

A LANDSCAPE FOR PLAY

An Exploration of Sensory Architecture Solutions for Children with Autism Spectrum Disorder

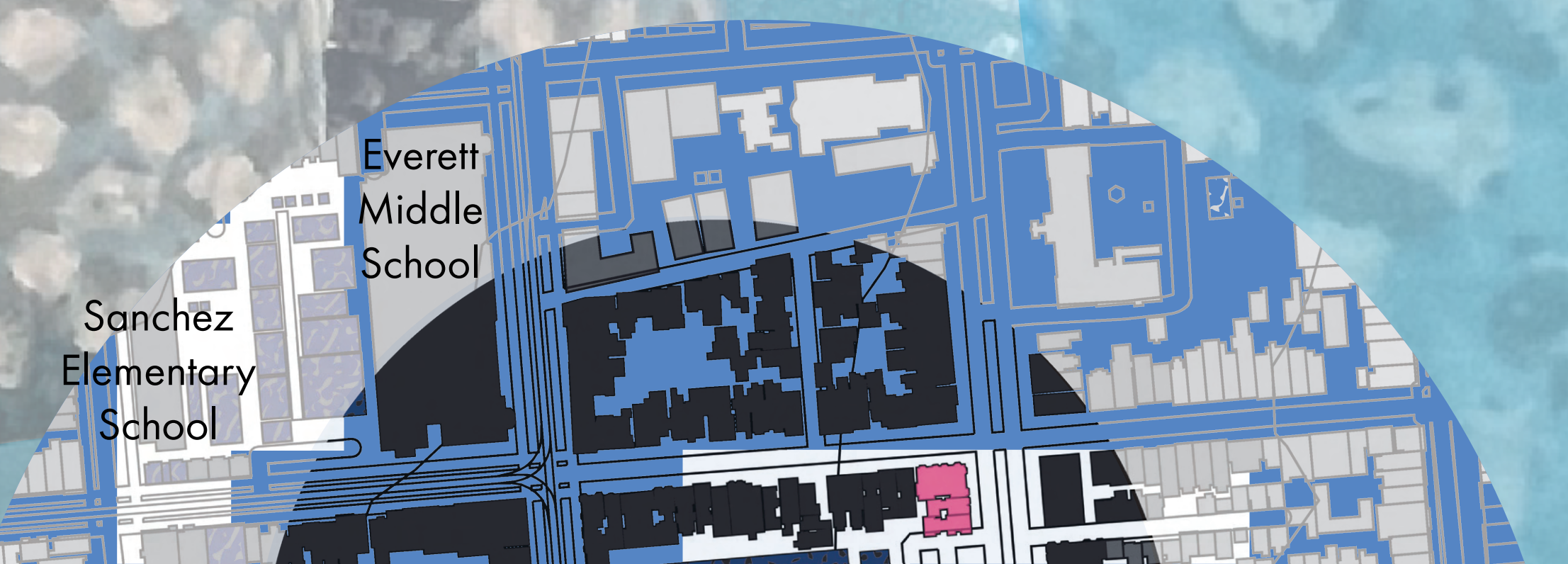
In the kaleidoscope of human experiences, the sensory realm unfolds as a tapestry that uniquely colors our perceptions of the world. For children navigating the intricate landscape of autism spectrum disorder (ASD), this tapestry takes on profound significance as their sensory sensitivities can both illuminate and obscure the path to understanding and learning. The concept of sensory architecture, encompassing the design and organization of spaces to accommodate diverse sensory needs, presents an innovative and promising approach to developing inclusive spaces for children with ASD. This thesis aims to unveil sensory architecture solutions for children with autism spectrum disorder to further illustrate the learning processes that involve both the neurodivergent and neurotypical.

ARTEFACT

The role of the 'Artefact' as a representational tool is helpful for telling better stories in architecture.

Influenced by 'the play of the light' and 'the play of the waves,' the Artefact provides a theatrical experience in which the user becomes fully engaged with their senses. 'Play' stresses dialogical engagement between the interpreter and the subject, with the subject being a series of overlapping fabrics that bear texture, color, and movement. The interpreter 'plays' by interlocking a ribbon within the piece to create an understanding in the context of dynamic interaction, freedom and flexibility, unfolding and discovery, and creativity through physical interaction with the spatial environment. The stories of architecture then continue to unravel from specific moments within the folds and forms created within the Artefact.

RECEPTION
AREA





Play is the most elementary function of human life, and culture is quite inconceivable without this element.

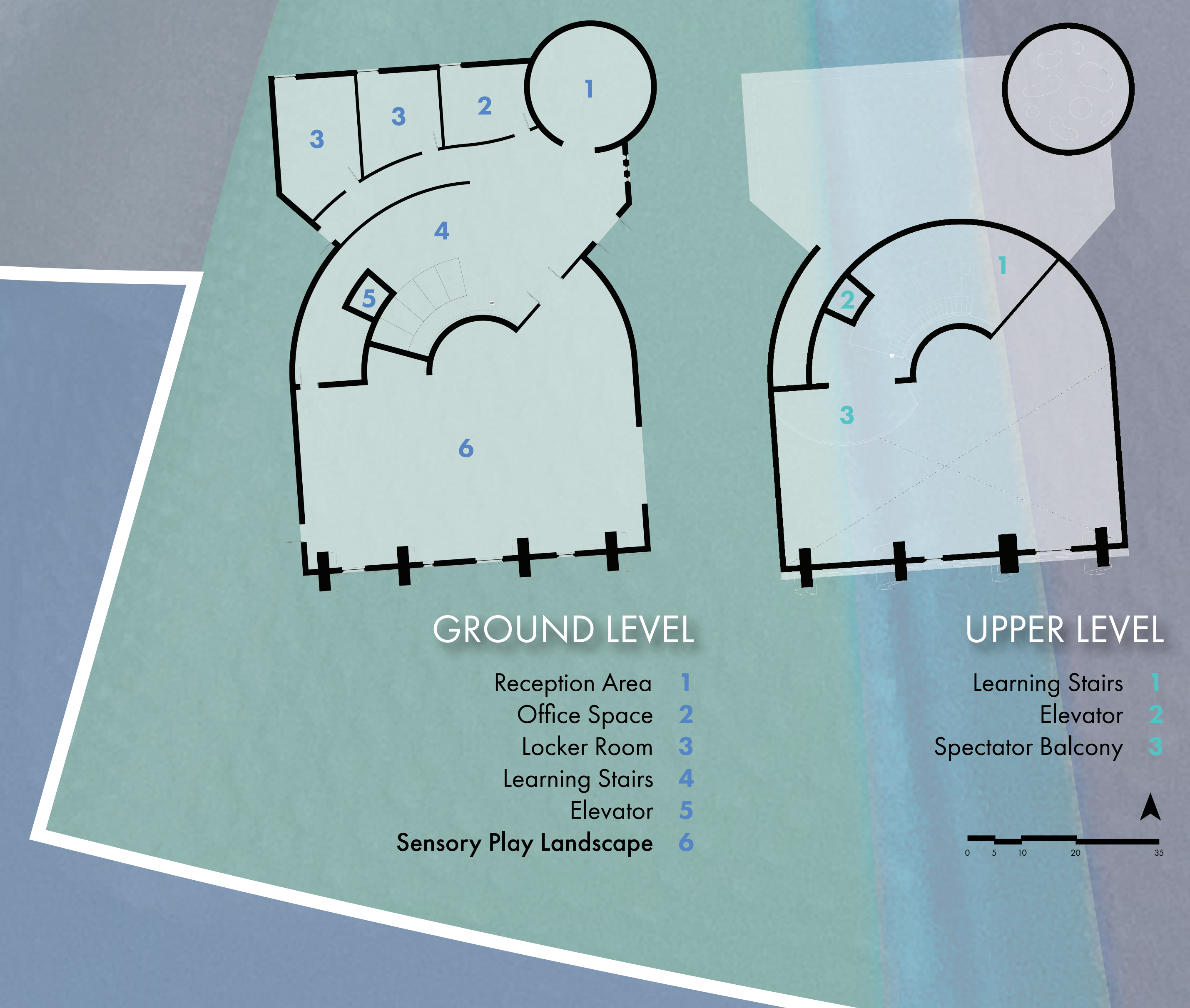
The Relevance of the Beautiful and Other Essays
Hans-Georg Gadamer



LEARNING STAIRS



SITE PLAN
San Francisco, California



- GROUND LEVEL**
- Reception Area 1
 - Office Space 2
 - Locker Room 3
 - Learning Stairs 4
 - Elevator 5
 - Sensory Play Landscape 6
- UPPER LEVEL**
- Learning Stairs 1
 - Elevator 2
 - Spectator Balcony 3

SPECTATOR BALCONY

SENSORY PLAY LANDSCAPE



Stimmung
shti-mun
GERMAN NOUN
tone : mood : atmosphere