

A BOOK WHICH REVEALS UNKNOWN STORIES OF IMMIGRANTS AND DUTCH VISITORS, AT LEAST, IF YOU CAN CRACK THE CODE!

To open the book, the Dutch visitors have to answer a question about an immigrant. This interaction stimulates them to think about immigrants in another way and makes them curious about the story behind the question.

THE STORIES OF STERVOORDE



1. Crack the code by answering the questions about other visitors.



2. Read the stories of Dutch visitors and immigrants.



3. React on the stories and write the visitors a message!



DESIGN GOAL

To work towards acceptance between the Dutch and immigrants by making the Dutch visitors curious about immigrants.



The design should feel like looking through binoculars at a tourist spot

Mysterious
Inviting
Intuitive
In control
Accessible



IN THE MAIN HALL OF THE COMMUNITY CENTER STERVOORDE