

## ***Abstract***

*The design of the playground for adolescent is done because adolescent have high playing needs but play facilities are not in accordance with the needs and preferences of teenagers or even none at all. Case studies to support the design process were carried out at SMA Telkom Bandung. The design is carried out in accordance with the results of interviews, questionnaires, and literature studies in terms of user aspect so that play facilities can be used appropriately. Products will be designed with varied, expressive, open-ended, and modern features.*

***Kata kunci:*** *playground, adolescent, SMA, play, user*