Module 6 workshop: design the guest experience

06 · Design & Guest Experience · about 18 minutes

For the gala, design arrival, cocktail hour, dinner, program and departure with lighting cues, décor priorities and accessibility built in.

Before you start

The event you are applying this to (real or the running gala example):

Date · guests · budget envelope:

Work through the objectives

1. Produce a guest experience plan

2. Write lighting cues into the run of show

3. Complete the accessibility checklist

Apply it: three decisions for your event

DECISION	WHAT YOU CHOSE AND WHY	OWNER / BY WHEN

Check your understanding

Lighting cues belong

The guest experience plan covers

Answers are on the lesson page after you take the quiz.

One line to remember