

# The Playground Project: INDIGO INclusive Design Inspiring Growth Outdoors



#### Mission

Continuously running for six years, the Playground Project: INDIGO advocates for inclusive playground design in Boston to meet the needs of community members with disabilities. We accomplish this through research into inclusive play equipment, quantitative assessments of playgrounds throughout Boston, and collaboration with the Boston Parks and Recreation Department.

## **Playground Scorecard**

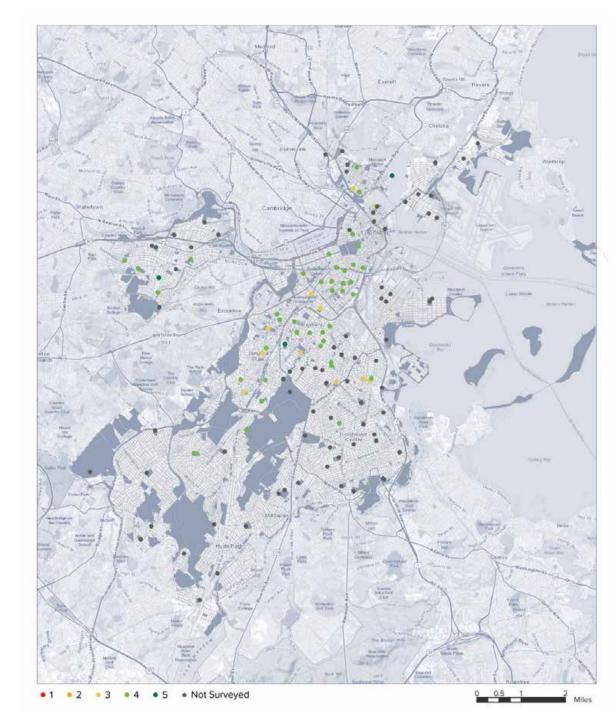
Our research focuses on the design and dissemination of our innovative playground scorecard, which we use to quantitatively assess the quality of playgrounds, with a focus on their inclusivity. We have also developed an educational session to train playground advocates and Parks and Recreation professionals on how to use the scorecard so that our work can be replicated beyond Boston, and we have begun traveling to conferences to offer this session.

### Methodology

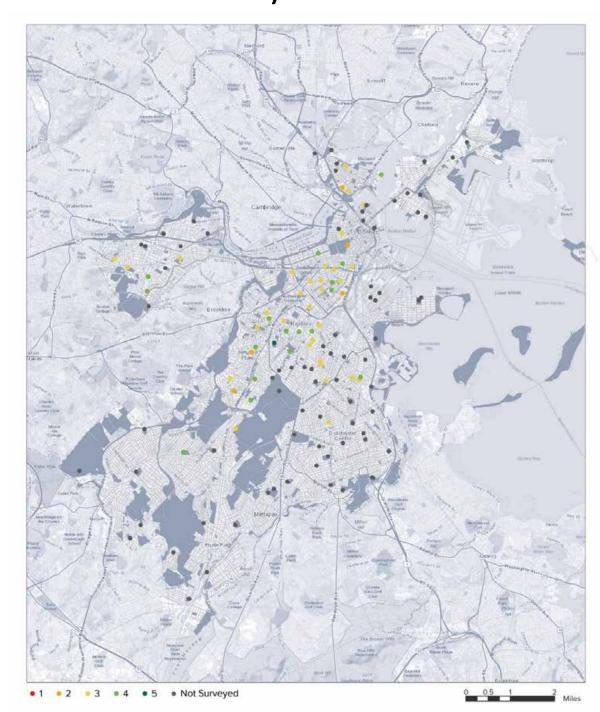
The playground scorecard contains 40 questions about a playground's Features/Functions, Maintenance/Safety, and Inclusivity. The answers to these questions are then converted into a variety of scores, sub-scores, and an overall score reflecting the playground's quality. So far, we have surveyed 101 playgrounds in Boston.

#### Results



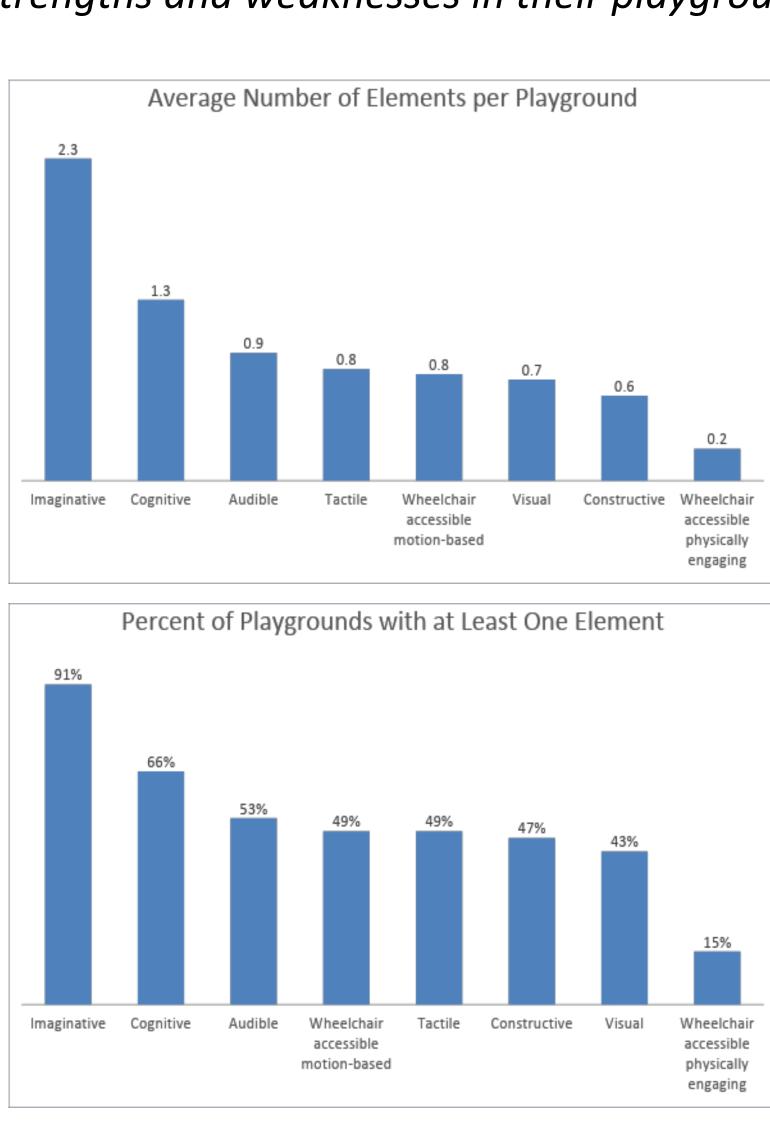


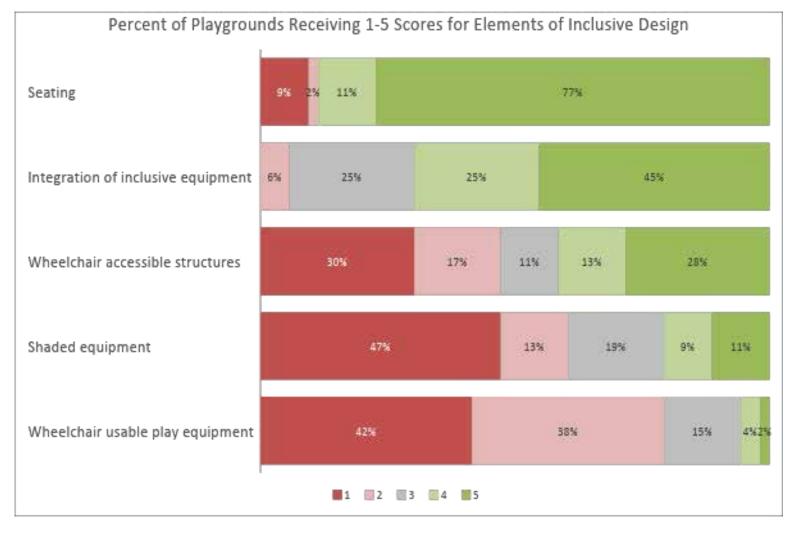




## **City Insights**

The playground scorecard data can help advocates and professionals identify strengths and weaknesses in their playground systems as a whole.



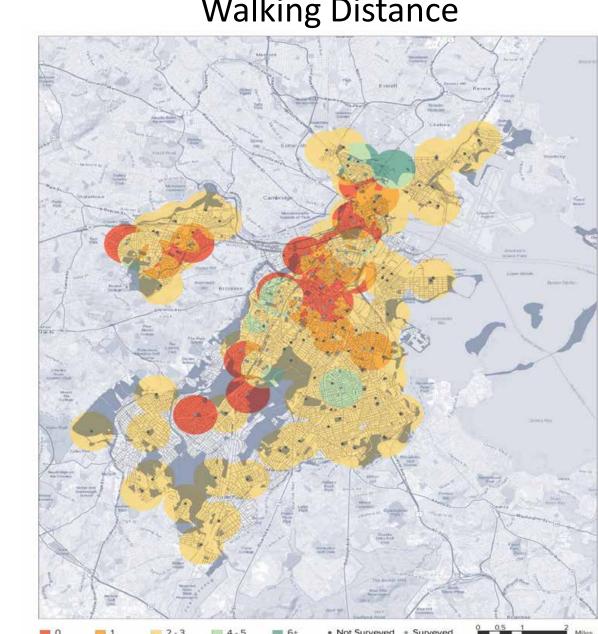


- In Boston, for most types of inclusive equipment, the average number of pieces per playground is below one.
- There are zero pieces of most types of equipment in more than half of Boston's playgrounds.
- Imaginative play equipment, cognitive play equipment, and audible play equipment are the most common pieces of inclusive play equipment, while visual play equipment, constructive play equipment, and wheelchair accessible play equipment are the least common.
- Inclusive seating is one of Boston's main strengths.
- In the majority of playgrounds, less than 40% of play equipment is under shade and less than 40% of play equipment can be used as intended by a child in a wheelchair.

# **Moving Forward**

As we collect data, we must apply effective analytical techniques to extract the most out of the information we collected.

Average Number of Audible Play Elements at a Playground Within Walking Distance



Average Percent of Equipment Shaded at a Playground Within Walking



- We are close to our long-term goal of collecting data for every public playground in Boston.
- Data analysis is more important than ever for us, and we plan on using a variety of resources to come to clear conclusions from the data collected.
- Our survey was used in Iowa and New York to assess the state of elementary school playgrounds. We plan on using these examples as proof that our survey is user-friendly and can be understood without a tutorial.

#### Conclusion

Preliminary data collection and analysis has already begun to illuminate strengths and weaknesses in Boston as a whole, as well as in specific neighborhoods of Boston. More importantly, such analysis serves as a "proof of concept" to demonstrate the potential value that playground advocates and Parks and Recreation professionals can access through utilization of the playground scorecard as a tool to help them make their city a more inclusive place to play.

**Acknowledgements:** We would like to thank the University Scholars Program for their support for the past six years, with special thanks to Dr. Lieb and Dr. Wood, our faculty fellow.