

Play Street

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CURATORIAL INTRODUCTION

Sheung Wan is the earliest developed area since the British colonisation. It is planned in a practical and functional-based manner. The inner main roads are designed perpendicular to the shoreline for better transportation of military weapons and goods to the harbour. Meanwhile, the roads built along the major roads are narrow and sometimes are one-way traffic lines, in which pedestrians, vehicles, workers and shop owners often need to fight for their spatial rights through consistent negotiations regardless of time, scale and space. We believe that these experiences have together provided more diversity to the usage of conventional streets.

Play Street shares our research findings on these negotiations by speculating and simplifying the actual situation of a crowded street in Sheung Wan, where visitors can be more focused and conscious about their interactions and relationship with different subjects and the environment.

Furthermore, the deeper discovery of street experience is encouraged through participation in the tasks we provide—visitors should become active in interacting and rearranging the objects and eventually become aware of their rights of using the space. This leads to further reflection on the roles of pedestrians and spatial rights of Hong Kong in general.

On a higher and last level of the exhibition, *Play Street* invites our visitors to re-imagine street life and share with us their ideas and inspirations on how to utilise our streets; we believed that only through diversity and creativity, a city can become more liveable to all its habitats.

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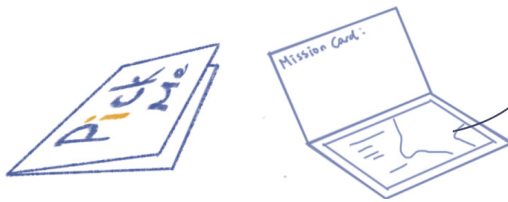
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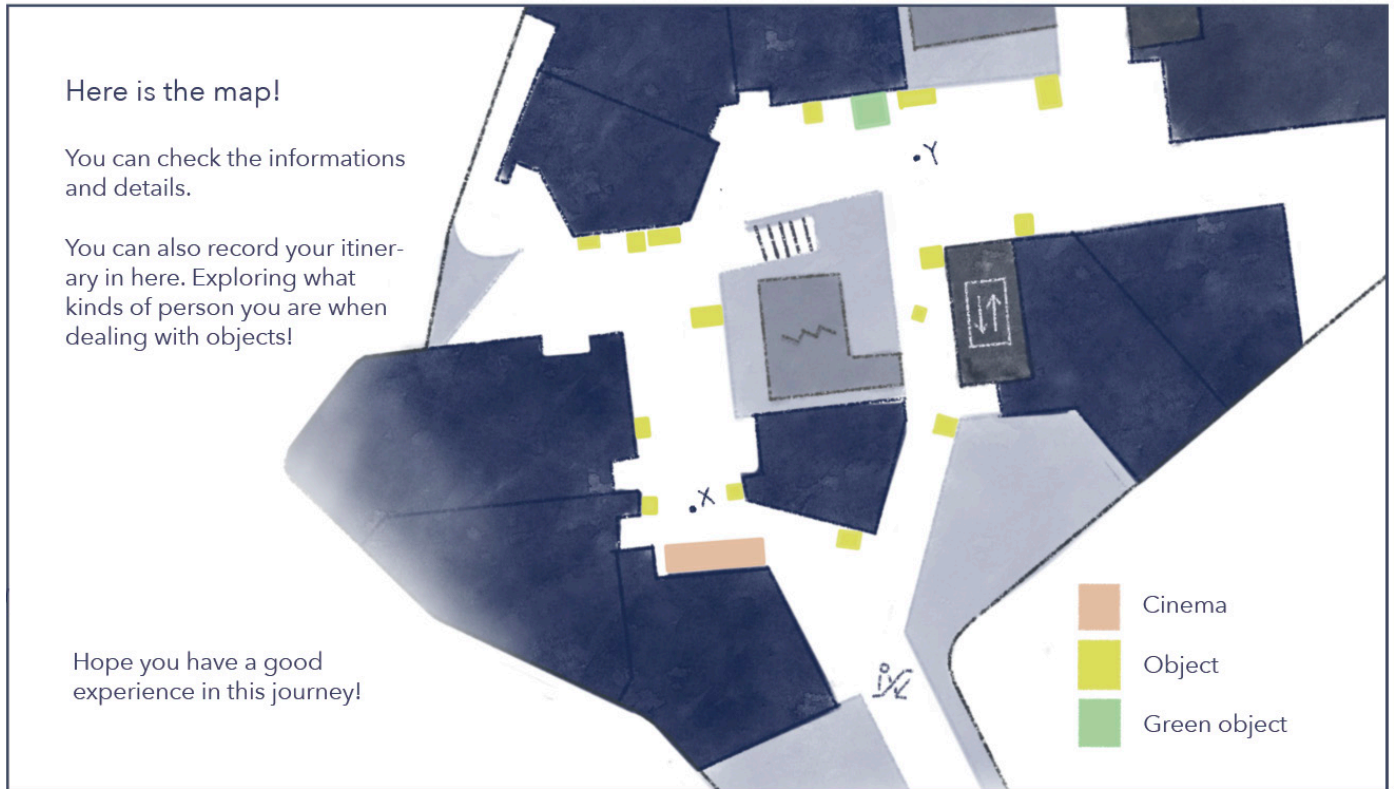
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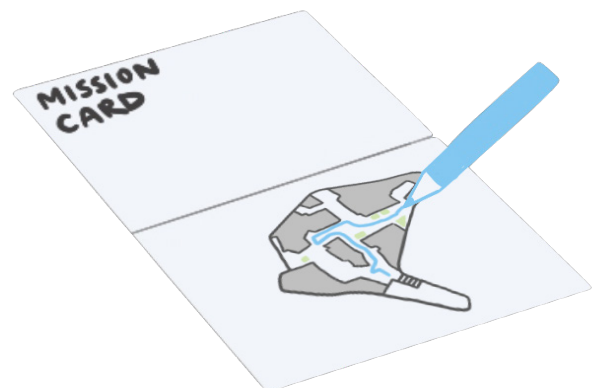
PLACEMENT

Mission cards will be scattered around podium and stacked in the entrance



Mission Cards

Mission cards will be organized by the level of difficulty and will be stacked on the podium. However, it will also be scattered and hidden around the whole V core like a leaflet we commonly see on the street to attract more people to visit our exhibition.



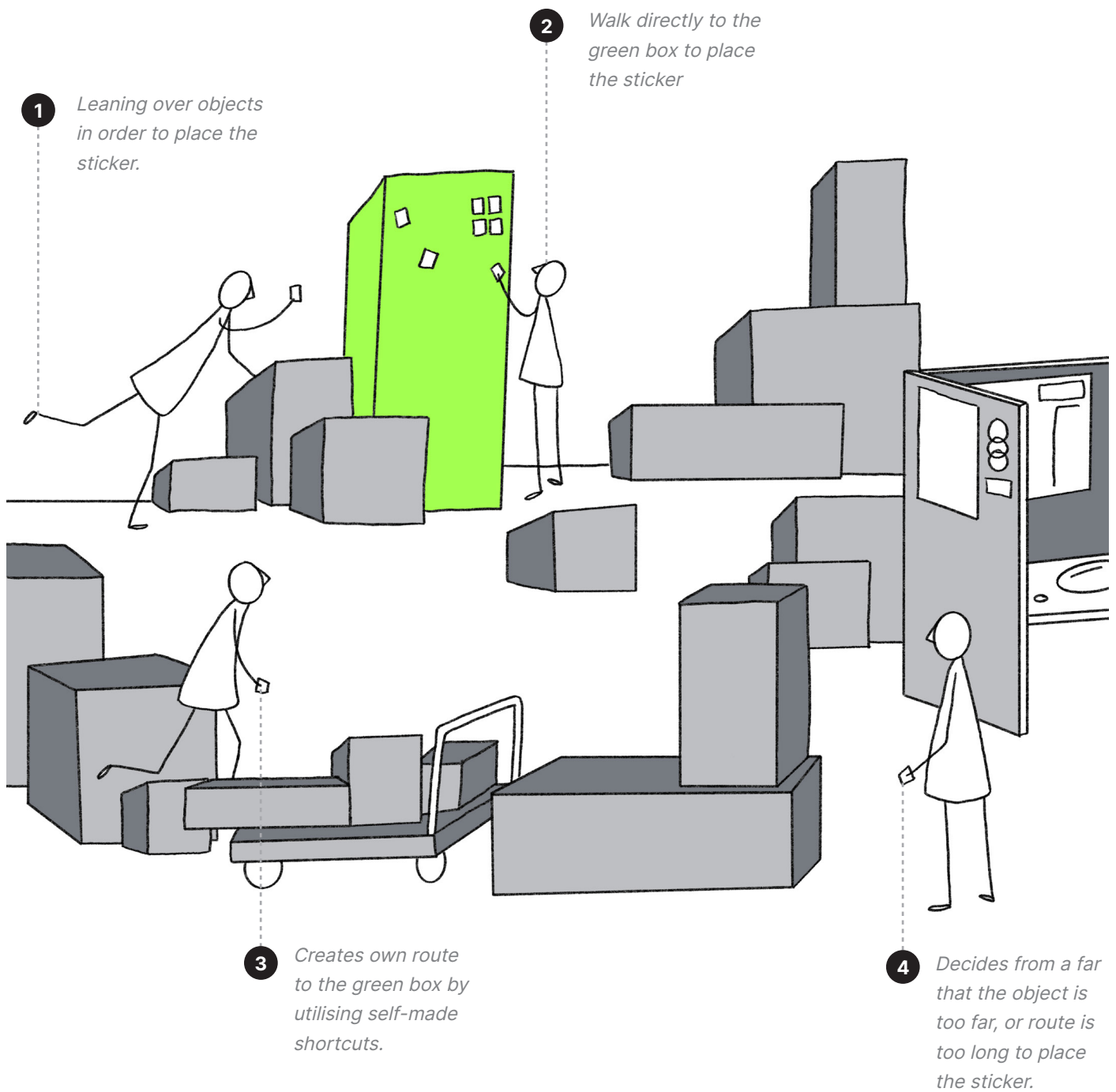
Level 1

Visitors freely navigate the space and mark their route on the back. Their routes are interrupted by boxes/ booths.
"Freely walk around the exhibition and mark your path"

MAPPING ON CARD

Visitors will draw their exhibition journey on the card.

DIFFERENT VISITOR APPROACHES



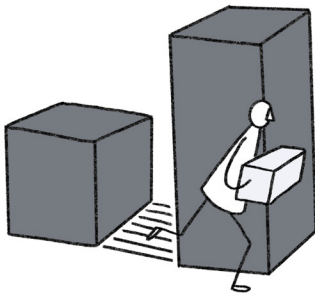
Level 2

Colour coded objects, (tall and noticeable) are placed in the exhibition, "Without moving any object, find all 'green box' and stick one sticker for each." The space will have many large objects that interrupt the visitors' path. They will be asked to place stickers in order to change the natural route that they may take.

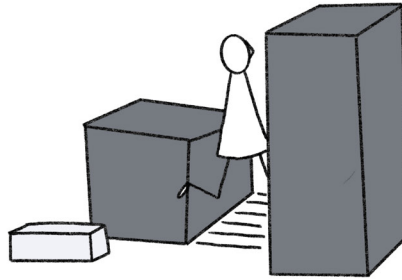


THE GESTURES

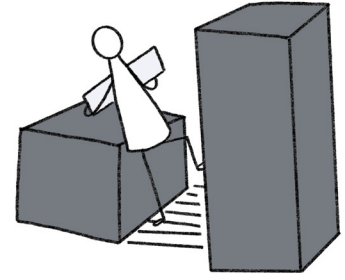
Various possible ways of holding and transporting objects



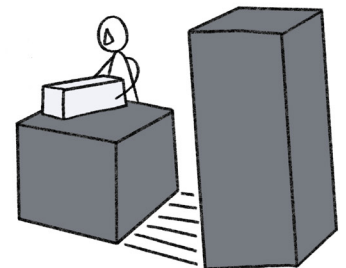
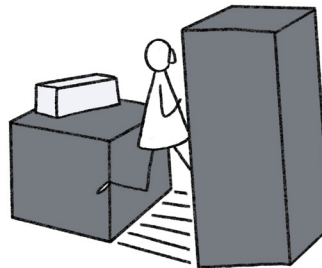
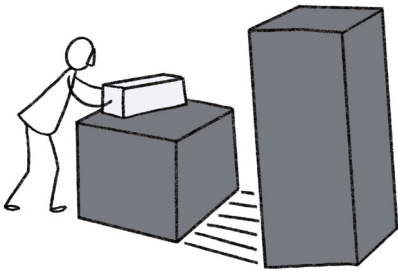
The visitor avoids the narrow road and takes a longer path to the destination.



Since the space is too narrow for the visitor and their box, they leave the box behind.



The visitor tries their best to squeeze themselves and the box through the gap, even if its uncomfortable.



Use the unmovable objects as help to transport your object.

Level 3

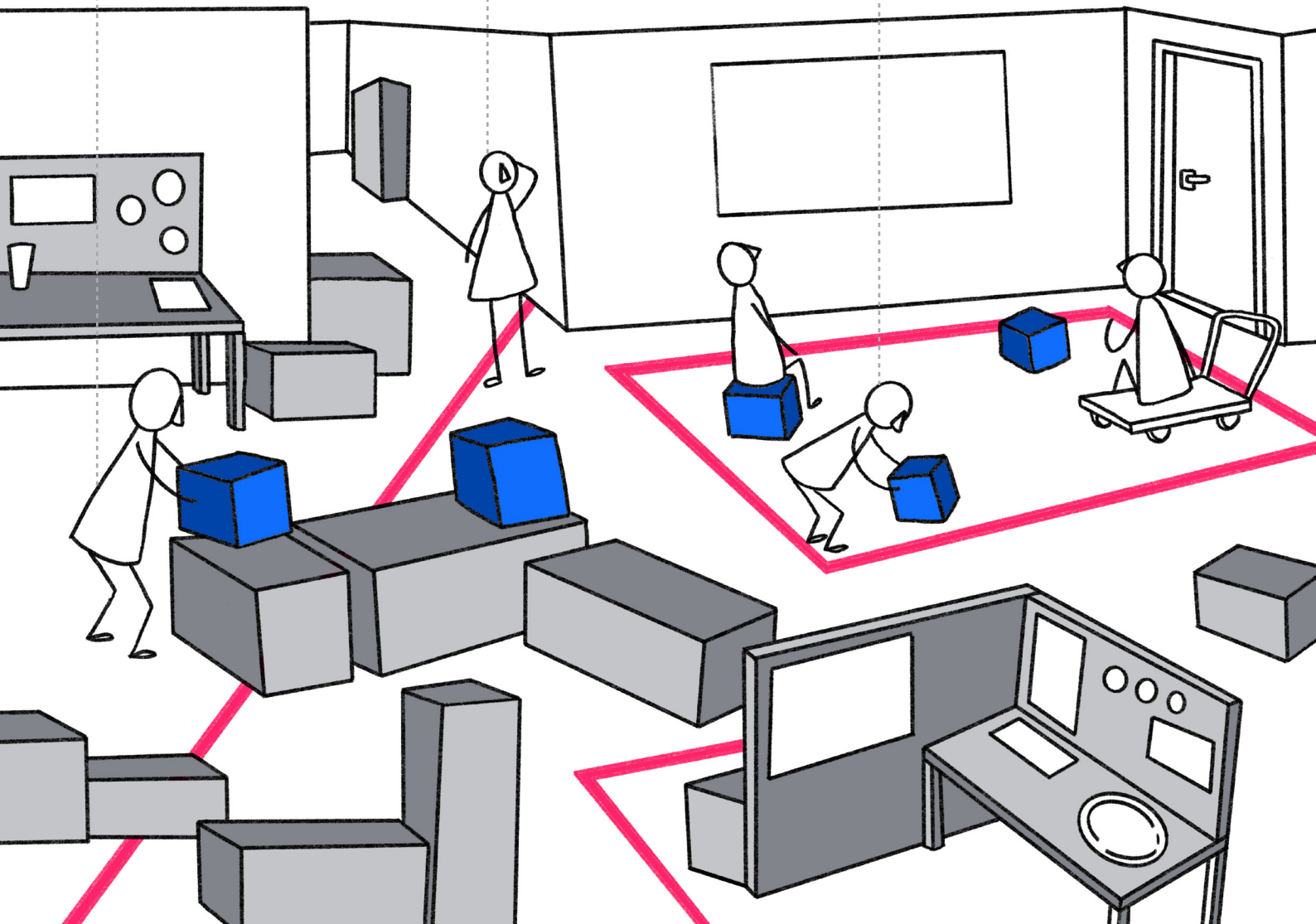
Navigate space with big object: polystyrene box (with special color). No real rules, example(s) include:

Find and pick up the yellow box and take it on your journey

Visitors are asked to collect an object from point A and take it on their journey, this has no strict rules as they will not be forced to take it to a 'finish line'. This will change the way that they move throughout the space as they are bringing a big object with them. Alternatively, they will be asked to change the space by moving or placing it in a different path.

DIFFERENT VISITOR APPROACHES

- 1 Visitor finds and picks up the box from the random place
- 2 This visitor is looking for a blue box to use.
- 3 This visitor is picking up the box to place it to the green area.



Level 4

The level four mission is not necessarily the most difficult, but instead asks the visitor to be more closely involved in the exhibition. They will be asked to do one of two different tasks in order to understand how their movement of objects can change space and influence the route of others.

2 different types of task will be given to the visitor to choose:

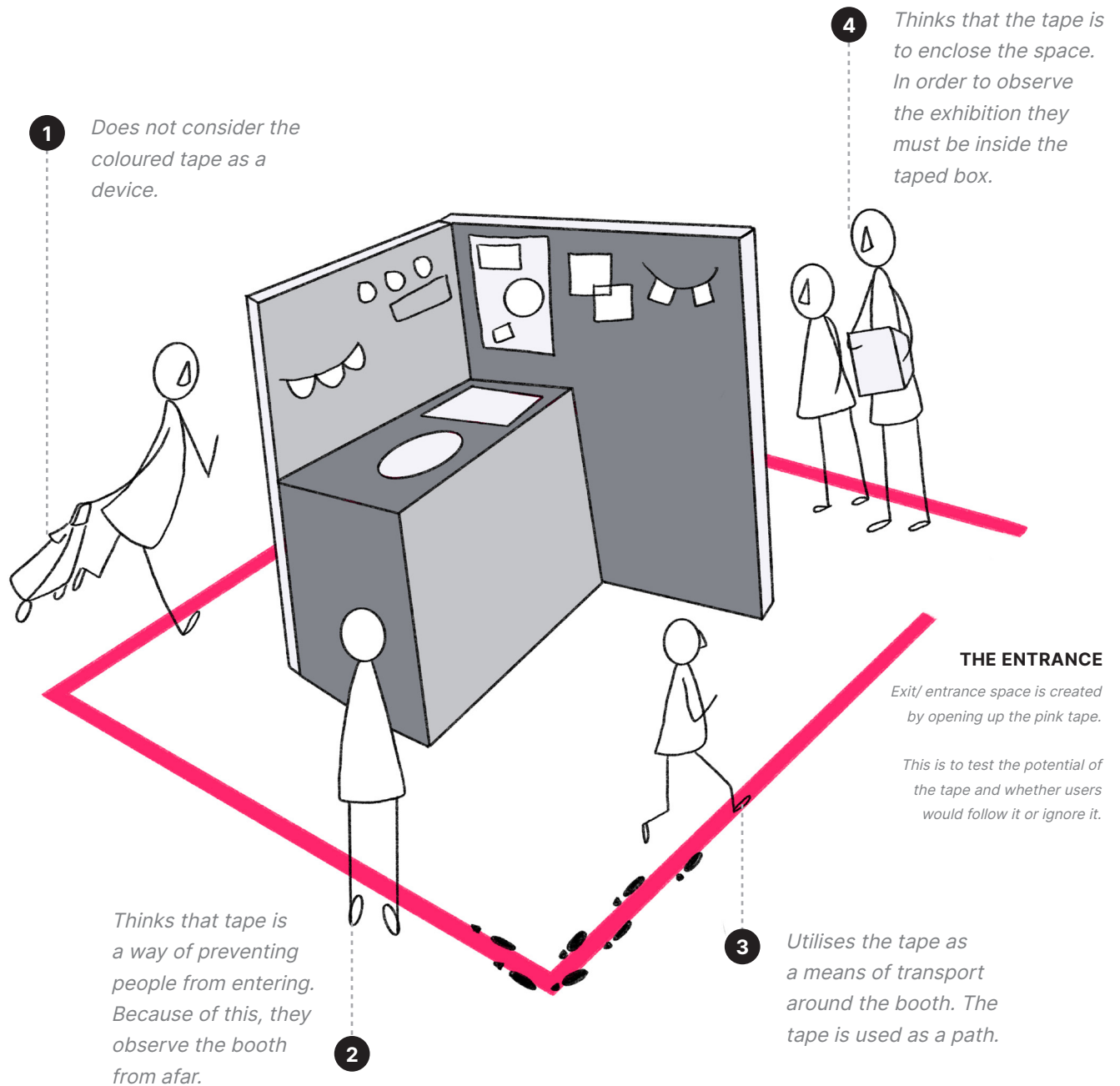
Take something from booth X to booth Y

This will involve the use of objects from others' exhibitions. They will be considered 'floating' objects.

Find a blue box and place it in the green area.

The blue boxes can be found mostly in the cinema, but will also be scattered throughout the exhibition.

DIFFERENT VISITOR APPROACHES



Coloured Tapes

Coloured tapes do not have a clear meaning or purpose but implies the connotation of boundary like the line separating the main road to the pedestrian road. Coloured tape is a form of device for visitors to create some awareness to the idea of space and reflect on how they insert themselves into space. We may utilise some short phrases to influence the visitors' behaviour. However, the phrases will contradict to each other to not set a concrete rule.

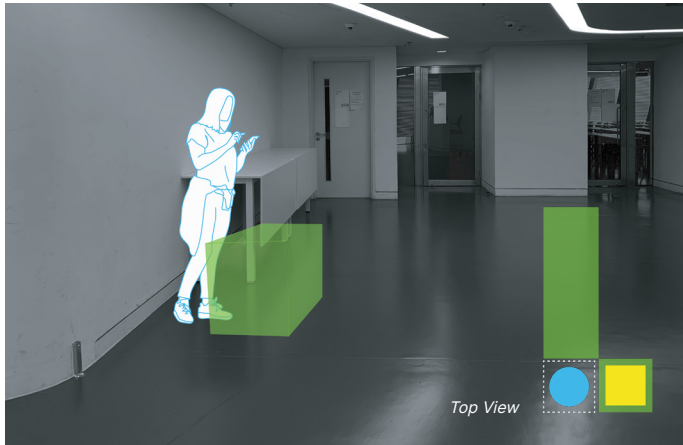
List of phrases:

- No more than 2 in this area
- Stay inside for over 30 minutes
- Don't step in

Natural Safe Spaces

Certain arrangements of solid and bulky objects act as the physical barrier to the mainstream flow of pedestrians, creating Safe Space. People use Safe Space as the shelter or station. Safe Space may be established between booths, or in spaces like corners where visitors feel comfortable

stopping by. They may stand/sit and look at their phones, talk to others in this space and even use it as a secret route. Space is intended to make visitors feel that they are not in the way and therefore not interrupting someone's journey through space.



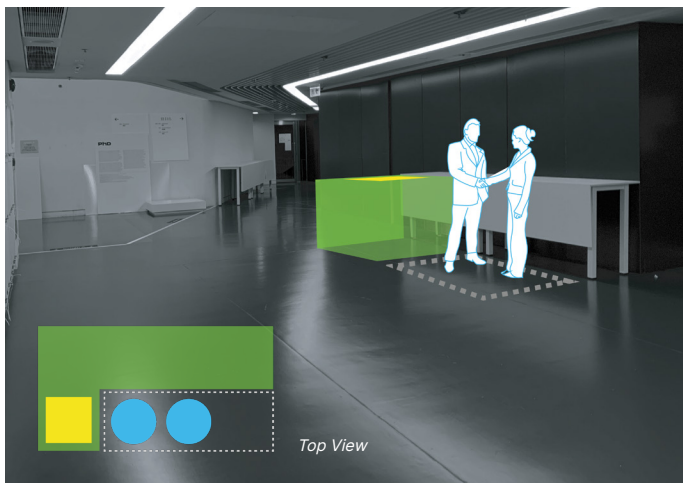
Type 1: L Corner

The possible combination of objects: box, table, tissue box



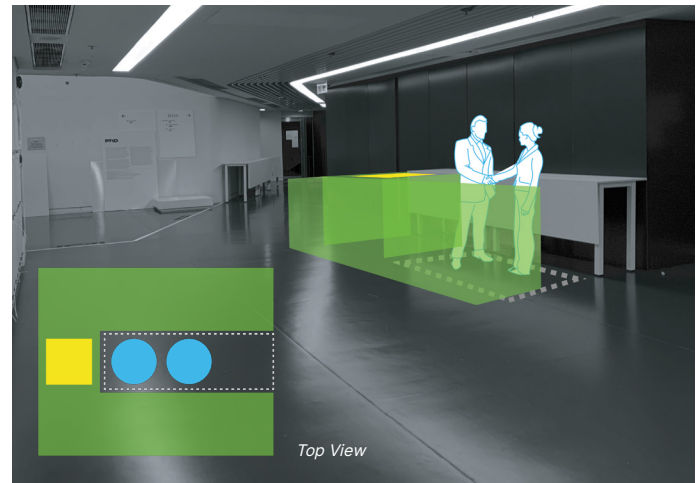
Type 2: Pillar

The possible object: booth, giant box



Type 3: L Shape

The possible combination of objects: table, wall



Type 4: U Shape

The possible object: table, wall



Type 5: Fence

The possible combination of objects: fence, box, styrofoam



Type 6: Scaffolding

The possible object: box, styrofoam, fabric, plastic

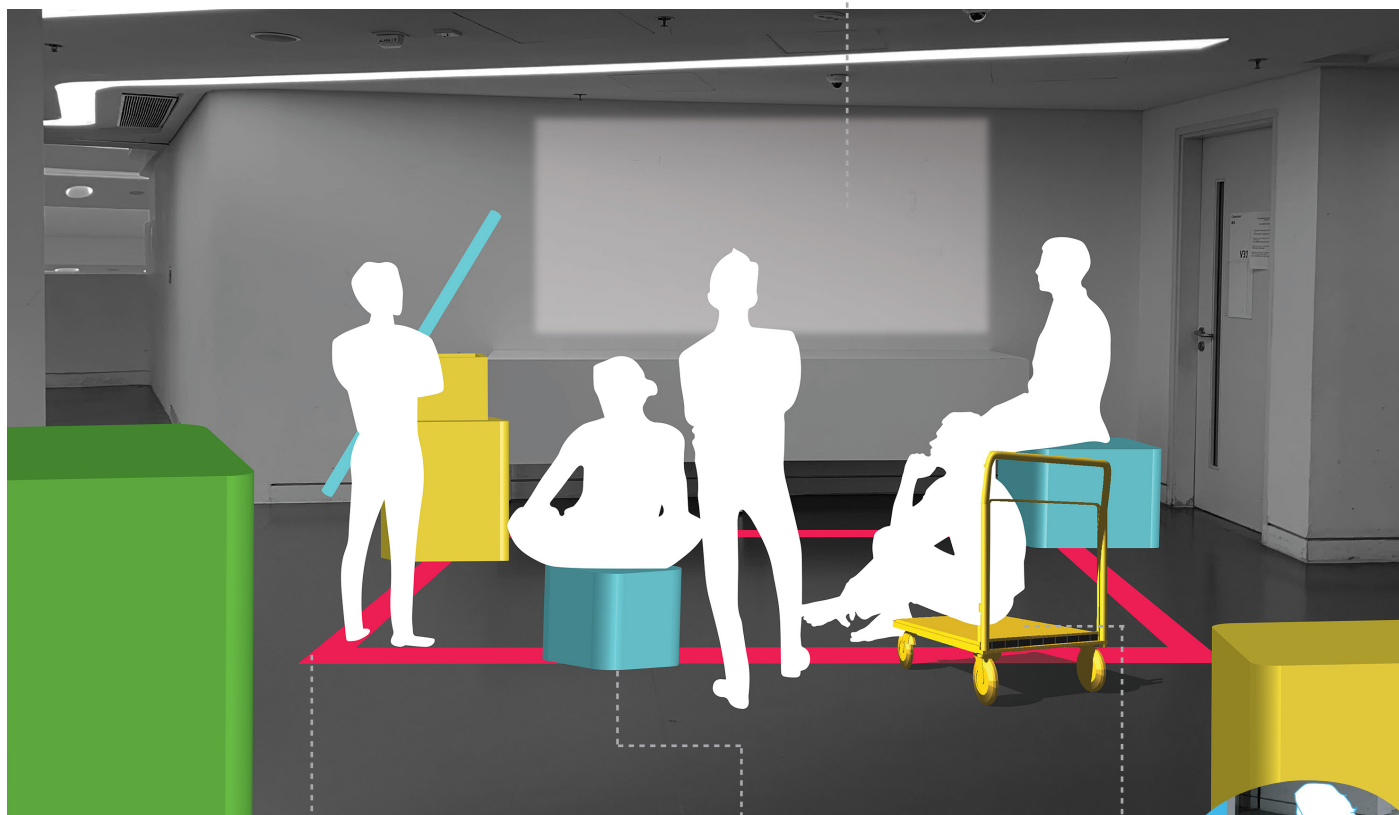


Top View

Artificial Safe Spaces

Artificial Safe space encourages people to come into space consciously, isolated from the mainstream flow of people.

- 1 *Timelapse video will be played through a projector for visitors to experience*



2 *Colour Tape: To see how people perceive / make use of the color tape. They can ignore, avoid or enter the area.*

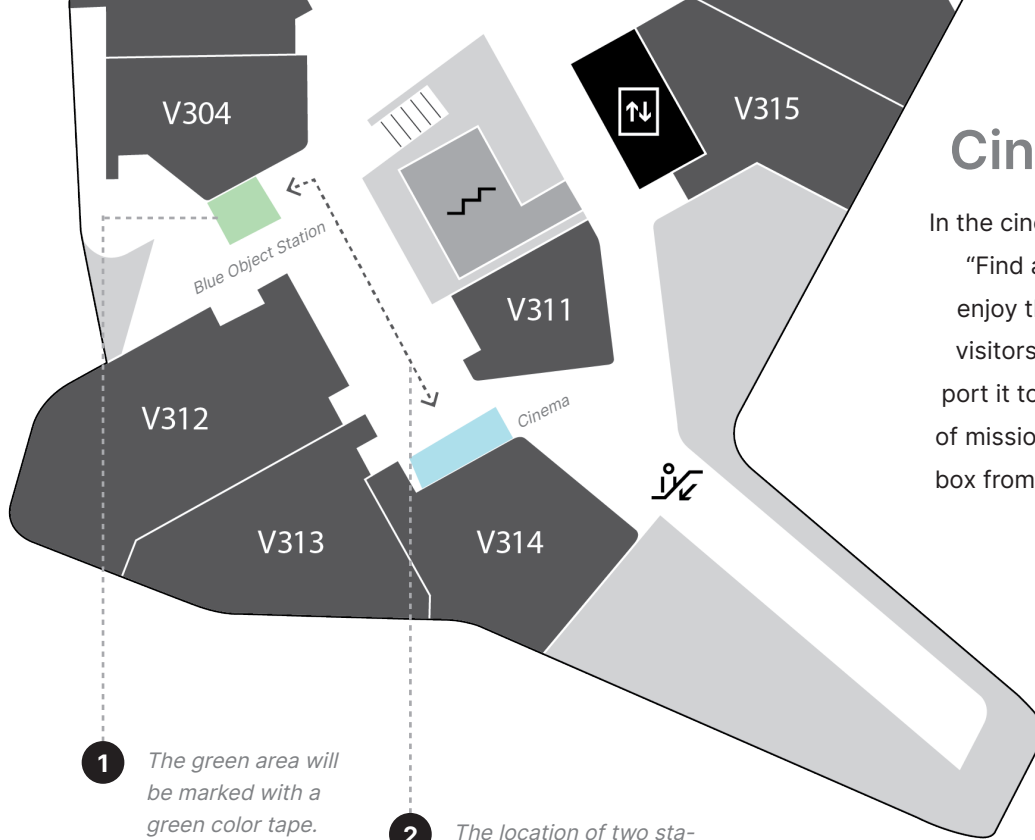
3 *Next to the screen, there is a caption saying "Find a blue box and utilise it as a seat to enjoy the cinema." People bring chairs from the green area of mission 4.*

4 *Cushion to encourage people to sit on the trolley. The trolley will be fixed and therefore be non-movable.*



THE STORYBOARD

The content of the video will be about how different people navigate through Sheung Wan street, especially focusing on people with boxes or trolleys, and a group of people. The video will be in both first and third-person perspectives and will include some timelapse.



1 The green area will be marked with a green color tape.

2 The location of two stations are not so far away from each other to motivate visitors' interaction and participation.

Cinema & Blue Box

In the cinema, there will be a caption stating "Find a blue box and utilise it as a seat to enjoy the cinema." In other words, cinema visitors will be finding a blue box to transport it to the cinema, whereas, participants of mission 4 will be asked to return the blue box from the cinema to the green area, creating a self-revolving ecology.

THE BLUE BOX MECHANISM

Blue boxes scattered randomly may or may not get into the cycle of transportation between the cinema and the green area.

Movable Objects

Movable objects will be randomly placed everywhere to interrupt (if visitors place objects in the way) / aid (if visitors place objects out of the way) the journeys of people through space. In the other words, the arrangement and location of movable objects will continuously change throughout the time by the visitors. In the real public road setting, pedestrians mostly do not face situations where they can alter the position of obstacles blocking their way. This will provide the visitors a new experience of navigating space and making their own way.

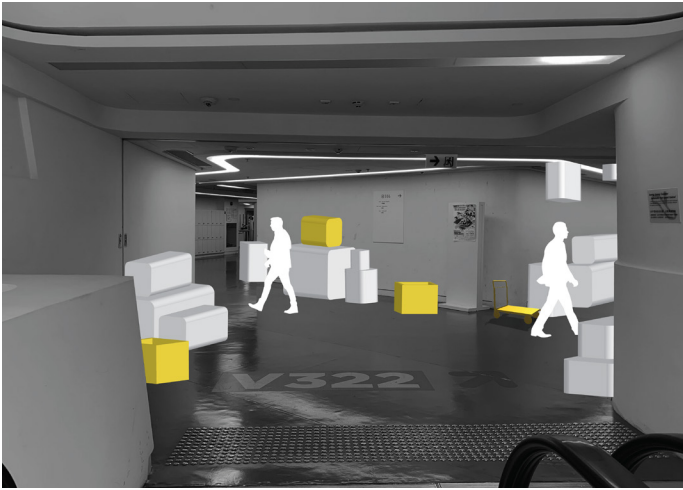
The movable object is not limited to the object with wheels. It can also be in the form of box and all the movable objects will be colour coded in yellow.

There will be a caption attached to the movable objects to encourage visitor's interaction with them.

Possible encouragements:

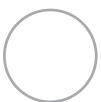
- 1) Move me.
- 2) Ruin/brighten someone's day by moving me to where you like.
- 3) It will be fun to move me around
- 4) Find me a new home





Visitor has the option to take the longer path, but for the shortest path to the elevator, the visitors need to bend down to pass the obstacle on the ceiling.

COLOUR CODING OF OBJECTS



Unmovable



Movable



Seat



Sticker Box

INTERACTION OF OBJECTS

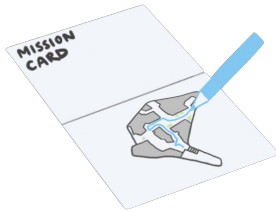
All the visitors are encouraged to interact with the objects regardless of time and space, in which they may interfere with and influence each other's experience of the exhibition. Here we do not only explore the interaction between humans and objects but also human versus human.

END OF MISSION

After finishing their tasks and missions on the card, visitors can draw their path and write down their thoughts on the card, and stick it on to the reflection wall.

Purpose: Let visitors be conscious of their routes and be aware of their choice of path. The reflection wall can also let visitors observe the variety of paths taken and guess others' missions. The visitor can take other's mission card and follow their footsteps.

1



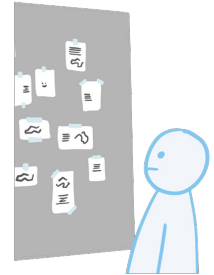
Visitors draw their path and write their thoughts on the mission card

2



Visitors stick their mission card on to the reflection wall

3



Visitors can compare different paths, and try to experience one they like.



Visualisation of how the reflection wall will look and where the reflection wall will be placed.

The Storyboard

An overview of the exhibiton concept and explanation



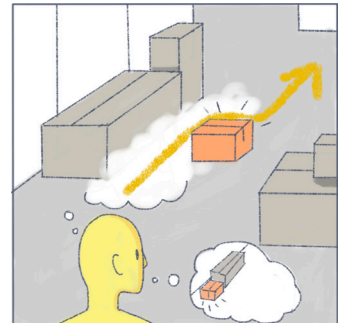
The visitor picks up the mission card of the level she likes. This time, the user picks Level 3: "Find and pick up the purple box and take it on your journey."



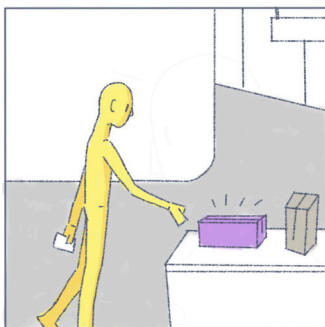
The visitor checks the mission



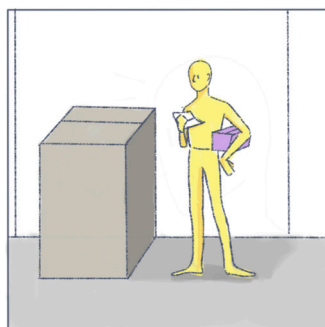
The visitor sees the green object used for mission 2 and wonders the meaning of stickers on the object.



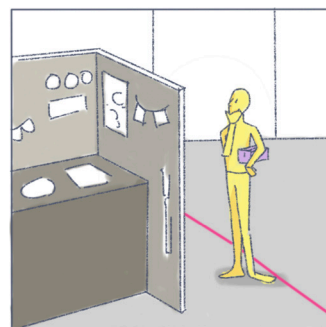
While the visitor is working on the mission, she needs to choose her path. The user decides to take an active action of moving the object for her and other people to move more conveniently.



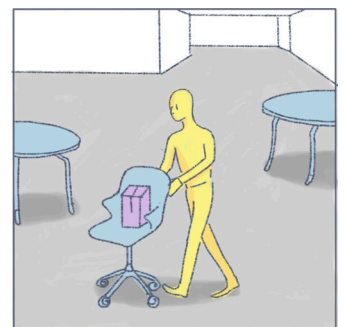
The visitor finds the purple box she has been looking for. She picks up the box.



While the visitor is checking the mission, they may be unconsciously standing in the natural safe space created by the bulky object.



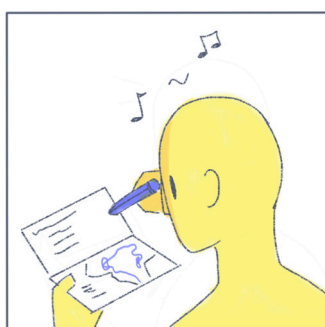
The visitor wonders what the meaning of this color tape is. She thinks it is a line creating a boundary for the booth and decides to step in but she is not confident.



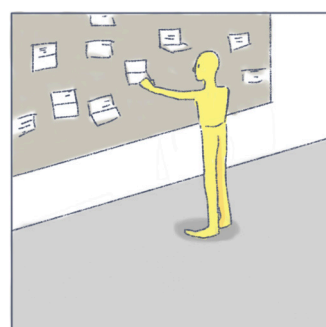
The visitor decides to utilize the movable object to transport the object more conveniently.



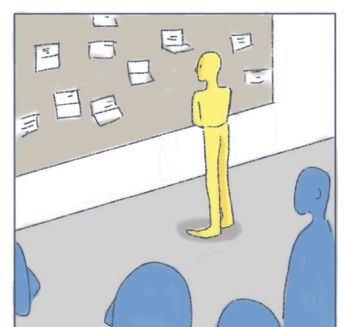
While the visitor is transporting the object for mission 3, she spots the cinema. She sits down on the trolley and watches the video.



When the visitor finishes looking through the exhibition, she drops down the object anywhere and marks the path she took on the mission card.



The visitor attaches the mission card she worked on to the mission card board.



The visitor looks into the paths taken by other people and wonder what their missions were.