

Abstract

This study is about the process of the design of a playground that specially designed for adolescent from aesthetical aspect point of view. The design is initiated because adolescents have a high need for play but the existing facility isn't aligned with their needs and preferences, or there are no facility at all. A case study was conducted at SMA Telkom to help provided empirical data related to the design process. The aesthetical aspect is determined by doing a cycle of experiment, questionnaire and analysis to find specific elements and product configuration that causes intended user's responses.

Kata kunci: *playground, adolescent, high school, play, aesthetic*