



BRAND STYLE GUIDE



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THE GUIDE

Destination Imagination Brand Style Guide

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WELCOME & INTRODUCTION

BRAND AND STYLE GUIDE

Welcome to the Destination Imagination, Inc. Brand and Style Guide, our official guiding resource for communicating with external and internal audiences. We hope this will be a valuable resource as you support our organization. Our Brand and Style Guide was created to alert you to copyright and trademark issues, establish the foundation of our brand identity and assist you in the development of communication efforts with consistent brand messaging.

By adhering to the guidelines presented within these pages, you will help our organization strengthen the Destination Imagination brand.

With our organization working in unison with a singular voice and streamlined visual identity—we will be better positioned to grow Destination Imagination into a household name. The style guide focuses mainly on Destination Imagination trade dress and provides the framework for consistent brand messaging. For matters of grammar, we recommend “The Gregg Reference Manual: A Manual of Style, Grammar, Usage, and Formatting” by William A. Sabin. For matters of style, please adhere to the most recent edition of “The Associated Press Stylebook.” If you have any questions about this resource or about Destination Imagination branding in general, please send an e-mail to branding@dihq.org. Thank you for all you do for Destination Imagination.

SECTION 1: MESSAGING, MISSION, VISION AND DEFINITIONS

01

MESSAGING

Brand messaging is the one thing that should tie together every piece of content created by Destination Imagination (DI) and its Affiliates. This messaging framework serves as the first step to creating impactful and consistent communication efforts, from one-sheets to Affiliate website copy and more.

BRAND PROMISE OR VISION

A strong brand promise is a value or experience that DI customers can expect to receive every time they interact with the organization.

POSITIONING STATEMENT

A positioning statement identifies where DI fits in the marketplace.

TARGET PERSONAS

Target personas categorize the goals and behaviors of hypothesized groups of customers.

MISSION

A mission should clearly outline DI's reason for existing and the organization's ultimate goals and core beliefs.

TONE OF VOICE

Tone of voice is the "personality" of our brand conveyed in written form.

ELEVATOR PITCH

An elevator pitch refers to describing our brand in 30, 60 or 90 seconds to an outside audience.

MESSAGING

See below for each component of the messaging framework grid as it applies to Destination Imagination and the Challenge Experience.

BRAND PROMISE

Global nonprofit inspiring the next generation of leaders, innovators and creative problem solvers.

POSITIONING STATEMENT

Destination Imagination is an educational nonprofit organization that teaches pre-K through university level students the creative process through project-based STEAM (science, technology, engineering, arts and mathematics) Challenges.

ELEVATOR PITCHES

When speaking generally about Destination Imagination

Destination Imagination (DI) provides a variety of STEAM-based educational experiences designed to reach students across the globe in school, in clubs, and at home.

When speaking specifically about DI's Challenge Experience

SIMPLE:

Our mission is to inspire and equip students to imagine and innovate through the creative process.
In our project-based academic competition, students work together in teams to solve one of our seven open-ended challenges. Each team works on its solution over several weeks or months before bringing it to a local tournament to be scored and celebrated.

EXPANDED:

Our mission is to inspire and equip students to imagine and innovate through the creative process.
In our project-based academic competition, students work together in teams to solve one of our seven open-ended challenges. Each challenge has a different educational focus: Scientific, Technical, Engineering, Fine Arts, Improvisational, Service Learning, and Early Learning.
Each team works on their solution over several weeks or months.
A solution is a presentation that is then brought to a local tournament to be scored and celebrated by trained volunteers.

TONE OF VOICE

Fun, Cutting Edge, Inclusive & Collaborative, Inspirational, Conversational.

TARGET PERSONAS

Educators & Administrators, Parents & Guardians, Prospective Volunteers, Student Participants (Past, Present, Future), Like-minded Organizations & Corporations

SECTION 1: MESSAGING, MISSION, VISION AND DEFINITIONS

MESSAGING

Answer inquiries about Destination Imagination and develop helpful, promotional content by utilizing the “Who, What, Why, How and When” of DI.

WHO “DOES” DI?

Students in grades pre-K through university who look for hands-on learning opportunities that allow them to practice and expand their proficiency with 21st century skills, particularly the less definable aspects of creativity and perseverance, and to practice productive and effective communication techniques. And who want to have fun!

Teachers and administrators who look to complement curriculum and prepare their students for the world before them through educational experiences that instill the confidence and creativity required for success, with an understanding that these skills need consistent and central focus.

Volunteers who have a dedicated interest in fostering 21st century skills and social emotional learning in future leaders and innovators, and who are committed to growing and strengthening their local DI communities.

Parents and guardians who seek to provide life-changing growth and learning opportunities for their children and who prefer tools that teach students how to think, rather than what to think.

Alumni who fully understand the benefits of their DI experiences and strive to ensure future generations have the same exposure and feel the same impact.

WHAT WE BELIEVE

The Destination Imagination global community is united by a core belief that when students have the freedom to grow and collaborate without boundaries, their confidence explodes and the world opens up to them in new ways. We enable this transformation by providing challenges rooted in STEAM subjects that inspire unique solutions through the use of the creative process.

We believe that every child deserves the opportunity to tell their story, share their unique creations and be celebrated for what they've accomplished. Through witnessing this process of creative self-expression and validation, students blossom into more confident and knowledgeable individuals.

MESSAGING

WHY

Some of the most successful people in the world share a common aptitude for 21st century skills – they are creative, curious, and collaborative problem solvers; they overcome obstacles and persevere through adversity; they take risks and learn from their failures; and they value engaging, effective, and proactive communication. These universal skills propel us forward and increase the odds for success in any career. Young children are naturally predisposed to these skills, though research suggests they begin to lose them if they are not nurtured and encouraged as they begin school. The rigors of academics set in and the balance of time spent fostering the valuable and transferable 21st century skills shifts, giving children fewer opportunities to build capabilities in the areas that will benefit them most.

HOW

Destination Imagination (DI) is rooted in the creative process and provides a variety of STEAM-based educational experiences designed to reach students where they are – in school, in clubs, and at home – with a consistent approach focused on building valuable and transferable 21st century skills in all children. DI’s Challenge Experience has grown into the world’s largest exhibition of creativity. The Challenge Experience is open to students in kindergarten through university and applies the creative process across six Challenge areas that focus on technology, science, engineering, fine arts, improvisation and service learning. DI also provides resources tailored to a pre-K audience through its Early Learning Challenge and STEM Pathways educational resource.

THE TOURNAMENT SEASON AT A GLANCE

Teams have the opportunity to exhibit their creativity and innovation by showcasing their solutions at local tournaments.



Please note that Southern Hemisphere DI teams will have an adjusted timeline.

SECTION 1: MESSAGING, MISSION, VISION AND DEFINITIONS

MISSION AND VISION

MISSION STATEMENT

We recognize that Affiliates may have different mission and vision statements. These statements are the official mission and vision statements of Destination Imagination. Our Board of Trustees crafted a mission statement to define the organization's purpose and primary objectives. The mission statement should not appear in most external communications; it should be used only when specifically requested, as in documents such as grant applications. Our mission statement is our internal definition of our overarching business goal:

MISSION

To inspire and equip youth to imagine and innovate through the creative process.

VISION STATEMENT

A vision statement is designed to guide the organization and present our values to external audiences. It presents a portrait of who we are, what we represent, and who we want to be. Below is our vision statement.

VISION

Ignite the power of ALL youth to be the creative and collaborative innovators of tomorrow.

DI PRINCIPLES

COLLABORATION

We work as a team because together we go further

RESPECT

We treat all people with fairness, kindness, and consideration

STEWARDSHIP

We accept personal responsibility to nurture a global culture of creativity, innovation, and self-expression

PERSEVERANCE

We encourage trying until we achieve any goal

INTEGRITY

We hold ourselves to the highest standards by owning our work, actions, and decisions

STANDARD DEFINITIONS

These definitions are for common use. Using these definitions regularly, and exactly as worded, will help strengthen our brand recognition. Imagine a hundred people all shouting something different. Now imagine that same group of people shouting the same thing. If we are consistent, and we all use the same language, it will resonate with audiences.

DESTINATION IMAGINATION

Destination Imagination is a volunteer-led non-profit organization that develops educational programs to teach students the creative process from imagination to innovation. The organization has more than one million alumni and 38,000 volunteers around the world.

DESTINATION IMAGINATION TOURNAMENT

Destination Imagination is an educational program where student teams solve open-ended academic Challenges and can present their solutions at tournaments.

ELEVATOR SPEECHES

An elevator speech is designed for verbal use, mainly as a brief, casual response to an interested party. For our advocates, we offer these answers to the question: “What is Destination Imagination?”

DESTINATION IMAGINATION

Destination Imagination is a non-profit that helps students around the world learn and experience the creative process from imagination to innovation. We develop programs that teach the creative process, so children can solve problems in astonishing ways. Our participants build a lifelong confidence in working together to solve any challenge.

DESTINATION IMAGINATION CHALLENGE EXPERIENCE

The Destination Imagination Challenge Experience is a fun, hands-on system of learning that fosters students’ creativity, curiosity and courage through open-ended academic Challenges. We hold tournaments where student teams showcase their solutions to STEAM-based (science, technology, engineering, arts and mathematics) Challenges. Our participants build a lifelong confidence in working together to solve any challenge.

CHALLENGE

A Destination Imagination Challenge is an open-ended project that takes creativity and teamwork to solve.

SECTION 2: NUMBERS AND FIGURES

02

OUR IMPACT

30,000+

Number of students who participate in Destination Imagination programs annually

13,000+

Number of Destination Imagination volunteers worldwide

1 MILLION+

Program reach since 2000

5 YEARS

Average length of participation in DI

40+ STATES

Number of U.S. states that participate in DI

27 COUNTRIES

Number of countries that participate in DI

8,000+

Number of people who attend Global Finals

500+

Number of teams at Global Finals



1,000,000
PROGRAM REACH
SINCE 2000



7
CHALLENGES:
TECHNICAL, SCIENTIFIC,
ENGINEERING, FINE ARTS,
IMPROVISATIONAL,
SERVICE LEARNING,
EARLY LEARNING



13,000+
VOLUNTEERS



40 & 27
PROGRAMS IN
40 STATES &
27 COUNTRIES



5
AGE LEVELS: PRE-K,
ELEMENTARY,
MIDDLE, SECONDARY,
UNIVERSITY



30,000+
PARTICIPANTS ANNUALLY



SECTION 3: RULES OF USAGE

03

RULES OF USAGE

These rules are to help make the Destination Imagination trade dress consistent. These are the most important and pressing rules, written for anyone who may write something pertaining to Destination Imagination programs.

DESTINATION IMAGINATION OR DI?

The term “Destination Imagination” should be written in its entirety as often as possible. “Destination Imagination” refers to the program, not the organization. Avoid abbreviation unless the writing becomes cumbersome or awkward. If that is the case, write “Destination Imagination (DI)” in the first instance and refer to it as “DI” afterward.

Registered Trademark

The Destination Imagination logo includes the registered trademark. If the document includes our logo it is not necessary to add the mark to the text. There is no need to include the registered trademark symbol after the first instance.

Note: “DI” is not a registered trademark.

RULES OF USAGE

DESTINATIONIMAGINATION.ORG

The preferred format when the Destination Imagination website appears in print is “DestinationImagination.org.” This format allows external audiences to immediately link the website with the organization; however, if the website appears in electronic communications, write “http://destinationimagination.org” and ensure the website appears as a hyperlink. Verbally, you may refer to this website as “Destination Imagination dot org.”

SHOPDI.ORG

Destination Imagination resources may be purchased online at “ShopDI.org.” Please do not refer to the website in writing as “ShopDI.” If the website appears in electronic communications, write “http://shopdi.org” and ensure the website appears as a hyperlink. Verbally, you may refer to this website as “Shop D-I dot org.”

CHALLENGES

Destination Imagination designs open-ended Challenges for its programs. Destination Imagination Challenge types must be capitalized as follows:

- Instant Challenge
- Team Challenge

The noun form of “Challenge” should always be capitalized when it is portrayed as a Destination Imagination offering. We do not capitalize any other form of the word “challenge.”

Here are a few examples:

- The team spent the weekend working on a solution for a Destination Imagination Challenge.
- The team has found the process challenging.
- The Team Manager challenged the team to devise a Challenge solution by Saturday.
(Both uses)
- The team has discovered that working together is a challenge.
- The team worked on its Challenge.

The Destination Imagination program offers seven different Team Challenges. All Team Challenge titles must be capitalized (e.g., Maze Craze). If referring to a particular type of Team Challenge, please use the following labels:

- Technical Challenge
- Scientific Challenge
- Fine Arts Challenge
- Improvisational Challenge
- Engineering Challenge
- Service Learning Challenge
- Early Learners Challenge

SECTION 3: RULES OF USAGE

RULES OF USAGE

TEAM

We do not classify the word “team” as a proper noun. Use traditional capitalization.

VOLUNTEER

Like “team,” we do not classify the word “volunteer” as a proper noun. Use traditional capitalization. However, we typically capitalize volunteer roles (e.g., Tournament Director, Head Appraiser and Scoring Official).

TEAM MANAGER

As it is a volunteer role, we capitalize “Team Manager.” We also place heavy emphasis on the facilitative relationship that Team Managers have with their teams. Team Managers are not “Coaches” and do not “coach” teams. “Team Manager” is sometimes abbreviated as “TM.” When using the abbreviated form, please follow the same guidelines offered in the “Destination Imagination or DI?” entry.

INTERFERENCE

“Interference” refers to our policy that only team members may provide creative or physical input to a Challenge solution. Always capitalize the term.

REGIONAL AND AFFILIATE

The structure of the Destination Imagination program prescribes the terms “Region” and “Affiliate,” which are always capitalized. An Affiliate is an official licensee who can administer Destination Imagination events and programming in a given U.S. state, province or foreign country. The word “Affiliate” can refer to the licensee or the geographic area in which the licensee operates.

A Region is a subdivision of an Affiliate. Regions exist within the geographic area of Affiliates and are organized by the Affiliate licensees.

This organizational structure is difficult to grasp for new audiences, who sometimes understand “Regional” as the larger of the two terms. (In many other tournament-based activities, teams go to a local tournament and then to the regional tournament.) To avoid confusion, we have taken to using “local tournament” and “state tournament” (or “country-level tournament”) in external communications. For example:

If the teams perform well in the local tournament, they will advance to the state tournament.

RULES OF USAGE

COMPETITION LEVELS

Destination Imagination programs are tailored for a range of audiences and are typically separated by competition level. When referring to any of our competition levels, please follow the formatting offered below. Additionally, please note the preferred abbreviations for each competition level. (Follow the same rules for abbreviation as in the “Destination Imagination or DI?” entry.) Here are our competition levels:

- Elementary Level (EL)
- Middle Level (ML)
- Secondary Level (SL)
- University Level (UL)
- Early Learning
- (Non-competitive, Ages 4-7)

THE CREATIVE PROCESS

In the past, Destination Imagination has labeled “creative problem solving” as a benefit, but the organization has moved beyond that as its primary focus. Destination Imagination’s current vision is to be the global leader in teaching the creative process from imagination to innovation. The creative process is broader in scope than creative problem solving. With the creative process we also promote 21st century skills, including collaboration, communication, perseverance, project management, self-confidence, critical and creative thinking. Please try to use “the creative process” when referring to what participants learn from our programs:

- Steven learned and experienced creative problem solving in Destination Imagination. (Improper Usage)
- Steven learned and experienced the creative process in Destination Imagination. (Proper Usage)

Our goal at Destination Imagination is to give students the chance to learn and experience the creative process. Below are the components of the creative process that our participants experience while solving our Challenges.

RECOGNIZE

- Becoming aware of the Challenge
- Gaining an in-depth understanding of the Challenge

IMAGINE

- Generating ideas with team members
- Focusing on promising ideas
- Creating a project timeline

INITIATE & COLLABORATE

- Researching, exploring and experimenting
- Committing to options
- Building and completing all requirements

ASSESS

- Assessing progress
- Reworking or reimagining ideas
- Practicing presenting the solution

EVALUATE & CELEBRATE

- Presenting at a tournament
- Reflecting on and celebrating the experience

SECTION 3: RULES OF USAGE

RULES OF USAGE

SEASON

Please refer to the Destination Imagination program in terms of seasons, not years. When referring to a particular program season, which spans over two calendar years, use the numerical format “2022-23.” For example, you may write, “The 2022-23 Destination Imagination season is underway.”

TEAM NUMBER

To participate in Destination Imagination, a team must purchase a “Team Number” from Destination Imagination.

DESTINATION IMAGINATION GLOBAL FINALS

To avoid confusion, please refer to Destination Imagination’s annual culminating event as “Destination Imagination Global Finals” in the first instance it appears in any document. You may refer to the event simply as “Global Finals” after the first instance. You may include the full year afterwards if necessary (e.g., Global Finals 2023).

BOILERPLATE

A boilerplate is used at the end of a press release and provides information about an organization, its goods and services and how to contact the organization. Here is the Destination Imagination boilerplate:

Destination Imagination, Inc. is a 501(c)(3) volunteer-led non-profit organization whose purpose is to inspire and equip students to become the next generation of innovators and leaders. The organization is a leader in project-based learning experiences, where students work together in teams to solve open-ended STEAM (science, technology, engineering, arts and mathematics) and service learning Challenges and then present their solutions at tournaments. Destination Imagination has impacted more than 2 million students. To learn more, please visit <http://destinationimagination.org>.

DESTINATION IMAGINATION RESOURCES

We offer a wide range of resources to assist Destination Imagination participants and volunteers. Do not refer to these resources as “products.” Below is a list of resource titles. Please take note of capitalization, spacing, punctuation and italics.

As a general rule, if you are unsure how to write the title of a Destination Imagination resource and that title is not included below, please follow the guidelines in the most current version of “The Associated Press Stylebook and Briefing on Media Law.”

- Destination Imagination Program Materials
- Team Challenges
- Roadmap
- Rules of the Road

RULES OF USAGE

DESTINATION IMAGINATION FORMS

- Tournament Data Forms
- Declaration of Independence
- Expense Report
- Dialogue

OTHER PROGRAM RESOURCES FOR TEAMS AND EDUCATORS

- Challenge Previews
- Connecting the Standards
- Instant Challenge Practice
- Set Published
- Clarification(s)
- Team Clarification(s)
- Start a Team Guide
- Travel Guide for Teams

GENERAL TRAINING MATERIALS

- ICM Guide
- Challenge Master Guide
- Appraiser Guide
- Online Training

TRAINING MATERIALS FOR EACH TEAM CHALLENGE

- Appraisal Packet for Challenge Masters
- Appraisal Packet for Appraisers

OTHER PROGRAM RESOURCES FOR VOLUNTEERS

- Global Finals Appraiser Guide
- Global Finals Head Appraiser Guide
- Challenge Development Guide
- Lead Writers' Toolbook
- Tournament Guide
- Tournament Essentials

SECTION 4: TERMINOLOGY

04

TERMINOLOGY QUICK REFERENCE

Please follow the guidelines below when using capitalization or registered trademark with our terms.

BASIC TERMS

- Affiliate
- Affiliate Tournament
- Closing Celebration
- (don't use "Award Ceremony" or "Closing Ceremony")
- Destination Imagination®
- (don't use capital "N")
- DestinationImagination.org
- (don't use www.IDODI.org)
- DI (only use after first instance of Destination Imagination)
- Global Finals (first instance use "Destination Imagination Global Finals")
- Region
- Regional Tournament
- Welcome Ceremony (don't use "Opening Ceremony")

PROGRAM TERMS

- Challenge
(only capitalized when used as a DI offering)
- Clarification
- Competition Level
(i.e., Middle Level or ML)
- Early Learning
- Guest Participant
- Guest Pass
- Instant Challenge
- Institutional Customer
- Team Challenge
- Team Number
- University Level or UL

SECTION 4: TERMINOLOGY

TERMINOLOGY QUICK REFERENCE

VOLUNTEER ROLES

In Destination Imagination, there are a variety of volunteer roles, which we capitalize as a matter of respect. When using the supplied abbreviations, please adhere to the same guidelines offered in the “Destination Imagination or DI?” entry.

- Adult Assistant
- Affiliate Challenge Master (ACM)
- Affiliate Director (AD)
- Affiliate Growth Director (AGD)
- Affiliate Training Director (ATD)
- Appraisal Team
- Appraisal Team Coordinator
- Appraisal Team Organizer (ATO)
- Appraiser
- Ceremony and Awards Coordinator
- Dialogue Team
- Doorkeeper
- Food Service
- International Challenge Master (ICM)
- Team Manager (TM)
- Tournament Director

TERMINOLOGY QUICK REFERENCE

MEASUREMENTS AND MONEY

When including length measurements in a Challenge, always include the metric equivalent, rounded to two decimal places, in parentheses immediately following. You should not insert a space between the number and the unit, nor should you insert a period after the unit. No hyphen is required if the measurement is used as a modifier. For multiple dimensions, please include a lowercase “x” and one space between each dimension. Here are examples:

- 11in (27.94cm)
- You will need a 12ft (3.66m) length of string for this Challenge.
- 10ft x 12ft (3.05m x 3.66m)
- 20ft x 20ft x 20ft (6.10m x 6.10m x 6.10m)

When referring to costs or money, always use U.S. dollars as the denomination. Please use the format below. Take note of spacing and capitalization. No hyphen is required if the cost is used as a modifier. Here are two examples:

- \$100US
- The \$100US bicycle was returned in excellent condition.

ITEMS NOT CAPITALIZED

- deduction
- season (refer to season, not year)
- solution
- team
- time limit
- tournament (when standing alone)
- volunteer

SECTION 5: LOGO

05

OUR LOGO

Our logo is an asset to our organization, and a key marker for audiences to identify our organization when they receive our materials and participate in our programs. It is important that we all use the same logo, and avoid misuse, which can lead to a dilution of our brand identity. Please help us protect the logo and avoid misuse by following these guidelines.

LOGOS FOR PRINT

The following logos are for print use, and they can be accessed and downloaded by logging in to resources.destinationimagination.org/resources.php.

ATTENTION:

Use of any stylized, animated, hand drawn or other versions of an inofficial logo is not permitted. This undermines the logo system and brand consistency. Please contact branding@dihq.org if you have any questions or need further help.

THE LOGOTYPE



01) THE LOGO SYMBOL

Consists of the box and the ball elements.

02) THE LOGO TITLE

Carefully chosen for its modern and highly legible style.

MAIN VERSION



DARK VERSION



03) MAIN LOGO

This is the logo of choice, to be used whenever possible. For darker backgrounds you will find the alternative.

04) DARK VERSION

This version should be used for darker backgrounds.

SECTION 5: OUR LOGO

LOGO USAGE



01. FULL COLOR LOGO

This is the logo of choice, to be used whenever possible. This logo is to be used for all full-color printed and digital items. This logo prints best on a white or very light background.



02. FULL COLOR LOGO WITH WHITE TEXT FOR DARK BACKGROUNDS

This logo is to be used for all full-color printed items with dark backgrounds.

ONE COLOR LOGO USAGE

To deal with the limitations of screen printing, we offer the one-color logos below. Only these five one color logos are permitted.



03. ORANGE LOGO

This logo is to be used for items in which only one color can be applied.



04. LIGHT PURPLE LOGO

This logo is to be used for items in which only one color can be applied.



04. DARK PURPLE LOGO

This logo is to be used for items in which only one color can be applied.



05. BLACK LOGO

This logo is to be used for items in which only one color can be applied.



06. WHITE LOGO

This logo is to be used for items in which only one color can be applied.

SECTION 5: OUR LOGO

LOGO CONSTRUCTION AND CLEARSPACE

It is important to keep our logo clear of any other graphic elements. To regulate this, an exclusion zone has been established around the corporate mark. This exclusion zone indicates the closest any other graphic element or message can be positioned in relation to our logo.

CLEARSPACE

Whenever you use the logo, it should be surrounded with clear space to ensure its visibility and impact. No graphic elements of any kind should invade this zone.

To work out the clearspace, take the height of the logo and divide it in half. (Clearspace = Height / 2).



APPLICATION ON BACKGROUNDS AND MINIMUM SIZES

.01
Color Version



.02
White Text Version



.03
White Version



.04
Black Version



MINIMUM LOGO SIZES

FULL LOGO
Minimum Size: .75" wide



LOGO SYMBOL
A symbol version of the logo is only to be used for instances in which need to fit in a compact space.
Minimum Size: .25" high



SECTION 6: OUR LOGO

LOGO MISUSE

We want our logo design to look its best and be visually appealing when it appears on materials and resources. Help us achieve our branding goals by following these logo rules.



01. MODIFYING

Don't modify any part of the logo.
Don't add a line to the box symbol.



02. ARRANGEMENT

Don't rearrange the elements in the logo.



03. SCALE

Don't change the scale of any of the elements in the logo.

LOGO MISUSE



04. BACKGROUND COLOR

Don't place the logo on a background color that will blend in or clash with the logo colors.



05. DROP SHADOWS

Don't apply drop shadows or any other additional effects to the logo.



06. COLOR

Don't change the color of the logo.

SECTION 6: OUR LOGO

AFFILIATE LOGOS

Destination Imagination Affiliates play a critical role in the presentation of our brand identity to our customers. Because the organization's brand is diluted each time a different logo appears, it is important all Affiliates use the official logo lock-ups. We have created logo lock-ups for each of our Affiliates. The Affiliate lock-ups are designed to strengthen our brand awareness and build consistency. To request your logo, email us at branding@dihq.org.



LOGO MISUSE

We want our logo design to look its best and be visually appealing when it appears on materials and resources. Help us achieve our branding goals by following these logo rules.



01. CLEARSPACE

Whenever you use the logo, it should be surrounded with clear space to ensure its visibility and impact. No graphic elements or text of any kind should be placed near the logo. To work out the clearspace, take the height of the logo and divide it in half. (Clearspace = Height / 2).



02. MODIFYING

Don't modify any part of the logo.



03. ARRANGEMENT

Don't rearrange the elements in the logo.

SECTION 7: THE COLOR SYSTEM

07

THE PRIMARY COLOR SYSTEM AND COLOR CODES

THE COLOR SYSTEM

Color plays an important role in the DI identity program. A palette of primary colors has been developed, in order to create the “One Voice” color scheme. Consistent use of these colors will contribute to the cohesive and harmonious look of the DI brand identity across all relevant media.



**PRIMARY COLOR
ORANGE**

COLOR CODES
CMYK : C0 M79 Y100 K1
Pantone : 1665 C
RGB : R241 G86 B35
Web : #F15623



100 % 80 % 60 % 40 % 20 %

COLOR TONES



**PRIMARY COLOR
PURPLE**

COLOR CODES
CMYK : C75 M97 Y0 K0
Pantone : 267 C
RGB : R74 G71 B154
Web : #813DD6



100 % 80 % 60 % 40 % 20 %

COLOR TONES



**PRIMARY COLOR
PURPLE**

COLOR CODES
CMYK : C30 M70 Y0 K0
Pantone : 265 C
RGB : R150 G80 B155
Web : #96509b



100 % 80 % 60 % 40 % 20 %

COLOR TONES

SECTION 7: THE COLOR SYSTEM

THE SECONDARY COLOR SYSTEM AND COLOR CODES

SECONDARY COLOR SYSTEM

The secondary colors are complementary to our official colors.

Usage:

Use them to accent and support the primary color palette.



Tones

COLOR CODES

CMYK : C0 M50 Y100 K0
RGB : R246 G139 B31
Web : #F68B1F



Tones

COLOR CODES

CMYK : C0 M100 Y98 K0
RGB : R230 G56 B40
Web : #E63828



Tones

COLOR CODES

CMYK : C100 M100 Y26 K25
RGB : R41 G31 B94
Web : #29235B



Tones

COLOR CODES

CMYK : C100 M75 Y0 K0
RGB : R1 G72 B152
Web : #014898

THE SECONDARY COLOR SYSTEM AND COLOR CODES



Tones

COLOR CODES

CMYK : C100 M0 Y0 K0
RGB : R0 G175 B240
Web : #00AFF0



Tones

COLOR CODES

CMYK : C80 M0 Y25 K3
RGB : R0 G177 B179
Web : #00B1B3



Tones

COLOR CODES

CMYK : C53 M0 Y88 K0
RGB : R138 G196 B64
Web : #8AC440



Tones

COLOR CODES

CMYK : C100 M0 Y100 K26 R0
RGB : G123 B52
Web : #007B34



Tones

COLOR CODES

CMYK : C0 M98 Y0 K0
RGB : R237 G17 B100
Web : #ED1164

SECTION 8: TYPOGRAPHY



08

OUR TYPOGRAPHY

Three typefaces have been chosen for the Destination Imagination materials and website. These fonts should be used in all brand communications to project a consistent visual identity. This includes promotional materials, advertising, digital assets and printed materials.

BODY COPY

Print: Average size 8-14 pt.

Preferred Font: Montserrat Classic or Regular
A B C D E F G H I J K L M N O P Q R S T
a b c d e f g h i j k l m n o p q r s t u v w x y z 1 2
3 4 5 6 7 8 9 1 0 \$ % & () “ ” ‘

Alternate Body Fonts:
Helvetica
IBX Plex Sans

HEADLINE COPY

Print: Average size 14-35 pt.

Preferred Fonts: Open Sans or Montserrat Semibold
A B C D E F G H I J K L M N O P Q R S T
a b c d e f g h i j k l m n o p q r s t u v w x y z
1 2 3 4 5 6 7 8 9 1 0 \$ % & () “ ” ‘



BRAND STYLE GUIDE



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