ABSTRACT

Project Title: 'SciencePlay': A Venue for Playful Science and Technology
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Sem. Period: Late Semester 2012-2013
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The overall project is an architectural response towards the problematic science education in Indonesia. A number of international tests in 2012 has shown the low performance of Indonesian primary and high school students in the subject of mathematics and science. The results show that, despite high academic qualifications, Indonesian students fail to develop their basic learning skills, which becomes critical during high school years. The condition is a result of too much emphasis being put towards cognitive learning objectives, ignoring affective and psychomotor aspects which are also crucial to a child’s learning development. ‘SciencePlay’ is designed to provide alternative science and technology learning for children ages 5-14 through the use of playful and intriguing spaces to better promote lifelong science learning. Key factors contributing towards the design include space programming, clustering, relation between spaces and circulation.

Keywords: Science, children, design, learning, play.