





Geometry is a universal language.

So is play.

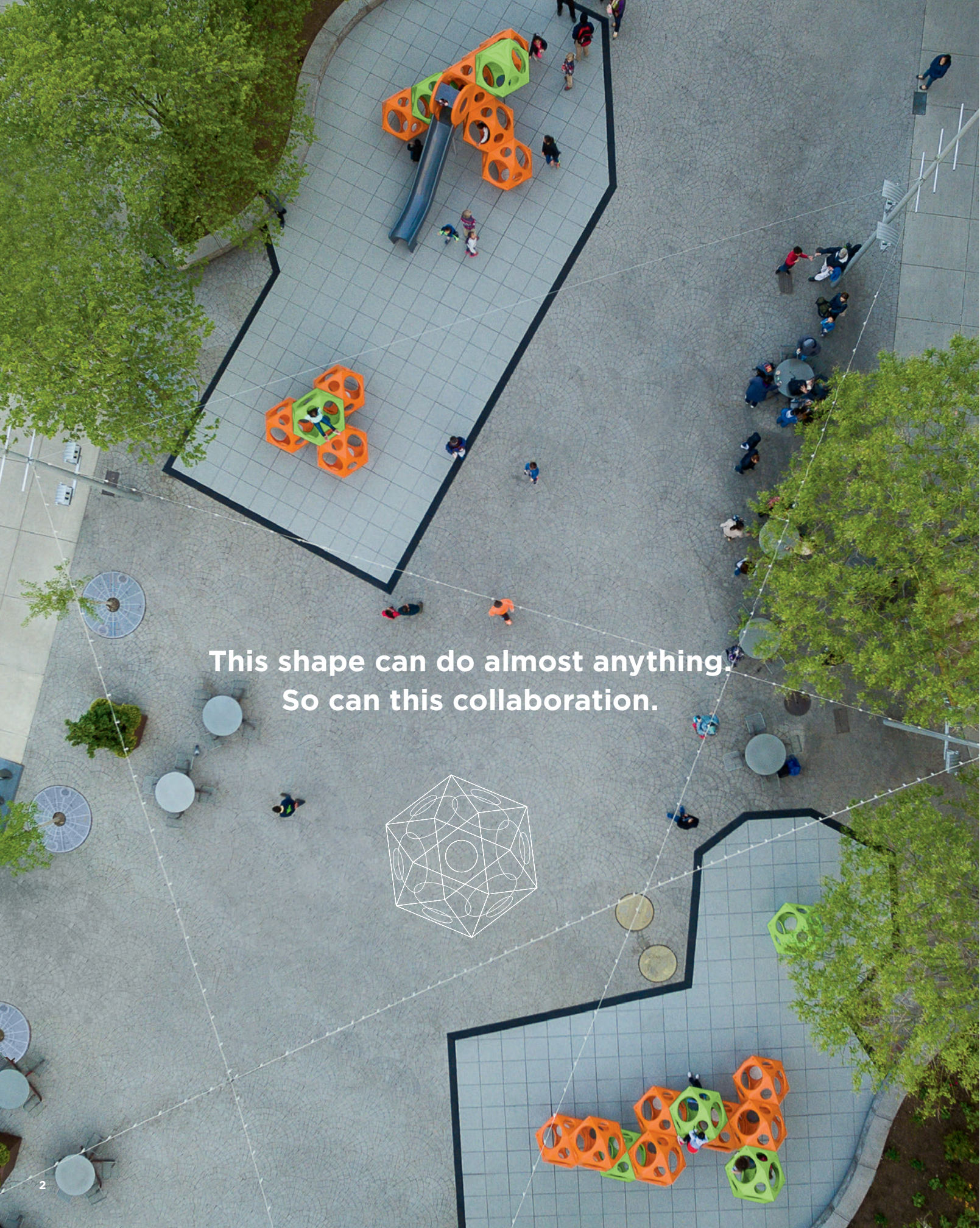
inside, out and through

ideas and imagination

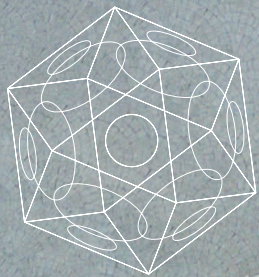
PlayCubes™ connect

challenge and confidence

people and perspectives



This shape can do almost anything.
So can this collaboration.



Richard Dattner Architect

Craig Mellott Designer

JT Foster Engineer



When I created PlayCubes, I was a young, inexperienced architect. At the time, playgrounds were mostly slides, monkey bars and seesaws planted in asphalt. I thought they could be better. The simple geometry and open-endedness of PlayCubes helped to inspire new ways of playing, different interactions, and more exploration. But there were challenges in engineering, design, materials, and cost that kept them from reaching their full potential.

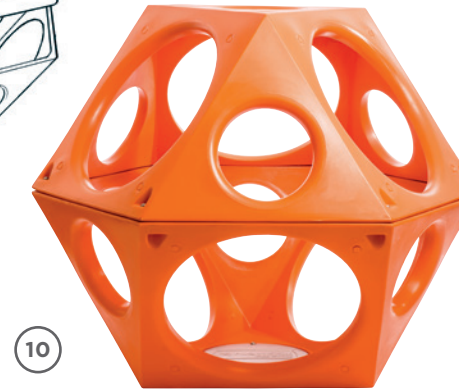
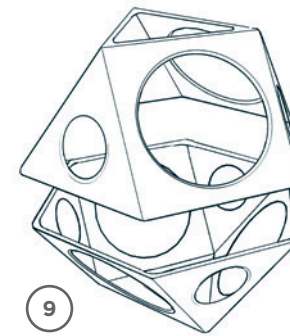
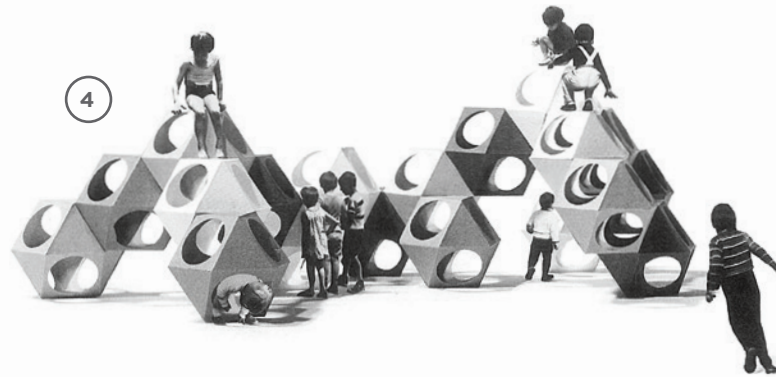
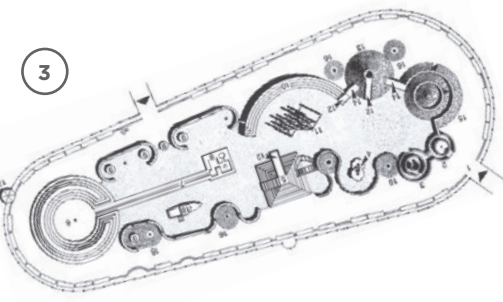
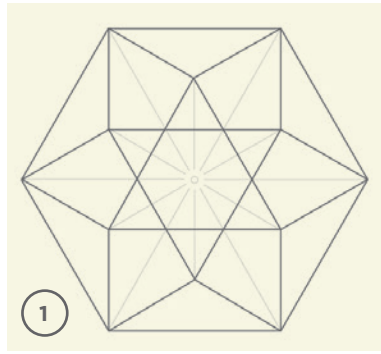
Together, we've re-created PlayCubes to be more playable, ownable and enjoyable than ever.

Forty-six years later, I'm thrilled to collaborate with Playworld to bring them back. They're like-minded people who see the incredible importance and potential of play. Their expertise in design, engineering, and manufacturing have made Playworld a toybox for me. Together, we've re-created PlayCubes to be more playable, ownable and enjoyable than ever. I am astonished at the depth of thought, engineering, and craftsmanship they brought to the concept, and delighted with the results.

I'm proud to announce the rebirth of PlayCubes. And I'm excited for you to discover, explore, enjoy, and share them.

Warmly,

RICHARD DATTNER




We've been fascinated with this form for millennia.

- 1 **c.250 BC** Archimedes identifies a number of Pythagorean polyhedra, including cuboctahedrons.
- 2 **1954** R. Buckminster Fuller receives a patent for his geodesic dome, which uses "synergetic geometry" to enclose space efficiently without supporting columns.
- 3 **1966** Dattner's landmark "adventure park" design appears in Central Park, signaling a radical shift in playground design.
- 4 **1968-69** Dattner designs a play structure of interlocking cuboctahedrons, which he patents as PlayCubes.
- 5 **1969** The first edition of Richard Dattner's *Design for Play* is published by MIT Press. A compendium of Dattner's thoughts and observations on play theory and design, it becomes required reading for play designers.

It's time to bring them to the playground.

- 6 **1970s** PlayCubes are manufactured and installed on playgrounds worldwide. Produced with fiberglass, they're difficult and expensive to manufacture.
- 7 **2014** The Playworld team meets with Richard Dattner to explore the possibility of reviving the PlayCubes concept.
- 8 **Spring 2015** The first play test is conducted on a wooden PlayCubes prototype, larger in scale and with more holes than the original.
- 9 **Summer 2015** Drawings are finalized and molds are created for a stackable cube optimized for flexibility of design and ease of installation.
- 10 **Fall 2015** The first Playworld PlayCubes are assembled and ready for action.
- 11 **Spring 2016** The first Playworld PlayCubes installation is completed in Boston's Chinatown Park on the Rose Kennedy Greenway.

A photograph of three children playing in a vibrant, orange and green play structure. The structure is composed of large, rounded, interconnected pieces with circular openings. A boy in a blue shirt is laughing on the left, a girl in a pink and white striped shirt is on the right, and a younger boy in a colorful t-shirt is in the center. The background shows a clear blue sky and green trees.

In today's virtual world, children need opportunities to connect in real life. To play here, now, together.

PlayCubes create that point of connection.

The modularity of PlayCubes offers countless options for configuration and color—ideal for any site layout, any budget.



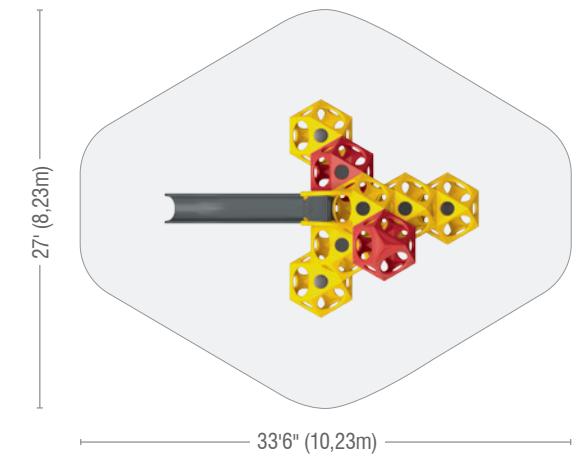
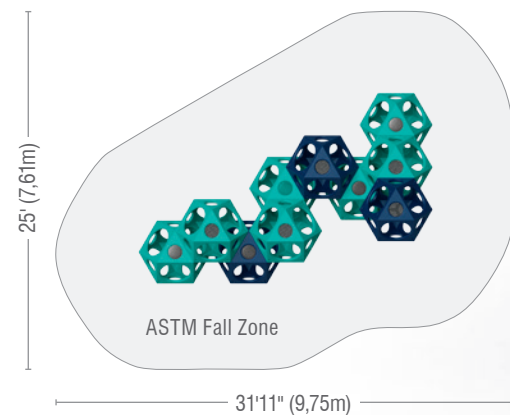
Color Options

PlayCubes predesigns are available in any two-color combination. This provides visual cues for navigation and inspires gameplay. Custom combinations are available upon request.

PlayCubes 8.0SL Ages 5–12 &
Sculptural play meets a playground classic to create a fantastic new favorite—smart, innovative play design ready for climbing, sliding, and discovering.




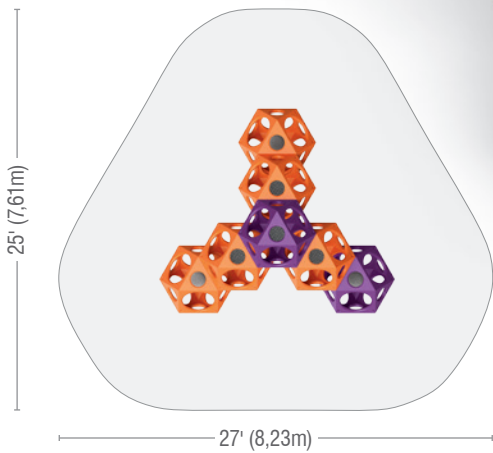
PlayCubes 10.0 Ages 5–12 &
This striking ten-module form ignites the imagination and sparks action, interaction, interpretation, and excitement.



See more views and info at Playworld.com/PlayCubes

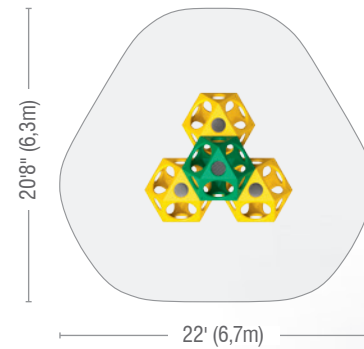
Seedpod? Submarine? Time machine?
 With simple, yet fascinating form,
 PlayCubes can be all the above.

 See more views and info at Playworld.com/PlayCubes

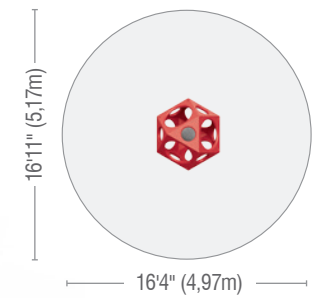


PlayCubes 7.0 Ages 5–12 &
 A captivating form and a unique, immersive play experience. This seven-cube design encourages traversing, interaction, and invented games.

PlayCubes 4.0 Ages 5–12 &
 Bring sculptural artistry and free play almost anywhere with a four-cube design that delivers concentrated play value in an efficient footprint.



PlayCubes 1.0 Ages 2–12 &
 Turn the smallest spaces into an invitation to imagine, climb, meet, hide, or relax. Refresh a playground or bring play to unexpected places—one PlayCube at a time!





**Play is the expression
of human freedom.**

Richard Dattner, FAIA

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Watch PlayCubes in action and learn more at Playworld.com/PlayCubes

