

# PSP

## SG PLANE SPOTTING PLAYGROUND

### PROBLEM STATEMENT

Despite a relatively low presence of people during the day, the pavilion in the centre of the plane spotting site in Changi Business Park (CBP) is mostly left abandoned. Due to the presence of a large tree blocking the view from the pavilion, plane spotters often opt to take photographs from the nearby field, where they can capture the full descent path of the aircraft. Meanwhile, the pavilion is not interesting enough to attract resting drivers and joggers.

Due to these, our **problem statement** will be “how can we incentivise all the users, from plane spotters to those resting at site, to come and use the pavilion both day and night.”

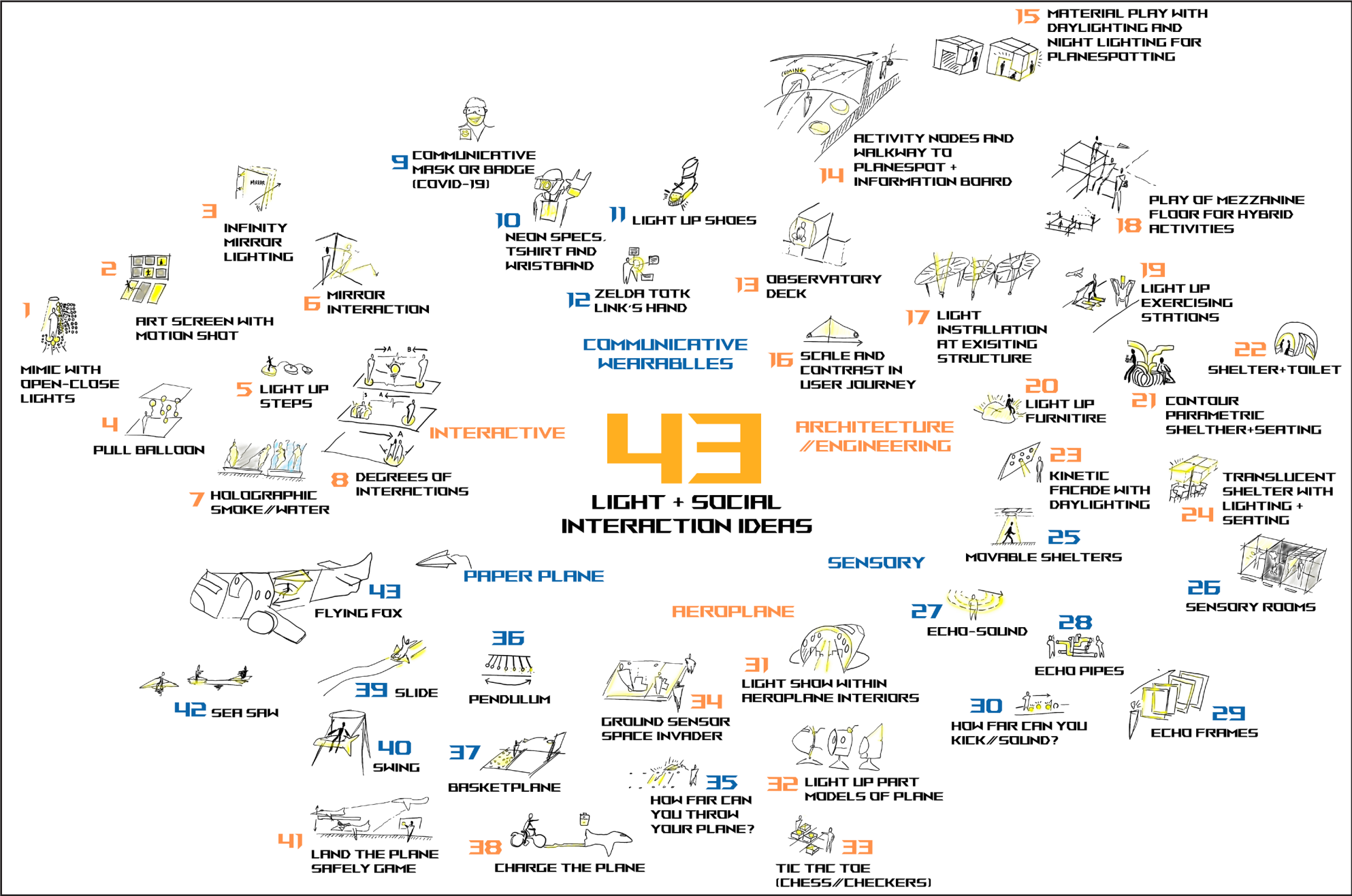
### DESIGN GOAL

Taking into consideration URA’s vision of the Changi Region to be a “vibrant live-work-play-learn ecosystem” and more specifically the CBP district as a centre of innovation for freight transportation and aviation industries[1], as well as Glow 2.0’s focus on inspiring social interaction through the use of light, our **design goal** for this project is to introduce interactive light-based activities to provide an incentive for all groups of users to gather and interact in the currently underutilised pavilion.

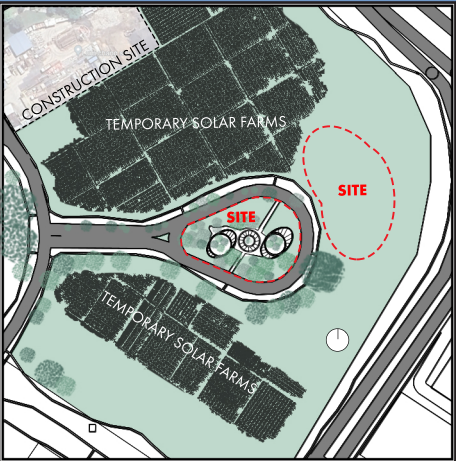
[1]<https://www.ura.gov.sg/Corporate/Planning/Master-Plan/Master-Plan-2019/Urban-Transformations/Changi-Region>

### TREE DIAGRAM OF IDEAS

How can I incorporate ‘Play’ and ‘Social Interaction’ through creative interactions with Light of Glow 2.0 in the forms of wearables, products or installations that uses light in their exploration of inspiring social interactions at my Site?



### 1:5000 SITE DRAWING

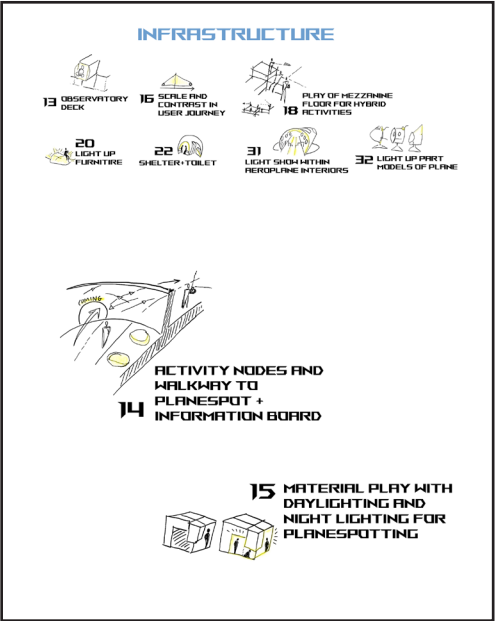


### SITE PHOTOGRAPHS

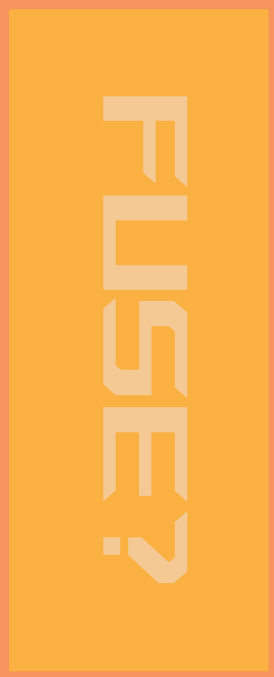
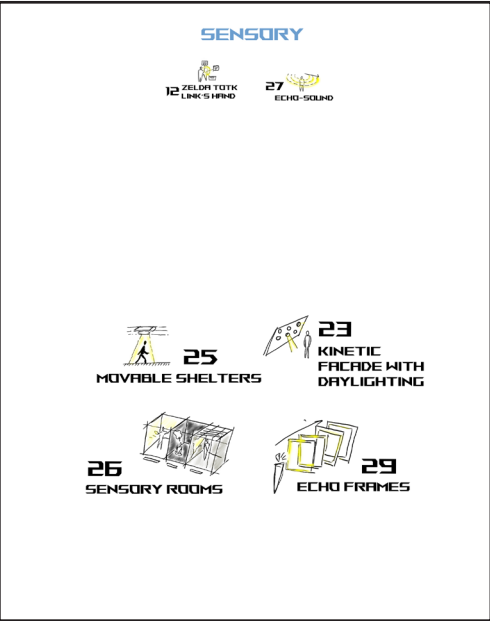
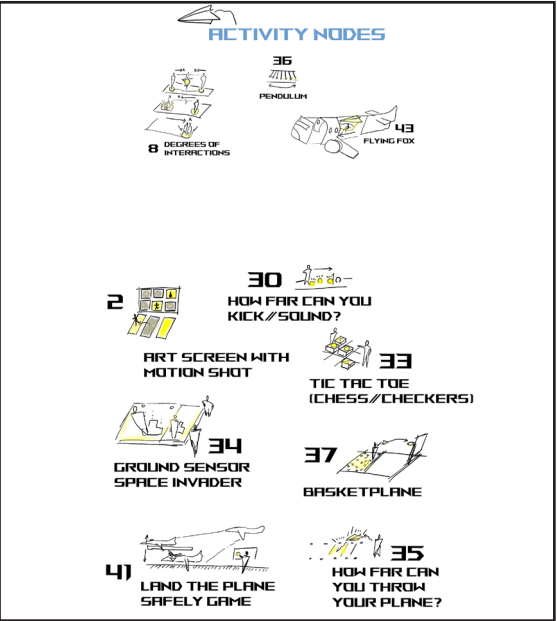


There are 3 existing structures serving as planespotting pavillion with some seating and several trees around. Users observed at site are joggers, planespotters with their cameras, drivers who were stop by to rest and passer bys picnicking.

### SELECTED IDEAS

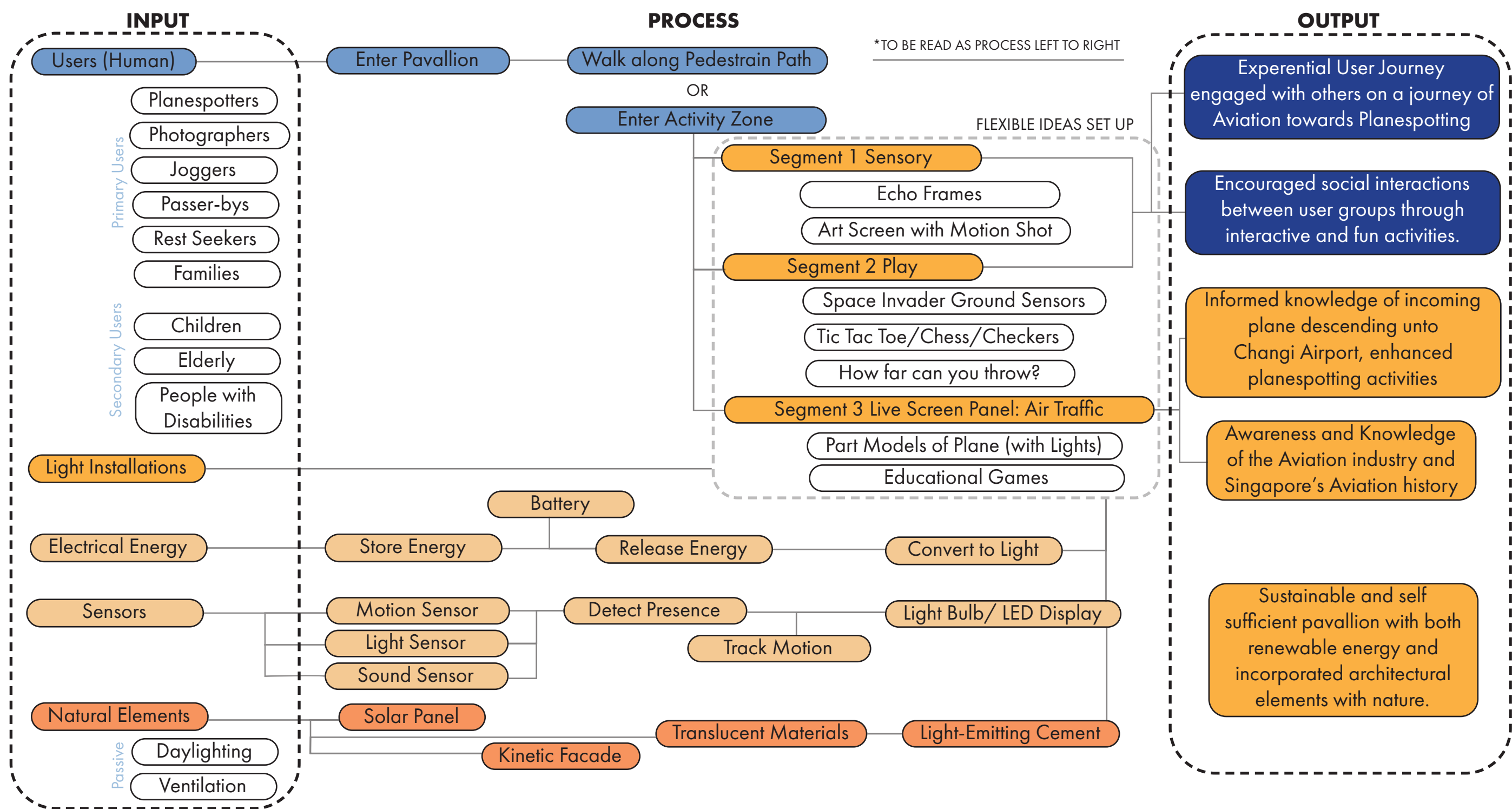
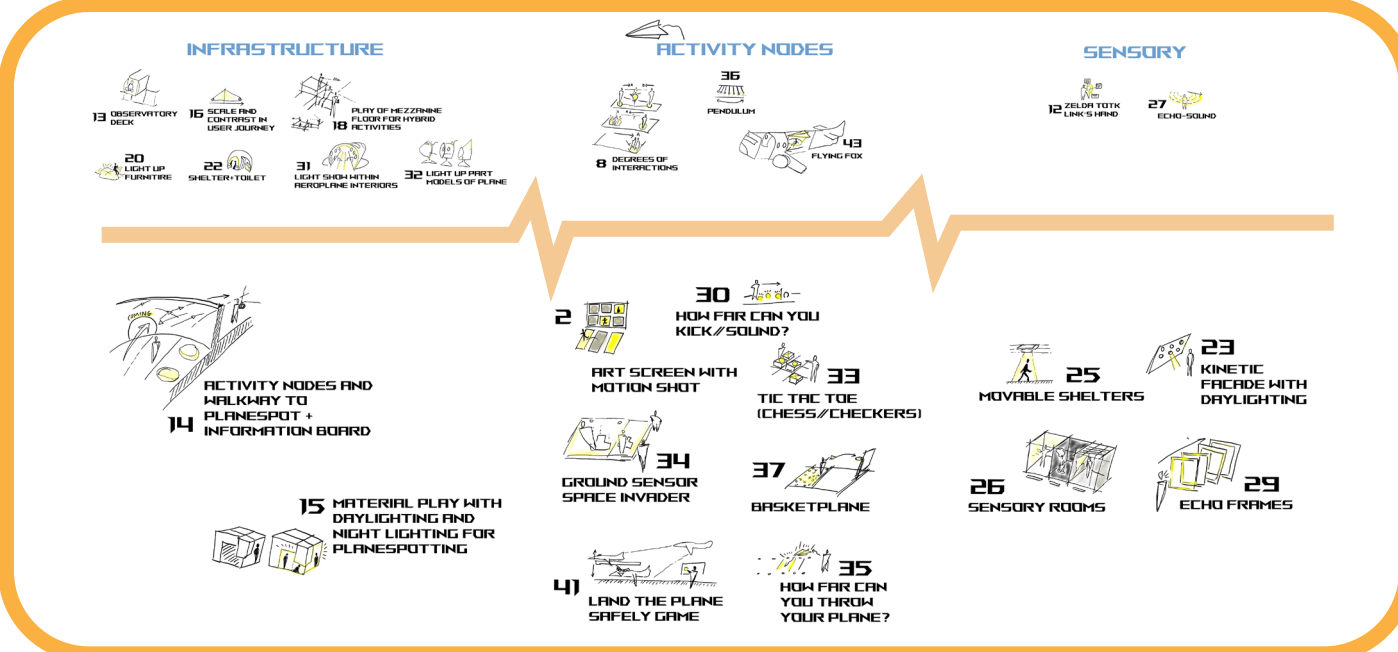


### INFRASTRUCTURE | ACTIVITY NODES (NEW PLAY ELEMENTS) | SENSORY EXPERIENCE



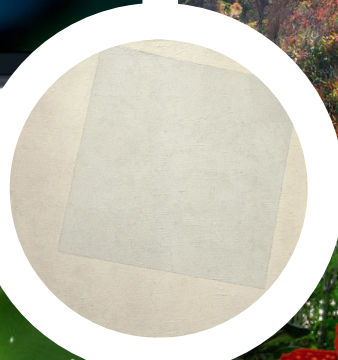
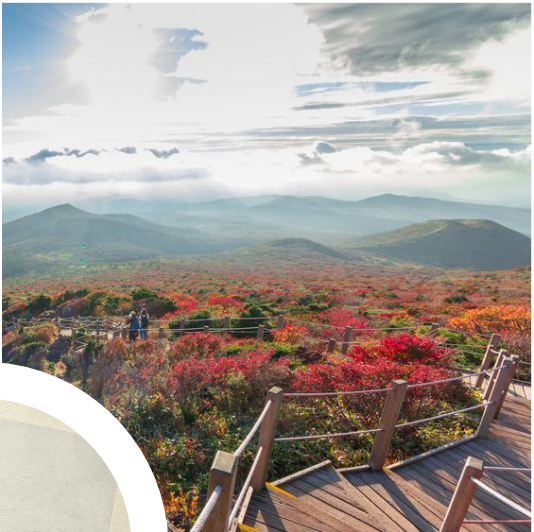
REAL-WIN-WORTH (RWW) ASSESSMENT

After accessing the selected ideas from the tree diagram of ideas, I realised that by fusing the 3 main groups of infrastructure, activity of new play elements and sensory experience can be achieved by **well-thought architecture**. Possibly a **Pavallion** that has to meet existing user needs, enhance the site context as a site responsive architecture and importantly revive planespotting as an activity while becoming a gathering node for all. Further reinforced by Urban Redevelopment Authority's planning for Changi City, this architecture can be a strategic placemaking for Singapore's Aviation story and beacon of light for Singapore's continuous journey to excellence through innovative light interactions.





BALANCE



DETAILS

FUNCTION





## STORYBOARDING'S CONTEXT

The hobby of planespotting has become **an uncommon hobby among residents in Singapore**, usually a minority of aviation enthusiast and photographers. Though it has a passive form of engagement with the public allowing all to partake, planespotting nodes near Changi Airport do not reach its potential in appreciating the humble history of Singapore's road to a world class global Air travel Hub which has clinched the World's Best Airport several times. Additionally, the hobby of planespotting can be temporary due to upkeeping with the cost of Photography Technology or circumstances be it age or happenings like COVID-19 that possibly hinders one in planespotting.

This storyboard portrays a father who once was a planespotting enthusiast and have been busy settling down with his family and finally with the opening of Singapore's Planespotting Playground (PSP), how he is able to share his interest in aviation and plane-spotting to not only his wife but also his daughter. There will also be highlighted notes along the storyboard in understanding the contextualised idea and the storyboard has been crafted for both context and anticipation towards the contextualised drawing in the next page.

## COMIC STRIP DESCRIPTION

- 1) A family enjoying their weekend morning at the living/dining room where Olivia is playing with her toys while her father, Mr Law is reading the newspaper over the dining table.
- 2) Mr Law then chance upon the news of the opening of Singapore's first Planespotting Playground on the newspaper.
- 3-4) When Mrs Law approaches the dining table with breakfast, Mr Law then shared about the news and suggested for a family trip down to Singapore Planespotting Playground (PSP). Knowing that Mr Law have not been planespotting for many years and that the new place has many other features beside planespotting, Mrs law agreed to the family trip.
- 5) Mr Law then tell Olivia to get ready for the family outing, somewhere she get to see the planes upclose and some fun activities to play.
- 6) Mr Law finally take hold of his camera that has been left on the shelf for many years since he stop planespotting.
- 7-8) The Law family got ready for the outing and set out to the place.
- 9) The family parked their car near the place and were amazed at the architecture, unique and drastically different from the previous 3 overlapping oval shelters
- 10) The Law family then enjoyed some of the activities in the activity zones of PSP and arrived at the last segment of a live screen aviation traffic panel.
- 11-12) There was an incoming plane landing in Changi Airport and the 'Coming' alert was triggered and Mr Law immediately made a run to take a photo of the descending plane landing unto the near by Changi Airport.
- 13) Fast forward 20 years later, a grown up Olivia now holds the camera taking photo of the descending plane unto changi airport.
- 14-16) Olivia then approaches her elderly parents and the Law family left PSP.

### Storyboarding Notes:

(Overall) Olivia represents a user who was able to appreciate planespotting from young till she is older. Similarly, her parents, Mr and Mrs Law, one who was a plane spotting enthusiast and one who was not are now able to have a shared interest in PSP to be engaged in the same sphere of activities that can be enjoyed across ages from young to old.

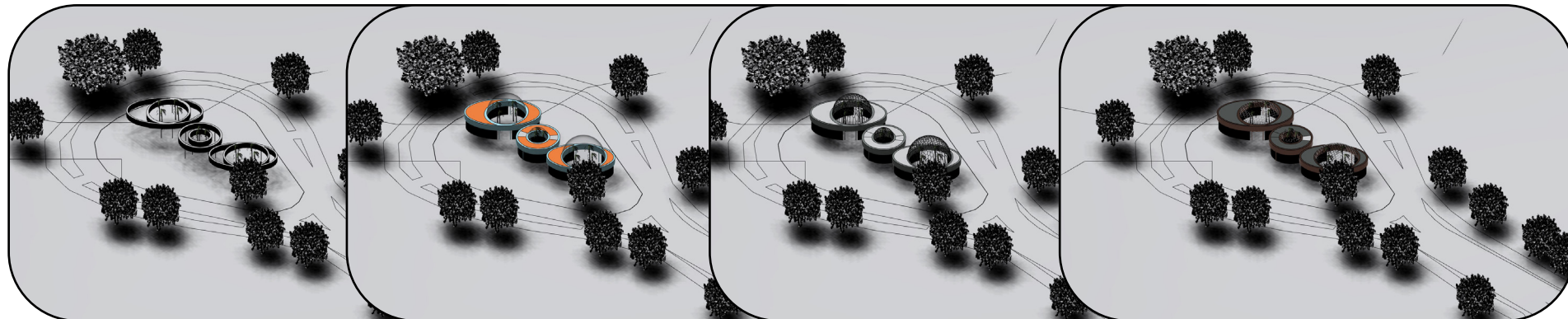
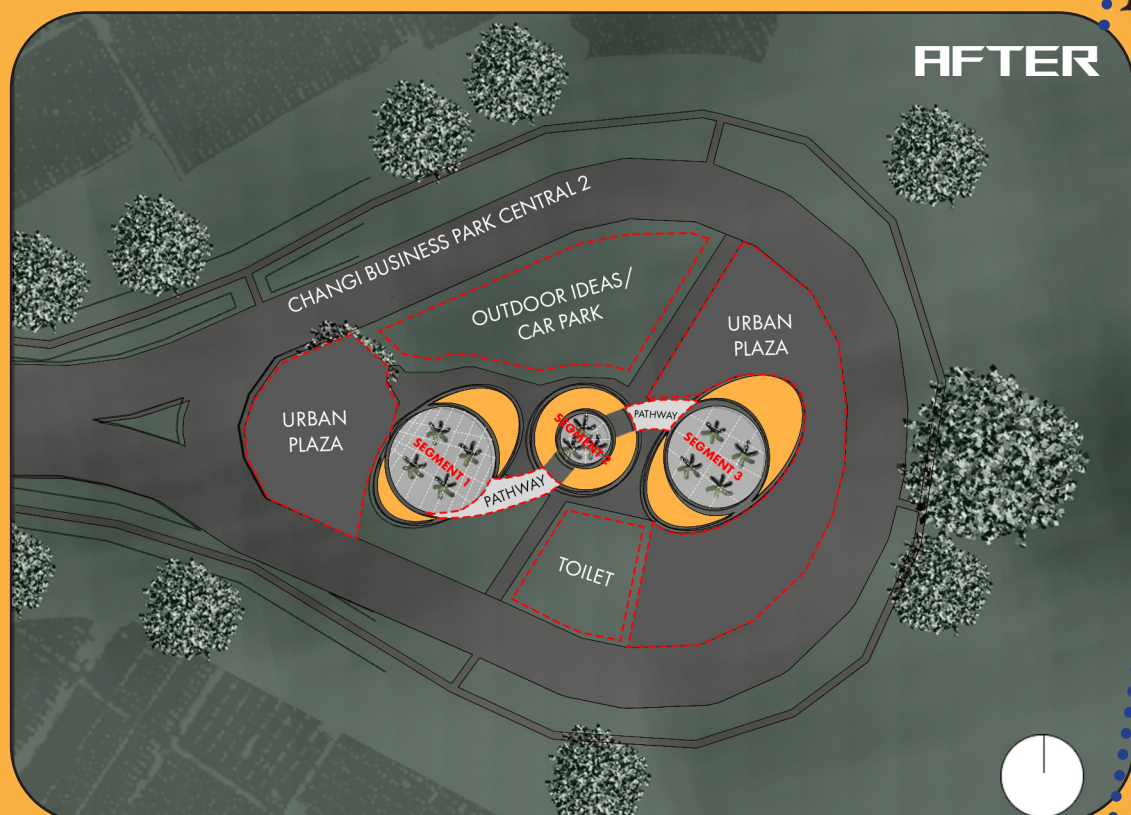
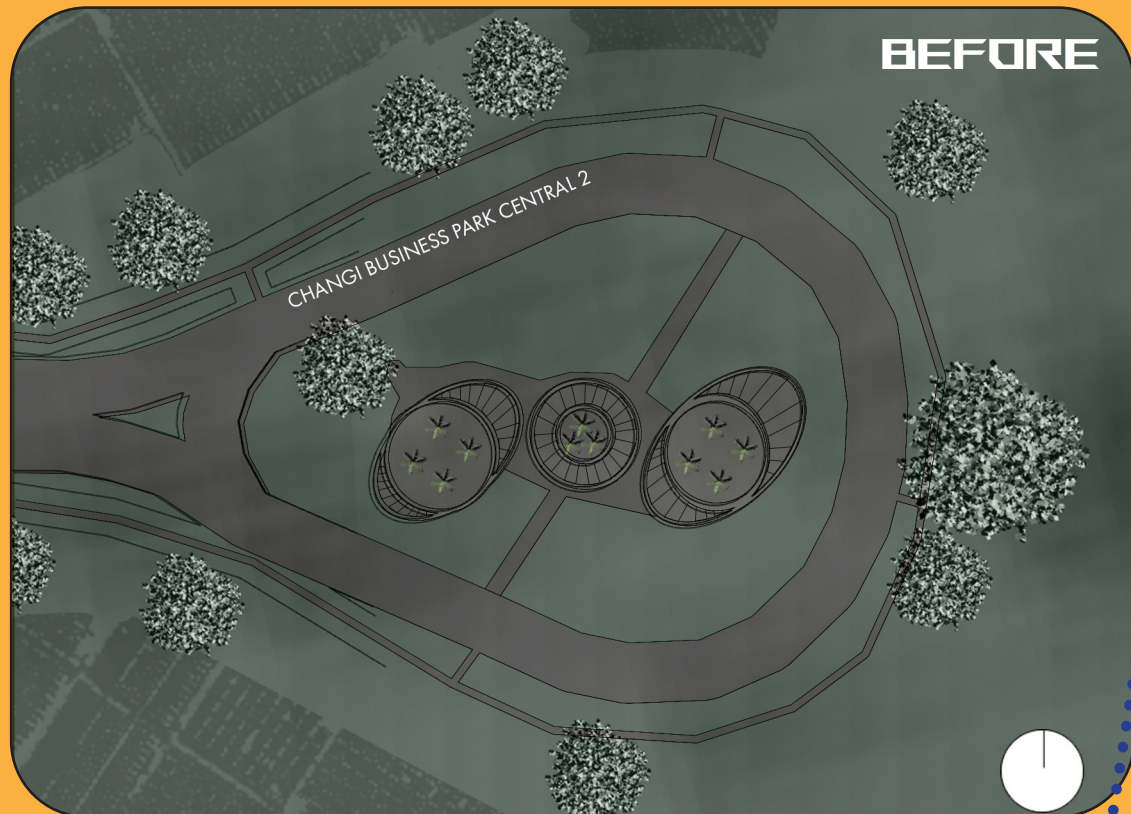
(9-13) Aside from the architecture and experiential portrayal of PSP, the dominant feature of the live screen Aviation Traffic Panel is pivotal in the enhancement of planespotting as an activity in allowing users to be aware of approaching plans and the many fights happening passing Singapore. Since it has become a gathering node among joggers, transient users that seek rest and planespotters, PSP can become an educational node about Singapore's Aviation Story through innovative light interactions in the very innovation hub of Changi City, the only region now rich in past and future aviation of the country. Planespotting as a hobby then can be shared with more people in the general public, a barrier removed to encourage social interactions between user groups.



# PSP

## SG PLANE SPOTTING PLAYGROUND

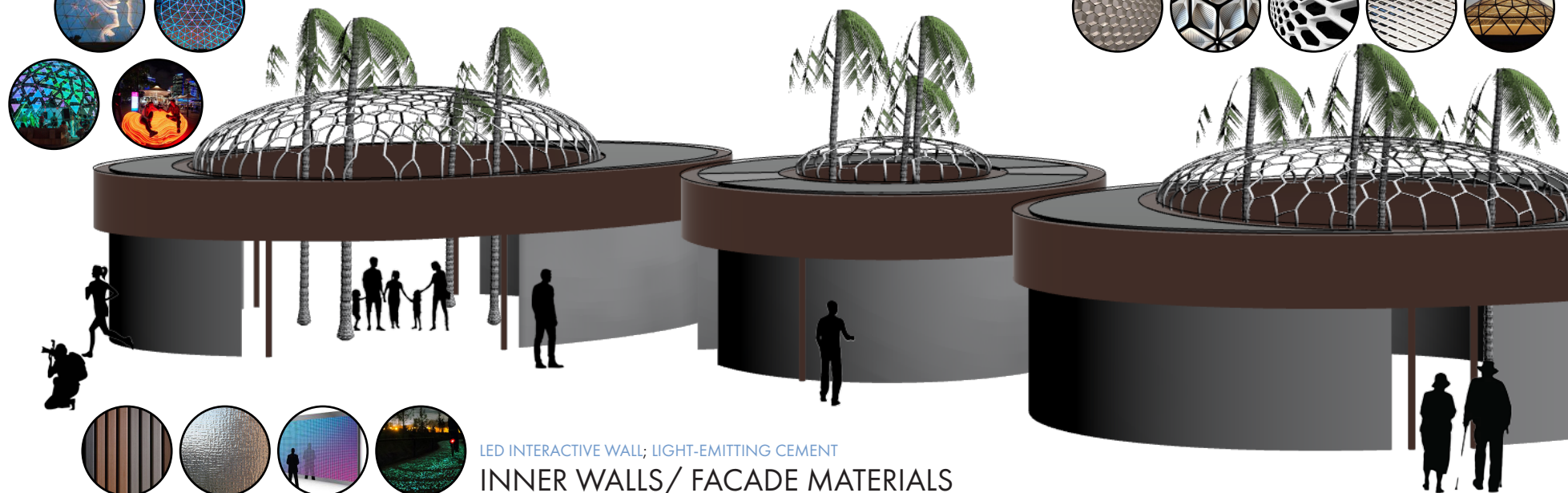
### 1:1000 SITE PLAN OF PROPOSED PAVALLION



## CONTEXTUALISED DRAWINGS

### DOME SCREEN/FRAME LIGHT SHOW @NIGHT

LIGHT SHOW WITH GLOWING FURNITURES



### PARAMETRIC ROOF + LIGHT AT RIMS @DAY



LED INTERACTIVE WALL; LIGHT-EMITTING CEMENT  
INNER WALLS/ FACADE MATERIALS