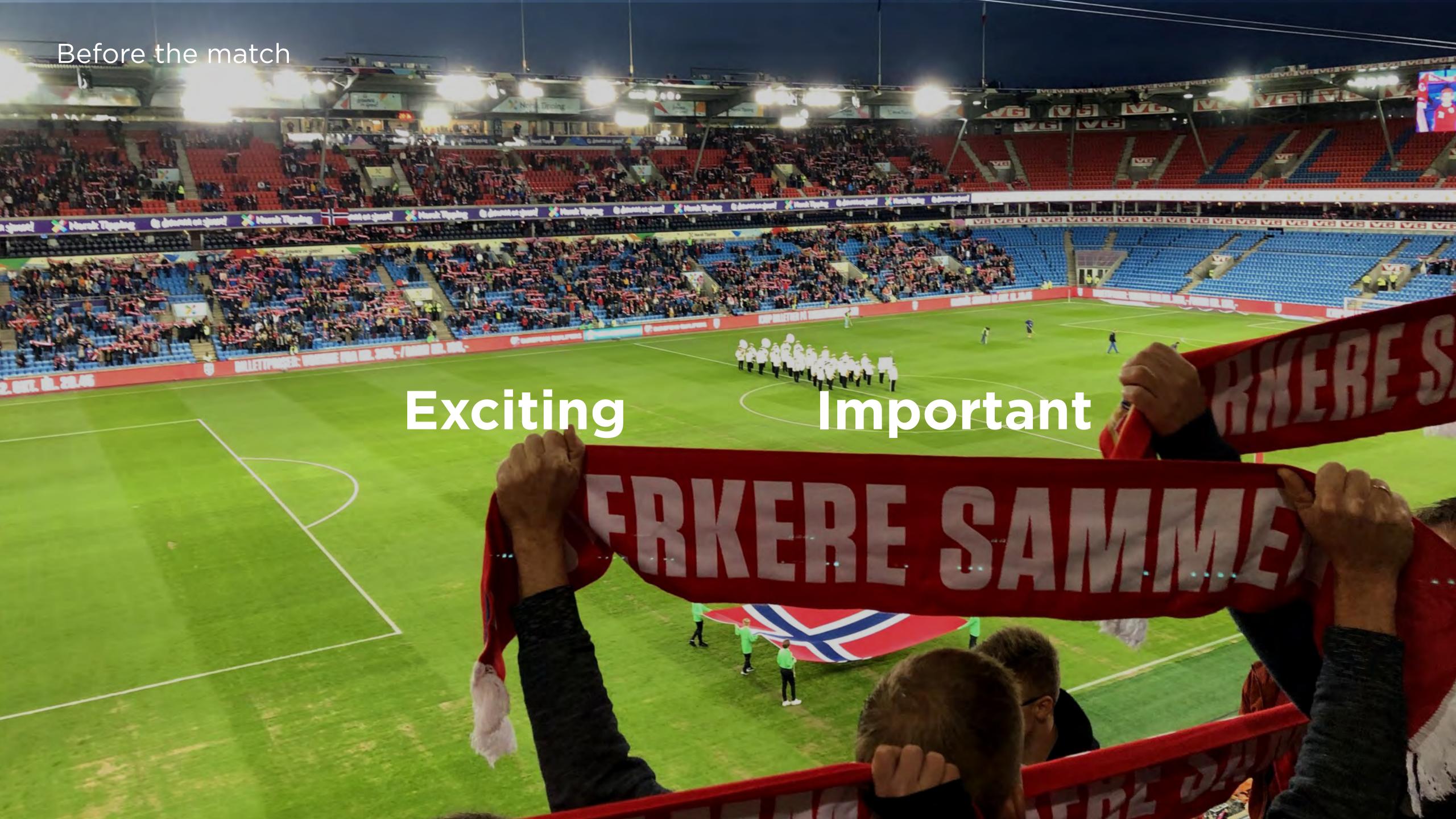
Design rituals for half-time experience Anne Marthe / Kevin / Thomas / Shengwen





Opportunities

Mood gradually drops from initial high

An opportunity to reboost mood

Halftime is a vacuum of rituals

An opportunity to build up importance

Introduce new half-time experience

Inclusion Unity Importance Excitement

Bring people into the match (through screens)

Inclusion Unity

Importance Excitement

What unites us as people (common everyday life, underdog)

Inclusion Unity

Importance

Excitement

Underlining with

Inclusion Unity

Importance

Excitement

Theatric elements to elevate expectations

Before the match

Arrival

First half

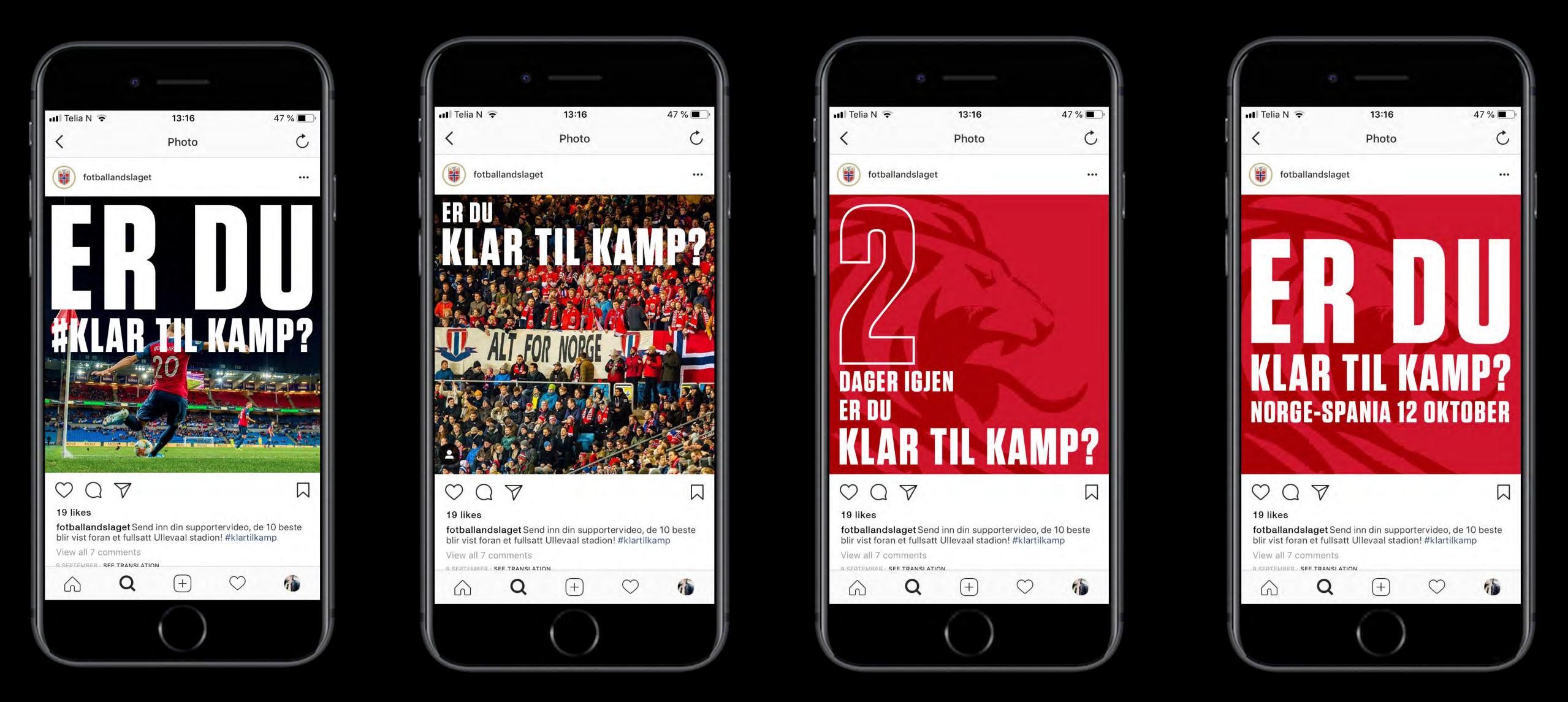
Starts

6MIN

12MIN

Ends

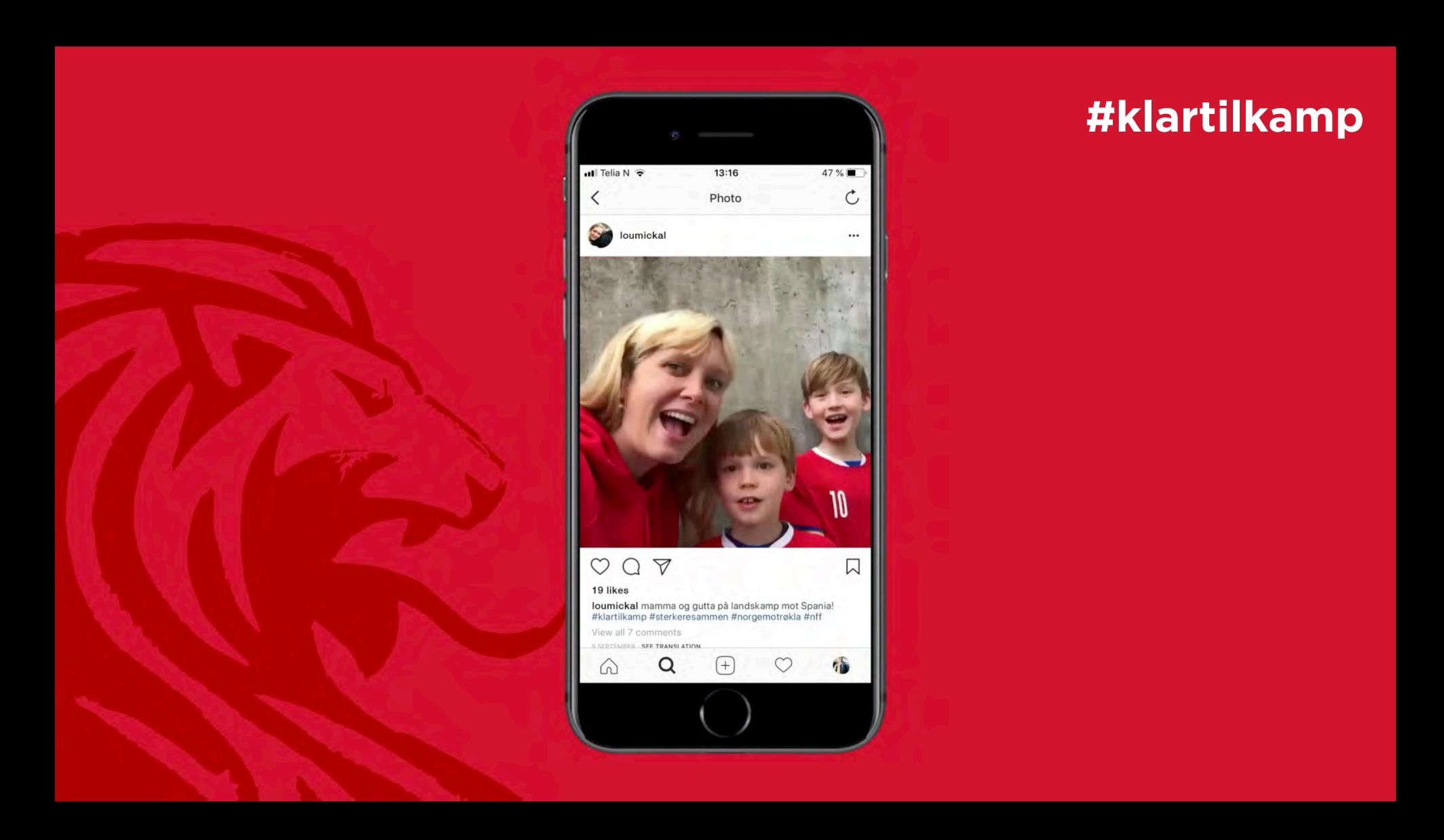








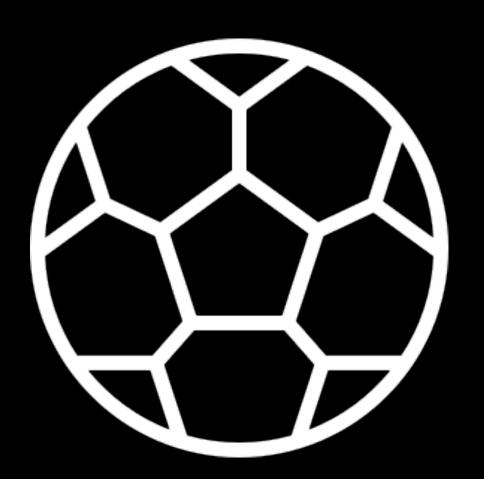
Half time —————

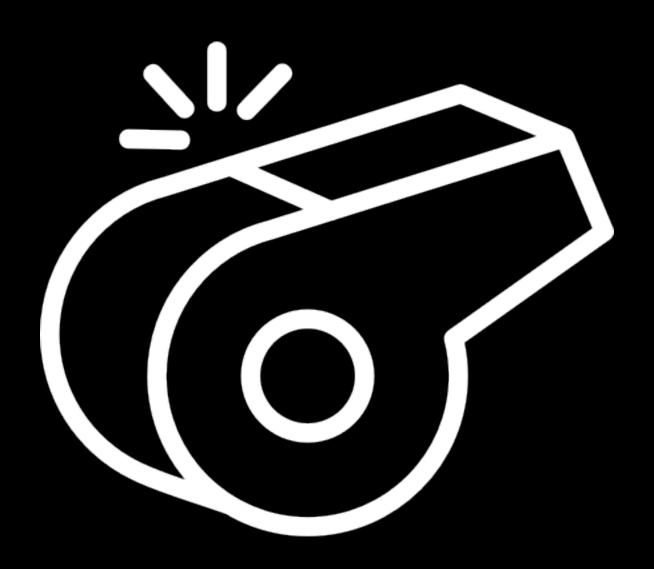


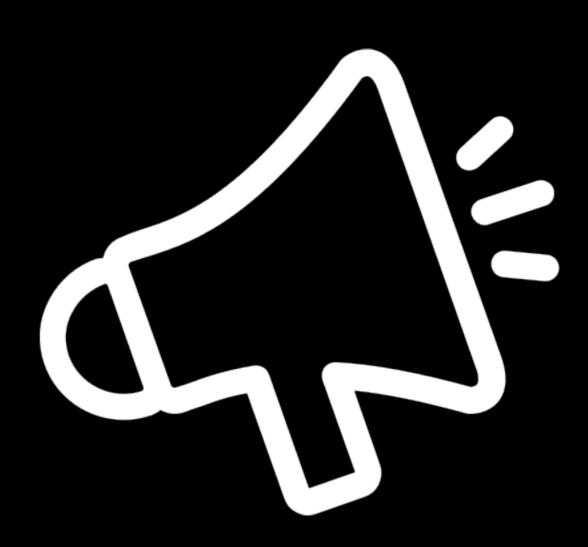














Goodbye Move Cam 👋

Hello exciting people 🥰

Half time



Half time



Video

Why Dovregubbens hall? 3

First half

Edvard Grieg

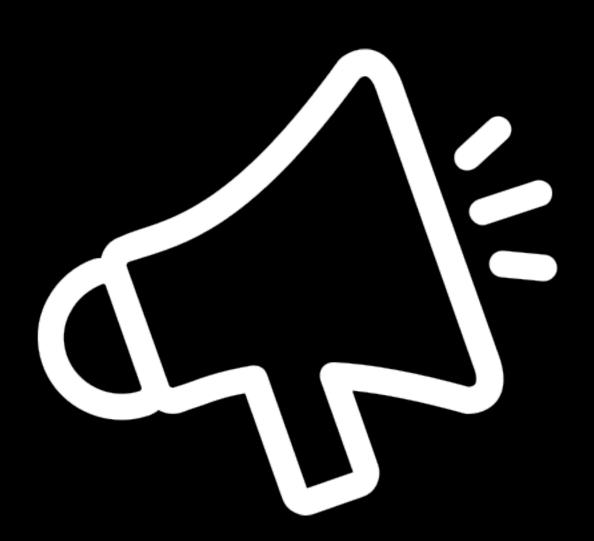
Before the match

- famous across borders
- existing Grieg football chant

Arrival

Dark, humouros with a great crescendo

Peer Gynt & the Mountain King reminiscent of David & Goliath



Journey map

