Goal

The goal is to create and continuously work on an environment centered around meaningful connections, while ensuring that behaviors and actions consistently uphold the well-being and personal boundaries of all participants of the space.The playroom will be a collaboratively designed and welcoming space where participants are invited to explore intimate aspects of themselves and others in a safe and enjoyable manner, guided by principles of respect, love, and care. In any way they seem fit. As long as it doesn't intrude on the personal boundaries of others.

I've called the room 'the playroom' because during our conversation the idea arose that the word darkroom doesn't suffice. This might also be the case for the word Playroom so I'm using it as a working title in this document.

Side note: "The defined goal inhabits certain elements that are in itself hard to measure. This is also one of the monitoring challenges that this room inhabits and should always be actively and consciously handled."

Scope

The scope of this project encompasses the development and implementation of working principles for a collaborative and welcoming space referred to as the "playroom" within Kabul à gogo. The primary objective is to create an environment where participants can freely explore themselves and others in a safe and enjoyable manner, while respecting personal boundaries and acting from a place of love and care.

This project researches the working principles for a 'playroom' in the Kabul à gogo and tries to answer the following question:

'How do we invite the participants of the space to explore the intimate parts of being alive for themself and others in a safe and fun way?'

Through action based research the physical environment of the room will be shaped as well as the non physical idea/narrative of the room.

The scope tries to acknowledge the inherent challenge of measuring certain elements of the defined goal and emphasizes the need for active and conscious handling of monitoring within the room.

By defining this scope, the project aims to address the central question of how to invite participants to explore intimacy in a safe and fun manner, while providing a framework for the development and integration of these elements

Stakeholders

Key stakeholder

The key stakeholders in this project are first and foremost the target audience of the room are:

> People who are open to safely and respectfully discover intimacy with others and themselves while occupying the playroom in Kabul á Gogo.

Furthermore of course the Kabul á Gogo itself is a big stakeholder by being the provider and director of the space. Carrying most of the responsibilities in regards to planning, safety, development etc.

A third stakeholder would be myself because; next to my belief about the night and motivation to try and make something of this room. I would also try to use this as a way to graduate by using the before mentioned design approach in this project. I will have to keep a record of my steps and write and reflect on this.

Stakeholder map

The image shown below tries to place certain people and/or organizations as (potential) stakeholders for the project and rank them in the described categories on the left of the image.

Situation analysis

Space

The room currently is just a dark room with some furniture and ample lighting. This makes the room perfectly usable to hang out in or to take a breather from dancing. This function is perfect to maximize the usage of space during the opening months of the club and to make it feel big with new places to discover.

Swot analysis

(this analysis could be expanded upon during the start of the project to get an accurate estimate of the situation).

Strengths	Weaknesses	Opportunities	Threats
The Club is new/a work in progress which provides an open setting to play and experiment in.	There aren't a lot of financial resources to use for the development of the space	There's a growing movement of sex positivity, gender identity and exploring sexuality.	The narrative for this room might be hard to resonate with for people who are not directly associated with night culture or the concept of dark rooms
The playroom speaks to the imagination and is a welcome, needed and exciting addition to the club and the local scene.	There are social risks involved in providing this type of space which thrives on a certain kind of invisibility	The possibility to be the first club in Utrecht To safely provide a place like this.	This room could provide a basis for stigmatization or negative public speak. Which could also impact the club as a whole
	Having a room that invites intimacy also opens the possibility for situations involving sexual harassment, altering and/or stopping the sexual journey of people involved.	There are a lot of existing ideas and executions of these kind of places who might be willing to work or share knowledge together. *For example 'oh la laantje' at Lowlands where places to have sex are combined with exhibitions and fun positive, design during the daytime of the festival.*	All the potential risks involved with hygiene and sex. Such as health hazards (for example std's) for participants and personnel
	To develop this space into what it is intended to be there should be decisions made about the handling/process of change in the room. As to not blend the 'hang out' vibe with the future objective or goal of the room.		

Strategy
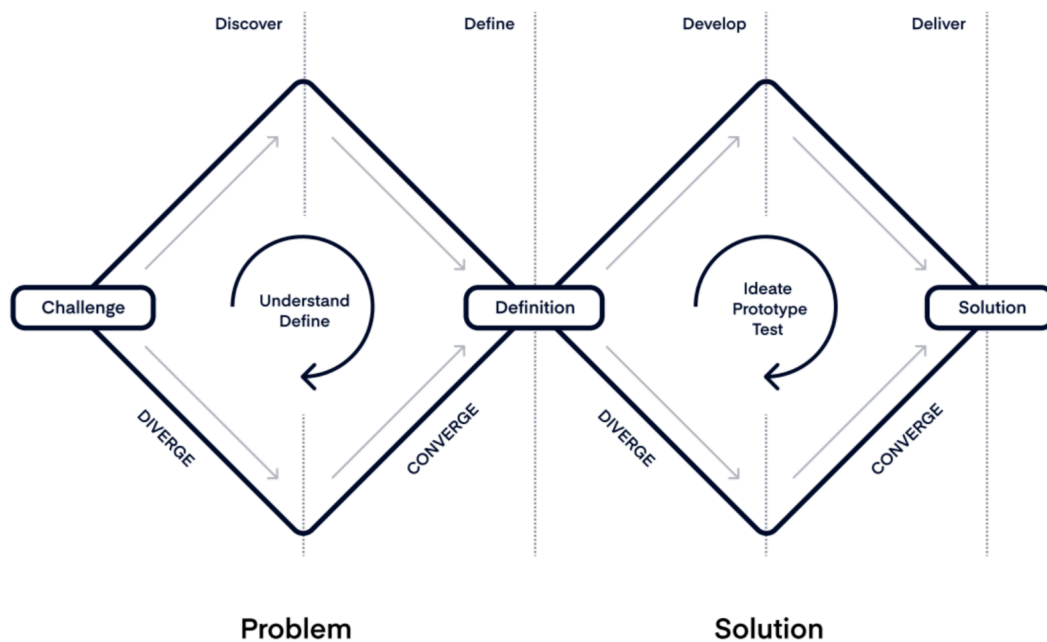
The Double Diamond Design Approach is a problem-solving framework that involves divergent thinking (expanding options) followed by convergent thinking (narrowing down options). Throughout two and a half months the project will go through this structure with the emphasis on the 'solution' part because of the timeframe of the club opening. The narrative that the club provides to its visitors, the narrative the visitors shape themselves and the role the playroom can play in shaping this narrative.

First diamond will be used to explore and describe:

- The wanted behaviors in the room
- The ability from the Kabul to provide and regulated the space
    - Where lie the borders for Kabul in providing this space?
- The narrative for the room - in the wider narrative the Club provides to the outside world.

The second diamond will be used to test and develop objects, scenography and that rest upon the findings from the first diamond.

By applying the Double Diamond Design Approach we ensure a thorough and systematic process that maximizes creativity, innovation, and alignment with the overall goal. This iterative approach allows us to explore a wide range of possibilities before converging on the most viable and impactful strategies for success.

Action plan

The following steps are described to reach the defined objective of the project:

1. Finalise plan of approach
2. Fill in Design Canvas with stakeholders
3. Explore ways to meet expectations set in design canvas
4. Workshop(s) or sessions to produce ideas
5. Develop "products"
6. Test "products"
7. Iterate on "products"
8. Finalise V1* of the room

Timeline

Underneath a rough draft of a timeline to develop the playroom using a (double diamond) design approach.

What	When										
	Apri			May				June			
	week 16	week 17	week 18	week 19	week 20	week 21	week 22	week 23	week 24	week 25	week 26
Finalize plan of approach	▓										
Fill in Design Canvas with stakeholders	▓	▓									
Explore ways to meet expectations set in design canvas		▓	▓	▓							
Workshop(s) or sessions to produce 'product ideas			▓	▓							
Develop "products"				▓	▓		▓		▓		
Test "products"					▓	▓	▓		▓		
Iterate on "products"						▓	▓	▓	▓		
Finalise V1* of the room										▓	▓

Risk Assessment

    1. Social Risks and Stigmatization:

Risk: Providing a space focused on intimacy may lead to social stigma or negative public perception.

Impact: It could affect the reputation of the club and discourage potential visitors.

Likelihood: Low to moderate, especially considering societal attitudes towards such spaces.

Consequence: May deter participation and harm the club's image.

    2. Health and Safety Concerns:

Risk: There are potential health hazards associated with intimate spaces, such as hygiene issues and the risk of transmitting sexually transmitted diseases.

Impact: It could pose risks to the health and safety of participants and staff.

Likelihood: Low, depending on the measures implemented.

Consequence: Health incidents could harm individuals and lead to legal issues for the club.

    3. Competing Priorities within the Club:

Risk: Other priorities within the club may overshadow the development of the playroom.

Impact: It could result in reduced attention and resources allocated to the project.

Likelihood: Moderate, considering the demands of opening a new club.

Consequence: Delayed progress or compromised quality of the playroom.

Mitigation

    1. **Community Engagement and Education:**

Conduct outreach programs and educational campaigns to destigmatize the concept of the playroom and promote its positive aspects within the community.

    2. **Health and Safety Protocols:**

Implement stringent health and safety protocols, including regular cleaning and sanitation, access to protective measures, and education on safe practices.

    3. **Clear Communication and Advocacy:**

Clearly communicate the purpose and values of the playroom to stakeholders, emphasizing its role in promoting safe exploration and meaningful connections.

    4. **Designated Project Champion:**

Appoint a dedicated project lead within the club to oversee the development of the playroom and ensure it receives adequate attention and resources.

    5. **Continuous Monitoring and Adaptation:**

Establish regular monitoring and evaluation mechanisms to identify emerging risks and adapt strategies accordingly. This could include weekly or bi-weekly updates with relevant stakeholders to track progress and address any concerns.

The list of risks could be filled with other risks that the club faces in the first few months of opening. For example budgeting and financial resourcesI have no idea what these could be so they can be added here:

Monitoring and Evaluation

To keep everyone informed an recurring update structure is needed (I would suggest weekly or bi-weekly updates with all relevant/involved people). Who this could be specifically needs to be determined in the finalization of this plan.