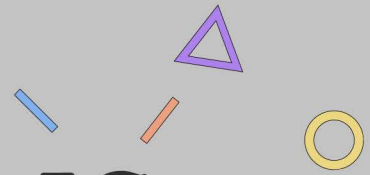




PLAYABLE CITY MELBOURNE

URBAN COMMONS



SCAN ↘



19 MARCH
TO 13 APRIL
2022

SAXON STREET
BRUNSWICK
MELBOURNE

Brunswick becomes a playable city connecting music, games and fashion with public space.

COMMUNITAS • YOMECIBAND • OPEN/LAB
PLAY THE COMMONS • SEAWEED LIBRARY •
URBAN PLAY SCHOOL • ROBOTICS ENSEMBLE

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Siteworks





PLAYABLE CITY MELBOURNE

URBAN COMMONS



Parklets have rapidly become part of urban landscapes everywhere during the pandemic. While rapid changes to planning policy that enable more space for people in our cities are a positive development, most parklets are not public spaces in which everyone is welcome. Can parklets be reclaimed as a form of tactical urbanism?

How do we make parklets playful again?

The RMIT Future Play Lab has developed a parklet design to explore play with new forms of open-access, community-driven public space at multiple sites across Melbourne. In this panel discussion, experts in urban design, public art, urban geography and placemaking discuss the project followed by a visit to the playful parklet in Saxon Street.

19 MARCH
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SAXON STREET
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MARCH
19
SATURDAY

COMMUNITAS
3-5 PM

20
SUNDAY

YOMECIBAND
2-4 PM

PLAYGROUND

25
FRIDAY

PLAYGROUND:
TRANSFORMATION 1
2-4 PM

24 & 26
THURSDAY SATURDAY

PLAY THE COMMONS
24 MARCH 2-4 PM | 26 MARCH 1-5 PM

27
SUNDAY

SEAWEED LIBRARY
12-4 PM

29 & 31
TUESDAY THURSDAY

URBAN PLAY SCHOOL
29 MARCH 12-4 PM | 31 MARCH 12-4 PM

PROJECT

APRIL

01
FRIDAY

PROJECT:
TRANSFORMATION 2
2-4 PM

02
SATURDAY

ROBOTICS ENSEMBLE
12-4 PM

03
SUNDAY

CITY OF LANDMORE
12-4 PM

BEACH

08
FRIDAY

BEACH:
TRANSFORMATION 3
2-4 PM

09 & 10
SATURDAY SUNDAY

OPEN / LAB
09 APRIL 2-4 PM | 10 APRIL 2-4 PM

11-13
MONDAY - WEDNESDAY

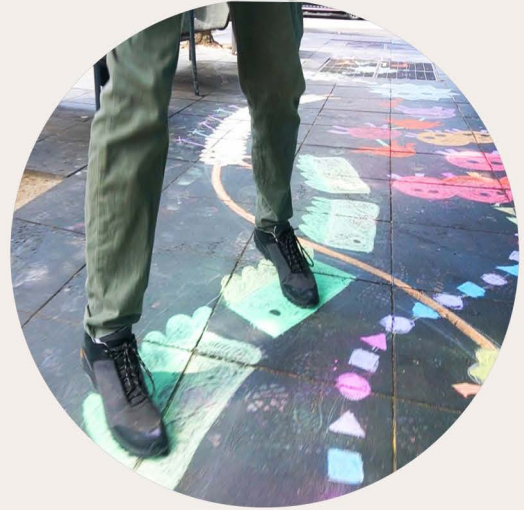
PLAYABLE CITY
BRUNSWICK
12-4 PM



COMMUNITAS

19 MAR 3-5PM | SAXON ST. PARKLET

An urban play ensemble for citizen conductors. Play a game with three musicians on a pop-up stage. Wave your arms, dance about, make a sign and change the tune. A fusion of nonverbal language, musical improvisation and digital music games that immerse players in all-analog musical play.



YOMECIBAND

20 MAR 2-4PM | SAXON ST. PARKLET

The footpath becomes a track, playable with your feet. Tunes and compositions are activated in a serendipitous and improvised exchange with passers-by as they move across clusters of pavement drawings of creatures. The sounds and forms of these odd creatures are abstracted from what we might know, remember or even imagine urban life to be or become.



PLAYGROUND: TRANSFORMATION 1

25 MAR 12-4PM | SAXON ST. PARKLET

Troy Innocent transforms the parklet into a participatory artwork. Working with the city as a playground for socially engaged practice, invitations and prompts for physical, musical and creative play are embedded in the space—to rethink urban design centered on people and place.

This transformation will remain in site for a week.



PLAY THE COMMONS

24 MAR 2-4PM & 26 MAR 1-5PM | SAXON ST. PARKLET

Pop-up parkour in a parklet brought to you by Melbourne in Motion. Urban elements and materials are reimagined to create a beginner parkour course through the parklet. Drop in to work with a movement coach and learn a few new ways to step through public space.



SEAWEED LIBRARY

27 MAR 12-4PM | SAXON ST. PARKLET

The Seaweed Library features texts (and text based works) from SASi contributors that directly address our underwater kin: Marine Algae. Developed by the Seaweed Appreciation Society international (SASi), a mobile experimental platform dedicated to artistic research into seaweed and marine ecologies.



URBAN PLAY SCHOOL

29 MAR 12 -4PM & 31 MAR 12-4PM | SAXON ST. PARKLET

Observe an experimental play design workshop involving RMIT students led by Dr Troy Innocent. Using the modular urban playground elements in combination with a range of analog and digital materials the students reconfigure the parklet and explore its relationship to the urban environment.

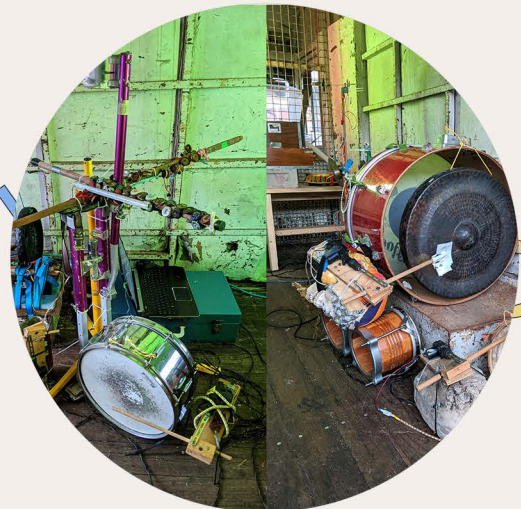
PROJECT

PROJECT: TRANSFORMATION 2

1 APR 12-4PM | SAXON ST. PARKLET

Designer Ha Thai reimagines the playful parklet through this special project. Working with materials to hand from the local neighbourhood, the space is transformed into a home away from home.

This transformation will remain in site for a week.



ROBOTICS ENSEMBLE

2 APR 12-4PM | SAXON ST. PARKLET

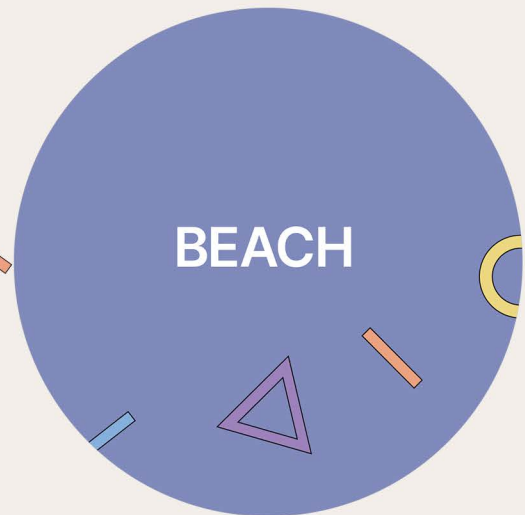
An ensemble of semi-autonomous robots powered by a solar generator. Join a durational performance by Dylan Martorell situated in the parklet incorporating robotics playing site-specific gleaned materials. Their relationship to the site explores concepts of transience, sustainability and community based group dynamics.



CITY OF LANDMORE

3 APR 12-4PM | SAXON ST. PARKLET

Sound artist and design researcher Dale Nason has eight letters to press. An outdoor A2 letterpress poster printing event combining anagrams of 'Moreland', found materials and public space.



BEACH: TRANSFORMATION 3

8 APR 2-4PM | SAXON ST. PARKLET

The parklet becomes a city beach through an intervention designed by Associate Professor Quentin Stevens. It draws upon a kit of essential and optional parts, range of definite stylistic trends, key practical considerations, and a range of activities which appeal to distinct groups.

This transformation will remain in site for a week.



OPEN / LAB

9 APR 12-4PM & 10 APR 12-4PM | SAXON ST. PARKLET

Open/Lab is a portable structure which encourages opportunities for social encounters. As a piece of tactical urbanism, this adaptable and modular structure responds to defensive architecture, which is commonly understood as interventions in the urban form which make sites intentionally uninhabitable. Open/Lab is designed to encourage generative discussion around access, and how we might plan and design for more convivial, accessible and diverse cities.

Open/Lab has been produced via a collaboration with Public Street and the Alliance for Praxis.

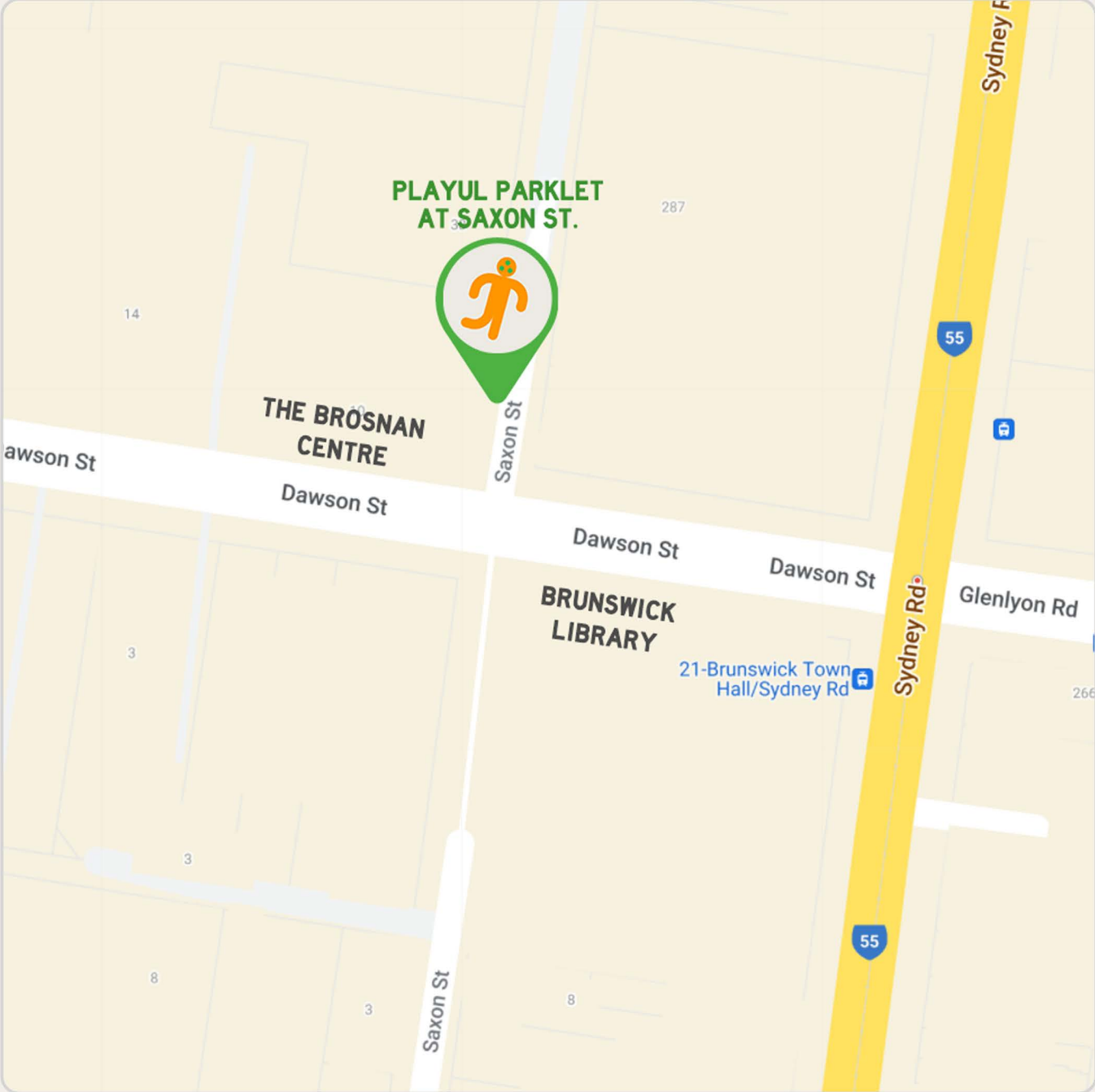


PLAYABLE CITY: BRUNSWICK

11-13 APR 12-4PM | SAXON ST. PARKLET

RMIT students playtest project ideas developed in response to the playful parklet. Watch this space for updates.

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Acknowledgements

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Siteworks



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