



# Hide + Seek

Kate Pemberton, Van Vuong, Katie Wasserman

**This is Jorie...**





spontaneous





spontaneous

intuitive



spontaneous

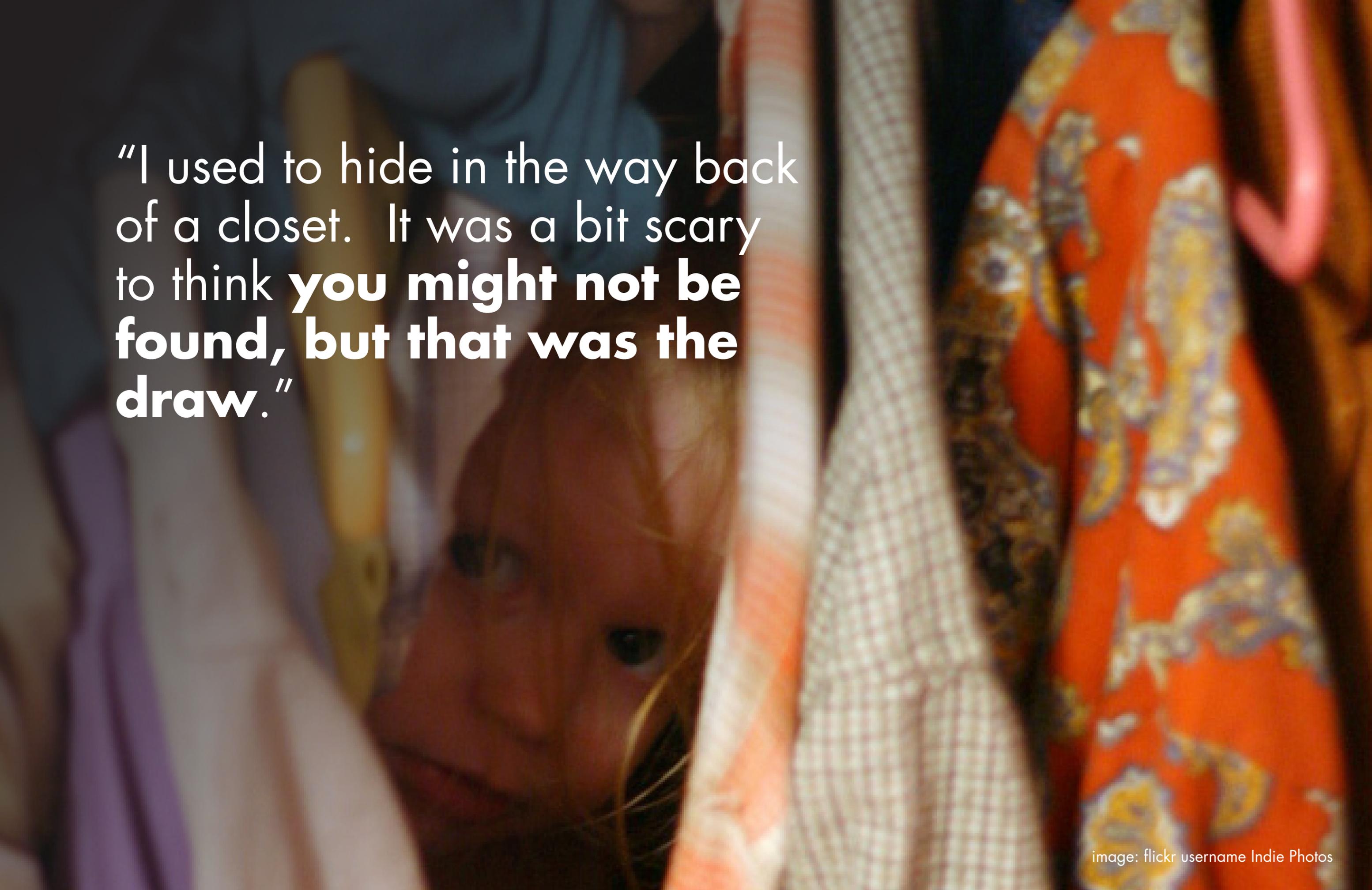
intuitive

memorable

# Memories of Hide and Seek



“When my sister and I were younger we’d look for any space that was **juuuuuust big enough** to fit us.”



"I used to hide in the way back of a closet. It was a bit scary to think **you might not be found, but that was the draw.**"

“Any place that had elements that **resembled an adult space** were great.”

"I can say unequivocally that  
hide and seek has provided  
some of the **happiest**  
**moments in my life.**"



Where are kids hiding?

# Hide and Seek Spectrum

concrete

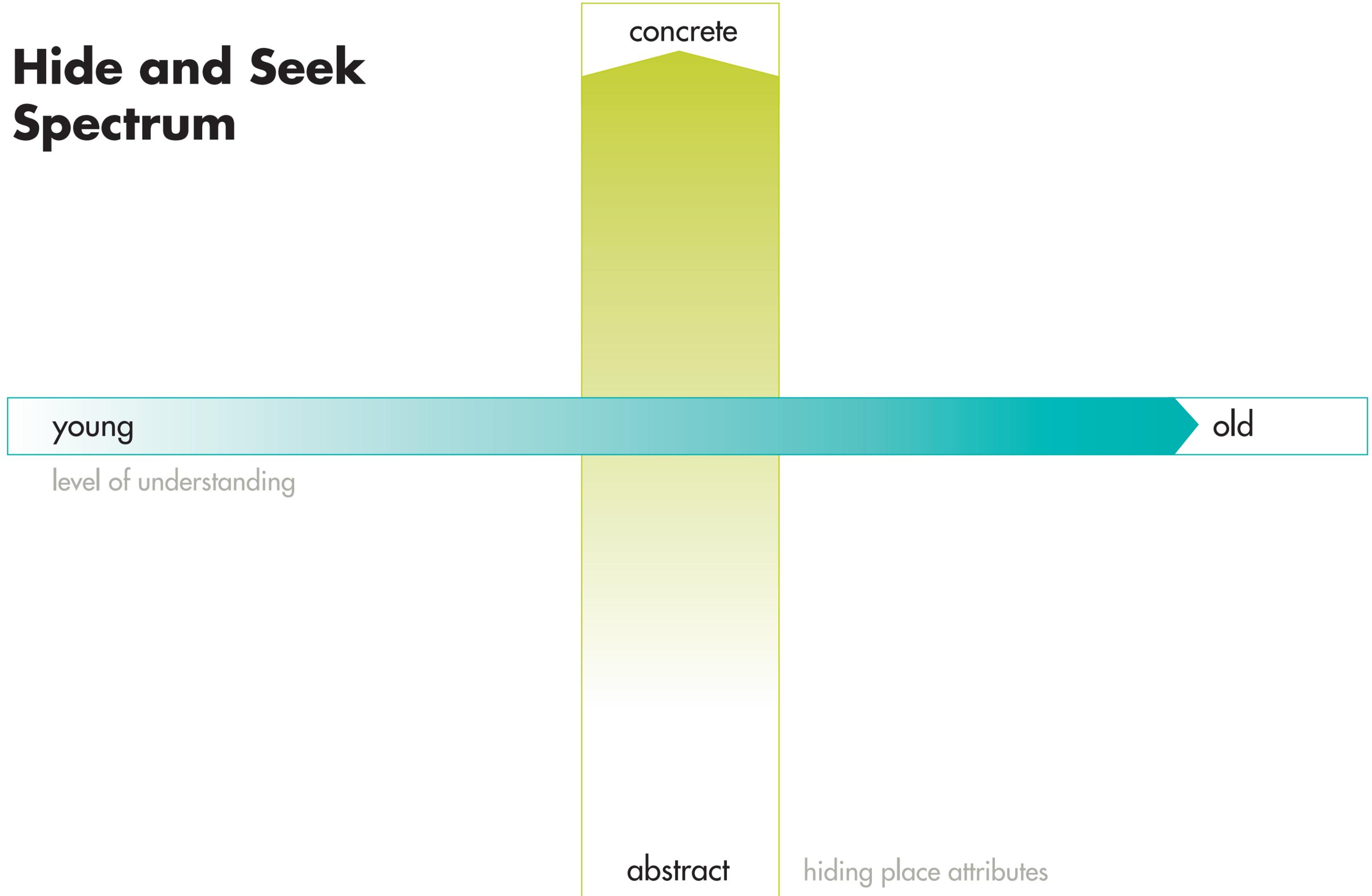
young

old

level of understanding

abstract

hiding place attributes



# 0-2 year olds

concrete

young

old

Peek-a-boo



abstract

# 2-6 year olds



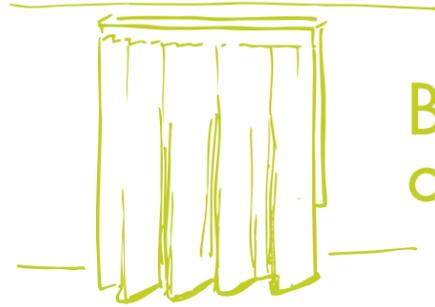
Looking through peepholes

Behind doors

Under tables



Under chairs



Behind curtains

In bushes

Under blankets

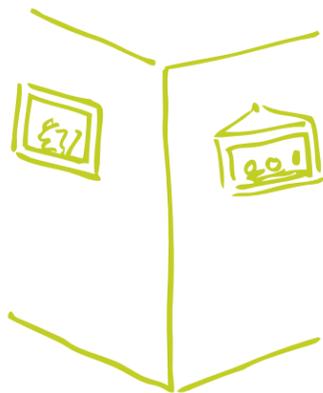
In trees

concrete

young

old

Peek-a-boo



Around corners

abstract

# 4-8 year olds

concrete

abstract

young

old

Under tables



Under chairs



Under blankets

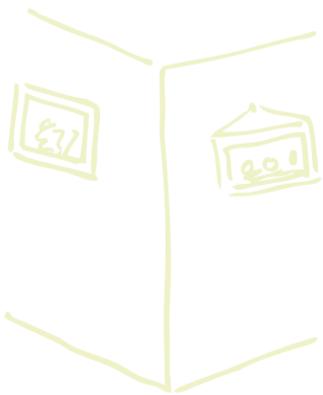


Peek-a-boo

Behind doors



Behind curtains



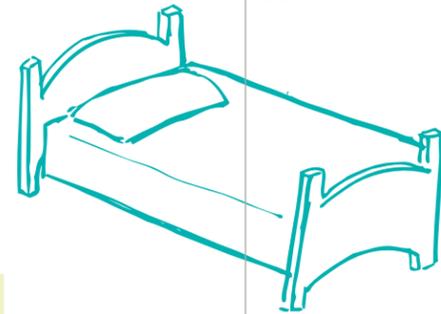
Around corners

Looking through peepholes

In bushes

In trees

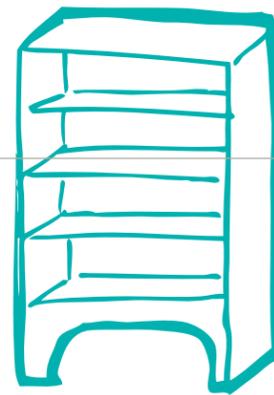
In bathtubs



In boxes

In cabinets

Under shelves



Between objects



In trunks

Behind shelves

In places just big enough

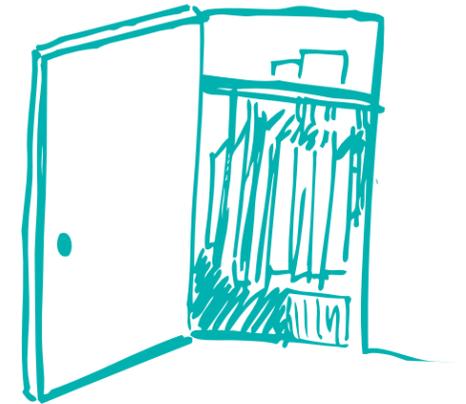


Behind clothes in closets

In clothing racks

Under beds

In closets



**"You are in a totally obvious place"**

2-6 years

Looking through peepholes

Behind doors

Under chairs

Behind curtains

Under blankets

In trees

concrete

In boxes

In cabinets

Under beds

Behind clothes in closets

In clothing racks

**"Where are you?"**

4-8 years

In bathtubs

Under shelves

In trunks

Behind shelves

In deep dark places

Between objects

In places just big enough

young

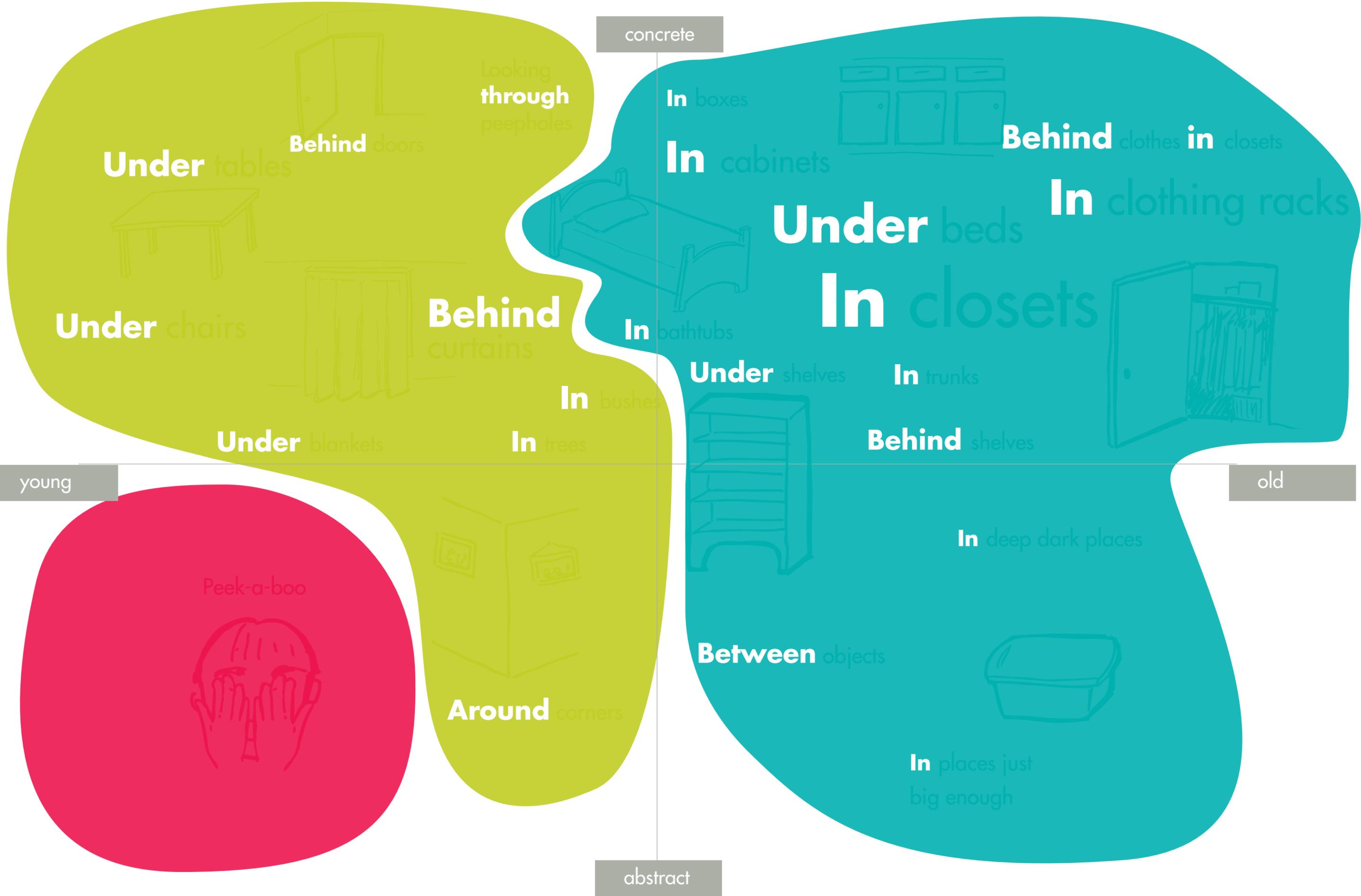
old

**"Covering your eyes makes you invisible"**

0-2 years

Around corners

abstract



What are kids learning?





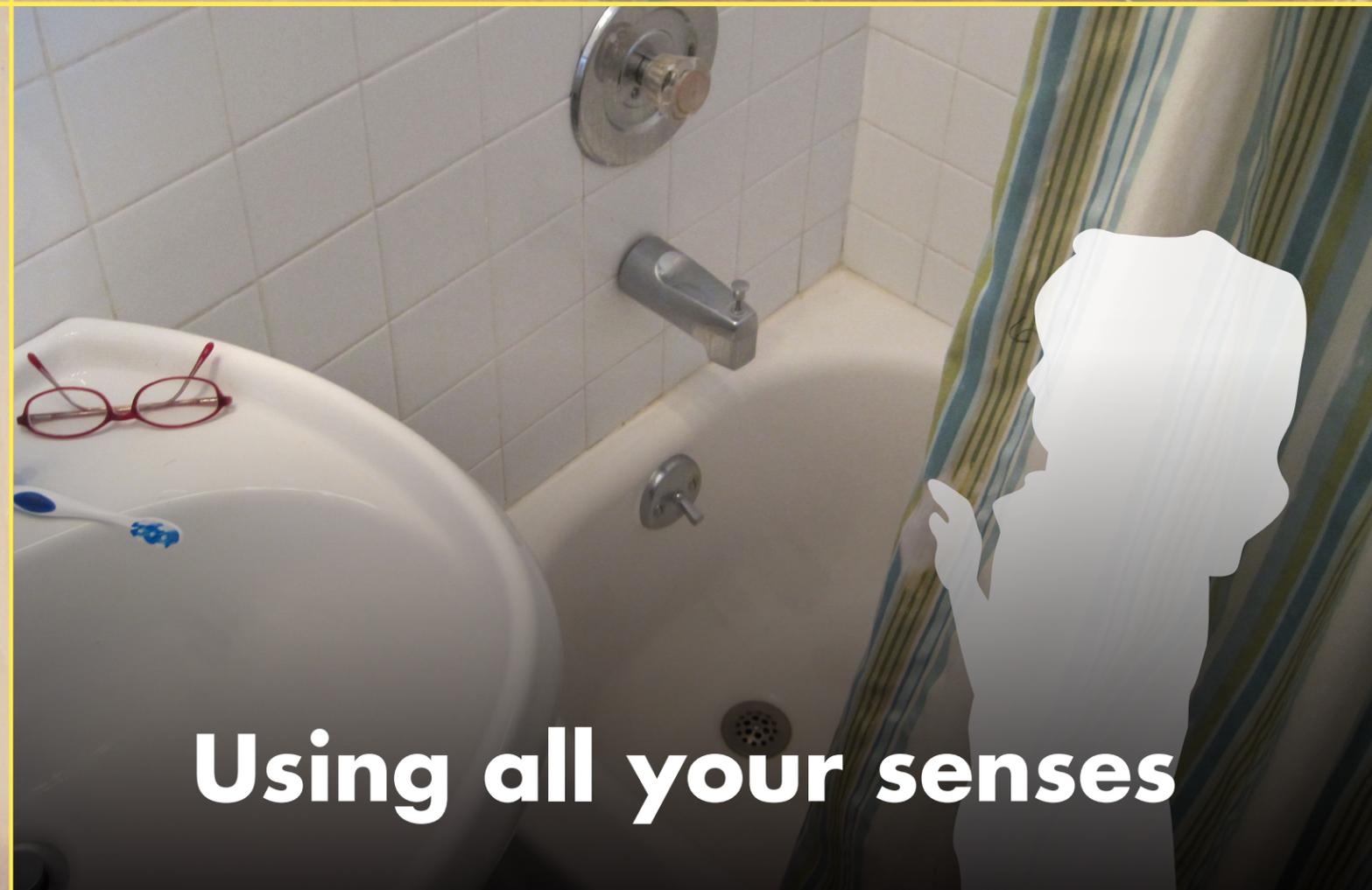


**Estimating if you'll fit**





**Planning where to hide**



**Using all your senses**

What did we come up with?

# Exhibit Objective

Creating **extraordinary hiding places** in a **familiar** environment.

Inspired by the place where kids play most, we have taken the common notion of **home** and its components and played with **scale and affordances** to create a sense of **wonder and intrigue**.

Our inspiration

# Hide+Seek

## Form language



# Hide+Seek

## Spatial feel

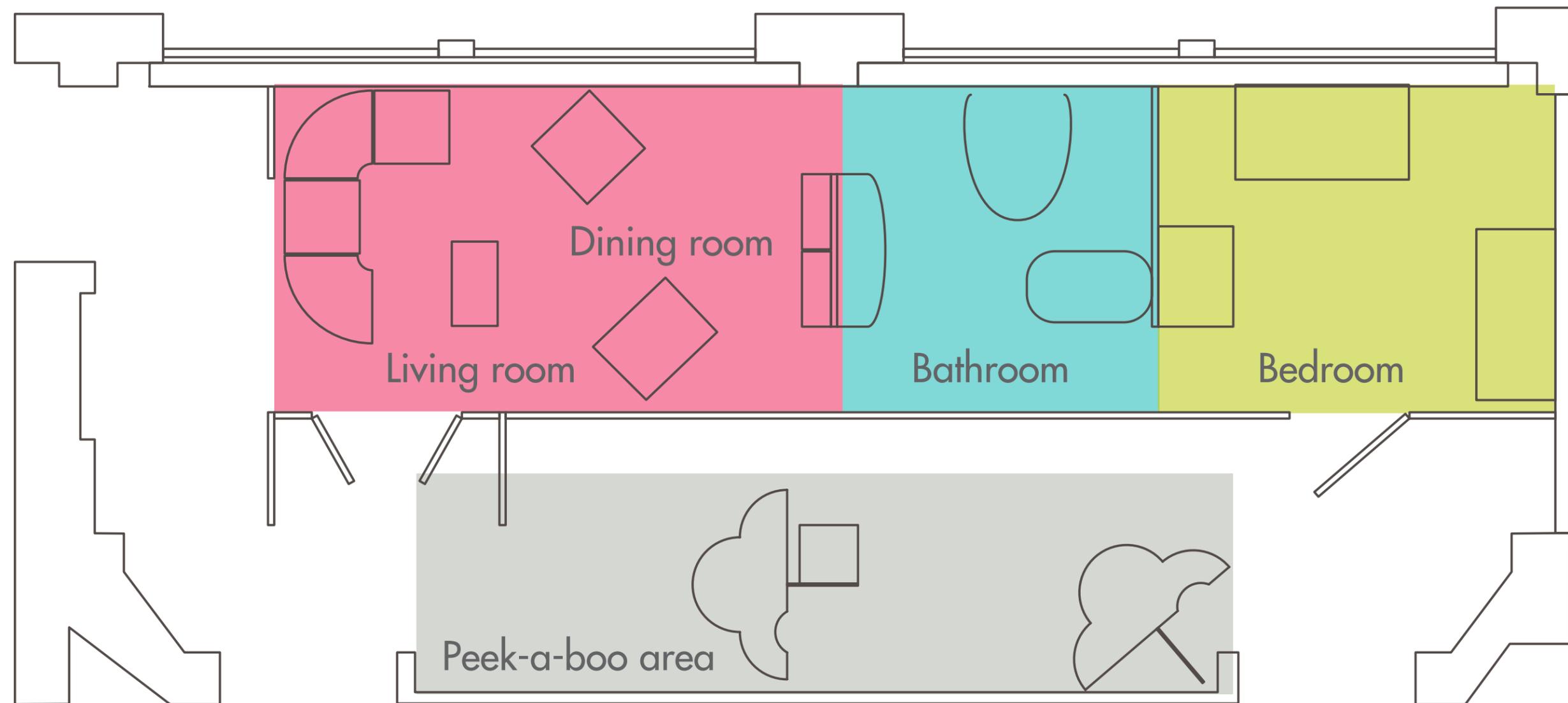


photos from Google

*Hide + Seek* exhibit

# Hide+Seek

## Room layout

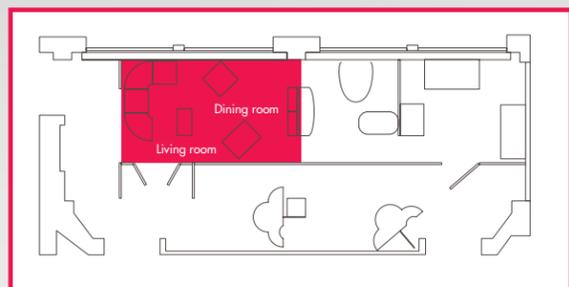


1234

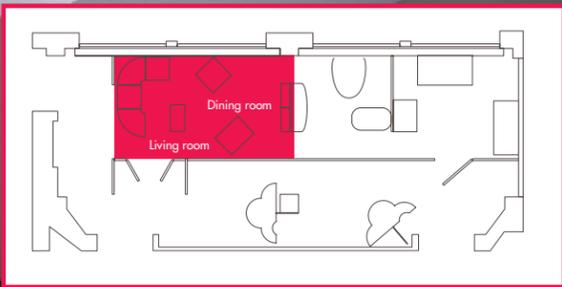
**Come inside!**

Hide + Seek

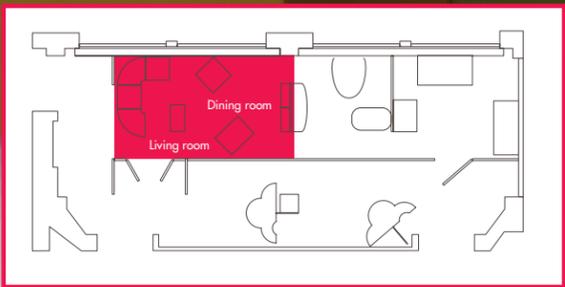




**Living room**



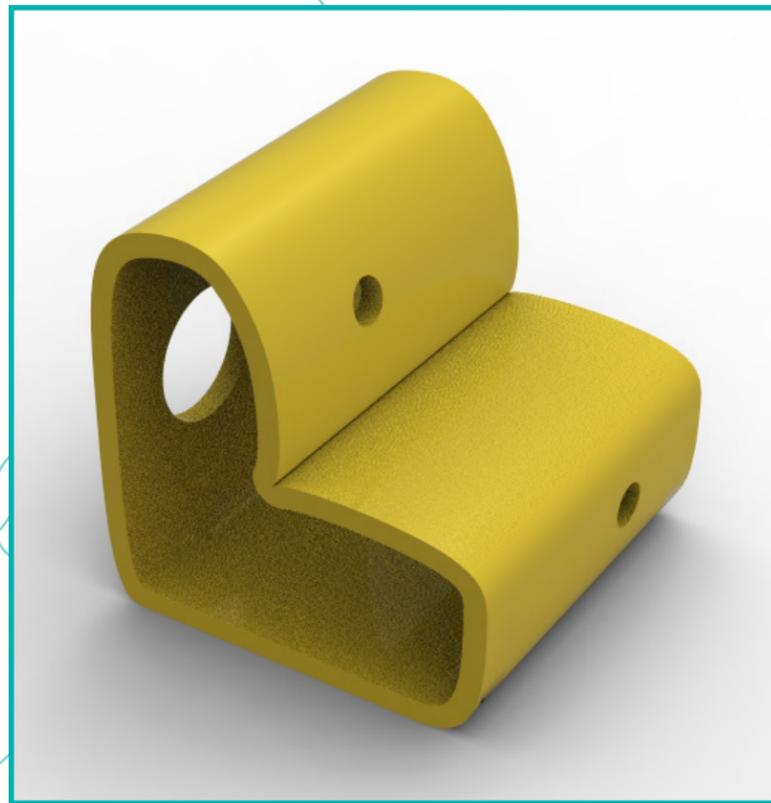
**Living room**



**Living room**

# Hide+Seek

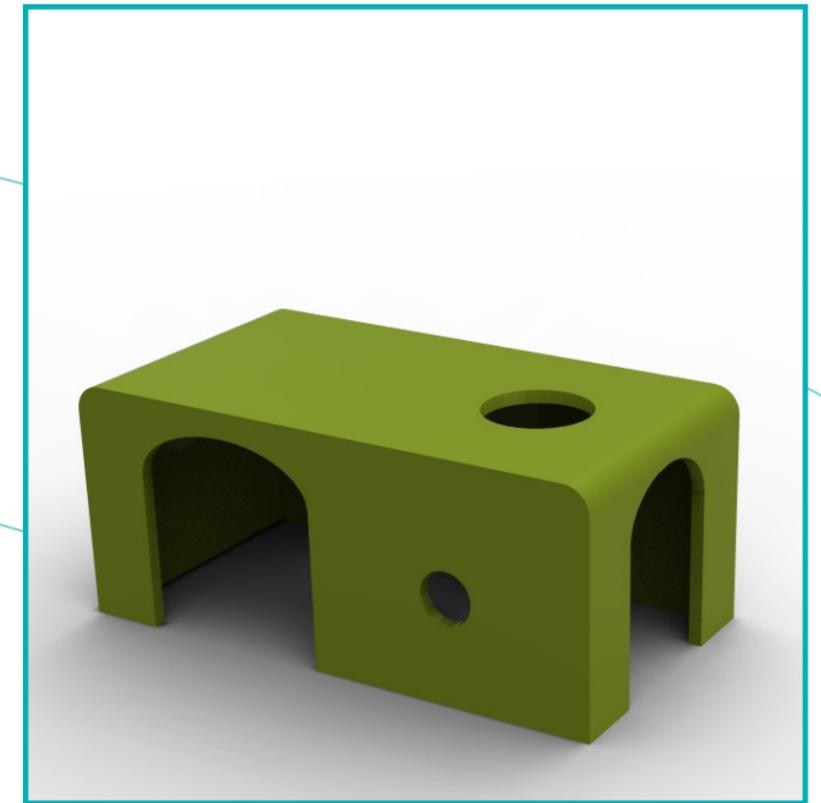
## Living room components



Couch section



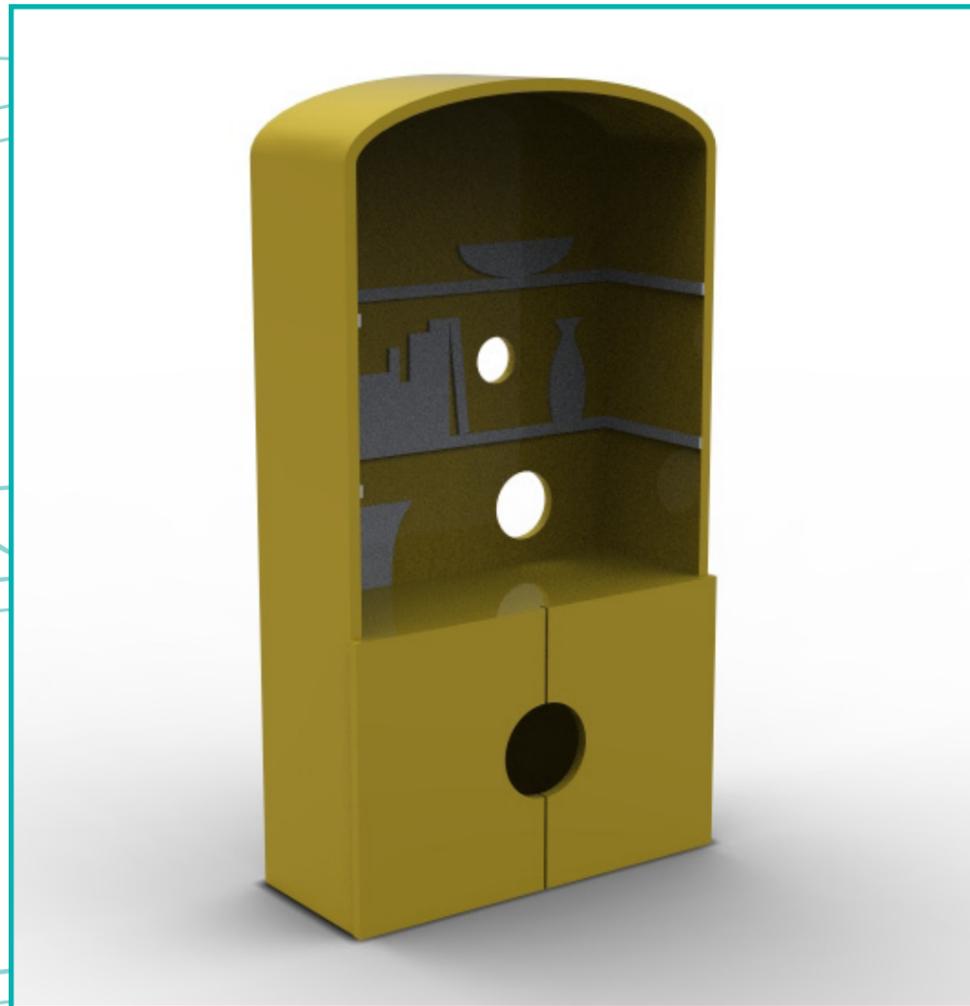
Couch corner



Coffee table

# Hide+Seek

## Living room components



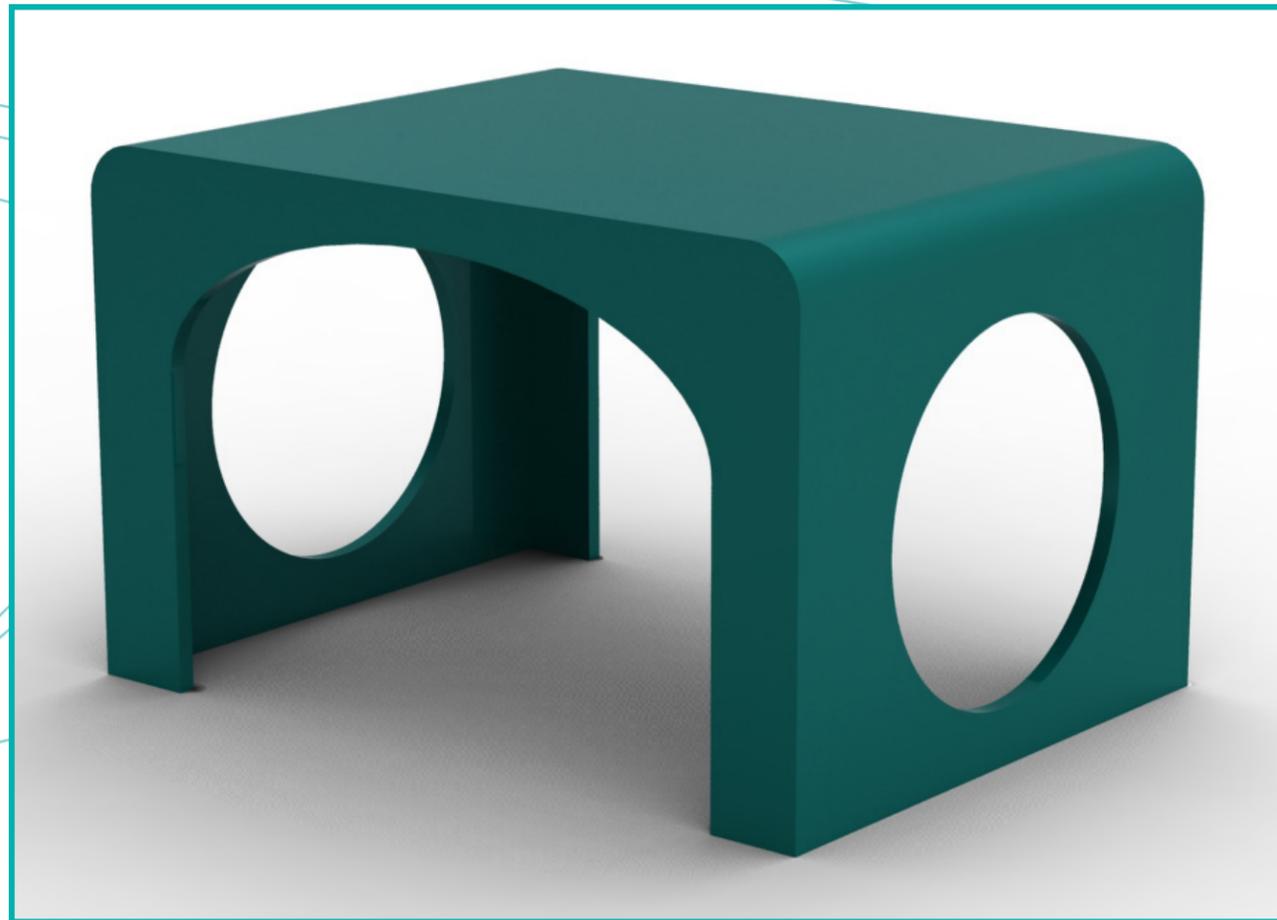
Bookcase



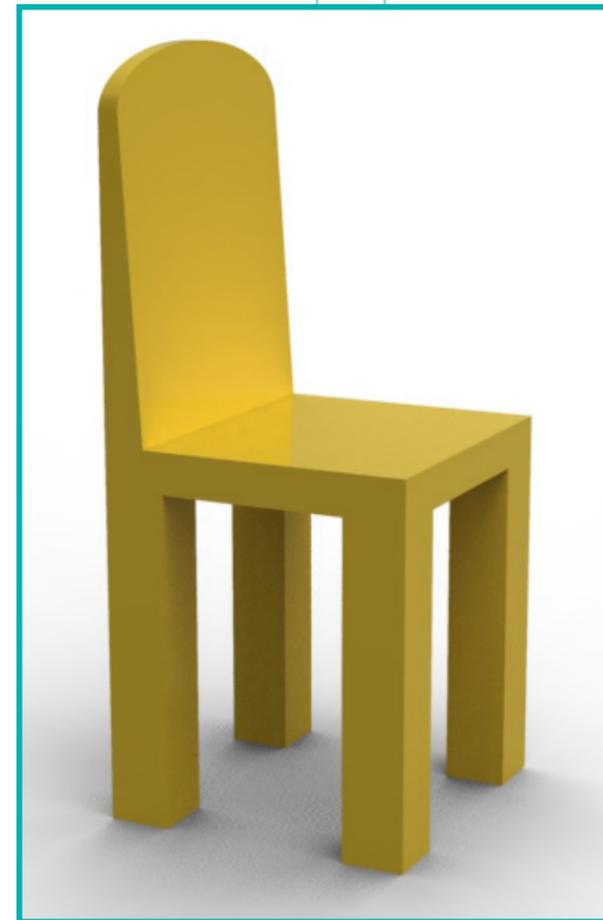
Arm chair

# Hide+Seek

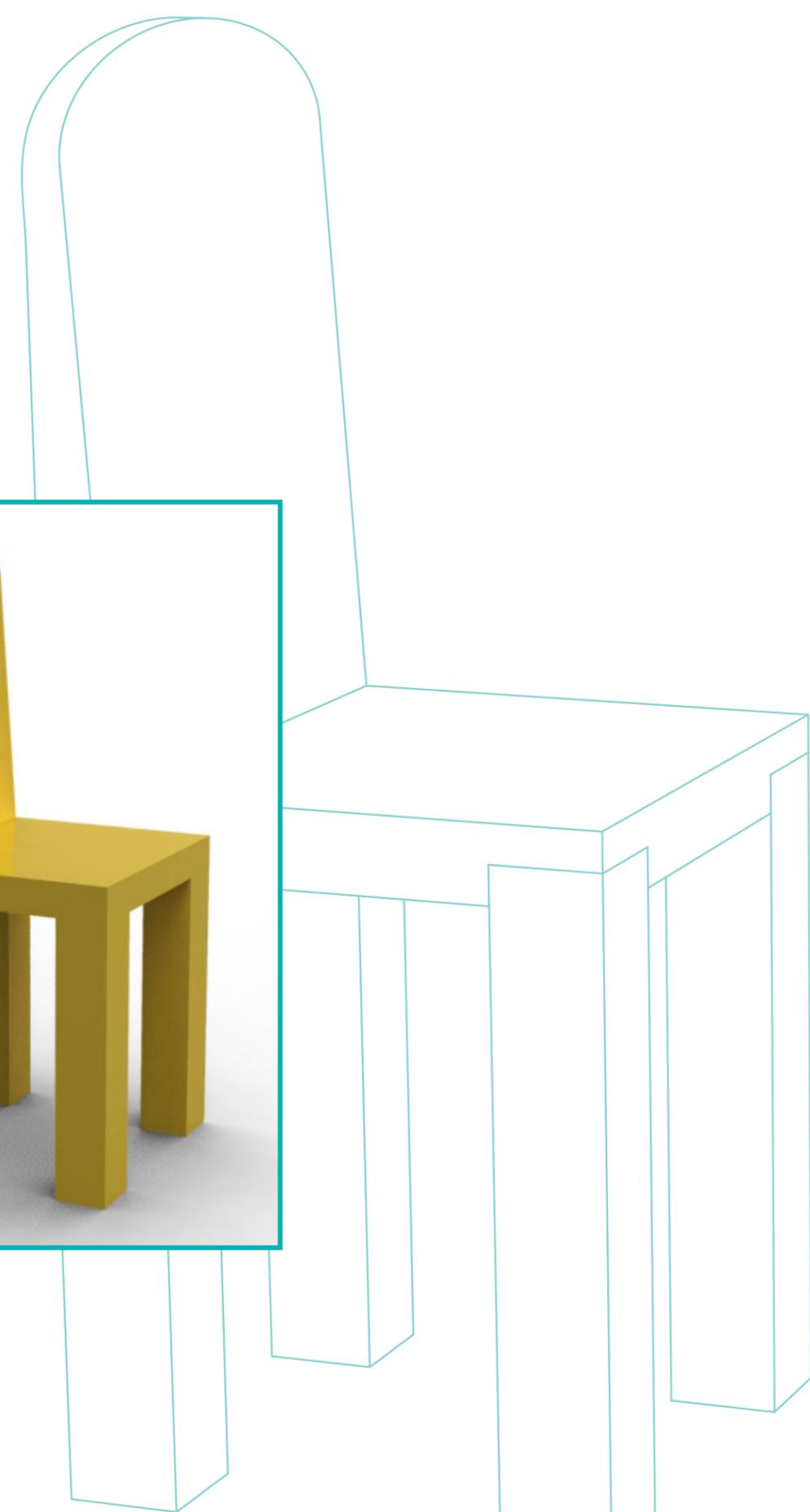
## Dining room components

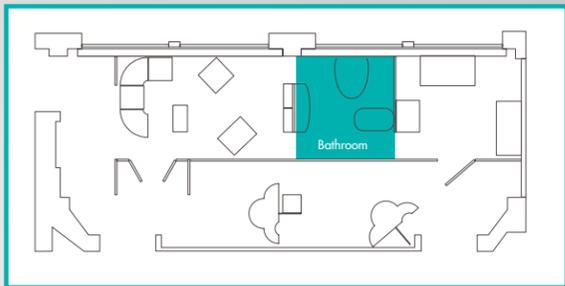


Table

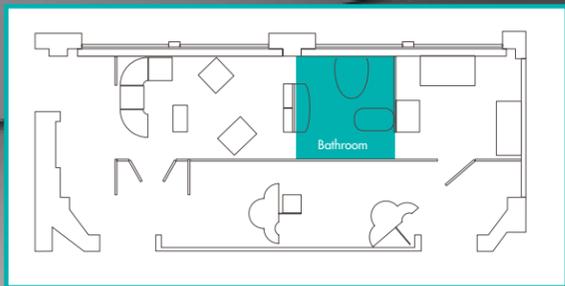


Chairs





**Bathroom**



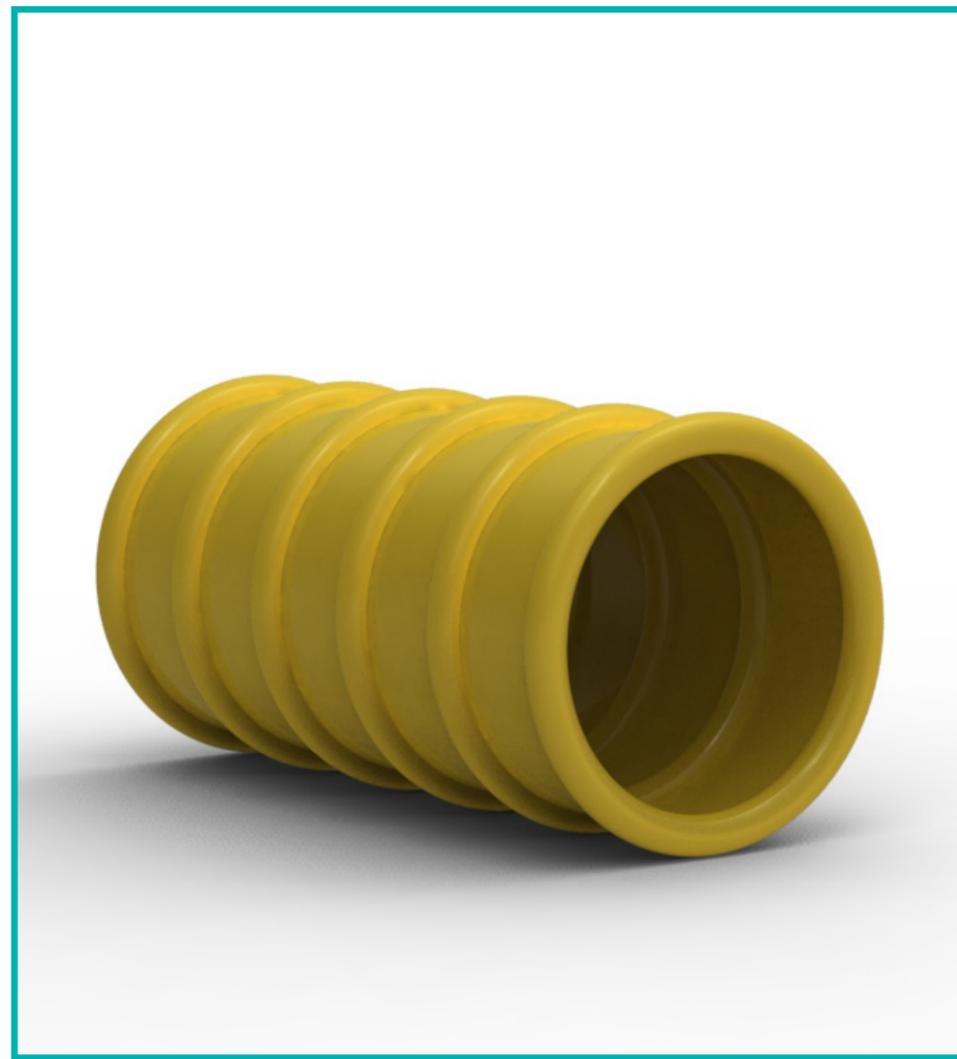
**Bathroom**

# Hide+Seek

## Bathroom components



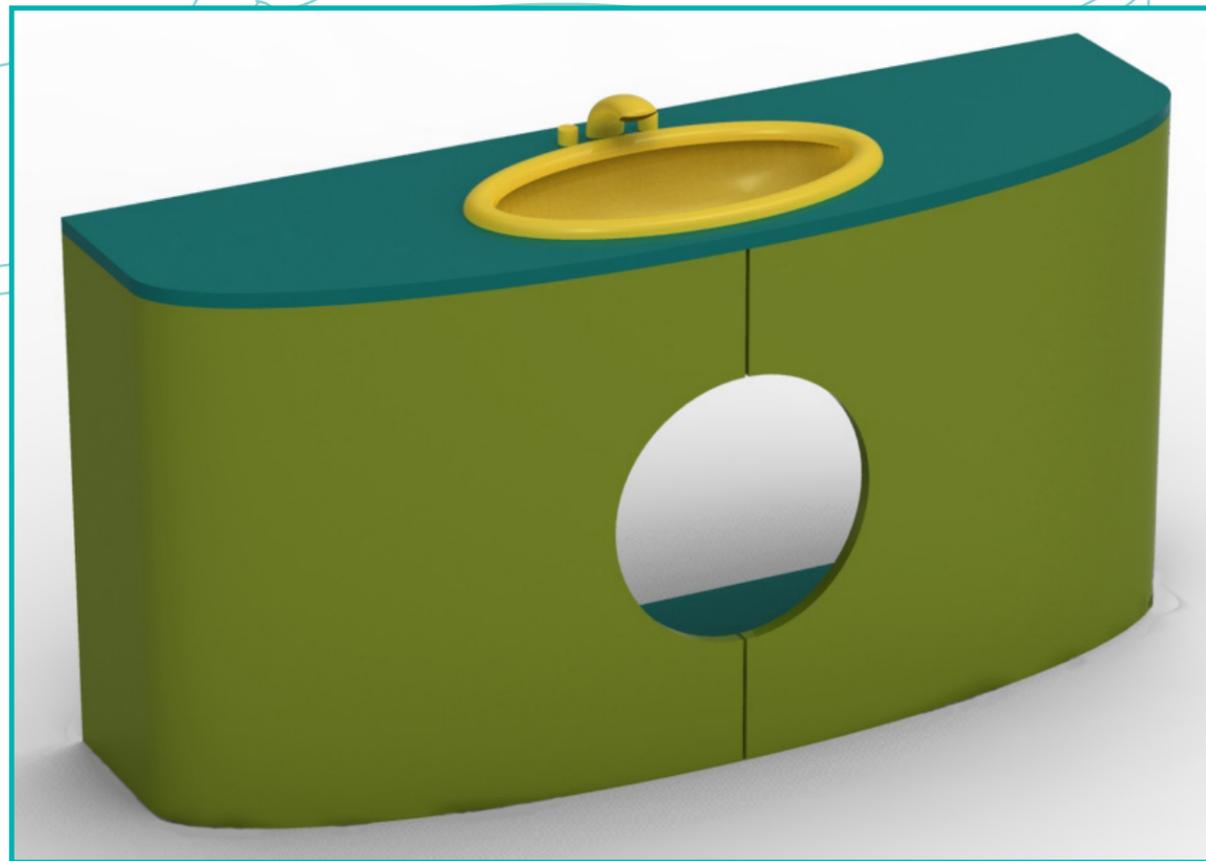
Toilet



Plumbing

# Hide+Seek

## Bathroom components



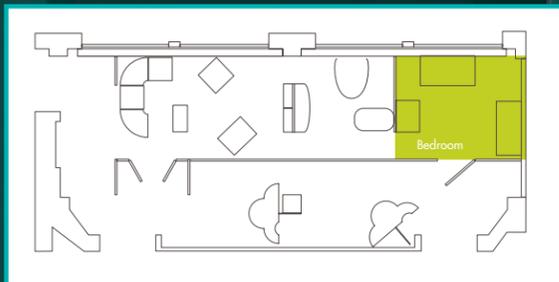
Vanity



Bathtub



**Bedroom**



**Bedroom**



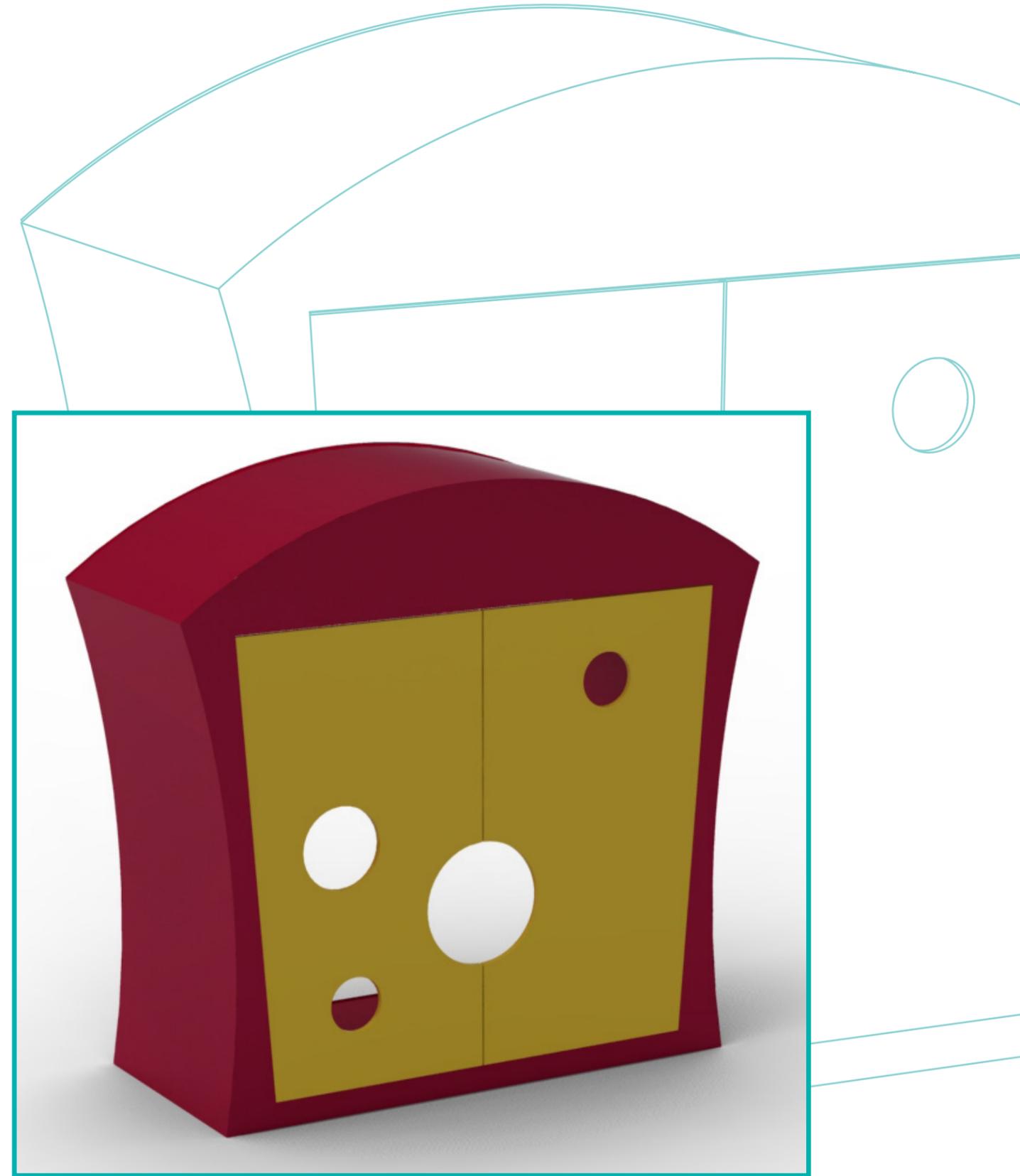
**Bedroom**

# Hide+Seek

## Bedroom components



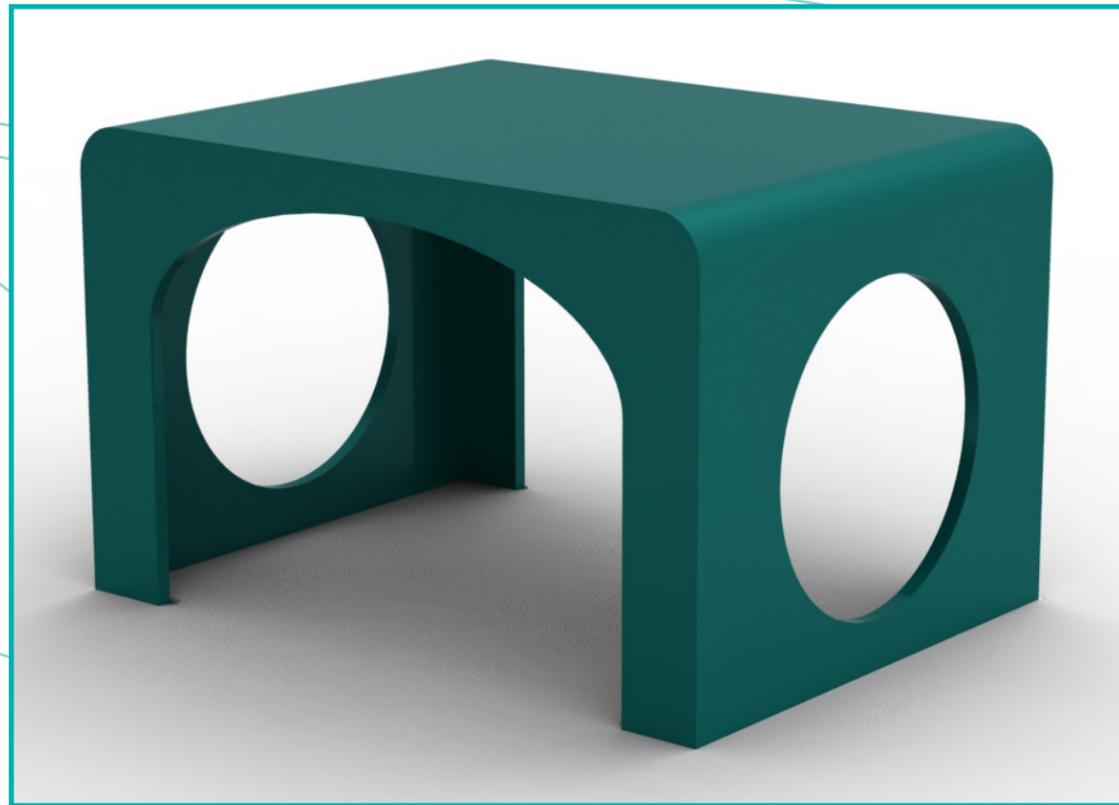
Loft bed



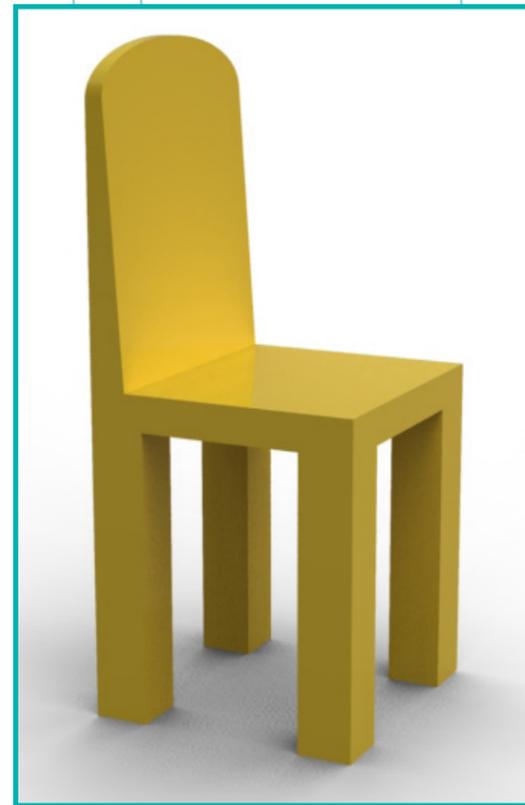
Wardrobe

# Hide+Seek

## Bedroom components



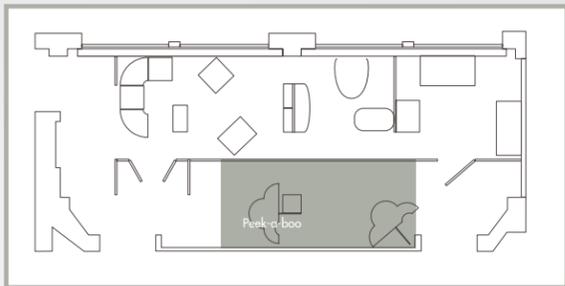
Desk



Desk chair



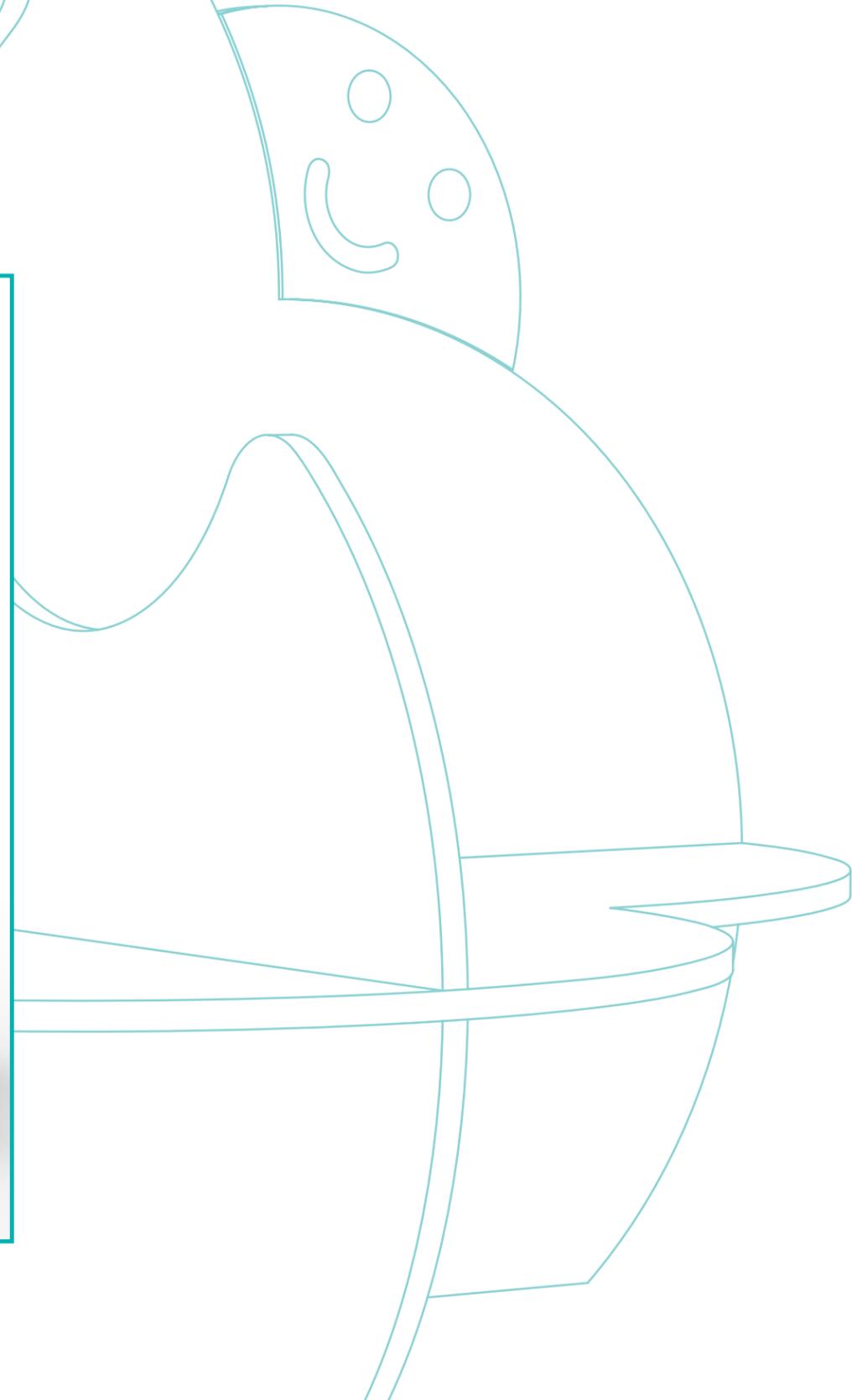
Laundry basket

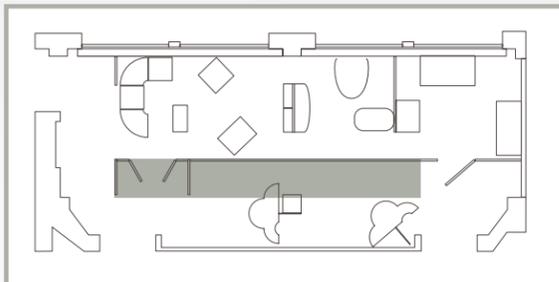
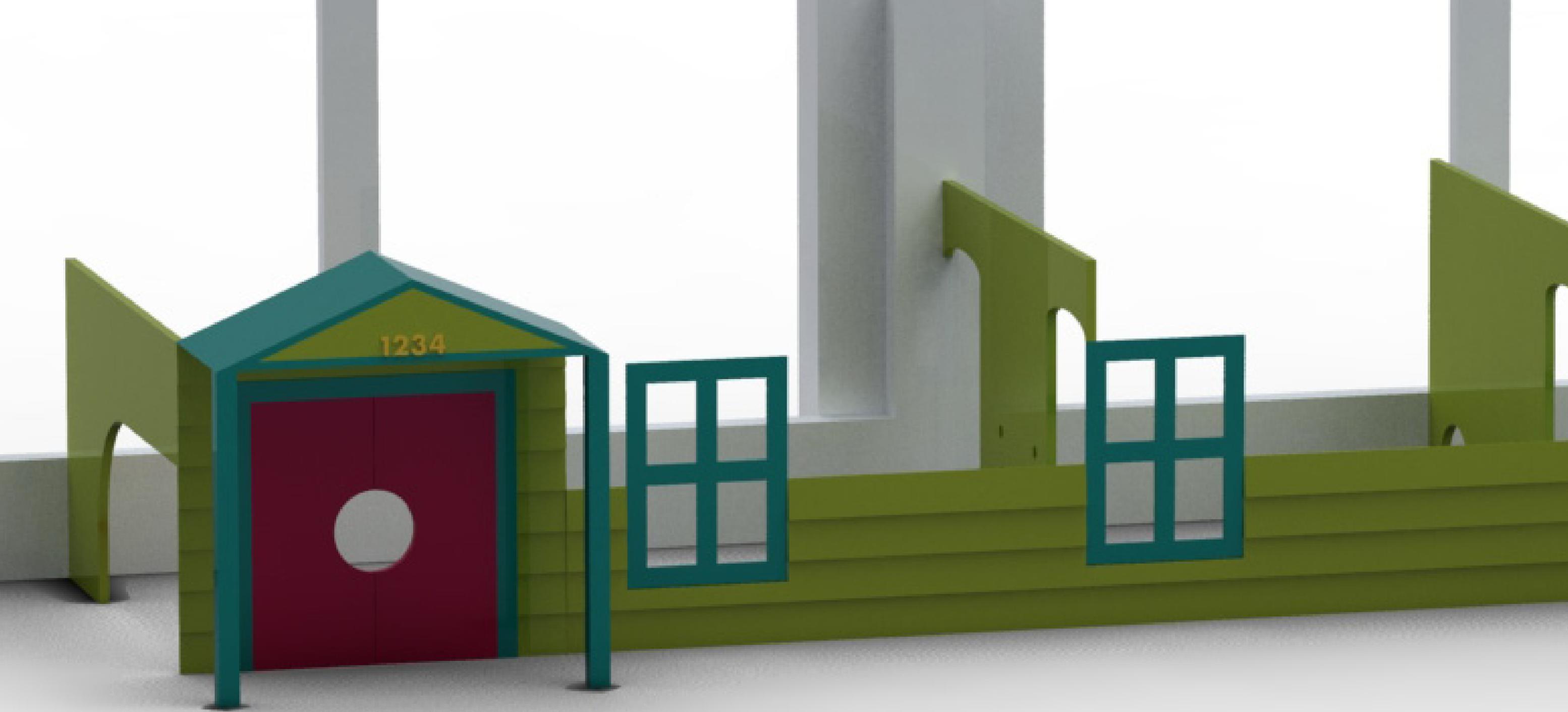


**Peek-a-boo**

# Hide+Seek

## Peek-a-boo bench

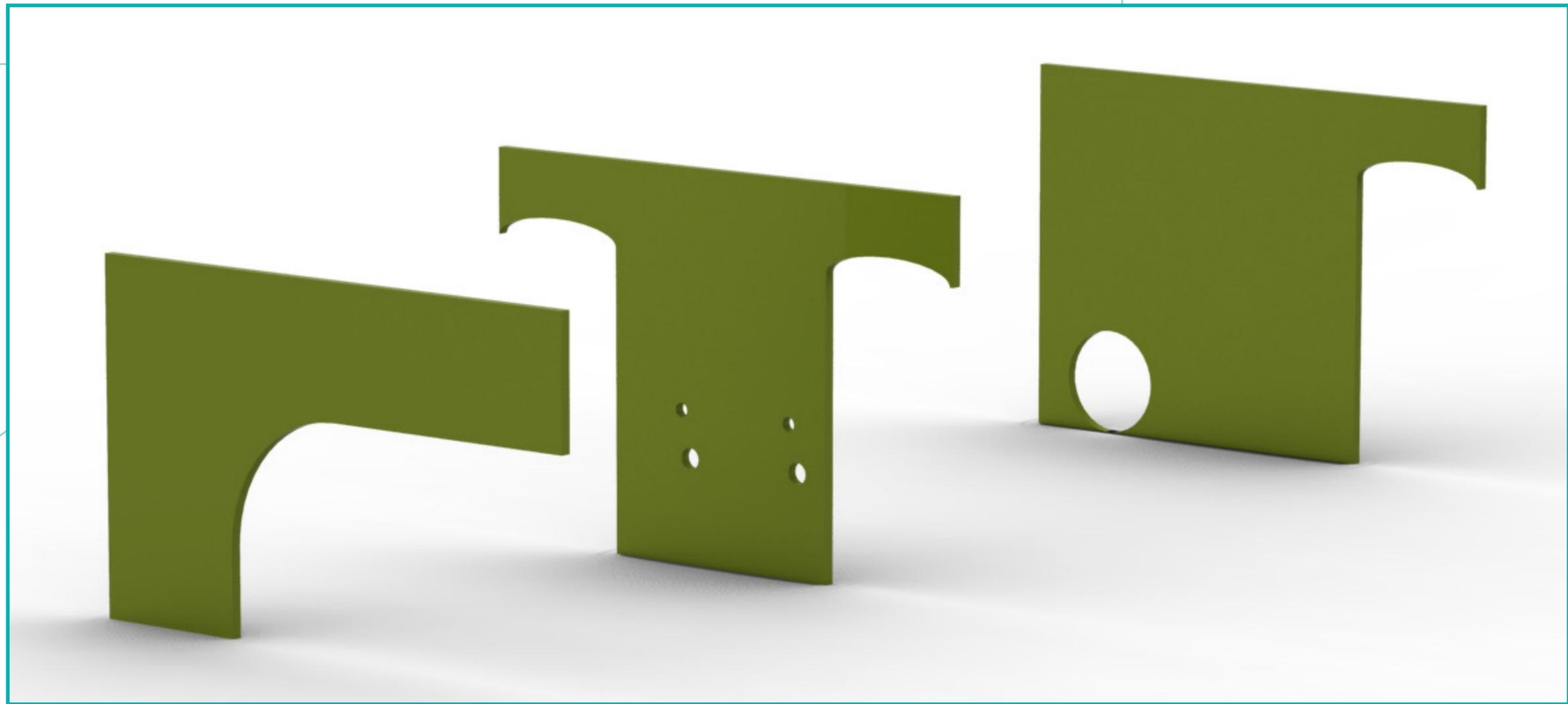




**Front porch**

# Hide+Seek

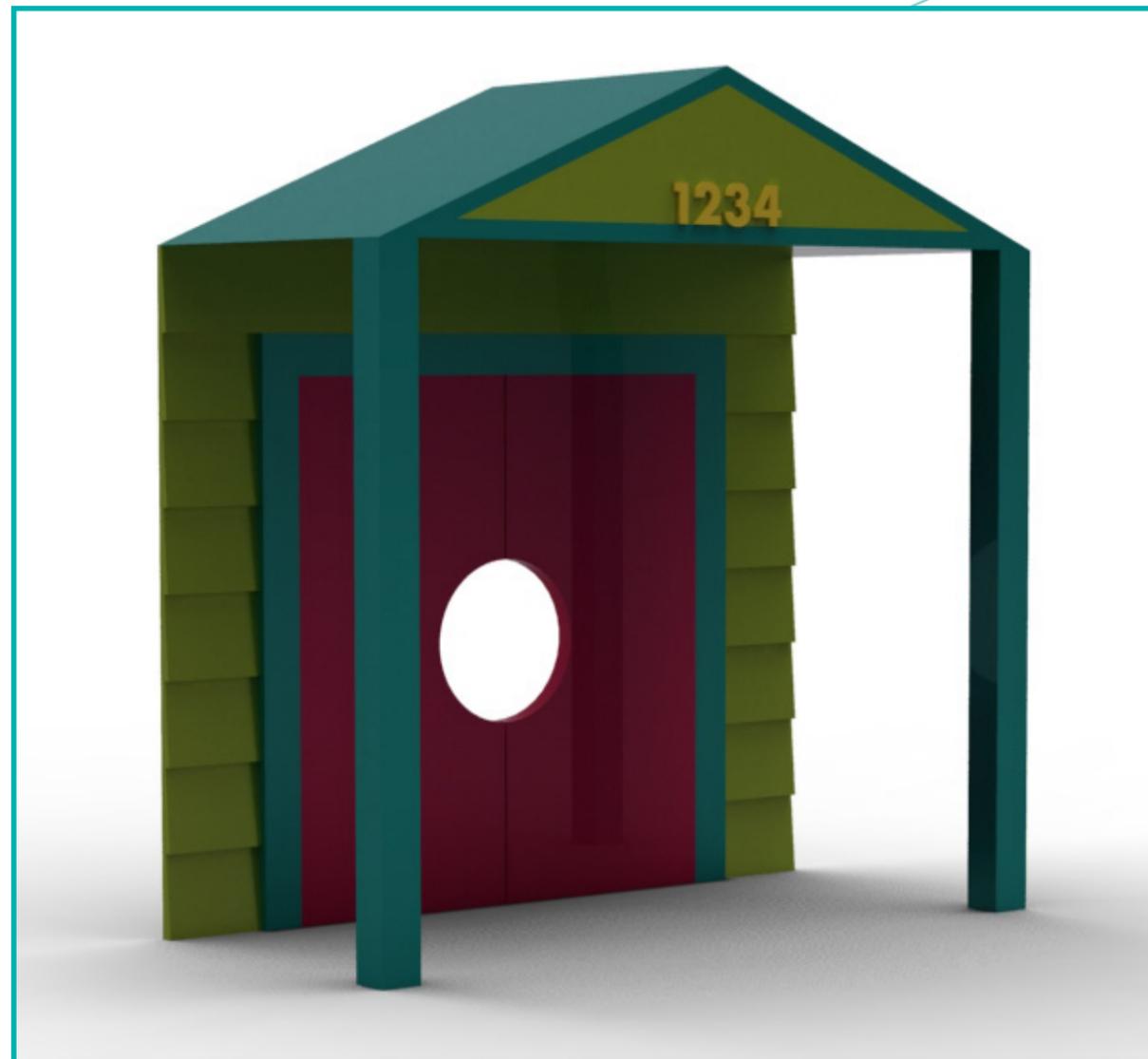
## Architectural elements



Interior walls

# Hide+Seek

## Architectural elements

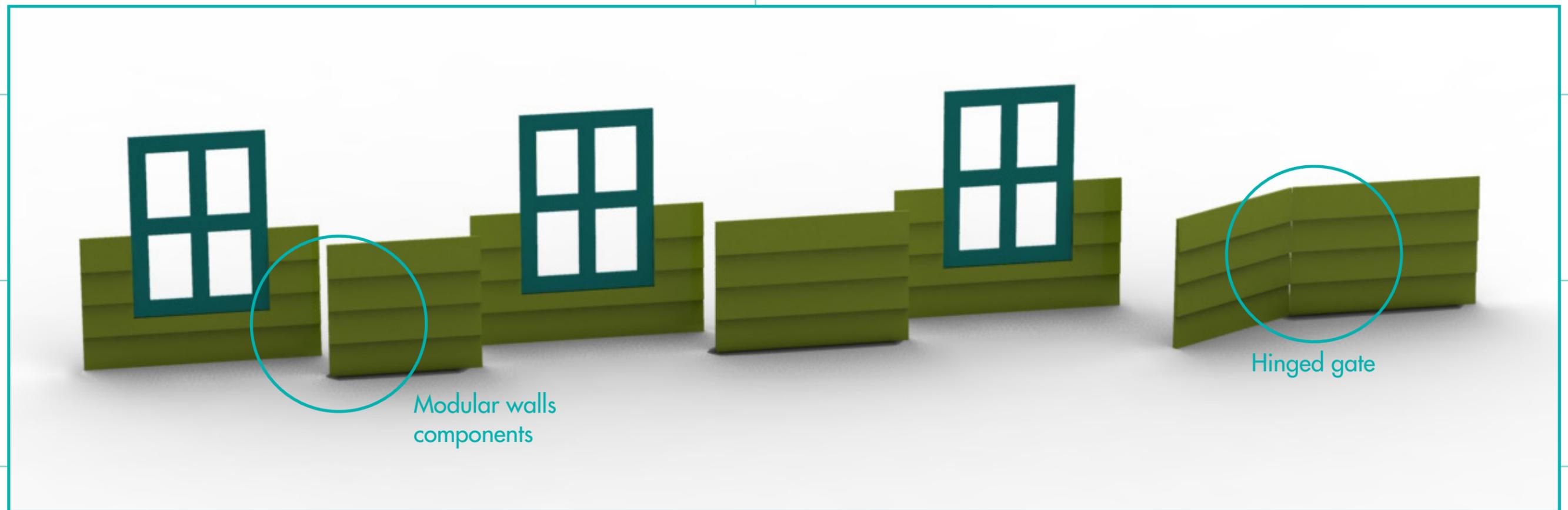


Front porch



# Hide+Seek

## Architectural elements

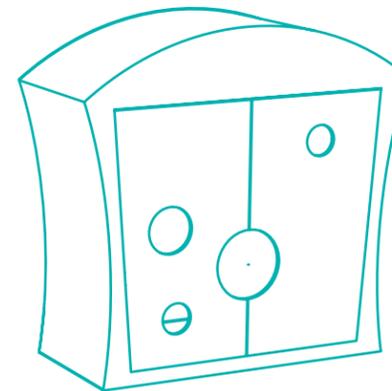
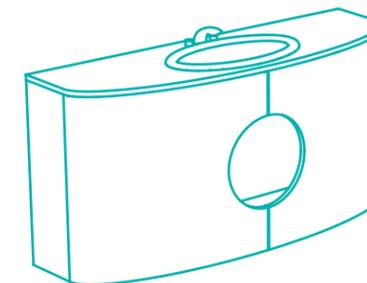
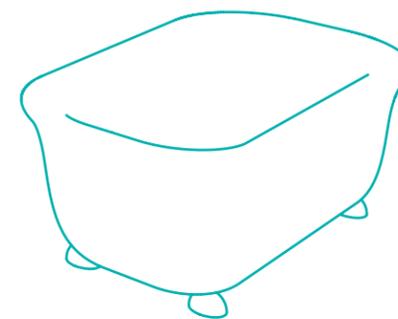
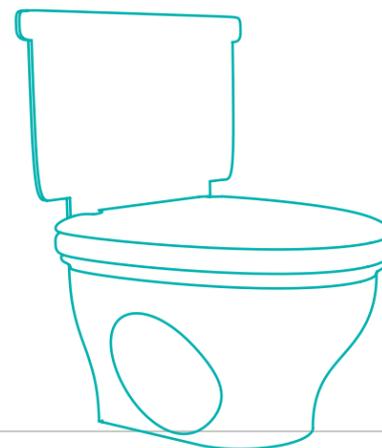
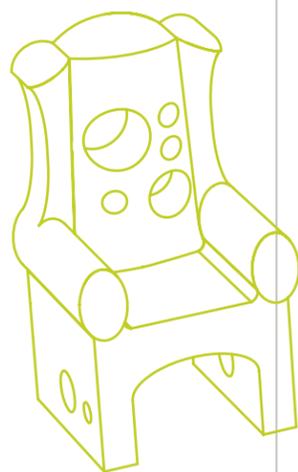
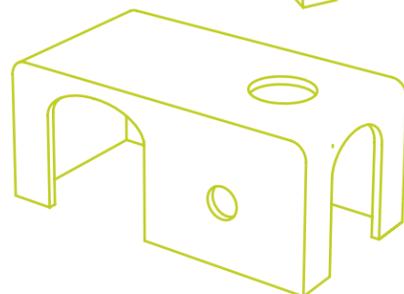
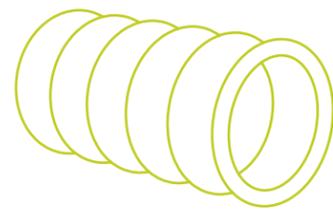


Modular walls  
components

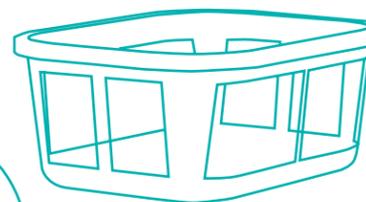
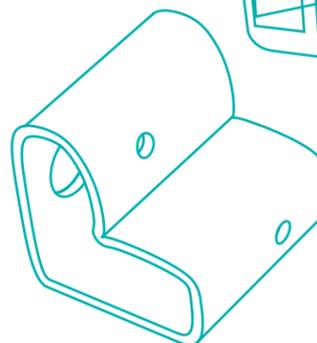
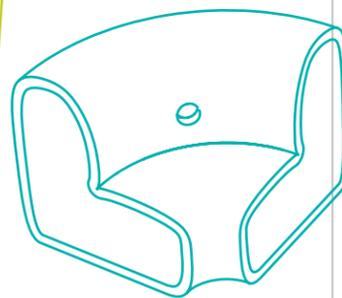
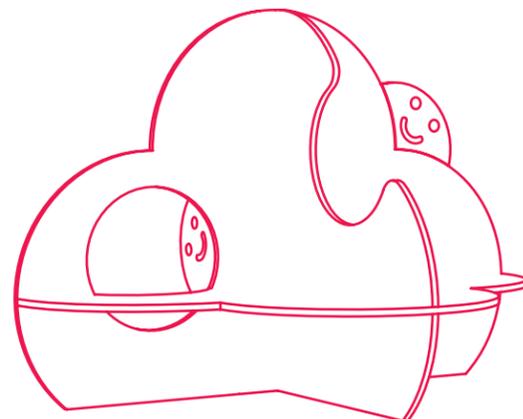
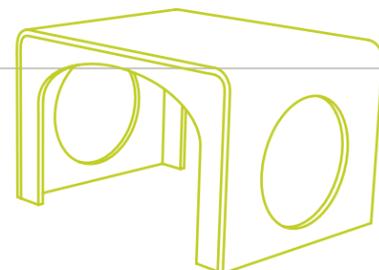
Hinged gate

Front facade

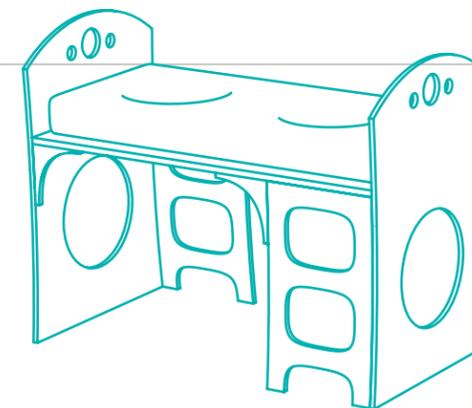
concrete



young



old

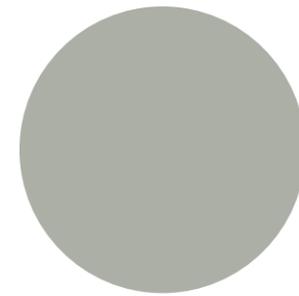
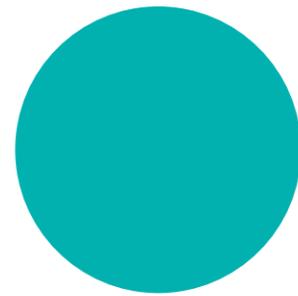
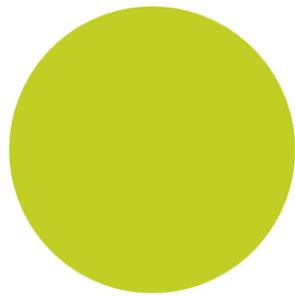
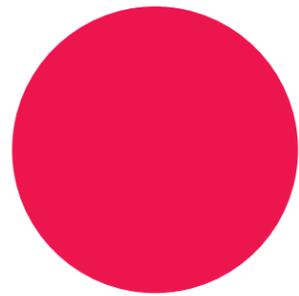
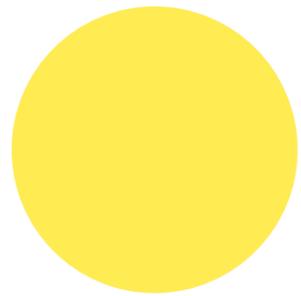


abstract

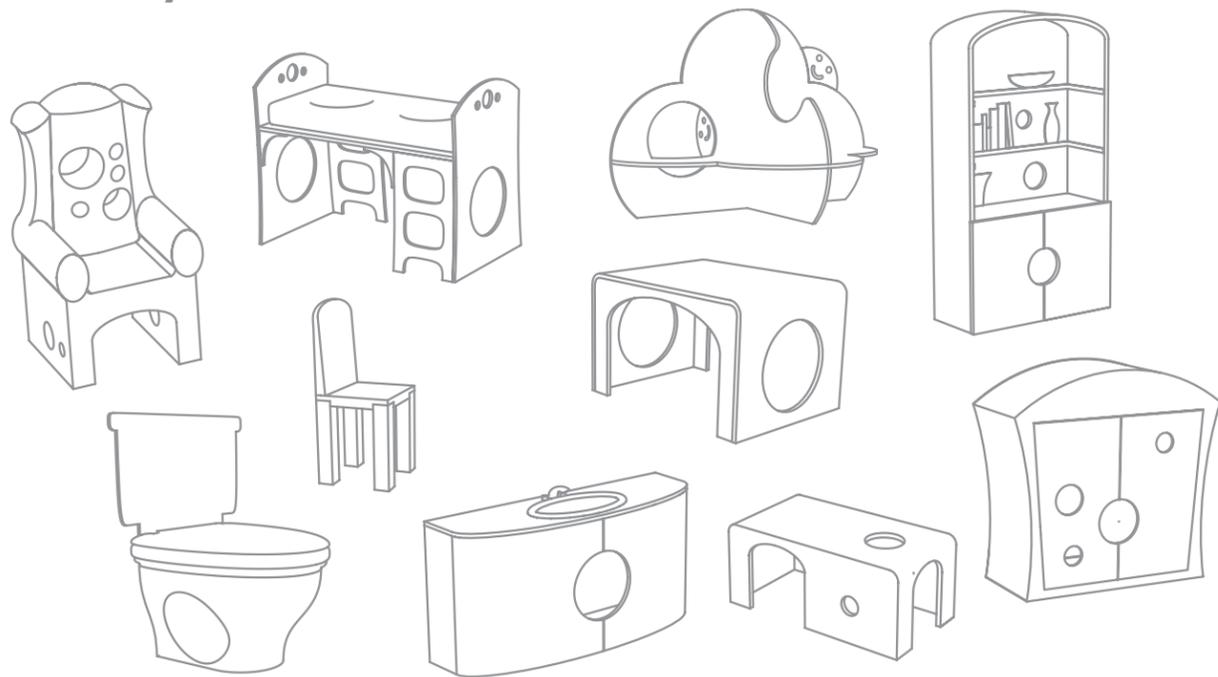
Additional exhibit details

# Hide+Seek

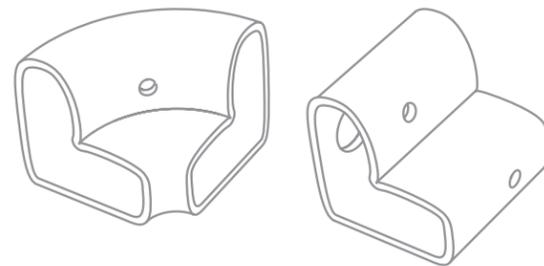
## Colors and materials



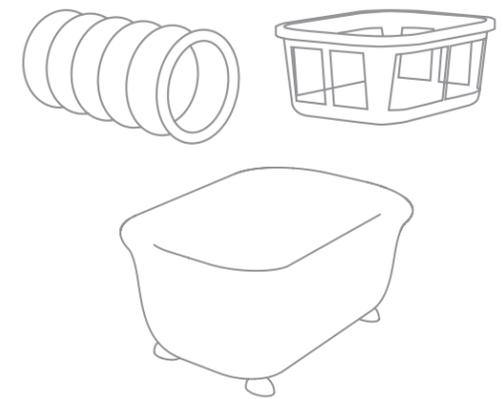
Plywood



Vacuformed plastic

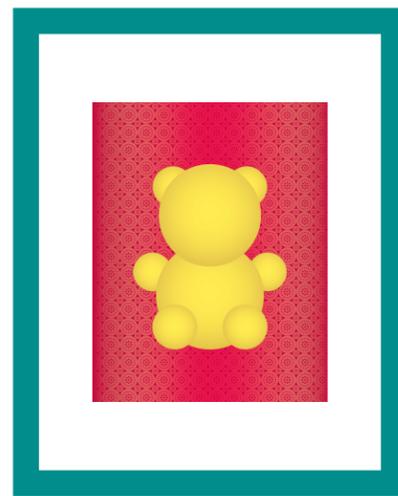
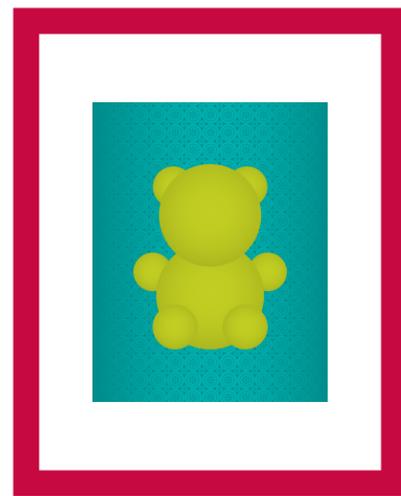
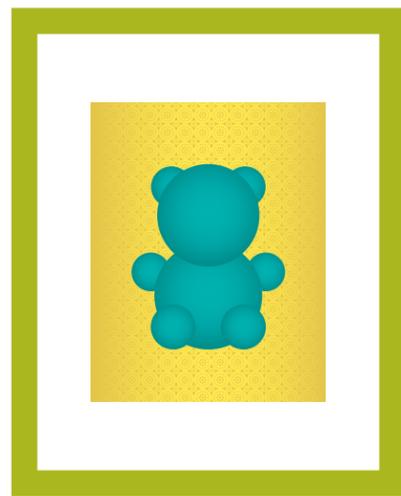


Store-bought

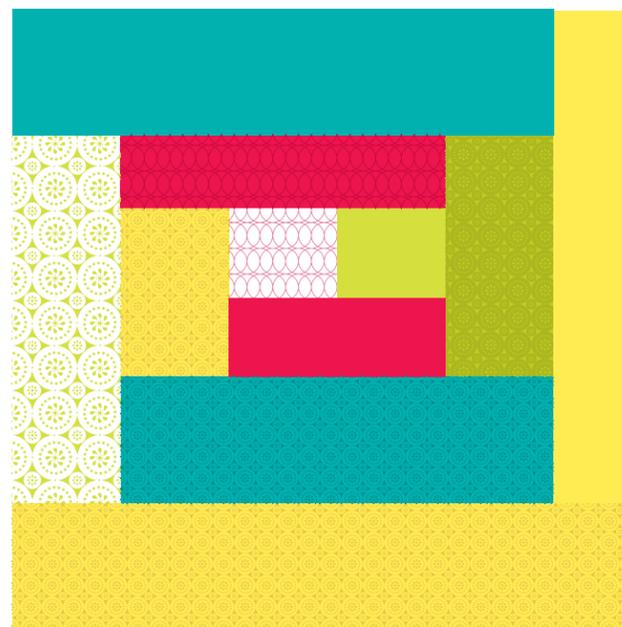
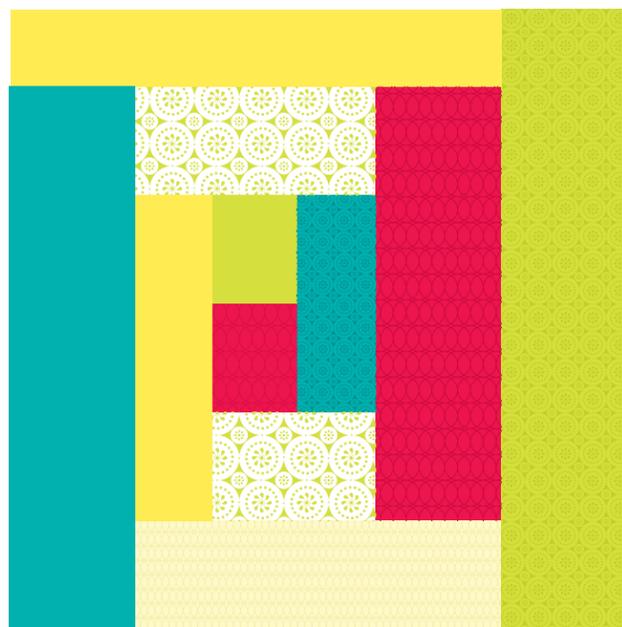


# Hide+Seek

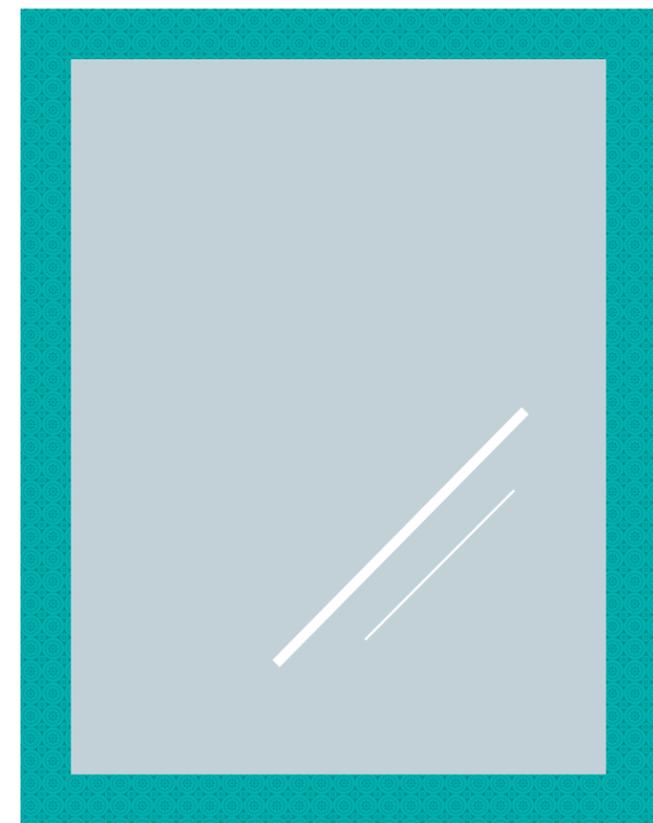
## Wall graphics



Artwork



Quilts



Mirror





**Thank you!**

# Appendix

# User Testing at CCM



When testing our prototype at the Children's Museum, we tested different structures to learn more about hide and seek affordances. Children should be able to hide, but parents should be able to see them. We had to get the lines of sight right.

In addition, we prototyped at the museum very early in the design process in order to truly benefit from our observations. What we couldn't estimate or hypothesize was the most important to us: the spontaneous, intuitive things people do that could take the design in a whole new direction. A two-year-old moved the peek-a-bushes around her to create a space that was exactly her size. We were debating whether these structures should be fixed or movable; this settled it.

An eight-year-old boy took the sliding walls apart and put them together again. We realized those structures facilitated construction more than hiding and seeking, so the sliding walls were de-emphasized in our design. A seven-year-old girl told us that she wanted to something over her head, to crawl under something. The next iteration of our design included more tunnels and crawl-spaces.

# User Testing at Institute of Design



During early stage prototyping we observed some kids interacting with different materials and structures. Our initial concept was hide and seek in a nature environment. We built prototypes of a tunnel made of fabric and different parts that afforded games of peek-a-boo. There were different openings where they could peek their heads through and parts that flipped open and close. There was also a tree prototype that had spinning parts.

We learned about scale in this user testing. The holes we created in our prototypes were a little awkward for the kids because one was too high. The size of them afforded multiple kids to interact with and poke their heads through. We did learn the initial models

did not afford hiding and seeking as much as we had hoped, but we did learn from observing the parent and children in the environment (the classroom). While in the classroom we observed the interaction between parent and children as they sat on a table. After about 20 minutes of interacting with the prototype, Hans (the father) was tired and sat on table. The kids still wanted to play with him even though he was clearly wanted to relax. The kids climbed over him and started playing as if his body was a jungle gym. This observation helped us design seating for parents in the exhibit.

# Hide+Seek

## Moving forward after testing

### Insights

1. **Large scale activities** and those which allow spectators to watch from afar **create intrigue**.
2. Familiar objects and activities limit the imagination and possible affordances, therefore **unfamiliar activities encourage exploration**.
3. Through trial and error children **experience cause**.
4. Construction and building provide children with a sense of **ownership** and helps create an **authentic experience**.
5. Children **intuitively find hiding places** in new environments and **encourage other people to play along**.

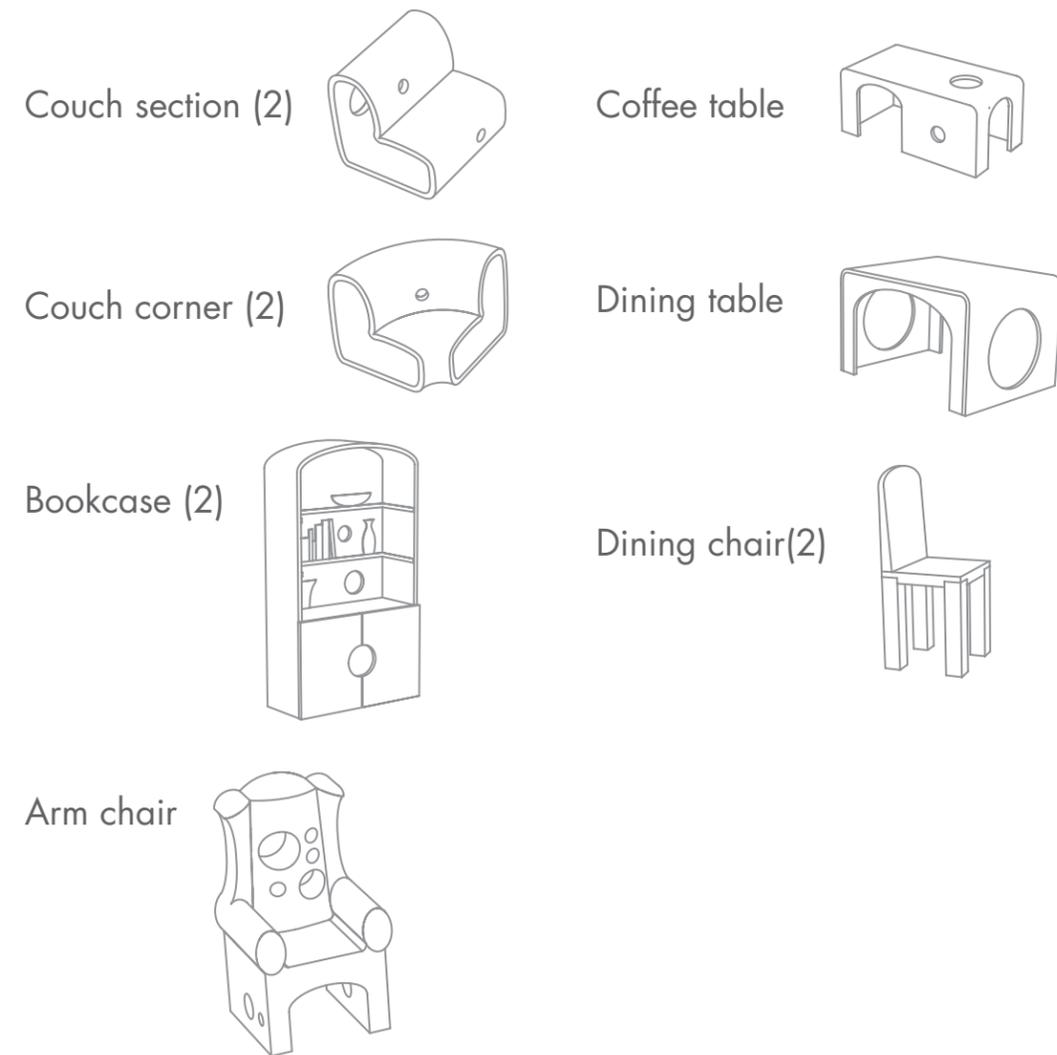
### Goals

- Create **large and small scale elements** within the environment to help children understand the world around them.
- Create **experiences that promote curiosity** to engage in unfamiliar activities.
- Create a **space that is flexible and allows manipulation** for a unique spacial experience.
- Incorporate a **variety of textures and materials** to create a richer and more tactile experience.

# Hide+Seek

## Exhibit components

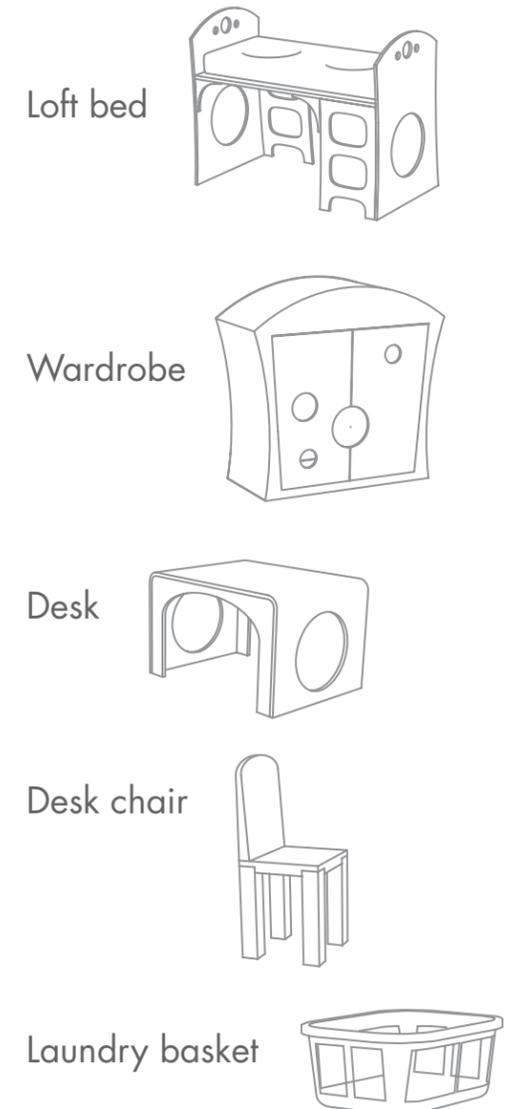
### Living & dining room



### Bathroom



### Bedroom

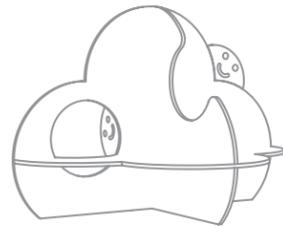


# Hide+Seek

## Exhibit components

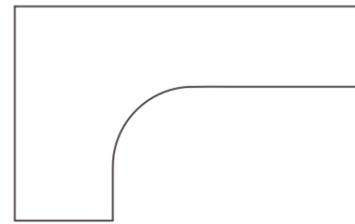
### Outdoor

Peek-a-boo bench (2)

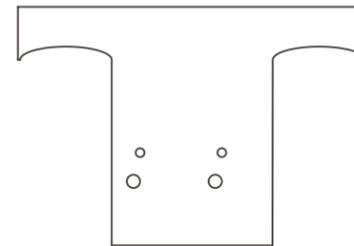


### Walls

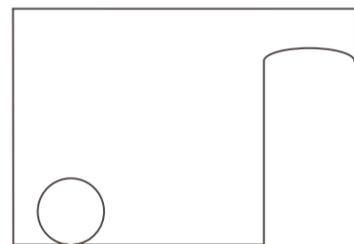
Living room wall



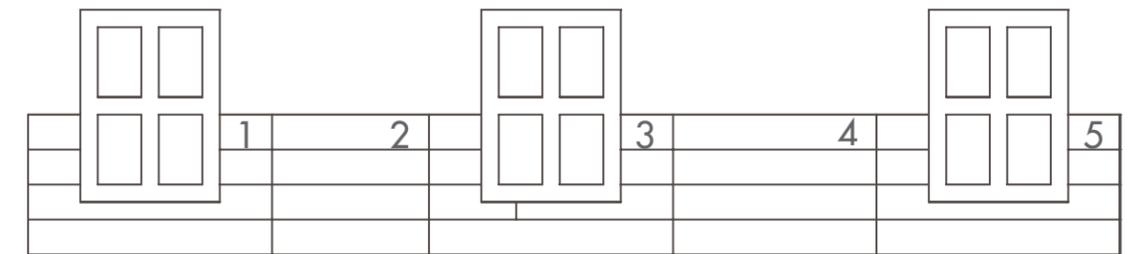
Living room/bathroom wall



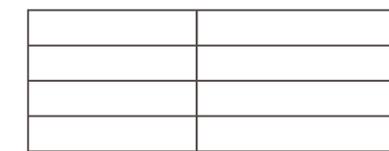
Bathroom/bedroom wall



Front facade



Window/wall units

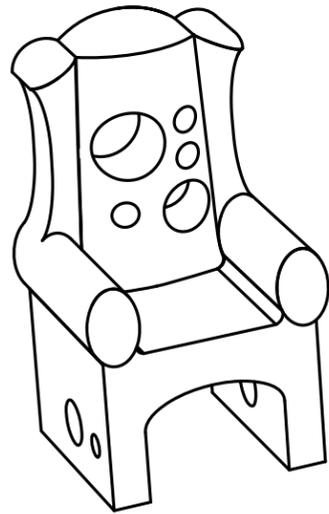


Hinged gate wall unit

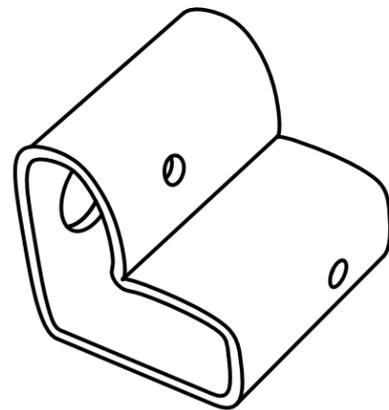
# Hide+Seek

## Component estimates

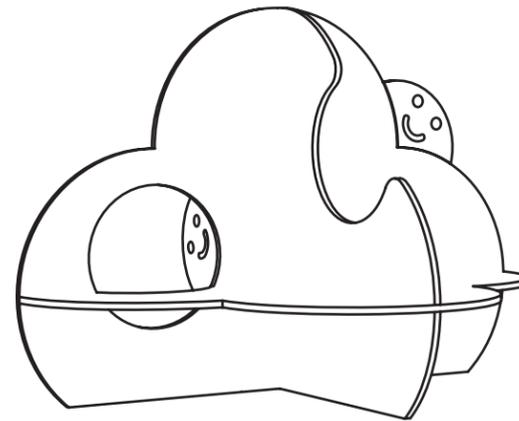
We received initial estimates from RedBox Workshop for three exhibit components. Having heard from them after finalizing all of the components we were unable to make modifications. Future modifications can be made to the components to lower costs.



Arm chair  
Plywood  
\$7000.00



Couch section  
Vacuformed plastic  
\$9000.00



Peek-a-boo bench  
Plywood  
\$3500.00