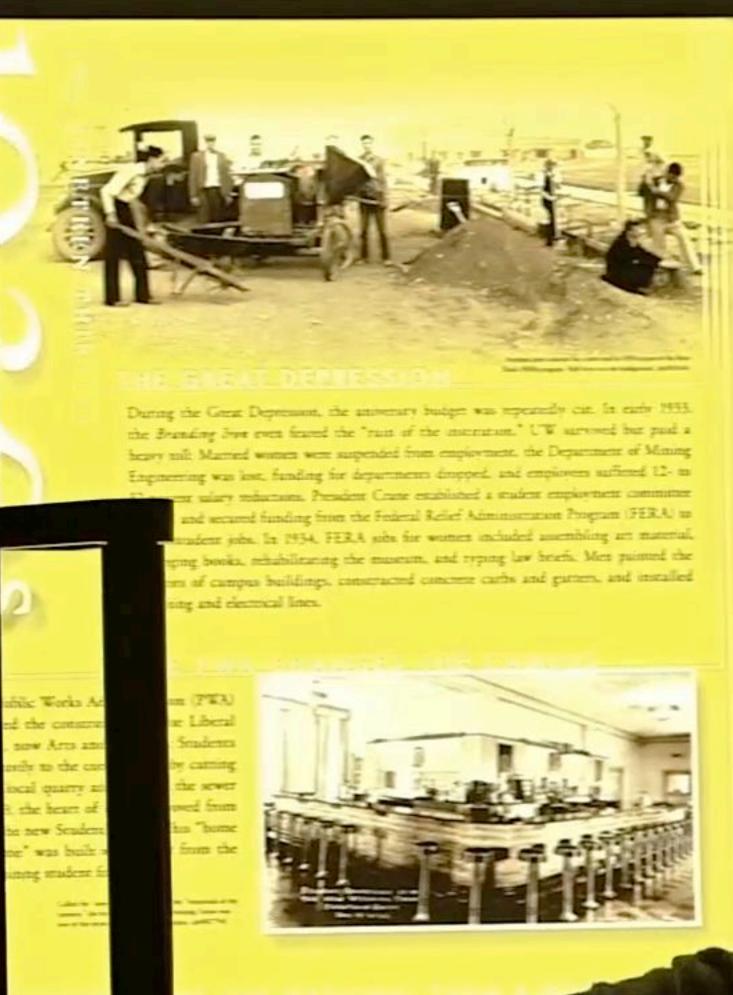
e first woman to head an academic department in the U.S., June Erra sty began her carrier as an English instructor at UW and worked her

up to department head and professor of Philosophy and Psychology. Laramie-born, the a prolific scholar and tracher. Her research focused on handwriting and personality types. och Heband and Downey are buried at Laramie's Greenhill Cemetery.











programs. Professor France, Historians advertised a four-wear course of distinctions.

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An example of our in-house coding that drives the UW Wayfinding kiosks.

```
File Edit View Marigate Code Refactor Build Run Tools Git Mindow Help DoW - Info Kiosk - KioskMap.as
🚍 KluskMap 🞩 🔻 🔨 📨 D:/_wrk/UoW/kiosk/build.gradle [doTheMagic] (2) 🔻 🕨 🙇 💽 🚱 🔻 💮 Git: 🏏 🗸 🖊 🚫 🤚
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    Jebon 📶
                                BusStopData.as RapUtils.as
                                                                                                   <u>A</u>7 <u>A</u>2 <u>√</u>2 ∧ ∨
                                                private var legendImages : Vector. < LegendItem VO:
                                                private var mapLayers
       Cartes BusRoutesMgr
                                                private var map
                                                private var codeMapLayers : Dictionary
                                                private var layerData : Vector.<MapLayerData>;
                                                public function KioskMap(){
       a DirEntry
                                                 override protected function initSlide() : void {
                                                     if(:slideData.validated){
       Kiosküirectorvvo
                                                        slideData.validated = true;
                                                    var i:int;
                                                    topImages = new Vector. <Bitmap>();

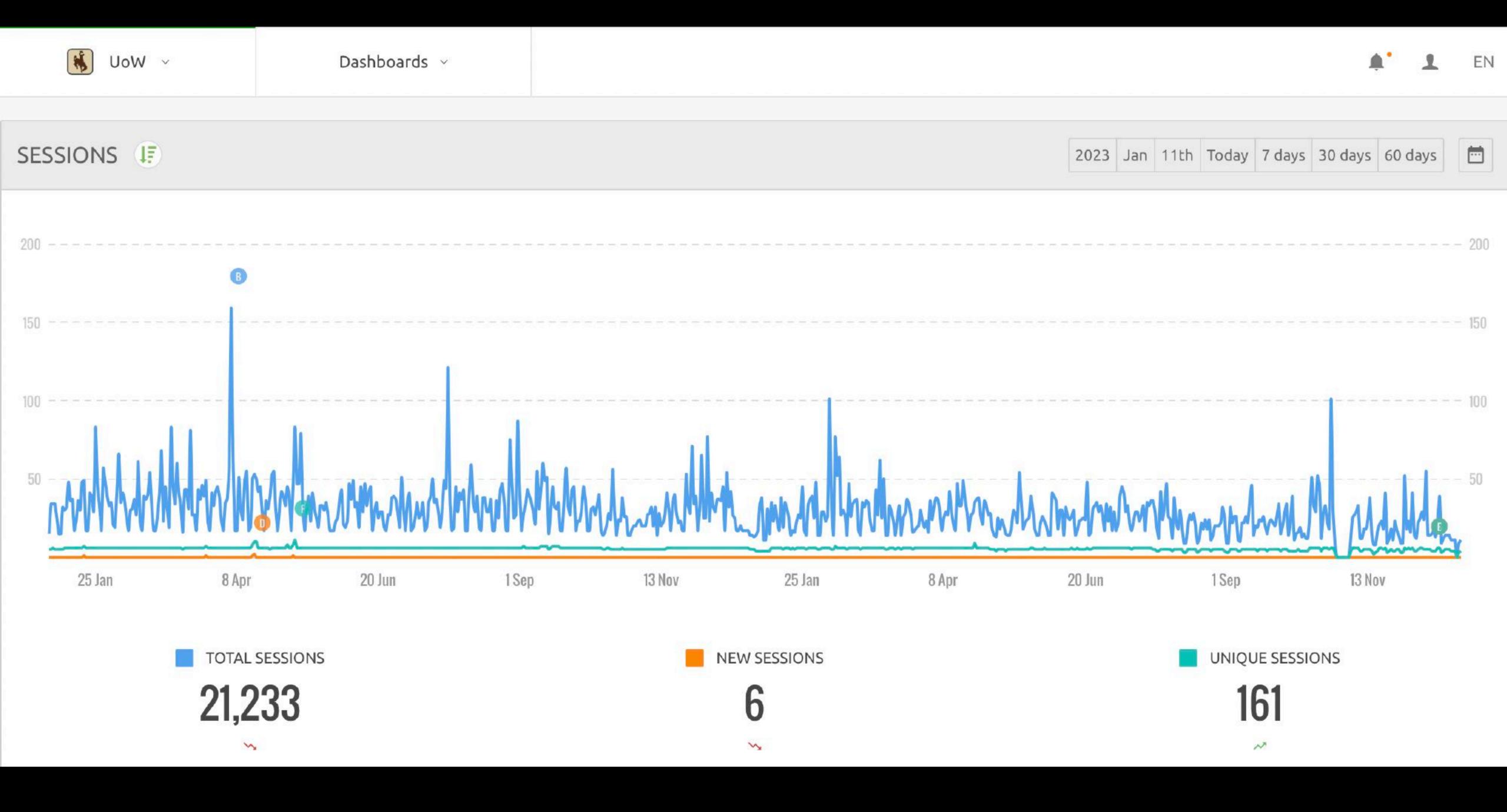
☐ MarkWelcomeVO

                                                     var b2l:Vector.<BitmapLoaderV0> = new Vector.<BitmapLoaderV0>
                                                    b21.push(new BitmapLoaderVO( DMD: bkg = new Bitmap(), slideDat
       MapPlaceVO
                                                    codeMapLayers = new Dictionary();
  v iew
                                                     legendImages = new Vector.<LegendItemV0>();
                                                     for(i=0; i<slideData.legendItems.length; i++){</pre>
         BusRoutes
                                                        var item:Object = slideData.legendItems[i];
         BusSprite
                                                        var livo:LegendItemV0 = legendImages[i] = new LegendItemV
                                                        b2l.push(new BitmapLoaderVO( bmp: livo.bmp = new Bitmap(
                                                     layerData = new Vector.<MapLayerData>();
     > 🖿 nap
                                                     layerData[0] = new MapLayerData();
                                                     mapLayers = new Vector. <Bitmap>();
                                                    b21.push(new BitmapLoaderVO( bmp: layerData[0].bmp = mapLayer
       RioskDirectory
                                                     for(i=0; i<slideData.showItems.length; i++){</pre>
                                                        var layer:String = slideData.showItems[i].layer;
                                                             var ld:MapLayerData = layerData[i+1] = new MapLayerDa
       (a) WioskMap
                                                             if(slideData.showItems[i].offsetX){
                                                                ld.offset.x = slideData.showItems[i].offsetX;
ld.offset.y = slideData.showItems[i].offsetY;
       RSSEventParser
                                                             if(layer.indexOf("code/")==-1){
                                                                b21.push(new BitmapLoaderVO( hmm: ld.bmp = mapLaye

    □ DirManager

  view.
                                                                 ld.code = codeMapLayers[i] = layer.replace(/code\/)
  onton
                                                        else
                                                            mapLayers[mapLayers.length] = new Bitmap(new BitmapDat
         (a la ColorSchene
                                                     loadBitmaps(b21);
                                                override protected function showUp():void{
  h Infokiosk
  oVersion
                                                    bkg.alpha = 0;
                                                     title = new KioskSectionTitle(slideData.title);
                                                     title.x = title.y = Cfg.MARGIN;
                                                    setTimeout(title.showUp, 500);
  eprint.p12
                                                    menuButton = new BackToMenuButton();
                                                    menuButton.x = Cfg.APP_W - Cfg.MARGIN - Cfg.FRAME_W - menuButt
                                                    menuButton.y = Cfg.FRAME_BTM_LINE + Cfg.FRAME_W;
                                                    menuButton.addEventListener(MouseEvent.CLICK, handleBack2Menu)
  operties.sample
  _gradle
                                                    mapMenu = new MapMenu(slideData, legendImages);
                                                    wild.sh
  braries
                                          view | KioskMap | initSlide()
  Profiler : TODO • Problems ■ Terminal • Services P Git
🔲 Gradle build scripts found // Load Gradle Projec... (a minute ago) 94:10 CRLF UTF-8 🔚 Info Miosk / dev (... 🗦 Tab 🗗 master 🧣 🍪
```

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WELCOM	E DIR	ECTORY	GATEWAY
CAMPUS MAP/BUSES MAP			
ABOUT U	W EVI	ENTS MA	IN MENU
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TRADELINETHREE

#2: STORIES CAN BECOME A COMPETITIVE ADVANTAGE IN OBTAINING RESEARCH FUNDING.

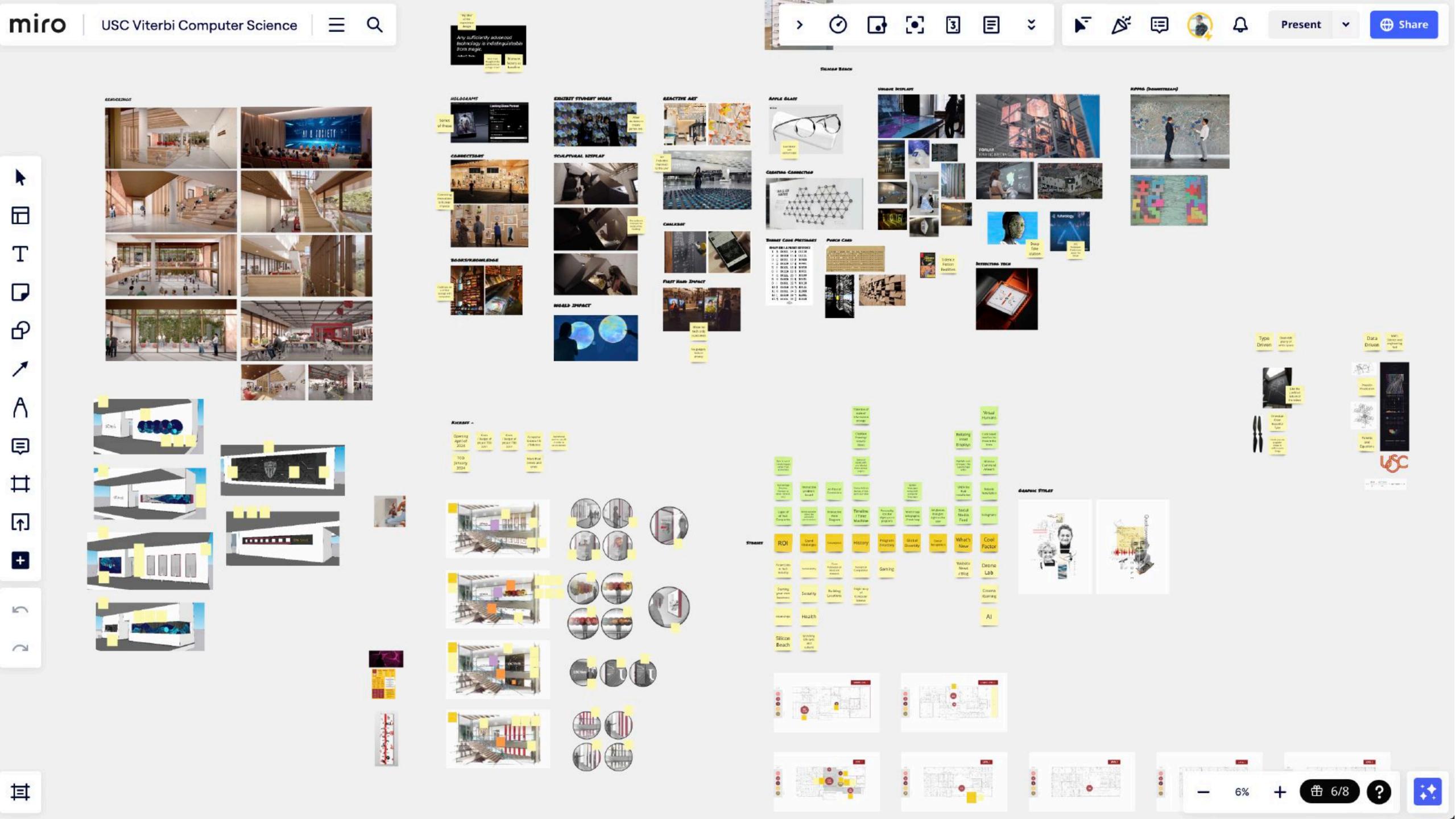


UNIVERSITY OF SOUTHERN CALIFORNIA | GINSBURG HALL









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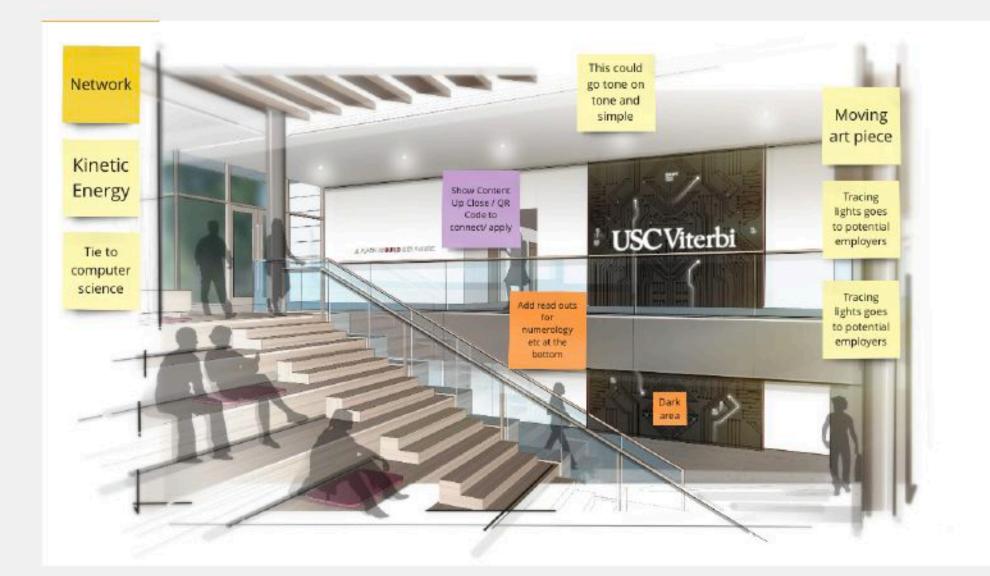
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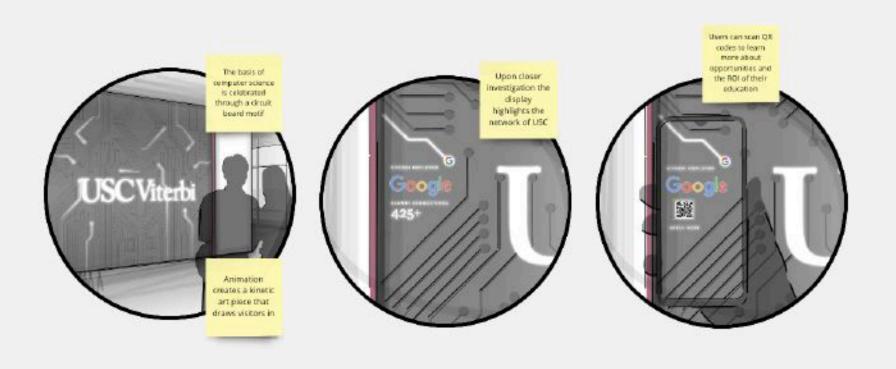
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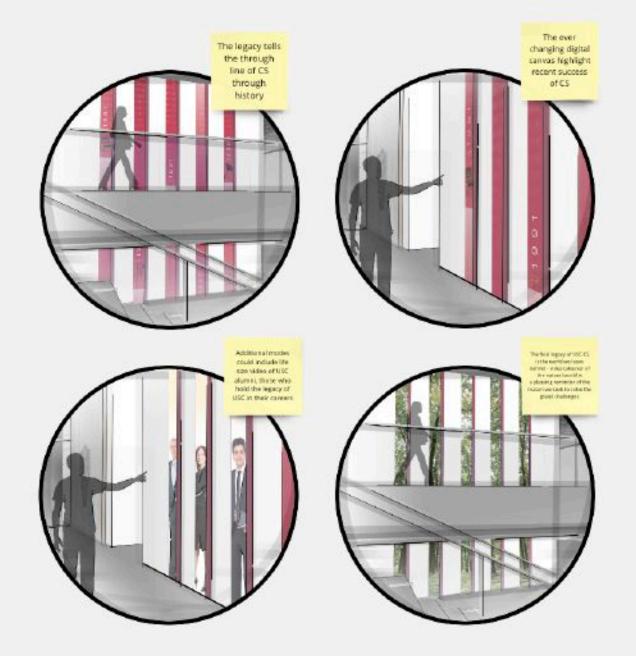
USC Viterbi Computer Science















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USC Viterbi Computer Science







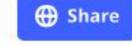


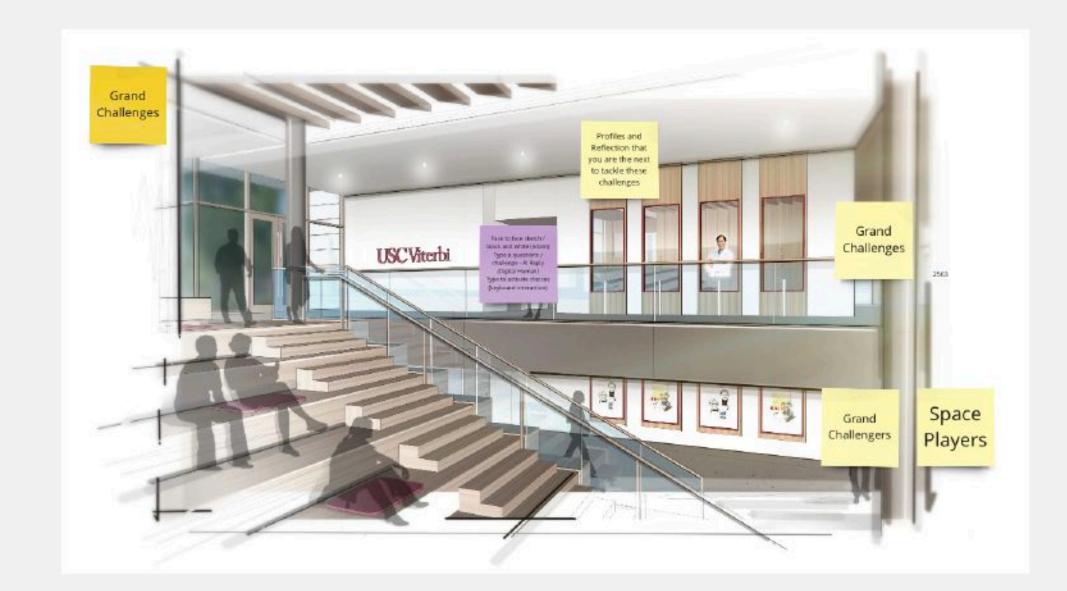


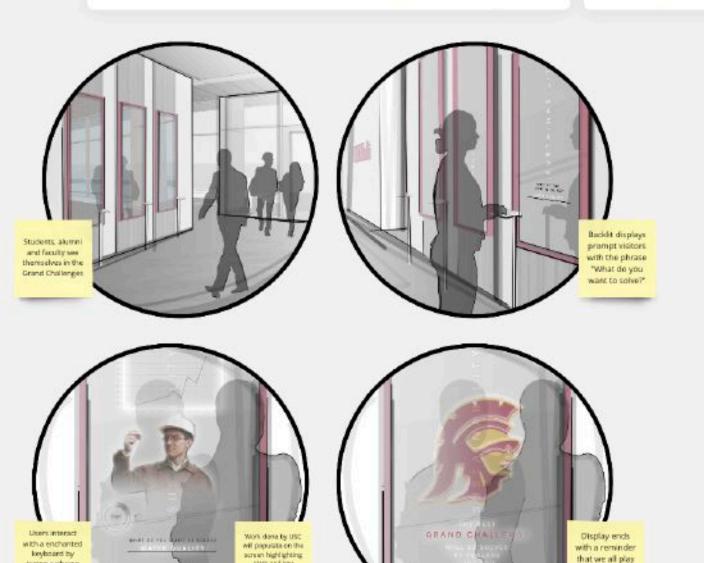






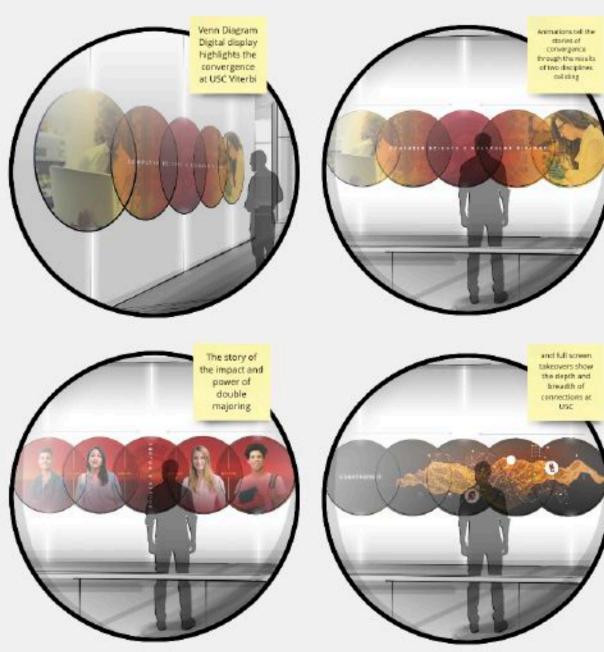
















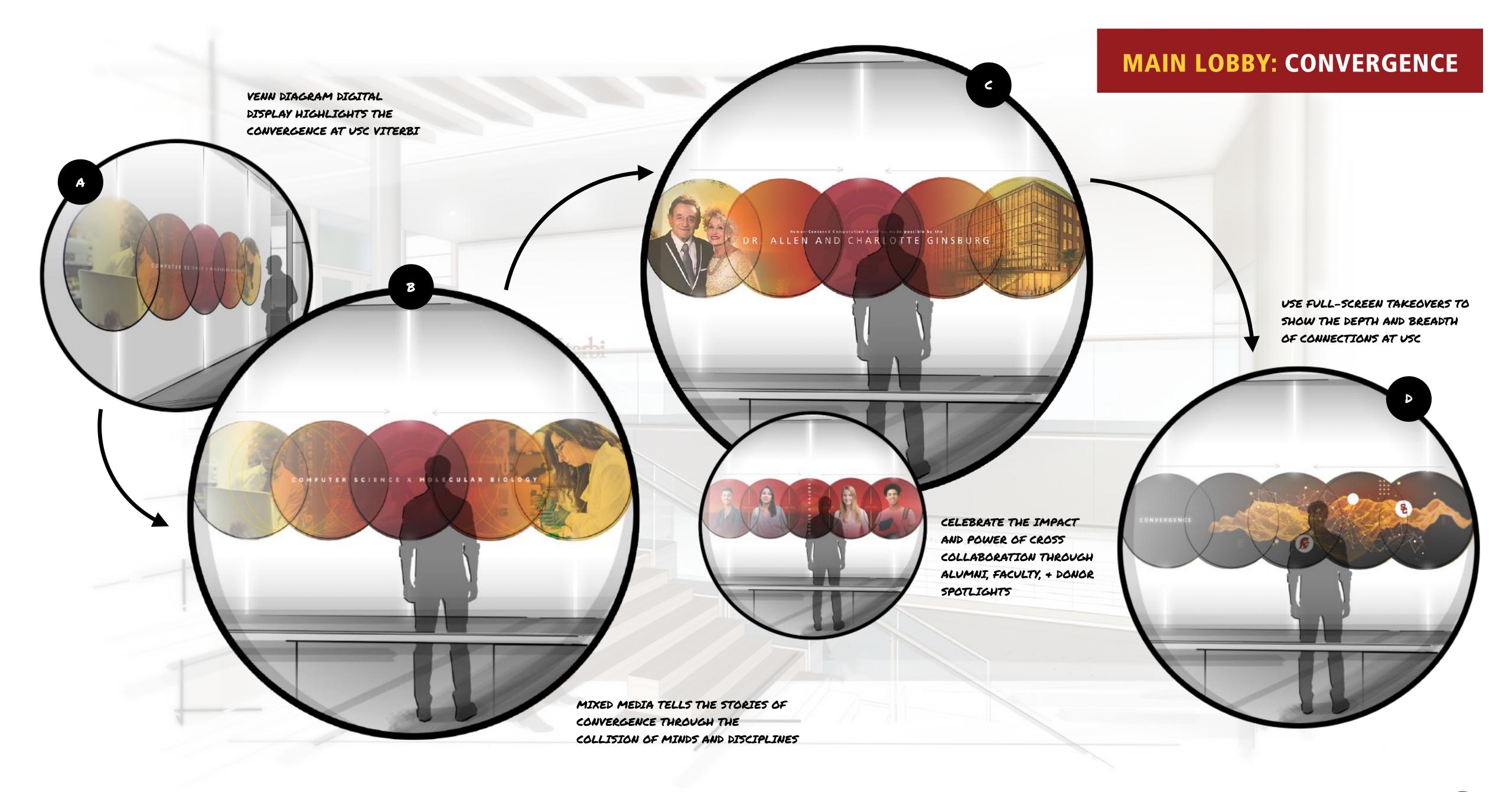


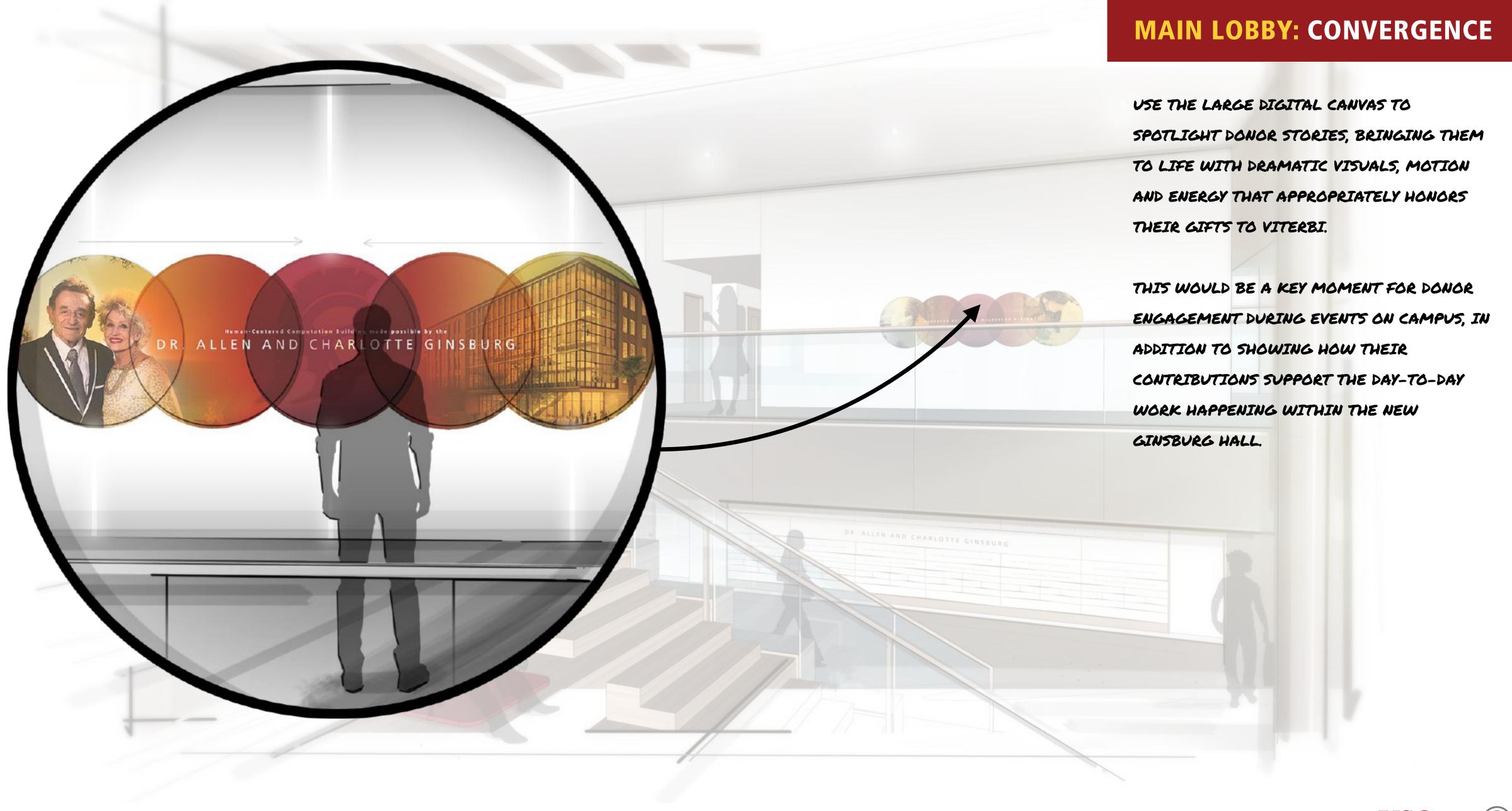




MAIN LOBBY: CONVERGENCE





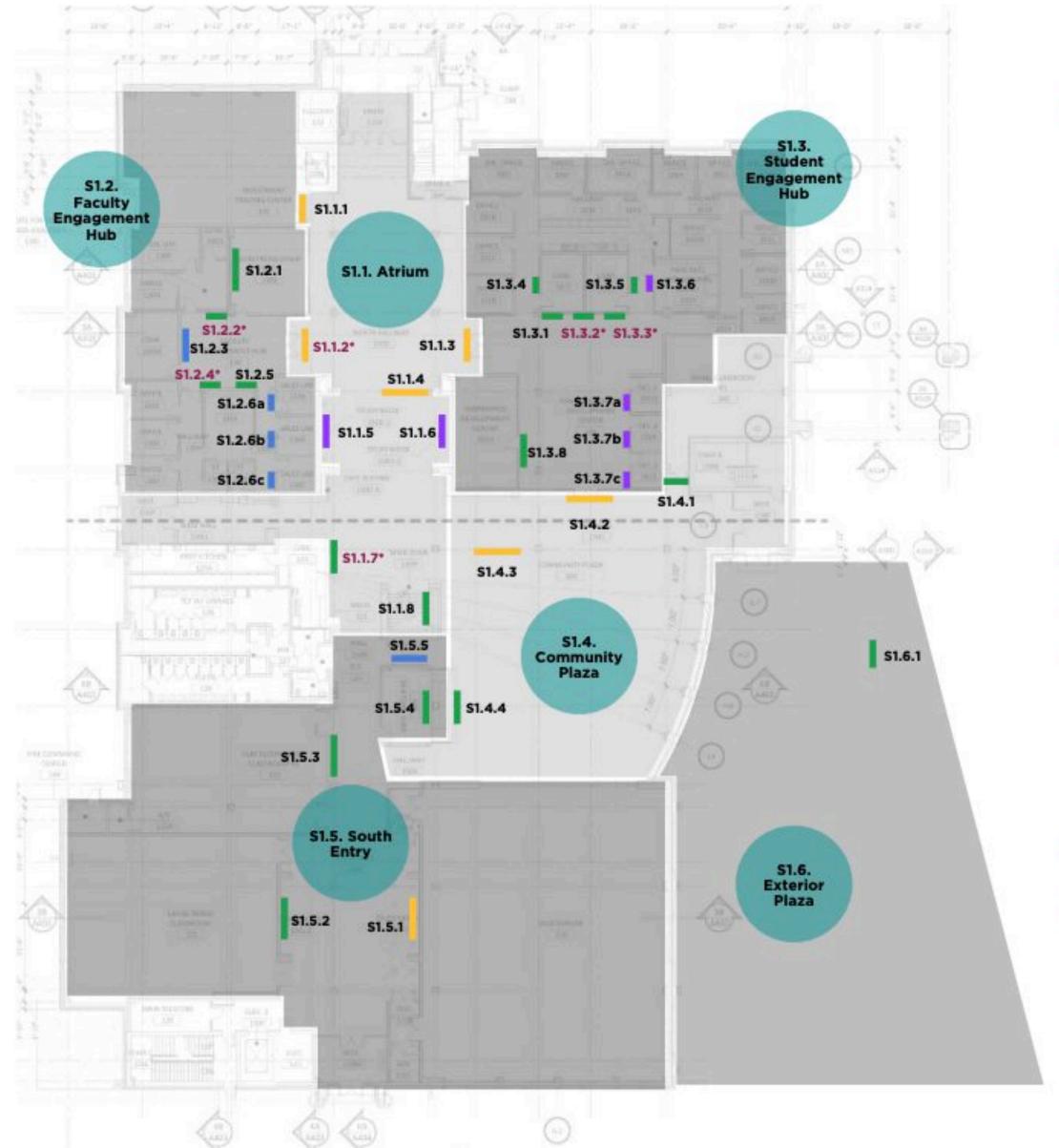












SIGNAGE/DONOR

FIRST FLOOR

S1.1. Atrium

S1.1.1. Investment Trading Center

S1.1.2. Faculty Engagement Hub*

S1.1.3. Student Engagement Hub

S1.1.4. Grand Atrium

S1.1.5. Study Pod West (150D.1)

S1.1.6. Study Pod East (150D.2)

S1.1.7. Cafe*

S1.1.8. Grand Staircase

S1.2. Faculty Engagement Hub

S1.2.1. Entrepreneurship Enterprise

S1.2.2. Institute for Public Policy/Analytics*

S1.2.3. Conference Room 130M

S1.2.4. Accounting/Tax Lab*

S1.2.5. Professional Sales Lab

S1.2.6a. Sales Lab 130A

S1.2.6b. Sales Lab 130B

S1.2.6c. Sales Lab 130C

S1.5. South Entry

S1.4.4. Fireplace

S1.5.1. Grand Auditorium

S1.5.2. Large Classroom 121

S1.4. Community Hub

S1.4.2. Student Engagement Hub

S1.4.1. Small Classroom 102

S1.4.3. Community Plaza

S1.5.3. Flat Classroom 122

S1.5.4. Conference Room 111

S1.5.5. Study Nook

S1.6. Exterior Plaza

S1.6.1. Patio

S1.3. Student Engagement Hub

S1.3.1. Career Development Center

S1.3.2. Academic Advisement Center*

S1.3.3. Graduate Center*

S1.3.4. Conference Room 101Q

S1.3.5. Conference Room 101R

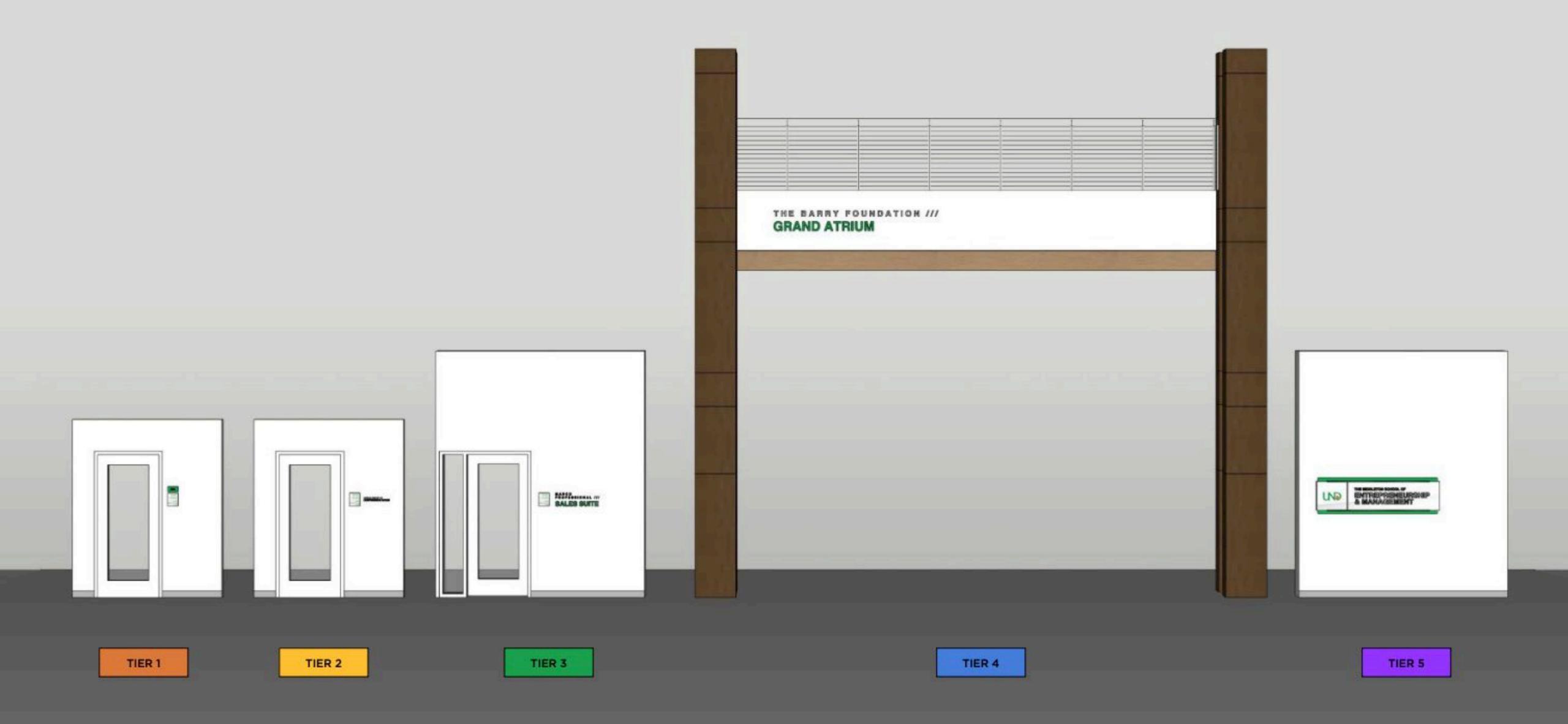
S1.3.6. Dress for Success 101P

S1.3.7a-c. Interview Rooms

S1.3.8. Workforce Development

Notes:

- · Alpha Tier Nistler Story captured in Branding/Experience master plan.
- · Tiers 1-3 receive naming, even if not yet sold.
- · Tiers 4-5 only receive naming if sold.







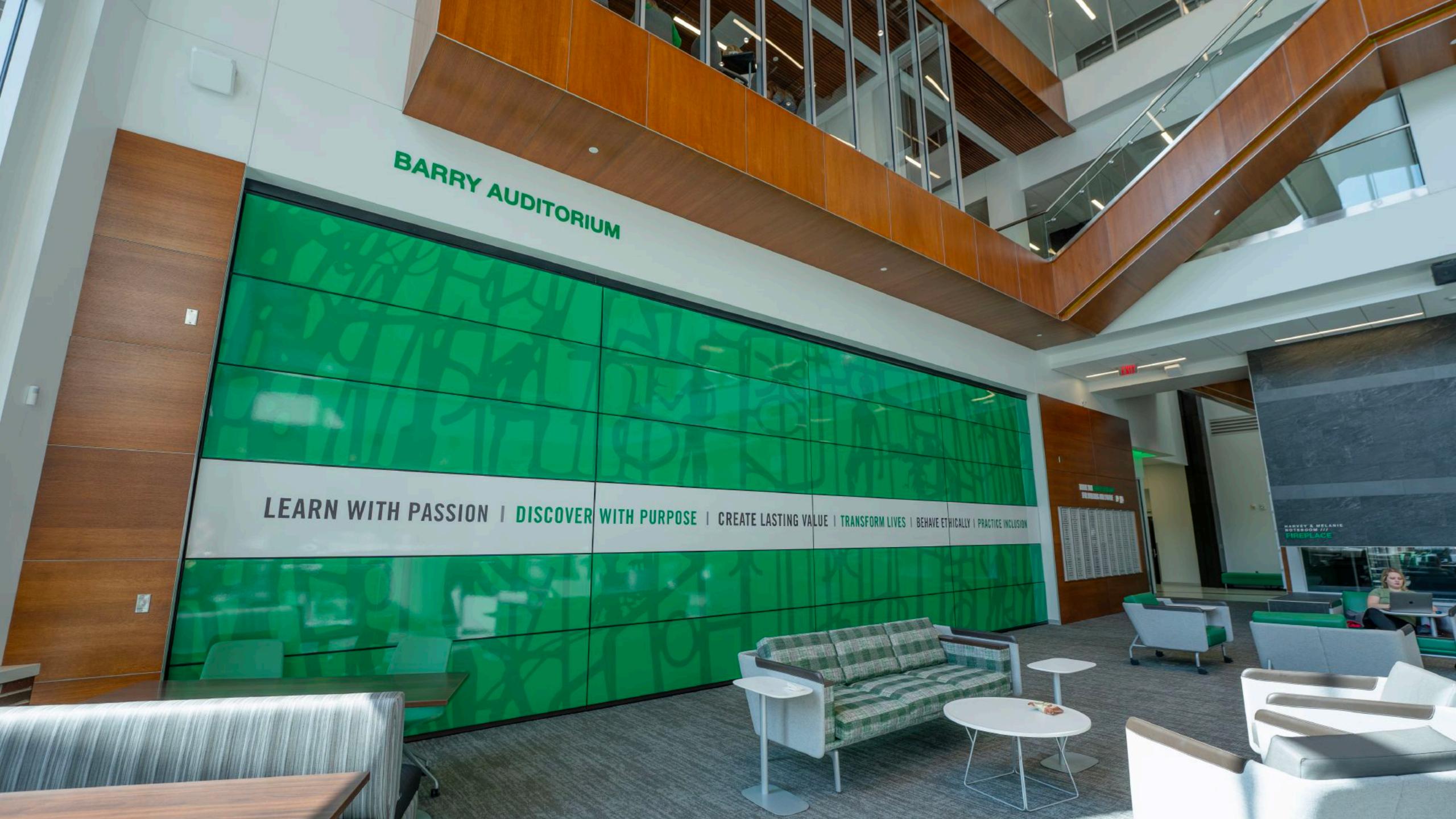


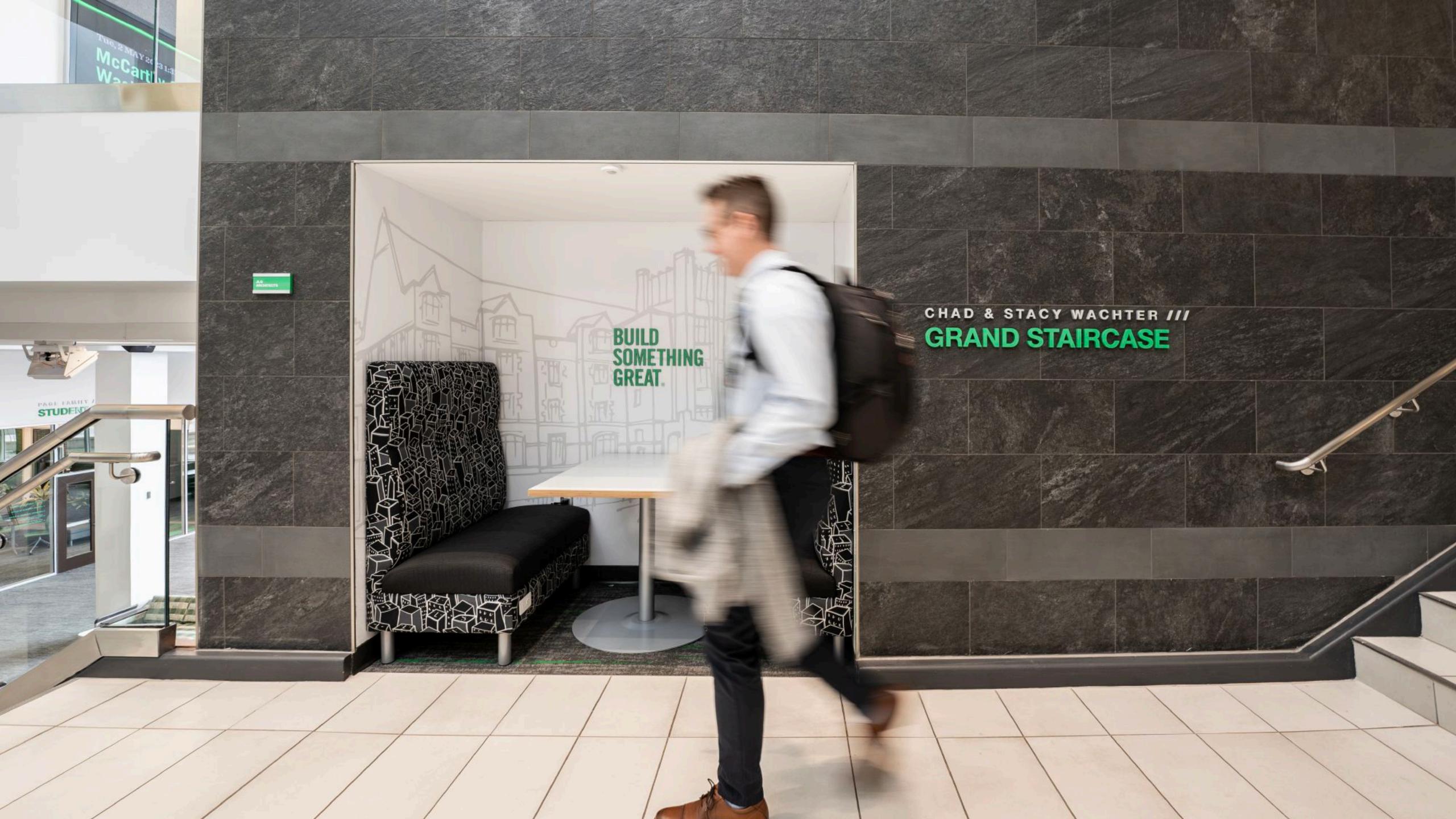
THE BARRY FOUNDATION /// GRAND ATRIUM















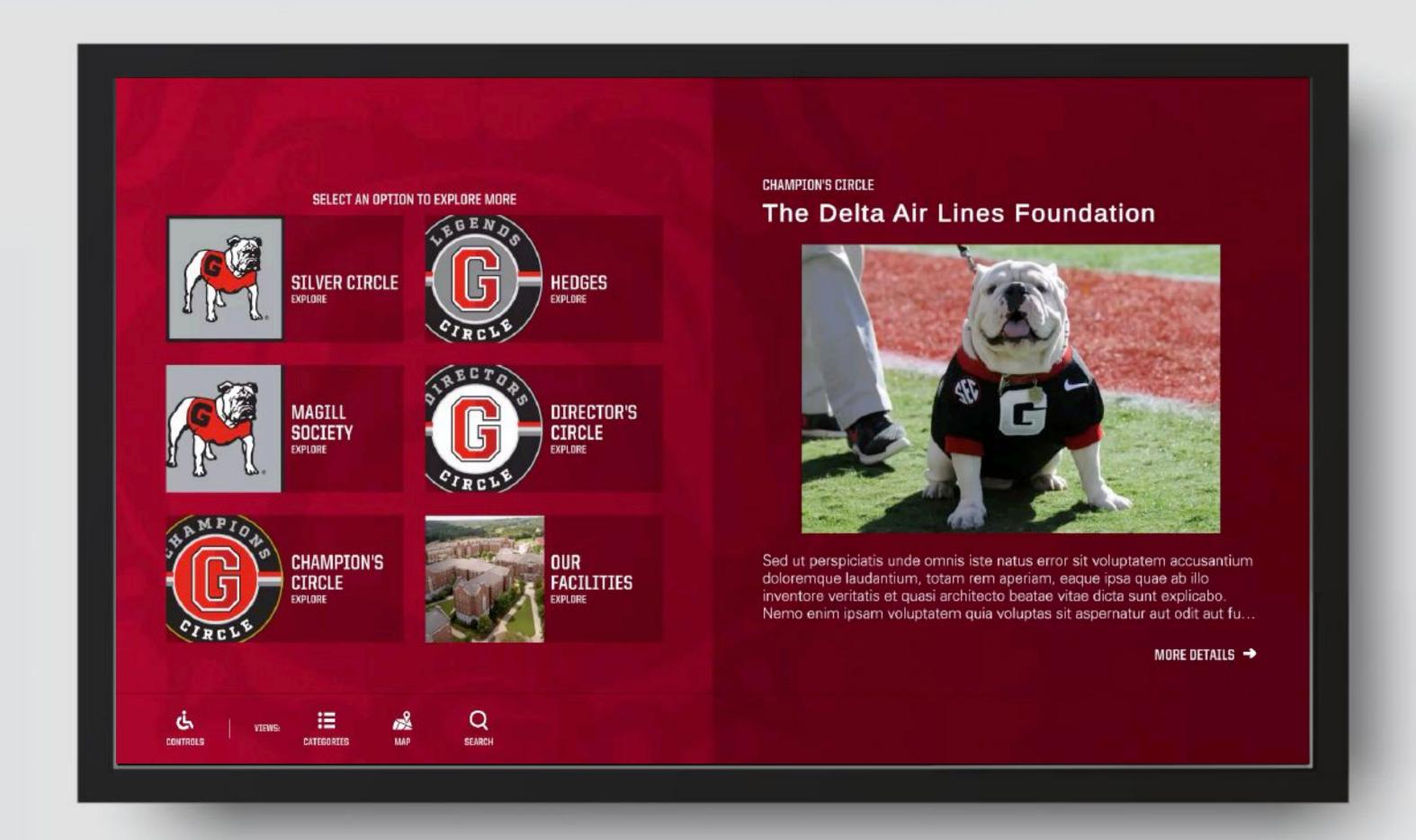












TRADELINETHREE

#3: BREAKING DOWN THE BARRIERS
BETWEEN THE WORK YOU'RE DOING AND THE
STORIES YOU'RE TRYING TO TELL.

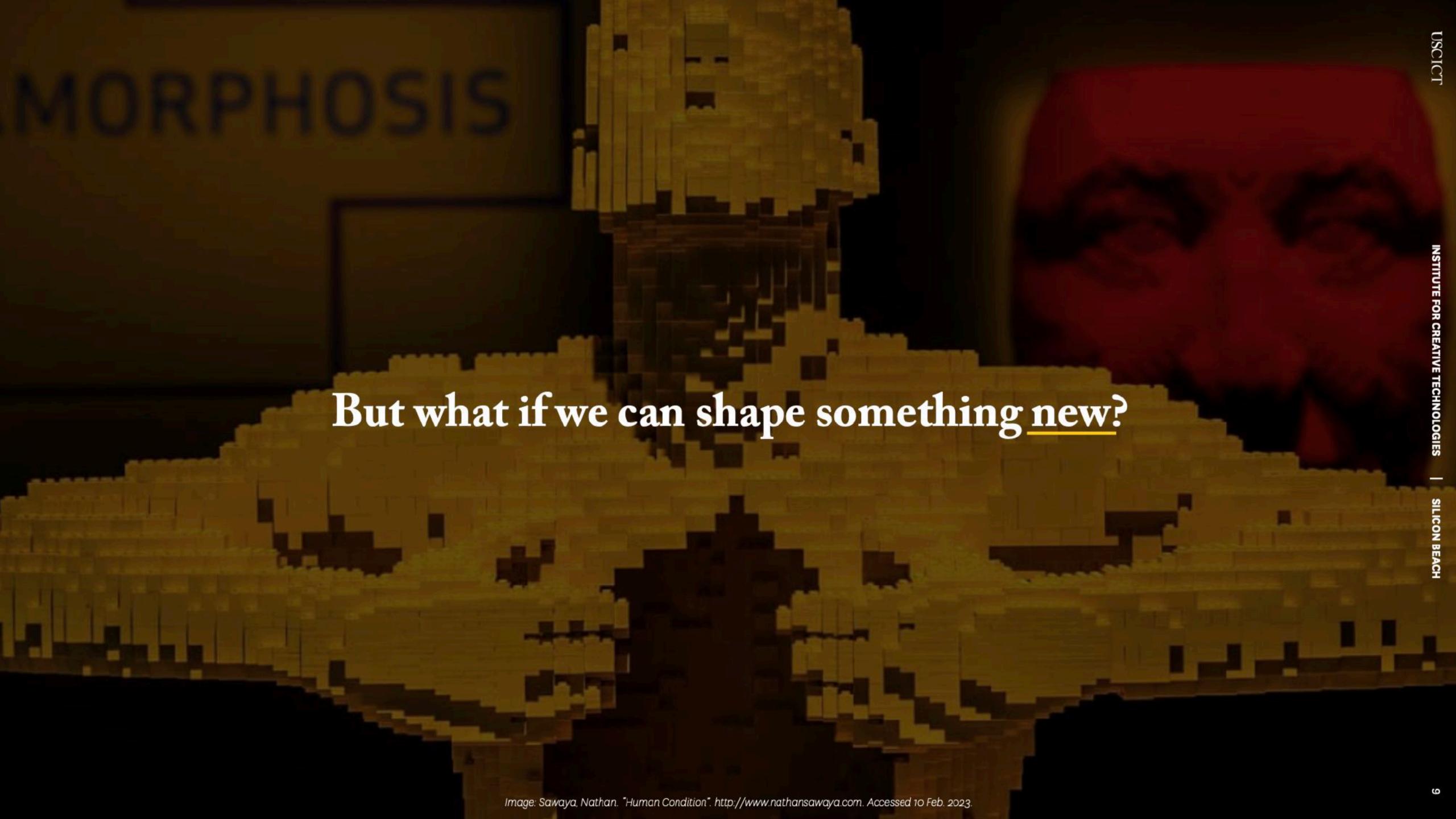


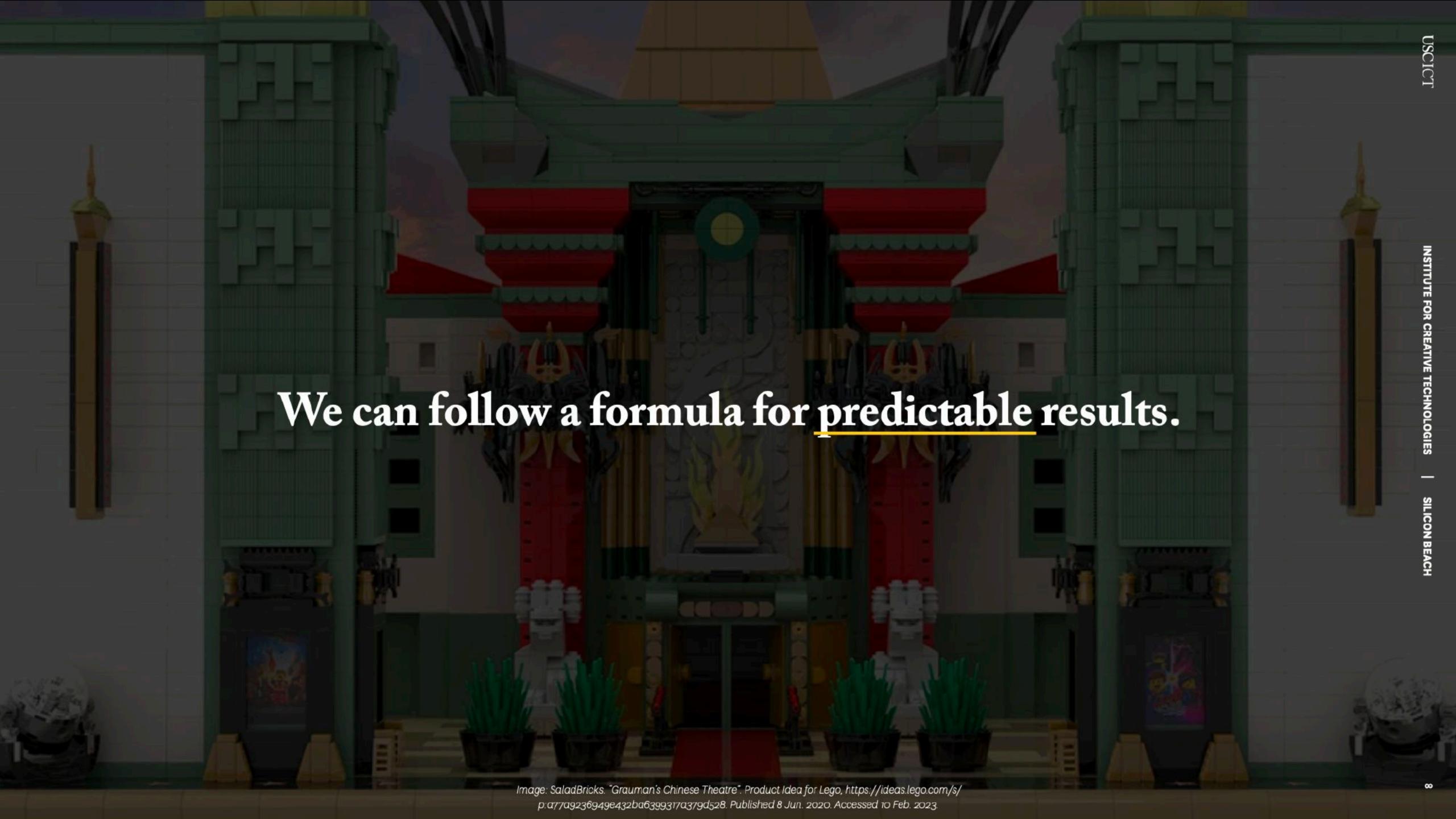
USC Silicon Beach

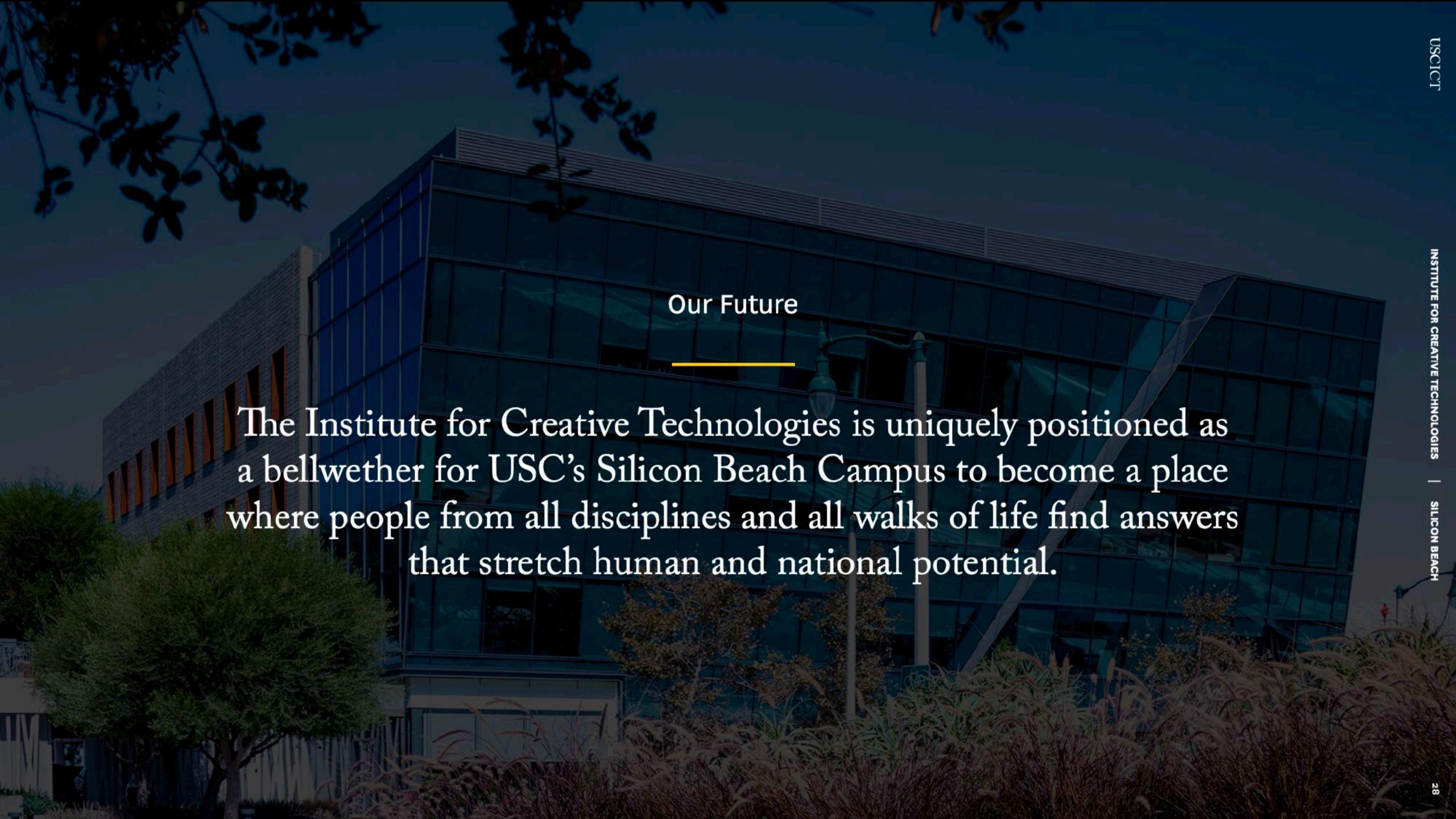
Institute for Creative Technologies













MEHARRY MEDICAL COLLEGE | SCHOOL OF APPLIED COMPUTATIONAL SCIENCES





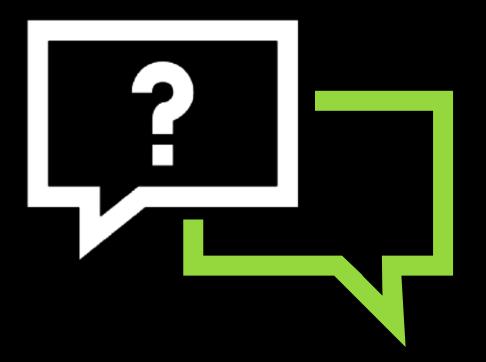


YOUR WORK MATTERS, NOW MORE THAN EVER

YOUR WORK IS CRITICAL TO YOUR UNIVERSITY'S SUCCESS

TRADELINE THREE

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- 2. Stories can become a competitive advantage in obtaining research funding.
- 3. Breaking down the barriers between the work you're doing and the stories you're trying to tell.



Grace Johnson grace.johnson@adventmovespeople.com



John Roberson john.roberson@adventmovespeople.com

