

MON- B04

# EVERYBODY PLAYS:

A BEST PRACTICE GUIDE TO  
MULTIGENERATIONAL DESIGN.

## OVERVIEW

MONDAY, NOVEMBER 22, 2021

10:30AM - 11:45am

MUSIC CITY CENTER, ROOM 205

By 2050, 2 billion people will be over the age of 60. With intentional design, our parks and play spaces can be a strategic asset that serves both youth and older adults. This session will cover strategies to provide park experiences that enrich, engage, and encourage lifelong vitality, while also providing intergenerational integration and a way to combat ageist beliefs.



# LEARNING OBJECTIVES

- 1. Identify the necessity of intergenerational spaces and their importance in all communities as our population ages.
- 2. Identify the benefits of escaping ageist beliefs and promoting an active societal contribution using shared sites.
- 3. Convey the necessity of an equitably designed environment to promote sustainable communities that invite a diverse user group across the lifespan.
- 4. Best practice design elements to support multi-generational park design with a focus on fitness experience, engaging with nature, playable art, functional facilities, and the play space itself.





Jill Moore works with the LSI team to aid in adding user voice within product development and deliver accredited educational courses across the country. Jill has a specific focus on best design practices for multi-generational spaces, inclusive play environments, and universal design principals.

During her lifetime, she has represented Team USA in wheelchair racing, swimming, and basketball on multiple occasions. Through her own lived experience, Jill shares how truly formative play is for all.



Justin Wilson is a Landscape Architect and the Lead Playground Designer at Sparks at Play. Through his work, he partners with Landscape Architecture firms, parks and recreation departments, and private developers to design and create play spaces that positively impact communities. Through his work, and professional associations, his is also able to advocate for more inclusive environments through partner education and community outreach.

Justin was previously employed at the Center for Persons with Disabilities conducting research on the built environment and persons with disabilities.

He is the recipient of the 2011 Steven G. King Play Environments Scholarship.

