Hide + Seek
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 just 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?
Familiar hiding spots
- Under blankets
- In bushes
- In trees
- In boxes
- Behind shelves

Hide and Seek Spectrum

- abstract
- concrete

level of understanding

young

old

hiding place attributes
0-2 year olds

Peek-a-boo
2-6 year olds

- Under tables
- Under chairs
- Under blankets
- Behind doors
- Behind curtains
- In bushes
- In trees
- Behind curtains
- Around corners
- Looking through peepholes
- In cabinets
- In boxes
- In closets
- Behind clothes in closets
- Under shelves
- Behind shelves
- In trunks
- Under beds
- In bathtubs
- Around corners
- Between objects
- In places just big enough
- In deep dark places
- In clothing racks
- Concrete
- 2-6 year olds
- Young
- Old
- Abstract
4-8 year olds

- Under tables
- Under chairs
- Under blankets
- Behind curtains
- Behind doors
- Looking through peepholes
- Under beds
- In cabinets
- In boxes
- In bathtubs
- In bushes
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- In cabinets
- Behind shelves
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- In clothing racks
- In places just big enough
- In boxes
- In cabinets
- Under beds
- In closets
- Under shelves
- In bushes
- Under chairs
- Behind curtains
- Behind doors
- Looking through peepholes
- Under blankets
- Under tables
- 4-8 year olds

- young
- old

- abstract

- concrete
"You are in a totally obvious place"
2-6 years

"Where are you?"
4-8 years

"Covering your eyes makes you invisible"
0-2 years
What are kids learning?
Understanding visibility
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

photos from Google
Hide+Seek

Spatial feel

photos from Google
Hide + Seek exhibit
Come inside!

Hide + Seek
Living room

Dining room
Living room
Hide+Seek

Living room components

Couch section

Couch corner

Coffee table
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Living room components

Bookcase

Arm chair
Hide+Seek

Dining room components

Table

Chairs
Hide+Seek

Bathroom components

Toilet

Plumbing
Hide+Seek

Bathroom components

Vanity

Bathtub
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
Hide+Seek

Architectural elements

Interior walls
Hide+Seek

Architectural elements

Front porch
Hide+Seek

Architectural elements

Front facade

Modular walls components

Hinged gate
Additional exhibit details
Hide+Seek

Colors and materials

Plywood

Vacuformed plastic

Store-bought
Hide+Seek

Wall graphics

Artwork

Quilts

Mirror
Hide & Seek

Accessibility

- 3ft of space between all fixed components
- 5ft turning radius
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.
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.
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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.
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Exhibit components

Living & dining room
- Couch section (2)
- Couch corner (2)
- Bookcase (2)
- Arm chair
- Coffee table
- Dining table
- Dining chair (2)

Bathroom
- Vanity
- Toilet
- Plumbing
- Bathtub

Bedroom
- Loft bed
- Wardrobe
- Desk
- Desk chair
- Laundry basket
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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