

Wild Splendor Parade

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Lindsey Ellis

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This thesis is a concept design for a parade themed to conservation efforts. However, the thesis does not emphasize the technical aspects. Instead, the primary focus is on how the narrative of conservation can be paired with features such as AR and gamification to promote environmental action. The aim of the thesis is to design a parade that supports the environmental storyline and empowers guests to start making more sustainable choices. Furthermore, the thesis explores how themed entertainment design can produce emotionally resonant entertainment that is captivating and tackles critical societal issues.

Keywords: Conservation, Parade, Entertainment, AR, Gamification, Themed Entertainment

Introduction

If telling stories is the crux of Themed Entertainment, why don't we tell more stories that go beyond creating an escapist environment and positively impact the world around us? Disney's Animal Kingdom may have started to make headway with the idea by creating a park linked with conservation funding, but that is just the beginning of how theming can influence guests to care about conservation efforts. The effort Disney is making to develop environments that educate, inspire, and entertain all at the same time is admirable and essential work. Still, there is more to be done to tell stories that motivate people to change their daily habits to better care for the world. As the author and activist Wendell Berry succinctly put it, "the Earth is what we all have in common." The Wild Splendor parade I propose in this thesis stems from the concept of a shared world that desperately needs our attention and aims to engage with the audience's hearts and minds while creating an opportunity for environmental action.

High Concept

Wild Splendor is envisioned as a parade filled with displays of puppetry and dancing, complemented by visually stunning floats that highlight a story of environmentalism and animal conservation. The parade will tell this story through the humanizing lens of a single lead character. By utilizing AR technology and a gamification approach, this parade concept will also serve as a means for guests to start engaging in simple habits that will positively impact the environment. By combining an emotionally impactful spectacle with encouragement to make simple, environmentally friendly choices, Wild Splendor will reduce the park's carbon footprint.

Parades are useful as a mechanism for storytelling on a large scale and setting a mood for the environment in which they take place. Historically, they have been used by groups to evoke a strong sense of community – to say who they are and where they are going¹. These lavish displays can bring people together and foster collective engagement on meaningful topics such as conservation, empowering the audience to take part in something more significant than the parade itself. The parade and conservation storyline act as a catalyst for deeper understanding of our world's situation.

A primary design influence on Wild Splendor is the abstract quality found in Cirque Du Soleil's performances. At the end of the 20th century, a small troupe of performers in Quebec shone a new light on circus arts, providing entertainment that was "animal-free, striking, dramatic, beautiful, and reflective."² Cirque Du Soleil specializes in detailed set designs that immerse and engage the audience and incorporate outlandish costumes that bring the show to life while allowing performers a full range of movement. They turn the ordinary into the extraordinary, similar to how a parade transforms a regular street into an unforgettable extravaganza of light, color, and sound. Musically, Cirque Du Soleil features "phonetic sentence strings" instead of a discernible language to facilitate the narrative in a way they believe does not intrude upon the imagination and gives it a universal appeal³. Wild Splendor's aesthetic is a blend of the unconventional design found on a Cirque stage with the Earth's natural beauty. The abstract elements aid the design and serve as the liaison between the world as we experience it

¹ "Parades," Encyclopedia of Children and Childhood in History and Society (Encyclopedia.com), accessed May 25, 2020, <https://www.encyclopedia.com/children/encyclopedias-almanacs-transcripts-and-maps/parades>.

² "The History of Cirque Du Soleil," accessed May 11, 2020, <https://www.cirquedusoleil.com/about-us/history>.

³ Elizabeth Nixon, "How Cirque Du Soleil Works," HowStuffWorks (HowStuffWorks, March 31, 2004), <https://entertainment.howstuffworks.com/arts/theater/cirque.htm>.

and the way the central character and the other animals experience it. Abstraction is best illustrated in this parade through the mixing of acrobatic performers costumed to embody animals, the more lifelike animatronic animals on the floats, and the animals who appear on the digital screens onboard each float.

Integrated Approach

Many elements of the Disney Parks are relevant to the design of Wild Splendor due to their diligence in show quality and years of memorable parades. However, the most impactful to my concept is Disney's Animal Kingdom Park (1998). By marketing themselves as a park focusing on conservation, Disney has developed ways to interest guests in the topic and call them to action⁴. Two examples are the Kilimanjaro Safari attraction and the Conservation Station inside Rafiki's Planet Watch. Seeing animals up close in a faux natural environment lets guests see firsthand the creatures they are being asked to protect. Experts on Rafiki's Planet Watch inform guests about conservation efforts and organizations. They also provide tips on how guests can help preserve various habitats from their homes. Guests now have the information they need to help the creatures they fell in love with at the park.

In a 2018 Disney press release, the CEO of Conservation International declares that Disney's announcement concerns more than just reducing single-use plastic waste. He says, "it's also about showing millions of kids and adults from around the world the many ways we can

⁴ Christian Sylt, "How Movies Have Given Disney's Animal Kingdom A Happy Ending," Forbes (Forbes Magazine, May 31, 2019), <https://www.forbes.com/sites/csylt/2018/05/17/how-movies-have-given-disneys-animal-kingdom-a-happy-ending/?sh=9209fefb31e3>.

change our daily habits to care for the oceans and protect nature that sustains us all⁵. "More than anything, Wild Splendor is a call to action that relies on the same idea that if we change our habits, then we can change our world.

Behavioral Psychology

Those telling the story believe that protecting the environment is crucial, and that everyone in the world should care deeply about preserving the natural world. However, that is not often the case. Environmentalists' messages can backfire because they starkly contrast our daily behavior⁶. The cognitive dissonance that arises from being confronted with this type of information can be overwhelming for the individual. Instead of inspiring them to change their behavior, the problems presented cause them to turn away. No matter how dire the facts and figures shown are, it is much easier for the daunting situation to be swept aside as a problem that is not immediate or one that we are helpless to solve⁷. Often, we do not believe that as one person we can make a difference⁸. This parade aims to reframe those messages in a positive light and change the conversations taking place. In an article summarizing psychologist Per Espen Stoknes' book *What We Think About When We Try Not to Think About Global Warming*, the author claims, "if a rational argument doesn't work, maybe we need to just embrace the irrational

⁵ "Mark Penning, "Disney Expands Environmental Commitment By Reducing Plastic Waste," Disney Expands Environmental Commitment By Reducing Plastic Waste (Disney Parks Blog, July 26, 2018), <https://disneyparks.disney.go.com/blog/2018/07/disney-expands-environmental-commitment-by-reducing-plastic-waste/>.

⁶ Saul Mcleod, "Cognitive Dissonance," Cognitive Dissonance Theory | Simply Psychology, accessed November 10, 2020, <https://www.simplypsychology.org/cognitive-dissonance.html>.

⁷ Tania Lombrozo, "How Psychology Can Save The World From Climate Change," NPR (NPR, November 30, 2015), <https://www.npr.org/sections/13.7/2015/11/30/457835780/how-psychology-can-save-the-world-from-climate-change>.

⁸ "Why Do Smart, Caring People Ignore Environmental Issues?," Psychology Today (Sussex Publishers, November 11, 2013), <https://www.psychologytoday.com/us/blog/living-the-questions/201311/why-do-smart-caring-people-ignore-environmental-issues>).

human mind." A parade can be the mechanism that "embraces the irrational human mind" by shifting the focus from the doom and gloom facts to telling a story that is engaging and that resonates on a personal level. A parade offers an alternate look at the subject matter, using music, color, performance, and immersive storytelling to enjoin visitors to the cause. Through the daily performances, parade and conservation game, there are a multitude of opportunities to provide simple solution-oriented ideas, celebrate small accomplishments, and teach guests how we are all able to rise to the challenge even on an individual level. By tapping into each of those avenues, the parade presents a positive and holistic approach to conservation that will empower guests rather than overwhelm them. It provides a connecting element between the seemingly unapproachable facts and us, the ones who are capable and responsible for taking action.

Design

Our Hero

Leading the parade's narrative of nature's death and rebirth is an enthusiastic young original female character named Asa. She embodies the dawn, symbolizing illumination and the rise of a new day that brings with it a hope of a better tomorrow.

Asa was created from a blend of Hayao Miyazaki's character San in *Princess Mononoke* (1997) and Crysta, the fairy from 20th Century Fox's *Ferngully: The Last Rainforest* (1992). These two films are produced with a children's audience in mind, but are sophisticated in their examination of humanity's relationship with nature. They give insight into humans' exploitation and destructive habits in ways that are truthful to both the darkness of our choices and hope of

renewal and environmental healing. Both San and Crysta are in positions of agency in their respective stories, and they choose to defend nature no matter the cost. Crysta's personality is more naïve and playful than San's and is more in line with Asa's temperament. San's role as the emissary of the gods and spirits is equivalent to Asa being a representative of the animals⁹.

She is a caretaker of the Earth, learning how to bring balance and harmony as the apprentice to Mother Nature. Tasked with watching over the animals, Asa must prove that she can handle this great responsibility. Asa explores the far reaches of the Earth, learning about each new animal and the habitats they reside in. Swept up by the majesty of each new environment, her playful nature takes over, leaving her blind to the creeping poison that is starting to build and destroy the planet.

Asa is a character that guests can look up to and identify with. She is a role model to inspire kids to look after the environment. Even though she is spiritual and spritely, she is the only character in the parade that resembles a human. Putting this attention on her makes her the strong connective link between the two seemingly separate worlds. Her empathy towards life and her fight to protect it are qualities meant to transfer to the hearts of everyone who takes this journey by her side.

Visually, to balance the soft, decadent colors of the morning sky, Asa's costume is fitted and functional for a young woman with a lot of energy and movement. Warm yellows, oranges and pinks radiate from her core representing her inner strength and flow out like the wings of a butterfly. The golden vines running from her sturdy boots up her thighs symbolize new growth

⁹ Dobay, Adam. "The Many Layers of Princess Mononoke," September 30, 2020. <https://www.followthemoonrabbit.com/princess-mononoke/>.

from a grounded source. Asa embodies a sense of effortless and effervescence (**Error! Reference source not found.**).

Unit Breakdown

The parade consists of a title unit followed by four biome themed units (**Error! Reference source not found.**). Except for Asa's title unit (one float with dancers), all units are comprised of two floats (one small and one primary) and the corresponding ground performers. The design for each unit concentrates on one biome subsection. A biome is a large community of vegetation and wildlife that has adapted to a particular climate. There are five main biomes in nature: aquatic, grassland, forest, desert, and tundra. These are further divided into more specific categories such as freshwater, marine, savanna, tropical rainforest, temperate rainforest, taiga (boreal), arctic, alpine, etc. The scope of the Wild Splendor parade proposal covers four of the biome subsections, but could be expanded to include more during implementation. There is also the possibility for new units to be swapped in without disrupting the objective of the parade. Currently, the four categories represented in this thesis are the Arctic (Tundra), Marine (Aquatic), Rainforest (Forest), and Savanna (Grasslands). The floats feature a mixture of animatronic animals, digital screens, and stunt performers. The float designs highlight dynamic and awe-inspiring scenes in nature that represent a snapshot into a pristine natural world that is thriving. They capture what the world is supposed to feel like, if not for the damage humans have inflicted upon it.

Unit Synopsis

Title Unit: Asa leads the cavalcade; accompanying her is a mixture of endangered animals.

Arctic Unit: Penguin stunt performers slip and slide on a glacier, polar bear skaters glide about, and arctic foxes flit in the snow under the Northern Lights.

Marine Unit: An orca aerialist performs above the waves while dolphins splash below, bubbles filling the air. A tranquil kelp forest sways deep beneath the waves, and visitors see a kaleidoscope of color emanating in a coral reef nearby.

Rainforest Unit: Amongst the dense vegetation, monkeys swing from limb to limb across the canopy. Big cats prowl the jungle floor, and an abundance of small frogs and snakes try to camouflage themselves in the trees.

Savanna Unit: Guests feel the heat of the sun as lion fire knife dancers display their skills in the grasslands. Lanky giraffe stilt walkers share a watering hole with flamingos, and elephants playfully coat themselves in mud.

Parade and Performance Organization

The predominant basis for the show-stop structure of Wild Splendor is Superstar Parade at Universal Studios Orlando. Superstar Parade, which debuted in 2012, brings together the stars of popular children's TV and cinema such as *Despicable Me*, *SpongeBob SquarePants*, *Dora the Explorer*, and *The Secret Life of Pets* to transform the streets of Universal Studios into an enormous stage¹⁰. It features street performers, dancers, aerialists, six custom-built bubble machines, and LED lights¹¹. The parade functions with a unique show-stop set up (**Error! Reference source not found.**). It begins with a travel loop sequence, which is a section of choreography and music that repeats itself while moving the performers forward along the

¹⁰ "Universal's Superstar Parade," Universal Studios Florida, accessed November 9, 2020, <https://www.universalorlando.com/web/en/us/things-to-do/shows/universals-superstar-parade>.

¹¹ Universal Studios Florida, "Universal's Superstar Parade"

parade route. Twice during its course, the parade comes to a full halt at the designated show-stop location. After a float safely parks, the performers disembark and interact with the crowd until each of the remaining floats is in place. Once this is complete, the music changes and a performance begins. When the performance ends, the travel loop resumes until reaching the next show-stop location.

The start of Wild Splendor is a travel sequence that covers the time in which Asa is on her journey to meet all of the animals under her care. As she has yet to encounter the challenges she will later face, the music and movement are a light-hearted celebration of life. The travel loop choreography ends when the floats park for the show-stop.

Similar to Superstar, Wild Splendor will incorporate a show-stop performance in the middle of the parade route for guests to experience Asa's dramatic fight to save the animals and witness performers' acrobatics and stunt work. After stopping, the float's lighting begins to desaturate, and the animals are affected by this growing darkness. Asa is frightened by this development and sees the evil that she overlooked. The oasis in the center of the Savanna main float opens to let loose a monster, one that has grown from the previously nascent pollution in the water. Asa must use all of her strength to save the animals and cast out the evil spirit. The healthy animals stand by her side and lend their power to help protect their friends. After a brutal fight, Asa and the animals are victorious. She vows never to forget this moment and always to make time for her animal friends.

Filled with an awakened sense of duty and hope, Asa encourages the audience to join her in keeping the Earth safe. The performers return to their positions on the floats, and Asa rejoices.

The parade starts to travel once more, with the celebration of life and nature continuing full circle.

Daily Performances

Another aspect of Superstar Parade incorporated into Wild Splendor are the daily operation performances. Routines and meet and greets are developed for the individual units and take place separately from the parade. These experiences provide space for more meaningful interactions with guests.

Included will be three types of performances (**Error! Reference source not found.**):

A-Show: One unit (both small and primary float) is brought onstage for a twenty-minute show, including time for a meet and greet.

B-Show: Parade (Includes all floats and performers)

C-Show: One unit (small float only) is brought onstage for a fifteen-minute show, including a meet and greet.

A and C show routines are unique to each unit, reflecting their respective biome themes and highlighting the animals that make each environment their home. Through song and dance, Asa learns from the animals about their habitats, fears, and unique traits.

These shorter performances focus on one unit per show to offer time for increased engagement with the story and conservation efforts outside of the parade. The floats act as backdrops and stages for these shows. The small float in each unit has interactive digital screens that feature animals that react to guests as they approach. For example, if a guest waves their hand in front of the small coral reef float, colorful fish might swarm around their hand, following

their movements. It provides the opportunity to safely get up close and personal with fascinating animals that guests would not usually encounter.

Gamification and Habit Forming

As thrilling as they can be, a parade alone has a limited ability to produce to motivate an audience to adopt and sustain behavioral changes. Coupling it with a gamification approach where the rewards are experienced during the parade boosts the probability that the audience will adopt long term changes in behavior conducive to conservation. The goal is that by playing a game that rewards environmentally-friendly behavior, guests start to build habits that stay with them beyond the length of their vacation.

The solution proposed for Wild Splendor is a wristband that activates a parkwide app where visitors can collect conservation points and learn more about how they can be more eco-friendly at home and in the parks. Points are gained for different environmental acts such as recycling, using reusable bags for merchandise, opting out of housekeeping, or bringing a reusable water bottle. These actions are recorded by an RFID chip (i.e., magic band) using motion sensors on recycling bins, water/soda filling stations, or codes scanned at the cash wrap. The user's phone will show the type of points gained and the location where they earned them. There also will be helpful guides on park-specific recycling, quizzes, eco-friendly tips, and blog posts that guests can explore in more detail. Optional age data can be collected in the app to make sure that the app user is getting age-appropriate content on their profile. Younger children who might be playing the game with a parent would have graphics and language that suit their cognitive stages, whereas a teenager who is playing would need more sophisticated information targeted specifically to them.

In an article exploring the future of gamification, the author reports that neuroscientists are discovering that "the [interactive design] elements can cause feel-good chemical reactions, alter human responses to stimuli... and in certain situations can improve learning, participation, and motivation". Also noted was that gamification would become the standard across a wide range of activities and that the behavioral manipulation involved is a potent tool that needs to be wielded responsibly¹². It is imperative that Wild Splendor is transparent with its intent to give people the tools and information to encourage environmental action and that the participation in this game is intended to facilitate conservation skills they can take home with them.

Tapping into our competitive intuition is a feasible way to get guests excited about environmental change. Gamification is a way to show people that making these slight adjustments to their everyday actions in favor of the environment is much less complicated and time-consuming than it seems. With repetition, the probability that a lasting habit will form increases¹³. This approach also works well at the local level, where team members and annual pass holders have a higher chance of building these habits due to long-term exposure and repetition.

During the parade, the points guests have gathered allow them to access various levels of augmented reality (AR). "Augmented reality overlays digital content and information onto the physical world"¹⁴ and is seen in content such as the mobile game phenomenon Pokemon GO. Each level is a new and enhanced visual spectacle. The app allows the user to take pictures and

¹² "The Future of Gamification," Pew Research Center: Internet, Science & Tech (Pew Research Center, May 30, 2020), <https://www.pewresearch.org/internet/2012/05/18/the-future-of-gamification/>.

¹³ "Habit Formation," Psychology Today (Sussex Publishers), accessed November 10, 2020, <https://www.psychologytoday.com/us/basics/habit-formation>.

¹⁴ "AR Home," Google AR & VR | AR home (Google), accessed November 18, 2020, <https://arvr.google.com/ar/>.

videos simultaneously with the heightened AR visuals intact. Each level adds to the experience of the level below it. For example, level one is an environmental boost where an element like snow would flurry as the arctic unit goes by. Level two would have the snow and various animals from that environment interacting with the unit's multiple components.

Due to their grandiose nature, parades are built to last for many years. While this can result in beneficial nostalgia for some, other guests crave new experiences each time they visit a theme park. The AR and gamification technique is a balanced solution to the semi-permanent structure of a parade. As often as the parks want to update their content, they could roll out fresh overlays for the AR and combine them with new A- and C-show choreography. This type of renewal gives the parade the added factor of showcasing diverse environmental themes or seasonal happenings.

Location

Taking care of our Earth is a universal message, therefore an environmentally-themed parade could potentially exist and entertain anywhere in the world. It is a theme that easily crosses language barriers and can be adapted to include more culturally resonant ideas, depending on the location. It is a theme that can be updated with new approaches to conservation but does not run the risk of becoming obsolete.

Having various components within the structure of the parade allows for flexibility when choosing a location. Instead of having a longer parade that needs more space for travel and storage, this smaller parade can be adjusted for a single stop in smaller parks or multiple show-stops for parks with the ability for a longer travel loop. Parks with larger spaces can also optimize

the storytelling experience by bringing single units out during the day for the shorter performances outlined in the Daily Performances section.

Wild Splendor parade is best suited for a location whose environment already primes a guest to care about conservation, such as an animal-themed park (i.e., SeaWorld or Busch Gardens Tampa Bay), a zoo, or even botanical gardens. It is also ideal for places without an entertainment offering because it would draw people in and increase attendance and revenue. When interviewed on her work with Disney's Animal Kingdom, Jane Goodall said that she believes that there are "zoos that should not be," and there are animals that undoubtedly should never be placed in a zoo. However, some organizations are attempting to do right, and instead of discrediting them, we should be making efforts to help them be better¹⁵. Implementing a parade such as Wild Splendor is an approach that these organizations can take to further their preexisting messaging without resorting to exploiting animals for entertainment.

Company Benefit

The company itself would also see considerable changes in its environmental footprint by reducing waste in single-use plastics or meat consumption. In 2019, Disney Parks started offering reusable bags for purchase as part of their initiative to reduce single-use plastics¹⁶. By offering incentives such as an exclusive reusable bag or cup designs upon reaching a certain number of conservation points, guests would be more inclined to participate because the approach

¹⁵ "Hit or Miss," *The Imagineering Story* (Disney+, 2019) <https://www.disneyplus.com/video/1ff446bc-b5da-4c75-a860-5f837975ba00>.

¹⁶Steven Miller, "Reusable Shopping Bags Introduced at Disneyland Resort and Walt Disney World Resort," Disney Parks Blog, February 6, 2019, <https://disneyparks.disney.go.com/blog/2019/02/reusable-shopping-bags-introduced-at-disneyland-resort-and-walt-disney-world-resort/>.

combines social conscience appeal with exclusivity. Research has shown that millennials are much more likely to spend money on businesses that are making responsible choices¹⁷. Making sustainable modifications company-wide and promoting them through the conservation game and parade taps into this buyer preference. It also backs up the marketing technique with transparent, measurable environmental change.

The sustainable merchandising opportunities are endless for this type of parade. When team members see guests using their sustainable goodies, they can use it to strike up a conversation and spark positive guest connections similar to the use of celebration buttons in various theme parks. However, here it can be used to continue the conservation conversation. Employing more sustainable tourism is beneficial on a multitude of levels and has more possibilities than can be explored in this paper. Ultimately, by providing entertainment and subsequent merchandise that promotes, teaches, and practices sustainability, the larger the impact can be for the worthwhile cause.

Conclusion

Lady Bird Johnson observed that "[t]he environment is where we all meet, where we all have a mutual interest; it is the one thing all of us share. It is not only a mirror of ourselves but a focusing lens on what we can become¹⁸." It is important that the conversations and actions for the environment tell a cohesive story that depicts its reality of how our collective choices have

¹⁷ Steve Olenski, "The Promises and Pitfalls of Socially Conscious Marketing," *Forbes* (Forbes Magazine, January 3, 2018), <https://www.forbes.com/sites/steveolenski/2018/01/03/the-promises-and-pitfalls-of-socially-conscious-marketing/>.

¹⁸ Lady Bird Johnson, "Audio Diary and Annotated Transcript, Lady Bird Johnson, 10/9/1967 (Monday)," *Discover LBJ* (LBJ Presidential Library), accessed October 11, 2020, <https://www.discoverlbj.org/item/ctjd-19671009>.

landed us in this perilous position, and how we can redirect our energy on the changes we are making for a more sustainable future. Asa and her animal friends are a medium that serves to embolden guests to take responsibility for the Earth we all share. She is a leader by example and can teach people that together, we can make a difference, but it starts with us taking individual steps. Although light-hearted and invigorating, this parade intends to offer people hope for the future and the tools to make a difference. Themed Entertainment Design is fertile ground for telling stories that resonate deeply with those who experience them. Wild Splendor parade is an example of how we can take those poignant stories and use them to transform our world for the better.

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Figure 1, Asa Character Design


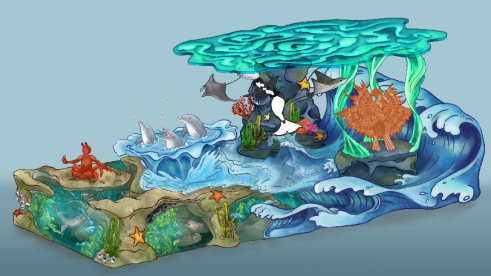
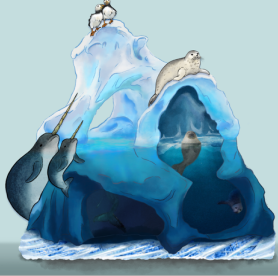
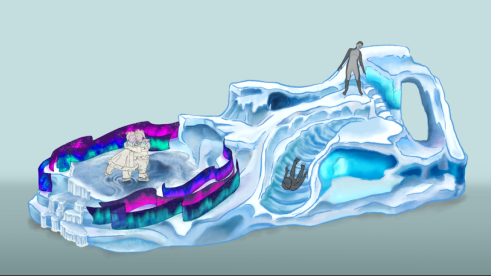




Unit	Biome Subcategory	Small Float	Primary Float	Performers
Title	N/A	None	Asa surrounded by a mix of endangered animals	Asa Dancers
1	Marine			Dancers Orca aerialist Rhythmic gymnastic otters
2	Arctic			Dancers Penguin stunt performers Skating polar bears
3	Rainforest			Dancers Tumble monkeys Bird puppetry
4	Savanna			Dancers Lion fire knife dancers Giraffe stilt walkers

Figure 2, Unit Breakdown Table

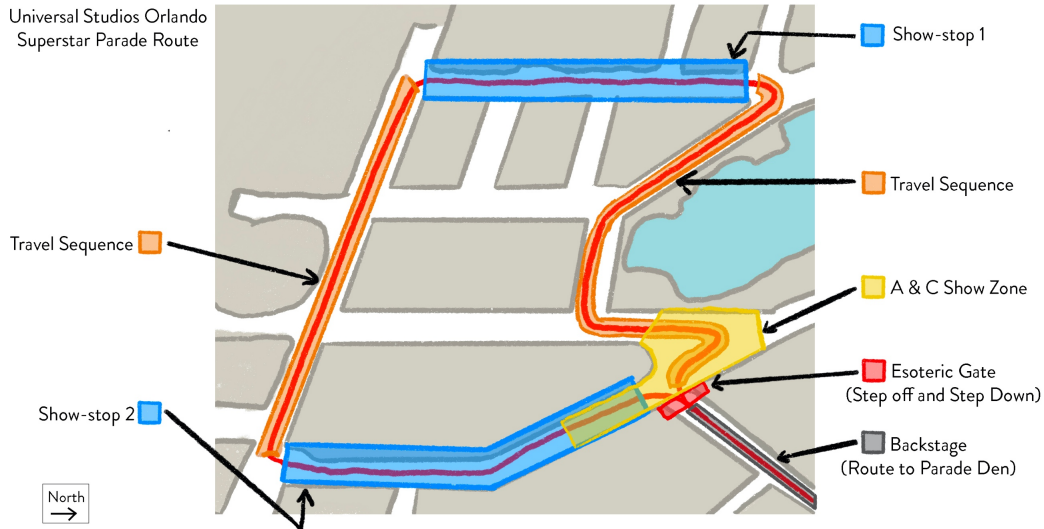


Figure 3, Superstar Parade Route

<i>Time</i>	<i>Show</i>	<i>Features</i>
9:30 AM - 9:50 AM	Marine Unit A-Show	Primary and small floats, dancers, orca aerialist, rhythmic gymnastic otters, Asa
10:00 AM - 10:20 AM	Arctic Unit A-Show	Primary and small floats, dancers, penguin stunt performers, skating polar bears, Asa
10:30 AM - 10:50 AM	Rainforest Unit A-Show	Primary and small floats, dancers, tumble monkeys, bird puppetry, Asa
11:00 AM - 11:20 AM	Savanna Unit A-Show	Primary and small floats, dancers, lion fire knife dancers, giraffe stlits, Asa
11:30 AM - 11:50 AM	Marine Unit A-Show	Primary and small floats, dancers, orca aerialist, rhythmic gymnastic otters, Asa
12:00 PM - 12:20 PM	Arctic Unit A-Show	Primary and small floats, dancers, penguin stunt performers, skating polar bears, Asa
12:30 PM - 12:50 PM	Rainforest Unit A-Show	Primary and small floats, dancers, tumble monkeys, bird puppetry, Asa
1:00 PM - 1:20 PM	Savanna Unit A-Show	Primary and small floats, dancers, lion fire knife dancers, giraffe stlits, Asa
1:30 AM - 1:45 AM	Marine Unit C-Show	Small float, dancers, rhythmic gymnastic otters, Asa
1:50 PM - 2:05 PM	Arctic Unit C-Show	Small float, dancers, skating polar bears, Asa
3:00 PM - 3:30 PM	B Show: Parade	Title Unit, Marine Unit, Arctic Unit, Rainforest Unit, Savanna Unit
4:15 PM - 4:30 PM	Rainforest Unit C-Show	Small float, dancers, bird puppetry, Asa
4:35 PM - 4:50 PM	Savanna Unit C-Show	Small float, dancers, giraffe stlits, Asa

Figure 4, Show Set Schedule

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