interactiveSQUASH

BRAND MANUAL

GUIDELINES

A professional styleguide illustrating the typography and imagery used in our corporate brands interactiveSQUASH and Fun With Balls Gmbh.

16th February 2017

FWB

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A professional styleguide illustrating the typography and imagery used in our corporate brands interactiveSQUASH and Fun With Balls Gmbh.

16th February 2017

ABOUT US

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interactiveSquash
is a ground-breaking sports product brought to you by Fun With Balls GmbH - in partnership with ASB SquashCourts.

0.0/..... A brief history of interactiveSQUASH

—

A Personal Note from our Founder Markos Aristides Kern

On January 28th last year I was scheduled to meet a friend in Dubai for a session of clay pigeon shooting. Due to a sandstorm we had to cancel and my friend suggested to play my first hour of a game called squash instead. It was this day the idea of interactiveSQUASH was born.

—

I'm a very hyperactive and competitive person, needless to say I was more than excited. My opponent did not leave the slightest chance for me to score even one point which is exactly the kind of motivation that made me push my limits that day. I'm different than most people. I'm a self made creative entrepreneur, sleeping very little, and like the extreme. I started my first company at the age of 21, producing art installations in the Sahara and on icebergs in Antarctica, created a surf school in North Korea, and find myself constantly traveling all over the world. All of a sudden, I was surprised to find this so-called 'old' sport that seemed to be exactly my type of thing.

—

Two things caught my attention that day. First, I wondered why I had never tried squash before and why the image of this sport is not what it is supposed to be. Second, on another court I saw a player doing his solo sessions and thought "how dull!"

It was that day, exactly one year ago, that I had the vision to create interactiveSQUASH. The last twelve months have been more than wild. We dove deep into the international squash scene with the aim to revolutionise and update squash and its image

—

The sport is more than amazing, but something was preventing it from being brought into the digital age.

—

Markos Aristides Kern

PLAY

TRAIN

COMPETE



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1.1/..... Brand Overview

—

This is a court you've never before experienced.

interactiveSquash is a ground-breaking sports product brought to you by Fun With Balls GmbH - in partnership with ASB SquashCourts. This hardware system upgrades standard squash courts with digital training and games functionality.

Games are designed to be fun and engaging with multiple levels, bright graphics and sounds. They have been created according to the motto 'Focus on the fun and not the burn'. The result is one of the most enjoyable and engaging sports-based workouts on the market. Some games might tell a story, others are just to let squash players try a new style of play - all are guaranteed to keep them coming back for more.

interactiveSquash training modules are designed to hone skills and techniques directly related to competitive squash. Players receive visual cues, feedback and audio instructions during the training modules. Players are also given real-time feedback and assessments on their performance.

The accompanying smartphone app puts all this (and more) in the palm of your hand.

These brand guidelines highlight the key points in the design and give you an overview of what to include in your designs when mentioning interactiveSQUASH.

If you have any immediate questions on the brand and need clarification on what the to do or not to do, or simply want something created then please get in touch with directly on my email or mobile.

daniel@funwithballs.com
+49 (0) 176 299 03 501

Daniel Read



“The revolution of squash”

Ramy Ashour
(4x world squash champion)

2.0
GENERAL
Guidelines

General guidelines including the use of colour, font, icons, info graphics, logos, and the placement of certain images, and separation of training and gaming modules.

2.1/..... Logo Size & Colour

2.1.1/.....

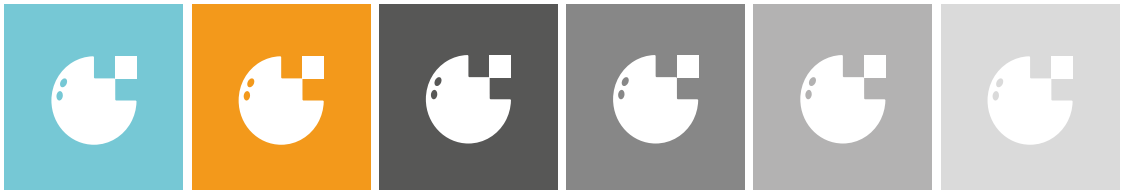


—

The logo may be used as one strip on the selected colours.

2.1.2/.....

The image for the logo can be used separately on promotional material and/or on certain advert designs.



2.1.3/.....

Alternatively the second logo of interactiveSQUASH is the main brand logo of Fun With Balls. The same guidelines apply when it comes to choosing a backgrond colour.



FWB text cannot be changed in size, scale the image proportionally with all fields selected.



2.1.4/.....

Alternatively the colour backgrounds can be used to allow for a much better feel for the company logo. However only 3 colour listed above can be used.

2.2/..... Font Size & Order

2.2.1/.....

FUN WITH ALPHABET

2.2.2/.....

FONT LATO

www.interactiveSquash.com
instagram.com/interactivesquash

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
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

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
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

—

The main font used on all platforms on interactiveSQUASH, please use it appropriately in terms of stroke widths.

2.2.3/.....

FONT SINKIN SANS

www.interactiveSquash.com
instagram.com/interactivesquash

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
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

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
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

—

Sinkin Sans can be used as a back-up font. The only time the font is used is on old adverts/style presentations.

2.3/..... Font
Stroke and Widths

2.3.1/.....

Lato Bold

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
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

—

Lato Bold can used on titles in any media whatsoever. The main point in using bold is to represent a key start to a sentence.

2.3.2/.....

Lato Regular

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
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

—

Lato Regular can be used to highlight areas where Lato Bold is too aggressive. Generally one should try to avoid using this font as it has an enevan stroke balance.

2.3.3/.....

Lato Light

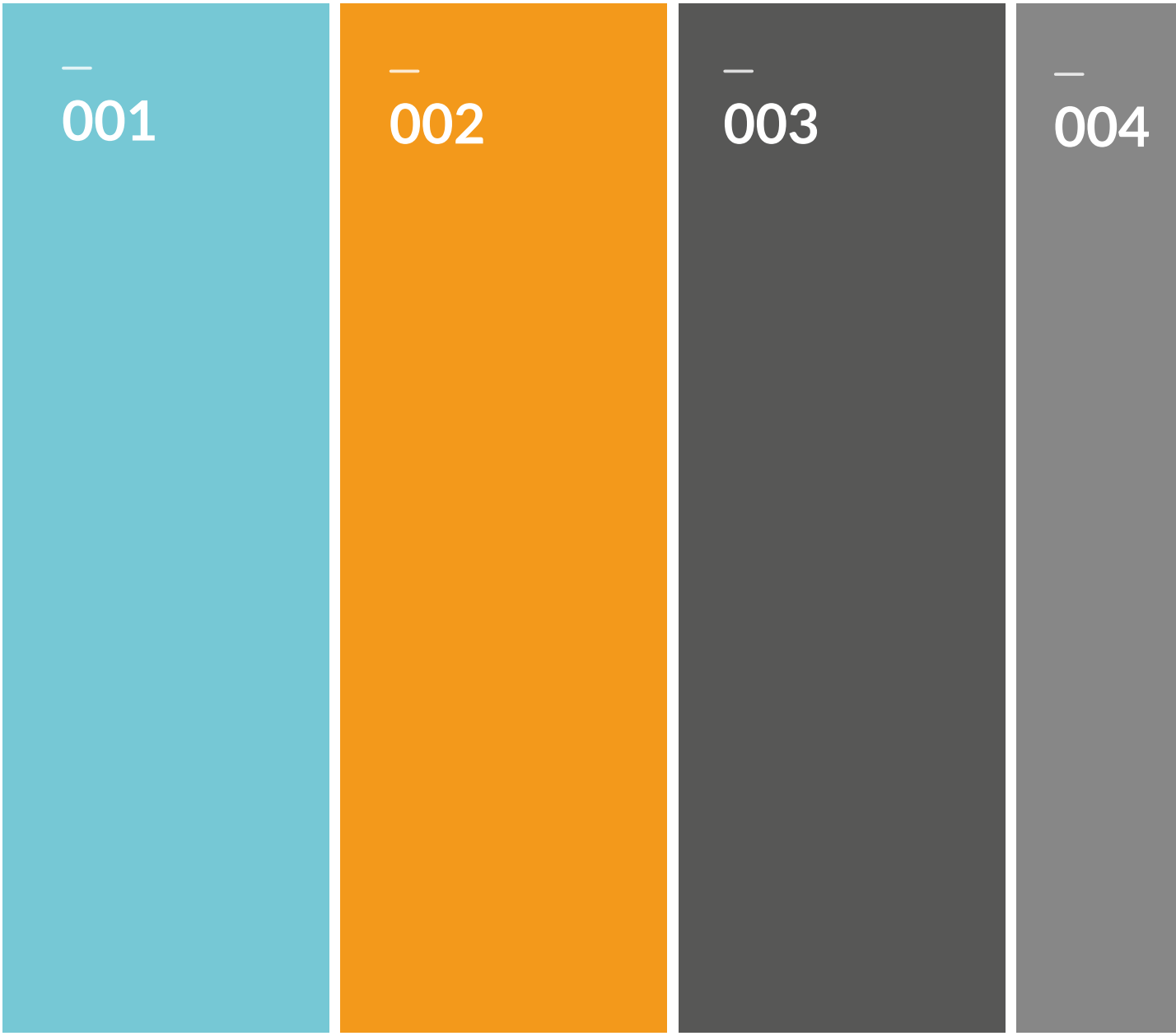
A B C D E F G H I J K L M N O P Q R S T U V W X Y Z
a b c d e f g h i j k l m n o p q r s t u v w x y z

—

Lato Light is the main font for inner text for any media for interactiveSQUASH. It can be used primarily as inner text for adverts/brochures etc.

2.4/..... Colour Primary Palette

2.4.1/.....



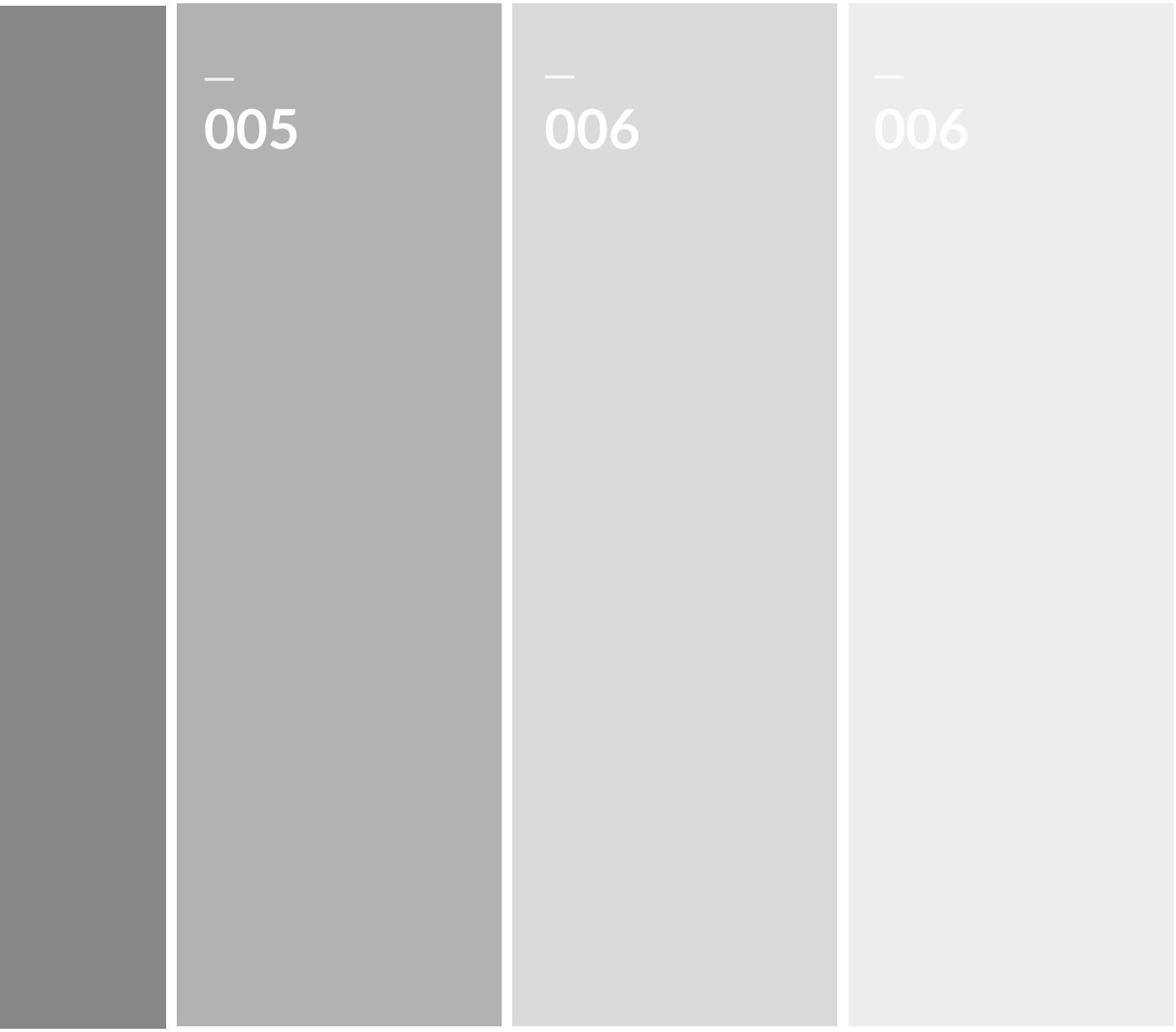
CMYK: **55/0/18/0**
RGB: **118/200/213**
HEX: **76C8D5**

CMYK: **1/47/93/0**
RGB: **243/153/27**
HEX: **F2981A**

CMYK: **0/0/0/80**
RGB: **135/135/135**
HEX: **C6C6C5**

CMYK: **0/0/0**
RGB: **135/13**
HEX: **C6C6C**

The primary palette can be used on any of the interactiveSQUASH material.



/60
5/135
5

CMYK: **0/0/0/30**
RGB: **198/198/198**
HEX: **C6C6C5**

CMYK: **0/0/0/20**
RGB: **198/198/198**
HEX: **C6C6C5**

CMYK: **0/0/0/10**
RGB: **198/198/198**
HEX: **C6C6C5**

Carrot **Orange**

Corporate Orange	CMYK: **55/0/18/0** RGB: **118/200/213** HEX: **76C8D5**	Dark Grey	CMYK: **0/0/0/30** RGB: **198/198/198** HEX:**C6C6C5**
Middle Grey	CMYK: **0/0/0/60** RGB: **135/135/135** HEX:**C6C6C5**	Light Grey	CMYK: **0/0/0/80** RGB: **135/135/135** HEX:**C6C6C5**
		Ulta Light Grey	CMYK: **0/0/0/80** RGB: **135/135/135** HEX:**C6C6C5**

001

002

003

004

Spray **Blue**

Corporate Blue	CMYK: **55/0/18/0** RGB: **118/200/213** HEX: **76C8D5**	Dark Grey	CMYK: **0/0/0/30** RGB: **198/198/198** HEX:**C6C6C5**
Middle Grey	CMYK: **0/0/0/60** RGB: **135/135/135** HEX:**C6C6C5**	Light Grey	CMYK: **0/0/0/80** RGB: **135/135/135** HEX:**C6C6C5**
		Ulta Light Grey	CMYK: **0/0/0/80** RGB: **135/135/135** HEX:**C6C6C5**

001

002

003

004

2.5/..... Icons
Games & Training

2.5.1/.....

There are 2 main categories in all of the interactiveSquash media. Gaming modules and training modules, they are differentiated through 2 different colours.

001
Training

002
Games

When referring to any specific element that involves training, be sure to use the blue.

When referring to any specific element that involves training, be sure to use the orange.

2.5.2/.....

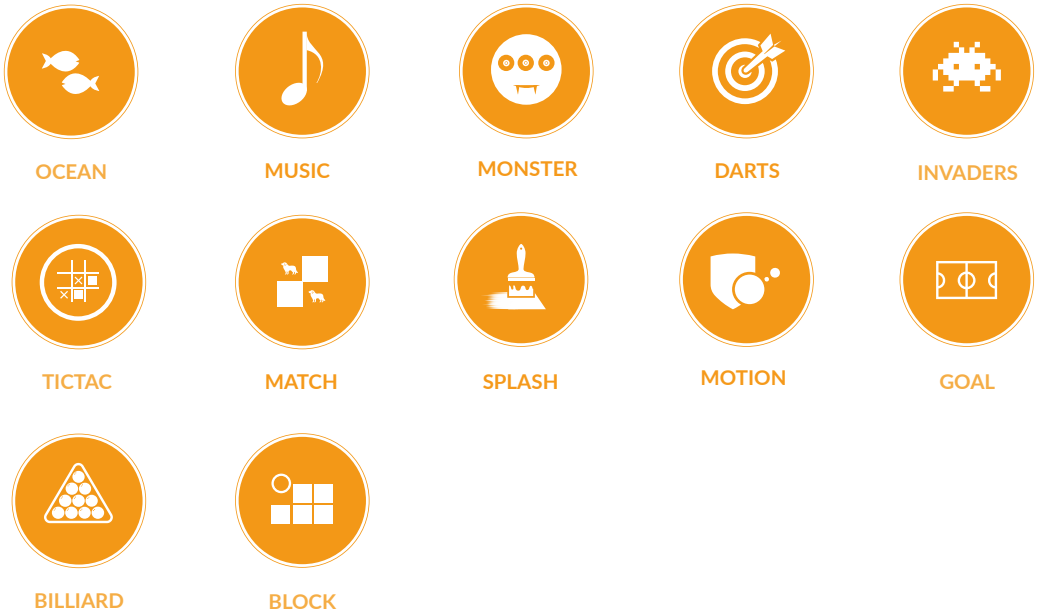
Training modules



Gaming modules

2.5.3/.....

When referring to any specific element that involves training, be sure to use the blue.



2.5.4/.....

Shot types & Attributes

When referring to shot types, use the appropriate icon to illustrate the correct shot. This is also the same with the attribute that you are trying to express.

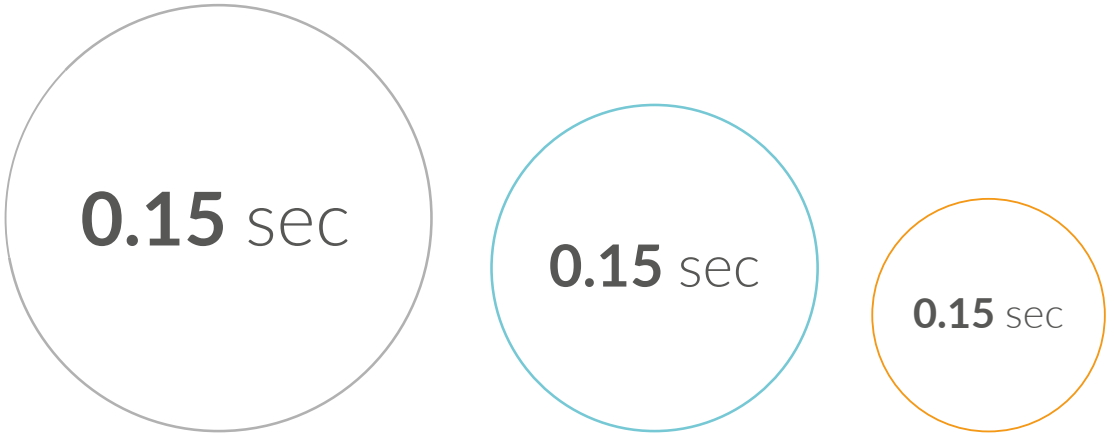


2.6/..... Graphics Displaying Data

2.6.1/.....

—

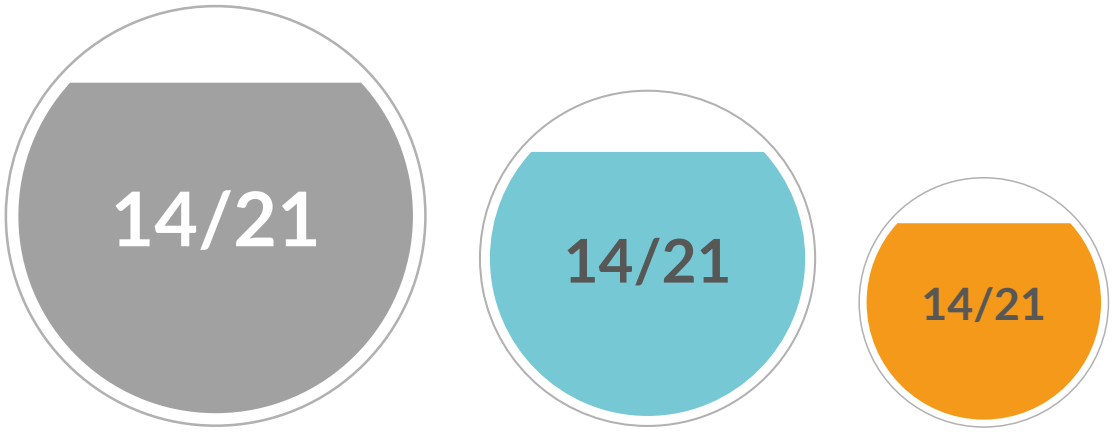
When displaying simple data please use the colours in the corporate palette and bold text in any size (see examples)



2.6.2/.....

—

You can also use the circles to illustrate data. These can used to illustrate percentages or the amount of balls hit a target etc.

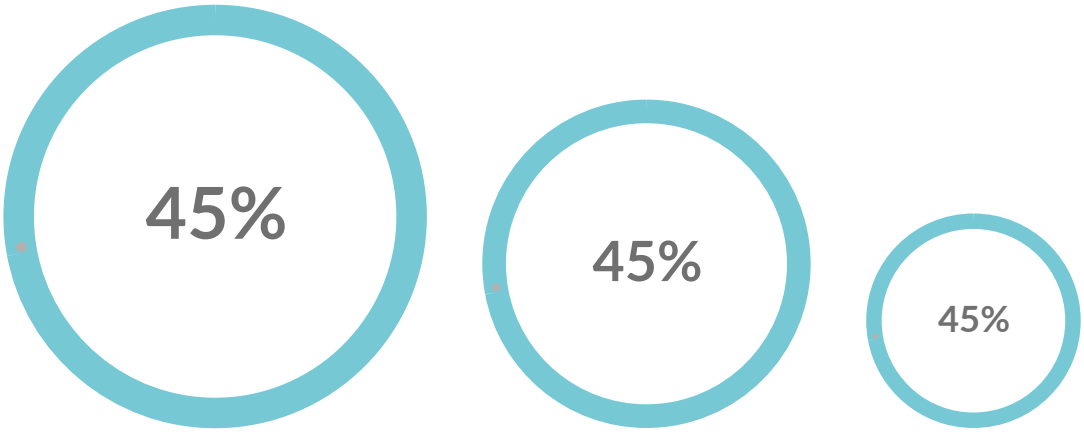


In-Game Data Graphics

2.6.3/.....

—

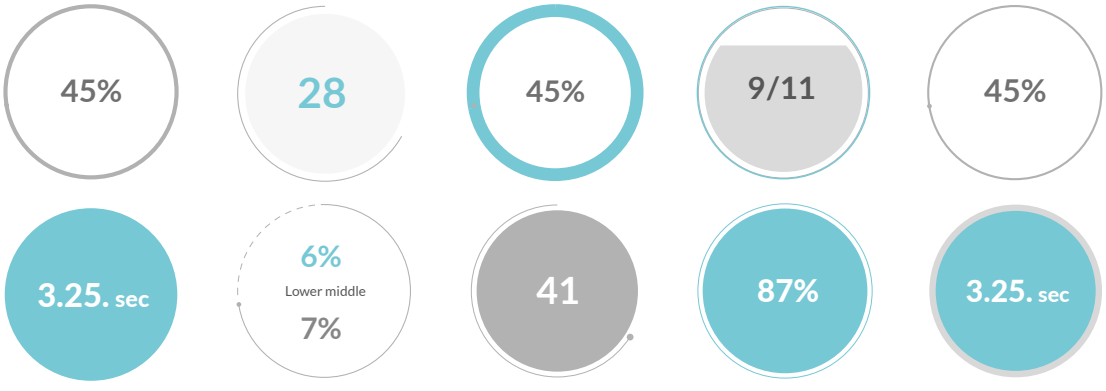
Alternatively when highlighting text or making outlines stand out, use the corporate colours and thicker lines. (see examples)



2.6.4/.....

—

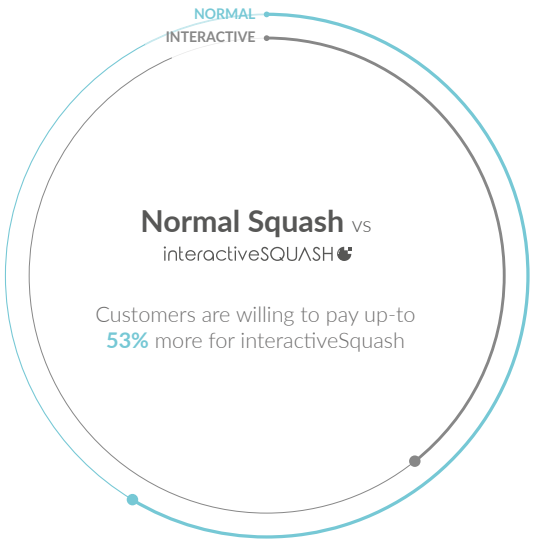
Other examples of how the design can look, please see below. Use the corporate colours and be sure to use text in Lato Bold.

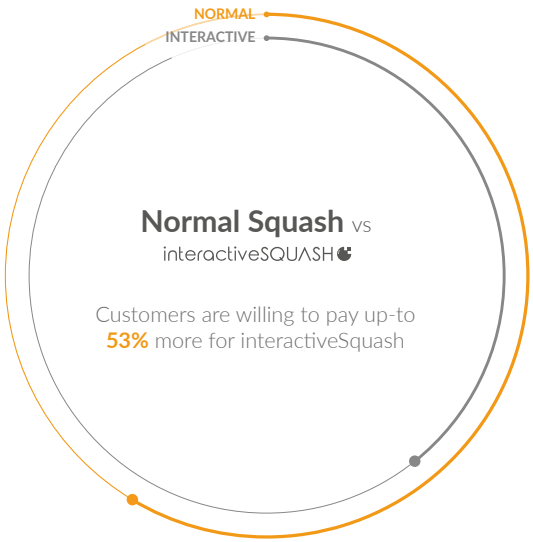


2.7/..... Corporate Print Graphics

2.7.1/.....

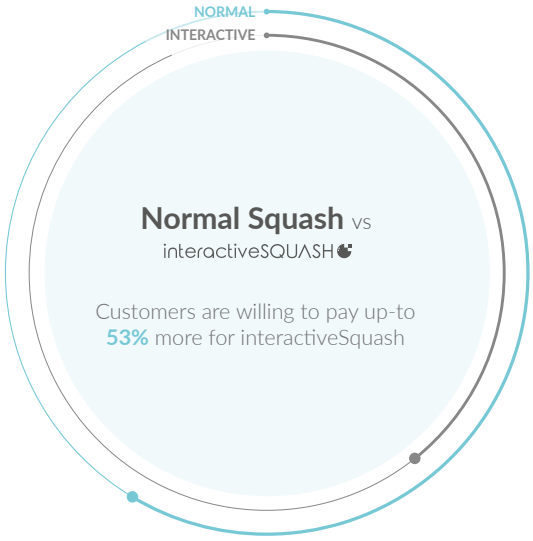
Print graphics will consist of simple circular charts to only depict data in a corporate way. Expand and use this template for guidance.

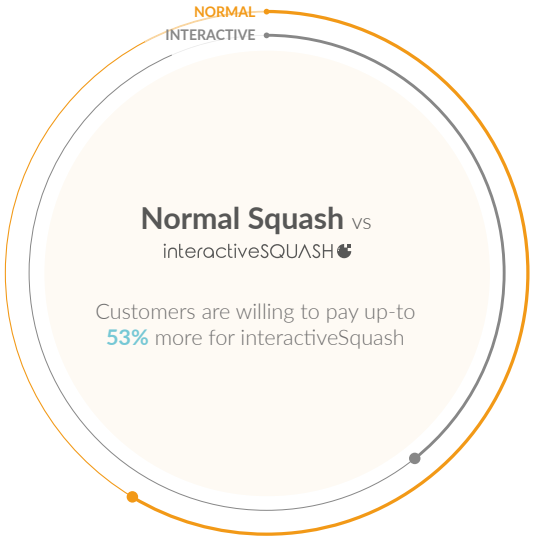




2.7.2/.....

Alternatively use a light opacity of the blue and orange. 10-30% are acceptable values





2.8/..... Email Signature

2.8.1/.....

—

The email signature is divided into segments that are easy to construct in HTML. However please use the current guidelines to construct similiar signatures.



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Graphic Designer

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80805 Munich
Germany

This e-mail contains confidential and/or privileged information. If you are not the intended recipient (or have received this e-mail in error) please notify the sender immediately and destroy this e-mail. Any unauthorised copying, disclosure or distribution of the material in this e-mail is strictly forbidden.

Field	Weight	Size	Example
H1 heading	**Lato Bold**	**17pt**	*AreaFocus*
H2 heading	Lato Regular	**13pt**	*Average/Best*
H3 heading	Lato Regular	**36pt**	*113%*

2.9/..... Corporate Content strategy

2.9.1/.....

Whilst there is no set taglines or content for interactiveSQUASH, we do follow certain rules and words that must be used in creation with text.

Play	Fun	Play fun games
Train	Speed	Improve training
Compete	Tactics	Compete worldwide

2.9.2/.....

Training Modules (corporate texts)

Area Focus

Area focus allows players select and hit a certain target for 1 minute. Stand behind the service box practice your accuracy. End of game statistics highlight your accuracy, your wall proximity and speed.

Area Chase

Area Chase displays a target for each player to hit highlighted in orange and blue respectively. Use accuracy and tactics to out-think your opponent and try to hit the targets as quickly as possible.

Area Training

Training wall creates the perfect environment for meaningful solo training. Players can select a target and practice they accuracy and precision on there specified target.

Butterfly

Butterfly trains the butterfly volleying technique - an essential drill that focuses on opening the face of the racket. The target area alternates between hits, and your hits will be timed.

Longline

Longline trains players accuracy and shot speed. It adds a new challenge to the classic forehand and background straight drives. The target area becomes narrower with each hit and your hits will be timed.

Feedback Black

If you fancy playing normal Squash but on a interactiveSquash court then this game is for you. The standard squash service line is displayed and your hit markers fade after some time.

Feedback White

If you fancy playing normal Squash but on a interactiveSquash court then this game is for you. The standard squash service line is displayed and your hit markers fade after some time.

Hit Display

AB show is a standard squash feedback game. The normal service line appears on the front wall and red and blue hits are displayed respectively for each player.

2.9.3/.....

Gaming Modules (corporate texts)

Tic-Tac

TicTac is a game for the competitive type. Hit the targets to turn them Blue or Orange and beat your opponent by connecting the squares. As you rise through the ranks, levels become harder and winning becomes more sweet.

Splash

Splash is a simple yet fun game for kids of all ages. Each hit makes a splash of colour, resulting in colourful montages that even Van Gogh would be proud of. Let your artistic imagination run free.

Ocean

Ocean is the first interactiveSquash game developed for children. Tickle the good fish, scare away the bad fish. Treasure chests unlock exciting bonuses and whacky sounds make for exciting game-play.

Music

Music displays the front wall of the squash court into a giant piano, making your session a giant musical instrument. Hit the keys and make combinations to create the next Mozart piece.

Motion

Motion is a simple yet energy pumping game. You must prevent attackers from touching the circle but accurately hitting the squash ball where the attackers are. Use accurate hits to set off chain reactions.

Monster

Monster match is a puzzle game with a sporty twist. Hit the monsters to score points, match up different colours to receive bonuses. Build up combos and hit presents to add to your tally.

Invaders

Squash invaders is an old school arcade game with a squash-y twist. Don't let the invaders destroy the buildings, combat these by building up devastating counter attacks with a rally. Set new high scores.

Goal

Goal is another classic arcade game but with another squash-y twist. The field is laid out like an air hockey table, hit your shots closer to the puck and they are more powerful. Prevent your opponent from scoring.

Darts

Challenge your friends to the classic game of darts, squash style. Build up exciting rallied and get your score down. As the score closes into single figures, players must hit the exact number which they require to record victory.

Block

The aim of each level of BlockSquash is to carve Hit the tiles to help guide the ball. Work your way through the levels and become a Block squash tactician.

2.9.4/.....

Quotes & Testomonials

Below are some examples of quotes to be used with adverts or any sort of material used for interactiveSQUASH promotion.

This is a breakthrough for squash court owners and the digital world alike. The new interactive experience will draw new audiences to the squash court, as well as providing a nice alternative to current players and professionals. But, most of all, it is a ton of fun.

Christoph Babinsky - CEO of ASB Squash Courts

For the first time ever, you're part of the game! It takes coordination, speed, tactics, patience and fitness but you're rewarded with hours of fun.

Carola Weiss - Trainer

InteractiveSquash is the development squash players could only have dreamt of. This well-deserved update is going to be a game-changer for the sports industry. The future of squash has never looked brighter.

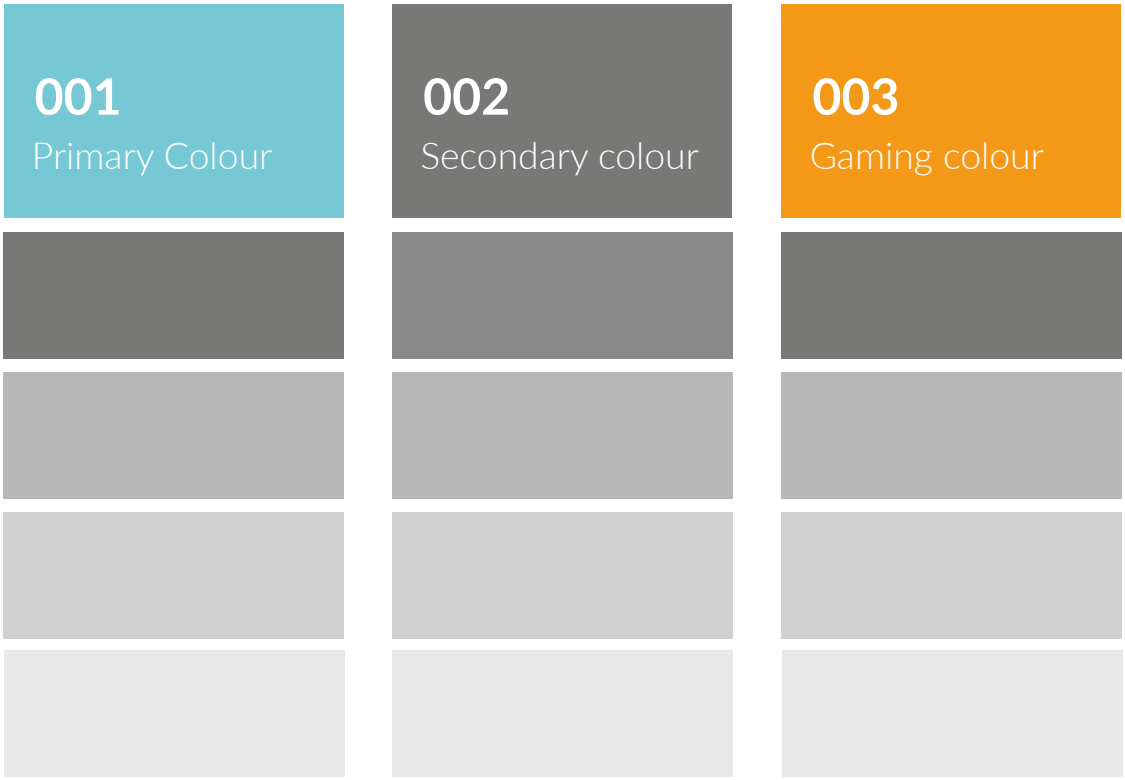
Wolfgang Pelshenke

3.0
THE APP
Guidelines

App guidelines including the breakdown of each screen , as well as the of colour, font, icons, info graphics, logos, and data selection.

3.1/..... Corporate App Colours

3.1.1/.....



CMYK: **55/0/18/0**
RGB: **118/200/213**
HEX: **76C8D5**

CMYK: **1/47/93/0**
RGB: **243/153/27**
HEX: **F2981A**

CMYK: **0/0/0/80**
RGB: **135/135/135**
HEX: **C6C6C5**

—

The **'Training Blue'** acts as the main colour in the interactiveSquash App. Generally the design follows the training first route, so anything objective needs to be blue.

—

Text and other secondary items will be in the colour of 80% Black, see screenshots for more general guidance.

—

Use Orange ONLY when referring to game details or stats related to games which is our coporate colour orange.

3.2/..... Corporate App Font & Size

3.2.1/.....

Lato (google font)

Lato Light	Main description texts	**H1 heading**
Lato Regular	Headlines for texts	H2 heading
Lato Bold	Bullet points and emphasis	H3 heading

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

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 0 ! @ £ $ % ^ & * ( ) " ;

H1 heading	15pt	Hit your target
H2 heading	11pt	Area Chase displays
H3 heading	11pt	**End of game statistics**

Hit your assigned target to score a point

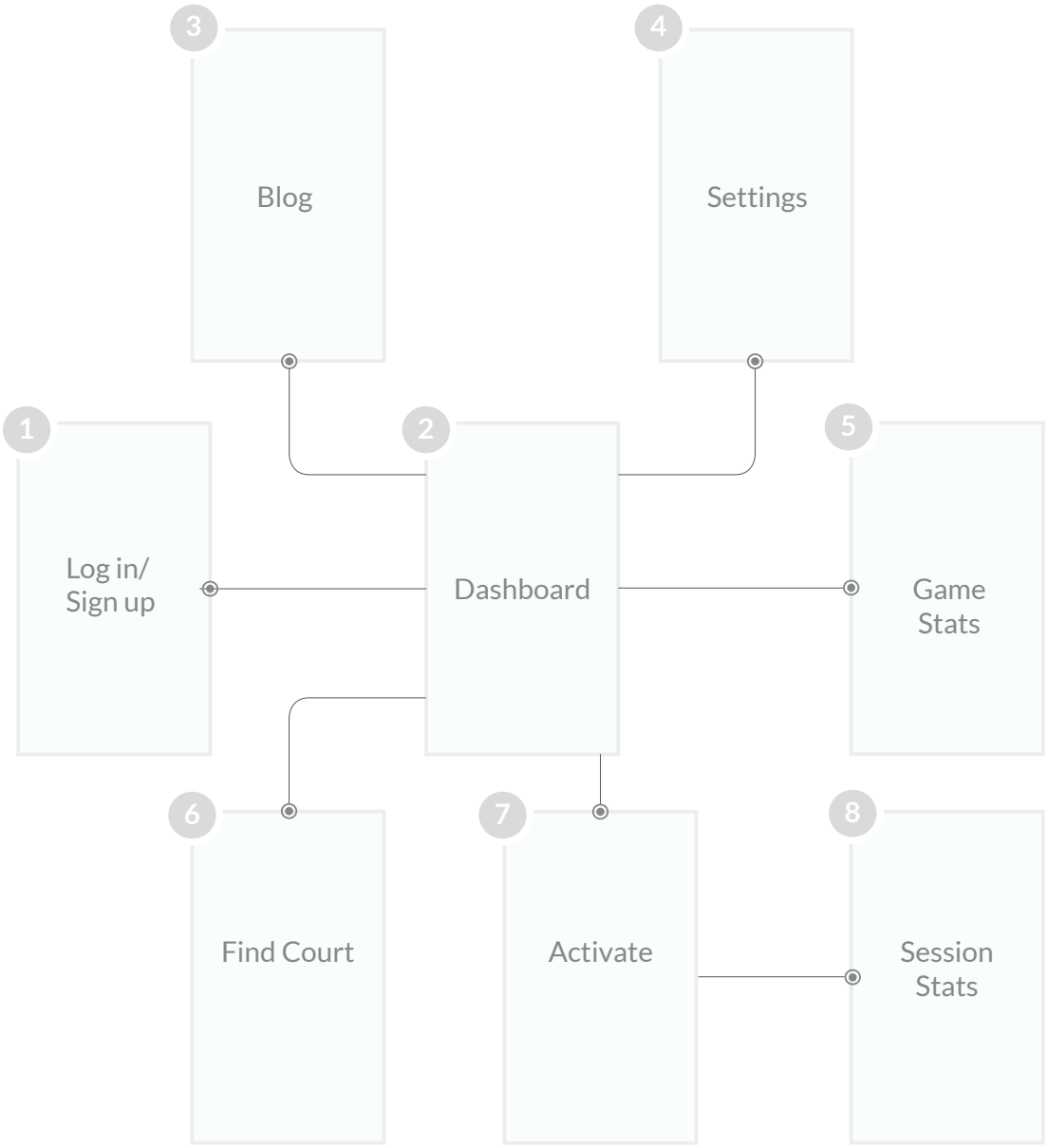
Area Chase displays a target for each player to hit highlighted in orange and blue respectively. Use accuracy and tactics to out-think your opponent and try to hit the targets as quickly as possible.

- End of game statistics
- Competitive and blood pumping

3.3/..... Corporate App Segments

3.3.1/.....

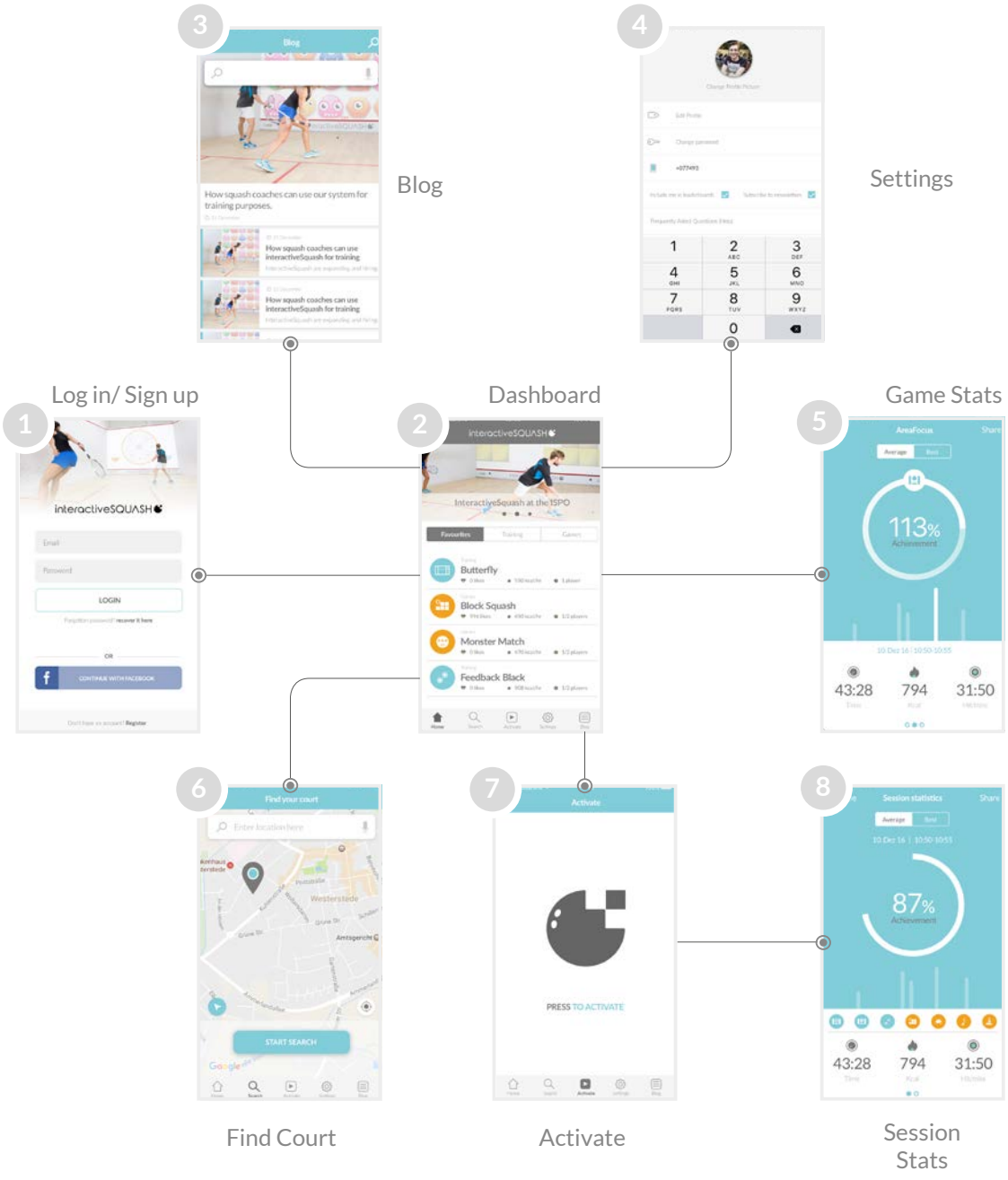
The app is divided into 7 main sections as you can see below. Each section follows the same corporate design just divided differently and colours appropriately.



Corporate App Segments

3.3.2/.....

Each section has its own set of design structure, however please refer to the app overview to see how the design is layed it in the sketch files.

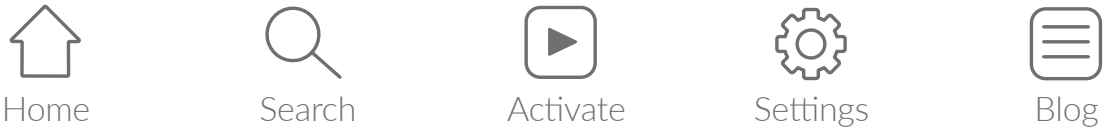


3.4/..... Corporate App Iconography

3.4.1/.....

The app followed a comprehensive selection of graphics which illustrate key sections of the functionality. Use these graphics when illustrating documents about the app.

(2) Main dashboard





3.4.2/.....

(3) The Blog



3.4.3/.....

(4) In-App Settings



3.4.4/.....

(5,8) Main Stats



Corporate App Iconography

3.4.5/.....

(6) Find Courts



3.4.6/.....

(6.1) Find Courts identification icons

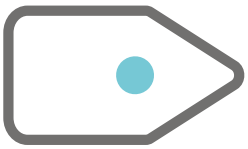


3.4.7/.....

(7) Find Courts identification icons



3.4.8/.....



1pt

Create icons on a normal size paper sheet and use the 1pt sketch tool. Be sure to expand the icon after completion

—

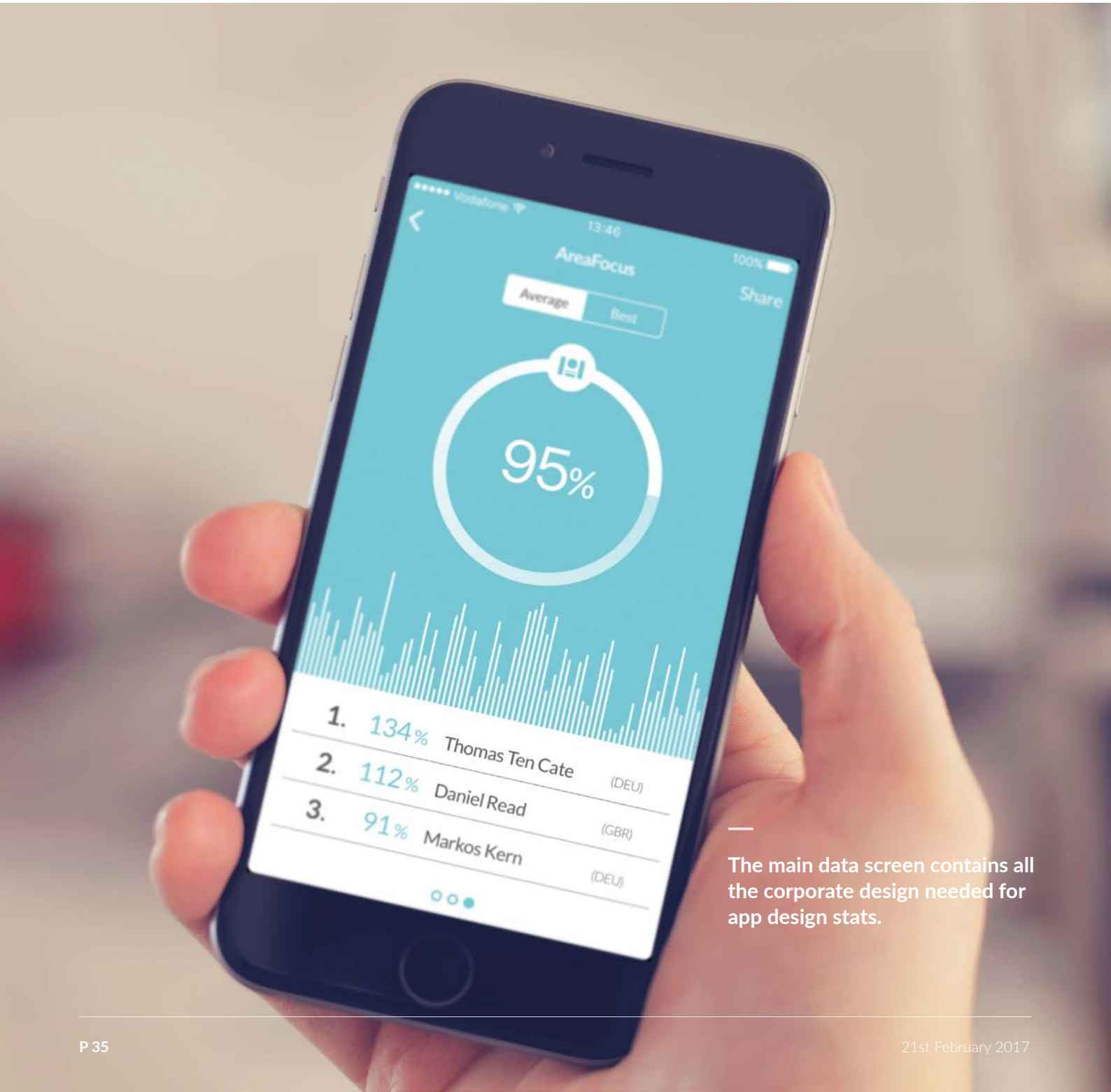
Use the right icon for the correct category. You can

- Overlink the icons
- Re-create icons in the same stroke and colour width
- Re-distribute them on other platforms

3.5/..... Data Displayed

3.5.1/.....

The app has certain features that are critical for the app to function and therefore these need to be understood in order to product similiar graphics.

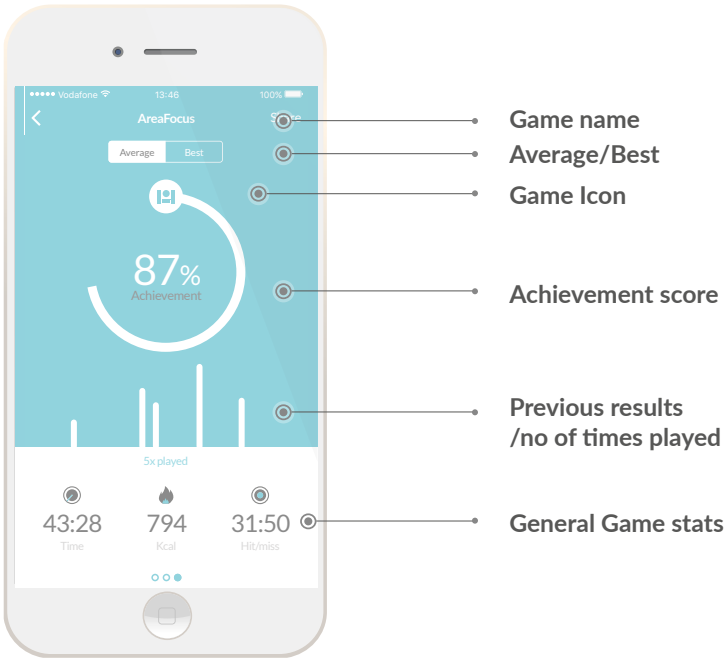


The main data screen contains all the corporate design needed for app design stats.

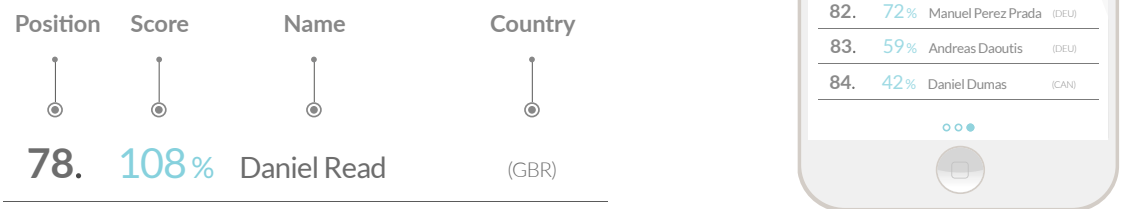
3.6/..... Data Descriptions

3.6.1/.....

The app is divided into 7 main sections as you can see below. Each section follows the same corporate design just divided differently and colours appropriately.



3.6.2/.....

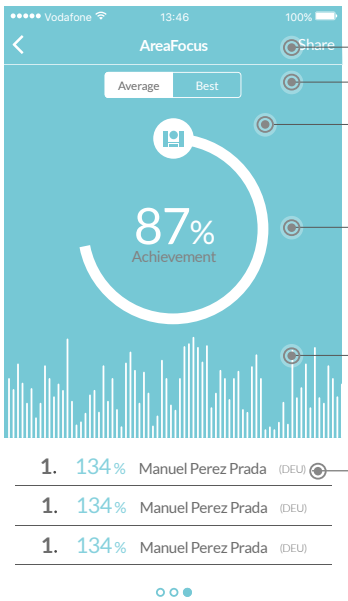


3.7/..... Corporate App Data Design

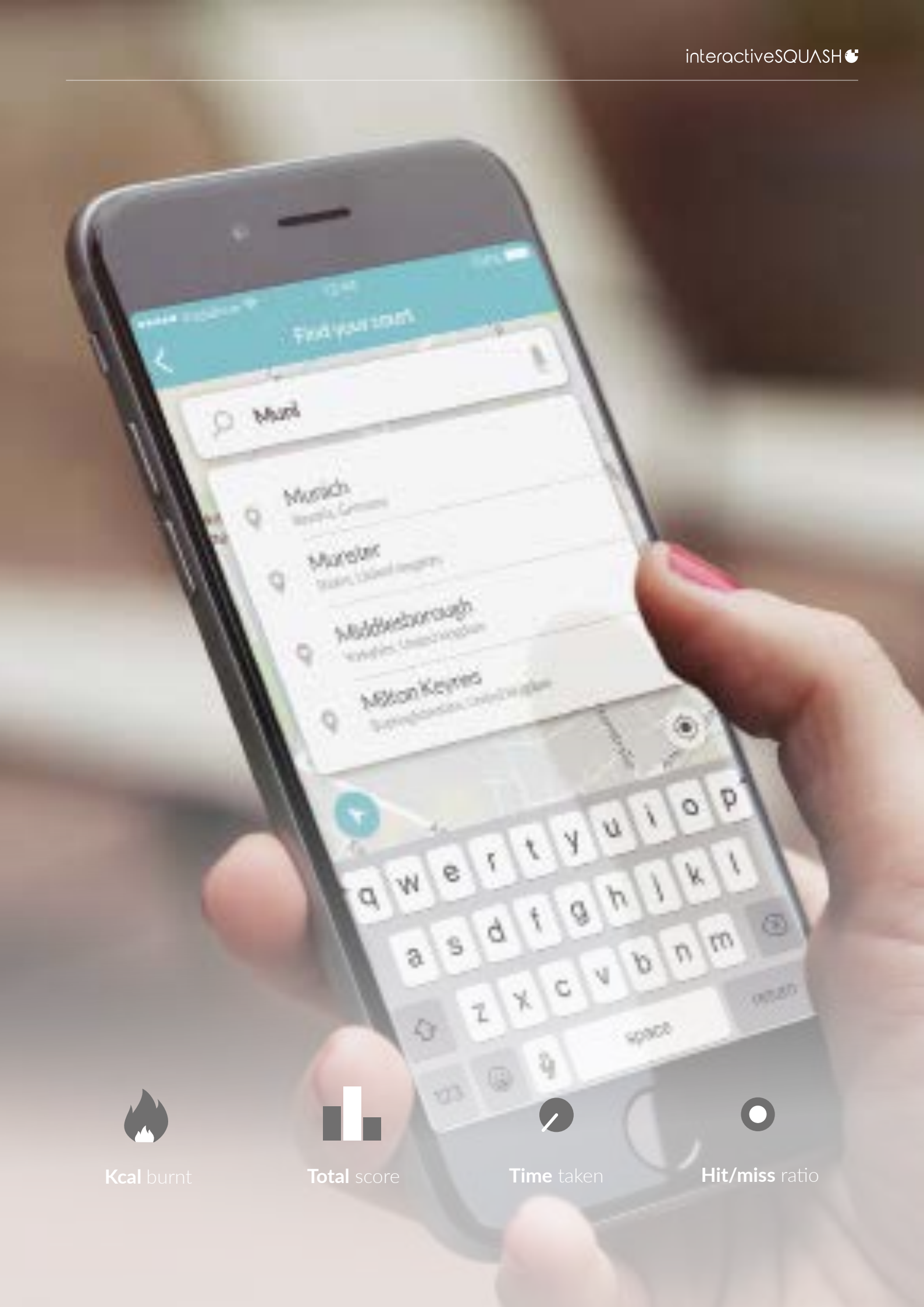
3.6.1/.....

Field	Weight	Size	Example
H1 heading	**Lato Bold**	**17pt**	*AreaFocus*
H2 heading	Lato Regular	**13pt**	*Average/Best*
H3 heading	Lato Regular	**36pt**	*113%*
H4 heading	Lato Regular	**17pt**	*Achievement*
H5 heading	Lato Light	**15pt**	*10. Dez 16 | 10:50-10:55*
H6 heading	Lato Regular	**32pt**	*43:28 / 794 / 31:50*
H7 heading	Lato Light	**15pt**	*Time/Kcal/Hit Miss*

3.6.2/.....



Game name	**H1 heading**	17pt
Average/Best	**H2 heading**	13pt
Game Icon	**H3 heading**	36pt
Achievement score	**H4 heading**	17pt
Previous results /no of times played	**H5 heading**	15pt
	H6 heading	32pt
General Game stats	**H7 heading**	15pt



Kcal burnt

Total score

Time taken

Hit/miss ratio

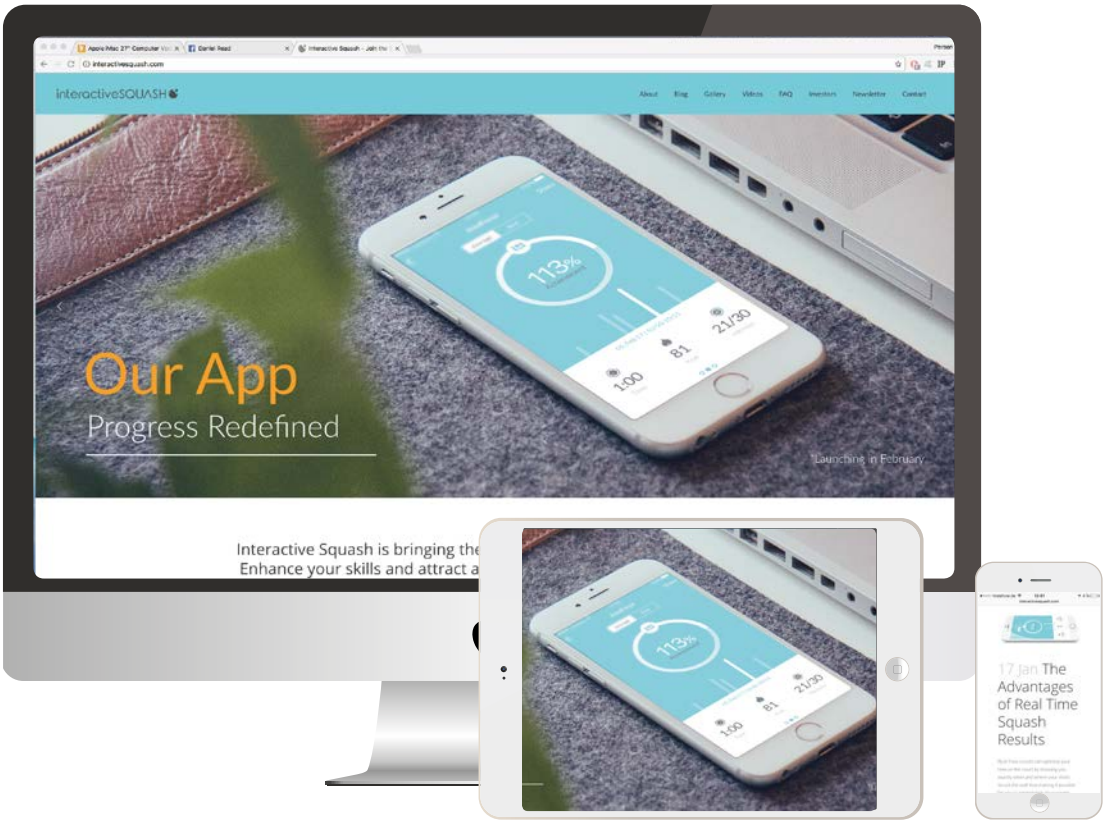
4.0
WEBSITE
Guidelines

A brief overview of the general mechanics of the website including; construction of blog posts, photoshoot, editing and maintainence of the general social media sites.

4.1/..... Website Materials & Platforms

4.1.1/.....

interactiveSQUASH is available on most platforms and devices. The corporate design follows a simple yet readable design.

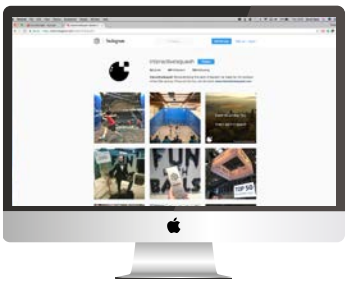


4.1.2/.....

Twitter



Instagram



Facebook

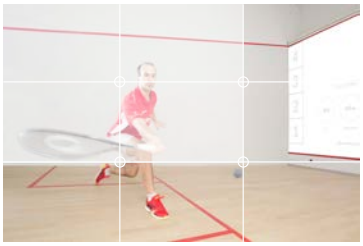


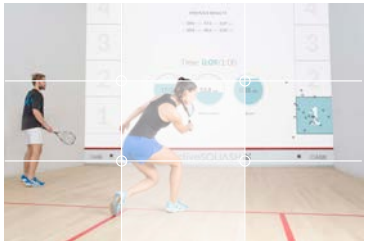
4.2/..... Website Imagery usage

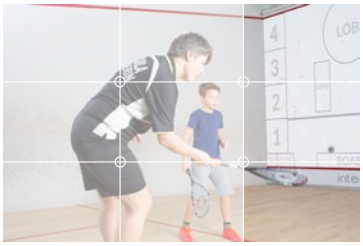
4.2.1/.....

The general imagery for the website is the same as it was used in print media. We mix us genders/ages and try to keep the format as clean as possible.









Guidelines on producing & using imagery for interactiveSQUASH are that

- Rules of Third always need to considered (the player must be the first focus and the screen the second
- The contrast must be seen in the projection screen to give clarity.
- Generally try to place the subject at one of the four corner areas to maximize the image potential and the contrast between person and projection.

4.3/..... Website Editing images

4.3.1/.....

—

Photos are to be edited in the raw mode setting and follows a unique editing sequence. Although it is not set, please use the following raw editing guidlelines to match the corporate imagery identity.

Temparature:	4700 / 5200	**Shadows:**	+18 / +25
Tint:	+3 / +10	**Whites:**	-13 / +5
Exposure :	+0.90 / +1.40	**Blacks:**	+23 / +30
Contrast:	-8 / +20	**Clarity:**	Always 0
Highlights:	+10 / +18	**Vibrance:**	Always 0









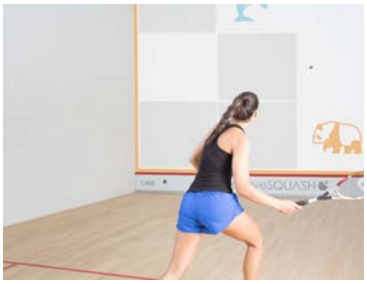
4.3.2/.....

—

Whether it is training or gaming modules the same image editing needs to take place and beccome more





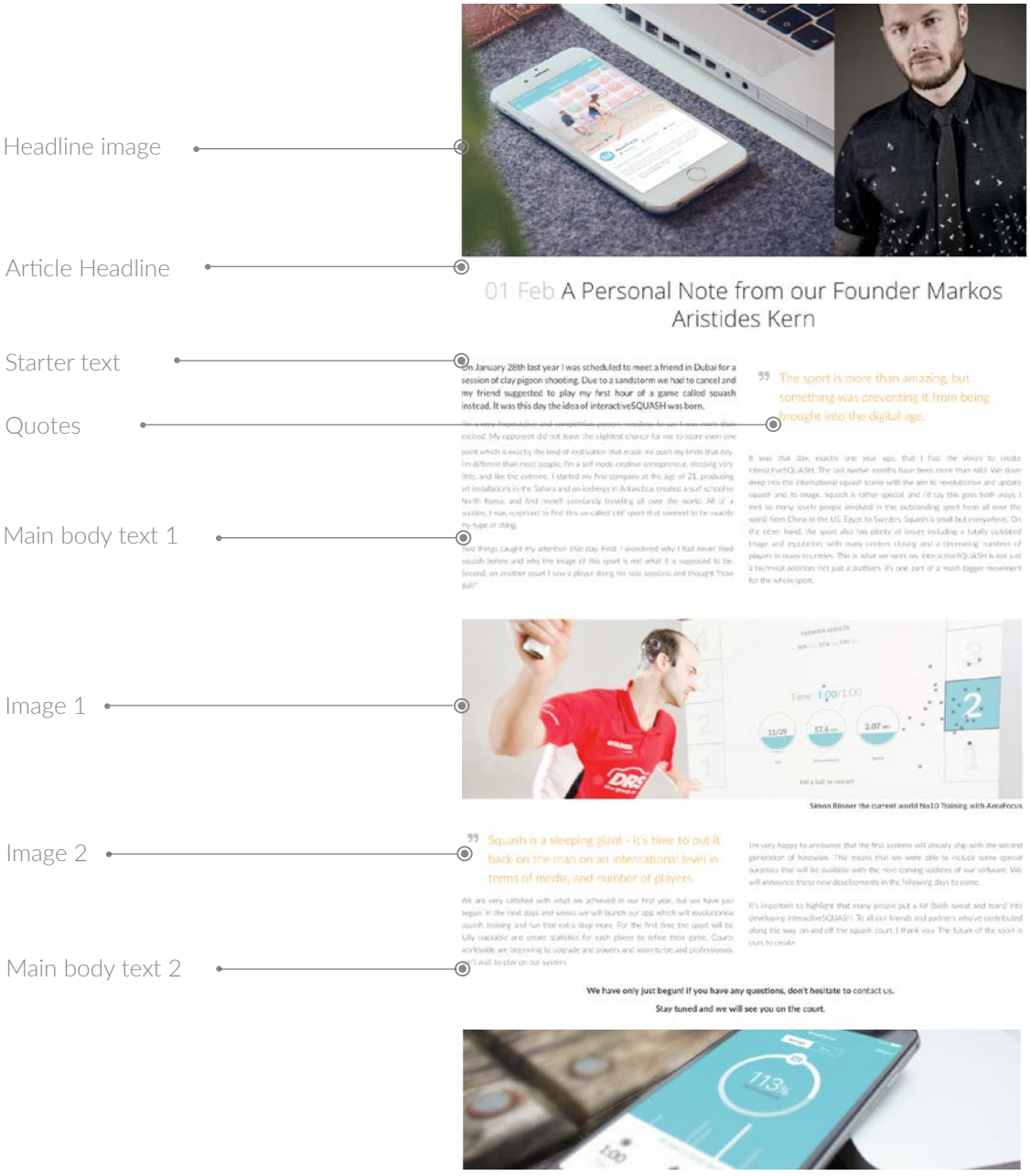





4.3/..... Website
Blog posts & Creation

4.3.1/.....

Blog posts are constructed normally using the FWB wordpress site. there is no exact template but the main incorporates must be included to create the post.



4.3.2/.....

Website
Blog posts & Creation

Headline image
1200 x 500 pixels

Article Headline
Heading 5 </h2>

Starter text
Heading 5

Quote 1
Heading 7 </3>

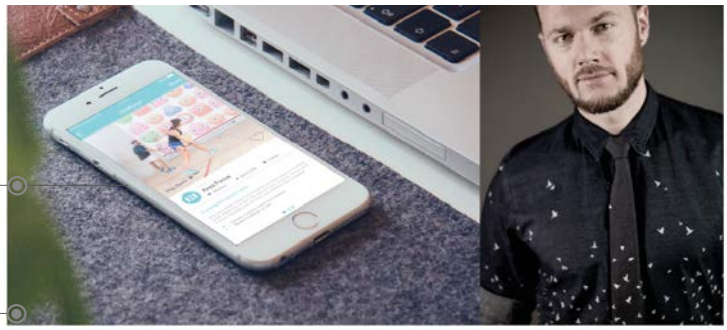
Main body text 1
Heading 5 </h2>

Image 1
1200 x 300 pixels

Quote 2
Heading 7 </3>

Main body text 2
Heading 5 </h2>

Image 2
1200 x 500 pixels



01 Feb A Personal Note from our Founder Markos Aristides Kern

On January 28th last year I was scheduled to meet a friend in Dubai for a session of clay pigeon shooting. Due to a sandstorm we had to cancel and my friend suggested to play my first hour of a game called squash instead. It was this day the idea of interactiveSQUASH was born.

I'm a very hyperactive and competitive person, needless to say I was more than excited. My opponent did not leave the slightest chance for me to score even one point which is exactly the kind of motivation that made me push my limits that day. I'm different than most people. I'm a self made creative entrepreneur, sleeping very little, and like the extreme. I started my first company at the age of 21, producing art installations in the Sahara and on icebergs in Antarctica, created a surf school in North Korea, and find myself constantly traveling all over the world. All of a sudden, I was surprised to find this so-called 'old' sport that seemed to be exactly my type of thing.

Two things caught my attention that day. First, I wondered why I had never tried squash before and why the image of this sport is not what it is supposed to be. Second, on another court I saw a player doing his solo sessions and thought "how dull!"

> The sport is more than amazing, but something was preventing it from being brought into the digital age.

It was that day, exactly one year ago, that I had the vision to create interactiveSQUASH. The last twelve months have been more than wild. We dove deep into the international squash scene with the aim to revolutionise and update squash and its image. Squash is rather special, and I'd say this goes both ways. I met so many lovely people involved in this outstanding sport from all over the world from China to the US, Egypt to Sweden. Squash is small but everywhere. On the other hand, the sport also has plenty of issues including a totally outdated image and reputation, with many centres closing and a decreasing numbers of players in many countries. This is what we work on. interactiveSQUASH is not just a technical addition, not just a platform, it's one part of a much bigger movement for the whole sport.



Simon Rösner the current world No10 Training with AreaFocus

> Squash is a sleeping giant - it's time to put it back on the map on an international level in terms of media, and number of players.

We are very satisfied with what we achieved in our first year, but we have just begun. In the next days and weeks we will launch our app which will revolutionise squash training and fun that extra step more. For the first time the sport will be trackable and create statistics for each player to refine their game. Courts worldwide are beginning to upgrade and players and soon-to-be and professionals, can't wait to play on our system.

I'm very happy to announce that the first systems will already ship with the second generation of hardware. This means that we were able to include some special surprises that will be available with the next coming updates of our software. We will announce these new developments in the following days to come.

It's important to highlight that many people put a lot (both sweat and tears) into developing interactiveSQUASH. To all our friends and partners who've contributed along the way, on and off the squash court, I thank you. The future of the sport is ours to create.

We have only just begun! if you have any questions, don't hesitate to contact us.

Stay tuned and we will see you on the court.





interactiveSquash
is a ground-breaking sports product brought to you by Fun With Balls GmbH - in partnership with ASB SquashCourts.

5.1/..... Closing Remarks

Squash is a sleeping giant - it's time to put it back on the map on an international level in terms of media, and number of players.

We are very satisfied with what we achieved in our first year, but we have just begun. In the next days and weeks we will launch our app which will revolutionise squash training and fun that extra step more. For the first time the sport will be fully trackable and create statistics for each player to refine their game. Courts worldwide are beginning to upgrade and players and soon-to-be and professionals, can't wait to play on our system.

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We have only just begun! if you have any questions, don't hesitate to contact us.

Stay tuned and we will see you on the court.

Markos Aristides Kern

Thank you

From the interactiveSQUASH Team.

If you have any questions on the style or simple want advice on how to create your next interactiveSQUASH piece then please get in touch with us

daniel@funwithballs.com







About us:

interactiveSquash a company of FunWithBalls GmbH, 2017













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CEO & Founder

Markos Aristides Kern

Content & Editors

Markos Kern
Daniel Read

Design, Layout & Concept

Daniel Read

Photography

Markos Kern
Daniel Read

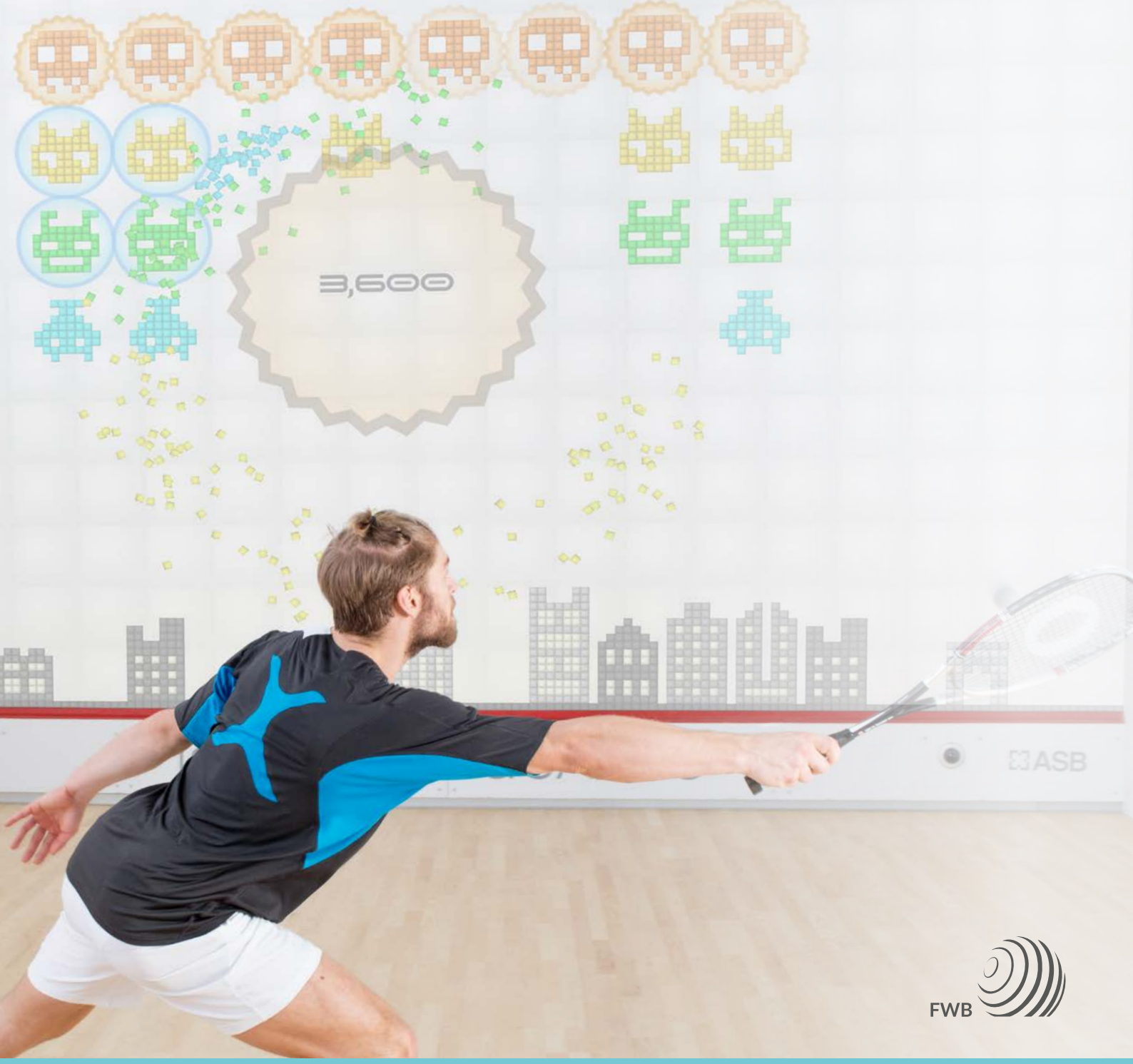
Technical workings

Benjamin Piltz
Thomas Ten Cate









interactiveSQUASH

16th November 2016
Version: 1.2