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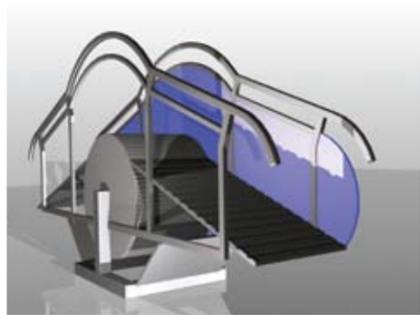
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PLAYGROUNDS for all

The students at Sweden's University of Gävle study programme, Design and Wood Techniques, are part of shaping the products, services and the environment of the future. 'Design for everybody' has become an important and permanent aspect of the study programme along with the broader concept of sustainable development, aiming at creating a better world for all. Every year a 'design for everybody' project is completed by our students and this year the project has been carried out in co-operation with Hags, a company that manufactures playground equipment. The project task was to create better playground equipment that can be used by a wider range of people and will increase children's desire to play and to be active.

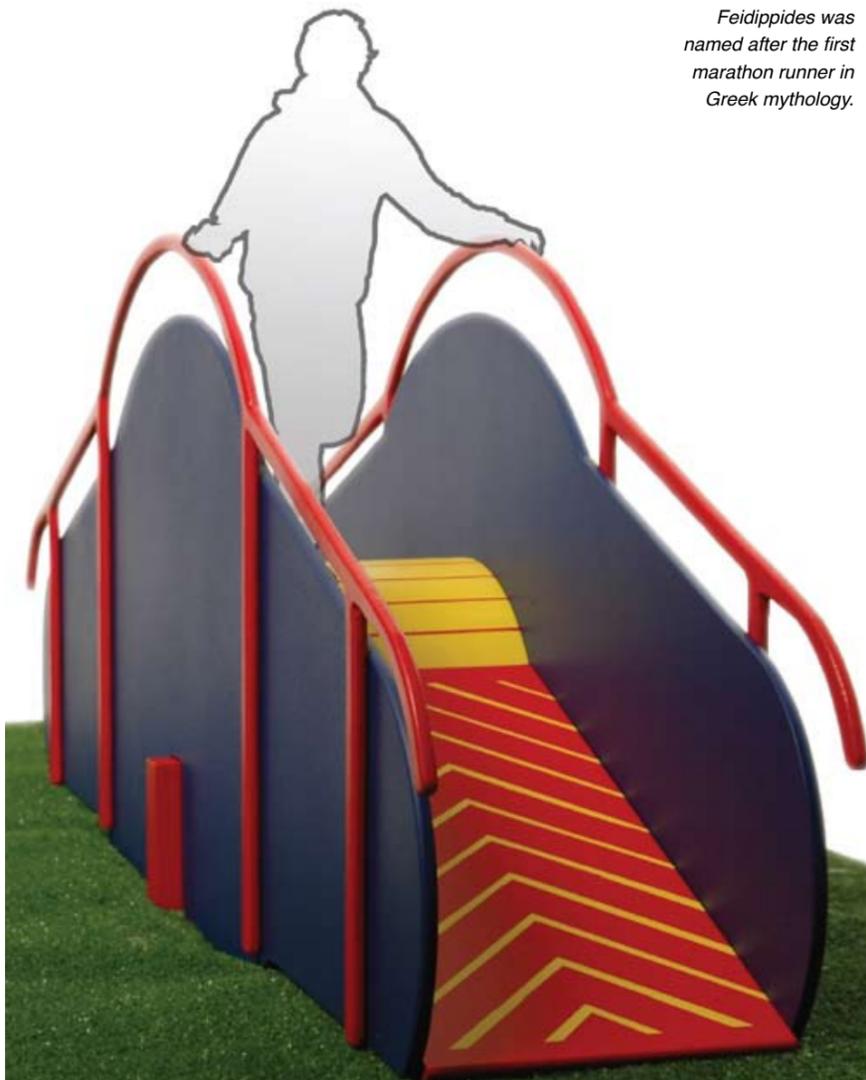


Everybody has a need for freedom

It is a simple thought. Run as fast as you dare or can until you cannot run any longer. A cylinder is attached to an axis with a joining ramp on either side, the speed determined by your own steps.

Per-Johan Sandlund and Claes Larsson discovered that people with a visual impairment often have difficulty finding an outlet for their energy. The purpose of this product is that it will contribute to an increased level of participation, be safe and at the same time be a very playful challenge.

The colour scheme is based on two requirements; Hags' own colour scheme, which should be taken into consideration as far as possible, and the need for clarity through contrast. The result is a colour scheme where some of the strongest colours we can perceive will meet without competing with each other; an interplay between bang and boom.



Feidippides was named after the first marathon runner in Greek mythology.

Here the walls of Joke are used with Gizzo, the climbing frame from Hags.



More than just a game

Through their project Joke, Jon Kvarmans and Kerstin Lindelöf urge people to play, learn, compete and decorate. They want to attract more people to play and use the existing surfaces of the playground to maximize experience.

They chose to work with contrasting colours to allow visually impaired people to benefit from their walls. The colours of the planets depicted are opaque but made so that they create an imaginative and inspiring light show on the ground. Contrasting colours are used in the memory wall to create patterns and encourage play for everybody. The black contours of the city wall also create a fantastic show of lights on the ground.

The planet wall and the city wall are constructed to function as climbing walls too. They are flexible and can be used as equipment for play, either mounted on a playground or on their own. In addition, they can also serve to protect from falls in a playground, to be used as wind shelters and for decoration.

