

Project 1:

Topic

Inclusive Play Spaces for All Ages
Design Strategies for Multi-Generational Open Spaces

Project Title

Inclusive Play Spaces for All Ages: Designing Multigenerational Open Spaces for Play and Interaction

Overview

As a client seeking innovative design solutions, we propose the development of a shared open space in south Rotterdam that provides to both elderly and children, focusing on how overlapping needs can inform resilient and inclusive design strategies. This project explores user-centered design through the integration of play areas that accommodate the activity needs of children and the relaxation and socialization need of the elderly, encouraging intergenerational interactions and fostering community bonds.

Introduction

This client-driven project operates within the urban planning and public space design domain, aiming to address the needs of two critical but often separate groups: elderly and children. The main stakeholders include local governments, community organizations, urban planners, and the families who reside in these areas. The opportunity lies in creating open spaces that promote intergenerational interaction, enhance community cohesion, and improve the quality of life for all users. Limitations may include spatial constraints, budgetary restrictions, and diverse user requirements. This project not only meet the criteria for a master's level design project but also promote social value by focusing on significant societal groups (children and the elderly) and pressing issues (health education and community integration).

Client and Research Context

The client for this project is a research team from the faculty of Architecture, TU Delft. Your spokesperson and projectmentor will be Maryam Naghibi. The research that this project is connected to is within the domain of Delta Urbanism research, which focuses on the intersection of urbanism and public space design with a particular interest in fostering inclusive and resilient communities. This project aligns with the social research objectives, aiming to create spaces that support intergenerational interactions and community cohesion.

Problem Definition

The primary challenge is to design a shared open space that equally caters to the playful nature of children and the tranquility needed by the elderly within 100 working days. This project seeks to merge these needs into a cohesive design that enhances usability and accessibility for all ages, thus enriching community ties and fostering a shared sense of space.

Objectives

- Inclusion and Overlap: As the client, we aim to identify and incorporate design elements that address the overlapping needs of both elderly and children in public spaces.
- Resilience: Incorporate elements that can withstand various climate conditions, are durable, and maintain functionality and safety over time.
- Innovation in Play and Interaction: We encourage the creation of innovative play structures and amenities that promote physical activity for children and provide engaging, comfortable spaces for the elderly.
- Community and Expression: Design areas that allow for personal and communal expression and foster a sense of belonging.

Benefits of this Project

- Social Impact: By commissioning this project, we directly contribute to improving community cohesion and facilitating intergenerational interactions.
- Cross-disciplinary Experience: Gain experience in urban planning, landscape architecture, and social sciences, providing a holistic view of how design affects community living.
- Portfolio Enhancement: Develop a significant, real-world project that demonstrates your ability to tackle complex, socially relevant design challenges.

Your Profile

We are seeking a Master's program in Industrial Design Engineering who is looking for a client-based graduation project. The ideal candidate will have a passion for sustainable urban development and inclusive design, with strong skills in environmental graphics and spatial design. The project is ready to commence immediately. As the client, we expect consistent communication and collaboration, requiring regular updates and engagement with all stakeholders.

Deliverables

Emphasis on Research and Conceptual Design

1. In-depth Research and Analysis:
 - Conduct an ethnographic studies and needs assessments to thoroughly understand the user needs and context.
 - Document the research findings in a detailed report that highlights key insights and design opportunities.
2. Focused Conceptual Models
 - Develop innovative design solutions through a series of sketches and advanced digital models, exploring a wide range of ideas.
 - Prioritize creativity and feasibility in design ideation, with detailed documentation of the conceptualization process.
3. Conceptual Feedback Integration
 - Gather targeted feedback on the conceptual models from a selected group of users and stakeholders.
 - Use the insights gathered to refine the concepts, focusing on enhancing usability and design relevance.
4. Final Documentation and Presentation

- Prepare a comprehensive presentation that details the research process, conceptual models, feedback integration, and refined design solutions.
- Highlight the design thinking and problem-solving strategies employed throughout the project.

Evaluation Criteria

Please note that the following evaluation criteria are established to reflect the project's specific goals and my priorities as a client. These criteria are intended to guide project development and highlight key areas of interest. They should be considered complementary to, but separate from, the academic grading rubric used at the faculty of Industrial Design Engineering for final assessment.

- Depth of research on user needs: Emphasis on thorough investigation and understanding of the diverse needs of all user groups involved. This includes detailed documentation and insightful analysis that go beyond surface-level observations.
- Creativity and functionality of design solutions: Focus on innovative approaches that not only meet the aesthetic requirements but also address practical functionality. Creativity is to be demonstrated in the ability to conceive novel solutions that effectively solve user problems.
- Impact of design on fostering intergenerational interaction: Importance is placed on how well the design encourages and facilitates interaction across different age groups. The effectiveness of design features intended to engage multiple generations will be a key consideration.
- Sustainability and resilience of the design: Priority on designs that incorporate sustainable practices and materials, ensuring long-term durability and minimal environmental impact. The resilience of the design to adapt to changing conditions will also be assessed.
- Clarity and professionalism in presentation: Expectation of clear, concise, and professional presentation of the project. This includes the ability to articulate the research, design rationale, and conclusions effectively to both technical and non-technical audiences.

Assignment

Design a multifunctional open space that supports play for children and leisure activities for the elderly, encouraging intergenerational interaction and community engagement.

Contact

For information about this project, please contact Maryam Naghibi, m.naghibi@tudelft.nl
The intended start date for this project is September 2024.