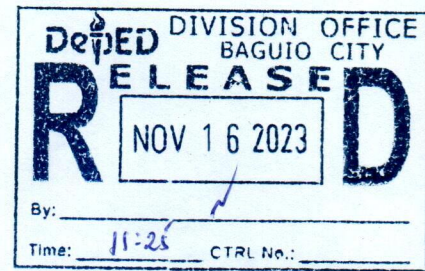




Republic of the Philippines
Department of Education
Cordillera Administrative Region
SCHOOLS DIVISION OF BAGUIO CITY



Advisory No. 018-2023

November 16, 2023

In compliance with DepEd Order No. 8, s.2008
this advisory is issued not to endorsement per DO 28, s2001
but only for the information of DepEd Officials
personnel, staff, as well as the concerned public.
(visit www.deped.gov.ph)

**INVITATION TO VISIT THE INTERACTIVE EDUCATIONAL AND TOURIST
ATTRACTIONS OF THE PHILIPPINE AMUSEMENT AND ENTERTAINMENT
CORPORATION**

The Philippine Amusement and Entertainment Corporation (PAEC)
announces the following interactive educational and tourist attractions:

- a. Food Wanderer X Lakbay Museo
- b. Tales of Illumina
- c. Dream Lab
- d. Omniverse Museum
- e. Change Maker 2040
- f. Whimsical Wonderland
- g. Art Boom
- h. Museum of Emotions
- i. Craft Academy
- j. Yoki's Farm

Participation of public and private schools shall be subject to the no-disruption of classes policy stipulated in Deped Order No. 9, s.2005, titled "Instituting Measures to Increase Engaged Time-On-Task and Ensuring Compliance Therewith and the policy on off-campus activities stated in DO 66, s.2017. This is also subject to the no-collection policy as stated in Section 3 of Republic Act No. 5546 also known as An Act Prohibiting the Sale of Tickets and /or Collection of Contributions for Whatever Project or Purpose from Students and Teachers of Public and Private Schools, Colleges and Universities (Ganzon Law)

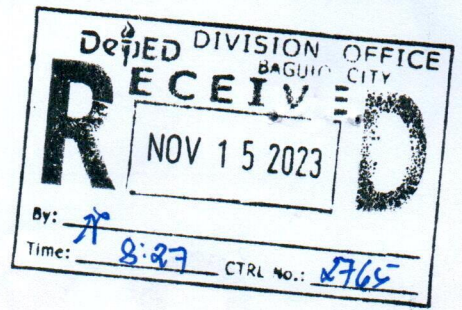
For more information, contact Yzl Daquioag-Cruz, Vice President, Philippine Amusement and Entertainment Corporation at 525 Padre Faura Street Ermita, Manila at telephone number (02) 8645-1611.

SORAYA T. FACULO PhD, CESO VI
Assistant Schools Division Superintendent
OIC-Office of Schools Division Superintendent



Address: 82 Military Cut-off Road, Baguio City
Telephone/Fax: (074) 442-4326 / (074) 442-7819 | Email: baguio.city@deped.gov.ph
Website: www.depedpines.com | Facebook Page: facebook.com/DepEdTayoBaguioCity

"DepEd SDO Baguio City:
*We Serve,
We Care.*"



November 14, 2023

MS. SORAYA T. FACULO
OIC - Schools Division Superintendent
Department of Education – Baguio City

Dear Ms. Faculo:

Warmest greetings of peace and good health from Philippine Amusement and Entertainment Corp. (PAEC), the biggest creator and management team of indoor educational venues in the country. Our venues have been recognized and endorsed by the Department of Education as educational tour venues. I am attaching herewith the memo for DepEd for your perusal. To date, we have the following brands that are accommodating education tours:

- **Food Wanderer X Lakbay Museo:** showcases the heritage, art, culture, music, life and food of the Philippines. It is the country's biggest food art display museum, which displays the heritage of the Philippines through its regional dishes. With over 600 aesthetic food art replicas, this museum gives you a better understanding of the food inheritance of the 17 regions of the country.
- **Tales of Illumina :** The biggest magical venue in the country is based on the mythology and folklore of the Philippines. A walk through story about an imagination of a seven year old girl named Hiraya, who along her imaginative travel met different characters and Philippine legends representing various life adventures and learnings.
- **Dream Lab :** Designed with an advocacy to promote entrepreneurship among the new Filipino generation by introducing the concept of "BE YOUR OWN BOSS." the The biggest business simulation in the world, showcase the step by step procedure in building your own business.
- **Omniverse Museum :** All original vast collection of certificate collector's item pop culture memorabilia that is the biggest in the Philippines. Designed to inspire its guests to be better human beings of this planet thru the accomplishments of the different characters and super heroes in vie to promote Science, Technology, Engineering, Arts, and Mathematics.
- **Change Maker 2040:** The first of its kind in the Philippines, which stages the 17 Sustainable Development Goals (SDG) in different dioramas. In September of 2015, the United Nations set out these goals as part of a 15-year plan to end poverty, protect the planet, and ensure prosperity for all. The SDGs are benchmarks for improving the quality of life for every living being and giving us a healthy planet and where **NO ONE IS LEFT BEHIND.**

Tell.: (02) 8645 1611 525 Padre Faura Street, Ermita, Manila 1000 www.amusements.global





- **Whimsical Wonderland:** A venue that brings you to different emotional and sight-seeing experience that tickles your imagination and feelings. Packed with gigantic art installations and digital projections that kids and adults will surely love to explore and experience.
- **Art Boom:** Too colorful not to notice. Art boom is the only indoor venue in the country that will allow you to get crazy in creating your own art. Colors and shapes reflects our personality and emotions, in the way we do things. Here you can dig deeper into your own self while learning arts, mathematics and science!
- **Museum of Emotions:** Promotes the understanding of emotions through its 30+ colorful and eye-catching art installation displays. Situated in the Queen City of the South, Cebu, this experiential museum allows its guests to appreciate and recognize the different emotional states a human can feel. The purpose of the museum is to educate its guests that everyone's emotions matter and to create a space where their feelings are understood by understanding the different facets of emotions.
- **Craft Academy:** A hectic week changer, from slime-making, to bags and other merchandise creation up to baking your own cake and painting on canvas! You got it right, you can unleash your inner crafty self in your own creative ways and no one will judge you.
- **Yoki's Farm:** An orchidarium, hydroponics farm, antique museum and a zoo can all be experienced in this resort vibe animal sanctuary. Designed to educate its guests about the importance of protecting the animal habitats and learning about sustainable food source.

We are attaching in this letter our digital portfolio for your perusal. Hence, we wish to formally present to you our different educational venues that we would like to request an online meeting to explore how best we can assist your students and teachers in coming up with the most beneficial educational tour itinerary. We hope that this request will be given a kind consideration.

Thank you very much.

Respectfully,

Yzl Daquioag - Cruz
 Vice President
 Philippine Amusement and Entertainment Corp.

Tell.: (02) 8645 1611 525 Padre Faura Street, Ermita, Manila 1000 www.amusements.global





Philippine Amusement and Entertainment Corporation



Republic of the Philippines
Department of Education
ASSISTANT SECRETARY FOR YOUTH AFFAIRS AND SPECIAL CONCERNS

MEMORANDUM

TO : Regional Directors, Division Superintendents, District Supervisors, School Principals and Officers-in-Charge

FROM : DR. DEXTER A. GALBAN
Assistant Secretary
Youth Affairs and Special Concerns

SUBJECT : Reiteration of Existing Policies and Related Guidelines on the Conduct of Educational Field Trips and Other Similar Activities

DATE : January 9, 2023

This refers to the existing policies and guidelines of the Department of Education (DepEd) on the conduct of educational field trips and other similar activities involving learners in public elementary and secondary schools.

The relevant instances of the Department and existing minimum health standards are hereby reiterated for strict adherence to ensure the safety and well-being of learners as well as teaching and non-teaching personnel during educational field trips.

For immediate dissemination.

Room 505, 5/F Mabini Building, DepEd Complex, Marikina Avenue, Pasig City
Telephone No. 8645 1611 E-mail: dcaayan@deped.gov.ph



Republic of the Philippines
Department of Education
OFFICE OF THE ASSISTANT SECRETARY FOR
YOUTH AFFAIRS AND SPECIAL CONCERNS

MEMORANDUM

TO : ALL REGIONAL DIRECTORS

FROM : DR. DEXTER A. GALBAN
Assistant Secretary
Youth Affairs and Special Concerns

SUBJECT : REQUEST FOR DISSEMINATION OF INFORMATION TO ALL REGIONAL DIRECTORS REGARDING INTERACTIVE EDUCATIONAL AND TOURISM ATTRACTIONS OF PHILIPPINE AMUSEMENT AND ENTERTAINMENT CORPORATION (PAEC)

DATE : January 09, 2023

This is in reference to the letter from the Philippine Amusement and Entertainment Corporation (PAEC) dated December 09, 2022 regarding AEC's Director A. Galban for the endorsement of PAEC's different interactive educational and tourism attractions located at the premises of Ayala Center and Megaworld Mall.

In this regard, we are respectfully requesting your esteemed office to disseminate this information on the following indoor attractions that promote our country's heritage, culture, arts, tourism and entrepreneurship:

Indoor Attraction	Location
Food Wanderer at Laskay Museum	Ayala Malls Manila Bay, Pasay/Pateros City
Tales of Ilumina	Ever Greenwood, Quezon City
Dream Lab	Ayala Malls Cebu, Mactan City
Museum of Education	Ayala Center Cebu, Cebu City
Whimsical Wonderland	Eastwood Mall, Quezon City
Multiverse Museum	Glorietta, Ayala Center, Mactan City

It is hereby reiterated that strict adherence to minimum health standards and existing DepEd memoranda must be observed.

For your reference and appropriate action, if you have questions or clarifications, please email at deped@deped.gov.ph or contact us through 8645 1611.

525 Mabini Bldg., DepEd Complex, Marikina Avenue, Pasig City

1 of 3



Office of the Assistant Secretary for Operations
Room 505, 5/F Mabini Building, DepEd Complex, Marikina Avenue, Pasig City

MEMORANDUM

TO : REGIONAL DIRECTORS
SCHOOL DIVISION SUPERINTENDENTS
ALL OFFICES CONCERNED

FROM : DR. DEXTER A. GALBAN
Assistant Secretary for Operations

SUBJECT : DISSEMINATION OF INFORMATION ON THE PHILIPPINE AMUSEMENT AND ENTERTAINMENT CORPORATION'S (PAEC) CHARGE MAKAH 2040 SCIENCE MUSEUM

DATE : 24 OCTOBER 2022

This refers to the correspondence sent to the Philippine Amusement and Entertainment Corporation (PAEC) on October 20, 2022 regarding the request for endorsement of CHARGE MAKAH 2040 Science Museum, Cebu City and Makah 2040 Science Museum, Cebu City, located at the Ayala Center and Megaworld Mall, respectively.

In this regard, we would like to respectfully request your office to disseminate this information on the following indoor attractions that promote our country's heritage, culture, arts, tourism and entrepreneurship:

The relevant instances of the Department and existing minimum health standards are hereby reiterated for strict adherence to ensure the safety and well-being of learners as well as teaching and non-teaching personnel during educational field trips.

For your reference and appropriate action, if you have questions or clarifications, please email at deped@deped.gov.ph or contact us through 8645 1611.

Room 505, 5/F Mabini Building, DepEd Complex, Marikina Avenue, Pasig City
Telephone No. 8645 1611 E-mail: dcaayan@deped.gov.ph



MEMORANDUM

TO : School Division Superintendents

FROM : WILMUSICAL WANDERER
Head Office

SUBJECT : Request for Dissemination of Information Regarding Interactive Educational and Tourism Attractions of Philippine Amusement and Entertainment Corporation (PAEC)

DATE : January 09, 2023

This is in reference to the letter from the Philippine Amusement and Entertainment Corporation (PAEC) dated December 09, 2022 regarding AEC's Director A. Galban for the endorsement of PAEC's different interactive educational and tourism attractions located at the premises of Ayala Center and Megaworld Mall.

In this regard, we are respectfully requesting your esteemed office to disseminate this information on the following indoor attractions that promote our country's heritage, culture, arts, tourism and entrepreneurship:

Indoor Attraction	Location
Food Wanderer at Laskay Museum	Ayala Malls Manila Bay, Pasay/Pateros City
Tales of Ilumina	Ever Greenwood, Quezon City
Dream Lab	Ayala Malls Cebu, Mactan City
Museum of Education	Ayala Center Cebu, Cebu City
Whimsical Wonderland	Eastwood Mall, Quezon City
Multiverse Museum	Glorietta, Ayala Center, Mactan City

It is hereby reiterated that strict adherence to minimum health standards and existing DepEd memoranda must be observed.

For your reference and appropriate action, if you have questions or clarifications, please email at deped@deped.gov.ph or contact us through 8645 1611.

525 Mabini Bldg., DepEd Complex, Marikina Avenue, Pasig City



Office of the Assistant Secretary for Operations
Room 505, 5/F Mabini Building, DepEd Complex, Marikina Avenue, Pasig City

MEMORANDUM

TO : ALL REGIONAL DIRECTORS

FROM : DR. DEXTER A. GALBAN
Assistant Secretary
Youth Affairs and Special Concerns

SUBJECT : REQUEST FOR DISSEMINATION OF INFORMATION TO ALL REGIONAL DIRECTORS REGARDING INTERACTIVE EDUCATIONAL AND TOURISM ATTRACTIONS OF PHILIPPINE AMUSEMENT AND ENTERTAINMENT CORPORATION (PAEC)

DATE : January 09, 2023

This is in reference to the letter from the Philippine Amusement and Entertainment Corporation (PAEC) dated December 09, 2022 regarding AEC's Director A. Galban for the endorsement of PAEC's different interactive educational and tourism attractions located at the premises of Ayala Center and Megaworld Mall.

In this regard, we are respectfully requesting your esteemed office to disseminate this information on the following indoor attractions that promote our country's heritage, culture, arts, tourism and entrepreneurship:

Indoor Attraction	Location
Food Wanderer at Laskay Museum	Ayala Malls Manila Bay, Pasay/Pateros City
Tales of Ilumina	Ever Greenwood, Quezon City
Dream Lab	Ayala Malls Cebu, Mactan City
Museum of Education	Ayala Center Cebu, Cebu City
Whimsical Wonderland	Eastwood Mall, Quezon City
Multiverse Museum	Glorietta, Ayala Center, Mactan City

It is hereby reiterated that strict adherence to minimum health standards and existing DepEd memoranda must be observed.

For your reference and appropriate action, if you have questions or clarifications, please email at deped@deped.gov.ph or contact us through 8645 1611.

525 Mabini Bldg., DepEd Complex, Marikina Avenue, Pasig City



OAECC
PHILIPPINE AMUSEMENT AND ENTERTAINMENT CORPORATION

9

FOOD WANDERER X LAKBAY MUSEO

TALES OF ILLUMINA

DREAM LAB

WHIMSICAL WONDERLAND

MUSEUM OF EMOTIONS

OMNIVERSE MUSEUM

CRAFT ACADEMY

ARTBOOM

CHANGE MAKER 2024

BIGGEST AND GRANDEST INTERACTIVE EDUCATIONAL TOURIST ATTRACTIONS IN THE PHILIPPINES

Core Team



Meet Lance

Graduated in college as the top 100 exchange student to the United States with scholarship from Centro Escolar University. He is also a fellow for Hospitality Management in Royal Institute for Hospitality Management, Singapore. He finished his Master's Degree in Business Administration in Arellano University and a PhD in Business Administration at Eulogio Amang Rodriguez Institute for Science and Technology.



Meet YZL

Graduated with distinction with a degree of AB Mass Communication at St. Paul College of Q.C. where her thesis bested and won Thesis of the Year among the top Colleges and Universities in Metro Manila. She also studied Franchising in University of the Philippines.



Meet MYKA

Gem Myka Sy or "Myka" is a BS Marketing graduate at the De La Salle University in 2011. She also studied in Shanghai to further enhance her Chinese language skills.

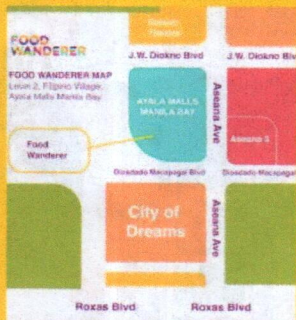


Meet DAKOTA

Dakota Lin is a BS Exercise Science graduate at Rutgers University in New Jersey. He also studied traditional Chinese Medicine Training in Shanghai and Chinese Language in Shenzhen.



VICINITY MAP OF FOOD WANDERER X LAKBAY MUSEO



SIZE: 3,600 SQM

**2/F AYALA MALLS MANILA BAY
DIOSDADO MACAPAGAL BLVD, CORNER ASEANA AVE, PARANAQUE CITY**

OPERATIONAL DETAILS
OPEN DAILY: MONDAYS TO SUNDAYS
12:00NN TO 9:00PM

SOCIAL MEDIA ACCOUNTS
BE CONNECTED AND UPDATED. FOLLOW US AT:

FACEBOOK - [HTTPS://WWW.FACEBOOK.COM/FOODWANDERERMLNL](https://www.facebook.com/foodwanderermlnl)
INSTAGRAM - [HTTPS://WWW.INSTAGRAM.COM/FOODWANDERERMLNL](https://www.instagram.com/foodwanderermlnl)
TIKTOK - [HTTPS://WWW.TIKTOK.COM/@FOODWANDERERMLNL](https://www.tiktok.com/@foodwanderermlnl)
WEBSITE - [HTTP://WWW.AMUSEMENTSGLOBAL.COM/FOODWANDERER](http://www.amusementsglobal.com/foodwanderer)

PRIMARY (Kinder to Grade 3)

PHYSICAL DEVELOPMENT
Here in Food Wanderer we develop the child's physical and motor skills by allowing them to explore purposeful movements. We let them freely play our local Filipino games such as patintero, sunogyo pass, and Chinese garter.

COGNITIVE DEVELOPMENT
In Food Wanderer's Filipino village tour, kids are given a walk-through of the different regions of the Philippines. The richness of the visual arts, dance and culinary exhibits will please the children's senses and give them a feeling of belonging to the experience.

MOODS AND EMOTIONAL DEVELOPMENT
The museum offers enough activities for our students to discover themselves while interacting with others. They will learn to recognize and respect individual differences through the exhibits of different indigenous people from the Cordillera, the Muslim of the South, the Ibaloi, among others.

MULTILINGUAL DEVELOPMENT
As they interact with others, our students will develop their communication skills, they will expand their vocabulary by discovering new words for familiar objects. They will learn to express themselves and their feelings in their native language and will hear other local languages in each regional exhibit.

MUSIC
Our students will be exposed to indigenous performing arts and will be able to try them out. Learning the music and dances of the indigenous communities will encourage our guests to understand how art imitates life.

ART
Our students will gain a healthy understanding of Filipino Visual Arts through the dioramas, the architecture of ancient landmarks, and colorful local costumes and fabrics.

ARABIAN PARSIFURMAN
Food Wanderer exhibits will reflect the kaleidoscopic character of the Filipino identity and several elements shaped its culture and heritage.

EDUCATION & RECREATION
Food Wanderer's various games and interactive exhibits promote positive values like Makatutayan, Makabiyay, Makatoto, and Makakalikasan.

INTERMEDIATE (Grade 4 to Grade 6)

FISHPING
Through the rice, fish, and vinegar exhibits, our guests will be able to observe and record aspects of Filipino industry and livelihood not only as mere observers but also as active participants.

MUSIC
Food Wanderer celebrates Filipino revelry and artistry through music passed on from each generation. Through encounters with dance and music performances, children will understand how music shapes communities and encourages artistic development.

ART
Our guests will be introduced to authentic forms of indigenous arts and crafts such as weaving, embroidery, and pottery, and will be given a chance to try some of the crafts.

ARABIAN PARSIFURMAN
In the different segments of the Food Wanderer village, the students will discover the unique features of each region. By showing different forms of livelihood, the museum will show the students how each resident of a Filipino barangay strives to be a productive and responsible citizen. Food Wanderer will share tidbits on Philippine geography, history, and national development.

EDUCATION & RECREATION
The students at this level have the ability to grasp concepts of self-awareness, filial loyalty, and honor among friends as they are deeply rooted in Filipino society. Food Wanderer promotes the values of discipline respect for the environment, patriotism, and empathy through the kids' journey around the regional segments of the museum.

TECHNOLOGY AND VOCATIONAL CORES
The students will be able to observe social enterprise and entrepreneurship in the various livelihood showcases like wine making, food processing and preservation, coconut oil extraction among others. As they explore the villages, they will understand how products are developed using the natural resources of each region.

PHYSICAL EDUCATION
The students will discover the value of physical activity and social interaction through communal dancing, a common form of revelry in many regions.

JUNIOR HIGH SCHOOL (Grade 7 to Grade 10)

LANGUAGE
The students will be able to express their thoughts and observations about Philippine culture through museum guideposts which will direct their attention to certain aspects of the exhibits. At the end of the show, they will begin to appreciate the diversity of the country and it is a significant member of the larger community of Southeast Asia.

MUSIC
During their encounters with traditional festival music and dances, our guests will appreciate the unique tempos and rhythms of indigenous music and how they have evolved into contemporary forms that are popular and familiar.

ART
Our guests can acquire basic knowledge of the methods of creating indigenous art and craft objects from natural materials like Bamboo, rattan, and coconut leaves. Each activity is aimed at showing the form and function behind each hand-made basket, bag, or container.

EDUCATION & RECREATION
In exhibits of the Food Wanderer Village like the rice exhibit, the students will discover how a region function as a microcosm of the larger society and how the national identity is manifested in local life. By showcasing the best of the Filipino, our guests will form a sense of pride of the country.

ART
The students will be able to express their thoughts and observations through their interaction with the enchanted stations of Whimsical Wonderland. Some of which will be connected to the life and values of the Filipinos.

EDUCATION & RECREATION
Food Wanderer will deepen their understanding of the interdependence and interconnectedness of the many communities that make this nation productive and functioning. They will also become aware of their role as responsible citizens.

EDUCATION & RECREATION
The guests will discover that the concepts of bayanihan and pakikipagkapwa is deeply rooted in our culture; they are explained in the livelihood, performing arts and food exhibits.

TECHNOLOGY AND VOCATIONAL CORES
The guests will experience entrepreneurship in action through the livelihood showcases. They will also experience going to the market as buyers and sellers of the goods on exhibit. As they explore the market, they will try the long-time tradition of hagglng.

EDUCATION & RECREATION
The guests will discover the value of physical activity and social interaction through communal dancing, the common form of festivities in a lot of regions.



Philippine Amusement and Entertainment Corporation is the first group of companies in the Philippines that conceptualizes, creates, develops, and manages fun uniquely interactive artistic simulation attractions that will contribute to the educational learning of its guests.

The attractions under Philippine Amusement and Entertainment Corporation are the following brands: Food Wanderer x Lakbay Museo, Tales of Illumina, Dream Lab, Museum of Emotions, Whimsical Wonderland, Omniverse Science Museum, Craft Academy, Slime Cremerie, Senses of the Sea, Yoki's Farm, Limón Manila, and Apogée Events & Lifestyle. Each attraction has a unique concept that cultivates the guests' educational learning simulation experience outside the four corners of a typical classroom.

The mission of PAEC is to provide and establish world-class educational attractions in the Philippines and to provide employment to thousands of Filipinos. With a vision of becoming a well-known company that curates outstanding educational attractions not just locally but internationally to drive in more tourists in the Philippines from around the world.



AFFILIATE PARTNERS:



FOOD WANDERER x LAKBAY MUSEO



Food Wanderer x Lakbay Museo
(Interactive Museum)

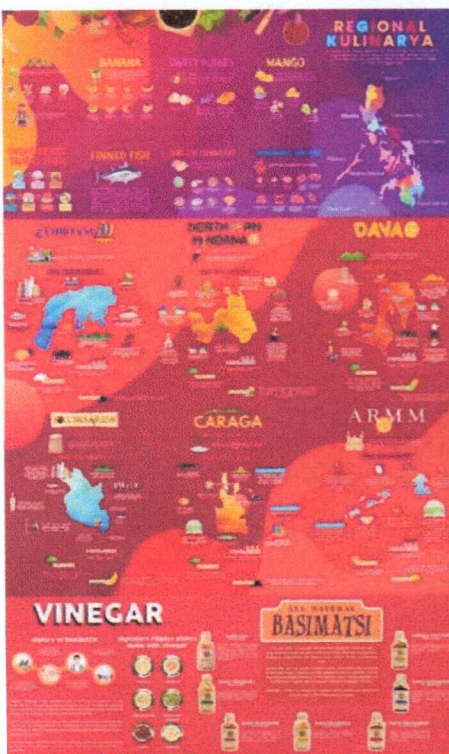
Lakbay Museo, known to be the first-ever interactive millennial museum in the country, is a colossal presentation of Philippine arts, culture, festivals, sights, sounds and taste that can be experienced inside the 3600 sqm indoor attraction.

The brand has evolved to be bigger offering a more extensive experience and knowledge about the Philippines. It has expanded to more than three times the size of its original location and is now carrying two brands under one destination.

Located at the 2nd floor Filipino Village at in Ayala Malls Manila Bay, the 3,600 sqm attraction offers a whole new level of experience with its new art installations greatly inspired by the utmost beauty of the Philippines. It is described as a Philippine indoor attraction with a millennial twist!

Food Wanderer x Lakbay is a one of its kind millennial interactive Filipino Museum that promotes Philippine heritage, culture, and delicacies. Wander around the three beautiful islands of the Philippines as students discover educational facts about Luzon, Visayas, and Mindanao.

Guests will be astonished to explore each section of Food Wanderer as it exhibits a wide collection of Philippine regional dishes from the different regions of the Philippines. Each installation in Food Wanderer x Lakbay Museo will encourage students to marvel around and participate in fun learning experience for them as each activity and installation are connected with the Department of Education's K-12 curriculum guide.



SENIOR HIGH SCHOOL

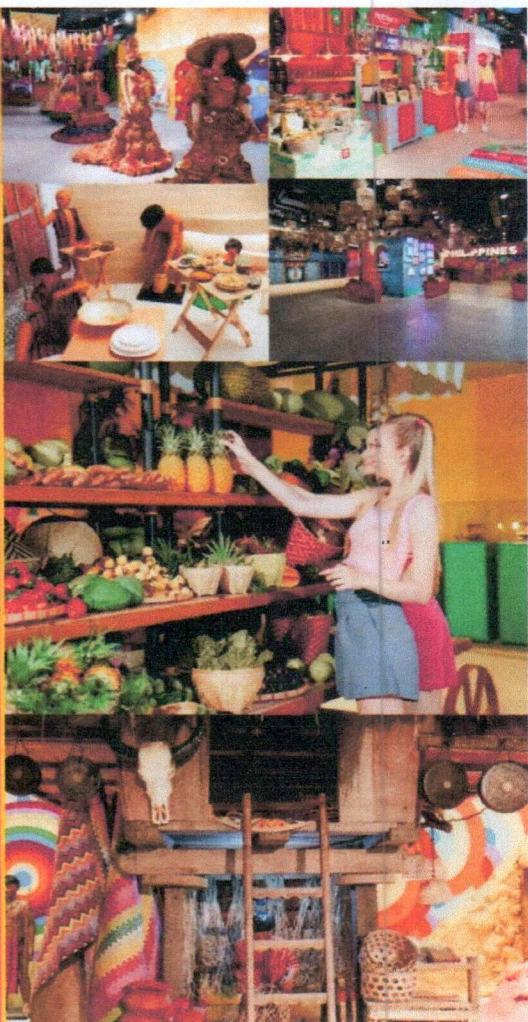
PHILIPINO
Every activity will begin with a presentation on Philippine heritage. The guests are encouraged to ask questions and share their thoughts and impressions on the exhibits.

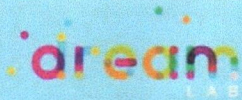
ARALING PANLIPUNAN
In the different exhibits of Food Wanderer Village, the guests will observe how festivals, religion, livelihood, and politics are interwoven elements of the regional diversity of the Philippine life. By showing this synergy, they will appreciate the essence of 'bayanihan' and pakikipagpalagay, two ancestral Filipino values.

MATH
The guests will be provided with access cards which will be used to consume food inside the village. The access cards may also be used to buy Filipino products and delicacies in the regional food kiosks. They will be asked to manage their finances and make wise purchasing decisions and to haggle for what they believe is the best price for the goods they choose. This will help them improve their number skills.

PHYSICAL EDUCATION
The guests in this level will be taught traditional forms of self-defense and the use of the traditional weapon, the arnis.

MUSIC
During their encounters with traditional festival music and dances, our guests will appreciate the unique tempo and rhythms of indigenous music and how they have evolved into contemporary forms that are so familiar to them. They will also try out indigenous musical instruments like the agong, subintang, and some reed instruments, in order to appreciate the skill of our ancestors in creating these instruments from obsolete and fashioning sound out of them.





DREAM LAB

DREAM LAB is the biggest entrepreneurship museum where we teach young Filipinos in becoming an entrepreneur through interactive experimental simulations. Starting with making a vision board, starting on making vision board, securing business permits to operate a business, and designing and marketing their own products. Each room is a dream play of an interesting learning experience gleefully designed to make learning easy. All the things that you will see, read, hear, taste, and make are going to help you to become a successful ENTREPRENEUR.

This comprehensive entrepreneurship museum is as big as One acre with over 4000 sqm of business start-up experimental activities. Dream Lab is composed of two (2) districts namely Dreamville and Wunderville. Dreamville has six (6) Government agencies rooms namely Barangay Dream Lab, Department of Trade and Industry known as DTI, City Hall, Bureau of Internal Revenue known as BIR and Department of Labor and Employment known as DOLE, and Sherriff Police Station, 18 beaming businesses establishments namely Tiny Buds, Dream Fuel, Hospital, Pharmacy, Market, Dream Bank, Cereals, Dream Hotel, Candy Republic, Retail-It, Hardware, Dream Farm, Snack Shack, Basimatsi, Tail Manufacturing, Dream Dog, Ads-venture, 8 photo studios with 28 educational and exciting activities and countless and 5 spacious, superbly designed function halls. While Wunderville is a place where your inner child will surely be satisfied.

Dream Lab will help Filipinos hone their skills. It will guide its guests through the simple ABCs of starting a business.

There is where dreams will never stay as a dream, because here you will achieve your first step to taking action on your dream.

This one-of-a-kind concept happened during the coronavirus pandemic when a lot of young entrepreneurs opened their small businesses. The time they are stuck in their own home gave them time to explore their capabilities and build their own business such as baking, cooking, crocheting, and many more. Their kitchen became their restaurant, and their own room became their workplace. A lot of people were pushed to their own limits. This is where the idea to launch DREAM LAB came from.

PAEC believes that success does not come overnight, but there is no reason to delay. And no matter how old you are, you can be YOUR OWN BOSS.

This educational, exciting, and entrepreneurship museum is located in Ayala Malls Circuit in Makati City.



SENIOR HIGH SCHOOL

GENERAL ACADEMIC STRAND (GAS)
Dream Lab will encourage the students to nurture and explore more of their capabilities and skills as they participate in business-building activities that will empower them to become great business owners. They will also exercise their multimedia skills by conducting and joining to different interviews, and surveys, organizing recreational activities and producing business plans.

HUMANITIES AND SOCIAL SCIENCE STRAND (HUMSS)
Presenting the art of social and communication disciplines, Dream Lab makes the confidence and passion of the students to become efficient business owners. Dream Lab curates activities that will delight the minds of the students for them to efficiently communicate and interact with things that are around them.

SCIENCE, TECHNOLOGY, ENGINEERING, AND MATHEMATICS STRAND (STEM)
In Dream Lab, the students are taught to make use of the resources around them. It will also teach the students to make use of innovative ways with the help of the fundamentals of science, technology, engineering, and mathematics to improve their business concepts and operations.

ACCREDITENCY, BUSINESS, AND MANAGEMENT STRAND (ABM)
Dream Lab will be the best venue for students from this track to learn more on how to conceptualize, manage, and produce a business. Dream Lab will also teach the students on how to properly legalize their business to the different government offices. Dream Lab's goal is to equip the students in becoming great business owners by enhancing their logical and analytical skills by teaching them to organize marketing plans and programs, manage financial plans, embody business ethics, and illustrate the principles of a real-world business cycle.

TECHNICAL-VOCATIONAL-LEADERSHIP TRACK (TVL)
Dream Lab will nurture the technical and vocational skills of the students as they engage in different interactive business-building activities. They will be introduced to different business opportunities that the students will be passionate about.

SPORTS TRACKS
Dream Lab will motivate the students to be exposed to a deeper understanding of human movements, anatomy, and physiology as they try out some of the fun educational activities offered to them at Dream Lab.

ARTS AND DESIGN TRACK
They will marvel at the different fun colorful and artistic exhibits of Dream Lab. They will also have an idea on how to interpret the creativity of architectural designs, interior design, animation, graphic design, painting, fashion design, and photography.



VICINITY MAP OF TALES OF ILLUMINA

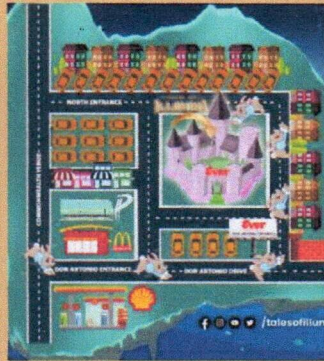
SIZE: 4,000 SQM

2/F EVER COMMONWEALTH COMMONWEALTH AVE, QUEZON CITY

OPERATIONAL DETAILS
OPEN DAILY MONDAYS TO SUNDAYS
12:00NN TO 9:00PM

SOCIAL MEDIA ACCOUNTS
BE CONNECTED AND UPDATED. FOLLOW US AT:

FACEBOOK: [HTTPS://WWW.FACEBOOK.COM/TALESOFILLUMINA](https://www.facebook.com/talesofillumina)
INSTAGRAM: [HTTPS://WWW.INSTAGRAM.COM/TALESOFILLUMINA](https://www.instagram.com/talesofillumina)
TIKTOK: [HTTPS://WWW.TIKTOK.COM/@TALESOFILLUMINA](https://www.tiktok.com/@talesofillumina)
WEBSITE: [HTTP://WWW.AMUSEMENTS.GLOBAL/TALESOFILLUMINA](http://www.amusements.global/talesofillumina)





PRIMARY (Kindergarten to Grade 3)

PHYSICAL DEVELOPMENT
In Dream Lab, the students are enabled to enhance their physical and motor skills by letting them explore purposeful movements through playing in the interactive games and having fun roaming around the business center of Dream Lab.

ADMINISTRATIVE DEVELOPMENT
In Dream Lab's business journey, the students are given a walk-through on how to do a start-up business by going through the right procedures of planning, filing documents of the concerned government departments and up to officially launching the student's own business.

SOCIAL AND EMOTIONAL DEVELOPMENT
Dream Lab presents multiple innovative interactive activities for guests to figure out something new about themselves while interacting with others. They will also develop the ability to establish positive and rewarding relationships with others.

LANGUAGE DEVELOPMENT
The students will improve their communication skills as they lively interact with others, and they will widen their vocabulary by learning new words for familiar objects and they will discover new idiomatic expressions that would best fit for them to express themselves and their feelings.

MATHEMATICS
In Dream Lab, students make use of their mathematical skills as some of the interactive activities involve number counting, time measurement, distinguishing continuous and repeating patterns, and problem-solving. These mathematical skills are enhanced through the interactive activities in which they will incorporate these abilities into real-life situations.

SCIENCE
As the students' tour around the Dream Lab business center exhibits they will use their basic process skills of observing, communicating, comparing, classifying, measuring, inferring, and predicting the things that are around the environment that they are in. These process skills will be very important for them as Dream Lab encourages the students to be efficient business owners.

ARTS
In Dream Lab, the students will explore and experience oral and written texts as they explore each exhibit of the Dream Lab business center. They encounter different tips, facts, and infographics on how to establish a business of their own.

EDUCATION ON ENVIRONMENTAL RESPONSIBILITY
Dream Lab will teach the students to manifest an understanding of the concept of self and family responsibilities as well as how to develop the right characteristics and personality of a good leader that runs a business.

INTERMEDIATE (Grade 4 to Grade 6)

PHYSICAL DEVELOPMENT
In Dream Lab, the students are enabled to enhance their physical and motor skills. They encourage an understanding of the principles of playing interactive and fitness as they engage in moving interactive games and business-building activities.

MATHEMATICS
The students will improve their understanding and appreciation of key concepts and skills involving numbers and numbers sense, measurement, geometry, and patterns through participating in the educational fun interactive games and business-building activities. They will also practice their ability for critical thinking, problem-solving, reasoning, communication, making connections, representations, and decision-making as a business owner must possess.

SCIENCE
In Dream Lab, the students will enhance their skills with the use of the scientific method by exploring the different fun interactive business-building activities. In the duration of their tour they may participate in designing simple investigations to curate their own business empire, be guided in the appropriate steps in making it official, gather the materials they need, observe patterns, and determine various ways for them to launch their business.

LANGUAGE
The students who will tour Dream Lab will be exposed to different oral and written texts as they go through different business activity training. Their ability to construct and interpret communications and meaning will be trained as they interact with others at Dream Lab.

ADMINISTRATIVE DEVELOPMENT
Dream Lab will empower the students to become great business owners by letting them understand the concept of self, family, and people responsibilities. They will also develop the right characteristics and personality of a great business owner.

MUSIC
Dream Lab has lively fun house music that sets the mood of the place. The music will boost the student's creativity and for them to actively participate in each activity. Dream Lab will also teach the students that the right music is also good for the branding of the business that the students are building. The students will also learn to appreciate and understand the basic knowledge and skills and the importance of music in the business.

ARTS
Each exhibit in the Dream Lab is modified with creative and unique visuals that will expose the students to the art through performing, creating and acquiring basic knowledge and skills in it.

JUNIOR HIGH SCHOOL (Grade 7 to Grade 10)

PHYSICAL DEVELOPMENT
While the students' tour around Dream Lab, they will consciously develop an understanding of integrating physical activity behaviors in obtaining an active lifestyle through their participation in interactive business-building activities.

MATHEMATICS
Dream Lab will sharpen the mathematical skills of the students by encouraging them to participate in our business-building interactive activities. These activities will practice their abilities for critical thinking, problem-solving, reasoning, communication, making connections, representations, and decision-making in managing a business of their own.

SCIENCE
The students may establish an understanding of the different creative business-building activities in Dream Lab and apply their intellect with the use of the science inquiry skills for them to address the curiosity of their minds about the things they need to know for a business to run smoothly.

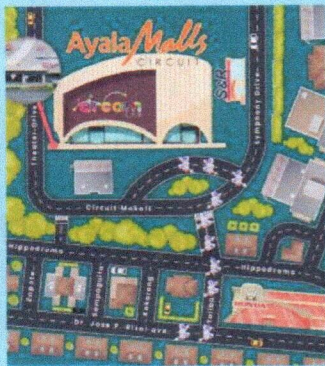
LANGUAGE
In Dream Lab, the students will improve and exercise their capability to make use of business jargon by giving it interpretation, evaluation, and representing different learning information within and between the learning area text and discourse about managing a business while having fun in the activities.

ADMINISTRATIVE DEVELOPMENT
Dream Lab inspires the students to acquire a concept of understanding the self, family, and people's responsibilities. They will also develop the right characteristics and personality of a great business owner. They will also be taught how to manage a business situation, for the students to enhance their decision-making capabilities and how to deal appropriately with every business matter they will encounter.

MUSIC
Dream Lab has lively fun house music that sets the mood of the place. The music will boost the student's creativity and aggressiveness for them to actively participate in each activity. Dream Lab will also teach the students that the right music is also good for the branding of the business that the students are conceptualizing. The students will also learn to appreciate and understand the basic knowledge and skills and the importance of music in the business.

ARTS
In Dream Lab, art is a great component for the students to unleash their creativity and unique visuals as they curate their own business concepts. Students will understand the fundamental process of art through performing, creating, and acquiring basic knowledge and skills in it.

VICINITY MAP OF DREAM LAB



SIZE: 4,000 SQM

UPPER GROUND LEVEL, AYALA MALLS CIRCUIT MAKATI CITY

OPERATIONAL DETAILS
OPEN DAILY MONDAYS TO SUNDAYS
10:00AM TO 9:00PM

SOCIAL MEDIA ACCOUNTS
BE CONNECTED AND UPDATED. FOLLOW US AT:

FACEBOOK : [HTTPS://WWW.FACEBOOK.COM/YOURDREAMLAB](https://www.facebook.com/yourdreamlab)
INSTAGRAM : [HTTPS://WWW.INSTAGRAM.COM/YOURDREAMLAB](https://www.instagram.com/yourdreamlab)
TIKTOK : [HTTPS://WWW.TIKTOK.COM/@YOURDREAMLAB](https://www.tiktok.com/@yourdreamlab)
WEBSITE : WWW.AMUSEMENTS.GLOBAL/DREAMLAB

TALES OF ILLUMINA



TALES OF ILLUMINA (Multi-sensory Museum)

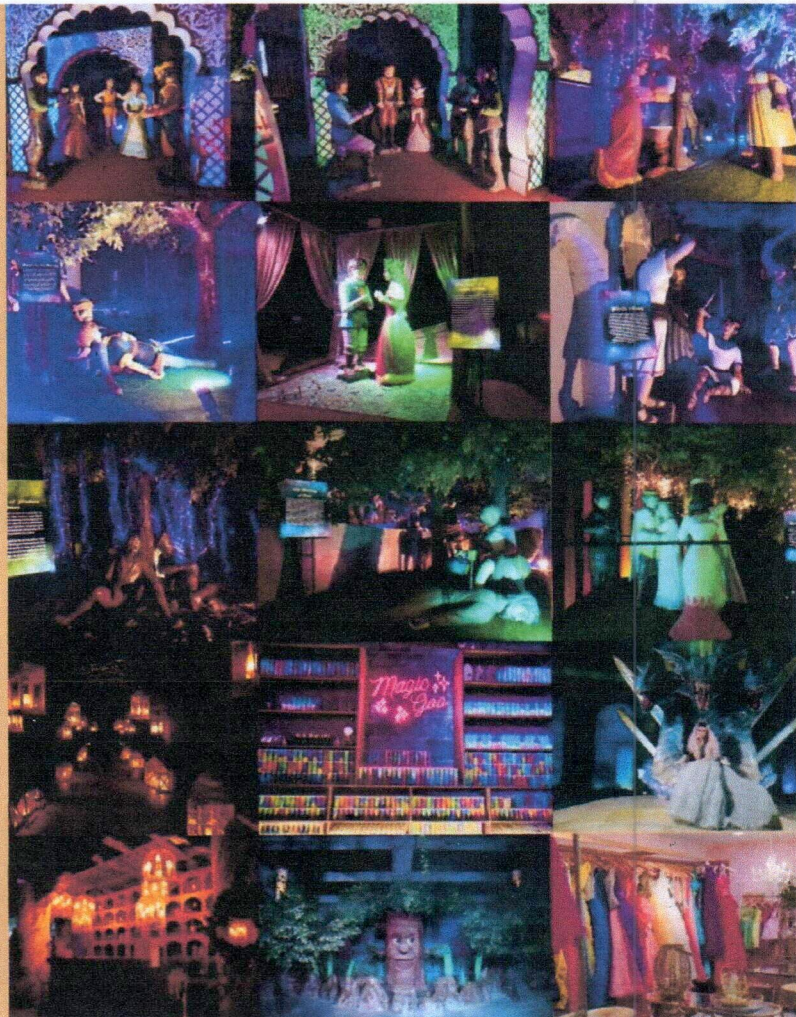
TALES OF ILLUMINA has officially arrived in the Philippines and it officially opened its doors to the public in December 1, 2021. Mystified to give kids, teens, teenagers and even adults a whole new encounter, this enchanting world offers both OPULENT and DAZZLING magical-themed experience where everyone would go crazy about it. Tales of Illumina is a 45,000 square feet themed park that offers original stories inspired by our very own chambers of Philippine mythology, where you will also meet the country's oldest tree named Dalakit.

Prepare to be amazed with over 36 WORLD-CLASS INSTALLATIONS that will make you feel that you have visited another dimension. You will get to meet a lot of creatures as you go for an adventure in exploring the magical and whimsical world of Tales of Illumina. Then, get ready to be mesmerized as you get to engage in our multi-sensory interactive spots inside this enchanting world.

Imagine the unimaginable—come across a talking tree, soar with an enchanted bird, and even narrate your own legendary love story. Be among the giant flowers, and unleash your creativity in music and art with our whimsical paths. The Tales of Illumina is a wall-to-wall illuminated attraction that will keep you guessing what's next to come.

Meet the different Gods & Goddesses of Philippine Mythology and folklore. Know the full story of Ibang Adarna and Florante at Laura. Only here at Tales of Illumina.

Get ready to discover a new and exciting world in Tales of Illumina!



PRIMARY (Kinder to Grade 3)

PHYSICAL DEVELOPMENT:
Tales of Ilumina helps develop the students' physical and motor skills by allowing them to explore purposeful movements as it let them freely play in the interactive games and enjoy learning throughout the magical-themed attraction.

COGNITIVE DEVELOPMENT:
Tales of Ilumina's magical adventure, students are given a walk-through of the different dimensions of the past beliefs that brought the present dogmas. The richness of the visual arts, light displays, and exhibits will delight their senses and give them a feeling of belongingness to each celebration.

LANGUAGE AND COMMUNAL DEVELOPMENT:
The magical-themed attraction offers various activities for students and other guests to discover themselves while interacting with others. They will learn to recognize and respect individual differences through the exhibits of the Philippine Mythological creatures and folklores.

MATHEMATICAL DEVELOPMENT:
Students will develop their communication skills as they interact with others; they will expand their vocabulary by discovering new words for familiar objects and they will learn to express themselves and their feelings using the native language and will learn other local dialects in each exhibit.

ARTS:
Each student will cultivate the skills involving numbers and their other math abilities in terms of time measurement through the display of characters from the past, continuous and repeating patterns, and symmetry on the colors of emotion installation with three (3) dimensional object sizes.

MUSIC:
Students will be exposed to a mix of performing arts through storytelling and performances. Learning the music and visual dances of the enchanted kingdom will encourage the guests to understand how music influences life.

SCIENCE:
Guests will gain a creative understanding of visual arts through the blossoms, the combination of color through light and the various aesthetic structures ranging from the native huts to castles and bridges.

ENVIRONMENTAL RESPONSIBILITY:
Each exhibit of Tales of Ilumina will reflect the katatagan character of the Filipino beliefs, religious, and philosophies, and how elements shaped the cultural identity through the various representations of creatures and mythological personalities.

PERSONALITY DEVELOPMENT:
Tales of Ilumina's interactive activities promote positive Filipino values like being Malakbayan, Maka-Diyos, Maka-tao, and Makakalikasan as they learn the Philippine tales, myths, and stories of the gods and goddesses. They will also be able to practice camaraderie with their colleagues as they play games and use the entire themed attraction.

LEARNING:
Tales of Ilumina will tickle the curious minds of the students by exposing them to the different mythical creatures and cultures that are found in the Philippines. While students are touring around the magical wonderland of Tales of Ilumina, they will make use of their basic problem-solving skills of observing, communicating, comparing, measuring, measuring, inferring, and predicting the things that are around the environment that they use in.

INTERMEDIATE (Grade 4 to Grade 5)

PHYSICS:
Through the exhibit of Philippine Mythologies, Folktales, and Legend, students will be able to observe and record aspects of Filipino traits and faith not only as mere observers but also as active participants.

MATH:
Students will be able to cultivate skills in terms of other math abilities, such as time measurement through the display of characters from the past, continuous and repeating patterns, and symmetry. They will also be able to see the probability applied using appropriate expertise which the guests can then apply in critical thinking, reasoning, communication, and making connections in real life.

MUSIC:
Tales of Ilumina reveals Filipino ancient folklore and artistry through music passed on from each generation. The musical arrangement in each station and ritual performances will let the students understand how music shapes the community's artistic development.

ART:
Guests will be introduced to the modern form of art through light shows, multimedia displays, sculptures, and pre-ancient architecture.

SCIENCE PAPER-PUPPETRY:
Each area highlights unique features of Tales of Ilumina and students will discover different forms of personalities that shows how Filipino traits are rooted to its beliefs that have been passed on from generation to generation.

ENVIRONMENTAL RESPONSIBILITY:
Tales of Ilumina promotes discipline, environmentalism, patriotism, and empathy as you journey around this magical world. This place value the importance of relationships with individuals, nature, and immortalis.

PHYSICAL EDUCATION:
Students will discover the importance of physical activity and social interaction through communal interactive games, a common form of gaiety in relation to Philippine mythology and folklores.

SCIENCE:
Students will practice the development of the essential skills of scientific inquiry by exploring the mystical wonderland of Tales of Ilumina. In the duration of their tour, they may look into designing simple investigations, using appropriate procedures, materials, and tools to gather evidence, observing patterns, determining relationships, drawing conclusions based on evidence, and communicating ideas in varied ways to make meaning of the observations and/or changes that occur in their mystical journey of Tales of Ilumina.

JUNIOR HIGH SCHOOL (Grade 7 to Grade 10)

PHYSICS:
The students will be able to express their thoughts and observations about Philippine Mythology and Folklore through their interaction with the enchanted stations at Tales of Ilumina. One of the exhibits that will capture the attention of guests are the interactive representation of Bong Adarna and Florante at Laura which will encourage them to appreciate the subjects being discussed at school.

MUSIC:
As students journey around Tales of Ilumina, they will appreciate the unique musical arrangements and tunes for ritual dances. Guests may notice tempos and rhythms that are familiar to their ears since some of these are innovated to contemporary forms.

ART:
Guests can be inspired by their Tales of Ilumina value sustainability of the environment by crafting wonderful art pieces from recycled materials like tires, styrofoam plastic bottles, and old car mats.

SCIENCE RESPONSIBILITY:
In the exhibits of Tales of Ilumina like Mystic Biru (Bong Adarna) and Albano (Florante at Laura), students will discover how the tales from the ancestors function as a microcosm of the larger society's beliefs and how the national identity is manifested in local life. By showcasing the best of the Filipino philosophies and the truth behind them, the students will form a sense of pride to the country. As proud citizens, the young guests will learn to be more protective of their surroundings and respectful to the laws.

ENVIRONMENTAL RESPONSIBILITY:
Tales of Ilumina will let them deepen their understanding of the interdependence and interconnectedness of the many communities that make the nation productive and functioning. Students will discover the concept of 'bayanihan' and 'pakikipagkapwa', these traits are deeply rooted in the culture and this will also awaken the call for them to be responsible citizens of the nation.

MUSIC:
The students may demonstrate an understanding of the different mythical and folklore Filipino concepts found in Tales of Ilumina and apply science inquiry skills in order for them to address their curiosity about the things that they were exposed to while touring the magical wonderland of Tales of Ilumina.

PHYSICAL EDUCATION:
The students will discover the value of physical activity and social interaction through communal interactive games, a common form of celebration in Philippine mythology and folklores.

MOE MUSEUM OF EMOTIONS



MUSEUM OF EMOTIONS
A NEW MILLENNIAL, EDUCATIONAL, AND INTERACTIVE MUSEUM THAT FOCUSES ON EMOTIONS HAS OFFICIALLY LAUNCHED IN THE QUEEN CITY OF THE SOUTH!

From the creators of Tales of Ilumina, Food Wanderer x Lakbay Museo, and Dream Lab, another attraction is about to unveil in the Queen City of the South, Cebu. Philippine Amusement and Entertainment Corporation brings you the much-awaited newest millennial interactive museum, Museum of Emotions.

Launched on October 28, 2022, at one of the premium malls in Cebu City, Ayala Center Cebu, the 3,000 square meters attraction is the newest go-to destination to celebrate emotions. In addition, the attraction is dedicated to acknowledge that all feelings are valid and lets its guests learn some interesting facts about the basic emotions a human can feel.

Museum of Emotions offers playful and colorful installations with over 30 photo spots to enjoy. This museum will surely help you define what you feel and what needs to be felt. Stress-relief activities are also curated for the guests to enjoy. You can either try doing arts and crafts, play and challenge yourself on our inflatables, relax in one of our ball-themed rooms or just simply enjoy having a snappy snappy moment in any of our art installations.

Curious what's inside this colorful dreamland of emotions? Visit us and let's prioritize your self-care!



SURPRISE
FOUR STAGES OF THE SURPRISE RESPONSE:
1. Startle
2. Masking
3. Appraisal
4. Recovery

TRUST
WHAT CAUSE TRUST ISSUE?
1. Lack of communication
2. Inconsistent behavior
3. Broken promises

ANTICIPATION
1. Excitement
2. Nervousness
3. Hopefulness

SADNESS
THE "SOFT" YOUR FACE
1. Slumped shoulders
2. Downcast eyes
3. Frown

FEAR
MIND FIGHTING YOU NEVER ENDS FIGHTER
1. Increased heart rate
2. Sweating
3. Trembling

ANGER
ANGER METER
1. Irritation
2. Frustration
3. Hostility

DISGUST
WHY DISGUST IS UGLY
1. Repulsion
2. Dislike
3. Disapproval

SENIOR HIGH SCHOOL

MUSIC
In the Museum of Emotions, music is a very important aspect as it sets the mood of each exhibit about the human emotions. Students may create different hymns and tunes for their to creatively express their emotions. They will develop their skill of artistically communicating their emotions with the use of music.

ART
Museum of Emotions has artistically curated an exhibit that showcases different human emotions and students will learn to develop the importance of how one must express it properly for it to be interpreted well. The museum will cultivate and widen the understanding of students about human emotions by allowing them to explore the displays of different visual arts, creative illustrations of infographics, and artistic exhibits.

MATH
As the students tour around Museum of Emotions, they may demonstrate an understanding of key concepts and principles of patterns, artistic geometrical display, and analyze the visual texts with statistical data about the different human emotions. They may apply their learning to critical thinking, problem-solving, reasoning, communicating, making connections, representations of what they feel, and decisions they make in real-life.

PHYSICAL EDUCATION
In Museum of Emotions the students will be taught on how they could creatively express their emotions through purposeful movements such as dancing, running, playing sports, and swimming. The students will be delighted with the fun interactive activities that the Museum has to offer for them that will cultivate their independent and progressive communication skills.



SENIOR HIGH SCHOOL

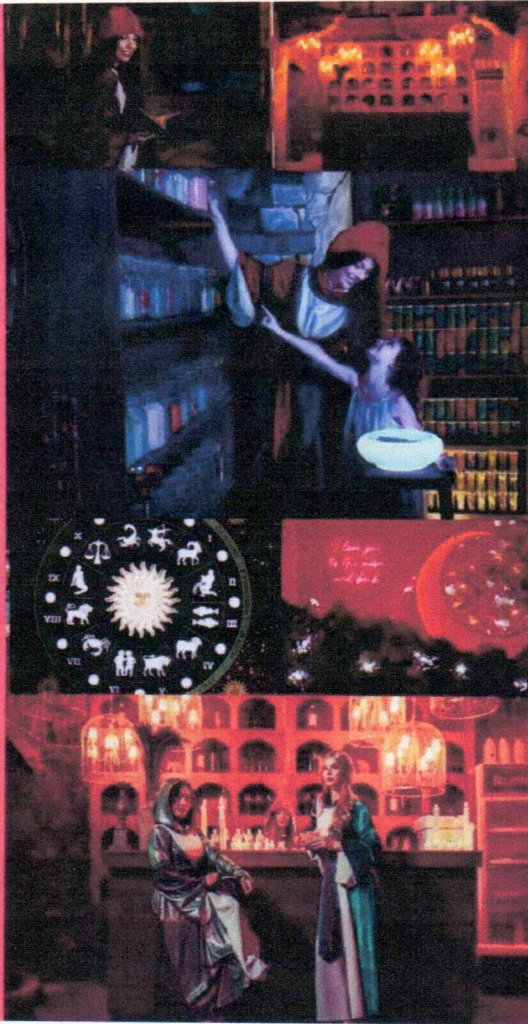
EMOTION
Every activity will begin with a presentation on Philippine folklore, myths and legends. Students are encouraged to ask questions, share their thoughts and impressions on the exhibits. At the end of the tour, they will appreciate the diversity of the Philippines and for it being a significant member of the larger community of South-East Asia.

BAZINGA PANGUNAWAN
In the exhibits of Tales of Ibalon, students will discover how folktales, myths and legends are intertwined with the society's beliefs and how it affects the contemporary Philippine life. By showing this synergy, they will appreciate the essence of Ibalonness and pangunawpangaw, two essential Filipino values. They will also become aware of their role as a citizen of the Philippines.

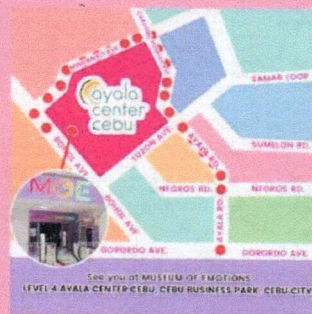
PHYSICAL EDUCATION
The students in this level will be taught traditional forms of self-defense and the use of the traditional weapons and among the exhibits are the historical protectors of the lands.

MUSIC
During their encounters with ancient folktales and stories through music, the students will appreciate the unique tempo and rhythms of indigenous music and how they have evolved from nature's sound into contemporary forms that are so familiar to them.

SCIENCE
As the students tour inside Tales of Ibalon, they will practice the scientific attitudes that will allow them to innovate and/or create critical thinking based on their observation with the different mythical and art installations inside that would be useful for them. In addition, the students will learn how to process information and evaluate which one is more reliable for them to value Filipino traits and teachings.



VICINITY MAP OF MUSEUM OF EMOTIONS



SIZE: 3,000 SQM

LEVEL 4, AYALA CENTER CEBU ARCHBISHOP RYRES AVE, CEBU CITY

OPERATIONAL DETAILS
OPEN DAILY MONDAYS TO SUNDAYS
11:00AM TO 8:00PM

SOCIAL MEDIA ACCOUNTS
BE CONNECTED AND UPDATED, FOLLOW US AT:

FACEBOOK : [HTTPS://WWW.FACEBOOK.COM/MUSEUMOFEMOTIONSPH](https://www.facebook.com/museumofemotionsph)
INSTAGRAM : [HTTPS://WWW.INSTAGRAM.COM/MUSEUMOFEMOTIONSPH](https://www.instagram.com/museumofemotionsph)
TIKTOK : [HTTPS://WWW.TIKTOK.COM/MUSEUMOFEMOTIONSPH](https://www.tiktok.com/museumofemotionsph)
WEBSITE : [HTTPS://AMUSEMENTS.GLOBAL/MOE](https://amusements.global/moe)

PRIMARY

(Kindergarten to Grade 3)

PHYSICAL DEVELOPMENT
Museum of Emotions allows the students to develop their physical and motor skills by letting them explore purposeful movements such as playing in inflatable, jumping in colorful ball pits, sliding down, swinging in different hues, and by letting them freely have fun while playing and discovering education facts about the different emotions.

COGNITIVE DEVELOPMENT
During the experiential tour of the Museum of Emotions, the students are given a walk-through of the different human emotions. The massive collection of visual art, interactive educational activities, and informative facts about human emotions will delight the children's senses and give them a feeling of belongingness to the experience.

SOCIAL AND EMOTIONAL DEVELOPMENT
Museum of Emotions offers multiple experiential activities that would highly encourage the students to discover themselves and interacting and building a relationship with others. They will learn to recognize and respect individual differences through the exhibits of different human emotions.

INTRAPERSONAL DEVELOPMENT
As they interact with others, the students will develop their communication skills; they will expand their vocabulary by discovering new words for familiar objects, they will learn to uniquely inspire themselves and their feelings to improve their way of delivering their messages and thoughts.

MUSIC
The students will discover that music is a great avenue for them to freely express their emotions. In the Museum of Emotions, it will be thought that music can be used to communicate a person's emotions whether they feel joy, trust, fear, surprise, sad, disgust, anticipation, or anger.

ART
The students will gain a creative understanding of the expression and communication of emotions through the display of different visual arts, creative illustration of infographics, and artistic exhibits about human emotions.

EDUCATION IN PANGUNAWAN
Museum of Emotions host different interactive educational games and artistic exhibits about human emotion these promote positive values that students must learn to embody like being Makapabayon, Makaligtas, Makatoto, and Makakatahan.

MATH
As the students tour around Museum of Emotions, they will be introduced to these basic spatial sense skills such as the concepts of shape, size, space, and direction, and the skill of recognizing patterns and relationships. The students will be delighted with the creative visualization of the exhibits about human emotions.

INTERMEDIATE

(Grade 4 to Grade 6)

EMOTION
The students will understand that with music they could freely express and interpret different emotions. Through encounters with different music played as a background of each exhibit about the human emotions. Students may create different lyrics and tunes for them to creatively express their emotions. They will develop their skill of artistically communicating their emotions with the use of music.

ART
Students will be introduced to artistic ways of communicating their emotions. The museum will nurture the students' understanding of human emotions by allowing them to witness displays of different visual arts, creative illustrations of infographics, and artistic exhibits.

EDUCATION IN PANGUNAWAN
Students at this level has the ability to grasp concepts of self-awareness, filial loyalty, and honor among friends as they are deeply rooted in Filipino culture. Museum of Emotions promotes values of discipline, respect for the environment and for other people's feelings, patriotism, and empathy through the kid's journey around the different exhibits of human emotions.

MATH
As the students tour around Museum of Emotions, they may demonstrate an understanding and appreciation of key concepts and skills involving numbers and number sense, identifying unique patterns around them, classifying some geometrical objects displayed in the exhibit, and learning educational facts about human emotions supported with statistical research.

PHYSICAL EDUCATION
The students will discover the value and importance of physical activity in the fun purposeful interactive activities that will mold their interpersonal and intrapersonal communication skills.

JUNIOR HIGH SCHOOL

(Grade 7 to Grade 10)

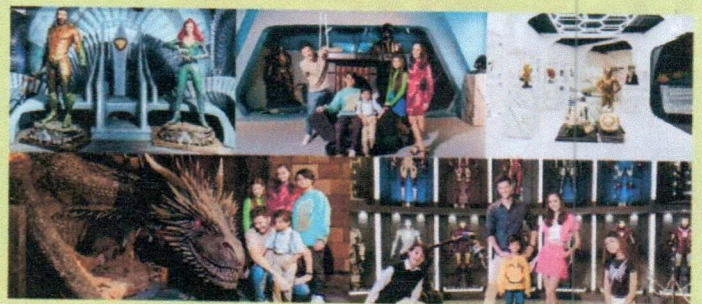
EMOTION
In the museum of emotions, music is a very important aspect as it sets the mood of each exhibit about the human emotions. Students may create different lyrics and tunes for them to creatively express their emotions. They will develop their skill of artistically communicating their emotions with the use of music.

ART
Museum of Emotions has artistically curated an exhibit that showcases different human emotions and students will learn to develop the importance of how one must express it properly for it to be interpreted well. The museum will cultivate and widen the understanding of students about human emotions by allowing them to explore the displays of different visual arts, creative illustrations of infographics, and artistic exhibits.

MATH
As the students tour around Museum of Emotions, they may demonstrate an understanding of key concepts and principles of patterns, artistic geometrical display and analyze the trivial facts with statistical data about the different human emotions. They may apply their learnings to critical thinking, problem-solving, reasoning, communicating, making-connecting, representations of what they feel, and decisions they make in real-life.

PHYSICAL EDUCATION
In Museum of Emotions the students will be taught on how they could creatively express their emotions through purposeful movements such as dancing, running, playing sports, and exercising. The students will be delighted with the fun interactive activities that the museum has in store for them that will cultivate their interpersonal and intrapersonal communication skills.

OMNIVERSE SCIENCE MUSEUM



OMNIVERSE SCIENCE MUSEUM
(Grade 7 to Grade 10)

This is something to watch out for. Are you into superheroes and dreaming of gaining extra ordinary superpowers, the ability to fly or levitate, and superhuman strength? Hobbyists, superhero fanatics, manga, and anime fandom, this is your chance to see a massive all-authentic life-size toy collection of your favorite comic and movie characters brought to life in stunning details which is housed under one roof at Japan Town 4/F Ayala Center Makati City.

Travel back in time and to the future. Each portal will lead you to distinct worlds of your favorite comic or movie characters be it in action, mystery, or adventure. Its futuristic theme will surely take you to a whole new intensity of excitement and out-of-this-world experience. Start reminiscing your childhood interest in watching cartoons and anime on TV and reading manga or comic books. Unleash your superpower in taking action-packed photos with realistic displays as you walk through the hall of the Omniverse Science Museum.

Learn how superpowers came about through science and math. There's no magic nor mystical. Everything is explained use of math and science theories.

The origin story behind his collection, Ryan Sison is a certified hobbyist. His frustration in collecting toys when he was young drove him to become what he is and has now. Ryan Sison started to collect his very first action figure toys of 'Superman' way back in the year 2000 when he was in college. Eventually, he shifted to acquiring life-size statues. The very first life-size toy that he ever had was the 'Terminator's Endoskeleton'. And his personal favorite in his vast collection is 'Star Wars.' His toys and statues grew to thousands and counting as of this date and will now be showcased in Omniverse Science Museum where hobbyists like him and fandom can see his personal collection.

The Art of Learning. Omniverse Science Museum will not only feed your eyes with enormous displays and futuristic ambience, but the guests will be engaged with S.T.E.M (Science, Technology, Engineering, and Mathematics). Wondering how the spaceships fly or are they even real? How the gear protects humans while on a battlefield and what they are made of? Are those fictional weapons or vehicles have counterparts in the real world? Not only that, even mythology, psychology, history, and language have something to deal with the displays when it comes to learning. Did you know that Loki and Thor are not brothers in Norse Mythology compared to what we have known and seen in the movie?

Pretty interesting and exciting stuff for those who are fanatics of both fictional and real sci-tech!



PRIMARY (Kinder to Grade 3)

PHYSICAL DEVELOPMENT

Omniverse Science Museum supports the student's physical and motor skills development by allowing them to explore and roam around the museum as it permits them to freely play and they are also taught how to responsibly use items of the weapons used in the movie.

COGNITIVE DEVELOPMENT

In the Omniverse Science Museum, the students are given a walk-through of the massive collection of the different costumes from the iconic characters of the multiple blockbuster movies. The museum will make the mind of the students with the various visual aids display, the stunning execution of the movie settings, and it will give them an interest in the educational facts that were gathered from the movies.

SOCIAL AND EMOTIONAL DEVELOPMENT

Omniverse Science Museum draws the interest of the students to the stunning collection of iconic characters represented through life-size statues, marveling through the collection may create interaction with the students as they discuss the stories and personalities of the movie characters. They will learn to recognize and value individual differences through the exhibits of the blockbuster movies in the museum.

SCIENCE

Students will understand an understanding of what is around them that is acquired through exposure to the exhibit, questioning and careful observation as they infer patterns, similarities, and differences that will allow them to make sound conclusions during their tour in the Omniverse Science Museum.

LANGUAGE

Students will develop their oral language to understand spoken discourse and to talk and interact with others about personal experiences that they may relate to with the blockbuster movies exhibited at Omniverse Science Museum.

MATH

Each student will enhance their skills involving numbers and other math abilities in terms of time measurement, binary, classifying the continuous and repeating displays in the exhibit, and identifying the characters from each exhibit and how they were able to change.

ART

Students will be introduced to the different types and theme songs that were used in the blockbuster movies. Students will learn the importance of music for a movie to have an excellent impact on its viewers just as how Omniverse Science Museum used music as a great aspect to set the mood of the exhibit.

ART

Students will gain interest in the creative installation of displays at Omniverse Science Museum. The students may demonstrate basic and fundamental processes in music and art through observing, responding, performing and listening towards self-development, celebration of identity and diversity, and the expansion of one's world view.

CONNECTION TO CIVILIZATION

The students will showcase development in their skills and behavior because in Omniverse Science Museum they will be taught on how to value and respect one's self, the people that surround you, their country, God, and almost everything that is around you.

INTERMEDIATE (Grade 4 to Grade 5)

SCIENCE

Omniverse Science Museum is loaded with scientific learning especially on how even state of matter can be concluded to the unique superpowers of the main characters from the blockbuster movies exhibited at the museum. As the students walk-through the museum they will discover and understand that friction and gravity affect how people and objects move and that heat, light, sound, electricity and motion are forms of energy and these undergo transformation.

As the students tour around Omniverse they build more interest about the characters and movies exhibited at the science museum. The students enhance their critical thinking and listen attentively about the story of each movie, they develop to communicate their feelings and ideas orally and in writing with a high level of proficiency, and read various informative materials posted in the exhibit that serves as a learning tool for them that they may relate to with their life's purpose.

SCIENCE

In Omniverse Science Museum the students may demonstrate a comprehension and recognition of key concepts and skills that involve numbers and number sense, measurement, patterns and objects, statistics, and probability. These skills will be developed in a fun and interactive way as the students walk-through the exhibit of Omniverse Science Museum that will tickle their minds into practicing their critical thinking, reasoning, communicating, making connections, representations, and making decisions in real life.

LANGUAGE

The students will establish the importance of understanding and giving value to the historical facts about the discovery of the significant items or knowledge that contributes to the story of the movie that are exhibited in Omniverse Science Museum. The students will showcase a deeper understanding of knowing written history of the things and science around them, oral, audio-visual references, and their comparison and will learn to differentiate and find connections of it with real life situations.

SCIENCE

The students will demonstrate an understanding about Music's basic elements and concepts through performing, creating, and responding on how music was used in the different movies exhibited at Omniverse Science Museum. The students will learn the importance of music for a movie to have an excellent impact on its viewers just as how Omniverse Science Museum used music as a great aspect to set the mood of the exhibit.

ART

The students will be introduced to world-class modern form of art as they are being exposed by creative installation of displays in Omniverse Science Museum. The students may establish understanding of the basic concepts and processes of art towards self-development, celebration, cultural identity and diversity, and the student will expand its vision about the world.

CONNECTION TO CIVILIZATION

As the students tour around Omniverse Science Museum, they will demonstrate an understanding of activities that will help raise one's own dignity, look for others and learn to be responsible with their actions towards a healthy, peaceful, and prosperous life for the common good.

JUNIOR HIGH SCHOOL (Grade 7 to Grade 10)

SCIENCE

As the students tour around the Omniverse Science Museum, they will be exposed to different scientific facts gathered from the extraordinary superpowers of the main characters from the movies that are exhibited at the museum. The students will develop scientific, technological and environmental literacy, and it can help them choose informed choices on dealing with the issues confronting them.

LANGUAGE

In Omniverse Science Museum, the students will develop their communicative competence through their understanding of literature and other text types in the museum. They will draw more use of strategies in linking textual information, applying enhancing communication skills, speaking emphasis markers, persuasive texts, different forms of means, reflexive and intensive pronouns.

In Omniverse Science Museum, the mathematical skills of the students such as numbers and number sense, measurement, patterns and algebraic statistics and probability will be developed in a fun and interactive way through their exposure to the exhibit in the museum. They will be exposed to different exhibits that will force their minds into practicing their critical thinking, reasoning, communicating, making connections, representations, and making decisions in real life.

LANGUAGE

The students will showcase a deeper understanding and give importance to the value of the historical facts about the significant items or knowledge that contributes to the flow of the story with the movies that are exhibited in the Omniverse Science Museum. The students will develop their investigative skills, data analysis and various references, research, critical thinking, effective communication, and create an intelligent decision as they tour around the museum.

SCIENCE

Music is a great aspect of the exhibit in Omniverse Science Museum. The students will enhance an understanding of music's basic elements and concepts through performing, creating, and responding on how music was used in the different movies at the exhibit. Students will value how music gives a powerful impact on its viewers with the use of sound effects, background music, and the movie's original soundtracks.

ART

The creative installation of displays exhibited at Omniverse Science Museum portrays a world-class modern form of art. The students may enhance their understanding of the value, features of art through appreciation, analysis, and performance for self-development, celebration, cultural identity and diversity and the student will expand to vision about the world.

CONNECTION TO CIVILIZATION

In Omniverse Science Museum, the students will establish an understanding of the concepts of human personality, human behavior, moral values, family issues, and creates decisions and acts with a preference for virtue to be stable in the midst of moral issues and environmental influences.

VICINITY MAP OF OMNIVERSE SCIENCE MUSEUM

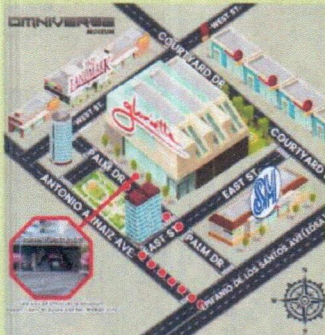
SIZE: 3,600 SQM

JAPAN TOWN 4/F GORIETTA 2, PALM DRIVE AYALA CENTER, MAKATI CITY

OPERATIONAL DETAILS
OPEN DAILY MONDAYS TO SUNDAYS
10:00AM TO 9:00PM

SOCIAL MEDIA ACCOUNTS
BE CONNECTED AND UPDATED, FOLLOW US AT:

FACEBOOK: [HTTPS://WWW.FACEBOOK.COM/OMNIVERSEMUSEUM](https://www.facebook.com/omniversesmuseum)
INSTAGRAM: [HTTPS://WWW.INSTAGRAM.COM/OMNIVERSEMUSEUM](https://www.instagram.com/omniversesmuseum)
WEBSITE: [HTTPS://AMUSEMENTS.GLOBAL/OMNIVERSEMUSEUM](https://amusements.global/omniversesmuseum)



WHIMSICAL Wonderland



Whimsical Wonderland

Whimsical Wonderland is the newest enchanted adventure indoor destination that will bring every guest to a wizarding world of supernatural places in every door that you will be thrilled to open as you journey inside. With 17 art installations curated to bring out the different feelings of a human being, Whimsical Wonderland is a venue for exploring oneself.

Each section in Whimsical Wonderland depicts various creative installations and activities which allow guests of all ages to experience and learn the art of sense of responsibility and accountability. The installations are correlated with the Department of Education's K-12 Curriculum for ENGLISH, ESP, MUSIC, ART, MATH, SCIENCE, and PHYSICAL EDUCATION.

Whimsical Wonderland, promotes learning through fun imagination as students journey through the different creatively designed stations around the important domains of learning within the context of Filipinoism.



50 FACTS ABOUT SCIENCE

OMNIVERSE MUSEUM

ALL ABOUT MATH

CAVE FORMATIONS

CALCITE FORMATIONS

TYPES OF CAVE MESSAGES

CAVE FIBRALS

TOP 5 REAL-LIFE DETECTIVES

DETECTIVE MUSEUM

TYPES OF DETECTIVES

TOOLS AND EQUIPMENT

OUT OF SPACE TRAVEL

SPACESHIP

EMERGENCY

INSIDE THE TECH OF A FUTUREWIRE MATHS WORLD

PERSONAL INTELLIGENCE (AI)

HOW SMART IS YOUR MEMORY?

HANDS-ON TECHNOLOGY

DO YOU KNOW?

LIGHTSABER OF THE FUTURE

EXOSKELETON

FUSION REACTOR

HYDRAULIC ROBOT ARM

OMNIVERSE MUSEUM

SUPERHEROES ASSEMBLED

TELEVISION PERSONALITY

ASTRAL PROJECTION

REAL TRAVELERS

LEVITATION

SENIOR HIGH SCHOOL

SCIENCE

The students will be exposed to different scientific literacy as they explore in the Omniverse Science Museum. They will demonstrate an understanding of matter, motion, electricity, magnetism, light, and the universe from ancient times to the present; applications of physics and chemistry concepts in contexts such as atmospheric phenomena, astronomy, astronomy, vision, medical instrumentation, space technology, drought, source of energy, pollution and recycling, fitness and health, and cosmetics.

ENGLISH

In Omniverse Science Museum, the students determine that the development of reading and writing skills can be assessed from a wide range of materials other than poetry, fiction, and drama. They will be exposed to their own writing and will be able to select and organize to achieve a particular purpose. They also develop the skill of understanding the relationship between a written text and the context in which it was created.

MATH

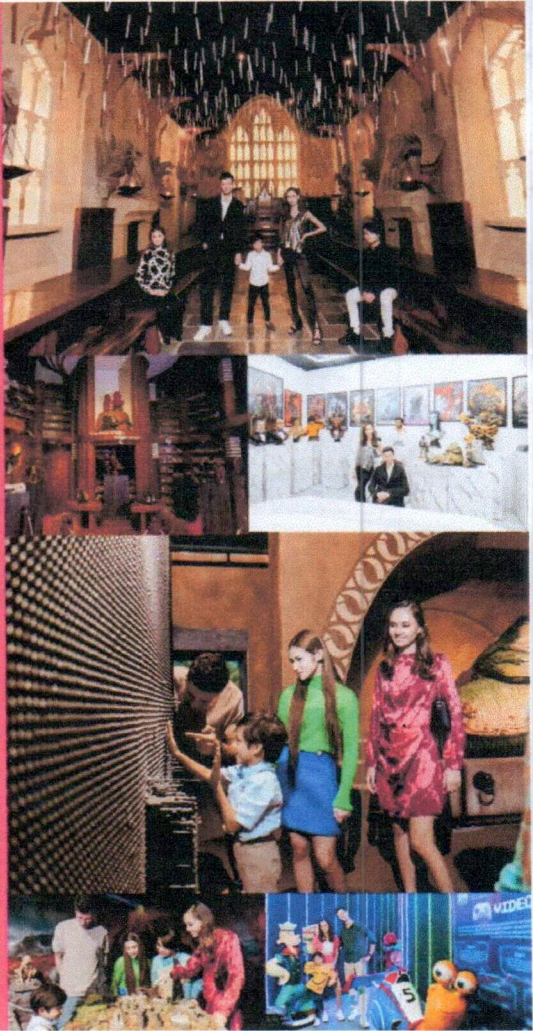
In Omniverse Science Museum, the minds of the students are being practiced on how to make use of their mathematical skills that involve rational, exponential, and logarithmic functions in solving problems and as well as to apply logic to real-life situations.

PERSONAL DEVELOPMENT

In Omniverse Science Museum, the students witness different outstanding exhibits that will initiate the students to be aware of the developmental stage that they are in, for them to better understand themselves and the significant people around them as the most important the decisions as adolescents. The experiential learning approach allow the students to explore specific themes in their development. Personal reflections, sharing, and lectures help reveal and articulate reasons, concepts, theories, and facts in different areas of psychology.

UNDERSTANDING CULTURE, SOCIETY, AND POLITICS

Omniverse Science Museum allow the students to develop student's awareness of cultural, social and political dynamics through its exhibits, and it also expose them to sensitivity to cultural diversity. Multiverse also provide them with an understanding of how culture, human agency, society and politics work; and it allow them to engage in the examination of the country's current human development goals.



WHIMSICAL Wonderland

VICINITY MAP OF WHIMSICAL WONDERLAND

SIZE: 500 SQM

4/F EASTWOOD MALL EASTWOOD AVENUE, QUEZON CITY

OPERATIONAL DETAILS
OPEN FROM TUESDAYS TO SUNDAYS
11:00AM TO 8:00PM

SOCIAL MEDIA ACCOUNTS
BE CONNECTED AND UPDATED. FOLLOW US AT:

FACEBOOK : <https://www.facebook.com/whimsicalwonderlandph>
INSTAGRAM : <https://www.instagram.com/whimsicalwonderlandph/>
TIKTOK : [https://www.tiktok.com/@whimsicalwonderlandph/](https://www.tiktok.com/@whimsicalwonderlandph)
WEBSITE : <https://amusements.global/whimsicalwonderland>

PRIMARY (Kinder to Grade 3)

PHYSICAL DEVELOPMENT

Whimsical Wonderland helps develop the students physical and motor skills by allowing them to explore various stations as it let them freely play in the interactive games and enjoy learning throughout the magical-themed attraction.

COGNITIVE DEVELOPMENT

In Whimsical Wonderland magical adventure, students are given a walk-through of the different dimensions of the past beliefs that offered the present dogmas. The richness of the visual arts, light displays, and exhibits will delight their senses and give them a feeling of belongingness to each adventure.

SOCIAL AND PERSONAL DEVELOPMENT

The Whimsical Wonderland offers various activities for students and other guests to discover themselves while interacting and building a relationship with others.

MULTILINGUAL DEVELOPMENT

Students will develop their communication skills as they interact with others. They will expand their vocabulary by discovering new words for familiar objects and they will learn to express themselves and their feelings using the native language and will learn other local dialects in each exhibit.

MATH

As the students tour around Whimsical Wonderland, they will be introduced to these basic spatial sense skills such as the concepts of shape, size, space, and direction, and the skill of recognizing patterns and relationships.

MUSIC

The students will discover that nature can create great sounds that can calm the mood of those who will hear it.

ART

Guests will gain a creative understanding of visual arts through the displays, the combination of colors through light, and the various aesthetic structures.

LANGUAGE DEVELOPMENT

Each exhibit of Whimsical Wonderland will reflect the Filipino beliefs, religions, and philosophies, and how elements shaped the cultural identity through the various representations of its characters.

EDUCATIONAL DEVELOPMENT

Whimsical Wonderland hosts different interactive educational games and artistic exhibits that promotes positive values that students must learn to embody like being Makabayan, Makabiyay, Makatao, and Makakalikasan.

SCIENCE

While students are touring around Whimsical Wonderland, they will make use of their basic process skills of observing, communicating, comparing, classifying, measuring, inferring, and predicting the things that are around the environment that they are in.

INTERMEDIATE (Grade 4 to Grade 6)

PHYSIOLOGY

Through the exhibit of Philippine Mythologies, Folktales, and Legend, students will be able to observe and record aspects of Filipino traits and learn not only as mere observers but also as active participants.

MATH

Students will be able to cultivate skills in terms of other math abilities such as time measurement through the display of characters from the past, continuous and repeating patterns, and symmetry. They will also be able to use the probability applied using appropriate expertise which the guests can then apply in critical thinking, reasoning, communication, and making connections in real life.

MUSIC

Whimsical Wonderland reveals artistry through music passed on from each generation. The musical arrangement in each station will let the students understand how music shapes the community's artistic development.

ART

Whimsical Wonderland will nurture the students by allowing them to witness displays of different visual arts, creative illustrations, and artistic exhibits.

LANGUAGE DEVELOPMENT

Each area highlights unique features of Whimsical Wonderland and students will discover different forms of principles that shows how Filipino traits are rooted to its beliefs that have been passed on from generation to generation.

SCIENCE AND TECHNOLOGY

Whimsical Wonderland promotes discipline, environmentalism, patriotism, and empathy as you journey around this whimsical world. This place value the importance of relationships with individuals and nature.

PERSONAL DEVELOPMENT

In a student will discover the value and importance of physical activity and social interaction by participating in the fun purposeful activities that will mold their interpersonal and intrapersonal communication skills.

SCIENCE

Students will practice the development of the essential skills of scientific inquiry by exploring the world of Whimsical Wonderland. In the duration of their tour they may look into designing simple investigations, using appropriate procedures, materials, and tools to gather evidence, observing patterns, determining relationships, drawing conclusions based on evidence, and communicating ideas in varied ways to make meaning of the observations and/or changes that occur in their journey at Whimsical Wonderland.

JUNIOR HIGH SCHOOL (Grade 7 to Grade 10)

PHYSIOLOGY

The students will be able to express their thoughts and observations through their interaction with the enchanted stations of Whimsical Wonderland. Some of which will be connected to the life and values of the Filipinos.

MATH

As students journey around Whimsical Wonderland, they will appreciate the unique musical arrangements and tunes in every stations they will enter. Guests may notice tempos and rhythms that are familiar to their ears since some of these are innovated to contemporary forms.

ART

Guests can be inspired by how Whimsical Wonderland value sustainability of the environment by crafting wonderful art pieces from recycled materials.

LANGUAGE DEVELOPMENT

Whimsical Wonderland will let them deepen their understanding of the interdependence and interconnectedness of the many communities that make this nation productive and functioning. Students will discover the concept of "Bayanihan" and "Pakikipagkapwa", these traits are deeply rooted in the culture and this will also awaken the call for them to be active citizens of the nation.

PERSONAL DEVELOPMENT

The students will discover the value of physical activity and social interaction through communal interactive experience.

SCIENCE

The students may demonstrate their understanding of the different concepts found in Whimsical Wonderland and apply science inquiry skills in order for them to address their curiosity about the things that they were exposed to while touring the world of Whimsical Wonderland.

SENIOR HIGH SCHOOL

FILIPINO
The students will be able to express their thoughts and observations through their interaction with the ecclesiastical instances of Whimsical Wonderland. Some of which will be connected to the life and values of the Filipinos.

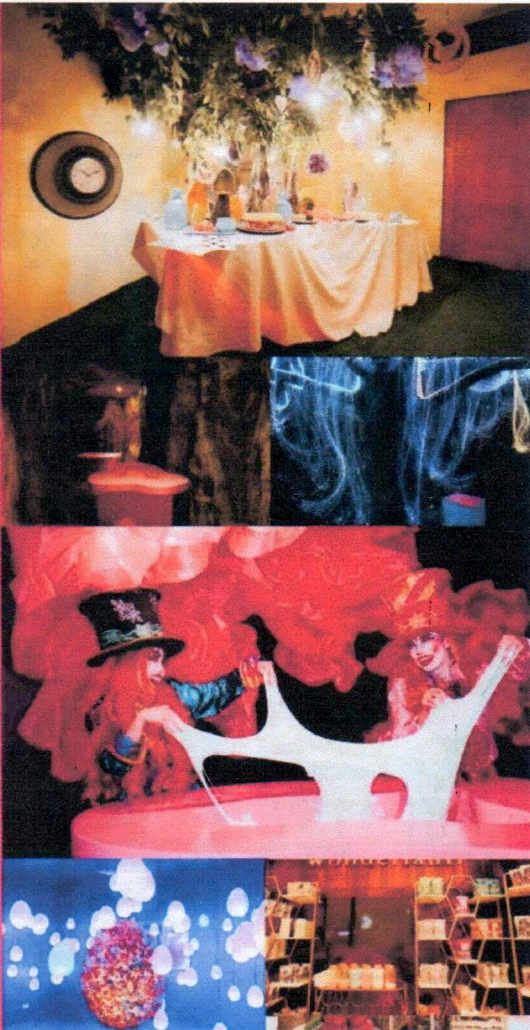
HEALING PANUPUNAN
Each area highlights unique features of Whimsical Wonderland and students will discover different forms of principles that shows how Filipino traits are rooted to its beliefs that have been passed on from generation to generation.

PHYSICAL EDUCATION
The students will be delighted with the fun/interactive activities that Whimsical Wonderland has in store for them that will cultivate their interpersonal and intrapersonal communication skills.

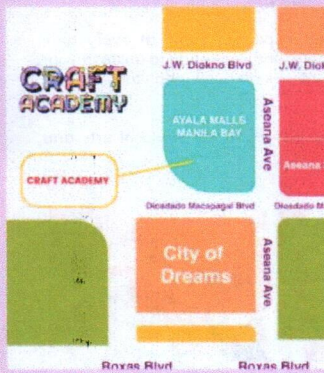
MUSIC
The students will appreciate the unique tempos and rhythms of indigenous music and how they have evolved from nature's music into contemporary forms that are so familiar to them.

SCIENCE
As the students' tour inside Whimsical Wonderland, they will practice the scientific attitudes that will allow them to innovate and/or create critical thinking based on their observation with the different interactive sections inside that would be useful for them.

In addition, the students will learn how to process information and evaluate which are relevant data for them to value Filipino traits and belongings.



VICINITY MAP OF CRAFT ACADEMY



SIZE: 1,000 SQM

2/F AYALA MALLS MANILA BAY
DIOSDADO MACAPAGAL BLVD, CORNER ASEANA AVE, PARANAQUE CITY

OPERATIONAL DETAILS
OPEN DAILY MONDAYS TO SUNDAYS
12:00NN TO 8:00PM

SOCIAL MEDIA ACCOUNTS
BE CONNECTED AND UPDATED. FOLLOW US AT:

FACEBOOK : [HTTPS://WWW.FACEBOOK.COM/CRAFTACADEMYML](https://www.facebook.com/craftacademyml)
INSTAGRAM : [HTTPS://WWW.INSTAGRAM.COM/CRAFTACADEMYML](https://www.instagram.com/craftacademyml)
TIKTOK : [HTTPS://WWW.TIKTOK.COM/@CRAFTACADEMYML](https://www.tiktok.com/@craftacademyml)
WEBSITE : WWW.AMUSEMENTS.GLOBAL/CRAFTACADEMYML

PRIMARY (Kinder to Grade 3)

PHYSICAL DEVELOPMENT
Students can engage in a variety of hands-on activities in Craft Academy, such as baking delicious treats, creating beautiful artwork, making their own soaps and candles and even exploring the world of slime-making. Through these interactive sections, students not only develop their creativity and artistic skills, but also enhance their physical development by actively participating in tasks that involve fine motor skills, hand-eye coordination and sensory exploration.

COGNITIVE DEVELOPMENT
Craft Academy offers students a remarkable opportunity to foster cognitive development in an engaging and stimulating environment. As they immerse themselves in various activities such as baking, painting, soap making, candle making and slime making, students are encouraged to think critically, solve problems, and exercise their decision-making skills. Through hands-on experiences, they develop their creativity, imagination, and divergent thinking abilities.

EMOTIONAL AND SOCIAL SKILLS DEVELOPMENT
Craft Academy nurtures the student's social and emotional growth in a supportive and inclusive environment. Through collaborative activities, students learn the importance of teamwork, communication and cooperation. They develop essential social skills such as sharing, taking turns, and respecting others' ideas and perspectives.

MULTICULTURAL DEVELOPMENT
Craft Academy embraces cultural diversity and encourages the exploration of different languages. Through interactive lessons and fun activities, students can practice and enhance their language skills, both in their native tongue and in new languages. The inclusive and welcoming atmosphere of Craft Academy fosters a sense of curiosity and appreciation for different cultures and languages.

INTERMEDIATE
Craft Academy provides students with an exciting avenue to explore and apply mathematical concepts in a hands-on and interactive manner. As students engage in activities like baking, painting, soap making, candle making, and slime making, they encounter real-life scenarios that require measurement, estimation, and practical problem-solving skills. From measuring ingredients and calculating proportions, to creating symmetrical designs and patterns, students actively participate in mathematical thinking and reasoning.

SCIENCE
Craft Academy offers a fascinating platform to delve into the captivating world of science through hands-on exploration and experimentation. By engaging in activities, students encounter scientific principles in action. They watch how ingredients such as olive oil, egg, butter, oil and water interact to form fluffy meringue and bread. They learn about combining colors and blending pigments to make beautiful artwork. Throughout the painting process, students explore with the proper mix of ingredients to generate different slime textures, while learning about viscosity and elasticity in the slime creation activity.

EDUKASYON SA PANGPAPAKATAO
Through the activities, students not only develop their artistic skills but also acquire fundamental values such as teamwork, respect, empathy and responsibility. Craft Academy promotes an encouraging and warm environment in which students learn to value people's different opinions and abilities. Craft Academy instills in students the importance of ethical decision-making and responsible citizenship by encouraging collaboration, sharing, and open communication.

INTERMEDIATE (Grade 4 to Grade 6)

ARTS
Craft Academy provides an exceptional platform for students to immerse themselves in the world of arts, fostering creativity, self-expression, and artistic exploration. Through a range of activities, students are encouraged to unleash their imagination and develop their artistic skills. The staff guide students in exploring various artistic techniques, experimenting with colors, textures and forms. They learn about different art mediums and gain hands-on experience in creating their own unique masterpieces.

MATHEMATICS
Craft Academy guide the students in understanding mathematical principles, such as measurement, geometry, patterns, and problem-solving. Students apply mathematical thinking as they measure ingredients, calculate proportions, create symmetrical designs and analyze patterns in their artistic creations.

SCIENCE
Through engaging activities like baking, painting, soap making, candle making and slime making, students encounter scientific principles in action. They explore chemical reactions, states of matter, and the properties of materials in the slime-making activity. Students experiment with the perfect balance of ingredients to achieve different slime textures, understanding the concepts of viscosity and elasticity. During the painting activities, they learn about mixing colors and blending pigments to create beautiful artwork.

EDUKASYON SA PANGPAPAKATAO
Through the activities, students not only develop their artistic skills but also acquire fundamental values such as teamwork, respect, empathy and responsibility. Craft Academy promotes an encouraging and warm environment in which students learn to value people's different opinions and abilities. Craft Academy instills in students the importance of ethical decision-making and responsible citizenship by encouraging collaboration, sharing, and open communication.

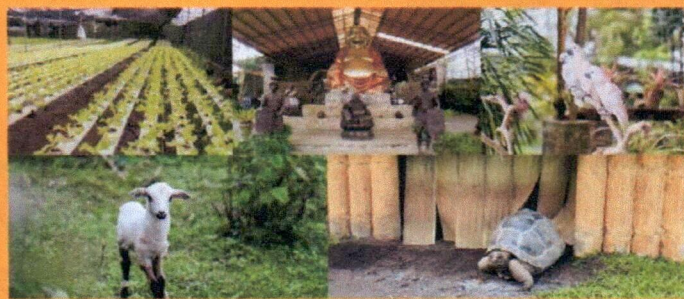
JUNIOR HIGH SCHOOL (Grade 7 to Grade 10)

ARTS
Craft Academy's exciting tour offers students an extraordinary opportunity to dive into the captivating world of arts, allowing their creativity to soar and their talents to shine. Through a wide range of hands-on activities, students get to explore various artistic mediums and techniques. Amidst the visually stunning and Instagrammable ambience, students can freely express themselves, experiment with colors, textures, and forms, and create their own masterpieces.

SCIENCE
Students get to see the wonders of science up close and personal as part of the fascinating activities. Craft Academy's enthusiastic staffs become their guides, sparking curiosity and encouraging students to ask questions, explore, and experiment. Together, they unravel the mysteries of chemical reactions, delve into the properties of matter, and uncover the secrets of the natural world. From observing fascinating facts to conducting hands-on experiments, students not only develop their scientific knowledge but also cultivate critical thinking skills and a passion for inquiry.

PHYSICAL EDUCATION
Students are offered with an exciting opportunity to dive into the realm of physical education where they can embrace the joy of movement, teamwork and personal growth. From cooperative games that promote teamwork to active exercises that enhance strength and coordination, students discover the immense benefits of physical well-being.

YOKI'S FARM



Yoki's Farm

Prepare to be mind-blown, because Yoki's Farm is no ordinary plot of land—it's a family-owned paradise that started as a humble hobby and has now blossomed into a full-blown Passion Project!

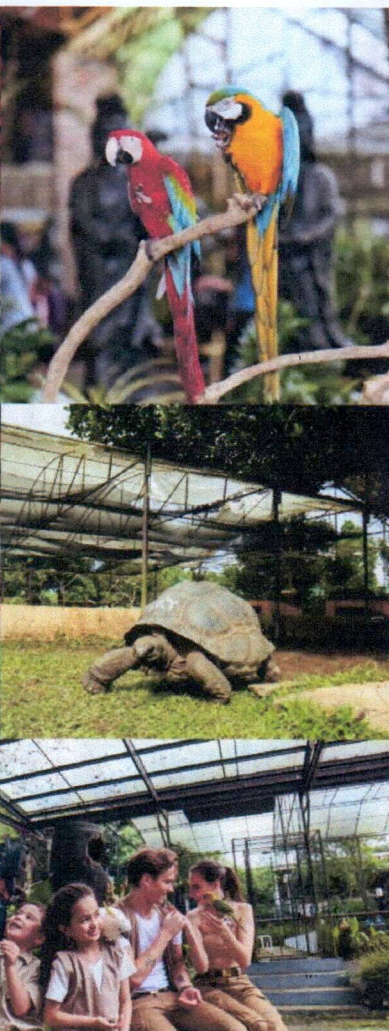
Picture this: a whopping 10-hectare playground of endless possibilities. Yoki's Farm is where the magic happens, where family adventures take flight, and where Instagram worthy moments come alive!

But wait, there's more! Right now, they're rocking a mind-blowing 4 out of 10 hectares of pure awesomeness, which means there's a mind-boggling developments waiting just around the corner. Brace yourself for attractions that'll leave you astonished, experiences that'll make your heart race, and a whole lot more reasons to gather your squad and soak up the farm's vibrant atmosphere.

So, what are you waiting for? Grab your trendiest sun hat, bring your insatiable curiosity, and immerse yourself into the spectacular world of Yoki's Farm.

It's a place where dreams sprout, laughter blooms, and nature reveals its secrets in the most delightful ways.





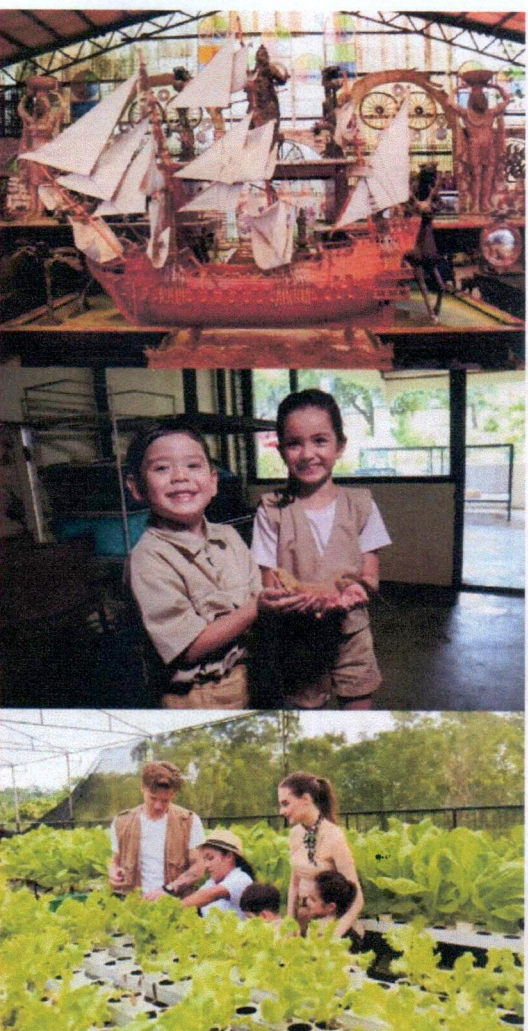
SENIOR HIGH SCHOOL

SCIENCE
All the students explore the zoo's exhibits, students can engage in hands-on scientific inquiry, observing and analyzing animal behaviors, adaptations, and ecological interactions. By studying the diverse habitats and ecosystems represented at the zoo, students gain insights into the delicate balance of nature and the interconnectivity of species. They can explore the processes of biology, ecology, and conservation, applying their knowledge to real-world scenarios and issues.

HUMANITIES AND SOCIAL SCIENCE STRAND (HUMSS)
Students can learn about the cultural significance of animals in different societies, gaining insights into ancient myths, folklore, and spiritual beliefs associated with certain species. The tour exhibits highlight the role of art, literature, and storytelling in depicting and preserving the connections between humans and nature. Students can engage in discussions about ethical considerations, animal welfare, and the complex interactions between humans, animals, and the environment. The tour becomes a cross-disciplinary platform for interdisciplinary learning, fostering a holistic understanding of the human experience within the context of the animal kingdom.

ARTS
The zoo incorporates artistic installations, sculptures, and murals that celebrate the connection between art and nature. Students can engage in guided discussions, analyzing the symbolism, cultural significance, and historical context behind these creative expressions. By immersing themselves in arts during the tour, students can nurture their creativity, enhance their visual literacy, and gain a deeper appreciation for artistic expression in exploring the wonders of the natural world. The tour becomes an artistic journey, inspiring students to explore new horizons and ignite their passion for arts.

PHYSICAL EDUCATION
As the students explore the vast grounds of the zoo, they can actively participate in physical activities that promote fitness, health, and overall well-being. The tour offers ample opportunities for students to engage in moderate physical activity, such as walking, jogging, and climbing stairs, as they navigate through the different animal enclosures. These activities help improve cardiovascular endurance, muscular strength, and flexibility. The tour inspires students to embrace an active lifestyle, fostering a lifelong appreciation for physical fitness and the importance of maintaining a healthy body and mind.



PRIMARY (Kinder to Grade 3)

SCIENCE
At Change Maker 2040, students can learn about the wonders of our environment, including the importance of clean water and how we can conserve it, the magic of renewable energies like solar, water and wind power, and why it is vital for our planet, as well as the fascinating world of biotechnology, biodiversity, and why it's crucial to protect different species. They'll discover the basics of recycling, reducing waste, and the science behind sustainable living, all in an interactive and engaging way.

PHYSICAL DEVELOPMENT
Students can actively engage in physical activities and interactive exhibits. As they move through the museum walking, exploring and participating in activities, they will naturally develop their physical endurance and stamina. Change Maker 2040 provide an environment where physical development is seamlessly intertwined with learning and fun, fostering healthy habits and an appreciation for the importance of a strong, active body in achieving a sustainable future.

MATHEMATICS
Students can investigate ideas like counting, measuring, and data analysis in relation to environmental conservation. Through interactive exhibits and games, students can get a deeper knowledge of how math plays a crucial part in solving real-world problems and crafting a more sustainable future through hands-on activities and games.

COGNITIVE DEVELOPMENT
Students can explore puzzles and games that stimulate critical thinking and problem-solving skills, fostering cognitive growth. Hands-on workshops and exhibits encourages curiosity and exploration, promoting creativity and a thirst for knowledge. Moreover, by delving into the stories of past and current Filipino scientists, young learners can appreciate the power of perseverance and determination in achieving academic and scientific goals, reinforcing the idea that cognitive development is a lifelong journey filled with exciting discoveries.

ENVIRONMENTAL PARTICIPATION
The students visiting Change Maker 2040 will be exposed to the core values of caring for the environment, empathy for others, and the importance of responsible citizenship. Through interactive games, art installations, and activities, students can understand how their actions can positively impact the society and the planet, instilling a sense of social responsibility and ethical conduct from a young age, aligning with the principles of "Edukasyon sa Pagpapakalat".

ARTS
Guests can explore the world of arts and creativity in a way that relates to sustainability and the SDGs. They can engage in hands-on, artistic activities like painting and crafting, using their creativity to express their understanding of the importance of protecting the planet. Additionally, they can appreciate the role of art installations as powerful tools for conveying the 17 SDG messages, connecting the dots between artistic expression and the urgent need for sustainable practices, making their visit both educational and artistically inspiring.

SOCIAL AND EMOTIONAL DEVELOPMENT
Change Maker 2040 provide students with numerous opportunities for social and emotional growth. They can practice teamwork and cooperation as they interact with exhibits and activities, learning the value of working together toward common goals. Students can express their feelings and thoughts through interactive experiences, which promotes emotional intelligence and self-awareness.

INTERMEDIATE (Grade 4 to Grade 6)

SCIENCE
Students can witness thought-provoking art installations that convey powerful messages about carbon footprints, environmental conservation, climate change and the need for sustainable practices, enhancing their understanding of these critical global issues through the lens of artistic expression. This immersive experience not only nurtures their artistic talents but also inspires them to use art as a medium for advocating positive change in the world.

MATHEMATICS
Guests can explore mathematical concepts like data analysis and interpretation through interactive exhibits that showcase real-world data related to environmental issues, helping them grasp the importance of making informed decisions. Additionally, students can see how mathematical modeling and problem-solving are integral to developing sustainable solutions, highlighting the significance of math in shaping a more environmentally conscious, equity in all forms, and equitable future.

SCIENCE
Students of Change Maker 2040 can dive deep into the world of science with focus on sustainable goals. They can explore the intricate details of different branches of science, learning about ecosystems, biodiversity, and the impact of human activities on the planet. Through interactive exhibits and hands-on activities, they can gain insights about clean and renewable energy technologies, sustainable agriculture practices, and the role of science and technology in solving global environmental challenges.

ENVIRONMENTAL PARTICIPATION
Students of Change Maker 2040 has given strong emphasis on ethical and responsible citizenship on this nation and the world. By exploring exhibits and activities that focus on the importance of values such as empathy, compassion, social responsibility, and stewardship of the earth in the context of the Sustainable Development Goals (SDGs).

PHYSICAL EDUCATION
Students of Change Maker 2040 can learn about physical education through SDG 3, Good Health and Well-being. They can engage in activities that promote physical fitness and health, such as interactive games and challenges that emphasize teamwork and cooperation, fostering not only physical development but also social skills.

ARTS AND EMOTIONAL
In Change Maker 2040, students explore interactive exhibits and activities that illustrate the interconnectedness of social, economic, and environmental aspects of sustainable development, aligning with the principles of Aotang Pampunaw. Students can gain a deeper understanding of the Sustainable Development Goals (SDGs) and their significance in addressing global challenges and fostering responsible citizenship.

JUNIOR HIGH SCHOOL (Grade 7 to Grade 12)

SCIENCE
Change Maker 2040 make students engage in activities and exhibits that promote values such as empathy, compassion, social responsibility, and earth stewardship. Through interactive experiences, students can gain a deeper understanding of how these values are interconnected with global challenges and the Sustainable Development Goals (SDGs), inspiring them to become ethical and more peaceful, equitable and sustainable world.

SCIENCE
Students can delve into environmental science, understanding ecosystems, biodiversity, and the impact of human activities on the planet. Through interactive exhibits and workshops, they can also explore cutting-edge advancements in clean and renewable energy, sustainable agriculture, and the crucial role of science and technology in crafting solutions to complex environmental issues. This immersive experience equips them with a profound appreciation on the importance of scientific knowledge and innovation in building a more sustainable and resilient world.

ARTS AND EMOTIONAL
As students explore immersive art installations and activities that illustrate the intricate connections between social, economic, and environmental dimensions of sustainable development, they can also deepen their understanding of the SDGs and the role of responsible citizenship in addressing pressing global issues, empowering them to become informed advocates for positive change on a local and global scale.

VICINITY MAP OF CHANGE MAKER 2040

SIZE: 3,600 SQM

2/F 88 SQUARE MALL, 668 QUIRINO AVE, PARANAQUE, METRO MANILA

OPERATIONAL DETAILS
OPEN FROM WEDNESDAYS TO SUNDAYS
10:00AM TO 6:00PM

SOCIAL MEDIA ACCOUNTS
BE CONNECTED AND UPDATED, FOLLOW US AT:

FACEBOOK : [HTTPS://WWW.FACEBOOK.COM/CHANGEMAKER2040](https://www.facebook.com/CHANGEMAKER2040)
INSTAGRAM : [HTTPS://WWW.INSTAGRAM.COM/CHANGEMAKER2040](https://www.instagram.com/CHANGEMAKER2040)
TIKTOK : [HTTPS://WWW.TIKTOK.COM/@CHANGEMAKER2040](https://www.tiktok.com/@CHANGEMAKER2040)
WEBSITE : WWW.AMUSEMENTS.GLOBAL/CHANGEMAKER2040

CHANGE MAKER 2040

Change Maker 2040 is a premier destination for students, offering a comprehensive educational experience that integrates science, arts, and physical education. The facility is designed to engage students in hands-on learning, fostering a deep understanding of sustainable development and its impact on our world.

SCIENCE
Change Maker 2040 provides students with a rich and interactive learning environment. Through hands-on activities and exhibits, students can explore the wonders of our environment, from the intricate details of ecosystems to the latest advancements in renewable energy and sustainable agriculture. The facility is equipped with state-of-the-art technology, ensuring that students receive the most up-to-date information and insights into the challenges we face as a global community.

ARTS
Change Maker 2040 is a hub for artistic expression and creativity. Students can engage in a variety of art activities, from painting and sculpture to interactive digital art installations. The facility provides a safe and inspiring space for students to explore their artistic talents, experiment with new techniques, and share their work with others. Through art, students can express their thoughts and feelings, fostering emotional intelligence and self-awareness.

PHYSICAL EDUCATION
Change Maker 2040 is committed to promoting physical fitness and overall well-being. The facility offers a range of physical education activities, from team sports and fitness classes to interactive challenges that promote teamwork and cooperation. Students can enjoy a fun and engaging workout while learning about the importance of a healthy lifestyle and the role of physical activity in achieving a sustainable future.

ENVIRONMENTAL PARTICIPATION
Change Maker 2040 is a leader in environmental education and sustainability. The facility is designed to be a model of sustainable living, with energy-efficient lighting, water-saving fixtures, and eco-friendly materials. Students can learn about the importance of responsible citizenship and the role of each individual in protecting our planet. Through interactive exhibits and activities, students can gain a deeper understanding of the Sustainable Development Goals (SDGs) and the urgent need for collective action to address the challenges we face.

ADMISSION
Change Maker 2040 is open to all students, regardless of their background or interests. The facility offers a variety of programs and activities, ensuring that every student can find something that interests them. Admission is free, and the facility is accessible to all, including students with disabilities. Change Maker 2040 is a place where every student can thrive and make a difference.

PRIMARY (Kindergarten to Grade 3)

PHYSICAL DEVELOPMENT:
At Yoki's Farm, students have the opportunity to develop their physical and motor abilities through engaging in interactive games and enjoyable activities throughout the zoo's surroundings. By encouraging purposeful movements and allowing them to roam freely, Yoki's Farm nurtures the students' growth and exploration.

COGNITIVE DEVELOPMENT:
Embracing on a tour at Yoki's Farm, students can experience cognitive growth as they engage in educational encounters with diverse wildlife and learn about their habitats, fostering a deeper understanding of the natural world and promoting intellectual development.

SOCIAL AND EMOTIONAL DEVELOPMENT:
During a visit to Yoki's Farm, students have the opportunity to cultivate their social and emotional development as they interact with fellow visitors, engage in collaborative activities, and witness the animals' behavior. The experience fosters empathy, teamwork, and a sense of connection, contributing to the students' overall emotional well-being and social skills.

MULTILINGUAL DEVELOPMENT:
By taking part in a school tour at Yoki's Farm, students have the exciting opportunity to foster their multilingual development. As they encounter visitors from different backgrounds and engage in conversations with bilingual staff, students are exposed to various languages and cultures. This immersive experience encourages them to explore new linguistic patterns, expand their vocabulary, and develop a broader understanding of global diversity.

MATHS APPLICATIONS:
During a school tour at Yoki's Farm, students can explore how mathematics comes to life in unexpected ways. The zoo offers countless opportunities for students to apply mathematical concepts like counting the number of animals and observe the flow of their habitat. By engaging in these real-world math exercises, students develop critical thinking skills, problem-solving abilities, and a deeper appreciation for the practical applications of mathematics beyond the classroom.

SCIENCE:
Students are immersed in a captivating world of scientific discovery while on a school tour at Yoki's Farm. As they explore various animal exhibits and engage with knowledgeable staff, students have the opportunity to deepen their understanding of biological sciences. They can observe animal adaptations, learn about ecosystems and food chains, and investigate the intricate behaviors and life cycles of diverse species.

ENVIRONMENTAL RESPONSIBILITY:
In a school tour at Yoki's Farm, students have the opportunity to witness the importance of compassion, respect, and empathy towards all living beings. By observing the animals' behaviors and learning about their needs and habitats, students develop a deeper understanding of their interconnectedness with the natural world. This experiential learning fosters values such as responsibility towards the environment, care for animals, and appreciation for biodiversity.

INTERMEDIATE (Grade 4 to Grade 6)

PHYSICAL EDUCATION:
Students can engage in valuable physical education experiences. As they explore the zoo's expansive grounds, students have the opportunity to enhance their physical fitness and motor skills. Working along the paths, climbing observation decks, and participating in interactive activities promote cardiovascular endurance, coordination, and balance.

HISTORY:
As they explore the grounds, students may learn about the establishment of the zoo, its evolution over time, and the stories of notable figures who contributed to its development. They can discover how the zoo's purpose has shifted throughout history from a private menagerie to a modern conservation institution. The tour becomes a captivating journey through time, enabling students to appreciate the historical significance of the zoo and its role in preserving both natural and cultural heritage.

ARTS:
Students can explore the intersection of art and nature through captivating sculptures and statues. As they wander through the zoo, students will encounter an array of artistic masterpieces that celebrate the beauty of wildlife. These sculptures and statues not only serve as aesthetic adornments but also provide a deeper understanding and appreciation for the animals they depict.

MATHEMATICS:
During a tour at Yoki's Farm, students can go on an exciting mathematical adventure. As they explore the vast grounds and interact with animal exhibits, students have the opportunity to apply math in practical and engaging ways. They may measure the dimensions of animal enclosures, calculate animal populations and densities, and even analyze data on feeding schedules and behavioral patterns. Through interactive educational displays and guided activities, students can develop their critical thinking skills, problem-solving abilities, and a deeper appreciation for the relevance of mathematics in real-life contexts.

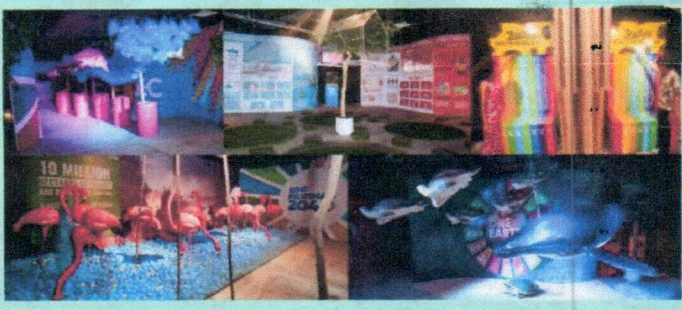
JUNIOR HIGH SCHOOL (Grade 7 to Grade 10)

ACROSS COUNTRIES:
As they explore the diverse exhibits, students can learn about the cultural heritage, history, and geography of the animals' native habitats. They can engage in discussions about the conservation efforts and environmental challenges faced in different regions.

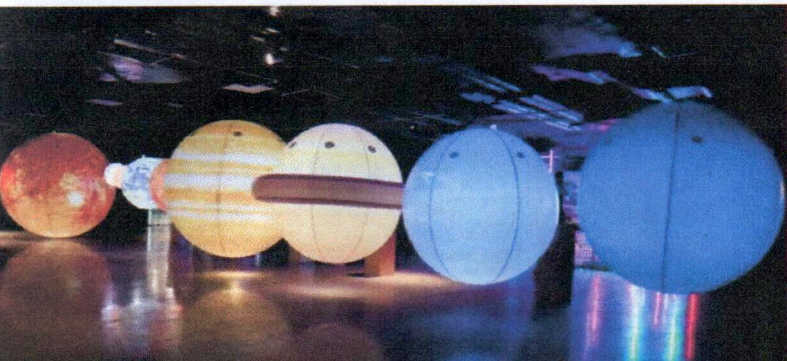
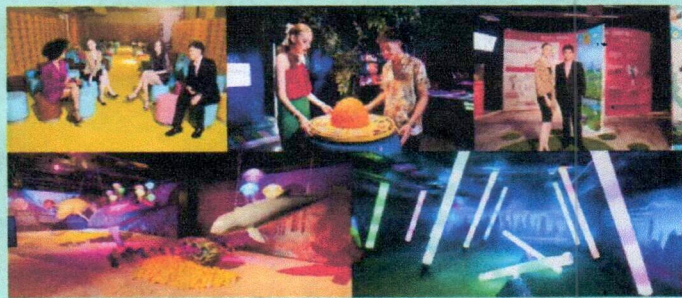
SCIENCE:
Through hands-on encounters and educational exhibits, students can witness the wonders of biology, ecology, and conservation. They can observe animal adaptations, study ecosystems and food chains, and analyze the impact of human activities on wildlife habitats. By engaging and participating in thought-provoking activities, students develop critical thinking skills, enhance their understanding of scientific processes, and gain a deeper appreciation for the natural world. The school tour becomes a dynamic laboratory, igniting a passion for scientific inquiry and inspiring the next generation of biologists, ecologists, and conservationists.

PHYSICAL FITNESS:
As they traverse the Yoki's Farm's expansive grounds, students engage in moderate physical activity, walking and exploring various exhibits. The tour provides an opportunity to enhance their cardiovascular endurance, develop stamina, and improve overall fitness levels. By combining education and physical activity, the tour becomes a fun and engaging way for students to stay active, cultivate a healthy lifestyle, and appreciate the importance of physical well-being amidst the wonders of nature.

ARTS:
In Yoki's Farm, students can go into a captivating journey through the world of art as they encounter a diverse array of sculptures, statues, and artistic installations. These creative masterpieces celebrate the beauty and majesty of wildlife, offering a unique perspective on the relationship between art and nature. As students explore the exhibits, they may also gain insights into the symbolism and cultural significance of certain artworks, providing a deeper understanding of the connection between art, culture, and the natural world.



CHANGE MAKER 2040
IS THE VERY FIRST SUSTAINABLE DEVELOPMENT GOAL (SDG) MUSEUM in the Philippines. Housed in 3,600 SQM inside the newest mall in Parañaque City. The museum aims to educate and inspire visitors on the importance of the Sustainable Development Goals (SDGs) set by the United Nations. It showcases the 17 SDGs through a variety of interactive exhibits and activities. Change Maker 2040 is not just a museum; it is a visionary initiative that seeks to inspire, educate, and encourage visitors about the importance of sustainable development goals through creative dioramas, infographics, and creative presentation of Science and Technology.



SENIOR HIGH SCHOOL

HUMANITIES AND SOCIAL SCIENCE STRAND (HUMSS)
Students of Humanities and Social Sciences (HUMSS) strand can enrich their understanding of global issues and ways of addressing them. They can explore how social, economic, and cultural factors interact with sustainability and Sustainable Development Goals (SDGs). Through interactive immersive exhibits and activities, students can analyze complex societal and world challenges, develop critical thinking skills, and appreciate the interdependency nature of addressing global issues, preparing them for future careers in fields such as social sciences, policy, and advocacy with focus on sustainability and positive social change.

SCIENCE, TECHNOLOGY, ENGINEERING, AND MATHEMATICS STRAND (STEM)
Students can explore scientific, scientific concepts applied to environmental science, clean and renewable energy technologies, and the role of STEM in addressing complex issues like climate change and biodiversity loss. Interactive immersive exhibits, hands-on activities, and presentations can provide them with a deeper understanding of key STEM disciplines and existing innovation in shaping sustainable and innovative solutions for a better future, preparing them for future careers in STEM-related fields with strong emphasis on climate change and societal impact.

ACCOUNTANCY AND BUSINESS MANAGEMENT (ABM)
Students can gain insights into how business and management principles intersect with sustainability and responsible leadership. They can explore the role of businesses in achieving the Sustainable Development Goals (SDGs) and the importance of ethical and sustainable business practices. Through exhibits and activities, students can develop a deeper understanding of the economic and social dimensions of sustainability, equipping them with knowledge and skills for future career in business, finance, and management with strong emphasis on sustainability and social responsibility.

