

---

# Serious Play

It's a very serious-not frivolous-kind of Play.

## Exploratory Play-Directed and Serious (Individual project).

In this short project you will investigate the campus at STAC. Find three different sites that you feel are underused or misused. Using photographs as a foundation, you will create a collage or drawing on the photos that indicate your redesign of the space. The intention is to use exploratory play to guide you to a dynamic solution taking into account who and how the space will become more useful and in what ways. We will be looking at the amount of risk you took in coming up with this solution. Risk means fear. How far outside your own comfort zone did you go?

You will need to :

1. Identify 3 sites on the STAC campus.
2. Take several pictures of each site to use for brainstorming and as a base for your collage. Take overall and details of the space.
3. Print out pictures and bring to class October 10. B&W is fine.
4. Brainstorm at least 10 ideas for each site. This is where play will come into it. Your ideas should reconsider the use of the spaces to be more playful (not playgrounds).
5. Once you have chosen an idea, develop sketches to visualize how your transformation would look.
6. Then, using the photos as a base, create a collage and /or drawing on the photo giving us the idea of how you transformation will look. Examples on website.
7. Lastly will be to write a statement telling why you chose the site. What the redesign will do to change our relationship to the site. Discuss if it will bring attention and for what reasons (be specific). How many people will be affected. Can people use it or just look? Then, if you feel your idea was more imaginative because of a playful attitude in creation?

---

## Foundations assignment 3

Due: October 25, 2013

Grades based on: evidence of 3 sites, photos, brainstorming, sketches of ideas, collage, Risk taken, statement.

## Here's your creative process:

1. Evidence of 3 sites and effective photos taken.
2. Photos printed and brainstorming. At least 10 ideas for each site.
3. Sketches developed once choice of idea is made. Here is where you examine visual solutions more completely. You will also consider the amount of risk taken on your part to follow this idea. This is where Fear factors in.
4. Finished collage/drawing on photo to visually present idea.
5. Each person on the team will
6. **Statement of intent. See specifics in the column at the left. How play affected the outcome. You will also discuss the element of risk you took in coming up with this solution to the problem.**