



SuperStudio 2019 – Community

THE BRIEF: PLAYTime

*"A new building can be very harrowing,
I should like to give people a chance to whistle", Jacques Tati*

PREAMBLE:

*"Play is an excellent example of the ways in which biology and culture influence each other"
From *The Role of Play in Human Development*, Anthony Pellegrini*

Play is one of the best avenues for humans to interact with the world around them, and enhances cognitive and social/emotional development.

How can we redefine our understanding of the role of play in human development? How will this understanding inform designing places that encourage interaction and develop the human experience in architecture and urban design?

Involvement in different types of play is thought to lead to an enhanced level of intrinsic motivation that stems from experiencing fun, enjoyment, and competence. But how can architecture reinterpret the notion of play to create better interconnectivity between communities?

THINK:

If play is an integral part of life, it cannot simply be identified in space and time by the formula: live, work and play. Rather, it is worth considering a holistic approach based on the idea of living while working and playing. In this perspective, a new potential for change opens up through architecture. How can playful architecture and design combat social isolation through creating opportunities for pushing the boundaries? How can playful design shift the current cultural norms to new and different boundaries that might promote citizens to engage with the community? How can playful design of "in-between" spaces affect social interaction in different urban forms? In the end, what is its relation to the digital realm, considering the emerging prevalence of an over-reliance on social media? How can play foster our sense of community considering our constant presence in the online world?

BE BRAVE:

"The best way to predict the future is to invent it"
Alan Kay, Apple Chief Scientist, quoted in Catmull, Ed (2014) "Creativity, Inc."

Your design needs to trigger the existing paradigm shift of 'live, work, learn and play' as independent moments of our lives. It needs to encourage risk-taking in this precarious world with *reconsidering the role and threshold level of the current safety limits*. Yes, it seems paradoxical, but in order for design to innovate, you have to be transgressive enough. Architecture offers this opportunity.

IDEATION STARTS...

PROGRAM:

Think inclusive, think brave.

Brief:

What is a connection and what is connectivity?

How does your design encourage connectivity with community through play?

Embrace diversity, and reflect the hierarchy of needs that diversity brings.

Place and context:

Your design might happen in squares, schools, markets, hospitality, places of worship, in-between spaces or a virtual world.

Experience

Design spaces for unknown experiences, to empower community engagement.

Consider playful place activation to connect.

Play spaces in this context are not to be interpreted as literal playgrounds but rather, spaces where boundaries seem to change or be pushed to eventually fall away, consequently redefining the space and its subsequent community interactions.

METHOD:

Take some time for playful ideation before you start designing. You need to present your playful process and indicate how your design can nurture the notion of community.

Test and choose the place for your intervention.

Focus on conceptual progress as part of the outcome rather than the result: a well curated and edited process driven presentation is key.

Final presentations will be a 3-minute powerpoint presentation using information of your own curation and selection There are no specific parameters around the number or type of drawings and artifacts which you are to present - there are to be no model present at final presentation.

SONA would like to acknowledge and thank 2019 Superstudio Creative Directors.

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