Universal Play Kiosk

Location: Seattle, WA
Area: 80 SF

PROJECT SYNOPSIS

The Universal Play Kiosk aims to address the lack of collaborative play environments for children and adults with special needs.

This configurable, modular space was designed with the goal to facilitate and encourage equal participation for all, regardless of their ability. The design is carefully thought for extreme users and include features like: the wide space among tables accommodating wheelchairs or other assistive devices, the adjustable table tops for easy access to materials, the transparency in tabletops allowing participants to view the games from a multitude of angles. Modularity affords adjustable displays on-the-fly, accommodating whoever might show up. Colors, shadows, textures, and sounds provide a fun, sensory feast for all!

Game and play for kids with disabilities.
Why are we interested in play? Play allows children to use their creativity while developing their imagination, physical, cognitive and emotional strength. Promotes social skills and competence and is important for a healthy brain development. It is through play that children learn how to engage and interact with the world around them.

Play is crucial to happiness.
When playing players set goals. Goals may be different for different individuals but sometimes even a small tweak can allow a child with a certain disability access the goal better.

Designing games for children with disabilities: access the game.
Normally developed children find a way to adapt any environment to their own play. The design of the universal kiosk has to inherit various abilities, particularly ones which kids with disabilities may not have. In our urban universal kiosk we asked how can we create a collaborative game and play environment that would enable and afford a variety of games for kids with different abilities. The response overpassed our expectations. This game environment transformed within minutes into an urban playground inviting anyone to free themselves and simply play.
site installation
game base
base detail
games
in the lab
interactive work-play environment