Experience for empathy

VS

Mission: Trick or treat

Design a surprising and delightful (treat) or scary (trick) experience for CERN inhabitants.

Tricks

The key is **surprise** AND **magic**.

Be nice, don't scare anyone to death!

Treats

The key is surprise AND delight!

CONDUCT
US

Mission: Trick or treat

Design a surprising and delightful (treat) or scary (trick) experience for CERN inhabitants.

Document the experience with video

Metrics of success = Quality X Quantity of smiles or "screams"

Bonus: Embedding project topic into the trick/treat

Ready to present 17:30 and GET THE HECK OUT =)

+/-

Experience
Design