

Boun

Playground - E

For the kids of GenZ



Fig: 1 – Playgrounds as a social space for children.

PREMISE

Playgrounds have been an integral part of our path of growth right from childhood since ages. They are the place, which allows practically no limits for a child to be themselves while offering a safe zone while they continue to be so. Where the world is entirely designed for adults the playgrounds are the social space for kids to engage with kids of their age.

This clearly is the single biggest advantage of any growing up journey, which cannot be compensated by parents, videos or devices. A child requires a lot of activity, not only mental but physical, social sided spheres to engage. And with passing times these spaces are losing relevance.



Fig: 2 – Outdating Play furniture

THE ISSUE

The problem is pretty straightforward if we see it in the perspective of evolution. Parents are always worried about children not spending time with other kids or spending time on activities that involve physical development. The culprit in this complaint is the devices that usually gobble the attention span of almost every child around the world and it continues to.

Attraction to devices that are labelled harmful, is only the half-truth if we inquire about the core reason why the problem persists and is growing.

Smartphones are a high-end piece of technology that has evolved over the decades to serve content that has the ability to get not only children but even the adults to get hooked. What it ignores is the fact that the amount of work put in these devices are incomparable to work put on developing great playgrounds for children to play in. How can we tip the balance again?



Fig: 3 – Abandoning playgrounds - A Reality

THE BRIEF

The design is to develop a model playground that has the ability for children to play in the times of today. The design exercise can be considered as an update to the traditional playground. This update can involve better furniture, landscape design, technologies or systems that use hybrid mediums and games to keep them engaged.



Fig: 4 – Composing better play furniture - An interpretation

OBJECTIVES

Elements/Features: Designing unique elements and furniture that align with the new playground ideas.

Multi-Activity: Create setups that serve not just one kind of play but the ability to be multidimensional in the short term to retain interest.

Safety/Durability: To build setups that are safe and durable for long term outdoor use.

Updates: How the setup can be changed in the longer run by adding or rolling out new features in the future?

SITE

The location of this playground is expected to be in a gated township that has more than 2000 dwelling units and 4-5 plots like this. The size is 30m x 45m located between residential towers of more than 10 floors. The gated community setup allows high-value playground elements that can be piloted here and maintained in the longer run - thereby paving way for mass release.

HOW TO SUBMIT?

Read all the competition rules and details from the sidebar, and hit **register**. You can pay the entry fee and book your registration right away. The additional resources directly unlock as soon as you register on your dashboard. Once you are ready with your project - begin uploading from the dashboard and follow this tutorial to submit. You can add your team members to your project while submitting.

RULES

You have to deliver an architectural outcome on the following site, based on the given outlines.

- Recommended number of sheets/presentation images/boards: 3 (Three) of size [2800px x 3500px] in **portrait digital format (JPEG only)**.

Minimum 3 (Three) & No maximum sheet limit. Each image should be less than 15MB. (Do not submit PNG format)

Minimum requisite submissions are sheets/boards + Cover image containing:

- Site plan (Compulsory)
- Key conceptual sections x 1 (Minimum)
- 3D views x 4
- Additional cover image of 2000px x 1000px
- Write an article/story in the Journal section# of the project (of about 700-1000 words) answering the questions given in the Additional Resources.

#Journal Section appears midway in the project submission portal. More instructions in the additional resources.

RESOURCES

This competition contains additional resources that contain a set of files useful to complete the competition submission. This folder is made available on your profile dashboard automatically as soon as you register.

This additional resources folder of this competition contains: Submission Format files in PSD | AI | InDD & Guide to Journal Section + Questions

Learn more on <http://uni.xyz/competitions/playground-e/info/about>

BASE RULES

- + The competition is open for students and professionals from all disciplines of design.
- + The team limit for this competition is 4 members maximum per team.
- + You can register more than one team but they have to be registered separately.
- + Ensure that the final sheets submitted do not include your name or any other mark of identification.
- + Your submission is linked to your UNI user account which stands as your identification.
- + This is a design idea challenge only. There is no built commission/realization associated with the problem.
- + In case of publication in the yearbook we will reach out separately for selected entries.

PRO TIPS

- + Use exploded views to discuss multi-levelled conceptual models better.
- + Mention sheet number on the corner of every sheet.
- + Plagiarism of any idea/form/design/image will be disqualified with a notice.
- + All the sheets or images will be viewed on a digital device. e.g. Laptop screen or projector. Uploaded sheets or images will not be physically printed for evaluation. The submission hence should be prepared for digital viewing only.
- + Submit JPEG images only. (PNG will not function)

JUDGING CRITERIA & JUDGES

The entries will be judged by an international jury of the competition on the following criteria:

Presentation: The fundamental to a good entry is a visual delivery of ideas.

Concept/Idea: Quality of thought and intent in the pre-design phase.

Spaces/Programme: How the spaces are calculated and ordered.

Design Outcome The final architectural outcome of the solution.

The judging panel can also add other criteria based on their internal discussions - which will be in line with the problem statement. Participants are advised to fulfil above given criteria first in their design. Names of the jury panel will be announced soon.

YEARBOOK

Winners of this competition will get annually published with us in our e-yearbook and annual publications.

Prizes / Deadlines / Registration

For complete information on active prizes and details on the entry fee, visit the **Awards & Fees** section of the competition here:- [Awards&Fees](#)

Learn more about this competition - schedule - prizes here:

<http://uni.xyz/competitions/playground-e/info/about>

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