

Monsters Inc. Dark Ride

Hannah Goodsell



Doors Home

Many who watched Mike and Sully rescue Boo in the Monsters Inc. factory, have wanted to explore the factory, meet the new laughers, and experience walking through the door storage themselves. Monsters Inc. and the laughers have become a comfort universe for many. In a time of uncertainty, there is an even greater need to share laughter.

Doors Home offers visitors the nostalgia of seeing their comfort characters pass the torch to the new generation of Laughers. Joining Tylor, Fritz, and Val Little, visitors have the opportunity to help the new employees work together to bring home lost children in the factory while leaving them with a smile tucked into bed.

Familiar characters welcome the visitors in the chaos of Monsters Inc. while new characters take them through their adventure.

Interactive Media and Game Design, Level Design ISP



Design Story:

Many people who visit Disney World or Disneyland wish to feel immersed in the universe and nostalgia of their favorite movies. After watching Monsters Inc with my roommates, one of them voiced how they wished they could go on an adventure through the factory and into the door storage room. I wanted to provide a similar experience while also fostering laughter with the factory's rebrand as well as visitor cooperativeness.

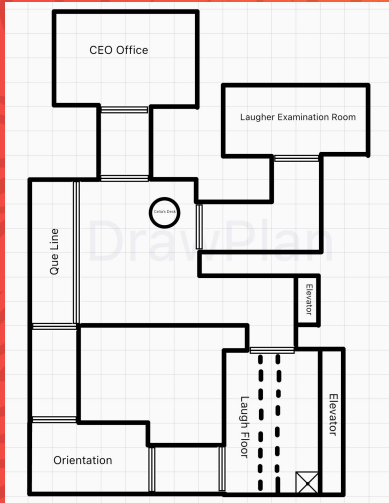
This ride is designed to take visitors of all ages into the world of Monster Inc. and have them help the monsters with a familiar problem: children run wild in the factory. Doors Home is targeted to provide nostalgia for older visitors who grew up with the original movie as well as excitement of providing an experience within the world after the rebrand. With the inclusion of new characters from the TV show, Doors Home will also excite a new generation of visitors who have a different perspective of Monsters Inc.

Visitor Experience:

Visitors are Human Specialists in training, a subdivision of the Clean Up Crew run by Roz, and they are touring the factory for the day as a part of their orientation. Entering the lobby area, visitors are greeted by monsters going to work some more panicked than others. At the end of their orientation with Celia, she reveals that children are currently lost in the factory, and they need your help locating them. Moving to the Laugh Floor, visitors see children running loose as Tylor, Fritz, Val Little, and Roz trying to figure out what to do. Sent off with the MIFT crew in their cars, visitors work together to locate where the children are for Clean Up Crew to bring back to the Laugh Floor.

Visitors are paired up with either Tylor, Fritz, and Val Little to split up and cover more of the factory. Tylor's car will go to Mike and Sully's CEO office. Fritz's car will head downstairs to the MIFT compound. Val Little's car goes to the Laughter examination room. Tylor and Val Little's cars then head downstairs to meet with Fritz's car where all cars go to the door storage room where they see that each child is sent home. After luke warm congratulations from Roz, visitors are sent back to the Laugh Floor at the end of an exciting orientation day.

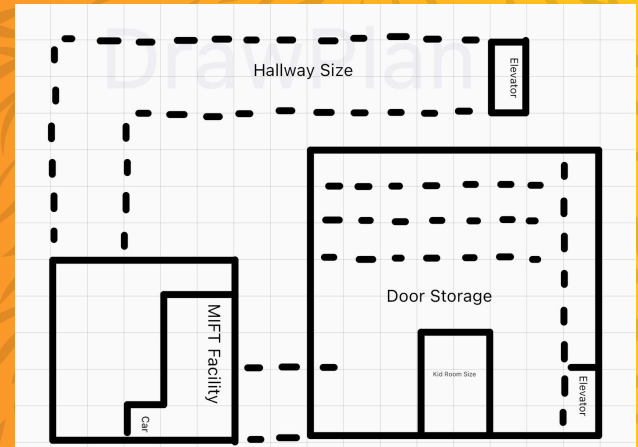
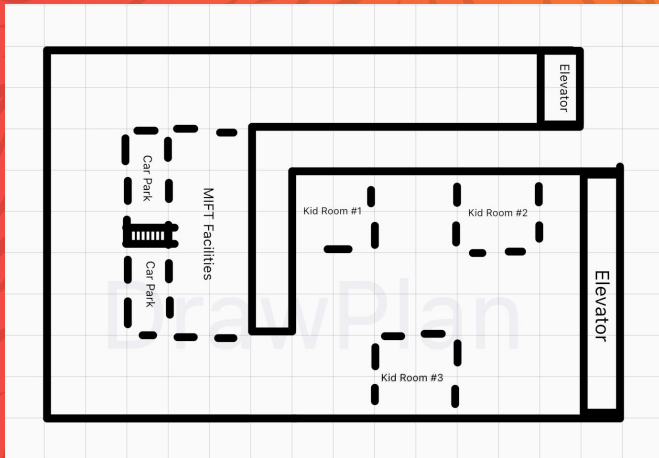
Ride Floorplan:



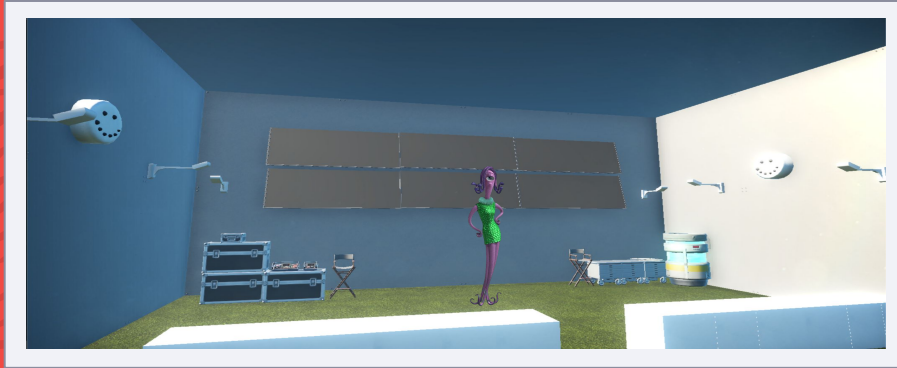
Aerial View



Side View



Orientation, Pre Show and Child Locator



After the cue, visitors are led into the orientation room and see a projector with Celia in front of the room. She provides the visitors with context as to why they are in the factory and their roles as a human specialist for the clean up crew. After the safety presentation of the ride, Celia then admits that this is just a regular training day; there are a group of children who followed some Laughers into the factory, and they need the visitors to locate them for Clean Up Crew to bring back to their doors. She then sends them to the laugh floor to see what's happening and wishes them luck.

Attached to the MIFT ride cars, there is a child locator. This specific design is pulled from the the video game Disney Infinity from the Monster's University pack. Although in game this is a paintball gun, visitors will only be able to "tag" the children similar to the Buzz Lightyear ride.

Laugh Floor, Loading Side



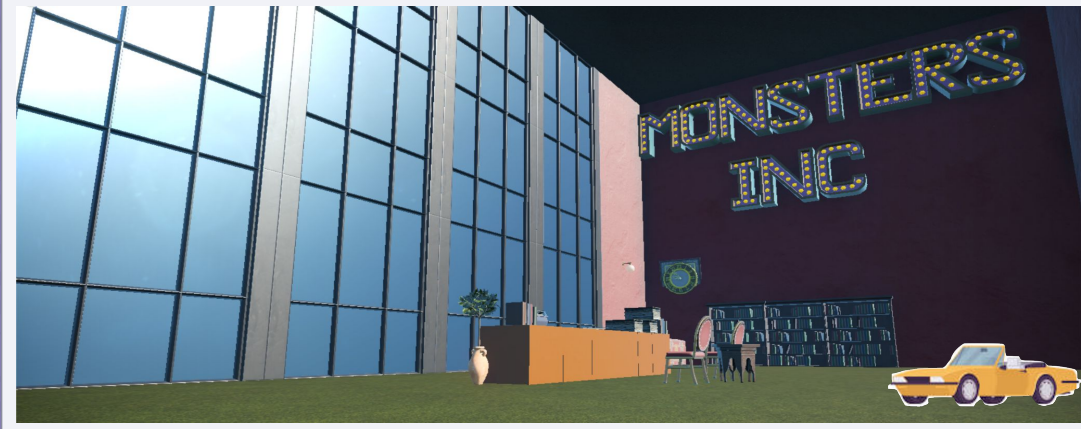
Visitors load from the Laugh floor into the MIFT cars. Clean Up Crew members are rushing into the room while monsters and children are wandering around and playing with each other or the monsters. Tylor, Fritz, and Val Little are at the wheel navigating the visitors through the factory. They tell them to look out for lost kids, and that they can return them home in the door storage facility below.

Each car, each goes to a different part of the factory:

1. Tylor → Mike and Sully's CEO office
2. Fritz → MIFT office
3. Val Little → laugher testing room



CEO Office



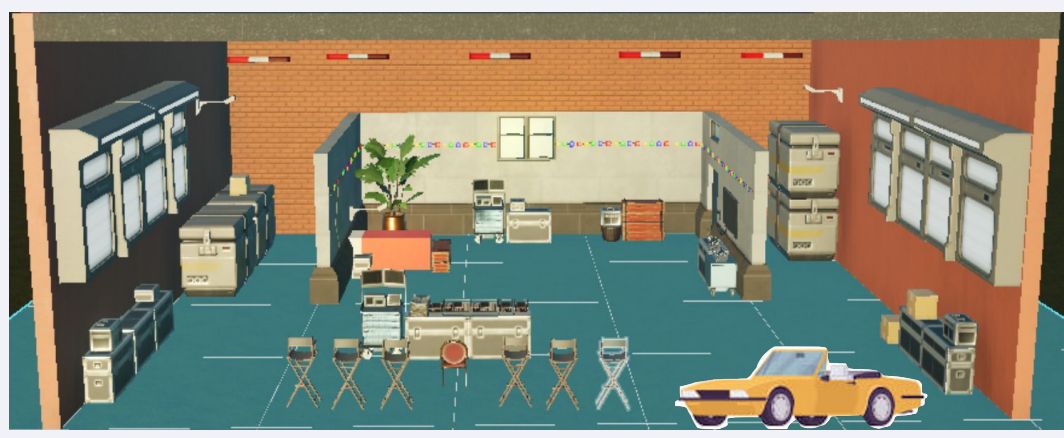
Hidden in each of the passages and hallways are clean up crew, employees, and children scattered. The MIFT crew shout out to each other in excitement and voice to split up to save time/cover more rooms. There is a vehicle elevator immediately across the hallway from the laugh room's entrance.

Children will be hidden in plain sight:

1. Behind plants
2. Peeking out from doorways
3. Looking over or crouching under desks
4. Clinging onto monsters thinking it's a game
5. Popping out or hanging out of air ducts
6. Playing on pipes like a playset

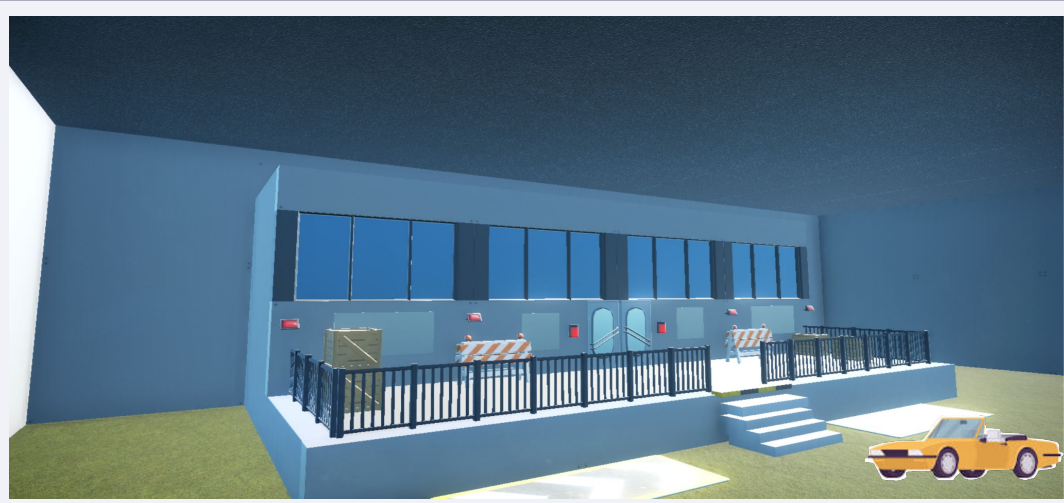


The car with Tylor makes it way to the CEO office and the doors are wide open with children hanging of them. More children are in the room spinning on the chair and hiding by the corner of the desk. After a period of time, they turn back and head to the vehicle elevator.



Laughter Examination Room

The car with Val Little heads to the laughter testing room where the door's are wide open to see what's happening inside visible. There's a child operating the room conditions, children watching in the viewer area, and a child in the simulation room. After a period of time the car heads back to the vehicle elevator.



MIFT

The car with Fritz will immediately head to the vehicle elevator to then head to the MIFT office area. Visitors find children playing on the extra vehicles, popping in and out of view through the windows, and peeking past the door. They are in the open area in front of the office, since the car can not actually be inside the office. When all three cars meet in front of the MIFT office, they then move through the tunnel system to enter the door storage room.



Door Storage, Entrance View

When they enter, the Clean Up Crew members are working on getting the children to their correct door.



Kid Room #1, Closest to Entrance

Each car then heads to a specific door and helps a child into their own room.



Kid Room #3, Opposite and Middle of other Kids Rooms

Each miniroom is a lost child's room, who then hops into bed and says goodbye.



Kid Room #2, Closest to Exit



Door Storage, Exit View

Once they have helped a lost child back home, the Clean Up Crew then moves to take the door to be shredded or locked away. There is a large vehicle elevator that fits all three of the cars that takes them to the back of the laugh room for unload and the cars then go in line to be reloaded.

Laugh Floor, Exit Side



Roz greets the visitors in a job well done and says that she'll keep them in mind for any future jobs that they could help with.



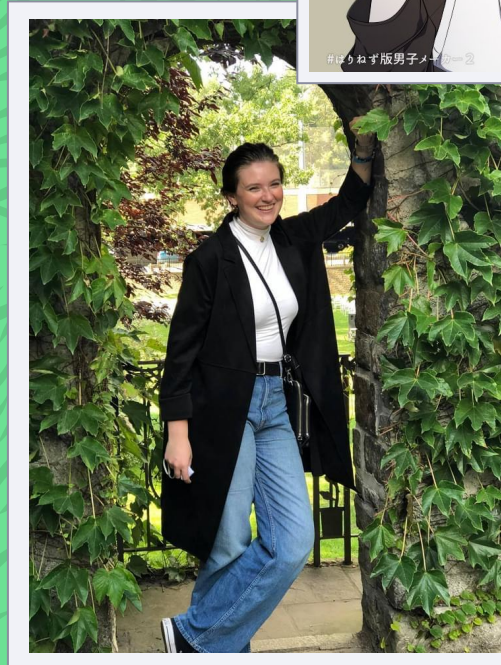
When visitors exit, they are then taken to the security room for debriefing. In this room, there are screens covering one wall with photos and MVP reels taken from the ride. Mike and Sulley congratulate them on their work and encourages them to explore a little of Monstropolis before leaving the city. When visitors leave this room, they then enter a gift shop before exiting back to the theme park.

Hannah Goodsell, Inkblot and Coffee

I am a senior Interactive Media and Game Development, Writing major. Combining storytelling and experience design, I focus in creating bonds between institutions and their audiences. I believe interactive and immersive media can encourage community and interpersonal connections. They guide people to come together to create memories, guide conversations, or work with one another towards a common goal.

In this experience, I wanted to focus on the nostalgia that comfort characters bring even as new characters and stories are introduced to their universe. Characters both from the older *Monster Inc.* movie and newer *Monsters at Work* show come together to welcome visitors regardless of which the visitor grew up with. These characters not only connect visitors to Disney, but they also connect visitors to each other by creating a familiarity and a feeling of inclusion in Monstropolis.

For this project, I worked within the Blue Sky Design structure to focus on the feeling conveyed during the ride as well as learn how to design a theme park ride. I acted as the project manager, wrote the ride's story, designed the floor plan, built the simulated ride using Planet Coaster, and created this presentation. Many thanks and appreciation to Professor O'Donnell, my project advisor, for his guidance and feedback during this term.



Thank you for your time!

Please email me with any questions or send me a Tweet:
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