A-pops

an urban playful learning experience
and emergent learning system
MEXICO CITY

21 million people
tremendous strain on educational system due to growth and dropout rates
sub-communities with limited access to a variety of experiences, environments, identities
Informal learning is already happening all around the city.
GOALS

- Make play visible.
- Make learning tangible.

- support learners’ natural curiosity and social nature to play and learning
- engage learners with digital technologies and experiences that support “21st century skills”
GOALS

- give learners agency and autonomy in the experience
- supporting them in taking an active, rather than passive stance in their own learning

Empower learners.
empower learners through playful experiences across the city?
networked learning experiences across the city

emergent, playful experiences beyond their local communities

creative

collaborative

public

utilizing existing public spaces

aprender: v. to learn
PROTOTYPING

STORYBOARDING

EXPLORING SPACE

CO-DESIGNING
๏ large, open free-play space
๏ LED-illuminated fountain
๏ church with back wall where films are projected in the evenings
installation
playgram
INITIAL OBSERVATIONS

- the pads were very inviting
- longer play time and more diverse groupings at the fountain than usual
- multi-age play
- initial free play/exploration
CHALLENGES

- significant technical and infrastructure challenges
- learning curve for users
- permanent, durable installation
What behavior / games naturally emerge in these spaces?

How do these experiences impact deeper learning?

How does the design need to shift to create more playful exploration in “preparation for future learning”?

How can these be designed for impact at scale?
The MACRO CONCEPT
EMERGENT LEARNING SYSTEM
A young learner’s guide to A-pops activities around the city.
Space Archetypes

There are a variety of spaces around the city to be leveraged for the project, including:

- gardened places
- abandoned walkways
- open squares
- pedestrian streets
- pop-up parks
- cornered spaces
Space Archetypes
Each city space has a topology of features to be used in the installation design.

- trees
- free space
- walking traffic
- underused building
- benches
Each installation should be developed based on five key design parameters:

- Simple
- Social
- Agency
- Public
- Playful
LEVERAGE

๏ leveraging the large maker/hacker community in CDMX

๏ hacking spaces creates further learning opportunities
Special thanks to

Amelia Taracena
Edwin Trujeque
Ingrid Carraro
Jorge Munguía
Tuline Gülgönen
Nick Dupey
Ashley Shaffer
Claudia Robaina

and the MIT Media Lab & Laboratorio para la Ciudad teams,
for their collaboration and support.

for more information please contact learning-ml@mit.edu
installation 1
lightbrights