

Amberville at Give Kids The World Village is a larger than life toy box, and as part of an ongoing initiative to upgrade the offerings of the venue, we've introduced brand-new games and a new gaming console center.



Amberville Game Center: Using donated hardware, we've been able to transform this former office into an a new and exciting place for families to game together. Featuring over 30 feet of controllable LED product, two PlayStation 5's, over a half dozen beanbag chairs, and two 50-inch LCD screens, we're looking forward to families enjoying this experience starting Wednesday, April 12.

Amberville Arcade Games: Earlier this year, Amberville also received a large arcade game upgrade by having almost every arcade cabinet replaced with new games. This included new racing games, pinball, Skee-ball, basketball, and even a photo machine, all donated by Village partners.

GKTW in Minecraft: Partnering with the MCParks Build Team that builds theme parks to scale in Minecraft, we're excited to show off a demo of Give Kids The World Village built in Minecraft. As an idea started from GKTW fundraisers, volunteers, and a Give Kids The World Alumni, we're looking forward to allowing everyone to get a first look at the digital version of the place where happiness inspires hope. This map will be used by wish families prior to visiting GKTW as a planning tool to help navigate the Village and will be a way for wish families to look back on their visit after their trip.



Mayor Clayton's WonderLab

Mayor Clayton's WonderLab is where technology, creativity, and hands-on projects come together at Give Kids the World Village. Inside, wish kids and teens will discover that each of the 6 unique rooms provide super fun S.T.E.A.M. (science, technology, engineering, art, mathematics) experiences, such as giant marble runs, soldering light-up pins, animatronic workshops, and creative cardboard construction techniques!

Points of Interest:

- We believe Mayor Clayton's WonderLab has the power to inspire hope through imagination, wonder, and possibility. Its aim is to spark curiosity by discovering new interests at Give Kids The World so that kids return home with renewed purpose and ideas for the future.
- Garner Holt, the world's leading manufacturer of theme park animatronics is sponsoring a fully equipped animatronics studio and donating three programmable SPARK-E robots to the WonderLab. This incredible partnership is through their education-centered division, Garner Holt Education Through Imagination, and is going to take Mayor Clayton's WonderLab to the next level!
- As a piece of the whimsical WonderLab story, kids will discover the Brilliance Bottler, a special piece of technology at the center of the lab. This fun, collaborative station has buttons to push, switches to switch, and knobs to turn, transforming kids' creative brilliance into virtual energy to keep the lab up and running. Thanks to the help of all the wish kids who visit, the entire WonderLab will be for kids and powered by kids!
- There are three very important, very creative elements in the WonderLab that must be mentioned...the WonderBots! These colorful and helpful robots are not only the mascots of the WonderLab, but they helped build it under the request of the Village's 6-foot bunny-in-charge, Mayor Clayton. Each of these 'bots represent a foundational characteristic of the lab: wonder, imagination, and possibility! Together, they can make any idea come to life!



Renovated Villas

All 142 villas were renovated as part of the Village's ongoing Long Term Replacement Plan. The design was created by Gary Rall and the design team at Holiday Inn Club Vacations. The design included all new furniture, case goods and complete redesign of existing color scheme.

Originally, we intended to do an Extreme Makeover like the last one we did with Gary however, the Village was just coming out of the Covid closure and Night of A Million Lights was getting ready to kick off. To take advantage of the opportunities, half of the villas were renovated while closed for Night of a Million Lights and once that was completed, we opened these units to families while we worked through the remaining units with 6-10 villas at a time over several weeks.

Upgrades include:

- New furniture
- New color palette
- Several items that are Village specific, such as the bed scarfs that highlight the Village skyline, the Mayor Clayton-themed dining tables, and new art throughout.
- The team was able to eliminate an existing furniture cube in the kids' room that opened up the floor space to allow more activities for the families.

- Other partners included Central Moving and Storage (helped with logistics and install), as well as Hildrup Moving and Storage.
- Several furniture providers who helped during first EVM stepped up once again.



Interactive Star Experience

Stellar's new Star Experience is an interactive and personal experience that allows the families to now be more one-on-one with not only Stellar the Star Fairy, but also introduces us to several new characters such as Franko the Giant and several new fairy characters.

The experience is divided into 2 parts with the first being a chance for the wish child to decorate or write their name on their star and hand it off to Stellar who will help place it in the Star Observatory.

During the second part of the experience, Stellar introduces you to Franko the Giant who helps keep watch over the stars. The two of them then lead families into Stellar's Star Observatory where the wish child's star will not only be revealed, but where families can now be up close and personal for the reveal and take pictures right next to the star.

With new process, families can come back at any time to visit the Village and schedule a trip to the Star Observatory to find their child's star in the very same space that they left it.

- The experience is automated so that the child can use a special key or wand to open the room and activate the star stone. Doing so brings the entire room to life and reveals new worlds beyond the Castle walls.
- The shows are available in English, French, Spanish and Hebrew so that Stellar and Franko can interact with the families in their own language.
- The new space and methods used will allow the Village to continue to use this same intimate setting for years to come, which is huge considering there is - and always will be - a physical star representing these families in the Castle.
- Design and build were done by SteamLabs design, and show controls and programming was done by Minuteman Controls.
- And most of the lighting was provided by Gantom Lighting, with install by Stage Equipment and Lighting
- New automated curtain was donated by Sonfy and Kelsie Blinds