

CASE STUDY

PROJECT NAME: POPUP RĂSPIUA

PROJECT IMPLEMENTER: AMAIS (ASOCIAȚIA METODELOR ALTERNATIVE DE INTEGRARE SOCIALĂ)

WEBSITE: <https://amais.ro/proiect/popup-raspiua/>

PROJECT OBJECTIVES:

RĂSPIUA IS AN AMAIS INITIATIVE, WHICH AIMS MAKING PUBLIC PLAY SPACES MORE ACCESSIBLE. THIS INVOLVES RESEARCHING, DESIGNING AND PROMOTING INCLUSIVE DESIGN. POPUP RĂSPIUA, THE SECOND PROJECT, PROPOSES A CONTACT PLATFORM BETWEEN TYPICAL CHILDREN AND THOSE WITH DISABILITIES, REALIZED IN THE FORM OF A MOBILE, INCLUSIVE PLAY SPACE. PR OFFERS THE POSSIBILITY OF A PERSONAL PLAYING EXPERIENCE - FOR VULNERABLE CATEGORIES - AND A PLAYFUL AND EMPATHETIC INTERACTION - FOR ABLE-BODIED CHILDREN. IT ALSO RAISES AWARENESS FOR THE NEED TO REPLICATE SUCH AN INITIATIVE AT AN ADMINISTRATIVE LEVEL.

PROJECT RECIPIENTS:

THE PROJECT ADDRESSES ALL TYPES OF CHILDREN, INCLUDING THOSE WITH DIFFERENT DISABILITIES, SUCH AS LOCOMOTOR, SIGHT, HEARING OR MENTAL.

DIRECT BENEFICIARIES:
1700 PEOPLE. (DISABLED OR TYPICAL CHILDREN, PARENTS, TEACHERS FROM SPECIAL SCHOOLS)
INDIRECT BENEFICIARIES:
REACH APPROXIMATELY 8700 PEOPLE

PROJECT RESULTS:

THE PROJECT HAS A VERSATILE CHARACTER HAVING A GREAT IMPACT ON SEVERAL LEVELS: COGNITIVE-EDUCATIONAL (PLAY SEEN AS AN ALTERNATIVE EDUCATION METHOD), SOCIAL (SOCIAL INTEGRATION OF CHILDREN WITH DISABILITIES BY ACCESSING THE PLAYGROUND, PERSONAL DEVELOPMENT) AND MEDICAL (STIMULATING DEVELOPMENT OF MUSCULAR AND SKELETAL SYSTEM THROUGH MECHANICAL ACTIVITIES). IN THE SHORT TERM, THE MOBILE PLAYGROUND BECOMES A CONTACT AREA BETWEEN PEOPLE WITH DISABILITIES AND ABLE-BODIED ONES, PLAYING AN IMPORTANT ROLE IN ELIMINATING THE PHENOMENON OF SOCIAL ISOLATION OF VULNERABLE GROUPS, OFFERING THE CHANCE TO PLAY FOR ALL. IN THE LONG RUN, THE PROJECT WILL HAVE A MAJOR IMPACT ON TOMORROW'S ADULTS. THROUGH PLAY, CHILDREN WITH DISABILITIES WILL GAIN SELF-CONFIDENCE, THUS MANAGING TO BECOME INDEPENDENT MEMBERS OF SOCIETY. IT IS ALSO A GREAT OPPORTUNITY FOR SOCIAL INTERACTION BETWEEN ABLE-BODIED CHILDREN AND THOSE WITH DISABILITIES THAT WILL REDUCE THE PREJUDICES THAT OCCUR WITH THE TRANSITION TO ADULthood. THIS MOBILE, INCLUSIVE PLAYGROUND HAS OFFERED OUR NGO AN INSTRUMENT TO FACILITATE POPUP INCLUSIVE CONTEXTS OF INTERACTION BETWEEN PEOPLE WITH DISABILITIES AND ABLE-BODIED ONES WHEREVER WE NEED IT.

CALENDAR/ACTIVITIES

THE DESIGN PROCESS WAS A PARTICIPATORY ONE, INCLUDING ACTIVITIES WITH CHILDREN FROM SPECIAL SCHOOLS - FOCUS GROUPS, "PLAYDATES", OBSERVATION IN THE PLAYGROUND. THUS, INFORMATION WAS COLLECTED RELATED TO PREFERENCES, DIFFICULTIES ENCOUNTERED IN PLAY SPACES, WAYS OF USING PLAY FACILITIES AND THE WAY CHILDREN INTERACT WITH EACH OTHER/WITH OTHERS.



DETERMINE FACTORS

THE PROJECT BRINGS INTO DISCUSSION A TOPIC IGNORED BY THE PUBLIC AUTHORITIES IN ROMANIA: THE ACCESSIBILITY OF PUBLIC PLAYGROUNDS - THE DESIGN OF THE INCLUSIVE PLAYGROUND IS VERY VERSATILE AND EASY TO USE IN VERY DIVERSE CONTEXTS AND SITUATIONS, MAKING IT A PERFECT INSTRUMENT FOR VARIOUS SPECIALISTS WORKING WITH / FOR CHILDREN WITH DIFFERENT ABILITIES/DISABILITIES - THE PLAYGROUND IS A PRODUCT DESIGNED AND PRODUCED BY AN NGO (AMAI) AND DESIGN STUDIO (RHIZOME) FORMED BY AN INCLUSIVE TEAM (PEOPLE WITH DISABILITIES AND ABLE-BODIED ONES), WHO OPTED FOR THE INVOLVEMENT OF DIRECT BENEFICIARIES IN THE DESIGN PROCESS (ARCHITECTURE / PARTICIPATORY DESIGN)

BUSINESS MODELS

THE PROJECT SEEKED AN INITIAL SPONSOR TO COVER THE SETUP COSTS, AND IT HAS BEEN DESIGNED TO BECOME FINANCIALLY SUSTAINABLE WITH THE HELP OF THE VOLUNTEERS: THE PLAYGROUND IS MOBILE SO IT CAN BE MOVED BY THE VAN AND USED IN ALMOST ANY LOCATION AND THE VOLUNTEERS ARE ANIMATING IT.

BUSINESS PERSPECTIVE

STIMULATING SENSORY PERCEPTION IS THE KEY ELEMENT OF THIS INCLUSIVE PLAY SPACE AS IT HELPS DEVELOP COGNITION, MOTOR SKILLS AND SOCIAL INTERACTION. MULTISENSORY TREATMENT FACILITATES INTERACTION BETWEEN CHILDREN WITH DIFFERENT DISABILITIES/ABILITIES. STIMULATING SENSORY PERCEPTION IS THE KEY ELEMENT OF THIS INCLUSIVE PLAY SPACE AS IT HELPS DEVELOP COGNITION, MOTOR SKILLS AND SOCIAL INTERACTION. MULTISENSORY TREATMENT FACILITATES INTERACTION BETWEEN CHILDREN WITH DIFFERENT DISABILITIES/ABILITIES. MOREOVER, THE ABILITY TO TAKE IT AND MOVE IT IN DIFFERENT AREAS OF THE CITY, OR EVEN THE ENTIRE COUNTRY, REPRESENTS AN ADVANTAGE BECAUSE IT GIVES US THE POSSIBILITY TO REACH MANY MORE PEOPLE, COMPARED TO AN ORDINARY PUBLIC PLAYGROUND.



SUSTAINABILITY PERSPECTIVE

IN ROMANIA, PUBLIC PLAYGROUNDS ARE NOT ACCESSIBLE FOR CHILDREN WITH DISABILITIES. SOME OF THEM HAVE UNIVERSAL DESIGN ELEMENTS, BUT THE PLAYGROUND IS NEVER DESIGNED AS A WHOLE TO BE INCLUSIVE, OR THE ELEMENTS ARE NOT INSTALLED CORRECTLY (EX. WHEELCHAIR ADAPTED CASTLE BUILT ON SAND). THUS, THE SUSTAINABILITY OBJECTIVES HAVE BEEN MET BY CREATING A FLEXIBLE, MODULAR INSTRUMENT THAT HELPS US GENERATE INCLUSIVE PUBLIC PLAYGROUNDS WHEREVER WE NEED. USING ALL THE MODULES (ARMORS AND CASEMATES) THE PLAYGROUND CAN BE FROM 2.5SQM TO 200SQM. USING POPUP RASPIUA, AN INCLUSIVE, MOBILE PLAYGROUND WE ARE ABLE TO REACH MORE CHILDREN AND PARENTS, BUT ALSO PUBLIC AUTHORITIES BECAUSE WE ARE ABLE TO TRAVEL WITH IT AND INSTALL IT WHEREVER IT IS NECESSARY.



CULTURAL VALUE

THE POPUP RASPIUA MOBILE, INCLUSIVE PLAYGROUND STIMULATES THE IMAGINATION OF CHILDREN THROUGH BASIC GEOMETRIC SHAPES, TEXTURES AND MODULAR DELIMITATIONS, MATERIALIZED THROUGH: ARMORS AND CASEMATES. ONCE YOU GET INTO THE ROLE, EACH WITH THEIR OWN IMAGINED IDENTITY, THE CHILDREN START PLAYING ON EQUAL TERMS. THE ARMORS ALTER THE PERCEPTION OF DIFFERENCES AND REDUCE THE PHYSICAL AND MENTAL DISTANCE BETWEEN THE CHILDREN. SOFT AND FRIENDLY ELEMENTS, THEY ALSO HAVE THE ROLE OF HELPING THE CHILDREN IN OVERCOMING THEIR FEAR OF EXPLORING AN UNKNOWN ENVIRONMENT. THE SPONGE ACTS AS A PROTECTION AND PROVIDES MENTAL COMFORT ESPECIALLY IN THE CASE OF CHILDREN WITH VARIOUS DISABILITIES. POPUP RASPIUA "ARMORS" AND "CASEMATES" CAN BE USED BOTH INDIVIDUALLY AND TOGETHER. THUS, WE CAN DEFINITELY NAME THE PROJECT AN INCLUSIVE ONE WHICH PROMOTES AND PROTECTS THE VALUES AND BELIEFS OF EVERYBODY. PLUS, IT HAS BEEN DESIGNED BY A TRULY TALENTED TEAM OF ARCHITECTS FROM ROMANIA, WHO STRESSED A LOT TO MAKE THIS PROJECT REAL.