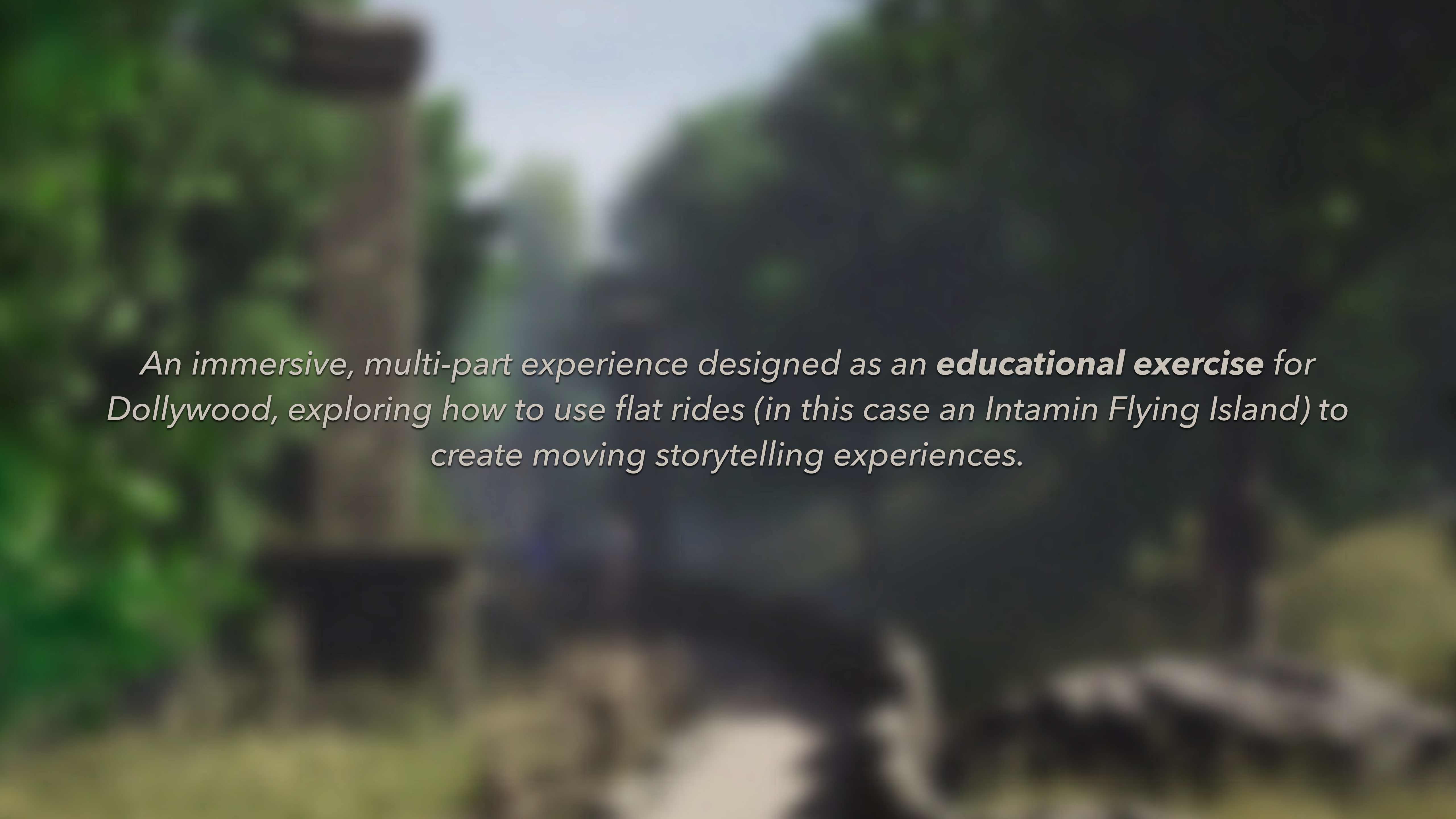
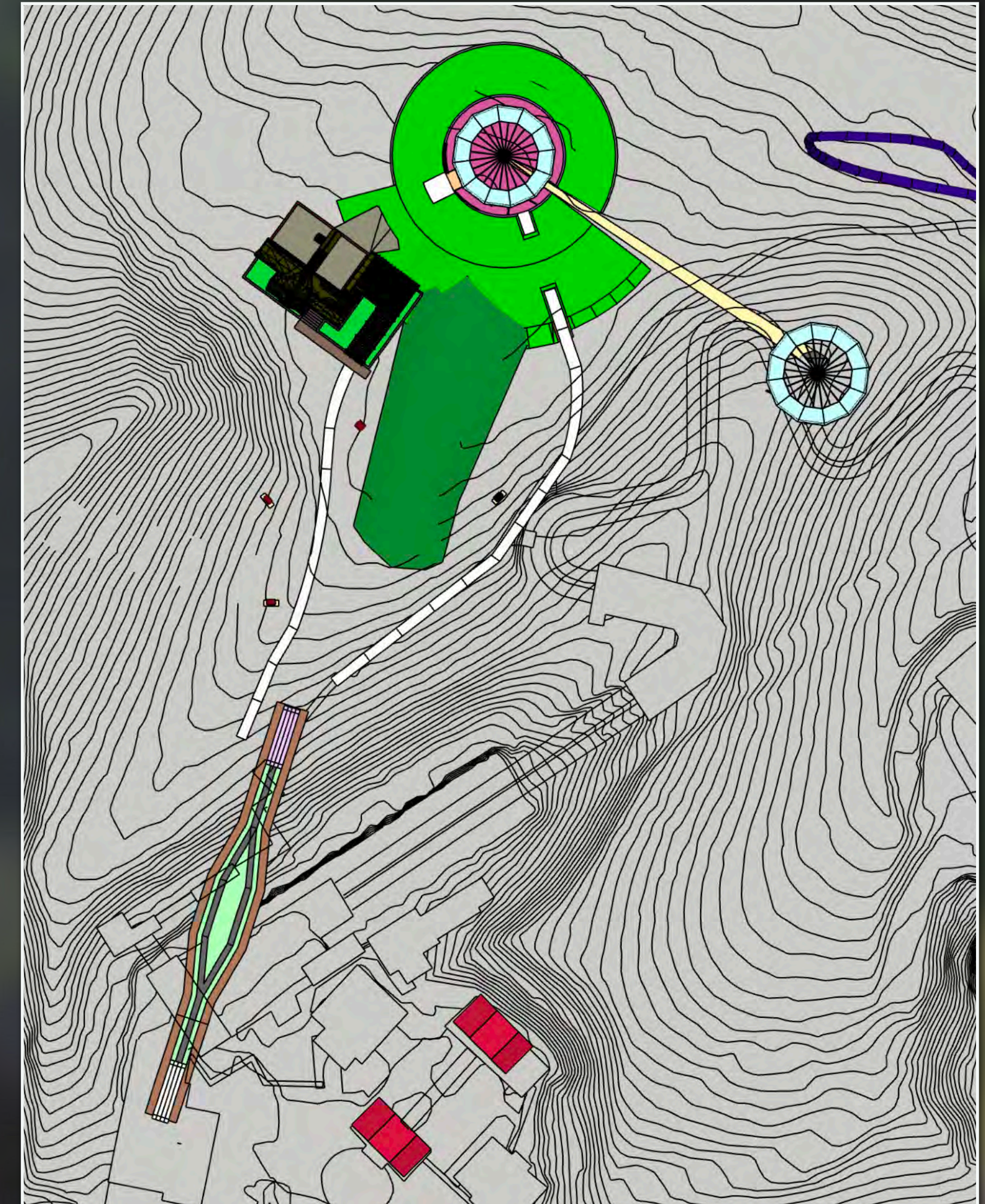




Grandmother's Garden



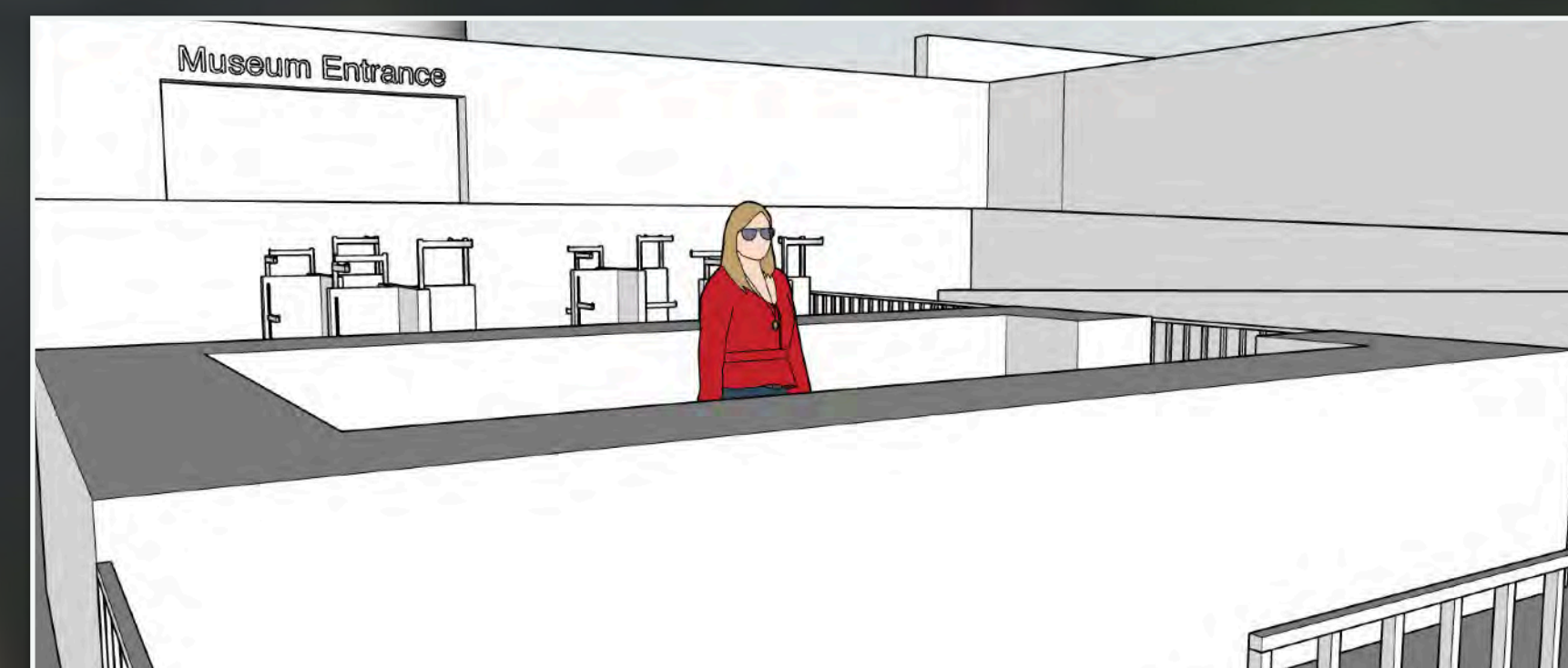
*An immersive, multi-part experience designed as an **educational exercise** for Dollywood, exploring how to use flat rides (in this case an Intamin Flying Island) to create moving storytelling experiences.*



Site: Currently closed attraction: Tennessee Mountain Slidewinder



Based on the local history of the Great Smoky Mountain National Park and the town of Elkmont



We enter the attraction through a museum / visitor center (the attraction gift shop) for the town of Evergreen. The facade promises a ride on an incline railway to the former site of Grandmother's Garden. Facing the aftermath of a logging town with no more logs to log, a woman known only as Grandmother suggested building a community garden. It soon attracted visitors from all over and the town thrived. However, the town couldn't agree how to tend it and the garden and thus the town fell into disrepair and were abandoned. All that remain's today is the ruins of Grandmother's Cabin.



The funicular takes us up the mountain to the ruins of the town. Onboard an announcer again relates the history of the town: how sad it was lost.



Abandoned chimneys from cabins long gone line the second part of the queue as we exit the funicular and venture into the woods.



We approach the remains of Grandmother's Cabin.



We approach the remains of Grandmother's Cabin.



We wind around a vegetable garden with an interesting watering contraption.



We enter the cabin through the kitchen.



The interior of the cabin is in disrepair. A radio plays an old interview of Grandmother. The announcer sounds eerily similar to the one on the railway.



As she says "You must listen to the garden," the phrase triggers a transformation. The clocks come to life and begin to wind backwards.



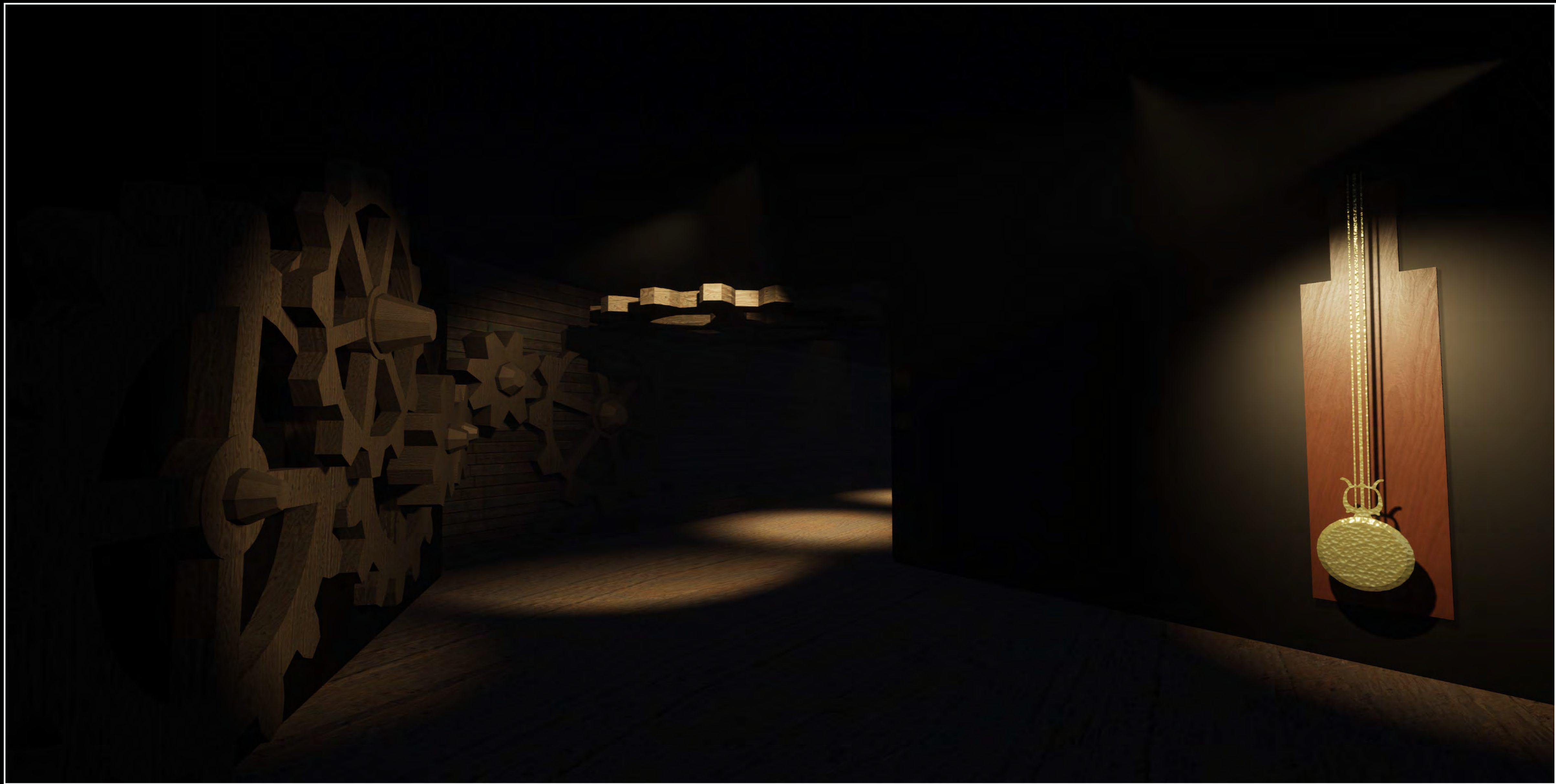
The decades of rot melt away as the cabin becomes how it must have looked long ago. Voices of memory tell us the story we've heard is not complete.



They ask us to come back into the realm of memory to hear the full story.



The grandfather clock becomes a portal to this realm.



We venture into the realm of time and memory.



An odd structure awaits.



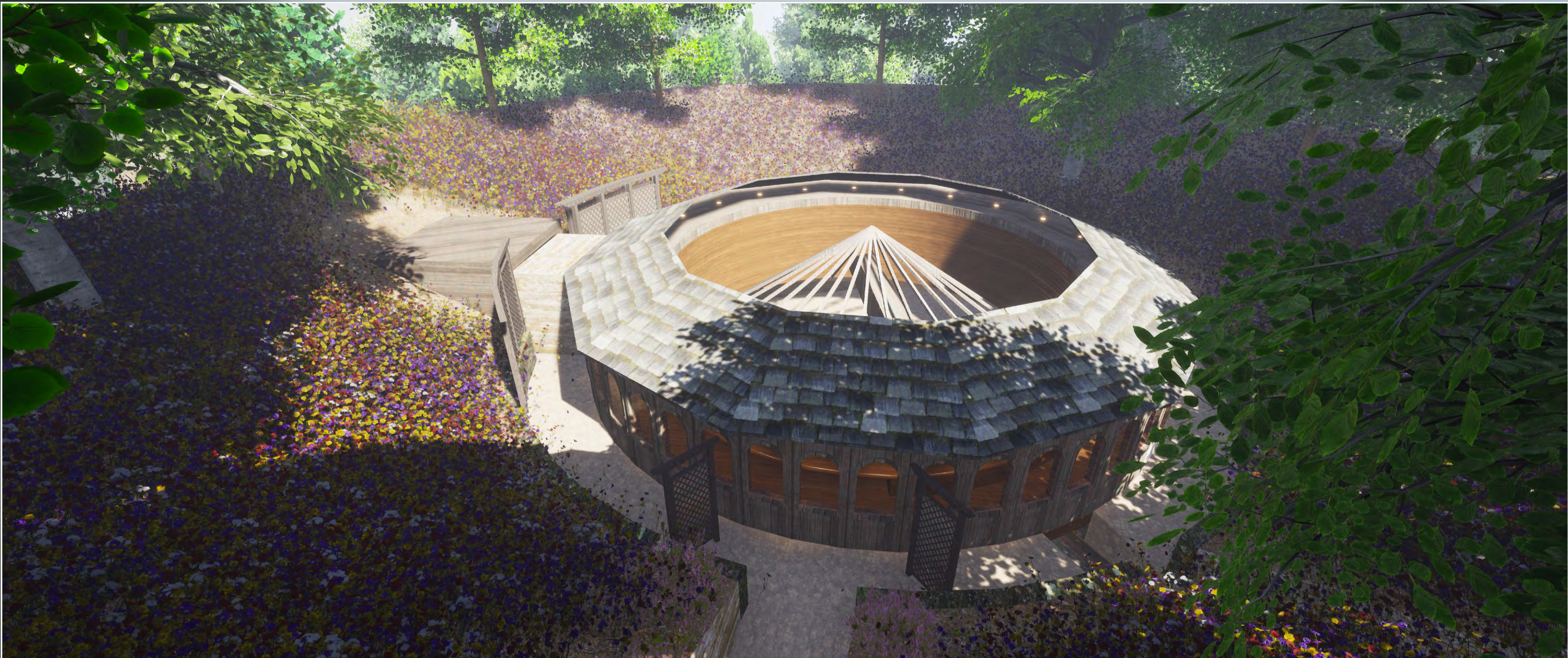
We take a seat. Screens on the windows show us a sepia version of the garden falling into disrepair. We hear the arguments of the community, the empathy, compassion, and listening grandmother displayed, and how that healed the community. The trellis collapses and then rebuilds. Grandmother tells us that as long as we listen to each other every day, like a clock that must be wound, or a garden that must be watered, no town will ever be lost. It will blossom and thrive. Look and see what a beautiful garden can grow!



As she says this, the screens disappear (transparent OLED combined with electrochromic glass), and we find ourselves high in the air, looking over the park, the smoky mountains, and the entire community. The voices of memory tell us the town was not lost, it changed, they created the national park, and the area blossomed into everything you see today.



We come back to the ground and find ourselves in the remains of the old garden, beautifully alive and thriving.



We're given cardboard "seeds" as we exit. Printed on seed embedded paper, each suggests ways for each of us to listen to each other and get involved in our own communities.



We head back through the woods, blossoming with life, and find ourselves back at the funicular, as if the whole experience never happened.



On our way down, the story told on the funicular is slightly different. We have heard the memories of the town, and now their story lives on. The announcer remarks that the way they see it, the town didn't die, it blossomed.



Grandmother's Garden