

Playground

Petros, Paw, Holger, Mathias, Carl and Jonas

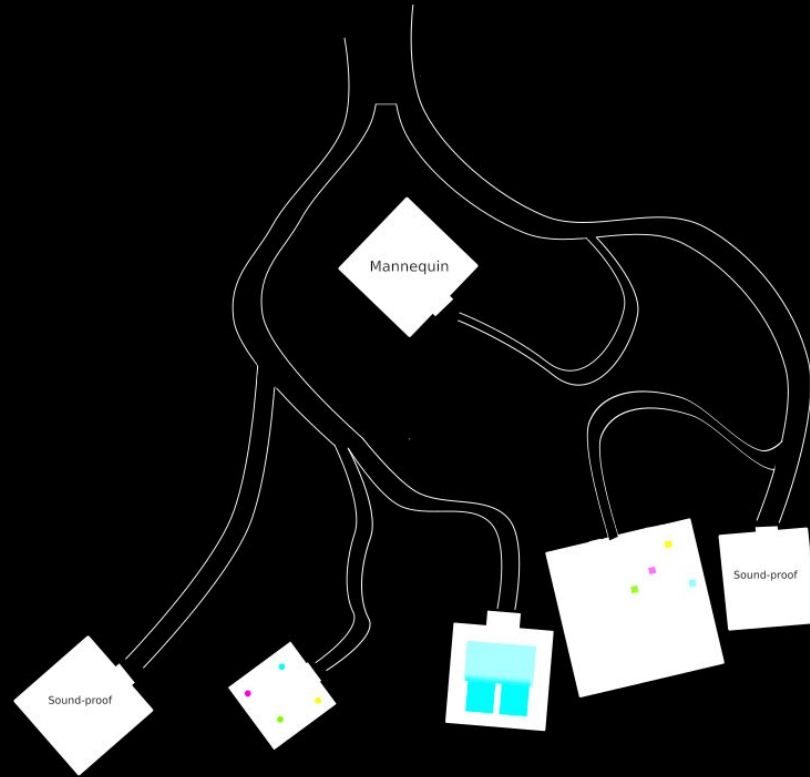
Goal of the playground

- For adults
- Childlike experience

Overall concept and structure

- **Darkness**
- Tunnel system
- Tree structure
- Interactive dim light (ability to follow people)
- Bells with different tones as a guide
- 1 bar man (green light)
- 1 drug man (red light)

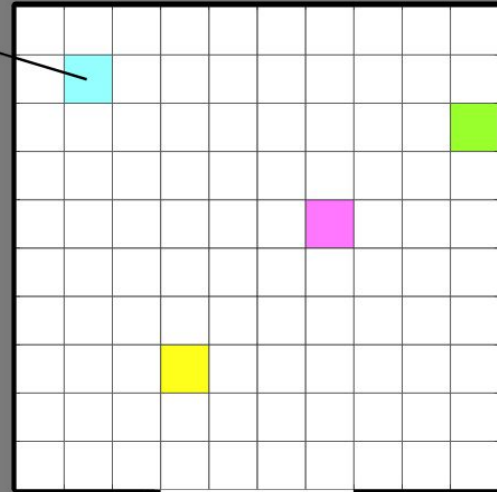
Overall concept and structure



Sound making room

- Extremely dim light in floor
- Speakers in the floor

Speakers under every tile. Each time you step on a tile the light lights up (very dim) and the musical note associated with your tile is played on the speaker under your tile

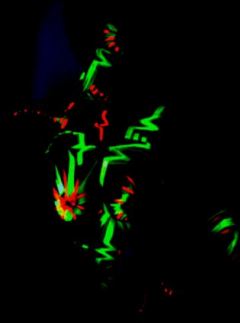
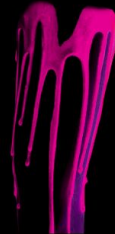
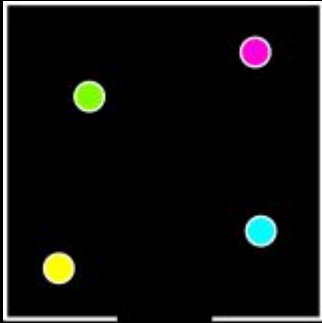


Sound proof room

- No sound

Fluorescent room

- Ultra violet lights
- Special paint



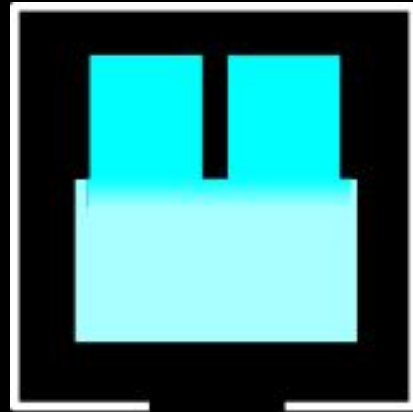
Mannequin room

- Empty room
- Except mannequins scattered around



Water room

- Water
- Hot springs
- Ultra violet light (see the special paint from the fluorescent room)



The overall experience

- Disoriented
- Anonymity
- Sensory deprivation
- Sensory stimulation
- Lose of self
- Lose of shame

