

# COORDINATION



## PRESS RELEASE

March 2022

### COORDINATION DESIGNS AN EXTENSIVE WORLD OF EXPERIENCES AT FRANKFURT AIRPORT



**COORDINATION**, the Berlin-based office for interior design and architecture has created an extensive new experience centre at Frankfurt Airport. In collaboration with Art+Com Studios and Fraport AG, **COORDINATION** conceived and implemented an interactive permanent exhibition filled with an impressive array of technical innovations, giving fascinating insights into the complex world of one of the most important global airports.

On an area of 1200sqm in Terminal 1, the exhibition allows a look behind the scenes of Frankfurt Airport. With the help of large-scale spatial installations as well as sophisticated technical models and apps the experience centre makes those aspects of the airport visible and tangible that a passenger cannot normally see. Highlights of the exhibition include a monumental scale model of the airport which is intertwined with the entire space through animated lines of light, "smart windows" with augmented reality applications connected in real-time to the airport's information system as well as the installation "The Globe" where all global flights can be followed in real-time on an interactive screen, a worldwide first.

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For COORDINATION the starting point for the project was the spatial pre-sets of the airport and the inherent functional processes and networks. While developing the concept, a huge array of impressive details that lie beyond the public routes through terminals manifested themselves: from the immense dimensions of the airport grounds and the large amount of aircraft traffic to the innovative technology and complex logistics behind the scenes and not forgetting the people who keep this gigantic organism running 24 hours a day, 365 days a year.

Visitors can now experience all these processes interactively in the exhibition. The central exhibit is an expansive model of Frankfurt Airport, which vividly links the processes on the ground with what is happening in the sky above: a large-scale light installation shows arriving and departing aircrafts moving along curved lines of light as dynamic dots. This pulsating choreography of light runs through the entire experience centre over a total length of 330 meters. It is a very aesthetic, almost dance-like visualisation of the actual flight paths. This abstract work of light art forms the heart of the visitor centre and is unparalleled anywhere in the world.

For Jochen Gringmuth, one of the founders of COORDINATION, depicting the size of the airport not only on the ground but also in the air above, is the underlying concept behind the main exhibit: "To illustrate the coordinated arrival and departure of the aircrafts and to give a physical presence to what is otherwise only visible as the snapshot of a moment or a virtual visualization was the defining design idea for us."

The model with its topography of runways, runway markings, airport buildings and motorways allows a unique overview of the airport on over 50 square meters. Beyond the directly visible buildings, visitors can "scan" the inside of the model with the help of augmented reality tablets and dive into hidden layers of information.

The view from the facade out onto the active airfield connects the exhibition with the reality of the airport. Via "Smart Windows" with a touch function visitors can view the apron area and see additional information on the activities taking place thanks to a real-time connection to the actual airport information system. In this way, visitors can understand "live" processes such as aircraft handling by accessing the dynamically changing information on all the visible objects in real-time.

Technically the most complex digital exhibit in the visitor centre is the installation „The Globe“, a worldwide first. All global flights can be followed in real-time on the floor-to-ceiling interactive screen. The viewer can use gesture control to make the globe rotate and thus head towards or zoom in on every point on earth. The global air traffic flows are impressively illustrated as they move towards the Frankfurt hub.

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Additional interactive and spatial installations complete the experience: In the „Motion Ride“, visitors actively embark on a rapid ride along the baggage conveyor belt network deep within the airport. Equipped with 360 ° virtual reality headsets and seated on a dynamic motion platform, visitors experience one of the centrepieces of the airport from the perspective of a piece of luggage. The „Marshaller Game“ on the other hand requires sensitivity and coordination as the visitors slip into the role of marshaller themselves. With bright orange marshalling wands in hand, visitors are invited to guide an approaching aircraft to the correct parking position at the gate. This immersive experience is visualized live on a large screen wall and operated by an AI-controlled motion tracking system.

The experience centre in Terminal 1 at Frankfurt Airport is one of the most complex interior design projects that COORDINATION has implemented in recent years. The new visitor centre was realised under the particularly demanding conditions of Germany's most important airport. In addition to the complex design it had to meet the highest requirements in terms of AV technology, fire safety, smoke extraction, aviation security, data protection, airport IT and building automation.

After five years of planning, implementation in the midst of a global pandemic and in detailed cooperation with the client Fraport AG, this unique exhibition is now open to be experienced and explored by the public.

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## NOTE TO EDITORS

### PRESS CONTACT

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### FACTS

Client	Fraport AG, 60547 Frankfurt am Main
Project	Conception, design, planning and realization of the exhibition, the interior design, the lighting and the furnishing of the Visitor Center (in cooperation with Art+Com Studios, Berlin)
Completion	March 2021
Total floor area	1200 sqm
Phases	1-8
Design	Jochen Gringmuth   Lena Kramer   Andrea Dunmore   Flip Sellin
Project management	Jochen Gringmuth
Team	Heike Ehlers   Andreas Behl   Katrin Weiß-Höppeler   Max Fabian Wosczyzna Stefanie Hunold   Gunnar Petersen   Rebecca Hellbach   Sonja Stadelmaier   Claudia Pineda De Castro
Partner	Art+Com AG   Anne Boissel   Menzel Kossowski Architekten   Kofler Energies Ingenieurgesellschaft   Brandschutz Planung Klingsch   Lehmann - Block & Partner Ingenieurgesellschaft mbH
Lighting concept	COORDINATION   Anne Boissel
Project control	Schüssler Plan Ingenieurgesellschaft
Client representative	Tim Sigel   Allegra Smith   Jutta Weimar   Alexander Zell
Exhib. construction	Barth Innenausbau   Hubl & Hubl   Hansen Werbetechnik   Monath + Menzel   Lide Licht und Decke   Lightnet   id3d Berlin   König Bürotechnik Sigma System Audio-Visuell   SiFaT RoadSafety
Materials and furnishing	Complete list upon request
Photos	Asja Caspari Photography   Fraport AG   Coordination

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## ABOUT COORDINATION

COORDINATION is an award-winning, internationally operating studio for interior design and architecture located in Berlin specializing in the creation of high-impact environments in the field of corporate architecture, working environments, residential interiors as well as exhibition design. With a holistic design approach COORDINATION integrates all levels of spatial design: from bespoke interiors with individually developed furnishings to lighting solutions and installations up to full scale architectural concepts. User-centred design and spaces that evoke emotions are key to all of COORDINATION's projects, while duality and contrast are just as much aesthetic signature elements as a confident application of colour. In addition to aesthetic elements, the international team of interior designers, product designers and architects always focuses on cultural and social aspects. The Berlin-based design studio was founded in 2004 by designer Flip Sellin and architect Jochen Gringmuth, who now run it together with associate partner Lena Kramer.

[www.coordination-design.com](http://www.coordination-design.com)

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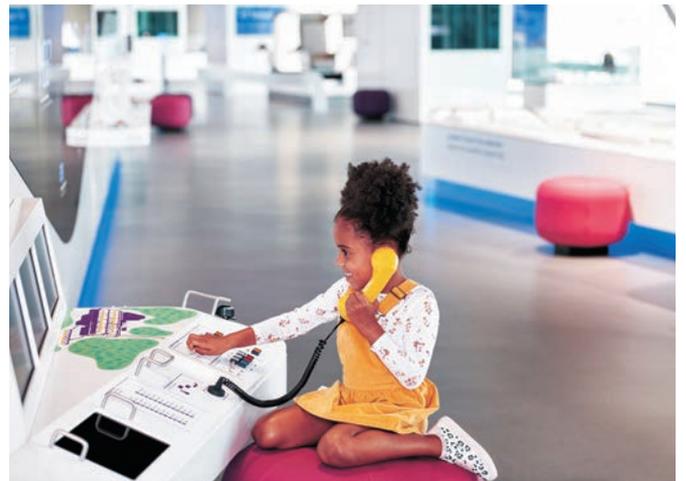
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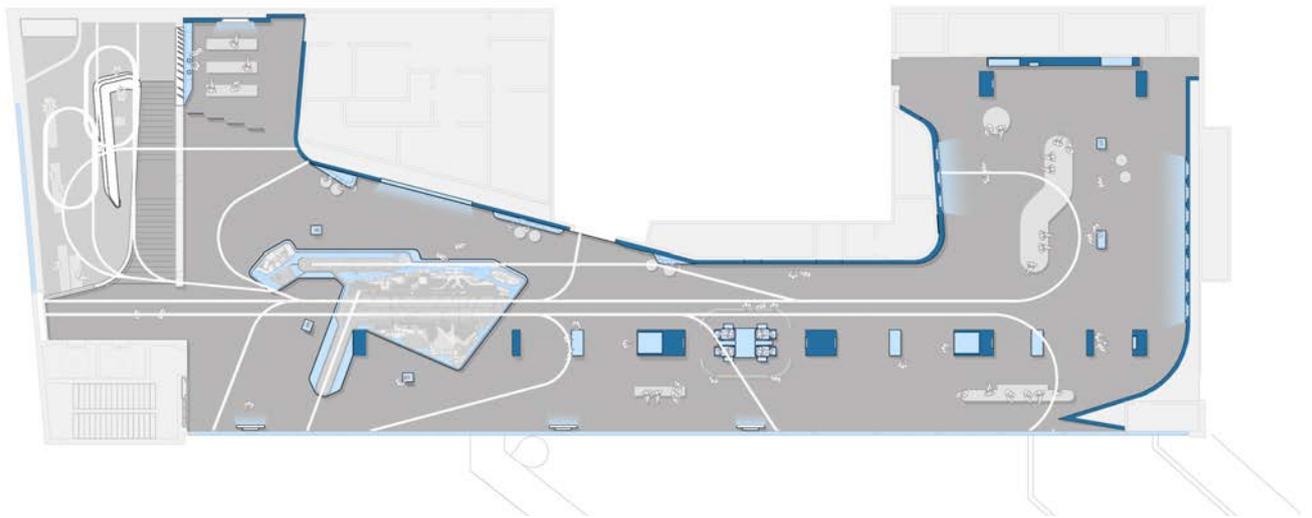
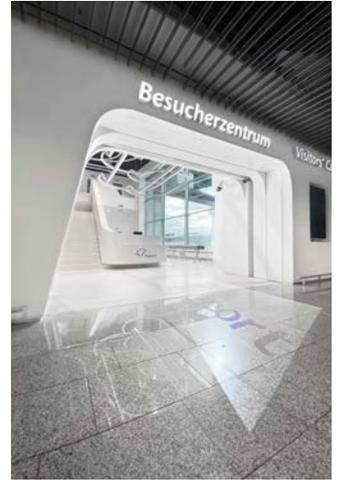
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