

Playful Problems: Developing Digital Design Skills

Are there better ways of getting a student to learn? Getting students to play at learning can encourage understanding by engaging their attention. Problems having a playful component can capture their imagination. Taking the problems out of the typi-

cally serious architectural realm reduces performance anxiety, encouraging experimentation and spontaneity. Since students cannot rely as easily on preconceptions or architectural clichés, they are more likely to use their own visual judgment. The fol-

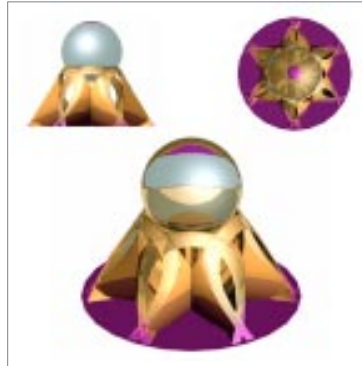
lowing exercises, from simple to more difficult, stimulate childhood imagination, use motivations from childhood play and increase the enjoyment of learning.

Geometry Play

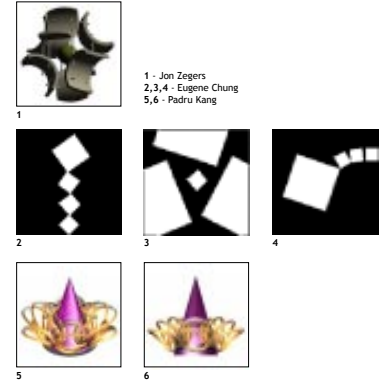
Limited elements & operations

- Step-by-step directions: high chance of success
- Boolean intersections and rhythmic arrays
- Proportional studies

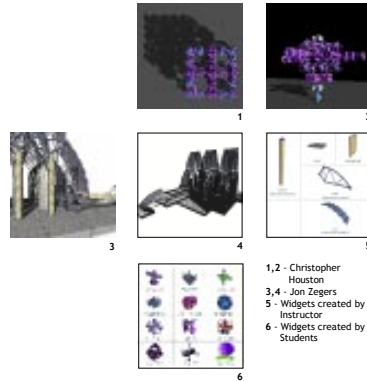
Creating abstractly beautiful compositions with beginning modeling tools



Padru Kang



1 - Jon Zegers
2,3,4 - Eugene Chung
5,6 - Padru Kang



1,2 - Christopher Houston
3,4 - Jon Zegers
5 - Widgets created by Instructor
6 - Widgets created by Students



Jon Zegers

Kit of Parts

Limited elements, unlimited operations

- Articulation of elements
- Mechanics of making
- Structural hierarchies

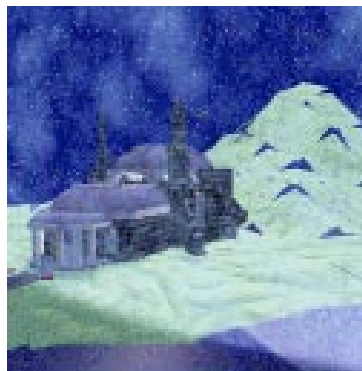
Assembling spatial components using the design logic embedded in the system of parts

Dreams from Childhood

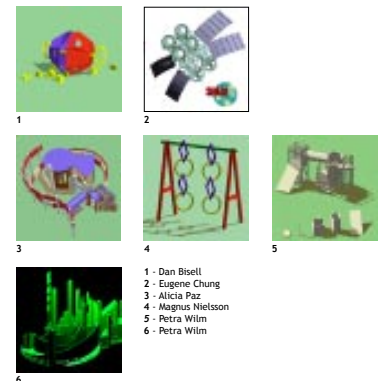
Imagination and memory

- Narrative qualities
- Increasing sophistication
- Complete compositions

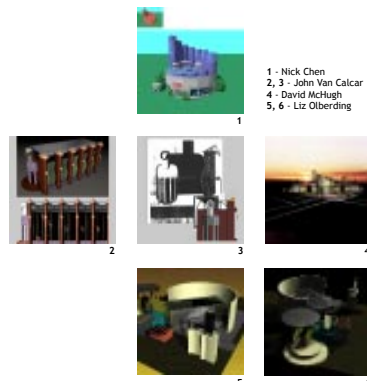
Designing a place with an expressive character. Representing the essence of that place



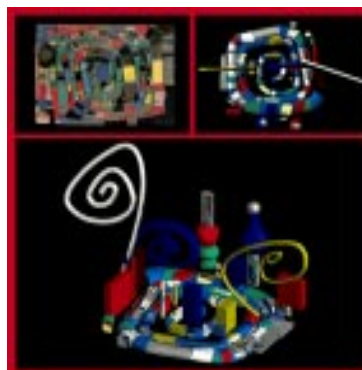
Daniel Berens



1 - Dan Bisell
2 - Eugene Chung
3 - Alicia Paz
4 - Magnus Nielsson
5 - Petra Wilim
6 - Petra Wilim



1 - Nick Chen
2, 3 - John Van Calcar
4 - David McHugh
5, 6 - Liz Olberding



Kara Larsen

Transformation

Artwork inspires environments

- Flexible interpretations
- Refinement strategies
- Scaling devices

Re-reading shape and form invites experimenting with alternative expressions