

Playground presentation

Hip Hop Wonderland

Intro

This document will serve as part of the hand-in for the playground exercise. In it, the designed playground, Hip Hop Wonderland will be briefly outlined. For reflections on the design process, please read the text on the webpage. For a visualization of the playground, please open the 'playground' image file.

The Playground

The playground is fashioned in a hub-and-spoke structure, with the entrance placed in the south-east corner of the hub. In the middle of the hub is a basketball court with a wire fence, which is free to use for the children. Just north of the court is a **turntable playarea**, further north is the exit. West of the basketball court is the **beats playarea**, to the south is the **graffiti playarea** and to the east lies the **breakdance playarea**. The walls in the visualization that surround these areas will also be made of wirefencing, to help visibility. These different areas will now be described in more detail.

Graffiti Playarea



The graffiti playarea is meant to allow children to express themselves by drawing with crayons, markers and squeezers on a white wall. The whole area will be one big white wall, with a few pre-made tags written on the wall (like the one below).



Beats Playarea

The beats playarea allows children to play around with simplified versions of the technology that beatproducers used, as well as play with music production in a tactile way.

In one part of the room, children can play with a simplified Roland 808s, which only allows them to play pre-made drumkits and record sequences. Each drummachine has 4 headphone outputs, so a group can play with it together.



In another part of the room, the children can play with the Exponat: Reactable technology.



The Exponat technology allows children to play with the different elements of music in a tactile way, by manipulating blocks on a touch-screen surface. For this playground, the

technology will be appropriated to the hip hop context, only playing certain hip-hop tracks. One block could play different drums, another different basslines and another different lyrics, based on the blocks configuration.

Breakdance Playarea

In the breakdance playarea, children can express themselves through dance. They can either do this freely, or by engaging with the Nagual Dance technology.



The technology works with a Kinect camera, which tracks the players movements, while also projecting a crude representation of the player and a virtual space onto a screen. The players movements across a 2x2 grid is tracked, which activates different parts of a musical track. If 4 people dance at the same time, they can activate all 4 tracks simultaneously and hear the entire track. For this playground, the technology will be appropriated to reflect elements of breakdance. This means that the music should be hiphop and that the crude virtual space could be turned into an urban environment with digital dancers doing easy breakdance moves. In this way, the children can be nudged into trying out (very) simple breakdance moves.

Turntable playarea



The turntable playarea is a traditional playground with different playful elements (merry-go-rounds, monkey bars, trampolines and hi-strikers), appropriated to be parts of a giant turntable.

The two spinning records will work as a merry-go-round. The long neck of the pick-up will work as monkey-bars. The two buttons on the bottom of the turntable will be trampolines, allowing the children to jump to and from the merry-go-rounds.



The two vertical volume knobs will be turned into hi-strikers (pictured below). The hi-striker will, when hit, momentarily turn up the volume of the record being played on it's respective side. It works as an invitation for children to compete and because of it's vertical height it will be one of the first things they see on entering the playground.