



OUTLINE

The Issue of Playful Learning and Equity Community- Based Participatory Research for Designing Playful Public Spaces

Context

Stakeholders and Community Partners

Questions

Research Plan: Family and Community Play Events

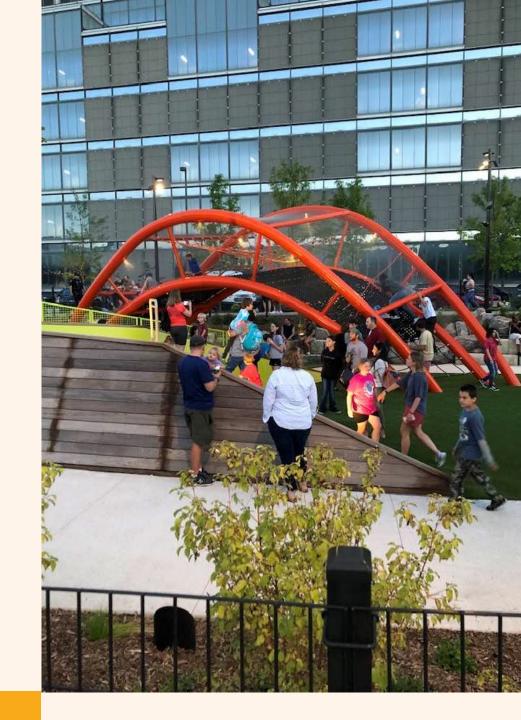
Play as Methodology & Data Analysis

Current Findings

Implications for Community Play Research

COMMUNITY- BASED PARTICIPATORY RESEARCH FOR DESIGNING PLAYFUL PUBLIC SPACES

"Develops research partnerships with nonacademic stakeholders to develop and execute a research project based on a particular community-identified problem or issue." (Leavy, 2022, p 224)



COMPONENTS OF CBPR

- Interdisciplinary background
- Funding Opportunities
- Professional Networks
- Collaborators/stakeholders
- Community Advisory Board
- OMAHA URBAN THINKSCAPES

- Cultural Competency
- Social Justice Oriented
- Problem focused
- Multiple perspectives
- Power-sharing
- Leadership Roles
- Ethical Praxis
- Trust and Rapport

CONTEXT

South Omaha

Plaza de la Raza



CONTEXT

North Omaha







CONTEXT





STAKEHOLDERS & COMMUNITY PARTNERS



Landscapes Action Parks and Planninc Omaha Children's

QUESTIONS

- A) How do you play? (Families)
- B) How do you imagine playful community spaces? (Families & community partners)
- C) How/what do we learn and play in our new shared play spaces?







PHASE 1: Design and Planning

PHASE 2: Site and Study Preparation

PHASE 3: Implementation and Data Gathering

PHASE 4: Community Reporting



PLAY AS METHODOLOGY & DATA ANALYSIS





RESEARCH PLAN: FAMILY AND COMMUNITY PARTNER PLAY EVENTS AND MEETINGS

Family Play Events

EAT MEET PLAY

#1 Building Blocks

#2 Dance

#3 Build a Play Space with Loose Parts



#1 Playful Learning Landscapes Presentation/Launch

#2 Presentation of Preliminary Family Play Events Findings and Discussion

#3 Artists Charette in N. Omaha/ Architect Planning in S. Omaha

#4 PESTLE Activity and Build a Play Space with Loose Parts



DATA COLLECTION AND ANALYSIS

Photography of Play

Auto-photography of Play

Drawings of "How do you play?" on hexagons

Fieldnotes by researchers and student playworkers/researchers including conversations with parents and educators and community members

Artifacts/notes from meetings

- Researchers organize and review documents after each play session using preliminary consensus coding (Richards & Hemphill, 2018)
- 2. Photos and hexagons were posted at the next family play event for discussion and additions
- 3. Preliminary findings were presented community advisory board meetings to discuss and get feedback



CURRENT FINDINGS





"TO PLAY IS TO SHARE TIME **TOGETHER** AND EXPERIENCE NEW THINGS- **TO KNOW** WHAT WE LIKE AND WHAT WE DON'T TOO"

Adults	Children	Family play
Accessibility	Family-centered	Adults/children take turns leading play
Upkeep	Outdoor- bikes, sports, playgrounds, nature	Exploration of materials, movement, modality
	Indoor games- board, video, card	Parallel & collaborative play between family members



COMMUNITY MEMBER FINDINGS



OMAHA URBAN **THINKSCAPES**



PUBLIC PLAY SPACE IS UNIQUE TO EACH COMMUNITY.

South Omaha

- Welcoming all people to our community with Latinx culture highlighted
- For community events
- Colorful

STEM and culture focused

North Omaha

- "for us and by us"
- History and community voice
- Intergenerational: exciting and relaxing
- Unstructured and organized

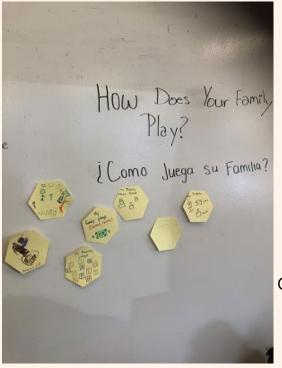
NEXT STEPS

- Design spaces based on these findings with community artists, educators, and architects
- Procure Funding for building of sites
- Expand to New spaces: Benson neighborhood
- Fund community researchers to document the play in the new sites including photo-voice and other autoethnographic tools









Community Play

What we know about play must include the perspectives of the players themselves in the context of their culture and community.

Centering the perspectives of children and families in the context of community reframes how we understand play in the academy and with children.



IMPLICATIONS FOR COMMUNITY PLAY RESEARCH

Play is not only the topic for study; it is the context, the medium, and method of research.

How families play and learn together can inform how we design educational spaces AND curriculum.

REFERENCES

- Bustamante, A. S., Hassinger-Das, B., Hirsh-Pasek, K., & Golinkoff, R. M. (2019). Learning landscapes: Where the science of learning meets architectural design. *Child Development Perspectives*, *13*(1), 34-40.
- Hassinger-Das, B., Palti, I., Golinkoff, R. M., & Hirsh-Pasek, K. (2020). Urban thinkscape: Infusing public spaces with STEM conversation and interaction opportunities. *Journal of Cognition and Development*, 21(1), 125-147.
- Krishnamurthy, S. (2019). Reclaiming spaces: child inclusive urban design. Cities & Health, 3(1-2), 86-98.
- Leavy, P. (2022). Research design: Quantitative, qualitative, mixed methods, arts-based, and community-based participatory research approaches. Guilford Publications.
- Roy, A. (2020). Children Living in Sustainable Built Environments: New Urbanisms, New Citizens.
- Schlesinger, M. A., & Hirsh-Pasek, K. (2019). Playful Learning Landscapes: Creating skill-building experiences in community spaces. Childhood Education, 95(4), 3-9.
- Stegelin, D. A., Fite, K., & Wisneski, D. (2015). The critical place of play in education. A Collaboration Between the US Play Coalition and the Association of Childhood Education International.
- Yogman, M., Garner, A., Hutchinson, J., Hirsh-Pasek, K., Golinkoff, R. M., & Committee on Psychosocial Aspects of Child and Family Health. (2018). The power of play: A pediatric role in enhancing development in young children. *Pediatrics*, 142(3).





THANK YOU

Debora Wisneski, PhD dwisneski@unomaha.edu