A Study of Digital Media Community Playground for Enhancing Creativity – Focused on ‘Digital Playground’

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Abstract: A play should be a joy, a fun activity for children. It shouldn’t stop there. It should also help enhance the physical and emotional growth as well as function to help improve the sociality. As the media develops, a play culture of this kind is changing from a static medium to a dynamic one, and an increasing number of people are paying attention to the study of play medium that helps maximize communication as well as symbolic behaviors. The purpose of this study is to increase the participation of children by inducing fun and interest through expressing plays of this kind in digital media such as colors, movements, music, and provide them with an opportunity for natural communications between the players so resulting, and focus on the sociality.

Keyword: Digital Media Community, Enhancing Creativity, Children

1. Introduction & Purpose
Children are known to go through various experiences such as sociality and morality value formation, creativity increase, stable emotion development, physical function improvement and others through plays. They grow up through plays and even accomplish physical developments, so the play itself is considered to be a worthwhile activity. Plays are not only simply games, but also represent children’s social behavior. They can be seen as a course of learning.

Recently, children’s playgrounds are significantly decreasing between these few years due to social problems and change in environment. Apartment playgrounds are becoming the possession of the elderly and pet walks. As you see, the most concerning point of securing children’s playgrounds is the absence of creativity or sociality that are developed while hanging around together.

This study aims to investigate schemes for eliminating limits of playgrounds and securing a well acquainted place using digital media in order to improve creativity in children’s play culture. Also through displaying playgrounds with digital media, this study is proposing the possibility of expanding the generally limited playgrounds by creating a space contributing to children’s creativity development.

2. Analysis about ‘Scribbling’
- Children tend to continue scribbling after realizing the amusement of drawing by their free will. This repeating activity brings the development of the hand, eye, and brain.
- Emotional stability is formed by contact of various colors and expressing things and thoughts around oneself.
- Incomplete scribbling leads to those with a certain form, and children can feel a sort of fulfillment by this change.
- Shoulder and arm muscles are used in order to make scribbles. As the scribbling space widens and requires larger movements, this affects the physical development of children.
- Drawing lines and circles is an expression of will.
- A detailed image or color appears inside the child’s mind to express his/her desires. Drawing these thoughts enables the child to understand the responses of surroundings and think a lot in order to communicate his/her opinions clearly.

2. 2. Digital Media Community Playground
2. 2. 1. Display Design Concept
This display is progressed based on the media research of synesthesia which is based on scrubbles for children’s creative way of thinking.
- Make children form a synesthesic factor.
- Maximize the visual effects by observing colors.

Figure 1. Exhibition Plan
- Improve children’s expression abilities by letting them draw pictures in an unlimited space.

The practical use of digital space which contributes to not only creativity but also sociality improvement through the process of children drawing pictures and creating a story by themselves through digital media – expressing their own stories by drawings on walls, or these scribbles-is proposed. This study is suggesting matters on children’s playgrounds by analyzing the “digital playground”.

2.2.2. Design Goal

The display used in this research can be developed into play contents for creativity improvement that advance children’s story telling abilities. Programs that can make progress in both art education and language education as play activities using visual, tactile abilities are planned to be made.

This play can be used to enable sociality improvement by both individual and team play. Also, drawing pictures themselves on their images seen on the media by real-time increases curiosity about new things and resolve dissatisfactions on limited playgrounds.

2.2.3. Design Process

Display spaces should be established in a place made of transparent material such as glass or acryl so children can see themselves through media in the back side of the glass. Scribbles made on this wall should be able to be written and erased freely.

Prepare a colored pen, an soft eraser, and material such as glue and scissors so children can try collage techniques with colored paper, newspaper, or magazines.

Prepared materials will be used in communications between children, making a theme on a wall together or individually, and participating in the play by forming a community themselves.

2.2.4. Children and Play Space

Children participating in the display showed interest in their image shown through media and in the fact that they could draw pictures on the wall which was considered as a forbidden place to scribble. They felt fulfillment while observing the new wall becoming finished by drawing pictures on top of themselves with colored pens and paper.

3. Conclusion & Future direction in the study

This study presented methods that can increase participation and playgrounds created by participating in open space, not in a limited space. This display concluded that participation rates increase as satisfactory on the activity of creating something themselves with their own interest increases.

Other than the program verified through the display in advance, more applicable programs must be developed. More research on developing programs that enables using media for children and real activities at the same time is required. Also, research on digital media community playground which can not only be held through displays but also be applied at home and real life is also necessary.

4. References

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