

# Game and Craft in 'Nam

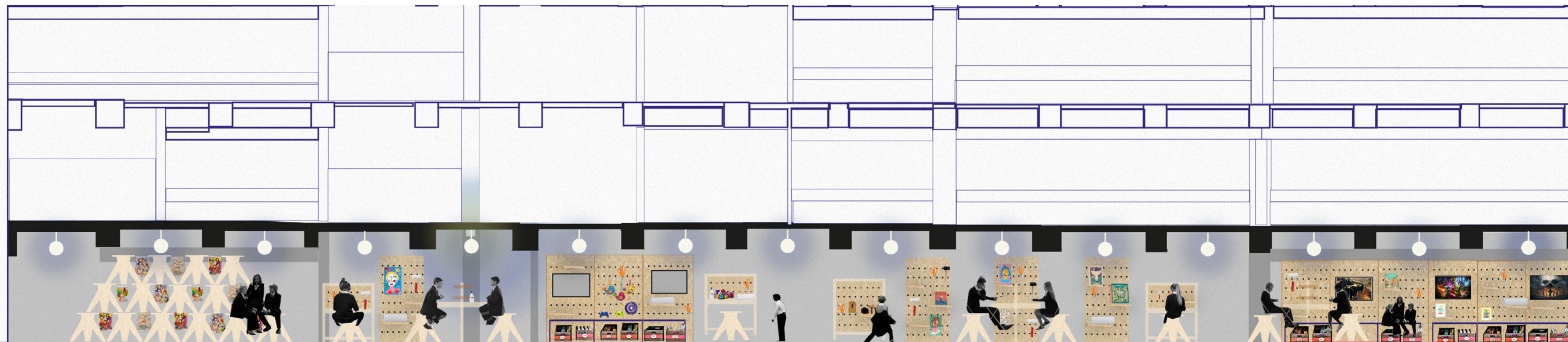
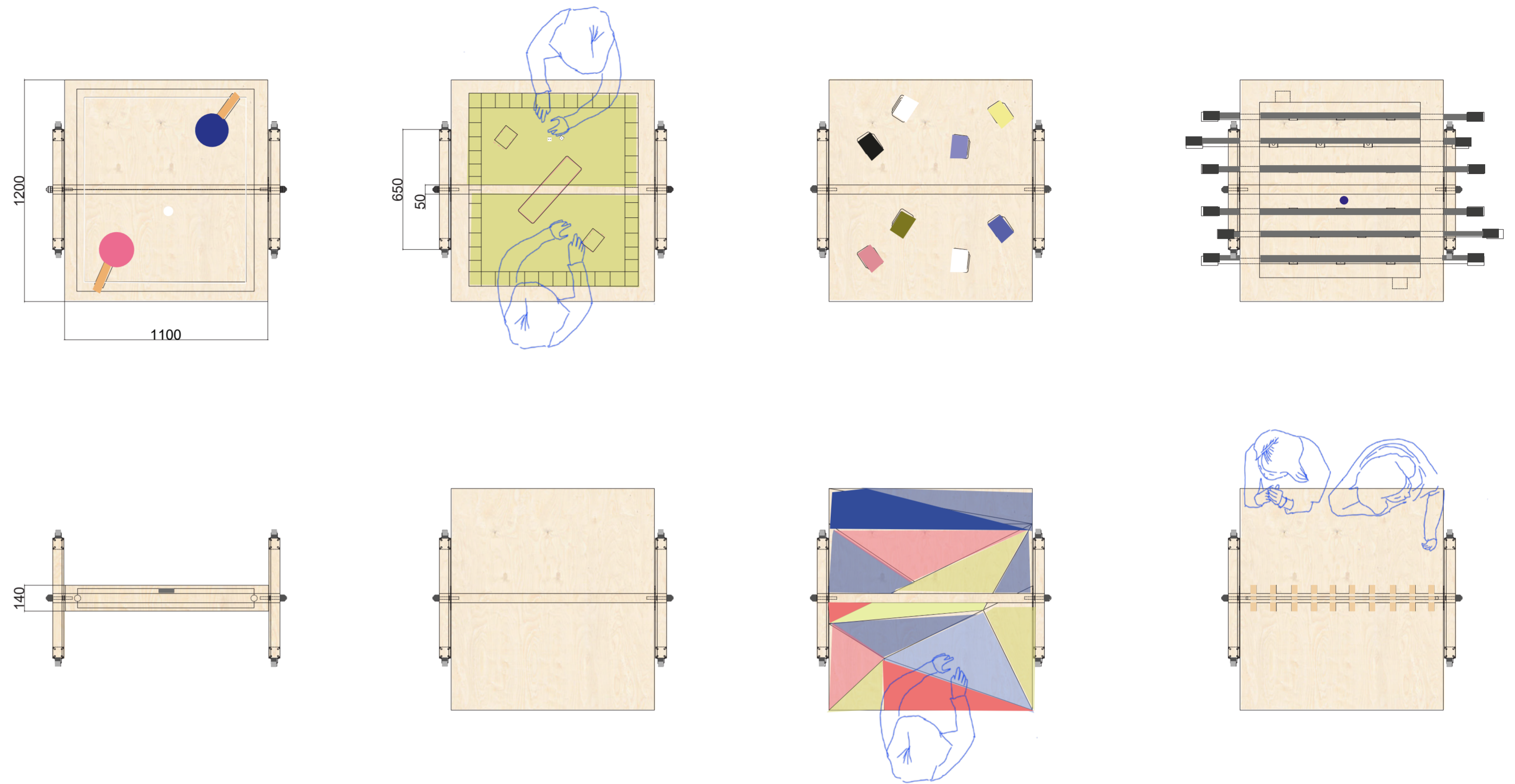
## PROJECT BRIEF:

The brief was developed from the courses' previous unit, exploring a spatial proposition in response to the UN Sustainable development goals and to the regenerative site - Peckham Levels.

As a resident of the area for many years, I used my local knowledge of attitudes towards the site and engaged with kids in the neighbourhood. This enabled me to exchange ideas to re-imagine space.

## DESCRIPTION:

A youth space co-designed with local young people to empower the next generation through iterative self-build gaming and craft kits. Youth from Southwark were prompted to explore what design features they would like in an afterschool space. Features include a flexible programme of activities and an outside pavilion space for multiple fun uses. This design promotes a creative safe space to develop secondary school kids' growing social needs and connect more to the built environment. Included is a self-built manual to build spatial elements and suggestions on how to experiment with them.





# CO - DESIGN

A central part of this design intervention relies on the participation of the community and their needs. I conducted workshops with local youth in Peckham and Camberwell to explore ideas of how public spaces could be reimagined so they could define a space that they could call their own. Through these activities we were able to exchange new ideas of how we could re-imagine space pioneered by young people!

## RESEARCH PHASE

## DESIGN ITERATION PHASE

### 1 IN PERSON WORKSHOPS

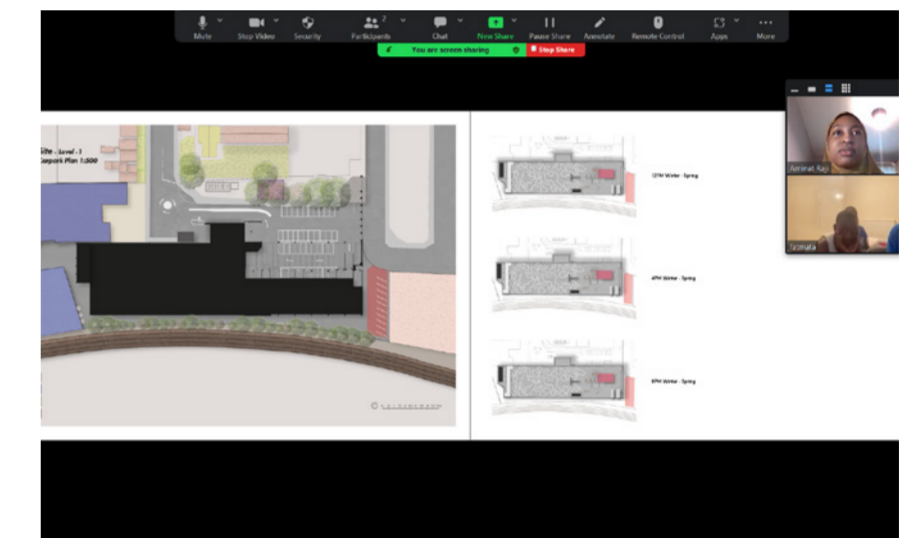
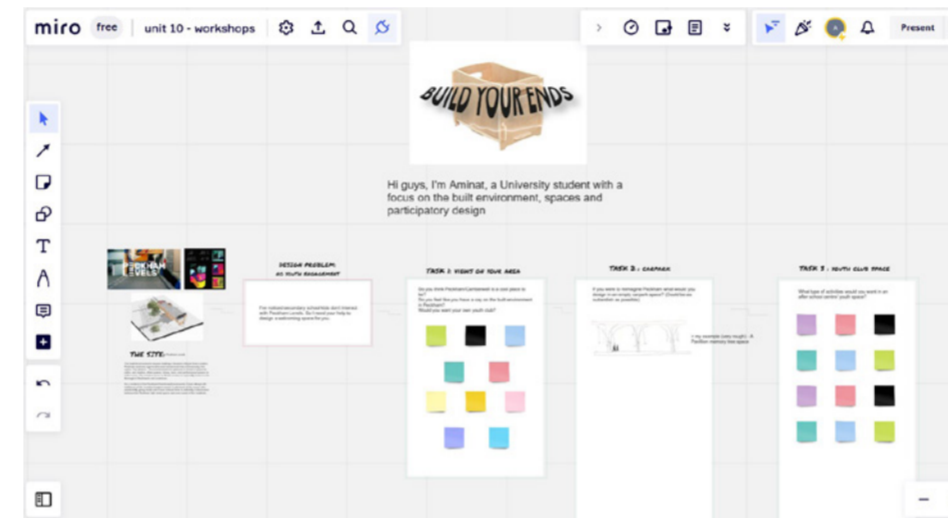
### 2 ONLINE WORKSHOPS

### 3 MEETINGS

Re-imagining the Neighbourhood Mapping

Introduction to Peckham Levels


Gaining opinions and Suggestions



### 1 IN PERSON WORKSHOP : Cultural Probe


Omar

**POST IT**  
Prompt: Write a letter to your friend about what you guys would do if you could BUILD OUR ENDS and dictate what you would do afterschool. (Could be building a treehouse)




**THINK IT**  
Prompt: What are your general thoughts about Peckham/Peckham Levels?  
Peckham is a nice place to live. It has a Green. When you can walk to the park, it has swimming pool and shops where you can buy various products like food that you can do a whole lot more with like other nice things to come to peckham like you can join classes or different things like Arts and sports, music, dancing, technology and help kids with their subjects that we struggle at school.  
What would you do to improve Peckham a little?

**DRAW IT**  
Prompt: Draw what you would want in a youth club space right in Peckham. What activities? (Games room, pool, table tennis)



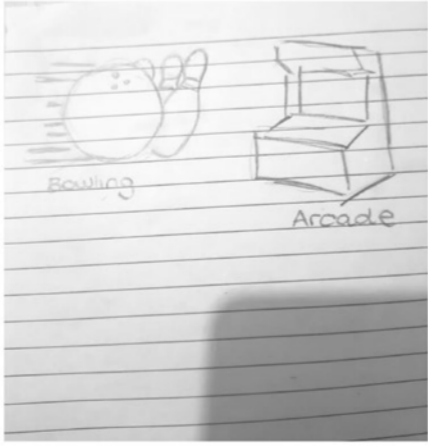
Abdulai

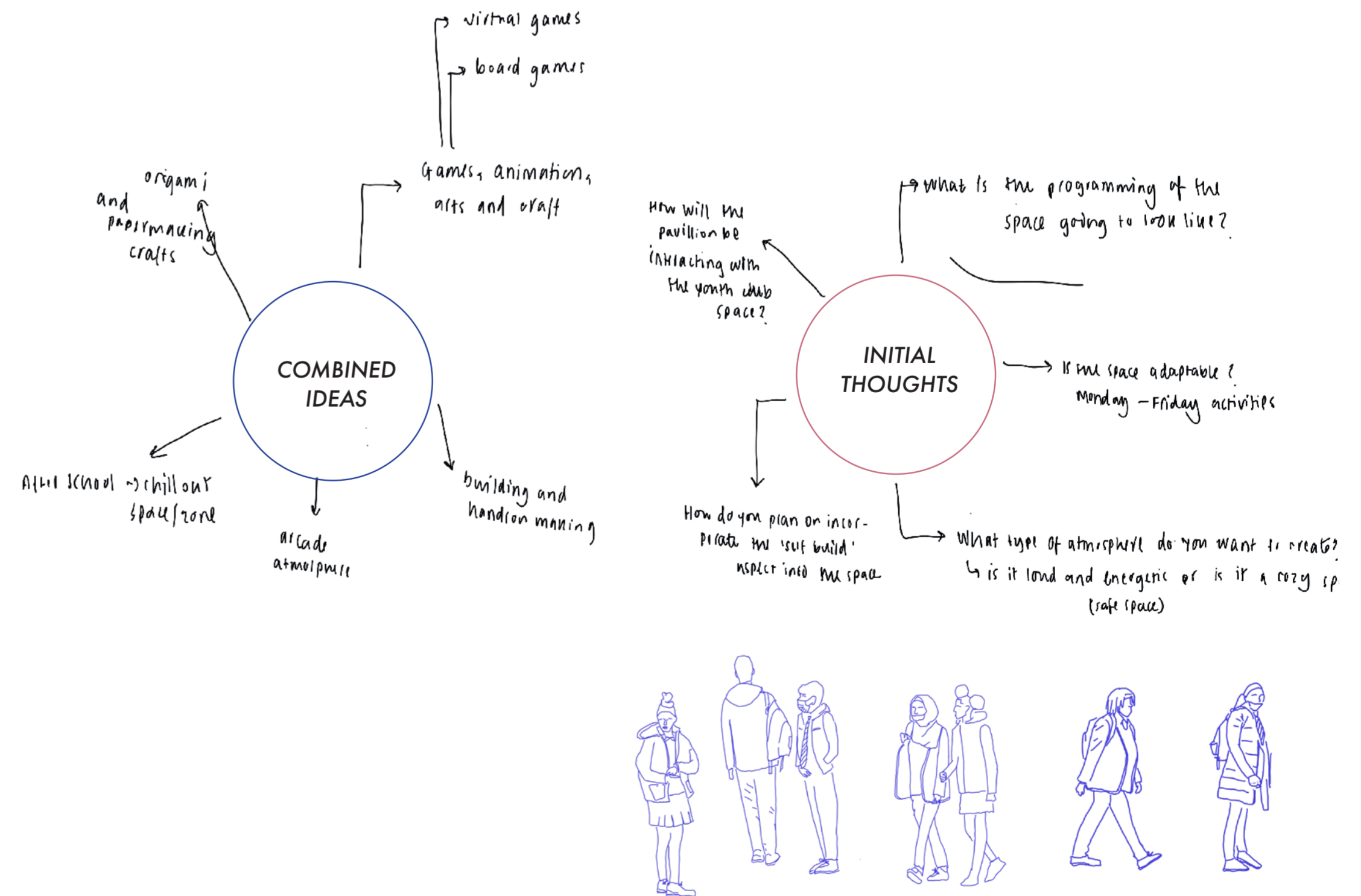
**POST IT**  
Prompt: Write a letter to your friend about what you guys would do if you could BUILD OUR ENDS and dictate what you would do afterschool. (Could be building a treehouse)



**THINK IT**  
Prompt: What are your general thoughts about Peckham/Peckham Levels?  
I think the main thing is about London's noise levels and their Air quality and environment issues. I think that Peckham needs more greenery and trees and to make peckham a better place.  
I would recommend:  
- Parks  
- Shopping  
- Cafes  
- Pubs  
- Sports  
What would you like to change

**DRAW IT**  
Prompt: Draw what you would want in a youth club space right in Peckham. What activities? (Games room, pool, table tennis)





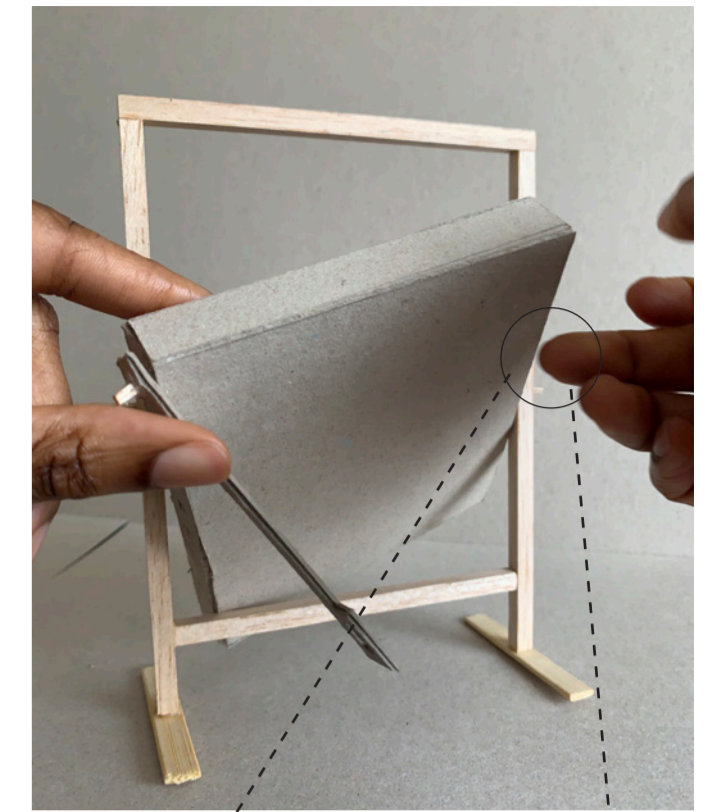
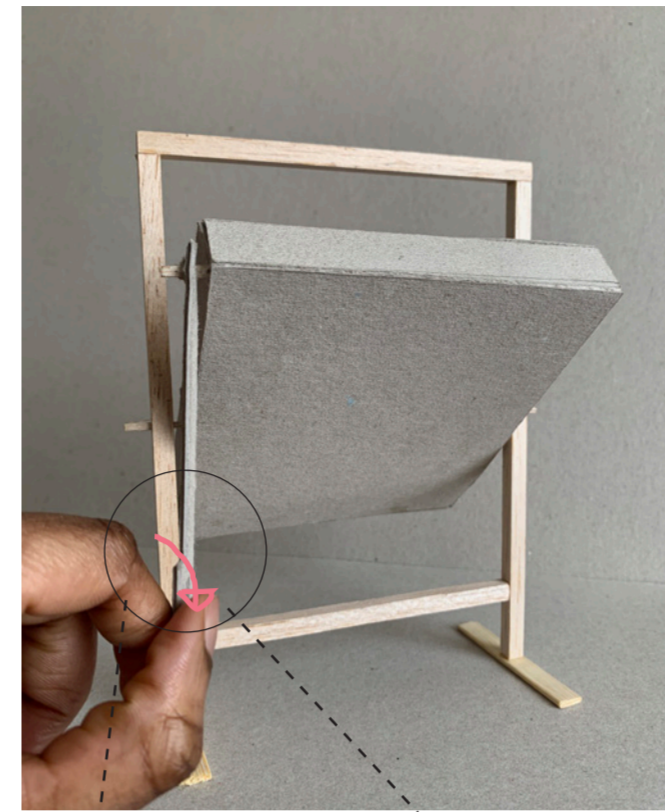


# CONCEPT

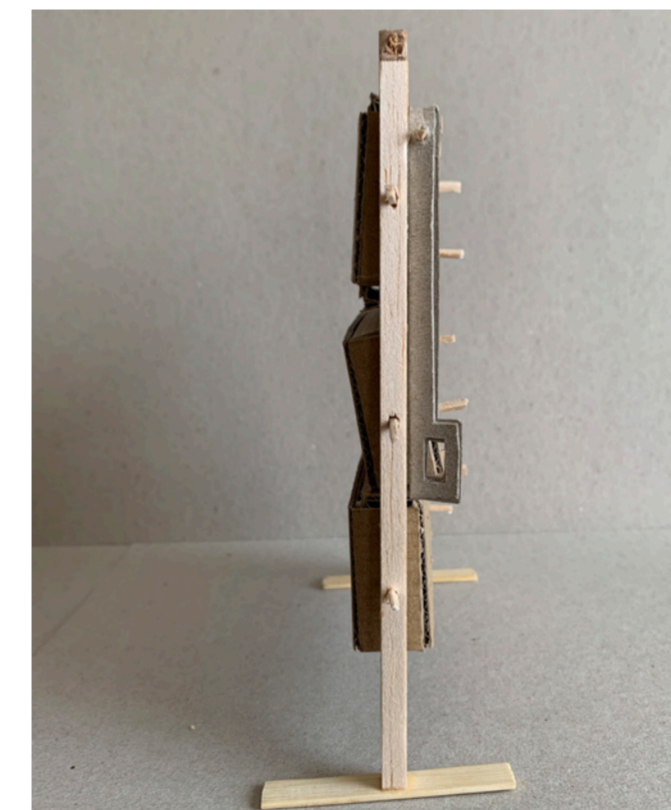
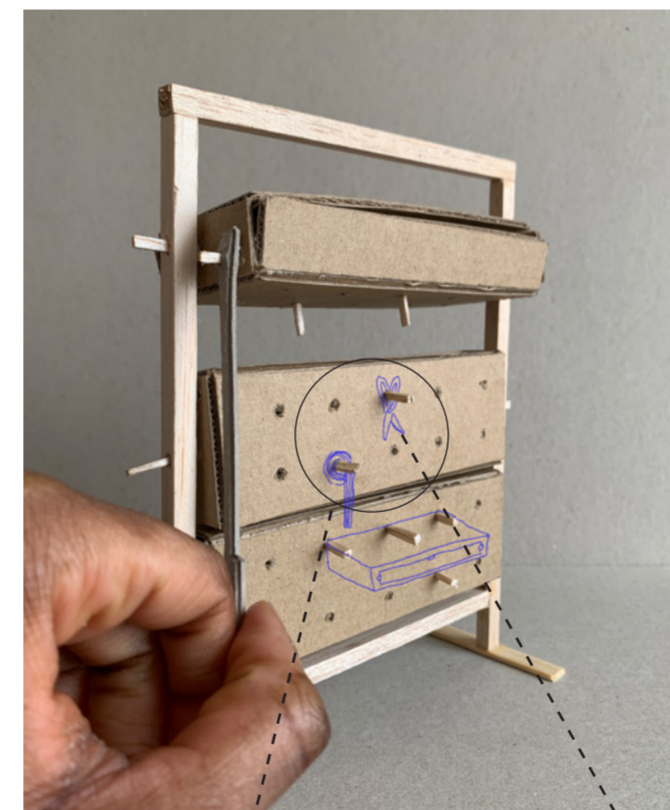
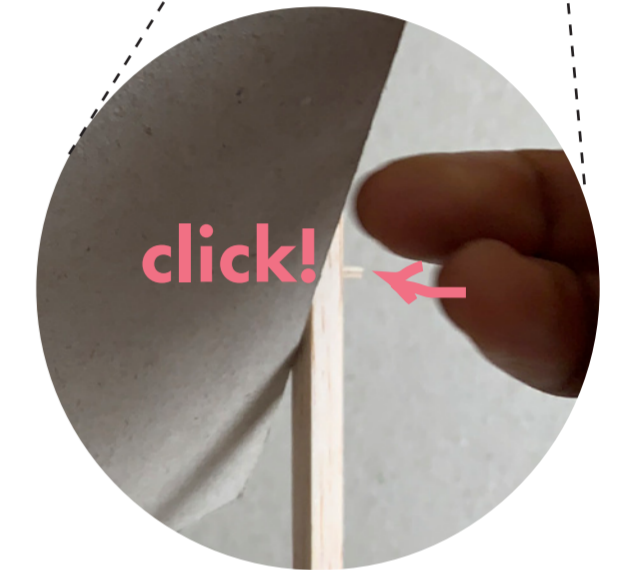
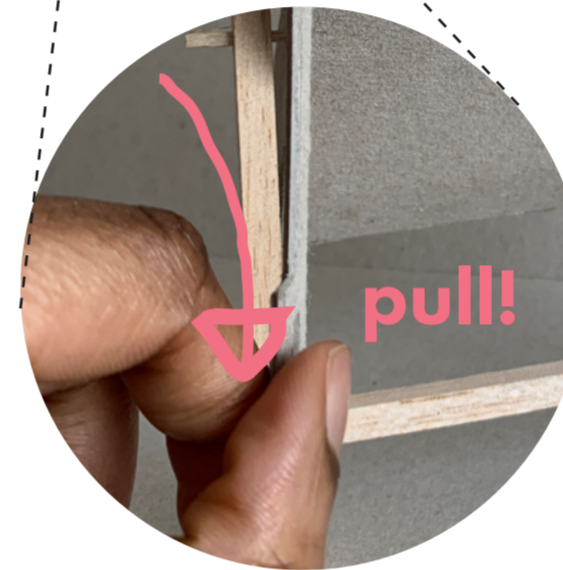
Gaming (physical + virtual) and making spaces coincided with their potential ideas, so I explored these themes through self-build adaptable and moveable pieces.

A common thread that aligned with the Youth's ideas were Gaming and Arts and Craft. Other interests included watching movies and playing different sports.

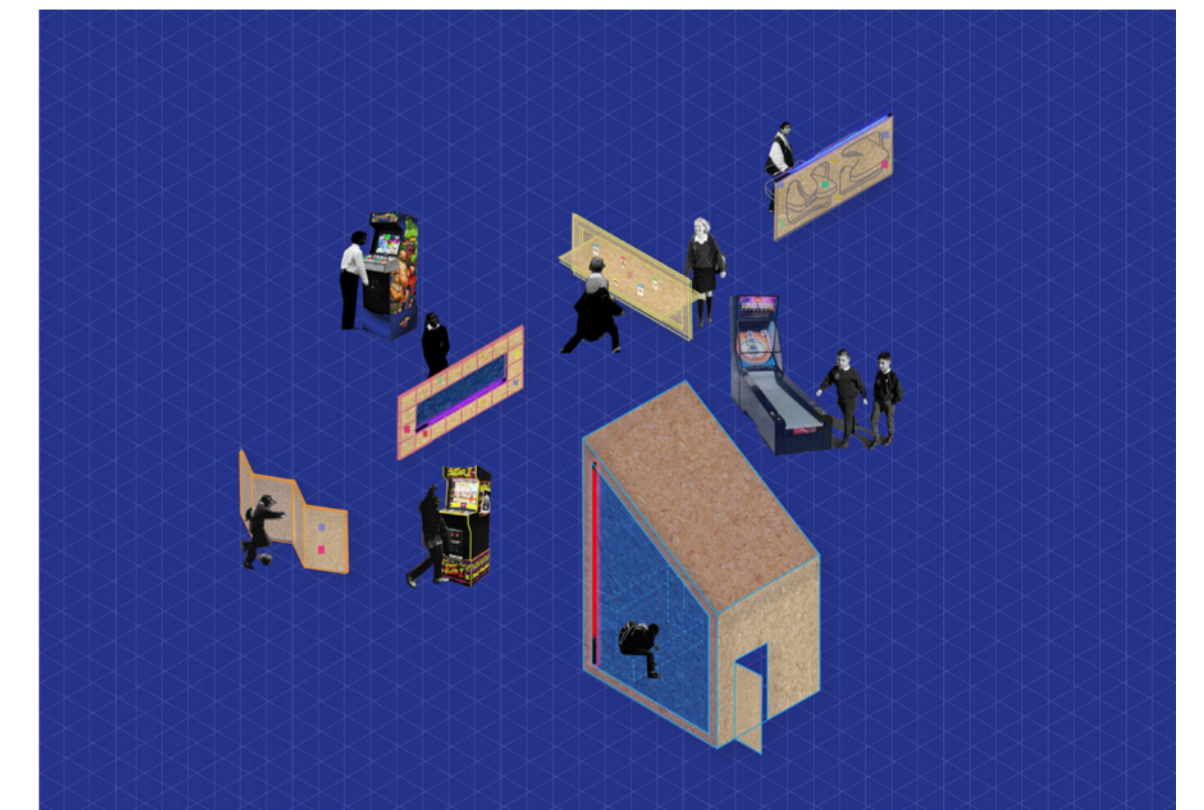
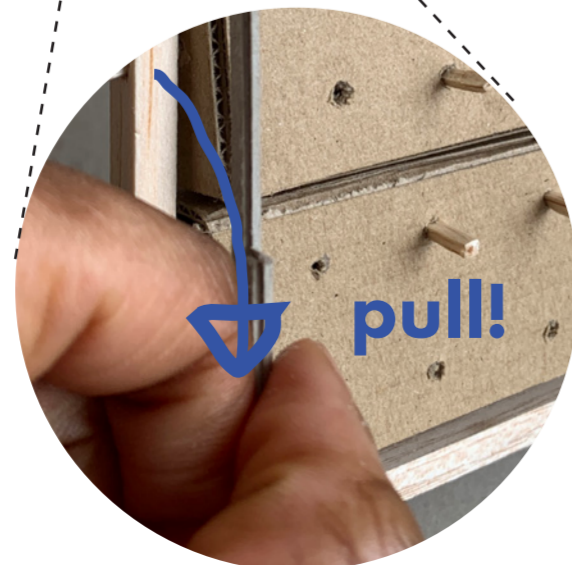
- DIVIDER to
- TABLE
- MAKER STATION
- EASEL
- STORAGE
- BOARDGAMES
- DIVIDER



1:10 model



1:10 model

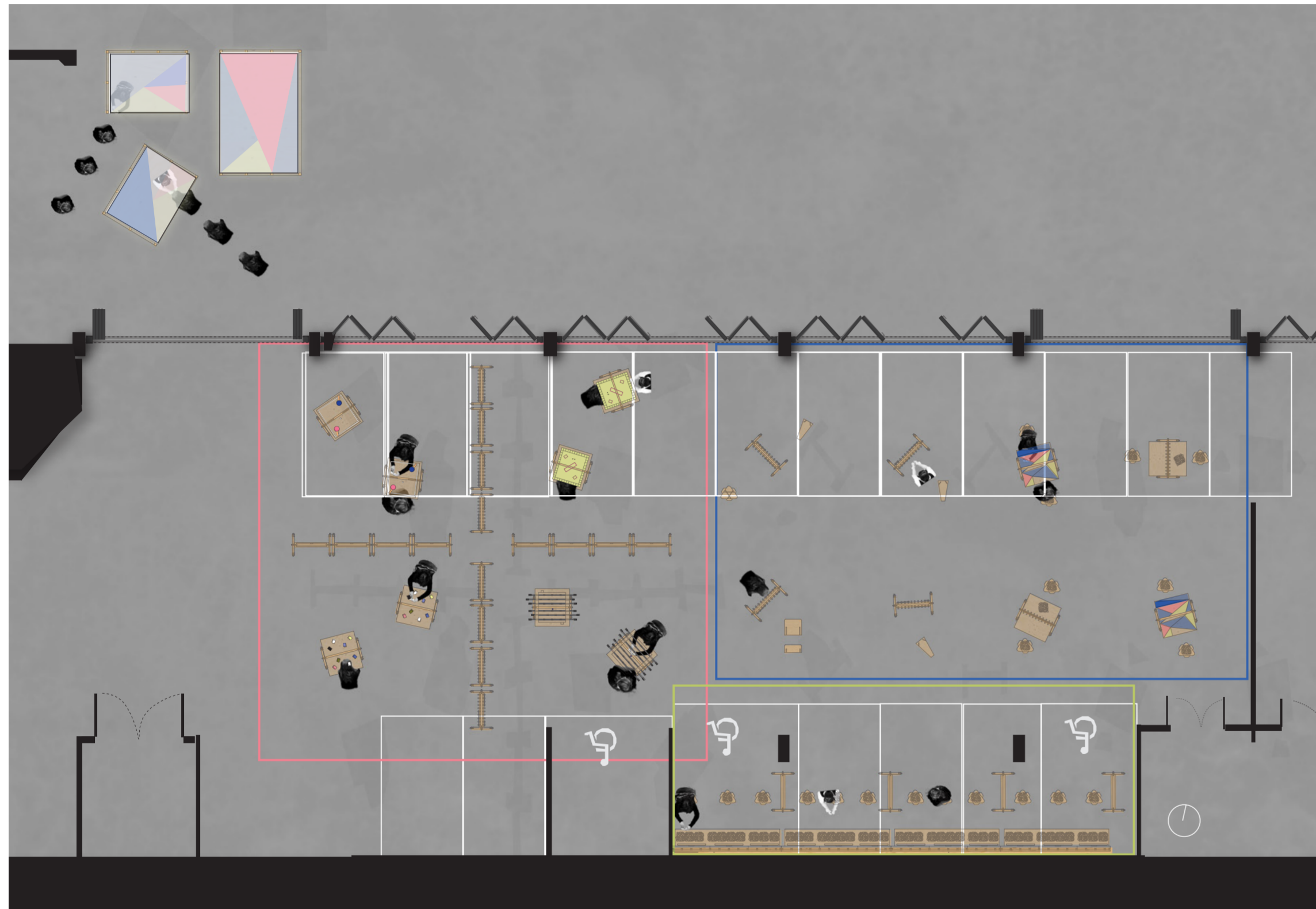


concept collage

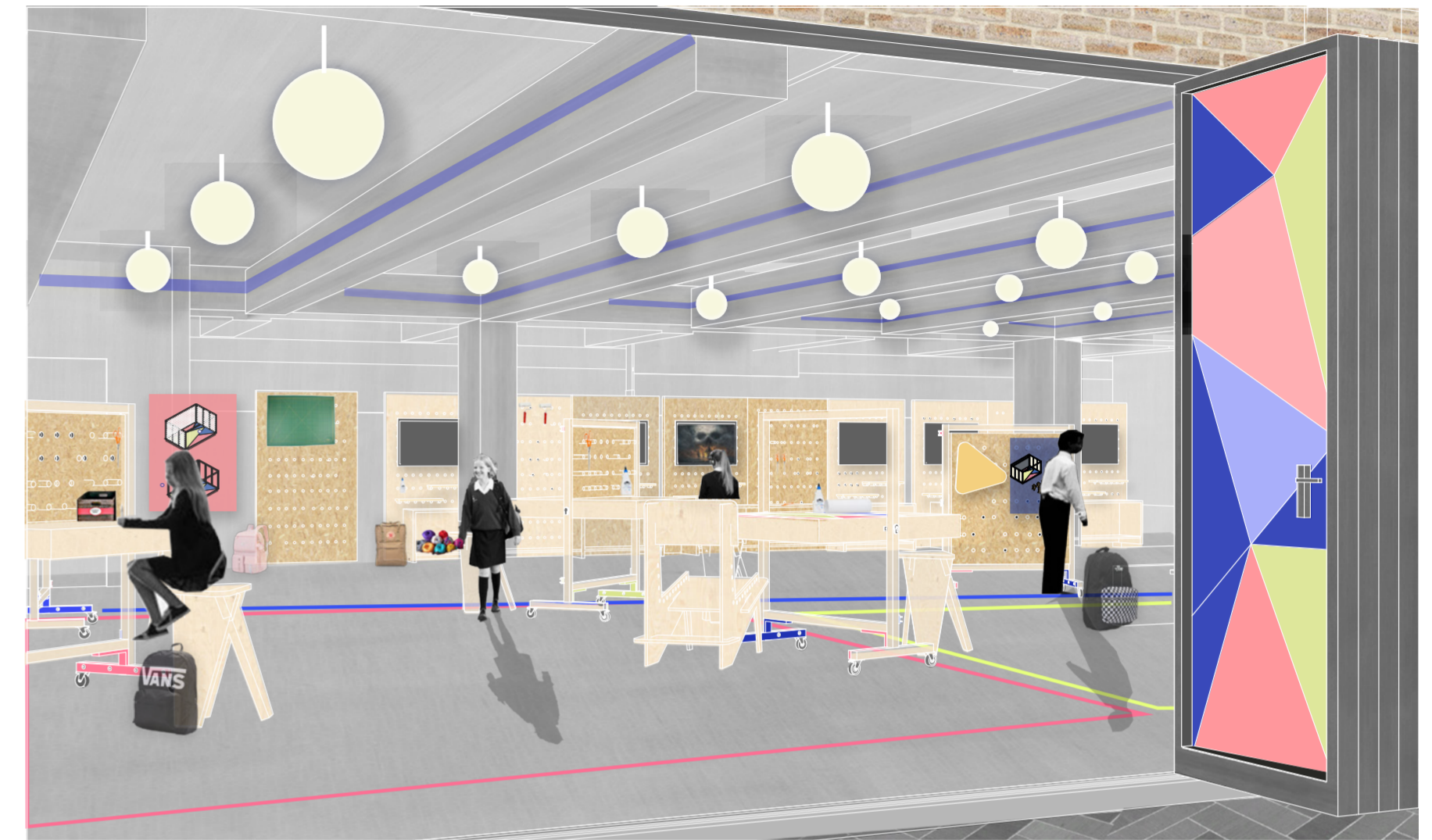


# PROGRAMME OF ACTIVITIES

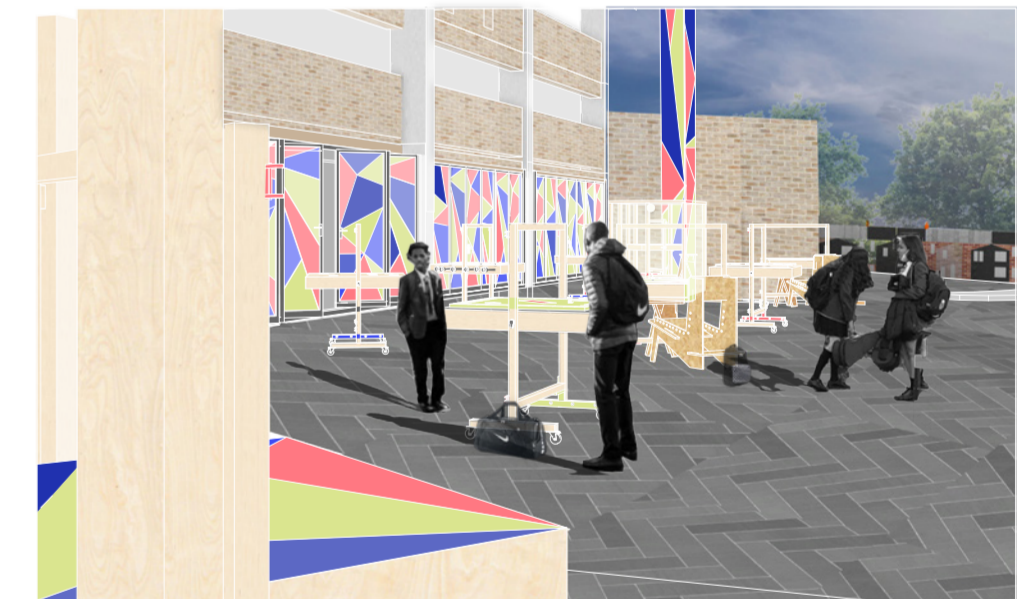
There is a diverse programme of activities that young people can explore within the Carpark space of Peckham Levels that include outdoor and indoor activities. Young people can explore creative and gaming passions and adapt the space to fit for different year round activities.



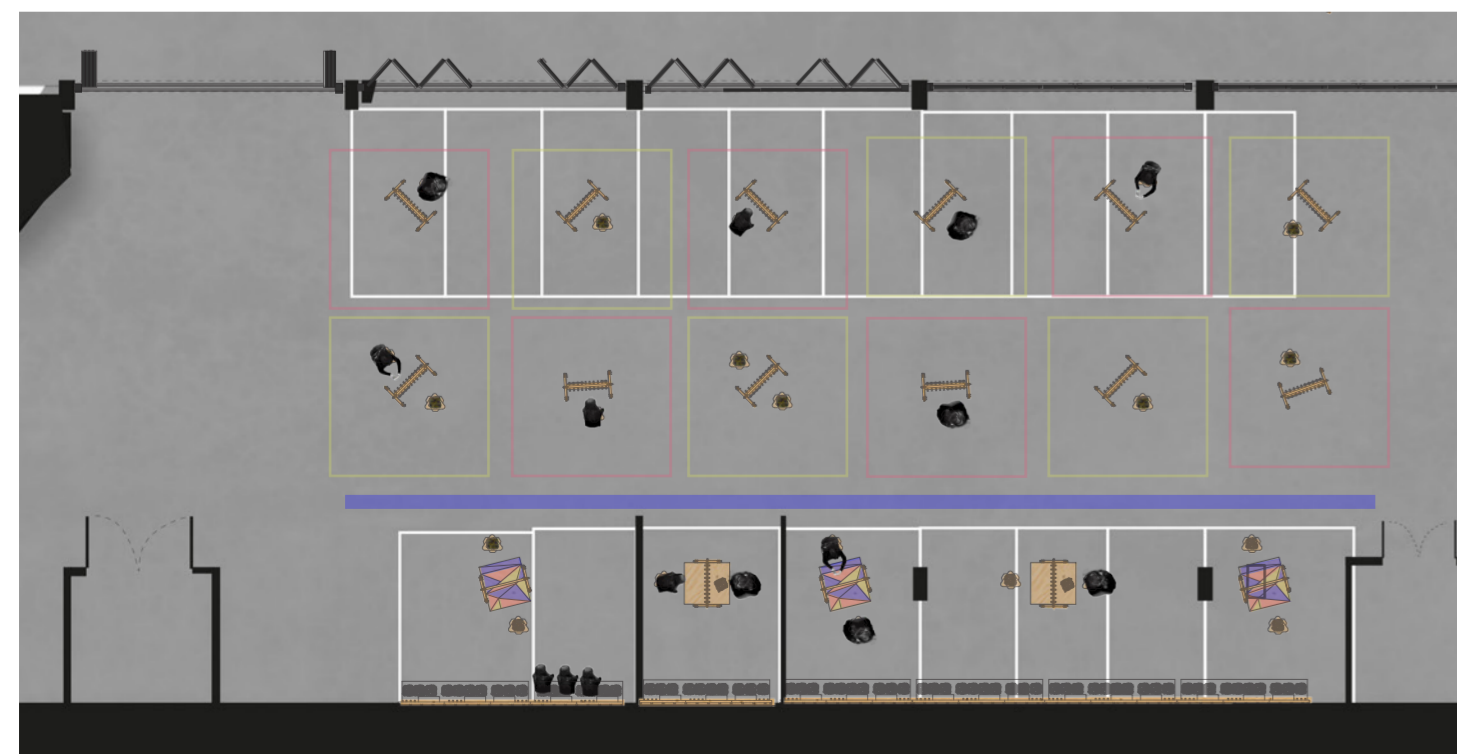
SUGGESTED SCENARIOS - Mixed Use



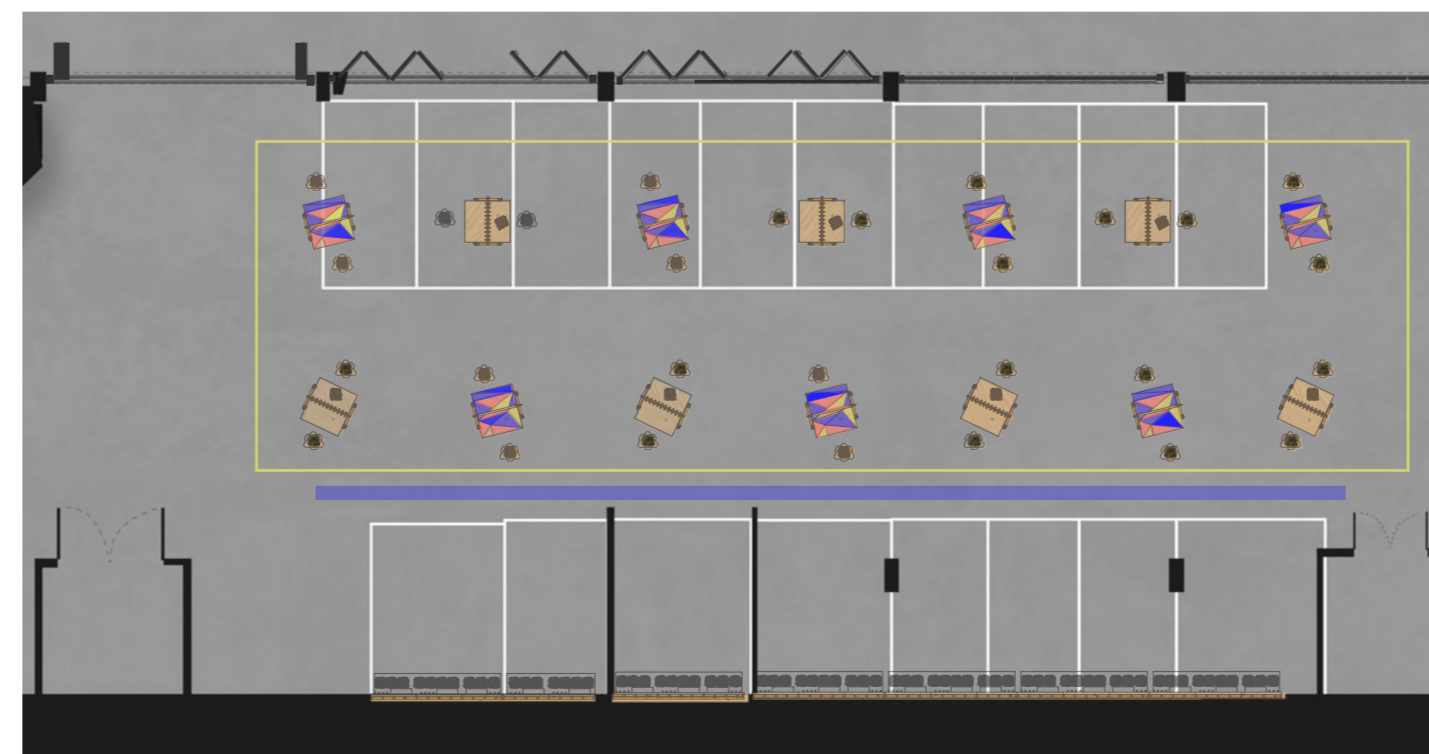
Interior of possible activities using the self-build kit in the Youth space including games and arts + crafts



Exterior of possible activities using the self build kit including games, and teen market space



Vertical 1 one 1 games/Maker Space zone



Arts and Craft Workshops

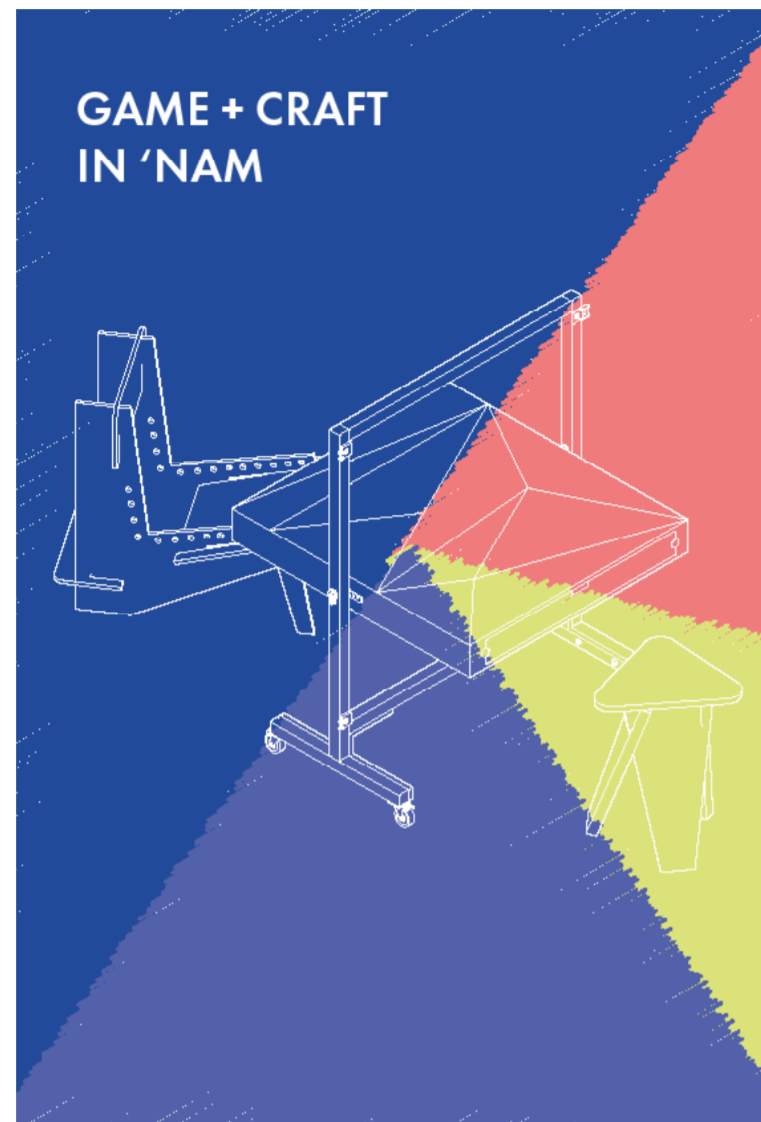


Close up of Teen market space and Wayfinder Sign



# SNIPPET OF MANUAL

I created a manual for the assembly of these self-build kits for kids to play around and experiment with to fit multiple scenarios and functions.



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