OpenIDEO Chapter Meet Ups – Feedback and Ideas

We had two Meet Ups during this Refinement phase to offer support and feedback to all ideas in Refinement.

Intergenerational Ideas

Create a prototype in a park and observe children spontaneously interacting with it to get ideas.

What about using text on the ground to potentiate interaction between two people, moving them along the path? Can it be a game? (Karine)

Path Layout and Design

"Swim Lanes" - Lanes of different materials side by side vs. a path that starts as one material and changes along the course. (Joy)

Keep it simple. Use only one surface material. It is a challenge. (Shraddha)

Engage local artists to create patterns/designs that can be shared with other communities to scale the idea. Can this be public art? (Gabriella)

Maybe in addition to the built-in pathways, you could share a pattern or rough blueprint with communities that aren't able to construct something new, or want to try it out first. See attached ideas.

Image A is an example of the "raw data" you can share with communities. It may include the spacing of the obstacles and possibly two or more difficulty levels.

Image B is an example of a literal implementation of Image A. Simple color-coded bars represent the obstacles (blue for easy and orange for difficult.)

Image C is an example of a more abstract representation of Image A. Obstacles are represented by decorative patterns that functions both as public art and an exercise tool. (It could probably be made much nicer by an artist)

A more decorative pattern might also inspire children to invent games around it, in this case maybe jumping from flower to flower or imagining they are in a giant garden.