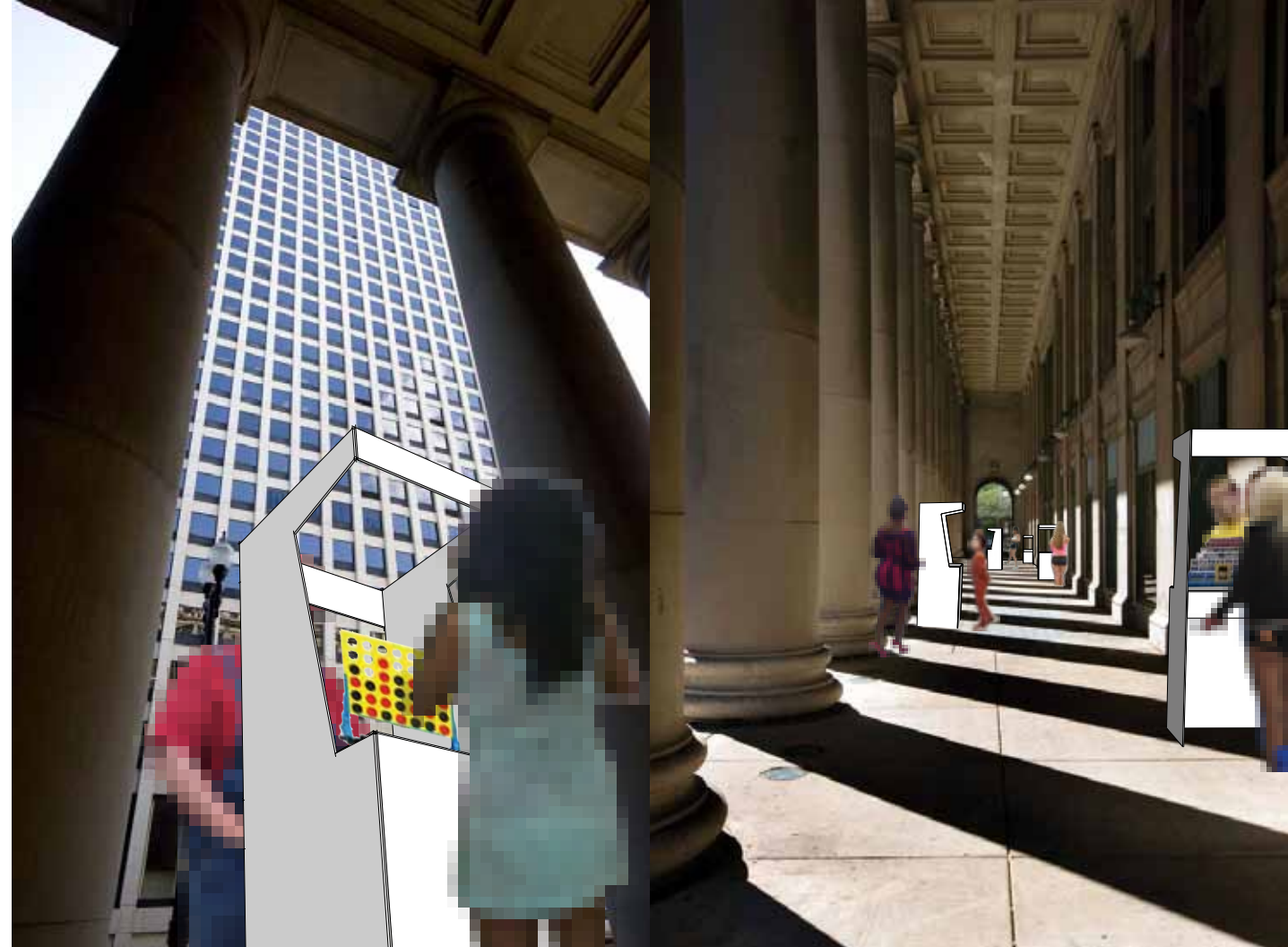
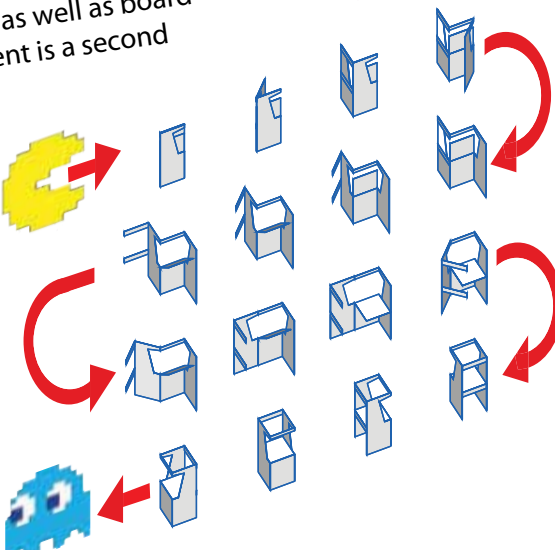
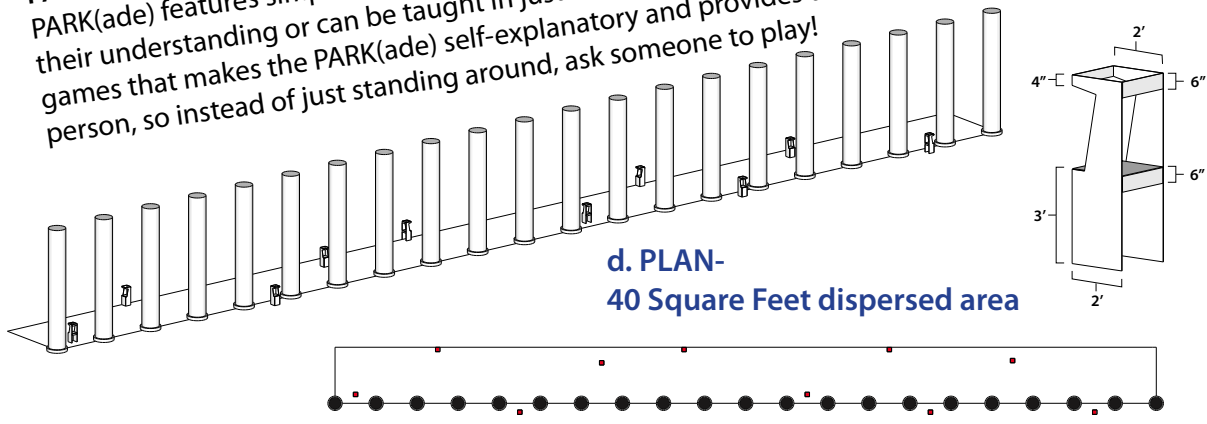


a. PARK(ade)
b. Adam Kerechanin

PARK(ade) is an analog videogame that requires interactivity. Much like those classic games at the arcade, PARK(ade) features simple 2 player games (Connect Four, Battleship, Guess Who, etc.) that are almost universal in their understanding or can be taught in just seconds. It is this juxtaposed familiarity with the arcade as well as board games that makes the PARK(ade) self-explanatory and provides the urge to play. The only requirement is a second person, so instead of just standing around, ask someone to play!



PARK(ade) is literally a pop-up! One of the primary design features is the use of hinges and rivets to assemble the PARK(ade) allowing it to flatpack, transport easily, and unfold simply at the game site, giving PARK(ade) the flexibility to be stored away at night. The material used is Eucaboard, a fiber hardboard chosen for it's relative durability, light weight, and affordability. Alternative materials could be selected for greater durability or more permanent installations.

POP-UP!

c. Design Programming-
East-Facing Arcade on Canal St.

