CONTENT USE All information can be used by MOTG for its own purpose, providing that credits are given to GDI when appropriate. The activities preliminary design, and, if needed, support for fundraising led by MOTG. GDI provides drawings for playground options adjusting to different sites within the camp. MOTG will be responsible compliance with local code and best practice for children's safety.



RIC PLAYGROUND

DESIGN CONCEPTS





GD	GATHER INFO +	(GDI)	WORKSHOPS		
GD	GDI to create and send out a survey to gather basic information about the area and project needs		GDI to gather for 4 design workshops/ charettes with mini sessions in between		
	GDI to create and send out a design brief to gather designers				
	PREP		INITIAL CONCEPT DESIGN	FUNDRAISING	

GDI DESIGN + PLAN		
GDI to create concept designs, strategies, + goals for the project		
GDI CREATE GRAPHIC BRAINSTO	RM	
GDI to create document to share with MOTG; to be used as a fundraising tool MOTG to talk with to brainstorm op	ith ners otions	
INITIAL CONCEPT DESIGN		

	GDI	
PROJECT OVERVIEW Design Goals Design Principles Design Strategies		
SITE CONSIDERATIONS Identified site conditions around the camp with beneficial qualities for the future playground site to consider A Visible B Service Adjacent C Shade D Overlook		
MATERIAL OPTIONS Observing 3 commonly found materials, we strategized how they could each be modified and combined to create a series of play elements. 1 Tires		
2 Tent Poles 3 Wood + Pallets INITIAL CONCEPT DESIGN	FUNDRAISING	SITE SELECTION
	SUBMISSION FEB 02 2021	ENGAGEMENT

GDI GRAPHIC SUPPORT GDI designers can provide shorter brochure showcasing the project to support fundraising			
FUNDRAISE MOTG to utilize GDI graphic materials to support fundraising; to communicate fundraising progress to GDI	Once funding is secured, GDI can then begin facilitating community engagement process Engagement strategies (survey, workshop) will depend on MOTG's capacity for such activities		
FUNDRAISING	SITE SELECTION	FINAL DESIGN	CONSTRUCTION

SEARCH FOR SITE MOTG to select a site and secure an agreement or approval for use of site to build playground in camp		
DEVELOP DESIGN GDI to further develop design options informed by site possibilities and MOTG correspondence	CHOOSE SITE MOTG to determine site placement and GDI to continue the conceptual design	
SITE SELECTION	FINAL DESIGN	CONSTRUCTION

G	GDI to detail and finalize the design based on community feedback + MOTG's direction	
	MOTGS direction	
	FINAL DESIGN	

	CUREDVICION
({	SUPERVISION
	MOTG to supervise
	MOTG to supervise the construction process. MOTG to to secure a builder/ contractor and labor
	process. MOTG to
	to secure a builder/
	contractor and labor
G	GUIDANCE
9	
	GDI to continue providing support and advising
	providing support
	and advising

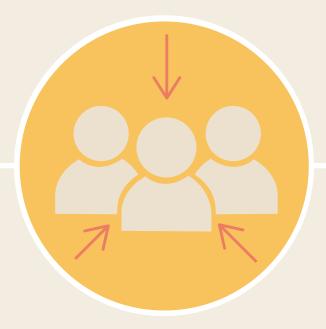
SAFETY REVIEW	
If not already in place with UN refugee agency	
with LIN refugee agency	
with off refugee agency	
MAINTENANC	
MAINTENANC	= +
Ongoing: 6-12 mont	hs

GDI DEVELOP ACTIVITIES	GDI RAISING AWARENE	SS E	NGAGE RESIDENTS	
Create child centered activities to help gather children's ideas for what they hope a playground m'ight be.	Through introducing the project to children, families, residents prior to the playgr being built. Utilizes the child centered activities from previstep.	Δ	according to one's skill set; children can contribute by ainting the structures. eenagers can help with ainting murals and planning.	
Funding secured				
	<u></u>			•
FUNDRAISING		FINAL DESIGN	CONSTRUCTION	
COMMUNITY ENGAGEME	ENT			



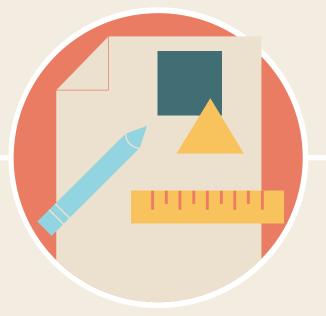


Modular unit that can be easily assembled and disassembled



GATHER + CONNECT

A safe and fun community hub for all members to socialize



CREATIVE

Acolorful, artistic space that engages the art community



SUSTAINABLE

Designthathas minimal impact on the land and respects nature



PLAY SPACES

Assist **MOTG** to advocate and implement play spaces by providing various design options



FOR EVERYONE

Catering to **different age groups** for them to meet and play in a safe way



TEMPORAL DESIGN

Design a temporary play space that is easily constructible, replicable, and cost efficient



COMMUNITY

Engage the camp's community in the **design and construction** process to develop a playground best suited for their needs

DESIGN STRATEGY

PARAMETERS

Categorize space available on site + suggest adjacency



1 MODULE: 25 M²

Multiply for play

POTENTIAL SITES

- A VISIBLE
- SERVICE ADJACENT
- SHADE
- OVERLOOK

DESIGN STRATEGY

MATERIALS

Use recycled +/- readily available materials







SPECIFICATIONS





COST



DIMENSION

CAPACITY

DESIGN STRATEGY

PROGRAMS

Integrate + utilize other existing MOTG programs



WASTE MANAGEMENT + GARDENING

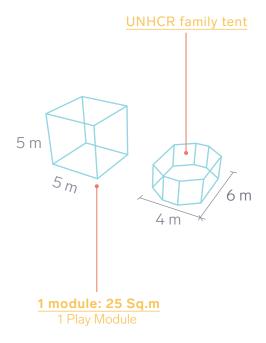




EDUCATION

SPATIAL PARAMETERS

While the playground's final location is unknown, these "test fits" help us imagine potential sites.



POTENTIAL SITE

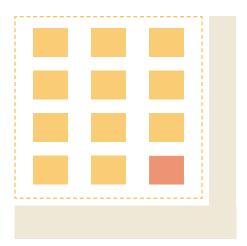
- **VISIBLE**
- SERVICE ADJACENTSHADEOVERLOOK



SITE A: VISIBLE

A **centralized** play area = a safer play area. Locations near **major circulation corridors** provides addditional **visibility**

SITE A TYPICAL LAYOUT

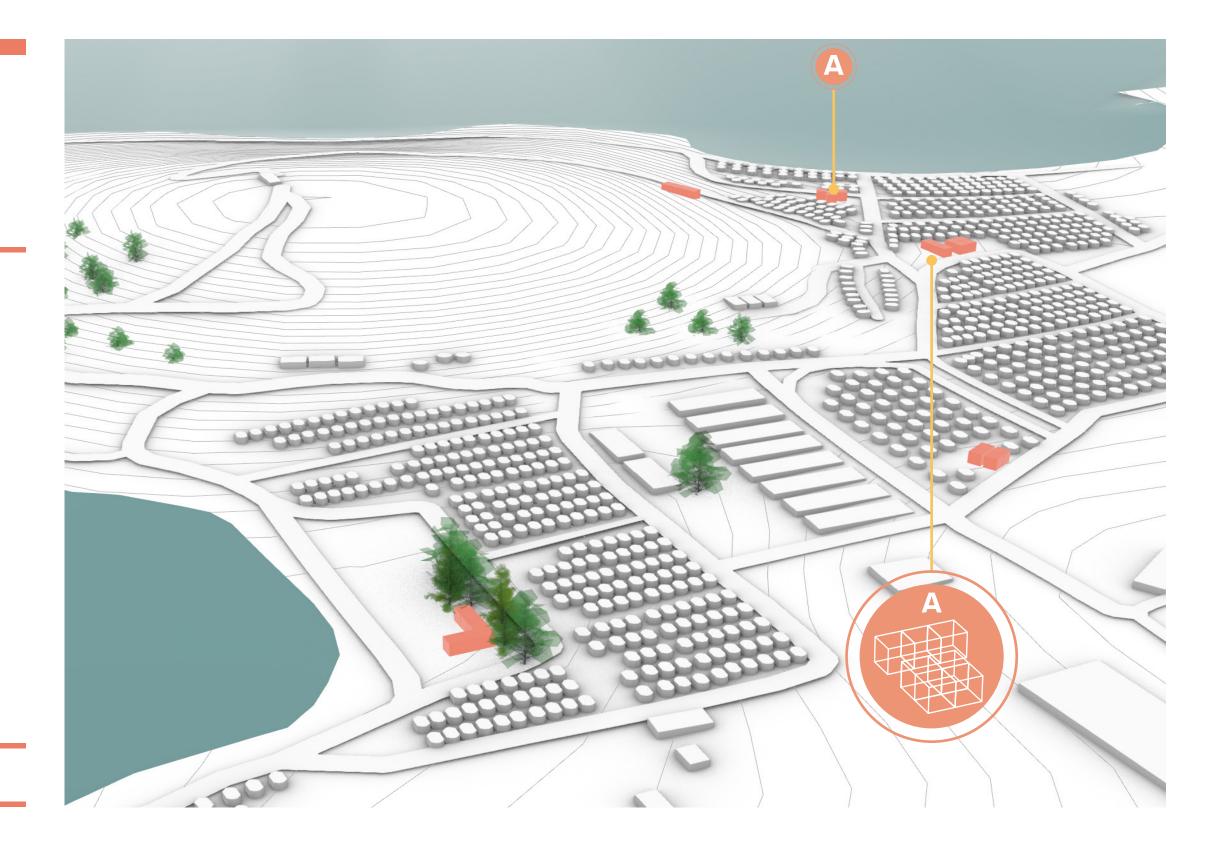






tent

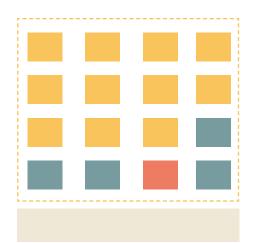
play space



SITE B: SERVICE ADJACENT

Sites close to **places of group activities** benefits as well as children.

SITE B TYPICAL LAYOUT









tent

play space services

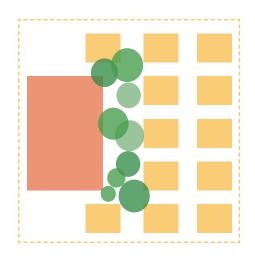




SITE C: SHADE

Taking advantage of existing site conditions like existing trees will provide **shade** and create a connection to the landscape

SITE C TYPICAL LAYOUT









tent

play space vegetation



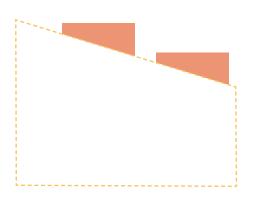


SITE D: OVERLOOK

Adjacencies to services or relevant populations, especially areas designated for women and children, would be convienient for caretakers.

Integrating the playspace with the contours of the site adds another dimension of play value.

SITE C TYPICAL LAYOUT

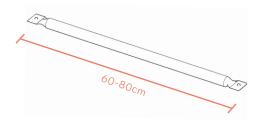




play space

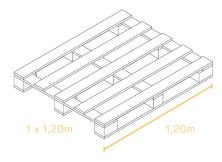


MATERIALS



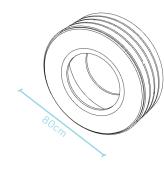
TENT POLES

Standardized lengths cut from recycled tent poles would provide basic units for play structure. Modification of units would allow for constructing configurations appropriate to a variety of locations. Play structure could be augmented with added features. Coating pipe in reflective, non-toxic paint would reduce risk of hot metal surfaces. Connection points would be smoothed. Attachment to ground would be specific to location.



WOOD + PALLETS

Common wood pallets collected from large scale deliveries (or procured directly from a distributor like Green Pallet Packaging Solutions) can be disassembled into timber segments. These elements, paired with conventional timber framing materials, can create an armature of opportunity for climbing walls, slides, and swings. Precise detailing of bolted connections and scaled footings will be required.



TIRES

Sourced from surrounding communities, sourced from surrounding communities, automobile tires can be easily modified, attached and reconfigured into functional play components. Bolted together and stacked, or simply embedded into the earth, tires can provide opportunities for climbing, balancing, riding and swinging. These soft, flexible units can also be used to define the playspaces and softfall areas.

COMPONENT INFORMATION



15 sqm



5-10 users



cost

COMPONENT INFORMATION



15 sqm



12-15 users



cost

COMPONENT INFORMATION



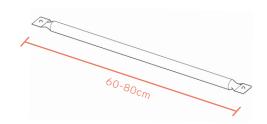




15 sam

10-15 users

cost



TENT POLES

MATERIAL MODIFICATIONS







bend

fasten

cut

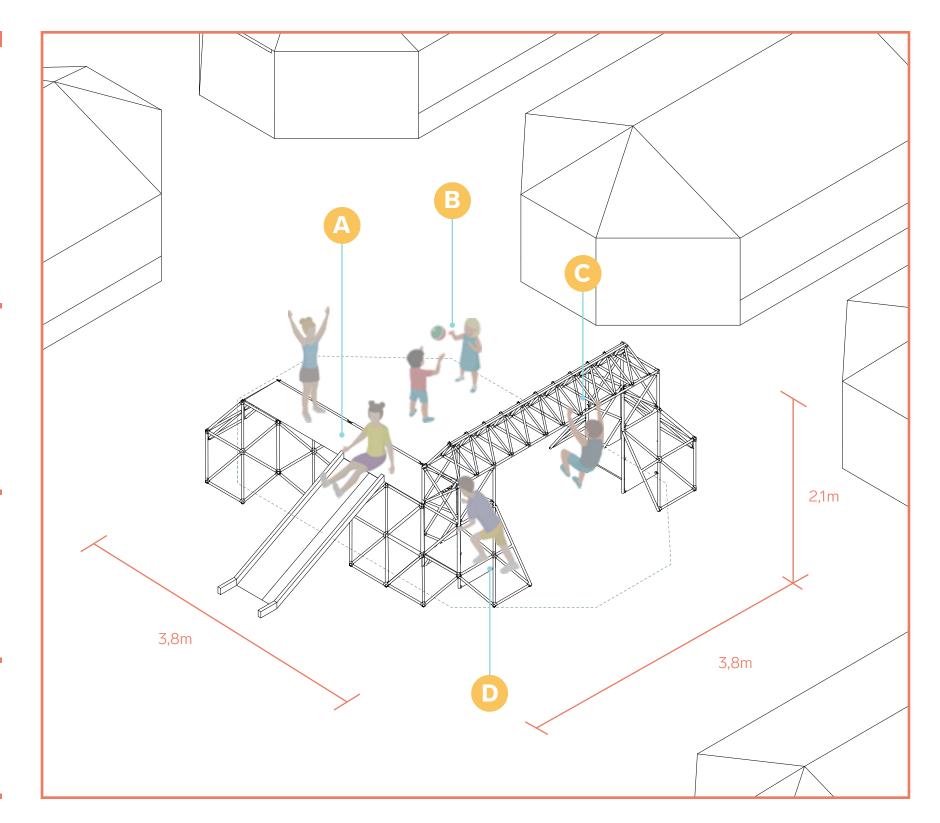
MATERIAL UNIT



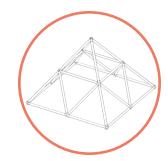


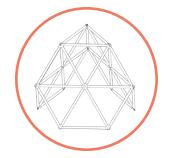


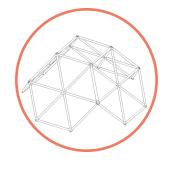
- PLATFORM
- **B** HANG
- MONKEYBARS
- O CLIMB



COMBINED MATERIAL UNIT

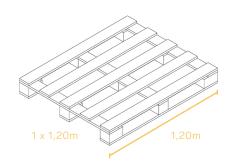






*design will have to be verified for structural integrity

*related program: waste managment



WOOD + PALLETS

MATERIAL MODIFICATIONS







fasten

sand

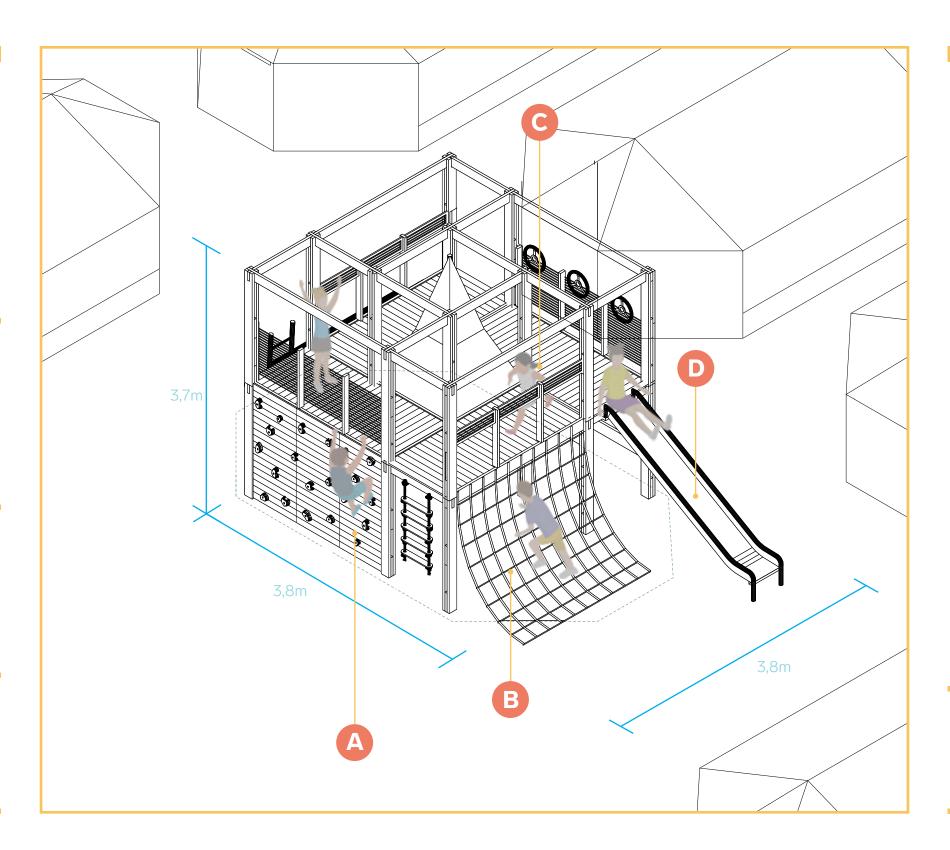
cut

MATERIAL UNIT





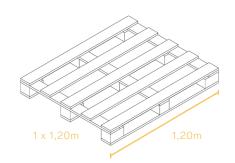
- **A** CLIMB
- **3** INTERACTIVE WALLS
- RUNSLIDE



COMBINED MATERIAL UNIT



*related program: woodshop program



TIRES

MATERIAL MODIFICATIONS







cut

fasten

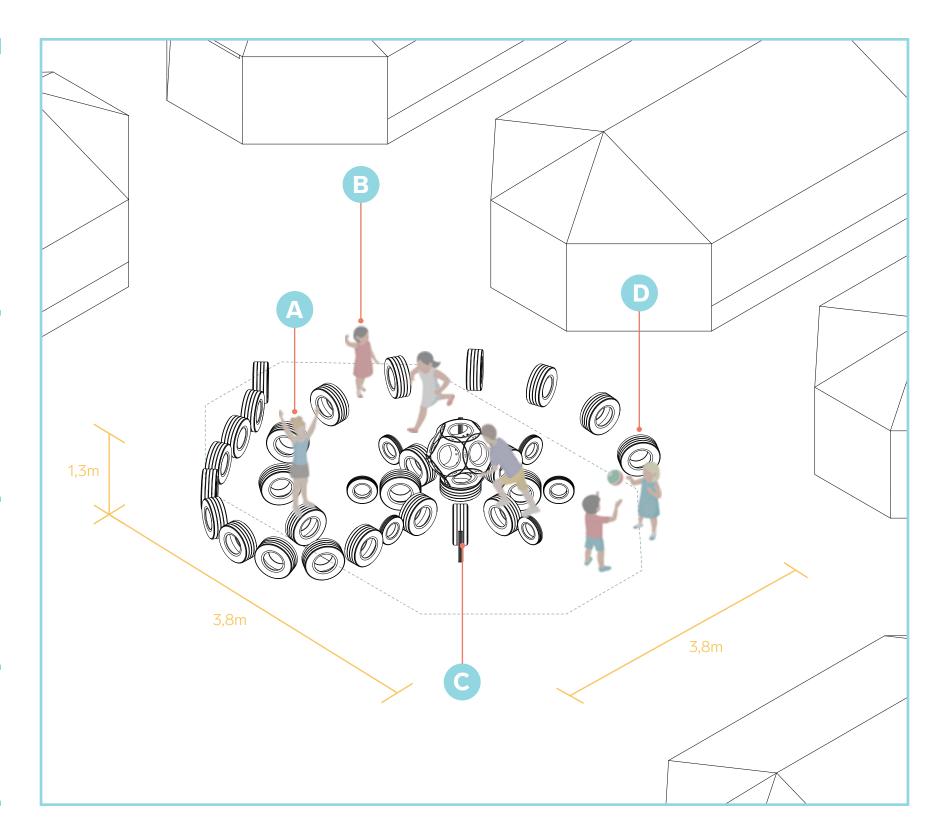
drill

MATERIAL UNIT





- **A** CLIMB
- **3 INTERACTIVE WALLS**
- RUNSLIDE



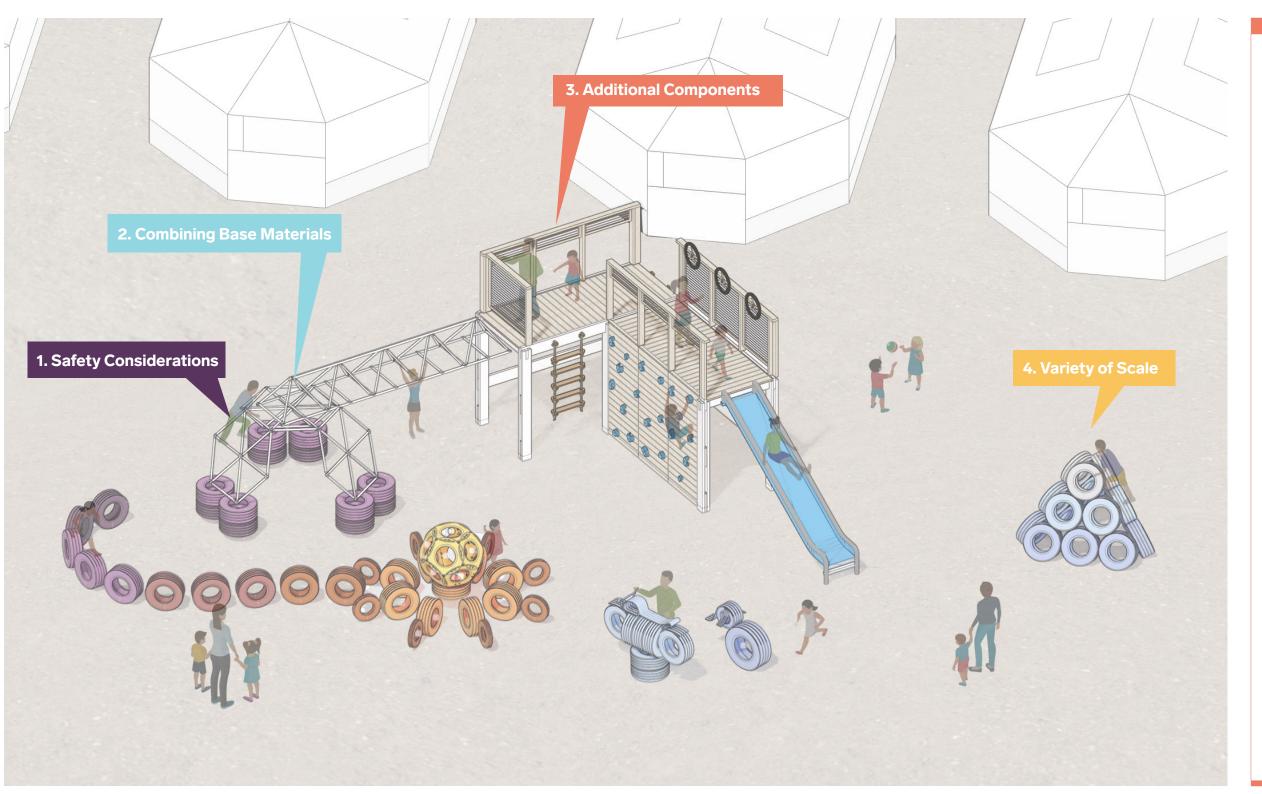
COMBINED MATERIAL UNIT







*related program: waste managment



1. Safety Considerations

Additional precautions will have to be considered for the final design, including tires filled with concrete as anchors, rope or added fabric to avoid metal heating in the sun, as well as adequate space around each unit to ensure space for running.

2. Combining Base Materials

Metal, wood, and tire units can be combined, depending on availability, in different scales to add variety to the playground.

3. Additional Components

Other elements (slides, rock climbing walls, ladders, and rope) can be added as available to enhance use of each unit.

Varety of Scale

Material units can also be stand-alone play objects allowing for flexibility in space and permanence.

COMMUNITY ENGAGMENT

LEVEL OF ENGAGEMENT

CHILDREN

Post information of the playground (design, schedule) on information board or announce it during community meeting.

PRE-DESIGN

Observe children play onsite and identify need; Ask non-intrusive questions to gather their images of the playground.

DESIGN

Have workshop with focus group to vote for / comment on the design options.

DESIGN PHASE

Organize craft workshop with children to build their ideal playground. Using simple materials such as popsicle sticks, toothpick.

CONTRUCTION PHASE

Assign safe and fun tasks for children in construction such as painting.

ADULTS

PRE-DESIGN

Do community survey to understand the need of play and gathering space of the community.

DESIGN

Have workshop with focus group to vote for / comment on the design options.

DESIGN PHASE

Have members from the residents working collaboratively with GDI to design the playground via charrettes.

CONTRUCTION PHASE

Integrate the construction of playground as part of the training by MOTG. Teach residents how to use the tools in wood/metal workshop. Allow residents to not only build parts of or the whole piece of the designed playground.



Inform potential partners of project progress through website, email, social media and events: Seek both monetary and material resources.

Seek comments from appropriate partners of the design options.

INFORM INVOLVE **EMPOWER**

Raise Awareness: By introducing the project before the playground is being built. Develop Child Centered Activities: To help gather the childdren's ideas for what thy hope a playground might be.

Engage the Residents in the Contruction: According to one's skills set.



ORGANIZER

GRAPHIC + LAYOUT

Alicia Delgado-Alcara:

SITE

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