



Interpretation by Design.

EDX creates visitor-centered experiences guided by the principles of interpretive learning and contemporary design.



An invitation to interact.

Get a feel for our company, thinking,
and collaborative approach.



National scale, personal feel.

A memorable experience that tells a captivating story. It's our ongoing pursuit at EDX, a collaborative of exhibit designers, thinkers, and planners based in Seattle, Washington.

We help organizations, businesses, museums, and parks to engage thousands each year, from the fjords of Alaska to Puerto Rico's historic forts, inspiring people from all walks of life to connect with the story.

At EDX, broad-minded creativity and interpretive strategies are closely aligned. Our practice weaves together design contributions across disciplines and media to create seamless, multi-sensory experiences. Our finished projects connect with audiences in a direct and personal way, creating environments where curiosity is rewarded and learning happens naturally.

Partners Charles Davis and David Edquist lead a team of designers and contract staff, each with specialized expertise. An architect, designer, and educator, Charles has over two decades of experience in interpretation and exhibit design. With over 30 years as an exhibit and environmental designer, David has created award-winning exhibitions for renowned museums across the country.



Our capabilities

- Interpretive planning
- Exhibit design
- Graphic design
- Architecture
- Environmental design
- Interactive media
- Museum master planning
- Research
- Interpretive content
- Signage and wayfinding

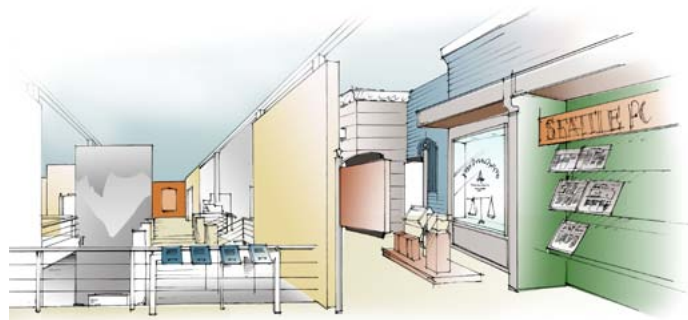
Our principles & purpose

We consider every project from a range of perspectives, including six key ideas: Storytelling, Interactivity, Discovery, Accessibility, Individuality, and Sustainability.



Storytelling

At the heart of our exhibits are stories, ways of relating wide-ranging subjects to experiences we all share. By finding the narrative thread within every project, we help visitors find relevance to their own lives.

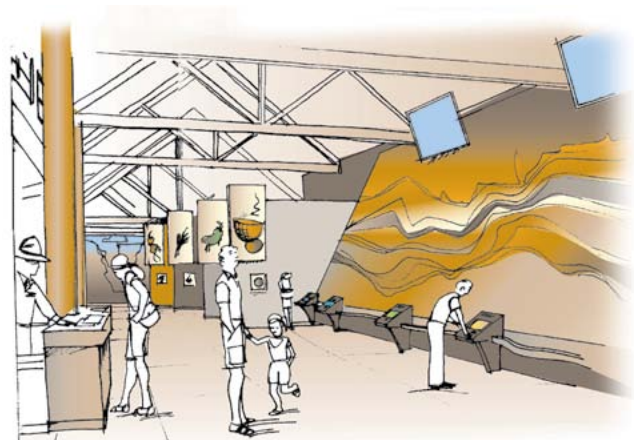


Sustainability

We weigh the potential impact of all our choices. That means embracing green building principles, locally sourced materials, and energy efficiency. It's a commitment that guides our daily approach and how we choose partners for our projects.

Interactivity

When all senses are engaged, you simply learn more. We encourage people to actively look, hear, touch, and discuss. By wrapping visitors' hands and minds around big ideas, we make the experience more memorable—and enjoyable.

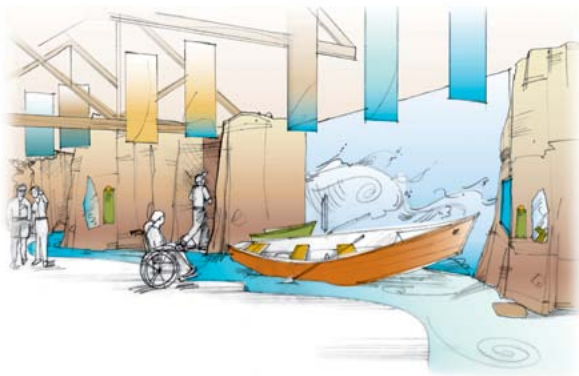


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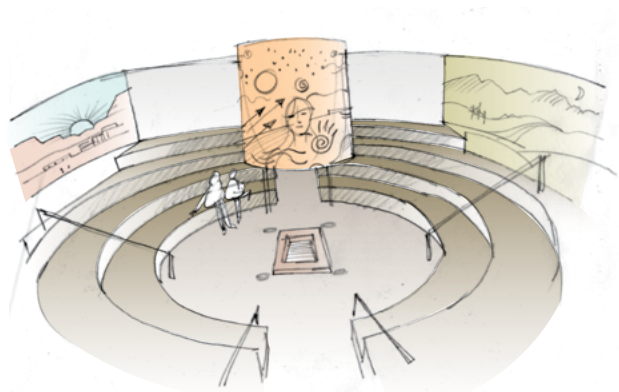
Discovery

Stories old and new deserve a fresh approach. We look for striking and original solutions that beckon people in, move them to explore, and keep the enthusiasm brewing after they leave.



Accessibility

Equal access isn't optional. So we break down the barriers to involvement. Guided by universal design principles, we strive to give all visitors the same enlightening and immersive experience.



Individuality

We consider the perspectives of people of all ages, interests, and backgrounds. Multiple levels of information let visitors design their own experience, no matter how much they know about the subject or how they like to learn.

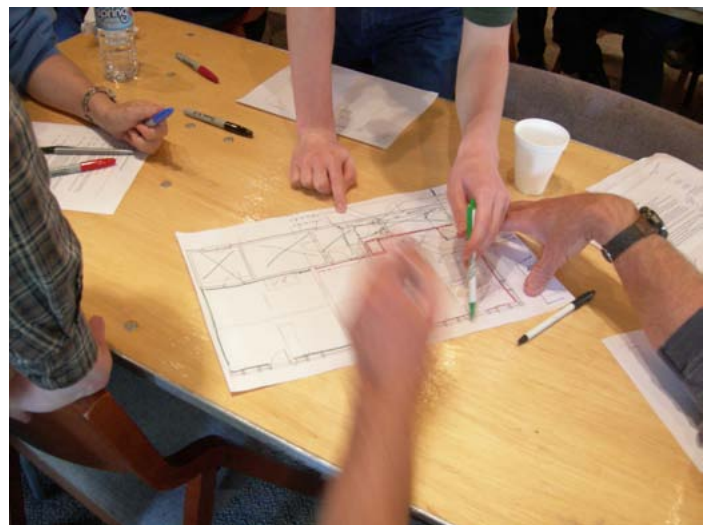
Listen. Collaborate. Create. Repeat.

Collaboration is central to our process.

We guide you through our approach and work to build the relationship, whether it's our first project together or our tenth. Together, we dig deeply into your organization, your audience, and your expectations and goals. More than getting to know you, it's about using your expertise as a launch pad for our own.

Through brainstorming charettes, we exchange ideas and widen the possibilities. This multi-day process engages our clients and team in hands-on activities to explore the spectrum of options. The results are shared and discussed, and the most successful ideas move to the next phase. Once the vision is in place, we bring together the disciplines that can give it full expression: architecture, interpretive planning, exhibit design, graphic design, interactive media, and others.

Our aim is a complete and fully realized experience. One that reflects your audience as well as your budget and project goals. When all the pieces are aligned, the impact is extraordinary.



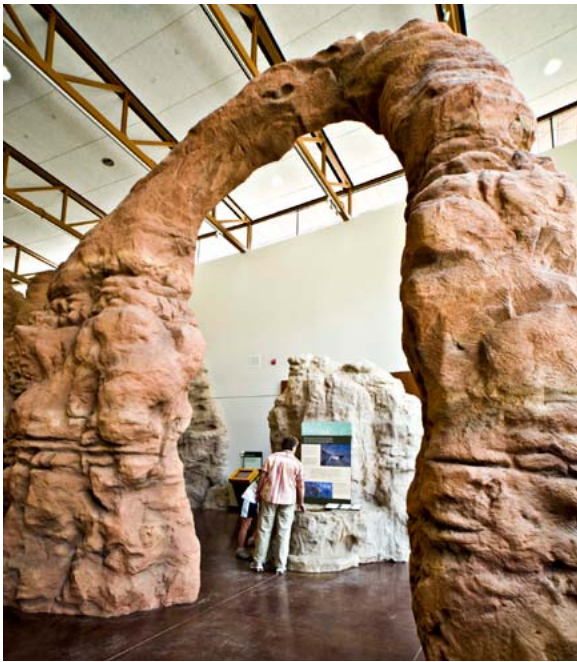
Made to open minds.

Our experiences engage the intellect and stimulate the senses. And understanding follows naturally.



Categories of Expertise

Human History, Natural History, Science & Technology, Retail, Corporate, Government



Stirring curiosity near and far.

EDX is a partner to organizations of all sizes and profiles, from public institutions to private companies.

Arches National Park

Visitor Center Exhibits, 2005

Arkansas Post National Memorial

Long Range Interpretive Plan, 2009

Armed Forces & Aerospace Museum

Interpretive concept plan, 2008

Aztec Ruins National Monument

Visitor Center Exhibits, In process

Bainbridge Island Japanese American Exclusion Memorial

Interpretive Exhibits Design, 2011

Bandelier National Monument

Visitor Center Exhibits, 2010

Bartell Drug Stores

Retail store design, In Progress

Big Bend National Park

Panther Junction Visitor Center Interpretive Exhibits, 2008

Big Cypress National Preserve

Visitor Center Exhibits, 2009

The Bureau of Land Management National Training Center

Training Center Interpretive Exhibits, 2006

California Parks Company

Interpretive Media Plan for Retail, 2008

Chesapeake & Ohio Canal National Historical Park

Great Falls Tavern Visitor Center Exhibits, 2009

Chiricahua National Monument

Long Range Interpretive Plan, 2011

Christa McAuliffe Planetarium, Alan B. Shepard Discovery Center

Interpretive Master Plan, 2007

Devils Tower National Monument

Visitor Center Exhibits, 2004, and in progress

Dinosaur National Monument

Visitor Center Exhibits, 2011

Dufer Point Visitor Center

Bureau of Reclamation Interpretive Planning and Design, 2009

Florissant Fossil Beds National Monument

Visitor Center Exhibits, 2011

Fort Bowie National Historic Site

Long Range Interpretive Plan, 2011

Fort Donelson National Battlefield

Long Range Interpretive Plan, 2008

Fort Moultrie at Fort Sumter National Monument

Lighting Design, 2007

Fort Nisqually Living History Museum

Interpretive Center Exhibits, 2009

Fort Vancouver National Historical Site

Exhibits Schematic Design, 2009

Glacier National Park

St. Mary Visitor Center Visitor Center Exhibits, 2010

Grand Canyon National Park

Grand Canyon Visitor Center Visitor Center Exhibits, 2011

Grand Canyon VC Interpretive Plaza Conceptual design and interpretive planning, 2010

Grand Teton National Park

Colter Bay Visitor Center Interpretive Exhibits, In Progress

Great Sand Dunes National Park

Visitor Center Exhibits, 2004

Guilford Courthouse National Military Park

Visitor Center Exhibits, 2001

Hawaii Children's Discovery Center

Museum Exhibits, 2000

John Muir National Historic Site

Exhibit Planning, 2008

Kalispel Interpretive Center

Interpretive Center Exhibits Conceptual Design

Kenai Fjords National Park

Long Range Interpretive Plan, 2009

Klondike Gold Rush National Historical Park, Seattle Unit

Visitor Center Exhibits, 2006

Lake Roosevelt National Recreation Area,

Fort Spokane Visitor Center

Visitor Center Exhibits, 2010

Lassen Volcanic National Park

Long Range Interpretive Plan, 2011

Visitor Center Exhibits, 2008

McAuliffe Shepard Discovery Center

Phase I Exhibit Design, 2008

Mercer Slough

LEED Interpretive Design, 2010

Mesa Verde National Park

Visitor Center Exhibits, 2011

Museum of Nature and Science

Primary Interpretive Development Plan,

Trackways exhibit, 2009

Natchez National Historical Park

City of Natchez Visitor Center

Visitor Center Exhibits, 2008

William Johnson House

Visitor Center Exhibits, 2005

New Bedford Whaling National Historical Park

Visitor Center Exhibits, 2006

North Cascades National Park Service Complex

Golden West Visitors Center

Visitor Center Exhibits, Design completed

2004

Northwest African American Museum

East by Northwest: A New African American Experience

Exhibit Design, 2009

Northwest Black Pioneers

Traveling Exhibit Design, 2009

Oregon Caves National Monument

Chalet Visitor Center

Cave Junction, Oregon

Visitor Center Exhibit Design, In progress

Pipe Spring National Monument

Visitor Center Exhibits, 2003

Port Townsend

Signage and Walking Tour Interpretive

Design, In Progress

Russell Cave National Monument

Long Range Interpretive Plan, 2009

San Juan National Historic Site

Visitor Center Exhibits, 2011

Santa Barbara Maritime Museum

Surfs Up! Museum Exhibit, 2008

Safety at Sea Museum Exhibit, 2007

Museum Master Plan, 2006

Maritime California Coast Museum Exhibit, 2005

Shiloh National Military Park

Graphic Design for Long Range Interpretive Plan, 2010

Stevens Hospital

Graphic Design for Historical Display, 2011

Timpanogos Cave National Monument

Visitor Center Exhibit Schematic Design

Tucson Children's Museum

Graphic Design, 2006

University of California, Davis

UCD Museum of Art

Conceptual Planning and Marketing Design, 2007

The USS Missouri Memorial Association

Interpretive Exhibits, 2006

Vicksburg National Military Park

Vicksburg, Mississippi

Interpretive Exhibits, 2007

Wrangell St. Elias National Park

Cooper Center, Alaska

Visitor Center Exhibits, 2003

Ahtna Heritage Center

Conceptual Planning, 2002

The experts behind the experience.

Meet our tight-knit team of designers, thinkers and planners. We're much more than the sum of our talents.





David Edquist

David has twenty-five years of experience as a designer, specializing in interactive exhibit and environmental design. David holds an MFA in Design from Cranbrook Academy of Art and has been a creative director on projects for major North American museums and national parks.

Prior to the establishment of EDX in 1999, David worked in Santa Monica as a Design Director with Bright and Associates; a subsidiary of Chiat/Day/Mojo. He was a Senior Designer with Landor Associates, San Francisco, and Creative Director for The Davis Group in Seattle. In addition he worked at the Field Museum of Natural History, where he was involved with the design and implementation of that institution's largest exhibit project to date: "Maritime Peoples of the Arctic and Northwest Coast."

Charles F. Davis, AIA

An architect with background in education, interpretation, and exhibit planning and design, Charles is also an engaging public speaker and workshop facilitator.

Charles received a Masters of Education from Michigan State University, focusing on the education processes that occur in parks, museums, and zoos through interpretation, programs, and exhibits. Over ten years of museum work experience provided Charles with significant hands-on experience planning, developing, and designing interpretive programs and exhibits in a variety of settings.

In addition, Charles holds a Masters of Architecture from the University of Washington. With this architectural understanding, Mr. Davis enriches the Edquist Davis Exhibits team with his understanding of building structures, lighting, and mechanical systems.

Julie Nathon Sayigh

Associate

Julie brings a wealth of expertise in interpretive media, with over 10 years of experience designing interpretive graphics and exhibits for museums and visitor centers. Julie is a Certified Interpretive Planner through the National Association for Interpretation. As a planner and designer, she has energetically facilitated groups in multiple languages and diverse settings from Alaska to Arkansas to Zambia.

Julie holds a BFA in Visual Communications from the University of Washington and has worked with EDX since 2005. Prior to joining EDX, Julie designed branding, identity and print projects at Carbone Smolan Agency, NYC and Platinum Design, NYC. She designed her first exhibits in Washington, DC, where she was the lead graphic designer for a permanent exhibit space at The National Museum of the American Indian. Julie also spent two years working in community-based preventative health programs in Zambia with the Peace Corps.

Becky Alexander

Designer

Becky's diverse skill set includes graphic and multimedia design, exhibit research and database management. She assists in all phases of EDX's projects, offering input in the design and execution of an exhibit as well as organizational support and research to ensure a smooth transition to fabrication. Becky holds a BFA in Visual Communication Design from the University of Washington. She called Chicago home before relocating to Seattle to join EDX in 2008.

Craig Somers

Associate

Craig has worked with EDX since 2005 as a graphic and exhibit designer and project manager. Originally from Michigan, Craig studied both architecture and graphic design at the University of Michigan and earned a BFA from their School of Art and Design.

Prior to joining the EDX team, Craig worked at M1/DTW, a multi-disciplinary design studio in Detroit, where he contributed to a variety of graphic design projects including an award-winning publication series. Craig has also worked in the National Park Service, serving as a Student Conservation Association intern in the North Cascades National Park Complex.

Megan Martin

Designer

A native of the Seattle area, Megan joined the EDX team in 2008 just after graduating from the University of Washington with a BFA in Visual Communication Design. Megan has contributed her design sensibilities to enhance both graphic and exhibit design projects with EDX. She also assists with image research, database and project management. Prior to joining EDX, Megan worked in print and packaging design with a Seattle wine distributor.

Let's put our heads together.



Edquist Davis Exhibits, Inc.

4555 Roosevelt Way NE
Suite 150
Seattle, WA 98105

tel: 206-528-5556

fax: 206-528-5557

info@edxseattle.com

Business

Charles Davis, chas@edxseattle.com

David Edquist, david@edxseattle.com

Employment

jobs@edxseattle.com