



usturlab

At Usturlab, we share the notion that science plays a role as a building block in human societies. Usturlab collaborates with experts that adopt interactive communicative approaches in the fields of philosophy, art and technology. Usturlab strives to synergize such energy to contribute to the social ecosystem both nationally and globally.

The operational spectrum of Usturlab is vast. We mainly serve our partners by designing workshops, physical environments for training, art & technology centers, all of which form crucial support to formal education systems.

Turn-key exhibition design and consultancy for content creation are also in our repertoire.

Usturlab is a proud member of ECSITE and a corporate member of the Turkish Astronomical Society(TAD), the official representative of Turkey in IAU and in EAS.



üyesidir



üyesidir

What We Do?



Education

We design and implement innovative education models for public education institutions or private organizations for all age groups.



Science Centers

Science center design, implementation and consultancy services.



Exhibit Manufacturing

Digital/mechanical exhibition setups, interactive games, educational platforms and reproductions.



Production

Animations and cartoons content development, visualize the scientific narrative for children and adults.



Publication

We publish books, games and education materials to raise awareness in the fields of science, philosophy, art, and nature.



Game Design

We produce printed educational board and card games. Also digital games and experiences.



| EDUCATION



EDUCATION

Innovative education programs for all age groups for schools, public institutions, non-governmental organizations or private organizations.



Education Program Design



Forest Explorers Nature Education



Astronomy Education



Training of Trainers Education



Science festivities



Summer and Winter Schools



Camps

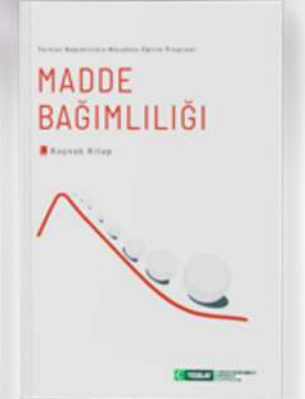


YEŞİLAY (GREEN CRESCENT) TÜRKİYE ADDICTION PREVENTION EDUCATION PROGRAM

5 different age groups from pre-school to adults

We designed and produced:

- 12 academic source books
- 3 educators guide books
- 3 study books
- 34 training presentations
- 9 3D animation movies
- 12 2D animation movies
- 5 children songs
- 10 illustrated children books
- 5 board games





3 Guide Books



3 Study Books



5 Children Songs



10 Picture Books



9 3D Animations

12 2D Animations



34 Digital Presentations



TARNET SMART AGRICULTURE EDUCATION PROGRAM

It is a 36 -week education program specially structured for age groups in middle school and high school.

We designed and produced:

- 2 guide books
- 2 study books
- 2 agriculture and technology education kits
- 1 board game
- 1 card game



PRESIDENCY FOR TURKS ABROAD AND RELATED COMMUNITIES (YTB) TURKISH TIME EDUCATION PROGRAM

The scope of Pre-School Bilingual Education Support Program is designing the corporate identity of the education program, which caters to children aged 3-4 and 5-6 and preparing its curricula and supporting printed materials.

We designed and produced:

- 2 guide books
- 2 study books
- 2 family agenda
- 1 activity book with stickers
- 4 posters
- 1 card game



YTB THEMATIC CHILDREN'S CAMPS EDUCATION PROGRAM

YTB training camps for children and youth.

1, 3 and 7 - day thematic camps has been prepared.

We designed and produced:

- 3 guides books
- 3 camp diaries
- 3 brochures
- 3 posters
- 3 camp bags



YTB CHILDREN ACADEMY ONLINE EDUCATION PROGRAM

Aiming to bring children closer to science, art and philosophy; Online workshops addressing 4 different age groups , 4-6, 7-10, 11-14 and 14+.

We designed and produced:

- Corporate identity
- Website
- Students and education program coordination
- Education design and management
- 176 online tutorials
- 4865 children from 45 countries attended the academy.



YTB CHILDREN ACADEMY ONLINE EDUCATION PROGRAM



Art Education



Astronomy Education





FOREST EXPLORERS SCIENCE IN NATURE EDUCATION PROGRAM

Since 2012

More than 220.000 Children joined the education program.

Our nature school developed to improve the intellectual, emotional and cognitive abilities of the participants, recognizing nature, realizing that the human world is actually an extension of nature, biomimicry thinking method is being introduced.





The Forest explorers reached more than 220,000 children.





YOU CHANGE BEFORE CLIMATE CHANGES EDUCATION PROGRAM

Raising awareness about climate change and zero waste,

Education scope;

- Lesson curriculum
- Climate change dictionary
- Ecosystem game
- Climate change cards
- Presentations





ASTRARIUM DIGITAL ASTRONOMY EDUCATION PLATFORM

It is a digital interactive education application with astronomy content that appeals to all age groups. Includes control panel, computer, sound system and projection system.

A guidebook is available for educators.



USTURLAB ACADEMY TRAININGS OF TRAINERS



Turkish Time ToT



Smart Farming ToT



Smart Farming ToT



YTB Thematic Camp Programs ToT



Robotic Coding Programs ToT



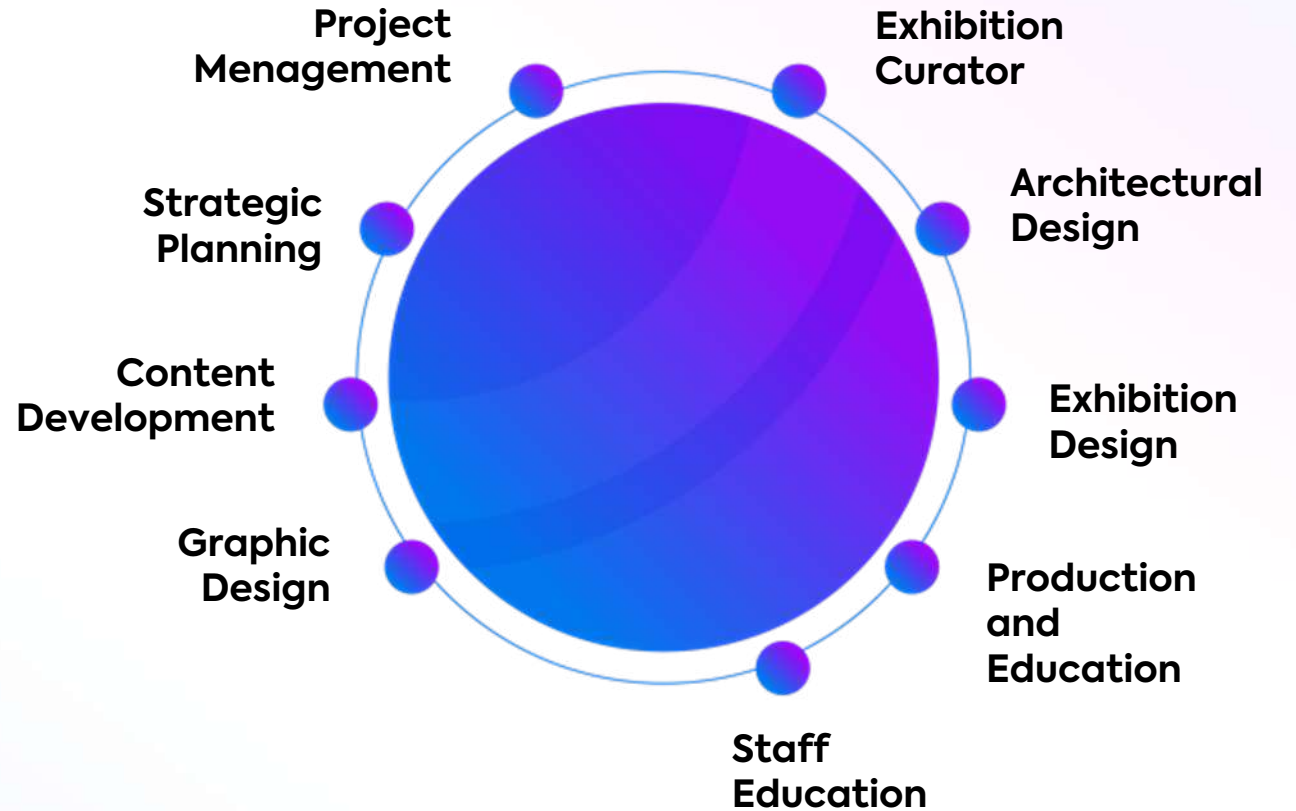


| SCIENCE CENTER



SCIENCE CENTER

We design and execute science center projects, also provide consultancy services.



TOKAT SCIENCE CENTER

The center has 7 exhibition areas and 4 workshop classes with the theme of art, natural science, preschool science-art and augmented reality.





PIONEERS OF MODERN SCIENCE EXHIBITION

The "Pioneers of Modern Science" exhibition, which interactively describes the pioneers of modern science and technologies, mankind's adventure in producing science and the place of Islamic civilization in this adventure.

We designed and produced:

- All curatorial studies
- Project management
- Architectural design,
- Production
- Installation
- Exhibition management
- Education programs





For watch the video click [here](#).



ÇEKMEKÖY NATIONAL GARDEN NATURE SCHOOL

Nature School, located in Istanbul, is a project where nature education is given.





The Sense Star Playground has five sections with interactive and observable installations that appeal to the five senses.





Nature Wall
Within the welcome
area interactive and
scientific hands-on
mechanisms are
included.





Herbarium pavilion and ten gamified outdoor exhibits were designed.



SPACE HOUSES

Space House is designed for individuals of all ages to discover the exciting aspects of the universe. It is intended to host school groups, weekend workshops, trainers' training and astronomy training for adults.



El Battani Space House





Ali Kuşçu Space House



Ulug Begh Space House





| **EXHIBIT**



EXHIBIT

A wide range of production from hands-on exhibits to digital applications.



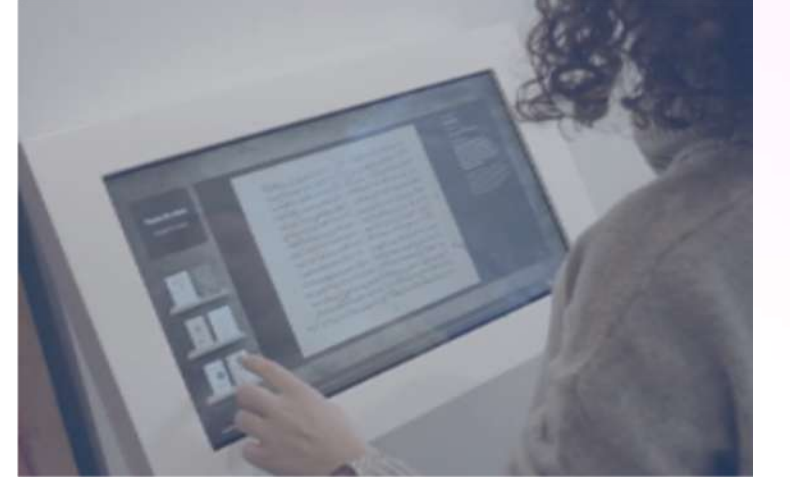
DIGITAL ASSAMBLY



16. Yüzyılda Ağırlığın Ne Kadardı?



Ay Kraterleri



Dijital Kitap



For watch the video click [here](#).





16. century
A Doctor's Handbag



Al Sufi's Planisphere



Alhazen's Camera Obscura



| PRODUCTION



PRODUCTION

Animations' content development, visualize the scientific narrative for children and adults.



For watch the video click [here](#).



2D Animation



3D Animation



**Animated
Movies**



**Digital
Experience**



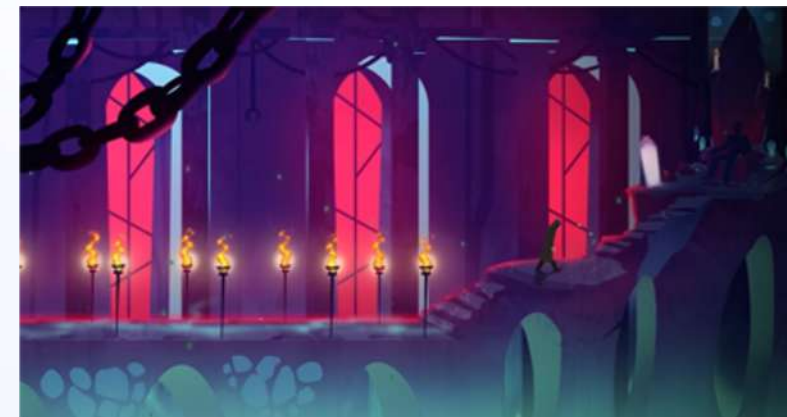
3D ANIMATION MOVIES

Within the scope of the Green Crescent Addiction Prevention Education Program, 3D animations appealing to pre-school, primary and secondary school levels were produced.



2D ANIMATION MOVIES

2D animations were produced for high school youth and adults as part of Green Crescent Addiction Prevention Education Program. Purpose-oriented animation universes were designed for each age group and 12 animation movies were produced.





DIGITAL EXPERIENCES
DIGITAL GAMES

YOU ARE THE UNIVERSE

It is an interactive digital experience application in which the user paints predetermined characters/shapes, either printed or digital, takes/scans photographs of these figures, and enables these photographs to come to life in a wide-angle digital universe.

We can do customization.

A new universe, characters/objects and places specific to the new universe can be created.



For watch the video click [here](#).



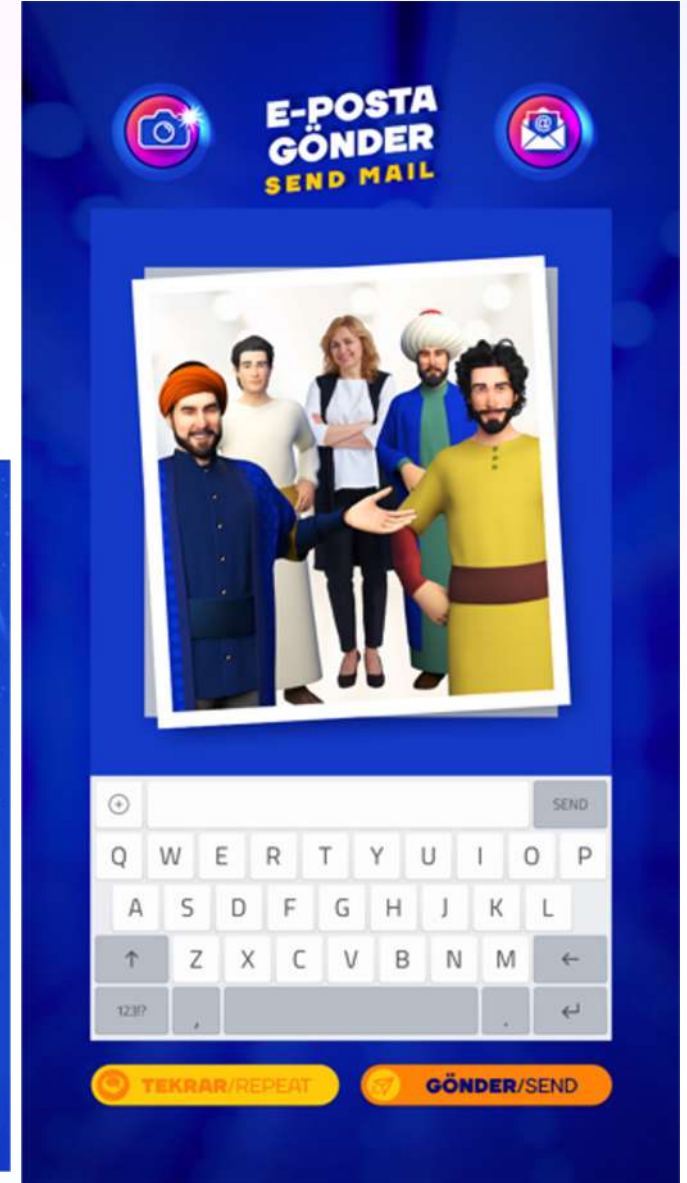


SAY CHEESE WITH PIONEERS

The "Say Cheese with the Pioneers" is a digital photography application. Visitors can take photos with the characters of important names from the history of science, share them on their social media accounts, and send the photo to the visitor by e-mail or printed form. The photos can be designed in different concepts.

We can do customization.

A new universe, characters/objects and places specific to the new universe can be created.



KINECT GAMES



Buzz Park



Mission to Moon



For watch the video click [here](#).



TOUCH-SCREEN GAMING KIOSKS



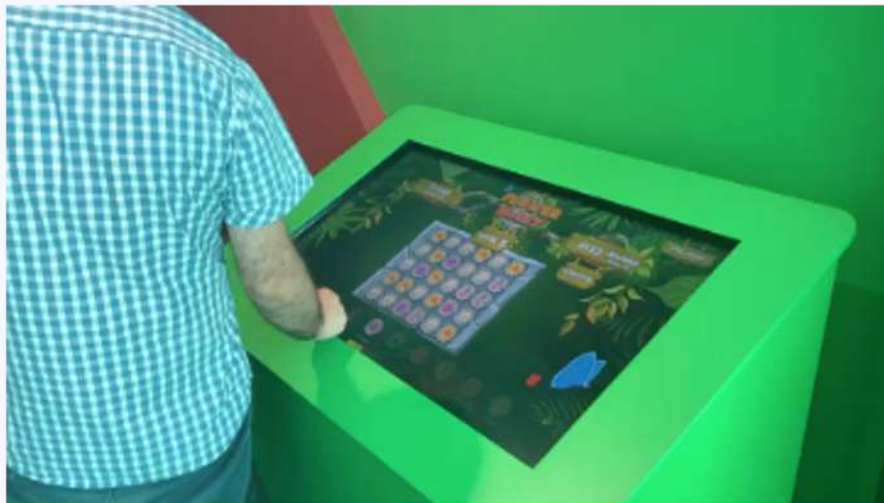
Planet Boom



For watch the video click [here](#).



Question and Answer Game



Flower Blast



For watch the video click [here](#).



Crack the Code with AI Kindi



For watch the video click [here](#).



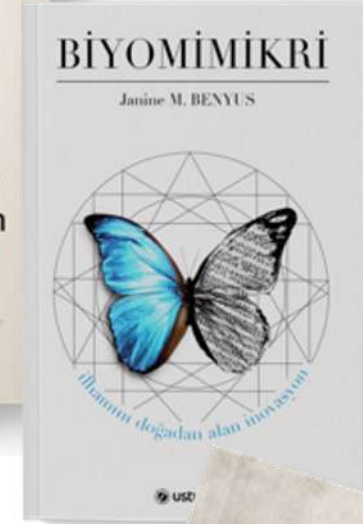


| PUBLISHING



BOOKS

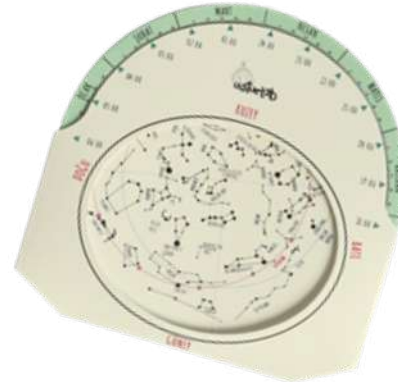
Production of publications to raise awareness in the fields of philosophy, art, science and ecology and to increase interest in art and science.



PAPER MODELS



Astronomy Themed Paper Model Sets



Sky Atlas



Constellation Binoculars





BOARD GAMES ACTIVITY BOXES

Production of a wide range of educational,
entertaining board games, card games and
activity boxes





**CORPORATE IDENTITY
PRODUCT PORTFOLIO**



GREEN CRESCENT BRAND CREATION AND PRODUCT PORTFOLIO

We created a new brand for Yeşilay (Green Crescent) which named YETI

We designed and produced:

Corporate Identity

2 Board Games

4 Card Game

6 Sticker Activity Books

4 Art Activity Books





TRT MARKET LICENSED PRODUCTS



Fruit Bingo
Board Game



Nature
Exploration Kit



Astronomy
Exploration Kit



In Trace of
Animals
Board Game



Garden
Detectives
Board Game



Nature Explorers
Card Game



Inspiring Animals
Biomimicry
Card Game



MISSION TO MARS BOARD GAME

A board game, takes place on Mars. By coding the real robots sent to Mars, one can complete the missions. It familiarizes kids with robotics and coding, which lay the foundation of modern technology.





| CORPORATE SOLUTIONS



ISTANBUL AIRPORT KIDS PLAYGROUNDS

As part of the Istanbul Airport Child-Friendly Airport Project, kinect games, touch-screen gaming kiosks and interactive digital experiences were designed in astronomy and nature-themed playgrounds for little guests.



Games Designed and Installed

Planet Boom: Astronomy Themed Attention and Perception Game

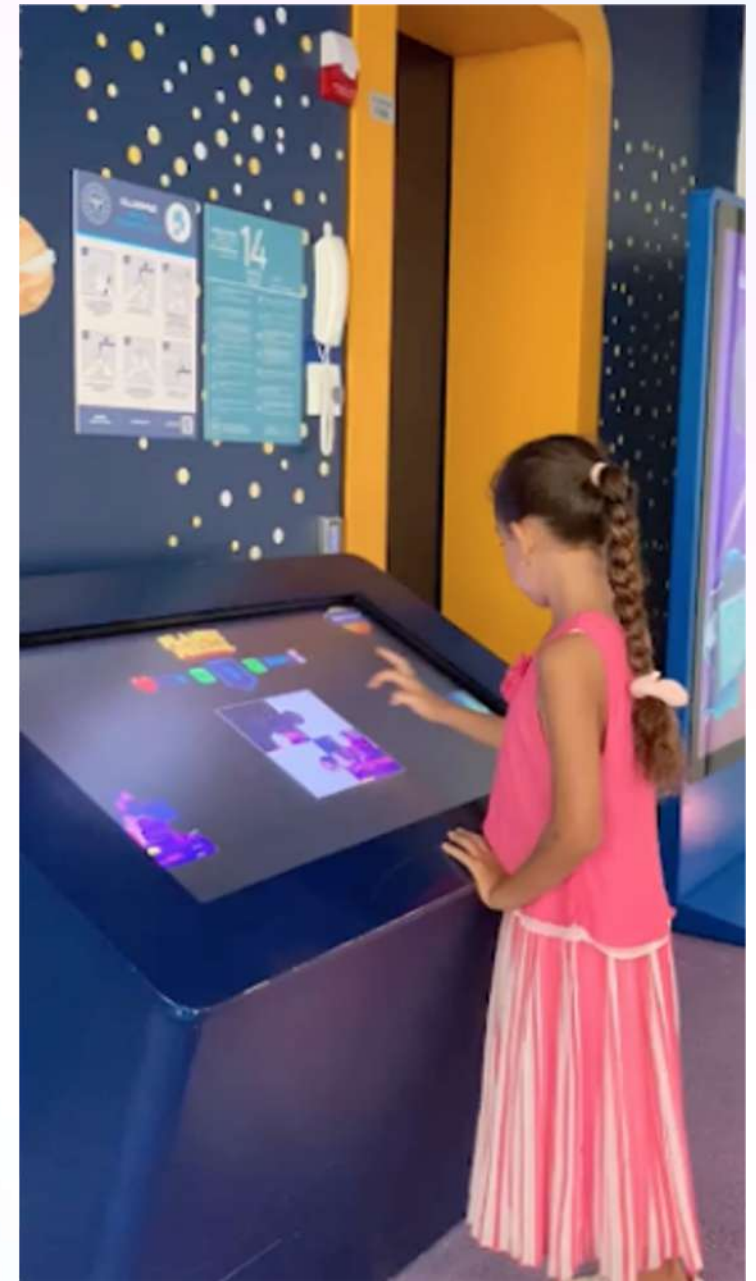
Flower Blast: Nature Themed Attention and Perception Game

You Are the Universe: Astronomy Themed Digital Interactive Drawing Application

Space Scale: Digital Weight Which Shows Variable Weights in Other Planets

Buzz Park: Nature Themed Kinect Game

Mission To Moon: Astronomy Themed Kinect Game





TÜBİTAK BİLGEM TEKNOFEST SCIENCE COMMUNICATION

All scientific activities held at BİLGEM stands during Teknofest were organized. The company's stand was designed and installed.



We designed and produced:

- Say Cheers with Pioneers Photo Shooting
Application Design, Kiosk Production
- BİLGEM Universe Digital Mapping Application
Design, Kiosk Production, Screen Supply
- BİLGEM Digital Game Design, Kiosk Production
- Stand Design and Production
- Preparation of cloth bags, medallions and VIP
gifts









TÜBİTAK BİLGEM SCIENCE FESTIVALS

Products produced and researched under the roof of TÜBİTAK Informatics and Information Security Advanced Technologies Research Center, as well as laboratories where new researches are carried out; scientific infrastructure and entertainment were brought together with the participants in the observation festivals and science festivals.

All the materials produced are based on experience.

- Van Observation festival
- Antalya Observation festival
- Konya Science festival
- Erzurum Observation festival

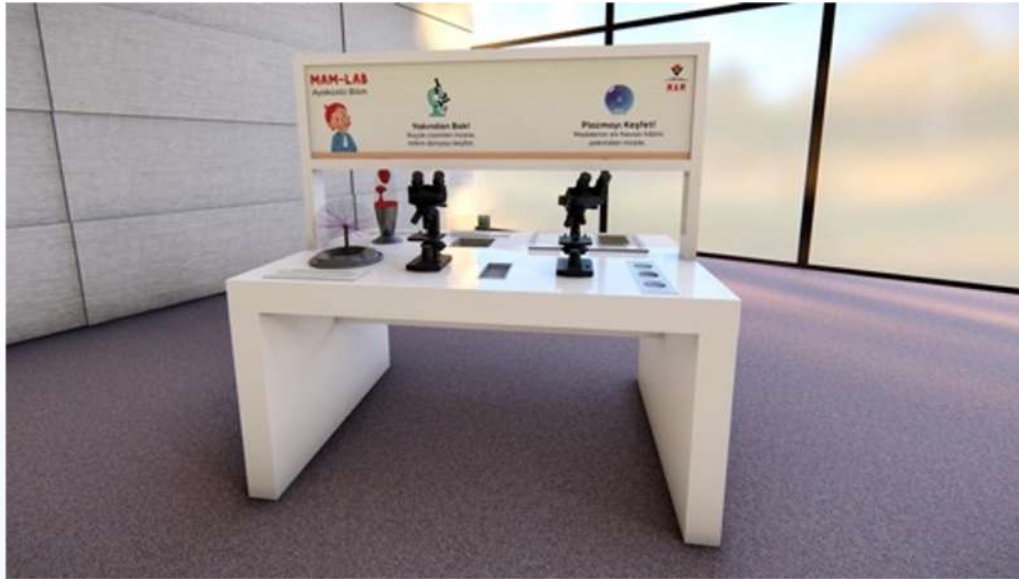




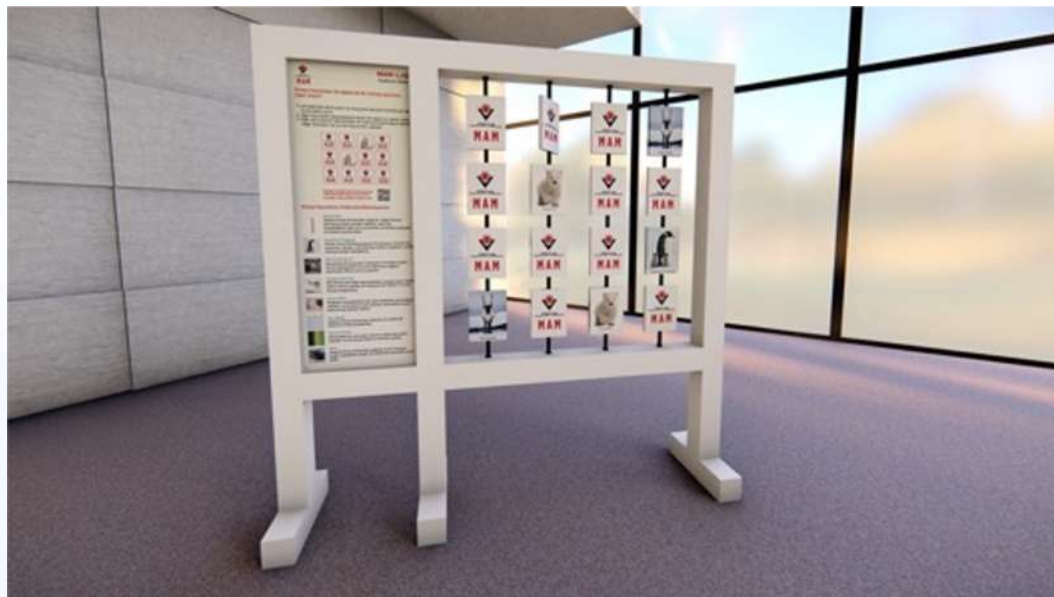
TÜBİTAK MAM TEKNOFEST SCIENCE COMMUNICATION

All scientific activities held at MAM stands during Teknofest were organized, mechanisms were set up and stands were managed.











We designed and produced:

- Microscope Table
- 3D DNA Model
- Arctic Animals Matching Game
- Water Waste Management Activity Table
- Fuel Cell Activity Exhibit
- Seismometer Exhibit
- Bor Mobile Car Illuminated Panel
- Crime Scene Investigation Activity Room
- TÜBİTAK Marmara Research Ship Puzzle
- TÜBİTAK Marmara Research Center Digital Puzzle Application



TUBITAK MAM SCIENCE FESTIVALS

Products produced under the roof of TÜBİTAK Marmara Research Center, as well as laboratories where new researches are carried out; scientific infrastructure and entertainment were brought together with the participants in the observation festivals and science festivals. All the materials produced are based on experience.

- Van Observation festival
- Antalya Observation festival
- Konya Science festival
- Erzurum Observation festival
- Tuzla Science festival





ISTANBUL AIRPORT RAMADAN EVENTS

Within the scope of Ramadan 2022 events at Istanbul Airport, services were provided in two separate temporary exhibitions and three separate workshop areas of airport.

Events in the scope of;

- Journey to Ipseity Digital Art Exhibition
- From Dawn Till Night by Sinan the Great Architect Photography Exhibition
- Islamic Geometry Workshops
- Camera Obscura Workshops
- Constellations Workshops





Journey to Ipseity Exhibition



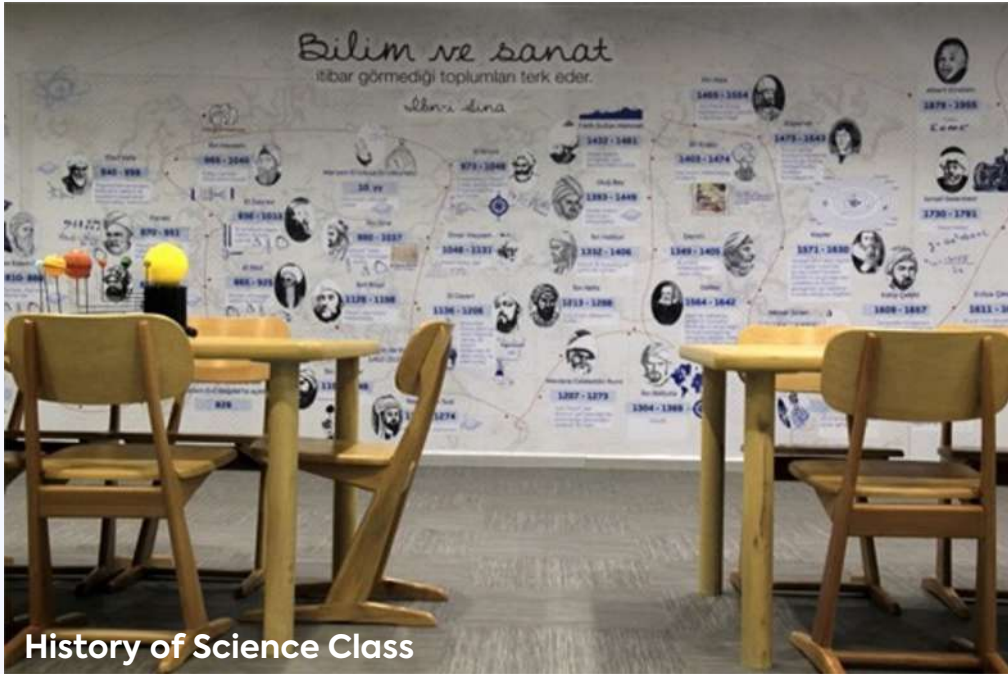
Camera Obscura, Islamic Geometry,
Constellations Workshops



From Dawn Till Night by
Sinan the Great Architect Exhibition



THEMATIC CLASSROOM DESIGNS



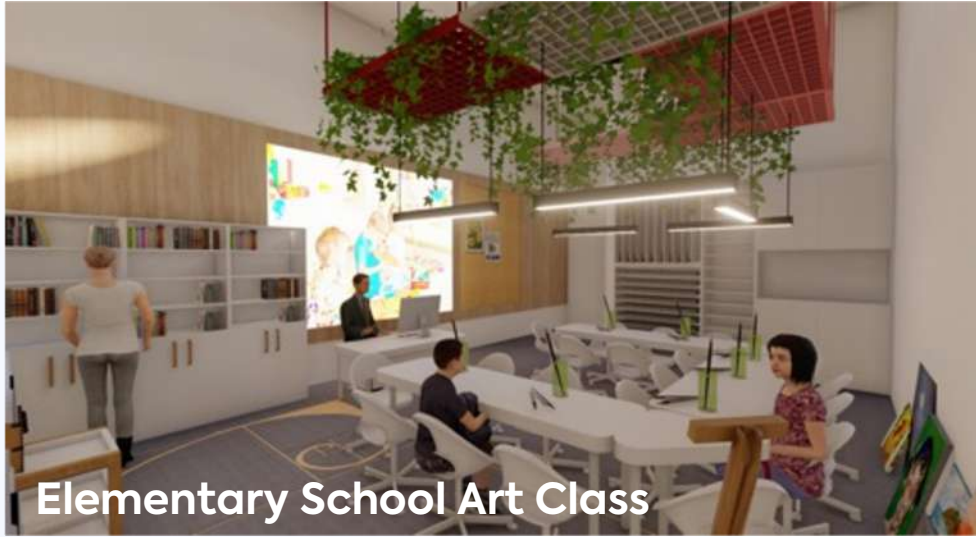
History of Science Class



Ecology Class



Geograpy Class



Elementary School Art Class



Preschool Art Class



Science Class

THEMATIC WALL DESIGNS

Huge wall posters, in which short and striking information is detailed with visuals, are designed for various places such as school corridors, classrooms, conference halls.

Such as;

- History of Science Wall
- Music Wall
- Evolution of Numbers





usturlab

Murat Reis Mh, Yeni Ocak Sk,
No:33 Üsküdar/ İstanbul

+90 543 206 10 99

bilgi@usturlab.com.tr