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Who we are

At Cocolu we provide **theraplay** through our therapeutic playground. We have specialized treatment plans for specific individuals and their needs.

Cocolu was created in order to offer a fun, unique, and professional treatment space that caters to children and their parents. Our interactive space provides children and their parents the opportunity to communicate through our **activities** in our programs.

With the help of our in house therapists children can learn to better communicate their emotions.



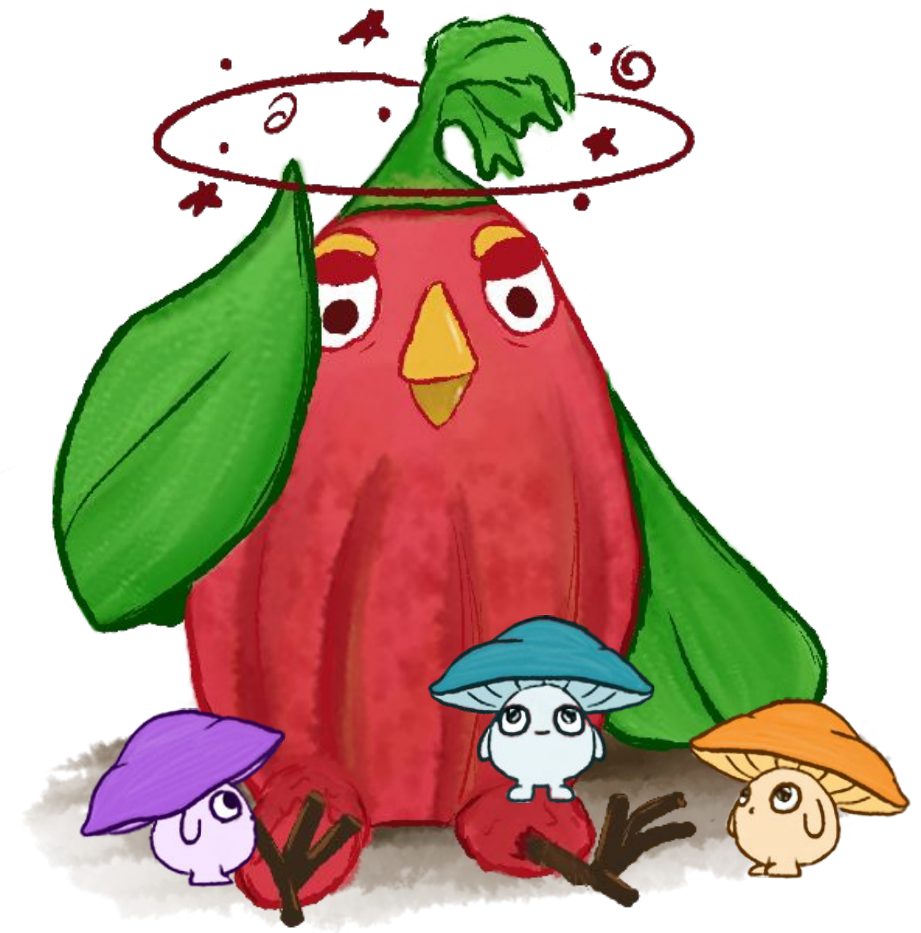
Our Mission

Playing and **storytelling** is a key method in getting a child to communicate and discuss their feelings. At Cocolu, we find it our mission to help create a relationship between families and their children through the experiences at our facility.

Through various activities hosted at Cocolu, you and your child will encounter a number of ways to **express** your feelings in a safe and fun environment.

We include **one-on-one** sessions with therapists as well as group activities depending on your specifications. For parents and caregivers that need support, we offer programs that can help guide you to better understand your child's behavior.

Cocolu is here to help bring families and children together!



Methodology

Here at Cocolu we follow **four types** of therapy methodologies. These therapies include:



Occupational
Therapy



Cognitive
Behavioral
Therapy



Filial
Therapy



Counseling /
Play Therapy

Brand Identity



Our Typeface

Our Logo typography uses custom shapes and forms inspired by our mascot, Cocolu. Looking closely at the logo you will see the "C" mimics Cocolu's body language.

The logotype is originally known as Fabada with four main colors: yellow, green, yellow, and cacao red.



Our Mascot

Cocolu's original design was inspired by a Galah Cockatoo. After stumbling across a magic Cacao bean, Cocolu loses his memory and transforms into a Cacao bird. The "Cepe" mushrooms become his guide to help him regain his memory and transform him back into his original form. Throughout the experience our users will use their creativity to help Cocolu on his quest to regain his memory.

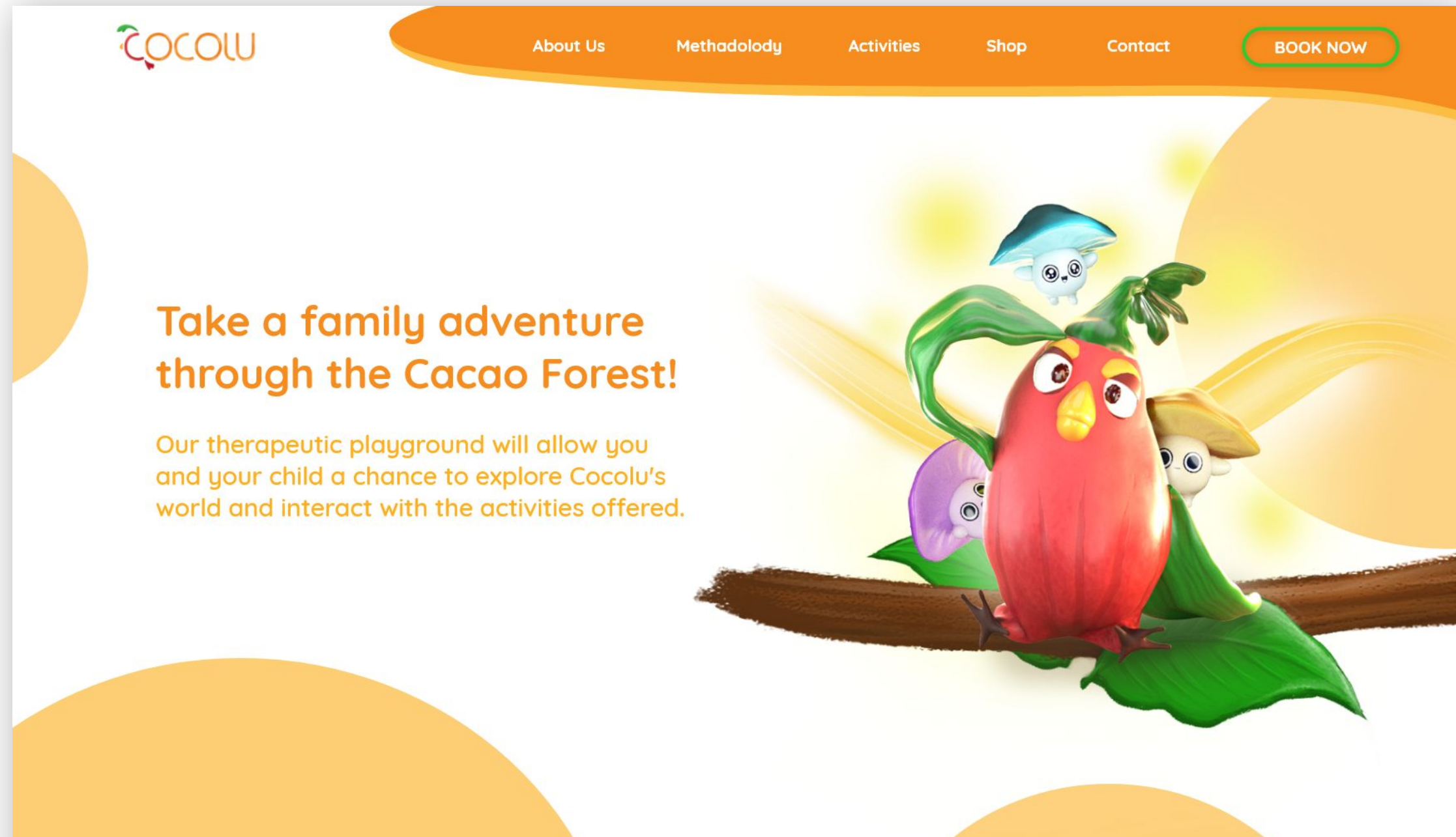


Click the video above or <https://youtu.be/Dr9yImKMF6Q>



Want to learn more?

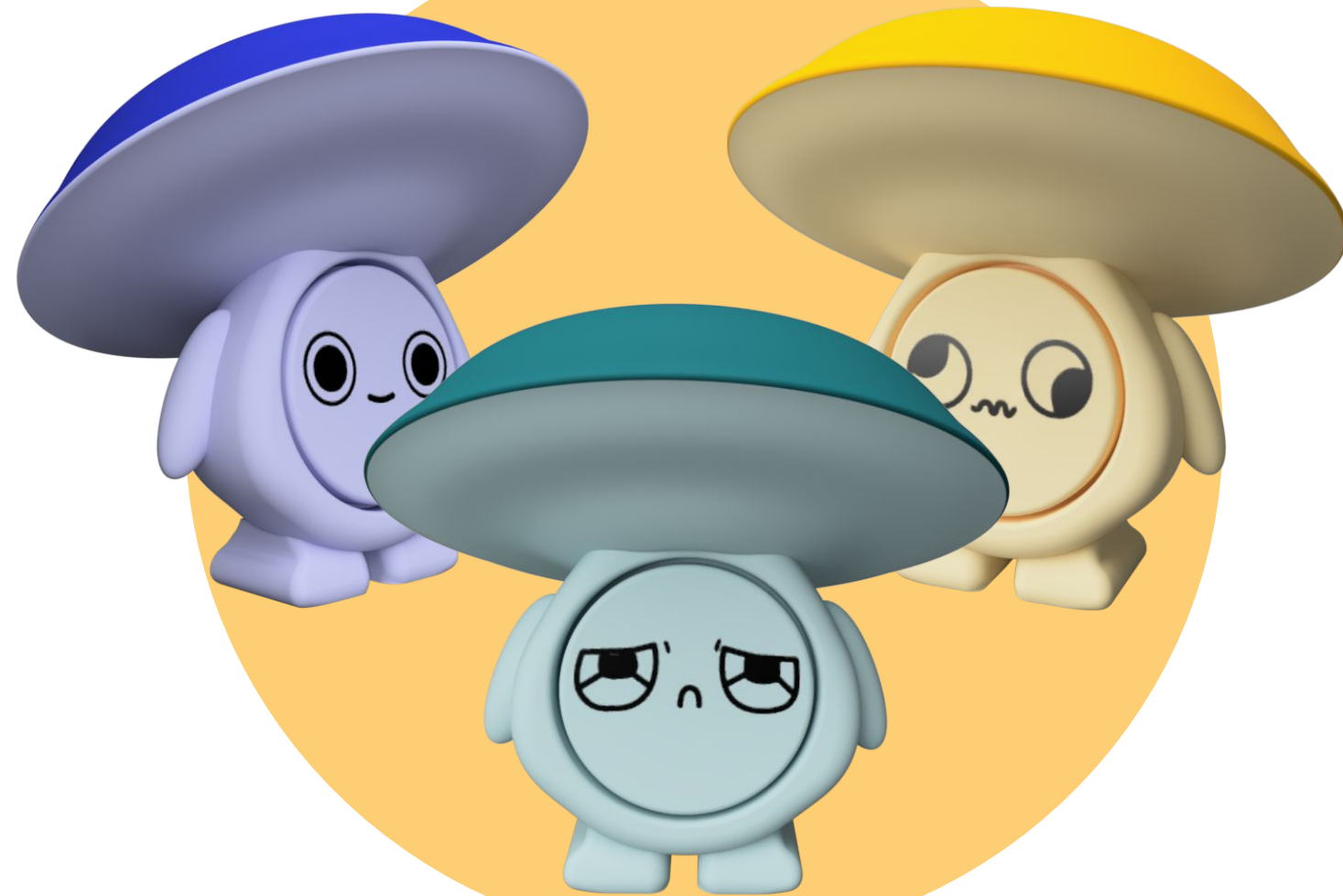
Visit our site at
www.cocolu.com



Activites

Play to express, learn and love





Make a Cepe

Make a Cepe is an activity in the **Create Room** where children and their parents can make their own Cepe.

This Cepe plush helps them to better express themselves through play. They can change the color and emotions to express themselves, develop empathy, improve fine motor skills.

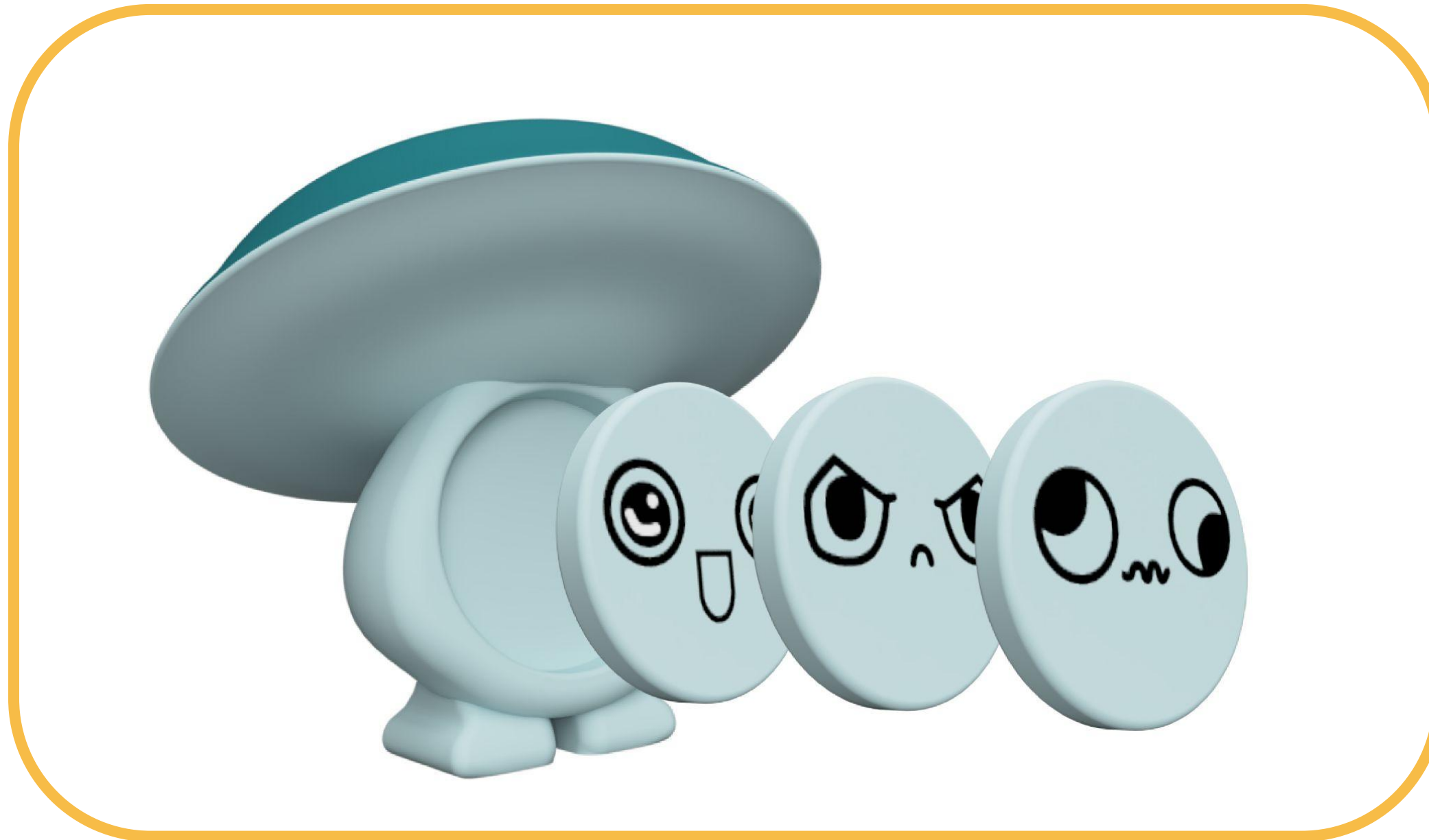
This exercise can help children express their underlying feelings and struggles.

How it Works

Using the magnetic face plates children can **stack** different emotions and change them as need.



Click the video above



Children can **stack the emotions** to use throughout the space and to act out their feelings as they need to. This makes the Cepe plush more versatile and able to guide the child along their adventure at Cocolu.

The Different **Colors** to

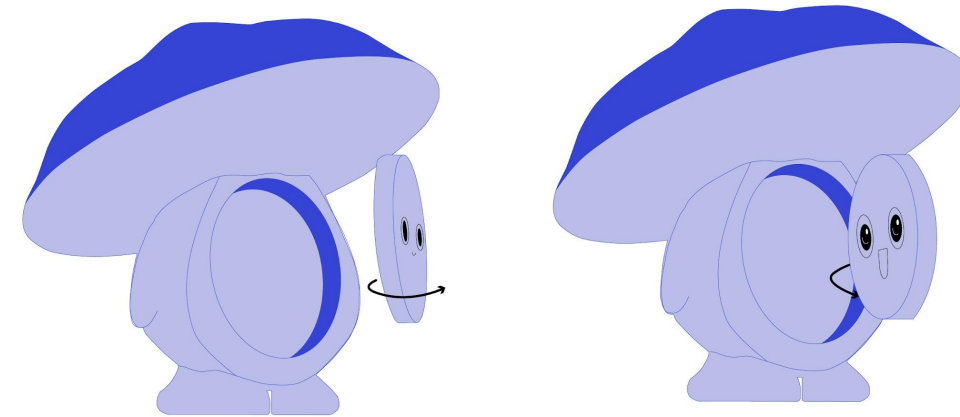


to express different **Emotions**

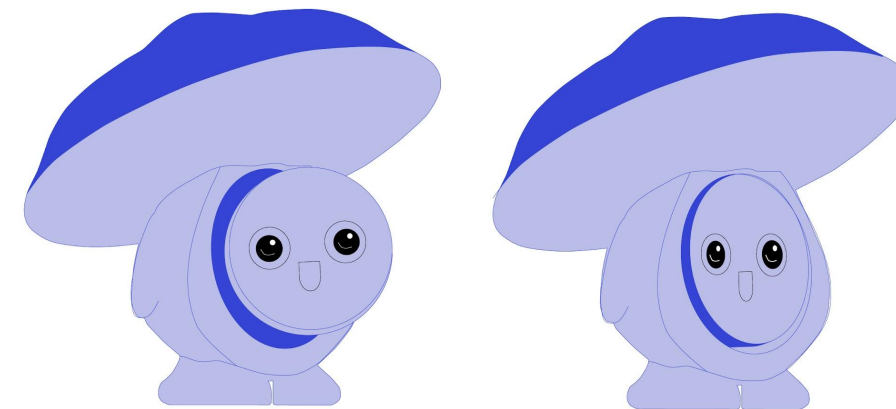
Changing the Face

The face plates also have emotions on both sides to maximize the amount of space used. This increases the amount of emotions we can stack.

Change Cepe's emotions as you play



Flip face over to reveal a different face



Each emotion magnets to Cepe's body

Indirect Play

Create a Cepe is a form of indirective play, which helps kids freely explore and express emotions through play.

Teaches kids to express themselves and communicate emotions instead of acting out.

Helps develop empathy while providing versatility in role play.



Spot the Emotion

"Spot the emotion" was developed for the **Interact Room** in our space. The objective of this game is to have family express their emotions and feelings by tossing a ball at the "Cepe" mushroom to match the emotion to the word. Once Cocolu's health meter reaches full capacity, children will unlock their next activity.



Directive Play

Spot the Emotion is a form of directive play, which allows children to express themselves freely and communicate their feelings.

Helps develop emotional literacy and intelligence through visual and auditory cues.





Click the video above or <https://youtu.be/SVUSqNwhG1U>

Interior

Cocolu Play Space



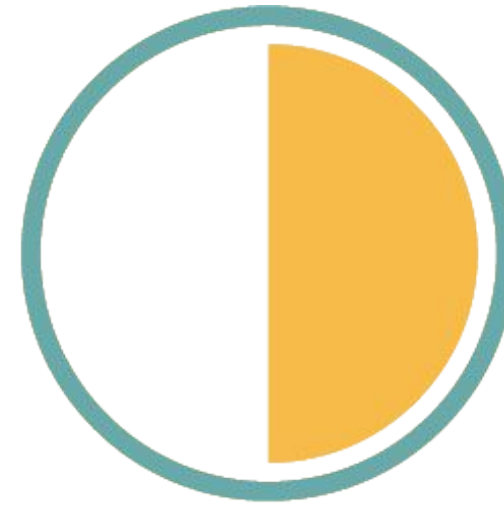
Interior Model



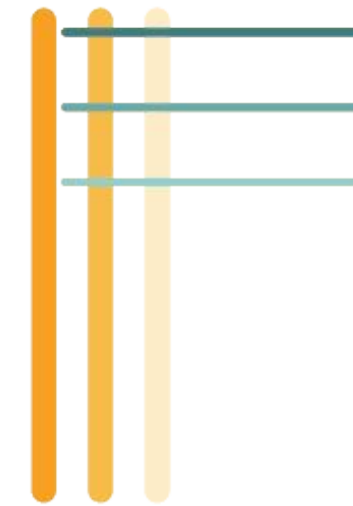
CROSSING
CURVATURE



LEVELED
SURFACES



COLOR & FORM
CONTRAST



VERTICAL
ELEMENTS

We wanted the space to leave room for children to invent their own games and use the space to their fullest imaginations. The interior is captivated by lots of white, oak veneers, with accents of blues and oranges for a contrasting, stimulating space. The chosen materials aim to be of low-maintenance, such as rubber, laminate and timber. The space is designed with lots of curves for fluidity and freeness as well as leveled seating and an elevated reading nook. Our space includes: **“Create”, “Dream”, “Read”, “Interact” and “Taste”.**

Cocolu's Quest Map



Read Tower

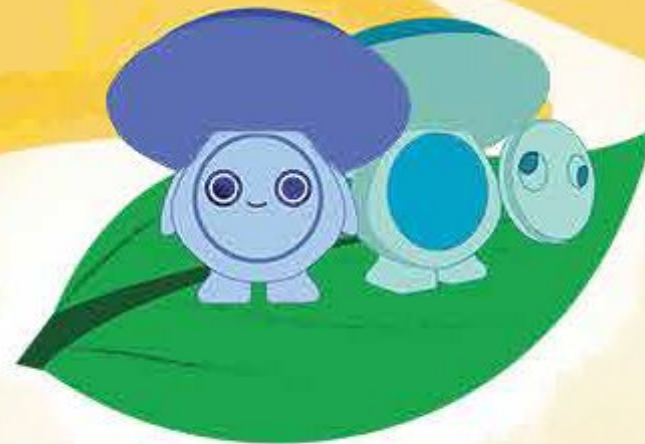


Dream



Entrance

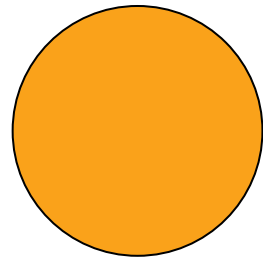
Create



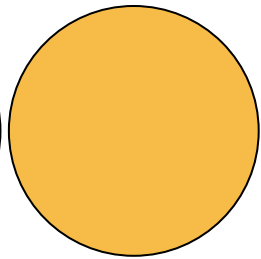
Taste



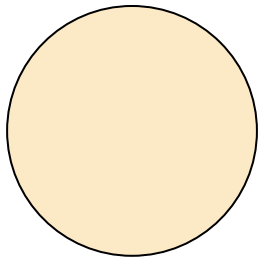
PAINTED WOOD SLATS



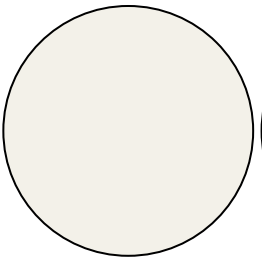
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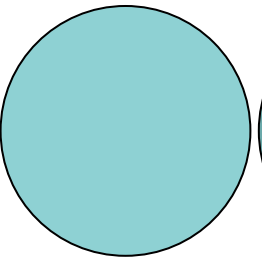
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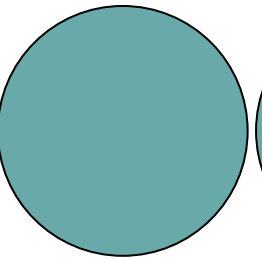
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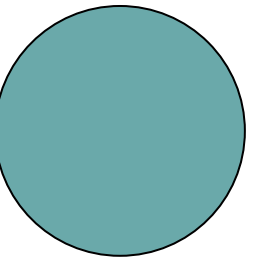
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WHITE OAK VENEER



TILE BACKSPLASH



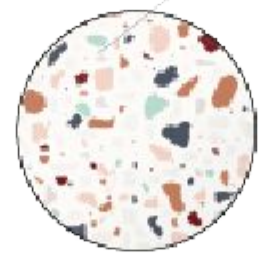
STAINLESS STEEL COUNTERS 4" BACKSPLASH



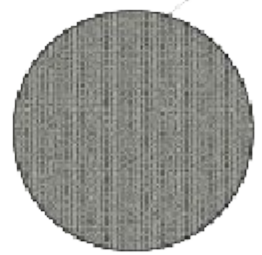
S-293
TIM ALPEN



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TERRAZZO
RUBBER FLOORS



CARPET
LEVELED STAIRS

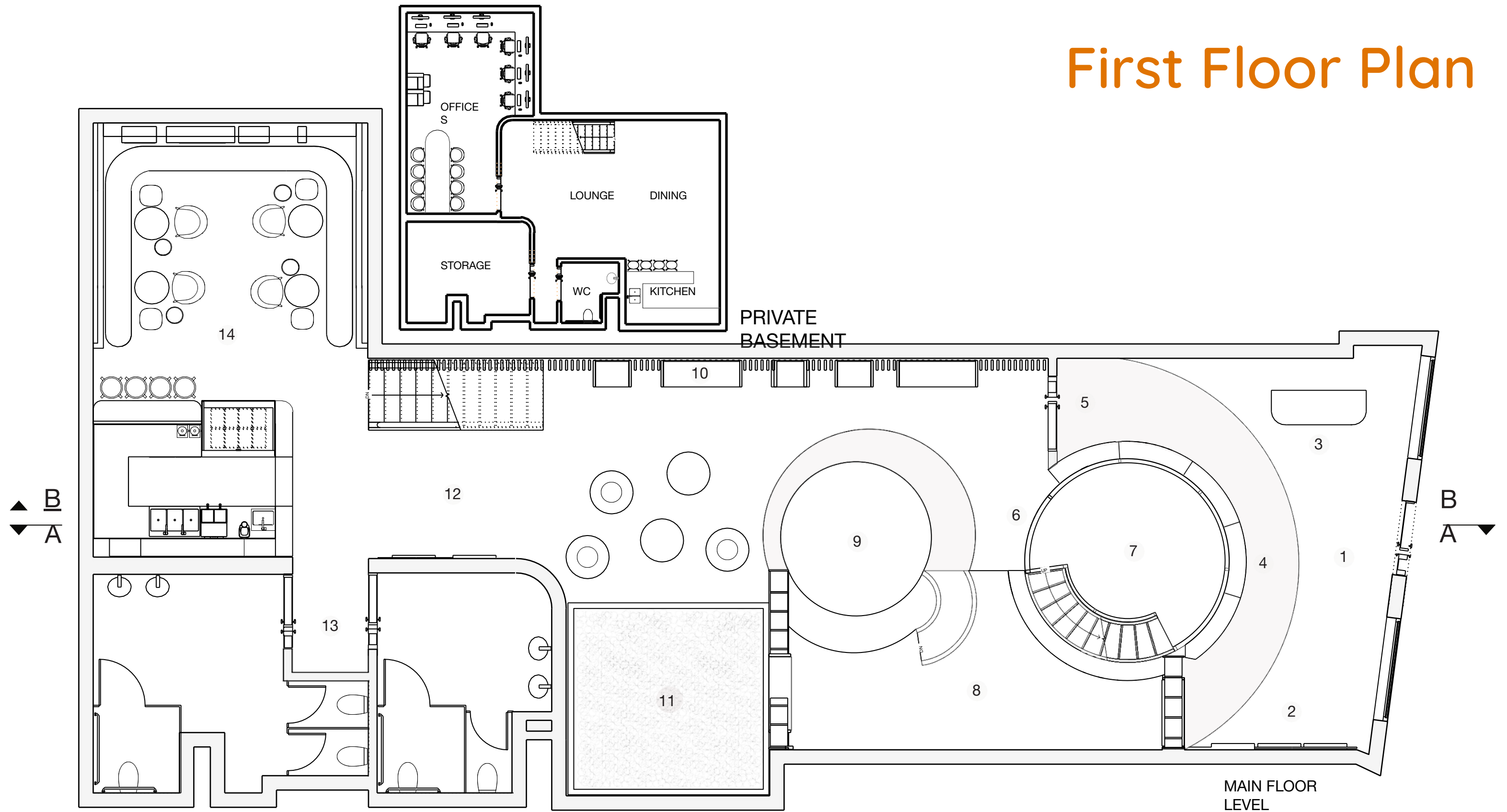


MUSHROOM
CHAIRS



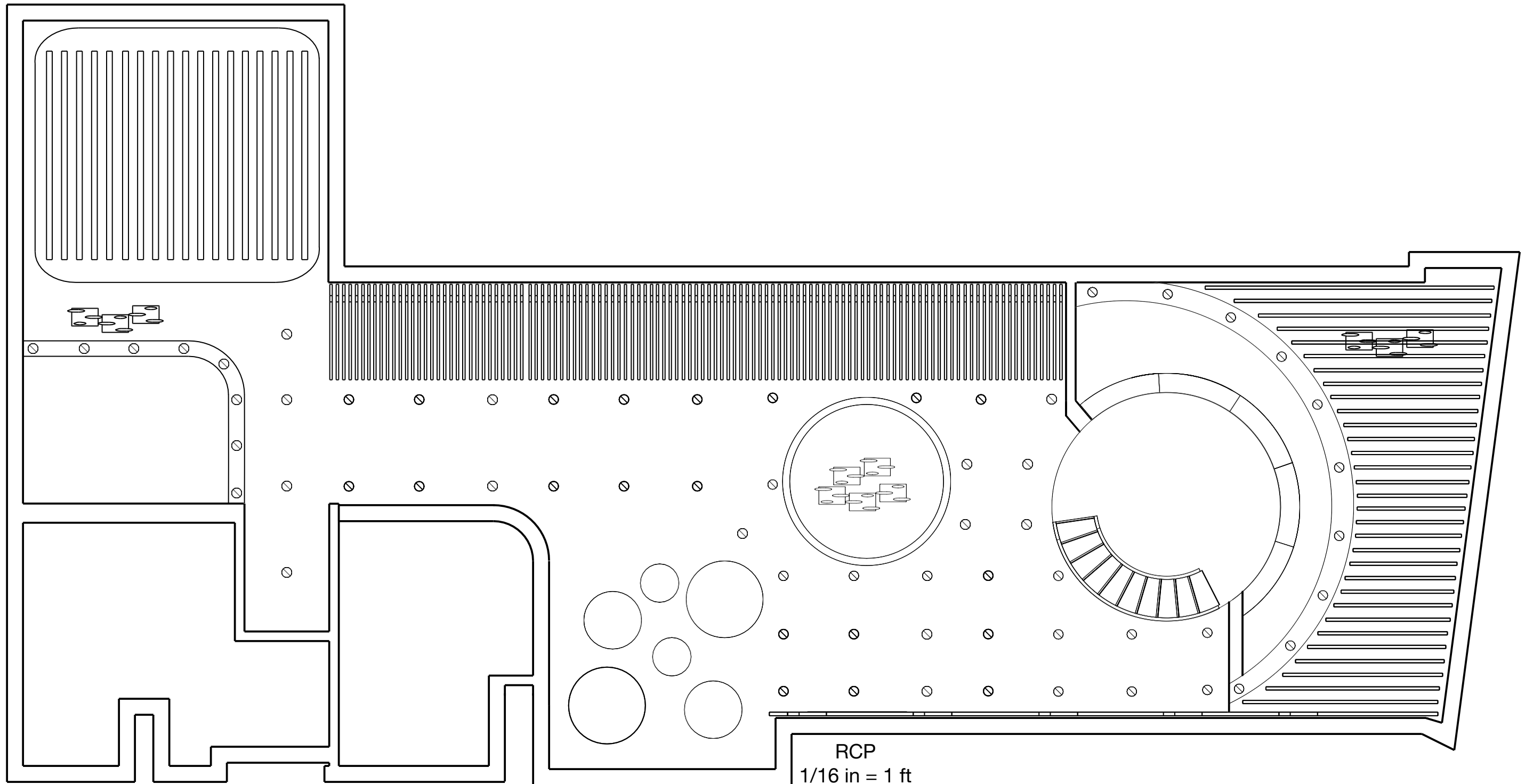
FFE | MATERIAL SELECTION

First Floor Plan



- 1 ENTRANCE
- 2 WAITING AREA
- 3 RECEPTION
- 4 LOCKERS
- 5 DOUBLE DOOR ENTRANCE
- 6 CREATE
- 7 TOWER
- 8 READ
- 9 DREAM
- 10 FEATURE NOOK WALL
- 11 INTERACT
- 12 CIRCULATION
- 13 RESTROOMS
- 14 CAFÉ

Second Floor Plan





ENTRANCE

Our Double Doors: there is always one standard, operable door that accommodates everyone. The gesture of having a double doors that are same in design and function but different in size embraces the differences children might feel they have with adults in terms of equality in behaviour and free-play throughout the space. The entrance of the space becomes the first big encounter where children are made to feel special giving them their first wow moment.

THE TOWER

Cocolu's home! His safe place!

The tower is the most elevated nook in our space and therefore, it makes it the most interesting, isolated gateway.



READ

Library, Reading Stage

A leveled seating **library area** with lots of shelving where kids can mix and match their read everytime they are here.



CREATE

Physical Building, Arts and Crafts

The space allows for free play with arts and crafts. Here we host **“Create a Cepe”** where children play with the epe mushroom to swap faces and encouraging them to reveal their emotion.

DREAM

Make Believe Scenarios, Free-Play Performances

The DREAM Area is a multi-functional space.

It transforms from a **gathering space**, to hold entertainment, shows and also acts as a guest platform.

This **leveled reading**, and stage component gathering of our space is as versatile as it sounds!

It encourages children to read out loud to their peers, as well as **collaborate** with their families, therapist to create stories and act them out.





Taste

Cocolu's Cafe

For both children and parents to enjoy latte's, to an ice cream bar, and even an espresso machine. We have baked goods and cold cut sandwiches are delivered daily from a nearby bakery.

Characters are hidden inside the main wall behind an acrylic inset. The colorful vertical slats are first seen in the entrance, and make their way to become an overhead condition in the nook wall and cafe area.





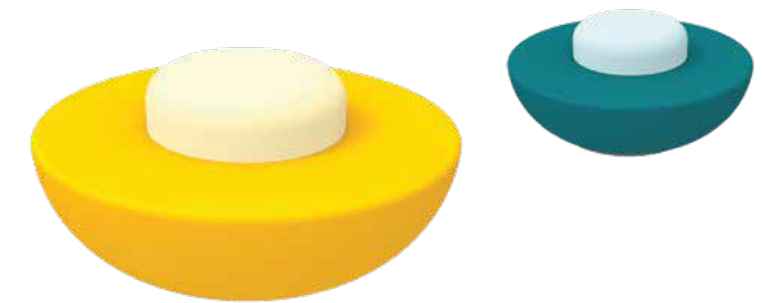
Interact

The Interact section focuses on using digital media to stimulate children physically. This portion contains a ball pit, large screen, and multiple interactive games. Our featured game **“Spot the Emotion”** can be played here. Other activities include: yoga, meditation, and zumba.



MUSHROOM CHAIR

Our Mushroom Chairs are free standing and light in weight so kids can utilize them anywhere in the space. The mushroom chairs help kids destress by allowing them to use the chair in a rocking motion, therefore releasing any physical or mental tension in bodies.



NOOK WALLS

Individual in-wall nooks for child-adult bonding.

We accommodate to many different shapes and sizes of all personality types of children. These nooks are designed to help those children stay in a safe zone rather than being in the areas that may be busy or overwhelming to the child.



INTERACT

EAT



Thank you!

We hope you enjoyed and would like to partake in Cocolu's quest!