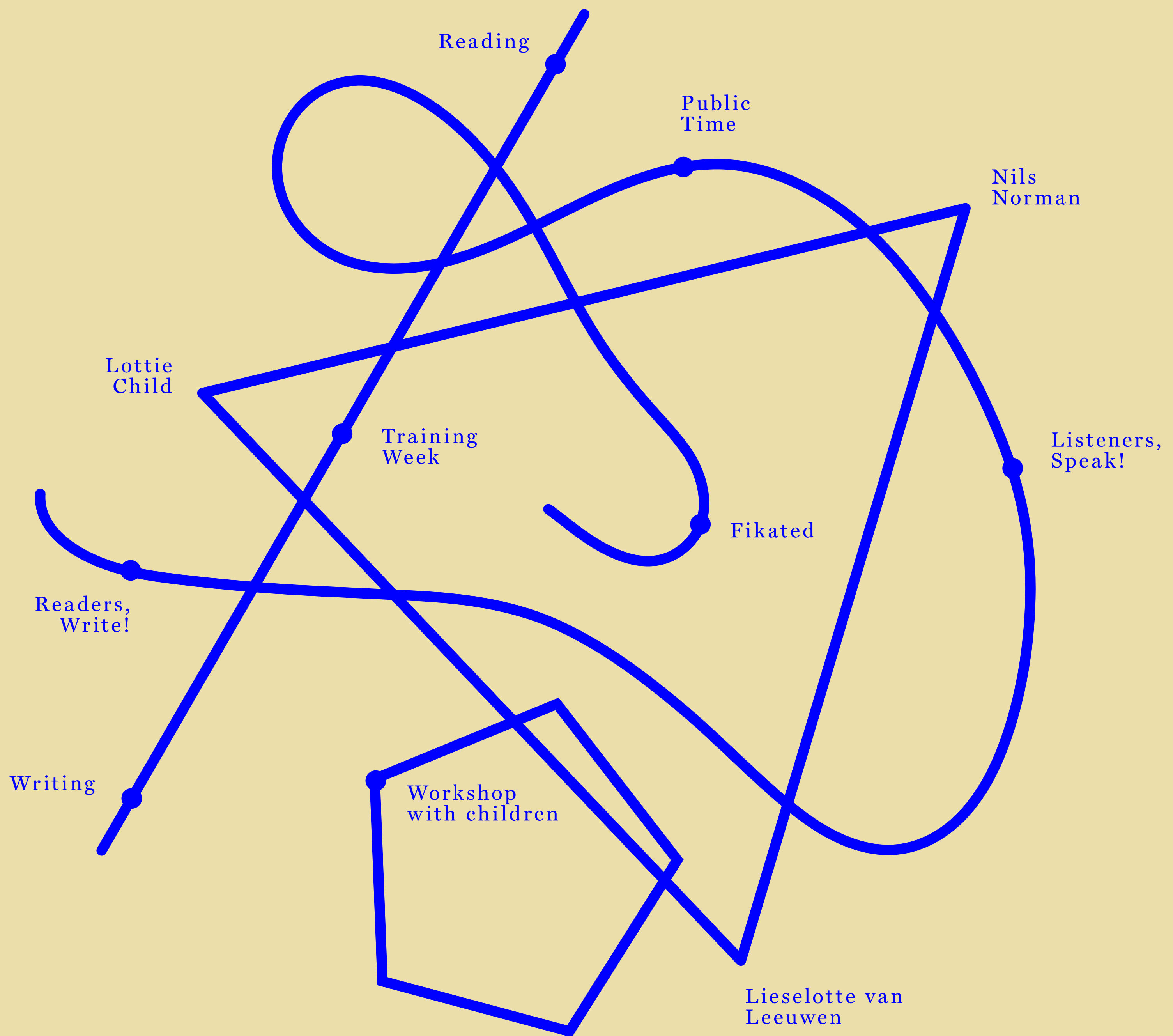


THE INAUGURATION OF THE OFFICE FOR PUBLIC PLAY

10.05–

15.05
2015



TRAINING WEEK FOR TRADERS' ESR
PLAY
WWW.TR-ADERS.EU
WWW.OFFICEFORPUBLICPLAY.ORG

HDK, School of Design and Crafts
University of Gothenburg, Sweden

 THIS PROJECT RECEIVES FUNDING FROM THE EUROPEAN UNION'S SEVENTH FRAMEWORK PROGRAMME FOR RESEARCH, TECHNOLOGICAL DEVELOPMENT AND DEMONSTRATION UNDER GRANT AGREEMENT NO. 608299

TRADERS



HDK

THE INAUGURATION OF THE OFFICE FOR PUBLIC PLAY

10.05 –

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TRADERS' Training Week
approaching PLAY

The second training week of the TRADERS project has a focus on PLAY and participative methods for working with children and young adults on art and design projects in public space.

This 6-day training acts as a mutual learning and research process between the TRADERS Early Stage Researchers, peers, stakeholders, a child group and experts. It aims to explore the values of collaborating with children and young adults in participatory art and design projects addressing public space matters, as well as to express new perspectives on the role of the designer/artist in relation to this. Starting from an empirical case with children in the city of Gothenburg, the training week aims to explore debate and writing as a method for research and reflection.

The training week is hosted by HDK, School of Design and Crafts, University of Gothenburg, Sweden.

EXPERTS ON THE APPROACH

In Praise of Ambiguity
This presentation by Lieselotte van Leeuwen will explore the contribution psychology can make to support children in making public spaces their own. Perception, action and the motivation to play, rather than performance based approaches to play will be introduced and their potential role in inspiring design with and for children discussed. Design and architecture students are understandably taught to avoid ambiguity since it makes conventions of use harder to detect, less efficient and arguably less safe. In contrast, designing for play as a creative activity requires ambiguity, i.e. the openness to relate in diverse ways to the social and material environment. While the magic of stick and shoebus to invite a huge variety of play is widely recognized, how this fact can inspire design is less obvious.

How to be Safe and Joyful in the streets?
Lottie Child talks about her participatory performance practice called Street Training, a form of exploration and research learnt from children. This practice involves generating and following playful possibilities as we move as a group, responding to the environment. Through it we are gaining insight into the invisible controls at play in what we call public space and transgressing norms of acceptable behaviour to improvise together joyfully. Lottie Child will also talk about how she worked with young people in training members of Southwark police in London to better understand the difference between playful and antisocial uses of public space, and share her approaches to exploring and developing ideas with children and young people.

From bomb site to boutique: the playground and its journey from anarchic to economic development tool
Nils Norman talks about his ongoing research into Adventure Playgrounds and some of the more unusual and interesting playspaces found across Europe, Japan and the US that he has visited and photographed. He explores the history and ideas of the adventure playground movement in Europe and Japan and how certain playspaces, like adventure playgrounds and the playgrounds of the Dutch city planner Aldo van Eyck can be seen as potential alternative models for urban planning and the production of public space. He touches upon a brief moment in the 1980s when artists and architects were involved in innovative playground design and why this quickly fell out of fashion as fear of litigation and health and safety stifled creative collaborations, making way for the "fixed play" risk-free playspaces of contemporary urban centres.

LIESELOTTE VAN LEEUWEN

is research psychologist and senior lecturer in Psychology at the University of Sunderland, UK. Her research interests include conceptual and applied areas. She works on an experience based framework for play over the lifespan. Her interdisciplinary applied work aims to facilitate expression, autonomy and exploration through design for play, make current psychological research accessible to design for play, and to facilitate and develop methods for active involvement of children in the design process. Projects have been financed by the IST initiative of the European Union, the Linbury Trust in the UK and through consultancy work for industry. She is a board member of ITRA (International Toy Research Association).

LOTTIE CHILD

is an artist and educator who constructs situations that defy the traditional context of museum and gallery environments, focusing on behaviour in urban places. For the last ten years she has been developing her practice of Street Training, a form of extended research and performative intervention. Through Street Training, she explores how we use public space in creative, playful and sometimes subversive ways. She often apprentices herself to children and young people for their creativity and boundary pushing. Street Training has enabled Southwark teenagers to train local police to tell the difference between creative and anti-social behaviour. She led a group of Venetian children in training planners and architects as part of the program of the British Pavilion at the 2010 Venice Biennale. She is a lecturer at the University of the Arts, exhibits internationally has shown with Tate Britain, the ICA and received the British Council Brazil Links award. She has taken people Street Training in countries across Europe and established Street Training teams at the Centre for the Urban Built environment Manchester, the South London Gallery in London and at the university of Guarapuava in Brazil.

www.streettraining.org

NILS NORMAN

is an artist living in London. He works across the disciplines of public art, architecture and urban planning. His projects challenge notions of the function of public art and the efficacy of mainstream urban planning and large-scale regeneration. Informed by local politics and ideas on alternative economic, ecological systems and play, Norman's work merges utopian alternatives with current urban design to create a humorous critique of the discrete histories and functions of public art and urban planning. He exhibits and generates projects and collaborations in museums and galleries internationally. He has completed major public art projects, including a pedestrian bridge, small playgrounds and a landscaping project for the City of Roskilde, Denmark. He has participated in various biennials worldwide and has developed commissions for SculptureCenter, Long Island City, NY; London Underground, UK; Tate Modern, UK; Loughborough University, UK; Creative Time, NYC and the Centre d'Art Contemporain, Geneva, Switzerland. He is a Professor at the Royal Danish Academy of Art and Design, Copenhagen, Denmark, where he leads the School of Walls and Space.

www.dismalgarden.com

PROGRAM

SUNDAY 10.05.2015	MONDAY 11.05.2015	TUESDAY 12.05.2015
Introduction	Workshop	Expert Lieselotte van Leeuwen
Locations Glashuset, Valand Academy Guldhedstorget square Götaplatsen	Locations Room 206B, HDK ISGR Guldhedstorget square	Locations Room 505, HDK (9:00-12:00) Room 206B, HDK (12:00-17:00)
13:00 Arrival	9:30-10:00 Public Time (<i>public space</i>)	9:30-10:00 Public Time (<i>public space</i>)
13:30-14:00 Introduction by Henric Benesch, Johnny Friberg and Annelies Vaneycken	10:00-11:00 Introduction to the workshop Walk to ISRG	10:00-12:00 Listeners, Speak! (input session) Walk to ISRG
14:00-15:00 Introducing the context of the city of Gothenburg and a Swedish Child Culture perspective. — Presentation "The Playable City" — Helena Bjarnegård — Presentation "Child Culture" by Natalie Davet	11:00-12:30 Workshop session 1 (<i>Guldhedstorget</i>)	12:00-13:00 Halvtid, lunch
15:00-15:30 "The inauguration of the Office for Public Play" by Annelies Vaneycken (<i>Götaplatsen</i>)	12:30-13:20 Halvtid, lunch (<i>ISGR</i>)	13:00-16:00 Readers, Write! (output session) Reflecting on the workshop with ISGR children, in relation to the expert's input (reader and presentation), led by Lieselotte van Leeuwen
16:00-17:30 Introducing children's perspectives and collaborations. A series of playful guided tours at Guldhedstorget. These tours are designed by CCD students, in collaboration with pupils from ISGR. They aim to introduce the Guldhedstorget location and various perspectives on children's freedom to move in the city. (<i>Guldhedstorget square</i>)	13:20-14:30 Workshop session 2 (<i>ISGR</i>)	16:00-17:00 Fikativ, final reflection by Lieselotte van Leeuwen (<i>public space</i>)
18:30 Dinner in Glashuset	14:30-15:00 Walk to HDK	18:00-19:00 Fikativ, final reflection by Annelies Vaneycken (<i>public space</i>)
OVERVIEW	15:00-16:00 Readers, Write! Introduction, followed by a first session: collecting notes from the workshop	Outcome of the day Readers, Write! in process (part 1 and documentation of the process)
Sunday introducing the training week, and local context	16:00-17:00 Fikativ, final reflection by Annelies Vaneycken (<i>public space</i>)	Outcome of the day Readers, Write! in process (introduction) and documentation of the process
Monday workshop with children	Outcome of the day Readers, Write! in process (introduction) and documentation of the process	
Tuesday reflection session 1 with expert Lieselotte van Leeuwen		
Wednesday reflection session 2 with expert Lottie Child		
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Friday presentation of outcome = evaluation of the training week		

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LEGEND
Public Time – Play, as physical activity, as start of the day.
Listeners Speak – The invited expert gives a presentation on his/her chosen subject in relation to the training week. After the presentation, active audience participation is encouraged, and attendees will have time to ask questions and engage in debate.
Halvtid – Swedish for "halftime" refers to the middle of a game (like football) but in general also means "break". Here we take lunch.
Readers Write – During this time the research team will work on the overall project. The reader, transformed into a cultural probe, will trigger writing – as medium for research – and stimulate reflection. The expert is standing by for feedback.
Fikativ – Fika is considered a social institution in Sweden; it means having a break, most often a coffee break, with one's colleagues, friends, date or family. During this time, we will have final reflection of the day session using a wooden grandstand in public space, inviting the public to participate.

EXPERTS ON CONTEXT

NATHALIE DAVET (SE)
is a PhD student at the Department of Education, Communication and Learning at The University of Gothenburg (GU) since 2014 and part of the "Childhood, youth, culture and learning" research program there. Her areas of interest are issues of power, segregation, aesthetics and learning with a particular perspective on children and young adults. Her PhD-project, connected to The Centre for Culture and Health (GU) focuses on trans-generational activities and exchange within various aesthetic programs within the municipality of Gothenburg.

HELENA BJARNEGÅRD (SE)
is City Landscape Architect/City Head Gardener in Gothenburg, Sweden. In the last several years, she has been working with strategic planning for public parks and landscapes. She is the project manager for a new strategic plan for green space in Gothenburg, focusing on green social and ecological values in an urban perspective. Helena has also done significant work in city planning, particularly as it relates to the perspective of children, as well as the development of playgrounds for all generations and for disabled children. She has also been working with playgrounds as a means for integration and recently led the work to develop guidelines for equal parks and playgrounds. Helena and Gothenburg received the municipality prize from the association of Swedish City Gardeners in 2012 for the excursion playground *Pikatz*. Helena is also currently participating in the Swedish government's reference group for forming a new architecture and design policy for Sweden. In November 2014, Helena received an award from the Swedish Association of Architects for her efforts to ensure that environmental and sustainability issues are being included at the urban development level.

PARTNERS

KULTURFÖRVALTNINGEN

Cultural Affairs in Göteborg
Responsibility for culture in Göteborg lies with the eleven members of the Cultural Affairs Committee. Put simply, it is their job to strengthen the city's cultural scene and promote citizenship among the population, to strive to ensure that their fields of activity are a voice in the public debate. The committee works alongside a whole range of other bodies, from cultural institutions and organizations to enterprises, committees and culture workers.

KOMPAN

Kompan began in 1970, when the young artist named Tom Lindhardt witnessed an event that made him want to change the world of children's play. One of his large, bright sculptures had been placed in a new housing estate to add color to the otherwise drab surroundings. Realising that children were more interested in playing on it than admiring it, he began working on a dedicated, child-focused play equipment company. Today KOMPAN is the world's No. 1 producer of quality playground equipment, and our customers trust us not just to produce fun and exciting playgrounds, but to understand what's really behind a great playground. So much more than just physical constructions, KOMPAN playgrounds are designed to reach a higher goal: promoting child development through play.
www.kompan.com

FROM CHILD CULTURE TOWARDS DEMOCRACY?

The training week will take place in Gothenburg, Sweden. A country that has marked itself as a free and open society with great concern for human rights. In addition to gender equality, a more recent emancipatory wave has been directed towards children. The signing of the United Nations Convention on the Rights of the Child (1990) forms the basis for valuing children as individuals, and providing them with necessary care and support.

The city of Gothenburg has a strong vision of including children's and young people's perspectives on issues that affect them. Since 2002 the city has an architectural consultant whose job is to involve children and young adults in the planning and development of the physical environment. The city believes that focussing on the child's needs and their perspective is an important part of the democratic process and will bring about a profound change in Swedish society in the long run. But there is still a lot of uncertainty about how to make this happen, challenging artist and designers to develop methodological frameworks for facilitating participation with children and young people on public space matters.

PROGRAM

Sunday 10th is an introductory day, giving the research team an insight into the local context of the city of Gothenburg, particularly the child perspective and the vision to involve children and young adults in the democratic processes. These presentations are followed by the ludic intervention "The inauguration of the Office of Public Play" at Götaplatsen, one of the main squares in the centre of Gothenburg. We move on to Guldhedstorget to perform a series of playful guided tours, designed by the Child Culture Design students of HDK, School of Design and Crafts, in collaboration with pupils from ISGR, International School of the Gothenburg Region. The tours aim to introduce diverse perspectives on children's freedom to move in the city. In the next few days, the research team will work in smaller groups (3 groups of 4 people). The overall team will consist of the TRADERS ESRs, peers, researchers from other host institutions and both associated partners: Kompan and Göteborgs Kulturförvaltning. Each day of the training week will start with a "Public Time", a play session performed in public space, inspired by Augusto Boal's Games For Actors and Non-Actors. The actual training week starts with a workshop with a group of children from the 4th grade (10 years) from ISGR located in the Guldheden neighbourhood. The workshop will aim to research the element of "time" in relation to public space. From Tuesday until Thursday the research team will reflect on the process and outcome of this workshop in relation to expert input: readers, presentations and feedback sessions. Each of these days start with a lecture presentation by an expert (Listeners, Speak! input session), followed by a group discussion and a research session) Readers, Write! output session). The Readers, Write! sessions will happen in the smaller groups using a newspaper probe, transformed to facilitate dialogue and writing small reflections aiming towards a more extended written synthesis. Each of these three days end with a final reflection led by the expert of the day. These end of the day reflections, called Fikativ, will take place in various public space locations in the neighbourhood of HDK. The invited experts are: Lieselotte van Leeuwen – psychologist, Lottie Child – artist and Nils Norman – artist (more info and bio further in this document). The process of reflection, split into three segments will develop into a more elaborated piece of writing that will be published in a final "Readers, Write!" publication, made and presented on the last day of the training week, Friday 15th. The training week will end in a scientific meeting, discussing the overall concept, structure, process and outcome of the training week.

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PREPARATIONS

READER

Please read all three articles in preparation for participation in the training week:
— van Leeuwen, L. and Westwood, D. (2010) 'If Winnicott could make toys...', Int. J. Arts and Technology, Vol. 3, No. 1, pp.57-65.
— Olsson, L. M. (2009) Movement and Experimentation in Young Children's learning, Deleuze and Guattari in Early Childhood Education, pp. 33-56
— Norman, N. Pockets of Disorder: The History of Adventure Play. Nils Norman
The reader can be accessed through the TRADERS Google Drive account (folder: training week "play") or <http://goo.gl/jzjzjj>

SENSITISING EXERCISE: ARCHIVE FOR PUBLIC PLAY

Please send your contribution (personal stories, photos and instruction) to archive@officeforpublicplay.org by 01/05/2015:
As adults, we often forget the importance of our childhood play experiences. This embodied knowledge most often doesn't reach the next generations. Do you know what your parents' favourite play activities were? Or those of your grandparents? Therefore, the Office for Public Play has set-up a cross-cultural and cross-generation archive, called the Archive for Public Play. It aims to collect information on play activities (play activities, self-initiated by children, preferably those that use the least possible material (play) attributes) that can serve to inspire our children and future generations. This collection of personal stories, photos and instruction from various contributions want to inspire and motivate outdoor play in the city (without "play" equipment) and make sure that this heritage is being treasured.

WORKSHOP

Please read the concept of the workshop with children, you'll be part of on Monday, May 11th
Re-discovering "Time" from children's perspective. Exploring possible connections between "Time" and public space.
Throughout history explorers have found new territories by making challenging voyages. Now that all territories have been discovered, it's time to re-discover existing places. The Office of Public Play – together with an international child group and designers-researchers team – aim to research, re-discover and explore new perspectives on city life and its public spaces, from the perspective of "time". The voyage will lead the research team through the Guldheden neighbourhood with a stop at Guldhedstorget square. The children-explorers are followed by a caravan, which includes the team of international designers-researchers and the teacher. The designers-researchers will assist the children during their fieldwork and make sure they understand the goal of the workshop. Another important task for the designers-researchers is to take pictures at the request of the children (the children make clear what image they want to be photographed), and keep note of the subtitle or note that belongs to the picture.
Time, is one of the theme's the Office of Public Play would like to research with children. Other, future themes are: weather, safety, supervision, play, freedom, public space as body.

LOCATIONS

LANDVETTER AIRPORT From Gothenburg's Landvetter airport take flybussarna. Take stop at "Park Avenue" for Le Mat B&B Göteborg City, HDK School of Design and Crafts and Glashuset (Valand Academy). www.flybussarna.se	HDK - School of Design and Crafts Kristinelundsgatan 6-8 411 35 Göteborg goo.gl/maps/srNaq	ISGR - International School of the Gothenburg Region Guldheden Campus Guldhedsgatan 6 413 20 Göteborg goo.gl/maps/HzmYD
LE MAT B&B GÖTEBORG CITY Kristinelundsgatan 13, 5 tr 411 35 Göteborg goo.gl/maps/06NJS	Glashuset (Valand Academy) entrance from Chalmersgatan 4 411 35 Göteborg goo.gl/maps/s3zJm	Guldhedstorget 413 20 Göteborg goo.gl/maps/7KAwv

TRADERS

TRADERS, short for "Training Art and Design Researchers in Participation for Public Space", is a European Marie Curie project. The TRADERS research project focuses on developing and testing a methodological framework on which art and design researchers can rely when working on public space projects in participatory ways. TRADERS consists of a team of 6 international early stage researchers (ESR). Each ESR is hosted at different universities in Europe, each one having its own complementary research approaches/methods: Intervention, Play, Multiple performative mappings, Data-mining, Modelling in dialogue and a Meta-framework.

www.tr-aders.eu

OFFICE OF PUBLIC PLAY

Office of Public Play is an artistic research platform, organised by Annelies Vaneycken, exploring what influence "play" can have on the cultures, shapes and functions of the city and its public spaces. Play unites and builds bridges between cultures and generations and seeks to contribute to a qualitative, liveable and sustainable city. Through workshops, debates, actions and presentations the Office wants to show the importance of play in the everyday life of citizens.

www.officeforpublicplay.org

Graphic design by Nick Korten + Annelies Vaneycken
Office for Public Play
www.officeforpublicplay.org
April 2015



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TRADERS



UNIVERSITY OF
GOTHENBURG



HDK