

# Prototype 2: Playground

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December 12, 2016

**The Indiana Jones Adventure Ground** is a playground for children ages 5 to 11 featuring themes from the Indiana Jones movies. When designing a playground, a few key questions are considered. We took on the challenge of providing natural exit points throughout the playground, making sure that children playing in the playground would never feel stuck and thereby scared. The extreme case of what we wanted to avoid is the feeling a child would have at the halfway point of a haunted house, knowing the only two routes are through the horror just experienced, or through the unknown ahead that may or may not be just as bad. With this in mind we set off designing a playground with a light hearted adventure theme.

**Playgrounds as an experience** for children, is a way to think about the activities one would create for such a space. A playground affords both structured and unstructured play, as a playground is not simply a predetermined sequence, but an open 'sandbox' experience. This means that a playground should provide a frame and a number of props to facilitate play, but could also provide structure for children to interact with parents or older siblings.

This structure could come in the form of a light narrative provided through a companion website or app for the playground. This would allow for parents to act as storytellers presenting parts of an "Indiana Jones" adventure detailing family activities and providing suggestions for interesting uses of the playground materials.



**In conclusion** we managed to design a playground that should feel safe to be in. Large parts of the playground are very traditional, we did however try to be a little inventive with the addition of a strong theme and an associated story. Further work could be specifying more precisely the dimensions of the playground as well as the story that would accompany it. Even thou the playground probably would fit in a filmstudio theme park as is.