

Eden Project heads to north of England

London-based architecture firm Grimshaw have unveiled renderings of Eden Project North (EPN), a marine-centred recreational complex and leisure attraction in Morecambe, UK.

Conceptualised for environmental charity Eden Project International, the new destination will take the form of a series of mussel-shaped pavilions on the Morecambe seafront, featuring a number of amenities and facilities intended to enhance wellbeing.

The development is expected to mirror the success of Eden Cornwall, which – since its launch in 2001 – has contributed £2bn (US\$2.5bn, €2.2bn) to the economy.

"We're aiming to reimagine what a seaside destination can offer, with a world-class tourist attraction that is completely in tune with its natural surroundings," said Dave Harland, chief executive of Eden Project International.



■ Eden Project North will take the form of several mussel-shaped pavilions

"Morecambe is a beautiful location, perfectly situated near the Lake District and Yorkshire Dales. It's so heartening to be working with partners who share our aspirations for the town and region."

MORE: http://lei.sr/a4S2H_T



We're aiming to reimagine what a seaside destination can offer

Dave Harland



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Joanna Lumley aims to open up a 'world of stories' as patron of Peter Pan literary attraction in Scotland

With work well underway to develop a Peter Pan-themed literary visitor attraction in Scotland, its patron, Joanna Lumley, has spoken to *Attractions Management* about the scheme and what it will mean for a "forgotten corner of Scotland".

Expected to draw around 250,000 visitors a year to the Dumfries area of the country, the historic Moat Brae house – the inspiration for writer JM Barrie's Peter Pan – is undergoing a major redevelopment to transform it into a national centre for children's literature and storytelling.

Lumley – who boasts an acting career spanning nearly



■ Lumley helped to raise millions for the redevelopment project

"Moat Brae will give children and young people access to a whole new world of stories and creativity"

five decades, has thrown her weight behind the plans as the Moat Brae Trust's patron.

"Moat Brae matters on many levels," said Lumley. "Dumfries and the wider

region have had a tough time economically for many years and a new international visitor attraction will make a valuable contribution to all the regeneration work taking place. It's a very beautiful part of Britain and once people discover it they often return."

As the birthplace of Peter Pan, the building and its gardens have a significant place in literary history. For Lumley, though it's not just about the past, but also the future.

"Moat Brae will give children and young people access to a whole new world of stories and creativity," she said.

"Firing young imaginations is enormously important. That's what Moat Brae is all about."

Ardent chair Gary Weiss reveals plan to expand Australia's Dreamworld theme park



■ At the company's AGM, Weiss outlined plans for the land surrounding the park to be developed

Gary Weiss, chair of Dreamworld owner Ardent Leisure, has announced plans to expand the Australian theme park, with the plans aimed at boosting attendance following a "challenging year".

Dreamworld has been under intense scrutiny since a 2016 accident on its Thunder River Rapids ride resulted in the deaths of four people.

Speaking at the company's annual general meeting, Weiss said that 2018 had been "another challenging year for Ardent", adding, however,

"We're excited about the opportunities that lie ahead for our theme parks business in Australia"

that the company was making "good progress" across many areas of its business.

For Dreamworld, he revealed plans are in the works to expand the Gold Coast attraction, with new rides and retail both on the cards.

"The board remains committed to restoring value for shareholders and we're excited about the opportunities that lie ahead

for our theme parks business in Australia," he said.

The plans are in addition to the expansion made to the Torres Strait Islander educational attraction, Dreamworld Corroboree, and the US\$15m (£13.2m, £11.7m) extension to WhiteWater World, which will incorporate pools, waterfalls, beached areas, function and events.



■ Heather Blair (left) is heading up the new company with support from Hayley Kenney (right)

"All our solutions are scalable, self-sufficient in operation and configured for the exact needs of the market"

Holovis gives **Heather Blair** the reins for launch of cinema division

Experiential design firm Holovis is expanding its portfolio, launching a new company dedicated to creating attractions for the cinema market.

Called Extended Cinema, the new business division will apply Holovis' technology design expertise to cinemas, developing location-based entertainment offerings, which cinema-goers will be able to use before, after and even during a movie experience.

The new venture is being headed up by Heather Blair with support from Holovis business development manager Hayley Kenney.

"All our solutions are scalable, self-sufficient in operation and configured for the exact needs of the market," said Blair, speaking about the launch.

"Our team allows us to provide a full turnkey solution, from media and content creation through to software configuration and engineering design and delivery. All of this will be done in such a way that the operator can regularly layer new content and customisable variations while obtaining real-time data analytics and behavioural feedback."

Attractions

MANAGEMENT **NEWS**

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New York's **Staten Island Zoo** reopens aquarium following US\$9.2m renovation



■ The redeveloped aquarium now offers a more immersive experience

The Staten Island Zoo in New York, US, has reopened its aquarium following a US\$9.2m (€8.2m, £7.2m) upgrade.

Included in the renovations, four new floor-to-ceiling tanks have been installed across a 3,642sq ft (338sq m) space, replacing 15 smaller tanks to create a more immersive experience for visitors.

The newly-installed tanks are organised into regions of the biosphere – Tropical Coral Reef; Pacific Kelp Forest; Southeast Asian

"I strongly encourage everyone to come and see for themselves all of the exciting new things happening"

Freshwater Habitat, and Atlantic/Caribbean Sea Life. A new audio-visual system has also been installed, with the purpose to deliver the zoo's conservation message to the general public.

The development, which also included a long-planned boiler replacement, was financed by the Mayor's Office, which allocated capital funds to realise the project.

Steven Matteo, who was involved in the financing process, called the zoo one of the New York borough's "cultural jewels", with the new aquarium experience enhancing that.

"I'm proud to have worked with my colleagues to provide unprecedented funding and resources to help make this transformation happen," he said. "I strongly encourage everyone to come and see it."

Steven Chilton Architects reveal mind-bending Puzzle Ball Theatre

Steven Chilton Architects (SCA) have unveiled the first set of renderings for their mesmerising Puzzle Ball Theatre in Guangzhou, China.

The 2,000-seat conceptual structure, which – if constructed – would serve as a venue for performances by Belgian drama company Dragone, is inspired by Chinese puzzle balls.

These objects, which often appeared in Victorian-era cabinets of curiosities, are made from a single block of ivory and feature intricate tracery and imaginative motifs.

Unlike the original puzzle balls, however, SCA's building features a facade of spiralling vortices and uses



■ The primary structure is inspired by real life puzzle balls

"We wanted to capture the complexity characteristic of real puzzle balls"

materials like tubular steel, wood, aluminum, and glass-reinforced concrete (GRC).

In a statement, SCA said they wanted to develop an approach

that would allow them to "capture the complexity and differential porosity that is a characteristic of real puzzle balls".

Speaking on the design process, Steve Chilton told *Attractions Management*: "The programme and budget constraints required us to develop optimisation techniques that resulted in a geometry and aesthetic that surpassed our initial studies, enabling us to achieve an unconstrained repetition of unit size and shape."

"It was interesting to discover the discipline of finding an approach that used less unique elements and actually produced more interesting results."



■ The futuristic addition to the London skyline could open in 2025

"It offers significant benefits to Londoners and visitors as a cultural and social landmark"

Foster + Partners envision London's tallest skyscraper

Foster + Partners have unveiled images for the Tulip Tower, an observatory and event space intended to become the City of London's next cultural attraction.

The 305-metre skyscraper, which will stand alongside the now iconic Gherkin building, will be an office-free venue, providing panoramic views of the city.

Developed by J. Hafra Group as part of the City Corporation of London's Cultural Mile public engagement initiative, the complex will feature a number of leisure amenities and facilities, including

internal glass slides, gondola pod rides, and a restaurant.

The site will also include a rooftop garden, pocket park, and sky bar.

Speaking on the Tulip Tower, Norman Foster, founder and principal at Foster + Partners, said: "Continuing the pioneering design of 30 St Mary Axe, the Tulip is in the spirit of London as a progressive, forward-thinking city."

"It offers significant benefits to Londoners and visitors as a cultural and social landmark with unmatched educational resources for future generations."

MEET THE TEAM

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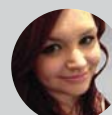
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THEME PARKS

Disney and Fox sued over failed park project

Plans to open the world's first Fox-branded theme park have come to a screeching halt, with resort and casino operator Genting Malaysia filing a US\$1bn (€883m, £784m) lawsuit against both Twenty-First Century Fox and Disney for abandoning the project.

Fox seemingly emerged as a competitor in the theme park market in 2013, announcing a licensing partnership to develop the first Twentieth Century Fox theme park.

Originally scheduled to open in Malaysia in 2016 at Resorts World Genting near Kuala Lumpur, the park would have featured major Fox IPs, such as Ice Age, Alien and Night at the Museum. Genting

says it's already invested more than US\$750m (€662m, £587.8m) in the project.

The lawsuit from Genting says that, with Disney's help, Fox breached the 2013 contract to license its IPs for the Fox World development.

According to Genting, Fox deliberately delayed the project to force a renegotiation of the licensing contract. Genting alleges that Disney – which is currently in the process of acquiring Fox – is now "calling the shots", with the company wanting to end its association because a gambling company doesn't fit its family-friendly image.

Both Disney and Fox are yet to comment on the lawsuit.

MORE: http://lei.sr/d9x2k_T



■ Fox World would have been the first of several worldwide



The lawsuit from Genting says that, with Disney's help, Fox breached the 2013 contract to license its IPs for the Fox World development

ZOOS

St Louis Zoo reveals plans for US\$80m expansion



It still needs more money but there are ways to raise those funds

Ben Uchitelle

St Louis Zoo is planning to add a US\$80m (€70.6m, £62.4m) expansion which would house a new breeding facility as well as new outdoor visitor experiences.

According to the zoo's president and CEO Jeffrey Bonner, the breeding facility is expected to open in 2021, while the outdoor attractions are likely to be added after that.

St Louis voters passed a motion at the start of November to allocate funding via a sales tax scheme. The sales tax increase will raise US\$20m (€17.7m, £15.6m).



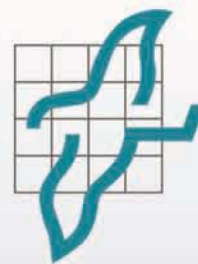
■ A new breeding facility is expected to open in 2021

"It still needs more money," said Ben Uchitelle, former chair of the Zoo-Museum District's board of directors, "but there ways to raise those funds".

Admission to the zoo is currently free, but it is likely that the new facility would charge an entry fee to make it profitable.

MORE: http://lei.sr/3a6q7_T

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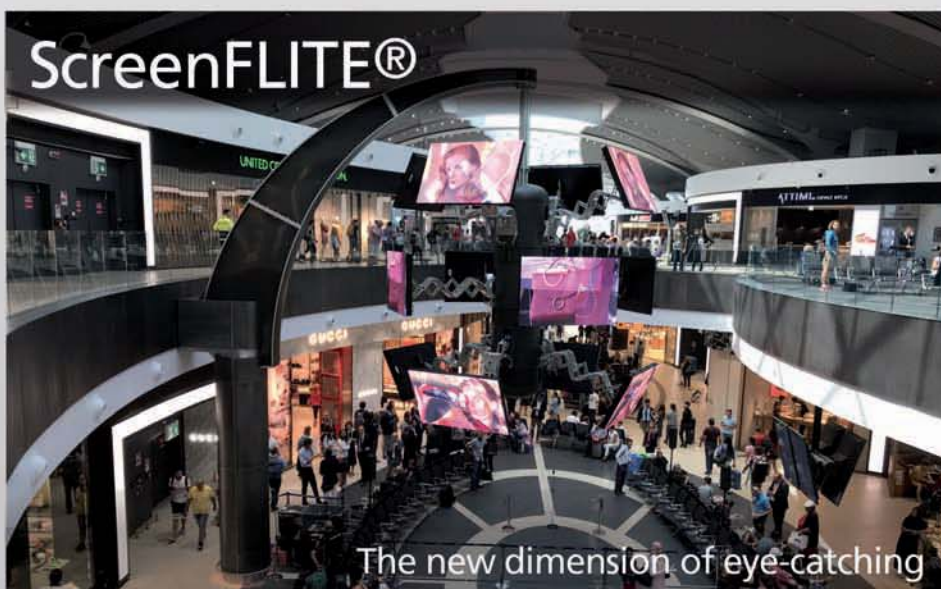
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GALLERIES

National Gallery launches art cafés in Asia

London's National Gallery has revealed plans to open a series of pop-up "gallery cafés" across Asia, mixing famous pieces of art with a food and beverage offer.

To be operated under its Delicious Art brand, the outlets will "celebrate the excellence of high-quality food and drink and the magnificence of the gallery's paintings", selling fine wines, gins, chocolate and other consumables.

The first Delicious Art site opened in Seoul, South Korea. It features replica pieces from artists including Degas, Monet and Van Gogh, as well as art-inspired produce and National Gallery merchandise.

It will follow this up with the launch of its first pop-up store

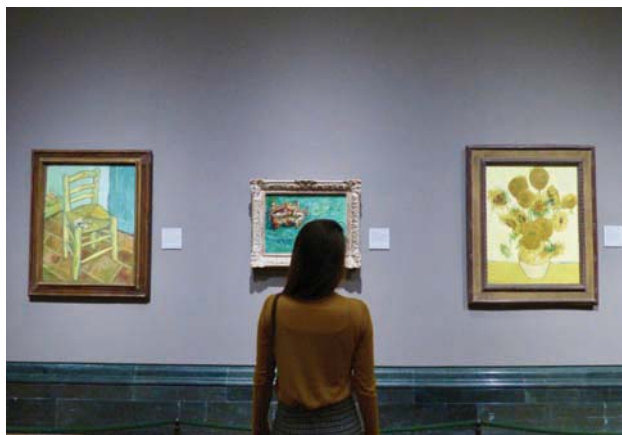
in Guangzhou, China, that will feature digital installations and further replicas.

National Gallery Company buying and licensing director Judith Mather described the move as the gallery's response to today's fast fashion culture: "There's a greater consumer demand for art and heritage licensing today, and I think it's because consumers want a product that has a heritage feel," she told *Licensing.biz*.

"The profits raised go back to a much-loved institution to maintain it for future generations.

"The National Gallery and Delicious Art introduces consumers to the paintings."

MORE: http://lei.sr/D3E9W_T



■ The gallery has opened a new café under the Delicious Art name



“

There is a greater consumer demand for art and heritage licensing today

Judith Mather

AQUARIUMS

Shanghai Haichang Ocean Park opens in China

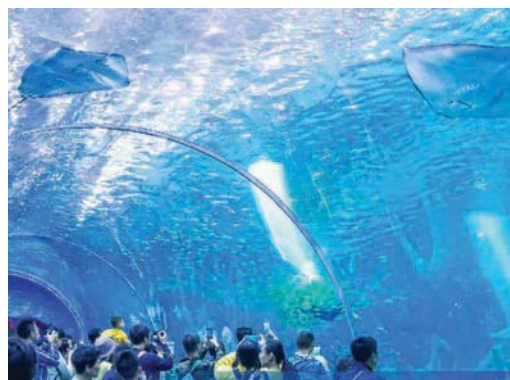
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The Shanghai Haichang Ocean Park is set to rival Shanghai Disney Resort as a top attraction in the Chinese metropolis

A huge new water attraction has opened in Shanghai, China, incorporating elements of a theme park, a zoo and an aquarium.

The Shanghai Haichang Ocean Park covers a huge 297,000sq m (3,196,881sq ft) area and is set to rival Shanghai Disney Resort as a top attraction in the Chinese metropolis, as it expects to attract 5 to 6 million visitors annually.

Designed by Hollywood-based Legacy Entertainment, the park has five themed areas – Merman Bay, Polar Town, Seabed Area, Ocean Tribe and Ice and Snow

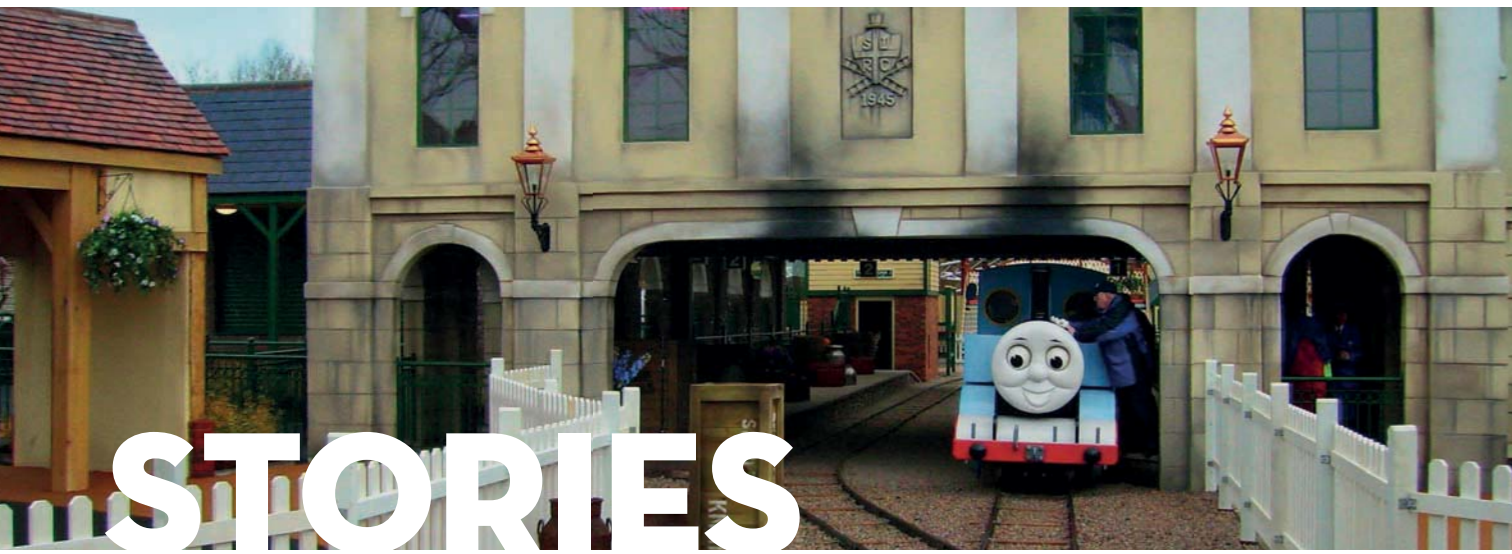


■ Development of the park took five years

Kingdom – as well as 4D cinemas, a theatre, aquariums and a host of rides, including what its developers have boasted is the world's longest rapids ride.

Development and construction of the park took five years in total and ran to a cost of US\$795m (€696.6m, £617.9m).

MORE: http://lei.sr/t7f2u_T



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MUSEUMS

Sandcastle-like Dune Museum opens in China

The Ullen Centre for Contemporary Art (UCCA) has opened a sandcastle-like museum outside Beijing on China's Gold Coast.

Located in the Aranya Gold Coast Community on the shore of the Bohai Sea, UCCA Dune is the region's first major contemporary art institution.

Designed by Li Hu and Huang Wenjing of OPEN Architecture, UCCA Dune was created to evoke the sensation of "children's tireless digging in the sand". It is almost entirely covered by windswept dunes and features a network of interconnected caves which house 10 exhibition galleries, a cafe, reception area, and reading room.

Currently, the building spans 930 sq m, but in 2019 it will expand to include a tidal causeway. This unique area – accessible only at low tide – will link visitors to a semi-submerged "Sea Art Space".

In a statement, UCCA director Philip Tinari said: "UCCA is excited to move beyond its flagship location in Beijing with a permanent presence in this stunning building in a gorgeous natural setting. We look forward to working with great artists to show their work in this new context, and to offering our members and visitors the chance for an unforgettable art experience by the sea."

MORE: http://lei.sr/g6a8Y_T



■ The museum has been in the pipeline for three years



“

We look forward to working with great artists to show their work in this new context

Philip Tinari

MUSEUMS

National Museum of Qatar on track for 2019 opening



“

This is a museum that narrates the story of the people of Qatar

Sheikha Al Thani

The National Museum of Qatar – expected to become one of the principedom's most striking landmarks – will open its doors in March 2019.

Designed by Pritzker award-winning architect Jean Nouvel and constructed by ASTAD Project Management, the new 40,000sq m building will be located on Doha Bay and encircle the recently refurbished old palace of Qatar's founding father, Sheikh Abdullah bin Jassim Al-Thani.

The museum has been in development since 2015 and will be shaped like a desert rose. It's set to include a 220-seat auditorium, research



■ The museum is scheduled for a March launch

centre, food court, café, retail shops, restaurants, and multiple laboratories.

"This is a museum that narrates the story of the people of Qatar and shares this story in an innovative, holistic, and immersive way," said Sheikha Jassim Al Thani, director of the National Museum of Qatar.

MORE: http://lei.sr?a=n9j9K_O

VISITOR ATTRACTIONS

Mountaintop glacial observatory to get facelift

Swiss architecture studio Herzog & de Meuron have unveiled plans to redesign the Klein Titlis, a 50-year-old mountaintop observatory station in Switzerland.

The firm's plan – dubbed Titlis 3020 – will see the current structure gain a new antenna tower and expanded gondola station in addition to an underground tunnel which will offer visitors a close-up glimpse of the glacier's inner 'heart'.

Other amenities and facilities will include an information centre, bar, and lobby as well as restaurants and souvenir shops.

Suggesting that the present building had been built to be purely functional – without

"any architectural ambitions" – Herzog & de Meuron explained that their updated rendition would "do justice to the breathtaking landscape" by imitating the ways in which modern cities are designed.

"There is no city in Switzerland without landscape," they remarked, "but neither is there any landscape without urban life."

To bring their plans to fruition, the team will collaborate with a group of local consultants, including Architektur & Baumanagement – who will serve as the project's executive architects – and Schnetzer Puskas AG, who will provide structural engineering insights.

MORE: http://lei.sr/G6k4H_T



■ The last phase of construction takes place in Q1 2019



“

Our project on the Titlis belongs to a new generation of Alpine architecture

Jacques Herzog

ZOOS

British zoo utilises war-time tunnels for £6m expansion



“

There's a cavern and we want to take people down to it

Derek Grove

Dudley Zoo in the UK is set to invest £6m (US\$7.7M, €6.8m) in an expansion to include the utilisation a network of war-time tunnels underneath the zoo.

Zoo bosses have drawn up plans that would make the attraction "more than a zoo" as visitors would be able to go explore an underground limestone cavern, seeing the mining history of the area.

Other details in the plans include the renovation of the zoo's 1930s buildings, as well as a new education centre being built and the zoo entrance being refurbished.

The zoo will put some of its own cash into the expansion, while other



■ Tunnels underneath Dudley will open to the public

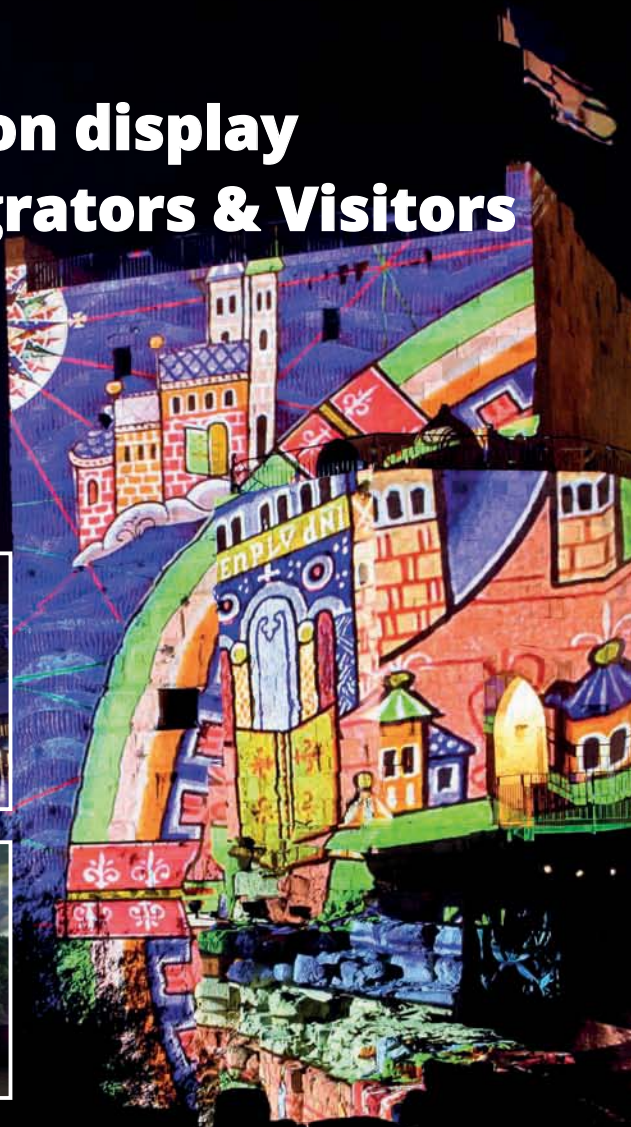
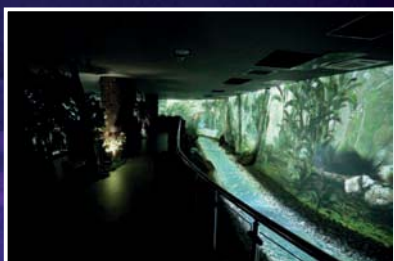
funding streams, such as the Heritage Lottery Fund, will also be pursued.

Work on the expansion is expected to begin in 2020, if plans are accepted, while no projected opening date has as yet been made public.

MORE: http://lei.sr/s9G7u_T

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Award season

Following the IAAPA Attractions Expo in Orlando, Florida, we look at the big winners from this year's multiple award ceremonies, each recognising the very best the industry has to offer in different areas



■ Mexico's Xcaret combines a theme park environment with a nature attraction

With an original and creative vision, Xcaret has created one of the most unique and authentic park destinations in the world

Operators, individuals and attractions were recognised for excellence in November, with a number of prestigious awards handed out during the IAAPA Attractions Expo in Orlando.

Applause Award

Kicking off the week, during the event's opening ceremony, Mexican cultural theme park Xcaret picked up the 2018 Applause Award.

The biannual award honours a park whose management, operations and creative accomplishments have inspired the industry with foresight, originality and sound business development.

Located in the Riviera Maya, the Xcaret ecotourism development offers more than 50 natural attractions, such as snorkelling and cave exploration, while also highlighting Mexico's cultural heritage.

"With an original and creative vision, Xcaret has created one of the most unique and authentic park destinations in the world," said Andreas Andersen, chair of the Applause Award Board of Governors.

"The park is balancing world-class experiences, based on native culture and natural attractions, with sustainable operations and a strong commitment to the local community."



■ Multiple awards were handed out at this year's IAAPA Attractions Expo

Service Awards

Also during the opening ceremony, Julio Vanegas, Jim Futrell, Bob Williams and Al Weber Jr, were all honoured with IAAPA's Service Award, which recognises outstanding contributions to the global attractions industry.

Vanegas, founder and general manager of Carruseles S.A. in Bogotá, Colombia, was recognised for his 25 years of service to both IAAPA and the wider attractions industry.

Futrell, chief historian and director at the National Amusement Park Historical Association, in Pittsburgh, Pennsylvania, was presented with a Service Award in recognition of his work to foster the spirit of goodwill, professionalism, and higher levels of performance within the industry.

The Meritorious Service Award went to Williams, general manager of Calaway Park in Calgary, Canada.

Finally, Al Weber Jr, who was set to lead IAAPA as its chair in 2019 before his death in 2016, was recognised as a visionary in the global attractions industry, being awarded the IAAPA Board of Directors Special Service Award.

Brass Ring Awards

The annual Brass Ring Awards were also handed out at the expo, with a number of companies recognised for their achievements in excellence across different parts of the industry.

At Hersheypark, The Enchanted Journey was named the Most Creative Christmas Show, while the best at Halloween went to Hell's Grand Finale at Ocean Park in Hong Kong.

SeaWorld San Diego picked up multiple Brass Ring Awards, with the Sesame Street Party Parade winning the Best Atmosphere/Street Show Performance/Act category; its Pet's Rule event was named Most Creative Show Featuring Animals, and Cirque Electrique was awarded the title of Most Creative Sports/Stunt Show.

Individuals were also acknowledged in the awards. Sabrina Marlene of Busch Gardens in Williamsburg was named Best Performer, while the Spirit Award, which goes to the most outstanding person working behind-the-scenes to support an attraction went to Europa Park's Ulrich Grawunder.

TEA Thea Awards

The Themed Entertainment Association (TEA) announced the winners of its annual Thea awards during the IAAPA show, with Dollywood taking home the Thea Classic Award, while the prestigious Buzz Price Thea Lifetime Award went to Mark Woodbury, president of Universal Creative and vice chair of Universal Parks and Resorts.

The Bjarke Ingels-designed Lego House in Billund, Denmark, picked up the award for best Brand Centre, while Universal's Volcano Bay was named the best Water Theme Park.

At Six Flags Magic Mountain, Justice League: Battle for Metropolis was named best attraction, with Fantawild in Xiamen, China, chosen as best theme park.

The awards will be formally presented in Anaheim, California, next April at the 25th annual TEA Thea Awards Gala, taking place during the annual TEA Summit conference, which devotes much of its two days of sessions to exploring the Thea Awards recipients.



Using the work of a lifetime to tell the story of the Sistine Chapel was a huge responsibility

Marco Balich director



Giudizio Universale

With the backing of the Vatican, Marco Balich has produced an immersive experience based on the works of Michelangelo



■ The experience explores the story behind Michelangelo's famous Sistine Chapel ceiling

Marco Balich, a director of more than 20 opening and closing ceremonies for the Olympic, Paralympic and Winter Olympic Games, has turned his creative mind towards the world of attractions, creating a stunning immersive experience allowing visitors to step inside the works of Michelangelo.

Debuted in Rome, Italy, earlier this year, Giudizio Universale: Michelangelo and the Secrets of the Sistine Chapel features an all star line up, with voice acting headlined by Hollywood actress Susan Sarandon and Italian movie star Pierfrancesco Favino.

The musical score for the dramatic piece was composed by British rock star Sting.

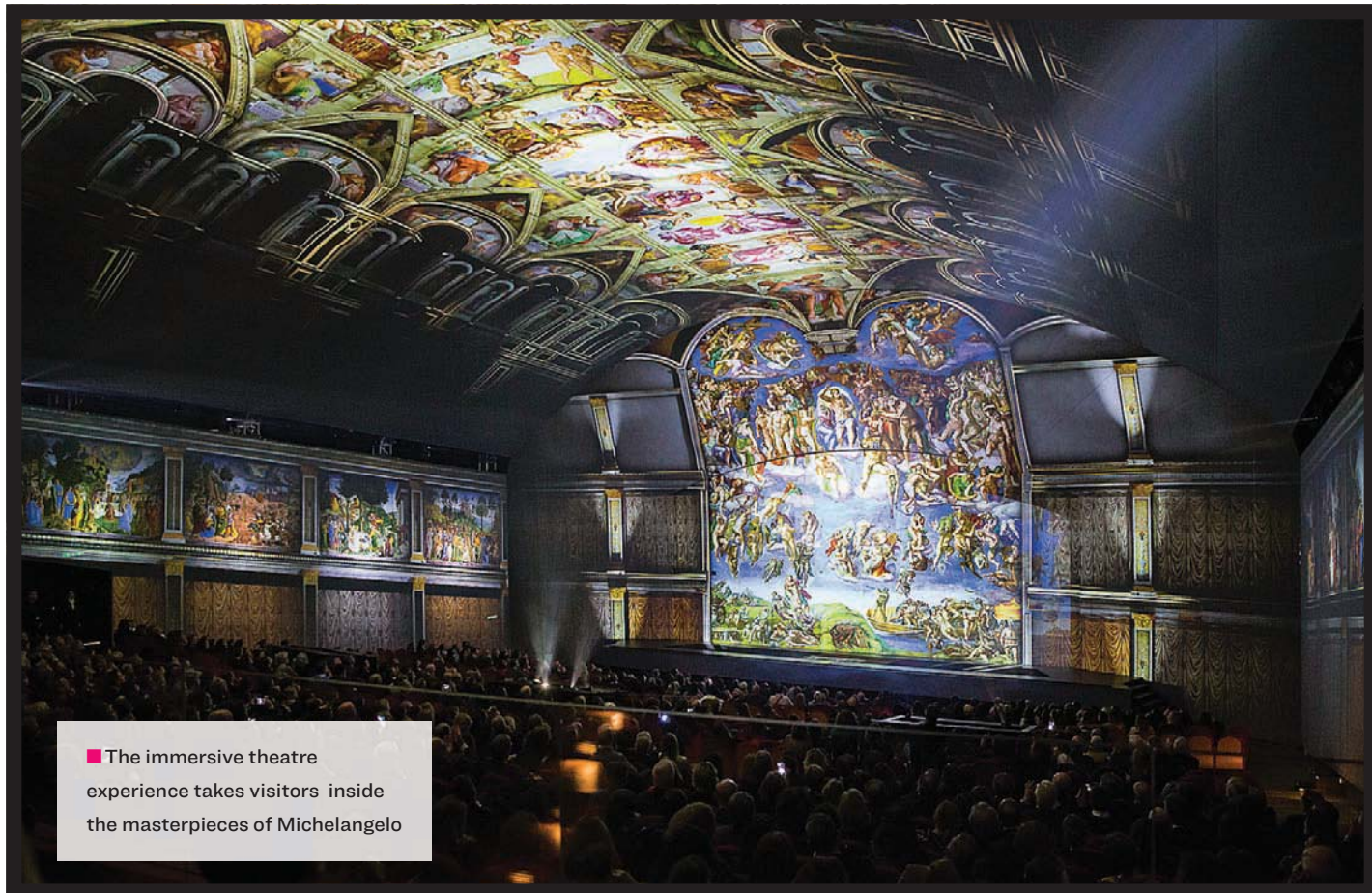
Starting in the 16th century with Michelangelo's famous sculpture David, viewers are taken back in time to the quarries of Carrara on the hunt for the

perfect piece of marble, which was used to carve the Renaissance masterpiece.

Continuing through his professional life and work, the experience explores the story behind Michelangelo's famous Sistine Chapel ceiling, which forms inside the theatre in front of visitor's eyes.

"With Giudizio Universale, we wanted to create a completely new kind of show, in which the genesis of a masterpiece of universal art is narrated, by mixing all the languages that the world of live entertainment has today," says Balich. "And we do all this in the most rigorous respect of the work of Michelangelo."

Balich has a rich portfolio, with his expertise in producing large-scale events applauded worldwide. In addition to his work on the Olympics, he was artistic director of the Italian Pavilion at the 2015 Milan Expo. He was recognised with an Emmy Award for his work on the Olympics and has



■ The immersive theatre experience takes visitors inside the masterpieces of Michelangelo

This project was born and has grown thanks to the support and trust of the Vatican Museums

received special acknowledgement from the president of Italy, so with such pedigree, it's no surprise that the Vatican agreed to support the project.

The city-state surrounded by Rome, which is the home of the Pope and the headquarters of the Roman Catholic Church, donated high resolution imagery of the Sistine Chapel at a reduced rate to Balich, also offering scientific and historical advice to ensure Giudizio Universale's accuracy.

"This project was born and has grown thanks to the support and trust of the Vatican Museums," says Balich.

"To fulfil this trust we wanted the world's greatest talents in the entertainment industry that we were able to involve thanks to the experience accumulated in years of great ceremonies. Those events taught us to inject into our creations the two most important ingredients for a successful show – emotion and authenticity."

Giudizio Universale has been made possible by a private investment of €9m (US\$10.4m). The immersive show takes place inside Rome's former symphony hall – the Auditorium Conciliazione – which sees Michelangelo's work projected across its walls, ceilings and stage, with dancers and actors also featured to tell the story. The show lasts an hour.

"Using the work of a lifetime to tell the story of a world heritage site as significant as the Sistine Chapel was a privilege and a huge responsibility," says Balich.

"We like to think that the spectators who will come to see Giudizio Universale can leave the auditorium inspired by a renewed awareness: there is nothing more exciting than the beauty of art."



■ Giudizio Universale has been made possible by a private investment of €9m



There won't be a better place to spend those cold winter days than in our Subtropical Swimming Paradise

Martin Dalby, Center Parcs CEO



An emerald splash in the Irish tropics

Center Parcs has unveiled its new waterpark destination, the signature attraction for its newest resort, opening in Ireland next year



■ Jessica and Faolán Farrell created a Lego replica of the park for the unveiling

Center Parcs has unveiled plans to open a new waterpark destination at its site in Longford, Ireland, with the new attraction to open its doors in Q3 2019.

Called Subtropical Swimming Paradise, the waterpark will be the largest in the country when it opens next year, covering 3,500sq m (37,674sq ft).

Among its features, the attraction will include a Tropical Cyclone water slide, a family raft ride, a two-seater slide reaching speeds of up to 45kmph (28mph), and the Twister – a family slide. The waterpark will also include a family wave pool, wild water rapids, children's water play areas, whirlpools. Amenities will include a private family cabana, a café and a bar.

The attraction was revealed in a team up with artists Jessica and



■ The Subtropical Swimming Paradise waterpark will be the main feature of the new holiday attraction

Center Parcs Longford Forest will revolutionise the short-break market for Irish families

Faolán Farrell, who built a model version of the waterpark from more than 55,000 Lego bricks.

"Center Parcs Longford Forest will revolutionise the short-break market for Irish families," said Martin Dalby, Center Parcs CEO.

"There won't be a better place to spend those cold winter days than in our Subtropical Swimming Paradise.

"We're still on track to open next summer, and we expect to release earlier arrival dates in the new year."

The Emerald Isle's first Center Parcs resort was greenlit in July 2016, with the under-development €230m (US\$261m, £205m) holiday attraction to have a capacity of up to 2,500 guests and will employ around 1,000 people.

Set in 395 acres (1.6sq km) of forest land near the village of Ballymahon, the new resort will also include a

spa, restaurants and shops. 470 lodges and 30 apartments will house guests in the natural forest setting.

According to Center Parcs, the economic value of the attraction will be

significant for both County Longford and the wider Midlands region of Ireland, with an estimated €1bn (US\$1.1bn, £891m) being added to the national GDP over the course of the next two decades.



■ Center Parcs currently runs five holiday villages in the UK



PolinWaterparks

Integrating technology into waterparks

Polin Waterparks has a range of products on offer across multiple divisions. The company explains how it's integrating new technologies into its offering



The Stardust ride features a multipoint entrance to the drop section

STARDUST

Pushing the boundaries of storytelling in waterslides, every detail in the design of the Stardust Waterslide supports its mysterious story and delivers guests on a daring journey. Using a unique, streamlined geometry, the expertly engineered waterslide allows guests to impact their journey throughout its ellipses and orbits. Guests' weight and movement directly affect their raft's speed and course along the slide's path, delivering endless alternatives as they approach the drop section. The result is a journey so unexpected that, as guests exit the ride, they will be consumed with an urgent desire to start the adventure anew. The engineering accomplishment of this slide – delivering a “multipoint entrance” to the drop section – is a significant, ground-breaking accomplishment within the waterslide-design industry. It's also one more substantial example of Polin's customer-oriented, adaptable and efficient understanding of design and engineering.



Polin Waterparks is a 43 year old waterpark company. We're part of the Polin group. At Polin, we do design, manufacturing, engineering and installation of waterparks and water play attractions. We've completed more than 3,000 waterpark projects in 105 countries worldwide and have many patented signature rides.

You might be familiar with our King Cobra, Magic Sphere, Space Shuttle and Spheres, as well as our RTM waterslide manufacturing technology, which has marked many milestones in the industry.

Polin group serves as a one-point solution provider. Our aim is to extend our services to fully serve our clients and help them to integrate different entertainment channels. We want to be a one stop destination point for our clients, which is where our industry is heading. To achieve this, we've established multiple strategic divisions within Polin.

POLIN GAME TECHNOLOGIES

The PGT division is integrating technology, interactivity and gaming into waterparks and water play attractions. As of March 2017, we've been a research and development centre, where 54 leading engineers are working on new technologies and projects. We focus on high-quality design and innovation patents.

POLIN DESIGN STUDIO

Polin Design Studio designs the most sophisticated ride types, works with the unique characteristics of each project, maximises the site potential and ensures the success of every project.

POLIN WAVE PARKS

Creating ideal conditions for surfing in a safe and controlled environment, any time of the year, anywhere in the



STORM RACER

Just opened at Aqualand Frejus, France. Storm Racer incorporates a variety of key features that set it apart from other waterslides on offer: unique geometry, high capacity, a pioneering ride configuration and an exclusive, interactive “watersplash” feature that ensures intense competition and blasts of adrenaline.

Storm Racer perfectly exemplifies Polin Waterparks’ expertise in engineering, R&D and technology integration into its signature rides.

As rafts shoot to the top of the slope, Polin Waterparks’ exclusive watersplash sensors detect the exact high point reached by the raft. The sensors are connected to a lighting system that displays results on a score board to create a competitive element for riders. At each level, the lighting system showcases another colour and, if the raft makes it to the top, the Watersplash feature activates, and water splashes over the riders. Winners can be determined based on each hour of the day, day of the week or the entire season to ensure months of competition between teams.



The Storm Racer uses watersplash sensors to detect each raft’s high point, so riders can compete and try to beat the set high score



SPLASH BUCKET

Head to head competition in stunning interactive splash challenge

Splash Bucket is a one-on-one interactive splash game to see who has better reactions. Players must tap the lit buttons as fast as they can when lights appear on the wall. If successful, their competitor is splashed by nozzles embedded on the wall and also by water splash at the end of the game.

HIGHLIGHTED FEATURES

- Availability of single gaming module and double gaming modules
- Against the clock and score collection game mode options
- Ability for head-to-head battles by playing simultaneously
- In game variable levels of difficulty
- Water shooters embedded on the modules
- Sound effects available
- ‘Easy to Play’ and ‘Plug’n to Play’ features
- Slim and unique design
- Various colour combination options
- Availability of different themed modules

world isn’t rocket science because of Polin’s ground-breaking technologies, innovative perspective and dedicated team of experts. Polin Wave Parks can generate waves that will ensure hours of fun for guests. The installations are engineered for durability, ease of operation, maintenance, safety and fun. Polin has perfected hundreds of exclusive and successful projects all around the world with that attitude.

POLIN AQUARIUMS

This division of Polin is entirely dedicated to the design of aquariums, with all projects we undertake in this area including concepts, architecture and design, construction, business plans, procurement of the living creatures and brand identity development.

Polin Aquariums aims to achieve excellence, with its team of experienced architects, engineers, biologists, veterinarians and technical experts.

Debuted in 2016, Polin Aquariums’ initial projects are now developing into full-fledged installations.

The division allows the company to serve up multifaceted levels of expertise that let clients integrate an entirely new entertainment channel into their facilities.

Polin’s oversight includes every imaginable detail of the installations, such as concepts, business plans, architecture, construction, procurement of living creatures and brand identities – all delivered by a team of experienced architects, engineers, biologists, veterinarians and technical experts.

● www.polin.com.tr

Clip 'n Climb

a market leader conquering the highest peaks

Founded in 2005 by John Targett and Tim Wethey, Clip 'n Climb's team are experts in fun and climbing. Going from strength-to-strength, since its foundation, the company is now planning to open 1,000 facilities worldwide by the end of 2022

Clip 'n Climb is not just the leader in the fun climbing market – it innovated the concept. With 215 facilities worldwide, the leisure supplier has set its sights on world domination, with a projected 1,000 facilities due to be in operation by 2022.

The creation of a new industry sector

Invented in Christchurch, New Zealand by John Targett and Tim Wethey, Clip 'n Climb is the international market leader of the fun climbing industry, with 215 energy-filled facilities worldwide.

Since the very first centre opened in New Zealand in 2005, Clip 'n Climb has revolutionised indoor climbing. Its theme park meets climbing wall concept has been thrilling and challenging people of all ages, extending the appeal of indoor climbing to a mass audience and creating a new sector in the leisure industry that by 2010 had grown in popularity all over the world.

Testament to the company's vision and enduring success, in early 2017, Clip 'n Climb was completely acquired by Entre-Prises – a specialist in climbing solutions for more than 30 years. Entre-Prises is also a subsidiary of ABEQ, a stock exchange listed French group, that ranks among the leading global players in the sports and leisure sector.

● John Targett (second right) is co-founder of Clip 'n Climb



The Clip 'n Climb concept

Clip 'n Climb currently offers facility owners and investors more than 40 colourful and unique challenges designed to appeal to everyone from four years old and upwards.

Challenges are created to stimulate several senses simultaneously. Visual impact is coupled with tactility – incorporating soft, rough, cold, plastic and even velcro features to create a unique climbing experience. Whilst all challenges are suitable for people

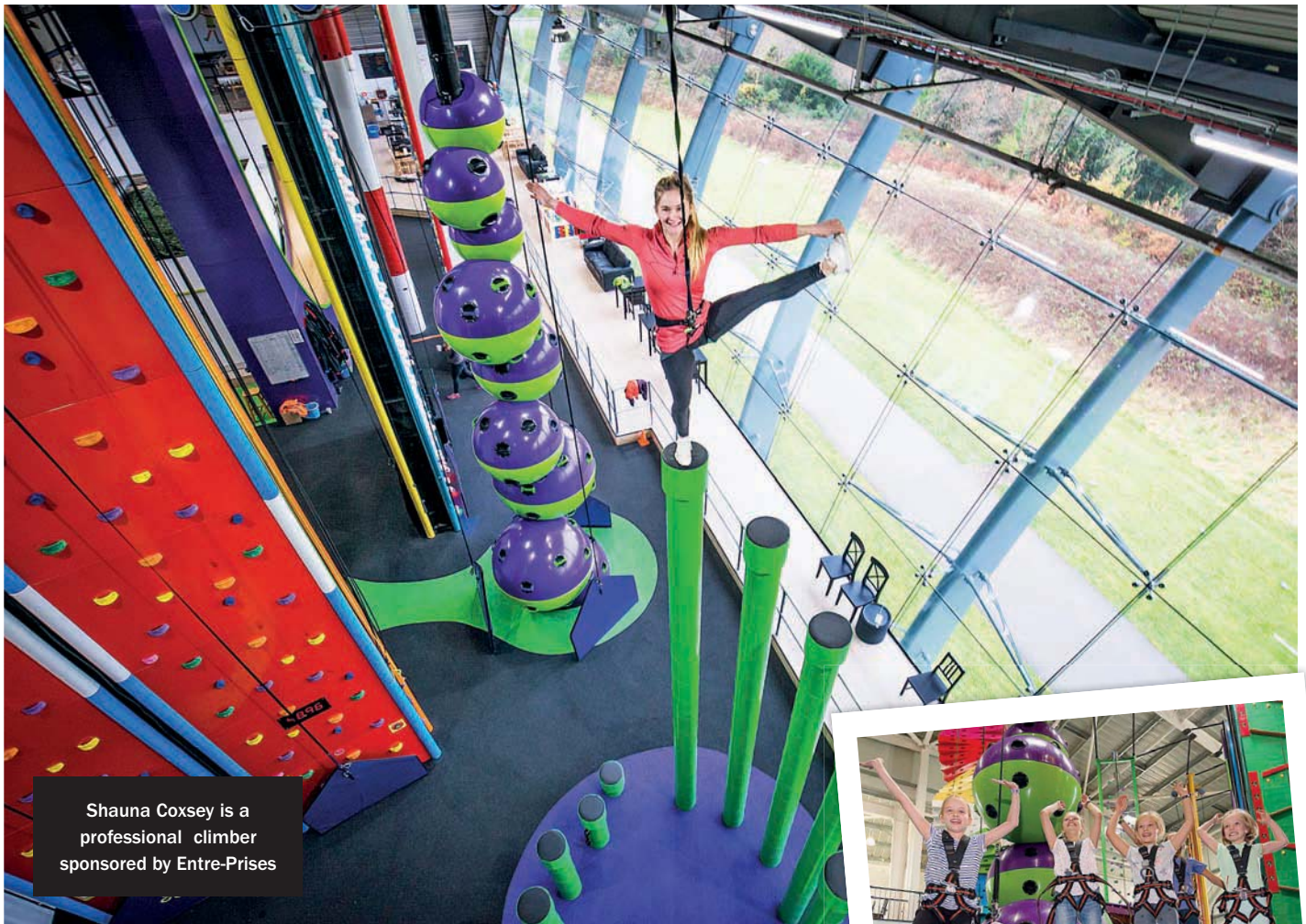
of all ages, Clip 'n Climb has ranked them from one to five to help business owners choose concepts based on their specific audience demographic.

Outdoor facility owners can also benefit from the company's concepts, with six outdoor challenges now available.

Clip 'n Climb's brand is built around the belief that 'everybody can' – from its customers who can conquer its challenges to its investors who can reap rewards from a fun, strong business. Its brand values are centred around being fun, brave, free, optimistic, physical and safe. These values are the core of the business.

Demonstrating the flexibility and wide appeal of the concept, the company's market share is currently split between standalone





Shauna Coxsey is a professional climber sponsored by Entre-Prises

In 2018, the company has opened 49 centres in 17 different countries, staking a claim in five new territories

Clip 'n Climb centres (35 per cent) in which the entire facility is dedicated to the concept, and zones within retail and leisure facilities (65 per cent), which include trampoline parks, shopping centres and amusement parks.

Entre-Prises has five subsidiaries worldwide taking care of Clip 'n Climb in the US, France, UK, New Zealand and China, and it's actively seeking new distributors. The intention is for the business to increase market share worldwide, having just joined forces with international distributors including RCI, ELI Play and SPI Global.

Leading the charge on industry innovation

Quality and innovation is, and always has been, central to the business and it boasts a number of industry firsts, which have set it apart from the competition from the outset.

In 2008, John Targett co-invented the Trublow auto-belay system, which allows all participants to climb independently without

any previous experience. Also unique to the company is its BelayMate auto belay system which was engineered by Clip 'n Climb and guarantees complete safety.

An innovator since inception, Clip 'n Climb is not intending to rest on its laurels any time soon. Today it continues to trailblaze with the adoption of new technologies that are changing the face of the sector.

With augmented reality dominating leisure experiences, in 2017 Clip 'n Climb partnered with Valo Climb to offer an augmented climbing wall experience, rivalled by no other. In early 2019, the business is due to launch a new cutting-edge software application and scoring system that will allow people across the world to compete with other Clip 'n Climb climbers – no matter their location.

Created to add a brand new dimension to the experience, the concept is designed to embrace the connectivity of the leisure industry and how technology is increasingly breaking down geographic barriers.

● The company operates facilities all over the world, with more than 215 active sites

The path to world domination

2018 has been a landmark year for Clip 'n Climb and it's not over yet. To date, the company has opened an unprecedented 49 centres in 17 different countries, staking a claim in five new territories – Portugal, Brazil, Poland, Oman and Denmark. Add to this a further 44 ongoing projects opening very soon and news that the company will unveil its biggest Clip 'n Climb to date in April (located in Ipswich with a mammoth 32 challenges), it's clear that business is following a serious upward trajectory.

Clip 'n Climb is expected to far exceed its ambitions to operate 1,000 facilities worldwide by 2022 – ensuring that generations across the world are embracing the challenge of fun indoor climbing.

● www.clipnclimb.biz

5-7 DECEMBER 2018

Parx Expo

Tokyo, Japan

A specialised exhibition of facilities and services for development and operation of theme park and leisure facilities, Parx represents the largest theme park expo to take place each year in Japan.

Tel: +81 3 6273 0403

www.leisure-japan.jp

15-17 JANUARY 2019

EAG/Visitor Attractions Expo

ExCeL Exhibition

Centre, London, UK

Both EAG International and Visitor Attraction Expo are presented by the industry's trade associations Bacta and BALPPA. The event will showcase more than 300 manufacturers from around the world, with well over 100 leisure brands represented. Bringing the industry together with two shows, both EAG and VAE have their own distinct identities but benefit enormously from crossover between their target markets.

Tel: +44 (0) 1582 767 254

Contact: karencooke@swanevents.co.uk

www.attractionsexpo.co.uk

25-27 JANUARY 2019

HAuNTcon

New Orleans, Louisiana, US

HAuNTcon, the leading event for haunted attractions, is a trade-only event that brings industry professionals together each year. Owned by Urban Expositions, a Clarion Events Company, the event provides a platform for sourcing, learning, and networking. The event is co-located with the Halloween and Party Expo.

Contact: esaunders@urban-expo.com

www.hauntcon.co



■ The 2019 event will bring new technologies and networking possibilities under one roof

26-28 MARCH 2019

Amusement Expo International

Las Vegas Convention Center,
North Hall 1, Nevada, US

The three-day Amusement Expo International, targeting the amusement and FEC sectors, will

consist of a one-day conference and educational schedule – covering a number of topical issues – followed by a two-day exhibition.

Tel: +1 708 226 1300

Contact: info@amusementexpo.org

www.amusementexpo.org

6-8 MARCH 2019

IAAPI Expo

Bombay Exhibition Centre,
Goregaon East, Mumbai, India

The three day exhibition will provide a platform to share and learn new ideas. Big players from the industry will share their learning, innovative ideas, schemes and experience. As well as a large show floor, there is also a seminar programme which will see a wide range of topical issues related to the amusement industry being discussed in depth.

Tel: +1 703 836 48007

Contact: iaapa@iaapa.org

www.iaapa.org/expos

means that it brings in some of the biggest names across the US, Europe, Asia, Africa – and of course the Middle East to participate and exhibit.

Tel: +971 4 3435777

Contact: lilia@iecdubai.com

www.dealmiddleeastshow.com

09-11 MAY 2019

Asia Amusement & Attractions Expo (AAA) 2019

China Import & Export
Fair Complex (Area A)

This year's event is set to cover an exhibition area of more than 100,000sq m, with 3,000 booths and more than 500 exhibitors. AAA – which is integrated with the CIAE & TPAE shows – has become the largest event of games, amusement, theme parks and attractions in Asia. It is an exciting market, as China is poised to surpass the US and become the largest theme park market in 2020. As a result, in 2019, AAA is expecting to double the turnout of international exhibitors.

Tel: +86-20-22106418

Contact: grand.ti@grahw.com

www.aaaexpos.com

25-27 MAR 2019

Dubai Entertainment Amusement and Leisure Exhibition (DEAL)

Dubai World Trade Centre,
Dubai, United Arab Emirates

DEAL is the region's largest trade show for the theme park and amusement industries. In 2019, the event will be celebrating its silver jubilee year as it is being held for the 25th time. It's popularity as a marketplace for the region's visitor attraction industry



EURO ATTRACTIONS SHOW 2019

SAVE THE DATE!

CONFERENCE: 15–19 Sept. | **TRADE SHOW:** 17–19 Sept.

Paris Expo Porte de Versailles | **PARIS, FRANCE**

www.IAAPA.org/EAS

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● Games such as Pokémon GO will be utilised in different regions around the world to build awareness of UNWTO's Travel.Enjoy.Respect campaign

UNWTO and Niantic partner to push sustainable tourism in real-world games



● Anne Beuttenmüller, head of marketing EMEA at Niantic

The World Tourism Organization (UNWTO) is to work with real-world games developer

Niantic in a bid to enhance sustainable global tourism.

Niantic's games – which includes Pokémon GO – will be used in different regions around the world to build awareness of UNWTO's 'Travel.Enjoy.Respect' campaign, which aims to enhance tourism's contribution to the United Nations' 2030 Agenda for Sustainable Development.

UNWTO has confirmed that players will engage with their real-world locations within the games in a variety of ways, although no specifics have been

given as to how this will manifest itself as yet. Equally, it is not clear which Niantic games will be used for the campaign.

"With our ongoing commitment to promote sustainable and responsible tourism, and Niantic having recently become a UNWTO Affiliate Member, this partnership is a natural fit," said Ion Vilcu, director of UNWTO's Affiliate Members Department.

"Niantic is a pioneer in creating real-world mobile game experiences that not only motivate their players to discover new places but also to appreciate the culture and beauty of the world around them."

Anne Beuttenmüller, head of marketing EMEA at Niantic, added: "Our goal at Niantic is to create interactive games that encourage exercise, social interaction and exploration, giving players the opportunity to play together in the real world and discover the incredible history hidden in their own neighbourhoods.

"We're looking forward to creating brand new adventures in collaboration with UNWTO to increase awareness around their mission of responsible tourism."

ATTRACTIONS-KIT KEYWORD

NIANTIC

Sally Corp bringing new Sesame Street addition to PortAventura



● Ed Wells, senior VP and head of International Media and Education at Sesame Workshop

Sally Corp has partnered with Sesame Workshop, the non-profit educational organisation behind Sesame Street, to create the first Sesame Street-themed dark ride at PortAventura World in Catalonia, Spain.

Expected to open next year, the new ride will be located in SesamoAventura, a dedicated Sesame Street-themed area of the park, and will be housed inside a purpose-built 14,000 sq ft (1300 sq m) building.

It will feature a 10-minute pre-show where guests will go



● Sally will create the first-ever Sesame Street-themed dark ride

on an interactive adventure with 'Detective' Grover, who will encourage them to collect clues to help solve a mystery taking place on Sesame Street.

The ride will combine immersive scenery and storytelling with interactive gameplay, projection mapping and animatronics and is designed to appeal to visitors of all ages.

Ed Wells, senior VP and head of International Media and Education at Sesame Workshop, said: "Our partner has done an amazing job along with Sally Corporation, in capturing the true essence of the Sesame Street brand."

ATTRACTIONS-KIT KEYWORD

SALLY

IAAPA 2018

Triotech releases details of new Team Battle attraction

Triotech has announced that it will develop a new attraction in partnership with Ubisoft.

The new attraction, called Team Battle, is based on Ubisoft's Raving Rabbids IP and will combine interactivity, team and individual play and 4D effects.

It is a first-of-its-kind attraction that will see guests take part in an 'epic robot showdown', where they battle for victory in an oversized multi-sensorial arena.

The ride is based on Triotech's XD Dark Ride Interactive Theatre attraction and features new technology



● Ernest Yale, Triotech

Ernest Yale, founder, president and CEO of Triotech, said: "We're excited to partner with Ubisoft and bring an all-new experience for the entire family. Until now, interactive motion simulators have been unlimited in the number of players due to screen clutter.

"We feel that with Team Battle, Triotech has broken that barrier and we can offer much higher THRC than previously possible."

Jean de Rivières, VP of Location Based Entertainment at Ubisoft, said: "Triotech's ambition to come up with a breakthrough attraction is what drew us to the project."

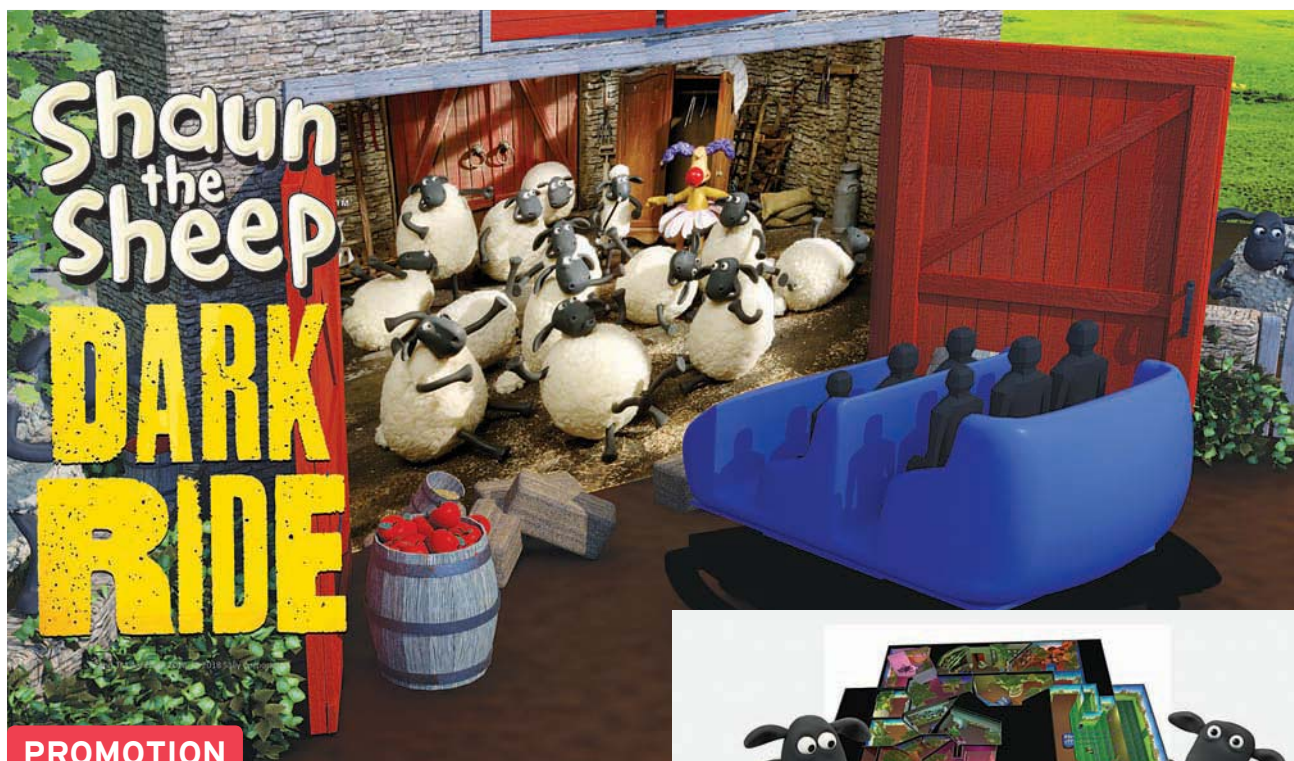
ATTRACTIONS-KIT KEYWORD

TRIOTECH



● Ubisoft created the software for the dark ride

and game-play design that enables both individual and team point scoring elements, to drive interactivity and provide high replay value. A 270-degree screen and wind, light and haptic effects immerse the rides, while motion seats with D-BOX technology enhance the overall experience.



Sally Corporation partners with Aardman to create a Shaun the Sheep dark ride

What is it?

Aardman, the world-famous animation studio has partnered with dark ride specialists, Sally Corporation, to develop an array of dark ride concepts based on the stop motion series, *Shaun the Sheep*.

The *Shaun The Sheep*-themed dark ride is being marketed to any park looking for a fun, family ride.

What to expect

Riders will step aboard custom-themed vehicles that will transport them through the rural, rustic and

colourful world of *Shaun the Sheep*. Guests can expect an adventure filled with slapstick humor and all the playful antics that Shaun (the leader of the flock) can conjure up in a four minute ride experience.

Immersive sets and scenery and custom animatronics will mimic iconic scenes from the movie and series. Buyers can choose from a classic storytelling dark ride or a repeatable interactive gaming experience.

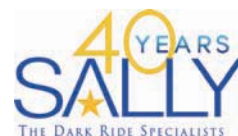
Who's it for?

With Sally's ability to custom design dark rides, this attraction is suitable for any size park, or FEC looking to satisfy their family sector/demographic and gain a marketable IP for their location.

"From farm-themed attractions and play parks, to cafés and stage shows, people are noticing the universal appeal of this popular IP and integrating it into attractions world-wide. Now, Sally gets the opportunity to join in the fun and create a fully immersive Shaun the Sheep dark ride that will be nothing short of a flockin' good time."



● Lauren Weaver, Sally Corporation



says Lauren Weaver, director of marketing, communications and business development at Sally Corporation.

Benefits

- Family ride
- Internationally popular IP
- Funny, slapstick humor
- Cross-cultural appeal
- Bonus holiday animation
- Loved by all ages

Background

Aardman Attractions and Live Experiences department specialises in creating immersive experiences which appeal to and engage the whole family.

Sally's experience of creating family dark rides for parks around the world, makes this a perfect partnership.

"Shaun the Sheep loves new adventures," says Ngaio Harding-Hill, senior manager of attractions and live experiences at Aardman.

"We're thrilled by the opportunity to provide Shaun's global family audiences with a unique way to immerse themselves in the world of our characters."

Contact Sally Corporation today to learn more

- info@sallycorp.com
- +1 (904) 355-7100
- Visit www.sallycorp.com to learn more about our 40 years of destination-quality dark rides

ATTRACTIONS-KIT KEYWORDS

SALLY CORPORATION

Attractions

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MANAGEMENT NEWS



**Recruitment headaches?
Looking for great people?**

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Tell me about Attractions Management News

Whatever leisure facilities you're responsible for, the AM News service can raise your recruitment to another level and help you find great people.

How does it work?

We work in partnership with you to get your job vacancies in front of qualified, experienced industry people via specially customised recruitment campaigns.

There are loads of recruitment services, how is AM News special?

AM News is the only recruitment service in the industry offering job marketing in print, on digital, social, email, via an online job board and on video, so you get the best of all worlds for one competitive price.

What are the most powerful features?

We position your job vacancy listings right next to our popular industry news feeds, so your career opportunities catch the eye of those hard-to-reach candidates who aren't currently job hunting.

In addition, to celebrate the 100th issue of AM News, we've also relaunched the website with fantastic enhanced search functionality which enables you to target the best candidates with a laser focus.

I hear you're part of Leisure Media

Yes, we give you access to Leisure Media's entire network of print, digital, online and social brands, enabling you to build your profile as an Employer of Choice™ via **Leisure Opportunities, Health Club Management, Sports Management, Leisure Management, Attractions Management, and Spa Business/Spa Opportunities.**

What packages are available?

We offer everything you need, from rolling Powerpack campaigns which earn you extra job marketing goodies and discounts, to targeted ad hoc campaigns, reputation management promotions, executive job marketing and open day and schools and apprenticeship marketing.

Is there more?

Yes, we also offer a range of HR services through our sister company, HR Support, such as cv screening, shortlisting and interviewing to final shortlist.

What now?

We have packages to suit all budgets and requirements and we'd love to talk to you about how we can partner to bring inspirational people into your organisation to give you that competitive advantage you know will make a difference.

Meet the Attractions Management News recruitment team



Liz Terry



Julie Badrick



Paul Thorman



Sarah Gibbs



Chris Barnard



Gurpreet Lidder

Hope to hear from you soon on +44 (0)1462 431385 or email theteam@leisuremedia.com

Want to be part of one of the UK's leading leisure brands?



Do you have what it takes to drive our business forward?

You do? Great! In that case, we have an exciting role on offer...

Continuum Attractions is one of the UK's leading leisure brands, operating an exciting portfolio of attractions all over the UK.

General Manager

The Real Mary King's Close, Edinburgh.

Do you want one of the best jobs in Edinburgh? The Real Mary King's Close is a leading 5 star attraction smack bang in the middle of the world famous Royal Mile in Edinburgh; Scotland's most successful city.

The attraction has seen exponential growth over the last decade and now we're looking for a talented General Manager to drive it on to the next level.

Do you love Scotland? Are you passionate about its history and heritage? Do you have great commercial acumen and the ability to lead and motivate a team? If you do then we want to talk to you!

We're ideally looking for someone with leisure or hospitality sector experience, you must thrive on delivering exceptional guest experience and you'll relish leading a multi-faceted team.

Here's what we offer:

- The opportunity to work in one of Scotland's leading 5 star attractions, to be based on the world famous Royal Mile.
- We're a really nice bunch. We have fun and we make money. And we do it in that order.
- Continuum has ambition in abundance; we can guarantee new exciting developments and exposure to some very cool projects!
- Then there's the normal stuff; a competitive salary, pension, potential to earn an annual bonus, free health cash plan, group discounts and more!

About us

Continuum Attractions is a multi-million-pound company employing over 450 talented people and welcoming just short of 2 million guests per year. For over 30 years (15 at The Real Mary Kings Close), we have created engaging visitor experiences that enrich, entertain and bring stories to life. We are a sustainable business with a bright future, our portfolio just keeps on growing.

Want to join us?

If you do, please send us a copy of your CV and covering letter telling us why you should be our new General Manager to recruitment@continuumattractions.com



Closing date: 2nd December 2018
Interviews: 13th December 2018

APPLY NOW: <http://lei.sr/A3S9F>





We are Eleven Arches, the producers of “Kynren – an epic tale of England”.

The show is world class and rated in the TripAdvisor Top 3 UK performances.

Kynren is the UK's biggest live production since London 2012 and is presented on a 7½ acre stage of land and water with a cast and crew of 1,000 professionally trained volunteers. Kynren was created with world renowned Puy du Fou (winner of the prestigious Applause Award and the Thea Classic Award) as our artistic partner. The next leg of our incredible journey is to follow Puy du Fou's steps with the development of a new daytime theme park.

We looking for an experienced and talented **Head of Technical Operations** and an experienced and high calibre **Technician** to strengthen the Technical team as the show moves into its fourth season and we embark on our next exciting chapter.



HEAD OF TECHNICAL OPERATIONS

The Head of Technical Operations role offers the successful candidate the opportunity to be involved in an inspiring, ambitious and unique project, working in a fast-moving, often unpredictable, high-octane environment that accompanies the production of a world-class show. Reporting to the Executive Committee, you will work at an operational level to plan and supervise the construction of new attractions as well as leading and delivering the technical operations of the show and site.

The Head of Technical Operations sets up, directs and runs Kynren with a passionate team that includes volunteers and a small team of employed Technicians. As we plan future shows, they will be run with a team of paid Technicians as part of season long operations outside of Kynren nights.

You will be called upon to deal with a wide range of technical issues and will have a strong working knowledge of techniques, methods and procedures of show production gained in a visitor attraction, theatrical or outside broadcast environment.

TECHNICIAN

As a Technician you will help us develop our ideas and realise our creative vision. You will install, operate and maintain all of our show systems alongside providing training, coaching and support for our volunteer technical teams.

Our base is in Bishop Auckland in picturesque County Durham. We're 25 minutes from both Durham and Darlington mainline stations with Newcastle, Teesdale, Weardale and the Yorkshire Dales within commuting distance. It's a great place to live and work.

For more information on these roles and to apply please click links below:

Head of Technical Operations

<http://lei.sr/0g4d4>

Technician

<http://lei.sr/x7b3U>



Polin Aquariums

CONCEPT + DESIGN
CONSTRUCTION + MANAGEMENT

EXPERIENCE THE UNDERWATER



Polin Aquariums, as the result of the partnership between Polin and Ocean Aquariums, has a team of experts that can provide all details needed in projects including conceptual designs, engineering, architecture, construction, business plans, procurement of living creatures and brand identities. With this team of experienced architects, engineers, biologists, veterinarians and technical experts, the success of the attraction centers is built with a deep knowledge and wealth of experience.

polinaquariums.com



Meet us at IAE, Booth #846

November 13-16 Orlando, Florida, USA