



# PLAYSCAPE

Where **Creative** Learning Meets **Affordable** Design Solutions

## 1st FLOOR LOBBY

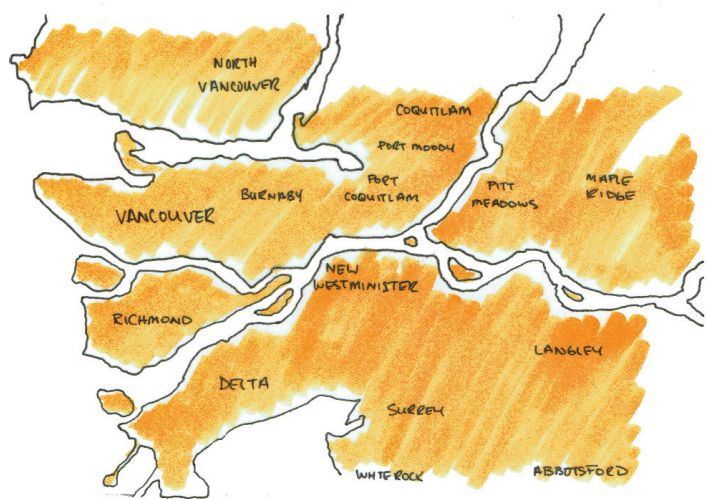
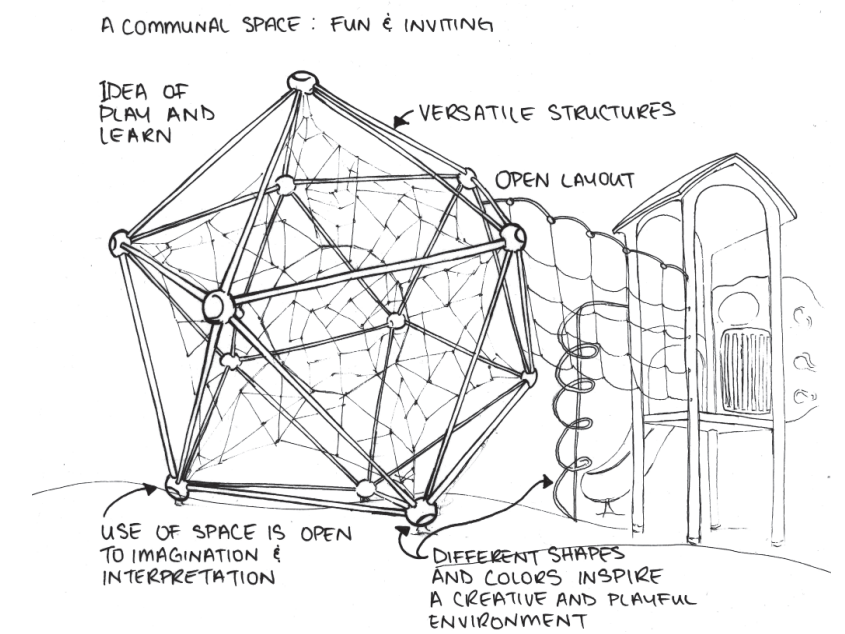


## CONCEPT STATEMENT

Inspired by the imaginative, playful and welcoming nature of a community playground, the design of Playscape is focused on a user-centered space. The playground is a symbol of a positive, interactive and **creative** communal place that can be used by any person. As it touches on our inner-child, the idea of the playground allows us to interact and explore our imagination while stimulating our creativeness. Since this is an educational center focused on design solutions for housing affordability in the community, sustainable yet **multifunctional** spaces are key in the design concept of our space, as well as the design concept in our community outreach focus.

Playscape offers a desirable support space for community members, design faculty members and design students to play and learn outside of their work and school life. Many of the colorful structures on a playground are versatile and open to interpretation of use. Like this, Playscape will also have many moveable, multifunctional furniture pieces and flexible room layouts to allow for different uses of space while promoting interaction. A versatile classroom with an open layout will allow for flexibility in educational methods. Colorful yet **sustainable** and affordable materials will create a healthy, vibrant and inviting environment that will stimulate creativeness and positive outlooks in students' learning. A play on shapes and curves will induce a more dynamic and playful environment. Like a playground, the Community Learn and Information Areas will encourage discovery through interaction with displays. Ultimately, this space will provide a sense of connection between users as well as facilitate growth and creative learning.

## CONCEPT SKETCH

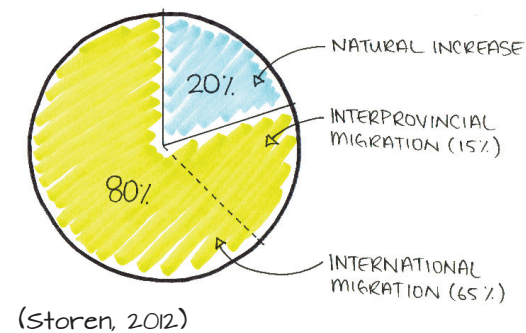


## GREATER VANCOUVER, BC, CANADA

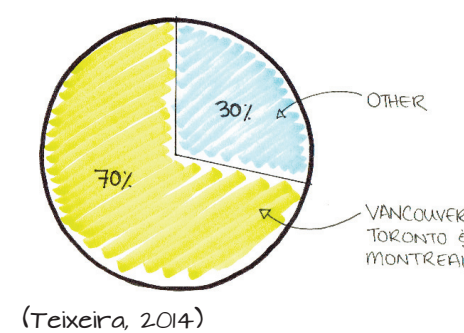
Located on the corner of Main Street and Broadway, Playscape is situated just outside of Downtown. This location is very busy, with a mixture of shops, restaurants, transport stations and residential zones. This is the perfect place to interact and become inspired by the diversity of culture and locals living, working and playing in this area.

## CANADA'S 7% POPULATION GROWTH BETWEEN 2006-2011 (+286,570)

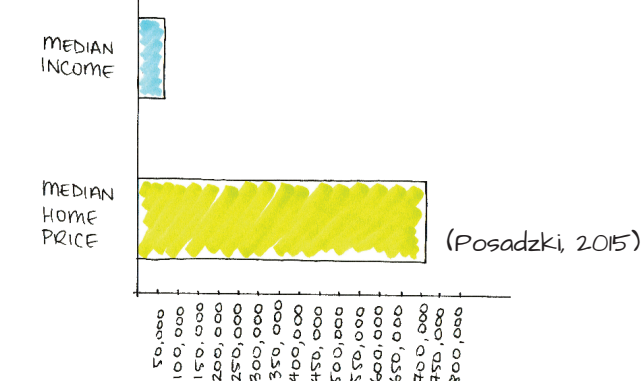
CANADA'S 7% POPULATION GROWTH BETWEEN 2006 - 2011 (+286,570)



## BETWEEN 2006 - 2011, CANADIAN IMMIGRANTS CHOOSING TO SETTLE IN:



## VANCOUVER'S MEDIAN HOUSEHOLD INCOME VS MEDIAN HOUSE PRICING (2014)



SECOND FLOOR LOUNGE/ STUDIO

## RESEARCH

Housing affordability has been a growing concern in many of the major cities in Canada. According to an international housing affordability survey, Vancouver has been rated just under Hong Kong as the 2nd least affordable city to reside in the world (Cox & Pavletich, 2015). Vancouver's climate and location between the Pacific Ocean and Rocky mountains creates an attractive city to live in. Desire for migrating to this city also lies in the diversity in people, cultures and opportunity in businesses and education. The 2011 Census indicated a strong growing population in BC of 7% increase (Storen, 2012). This increasing unaffordability in part lies with the wealthy based migrations and investments of foreign currency in Vancouver (Gold, 2015).

Many locals are starting to feel that home ownership in Vancouver is becoming out of reach, especially for the young and present generations (Gold, 2015). Many European countries have already experienced the issues of homelessness and housing affordability. Canada must learn and adapt from European housing strategies (Wong, 2013). Small spaces with innovative multifunctional designs could create affordable and sustainable housing options for students, young couples, new immigrants as well as low-income earners.

Playscape is a community outreach and educational center affiliated with British Columbia Institute of Technology (BCIT). By implementing a service-learning and vertical studio, higher learning can be achieved across all levels of students and professionals (Peterson, 2014). Combining these learning structures can foster an "increased sense of citizenship" and connection to the community in both students and teachers (Zollinger, 2009). Playscape will be a place where community members, students and faculty can come together to tackle the problem of creating small, functional, sustainable and affordable homes.

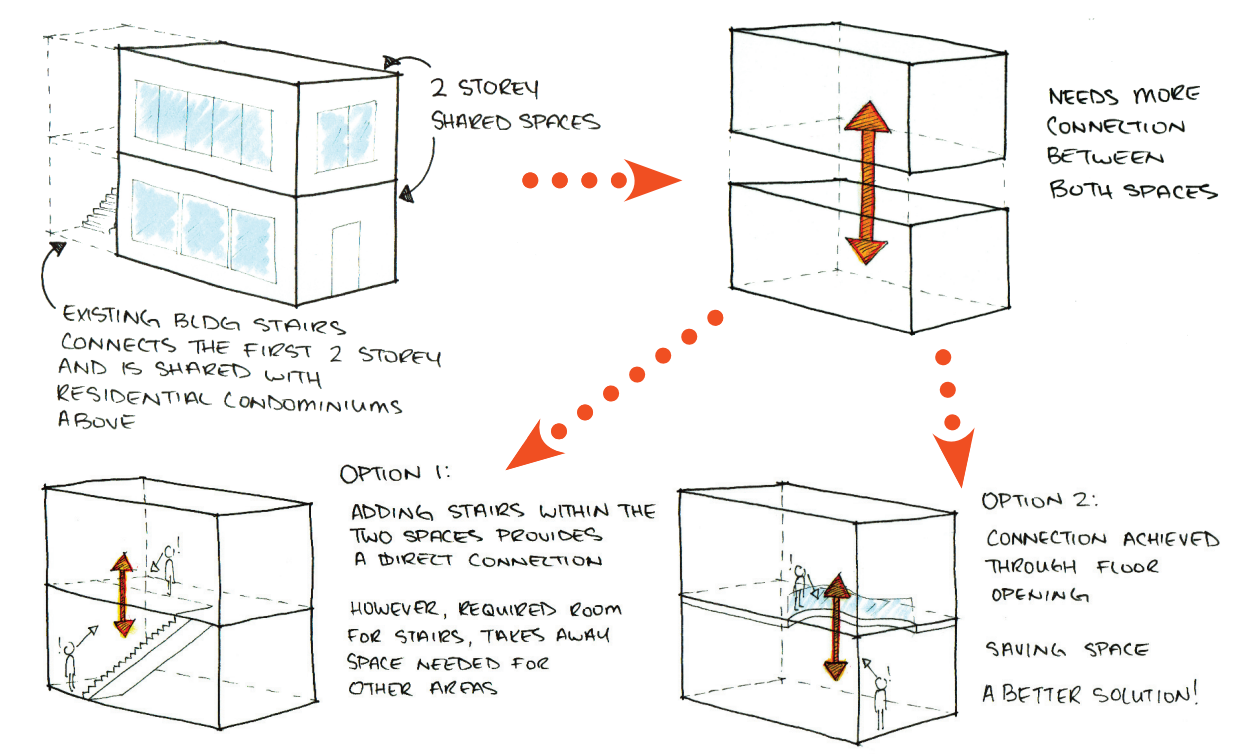




FIRST LEVEL FLOOR PLAN



## SHARED SPACES CONNECTED THROUGH VERTICAL DESIGN



### COMMUNITY LEARN & MEET ON FIRST LEVEL

Community Learn Area to house **Technology** Display and Interactive Display Cases to encourage interaction and exploration.

Community Meet Area consists of two Meeting rooms separated by a retractable **acoustical** felt wall for design charrettes. NanaWall opens up space between boardrooms and Community Learn Area. Pivot exterior window system allows for more **connection** to outsiders.



Display Cases can be rotated outwards to get a **360** view of Featured Items. Inspired by Girafot (Resource Furniture)

Technology Information Column in the 1st floor lobby for informational videos and to showcase new sustainable materials. (B)

### SUSTAINABLE MATERIALS

Recycled Eco-Friendly & Sustainable Carpet (INTERFACE), Wood Flooring (Mannington Flooring), and Wood Mill-work (KireiUSA).



### REFERENCES

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Movable Sofa & Table with Different Configurations (Falcon Products)



RECYCLED CONTENT  
Recycled Polyester Fiber (local fabric supplier-Maxwell)

### PLAY & LEARN STUDIO ON SECOND LEVEL

Versatile furniture layout to accommodate different styles of learning.

Vertical connection between floors achieved through floor opening.



CASUAL SEATING AREA (C)



SECOND LEVEL FLOOR PLAN