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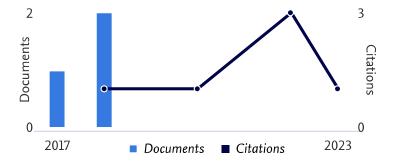
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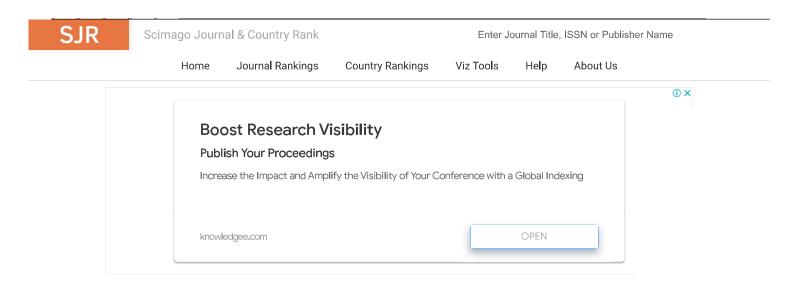
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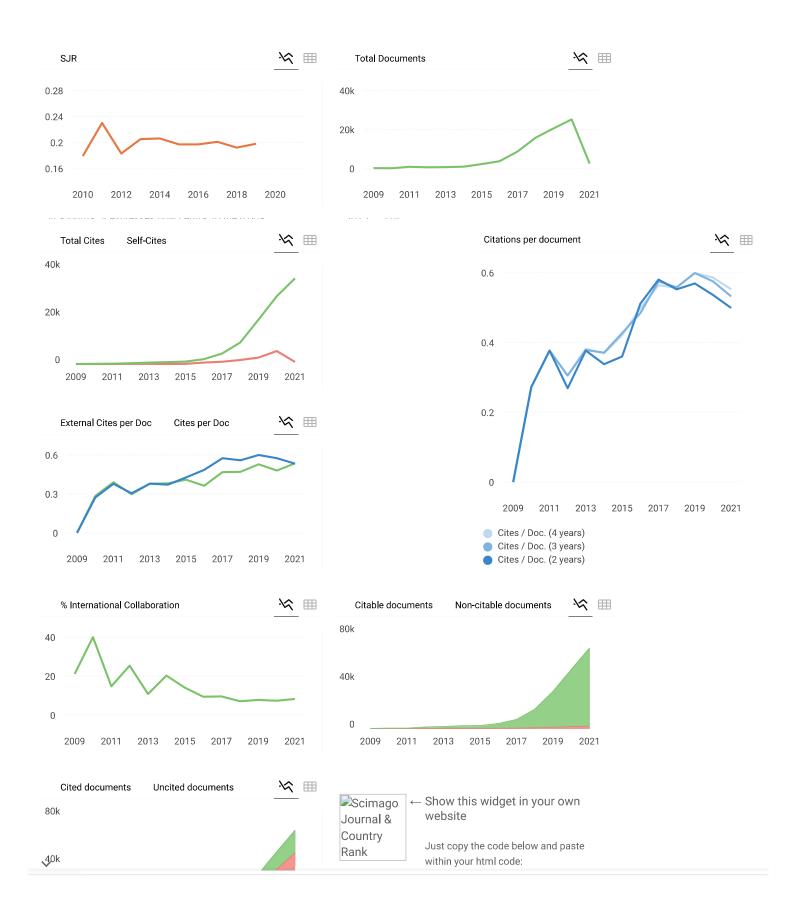


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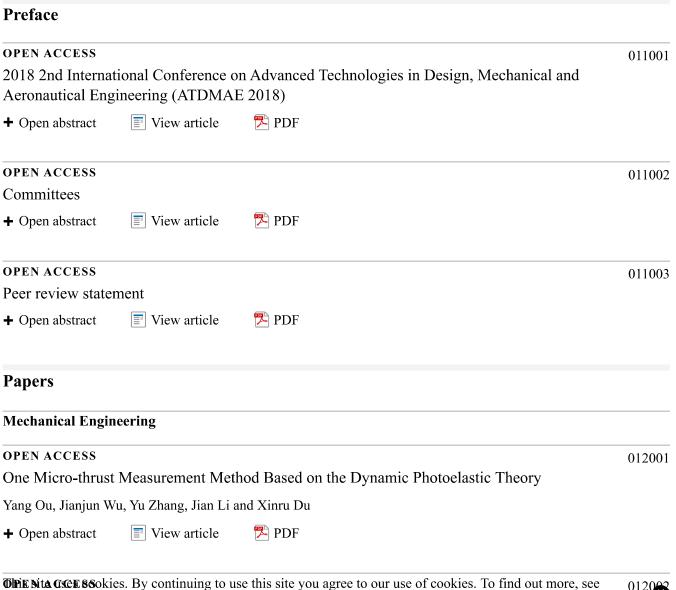
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PREFACE

ATDMAE 2018 was held in Dalian, China during Jul.1-3, 2018. ATDMAE 2018 was co-organized by Dalian University of Technology, Nazarbayev University and Hong Kong Society of Mechanical Engineers (HKSME). The conference provides a useful and wide platform both for display the latest research and for exchange of research results and thoughts in Advanced Technologies in Design, Mechanical and Aeronautical Engineering. The participants of the conference were from almost every part of the world, with background of either academia or industry, even well-known enterprise. The success and prosperity of the conference is reflected high level of the papers received.

The proceedings are a compilation of the accepted papers and represent an interesting outcome of the conference. This book covers 3 chapters: Mechanical Engineering; Aeronautical Engineering; Design Engineering.

We would like to acknowledge all of those who supported ATDMAE 2018. Each individual and institutional help were very important for the success of this conference. Especially we would like to thank the organizing committee for their valuable advices in the organization and helpful peer review of the papers.

We sincerely hope that ATDMAE 2018 will be a forum for excellent discussions that will put forward new ideas and promote collaborative researches. We are sure that the proceedings will serve as an important research source of references and the knowledge, which will lead to not only scientific and engineering progress but also other new products and processes.

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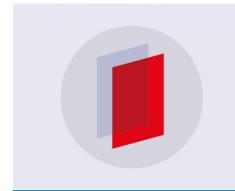
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Usability Evaluation of Adaptable Urban Park Furniture Product with Cellular Light-weight Concrete as Material

Diana Thamrin^{1,*}, Grace Mulyono¹ and Antoni²

- ¹ Interior Design Department, Petra Christian University, Siwalankerto 121-131, Surabaya, Indonesia
- ² Civil Engineering Department, Petra Christian University, Siwalankerto 121-131, Surabaya, Indonesia

Abstract. In this research, cellular light-weight concrete has been developed as a material for a modular design of a multifunction and adaptable park furniture, as it is durable and has excellent resistance to extreme weather. Inspired by Froebel play blocks, the design attempts to accommodate variable activities, increase the value of limited urban parks and to change their settings from time to time in order to enhance their recreational values. This paper aims to evaluate the usability of the furniture product based on human-centred design during the design process and post-production. Formative usability test was conducted through conceptual exploration of multiple activities that could be accommodated through the product design by a range of users and different availability of park spaces. Summative usability test was then conducted post-production through lead users in order to expand the findings from the explorative usability tests. Findings reveal that multiple activities could be generated through the adaptable compositions and material durability of furniture design, even in the smallest areas of parks. It also grants opportunities for users of different age groups to perform multiple activities together, hence supporting urban parks to achieve their essential purpose of accommodating social interaction and healthy motoric activities.

1. Introduction

Urban parks are vital in maintaining the natural environment as an essential part of a sustainable city. However, they also have the potential in improving the social and physical health of a city's inhabitants [1]. Hence, besides preserving green landscape, the design of urban parks should also support the surrounding non-green spaces to become recreational habitual areas that encourage social interactions and healthy motoric activities [2]. Consequently, the design of park facilities such as furniture and other outdoor furnishings should also be a primary concern in the planning of urban parks [3]. In most urban cities there are very few large parks with a preserved natural environment, while many other parks are pocket parks that consist of smaller non-green spaces, located on street edges and road corners, sometimes appearing lifeless and inhabited. Many park furniture are made of conventional materials such as iron or wood that cannot tolerate the intense sunlight radiation, snow and heavy rainfall. Apart from that, the conventional singly-functioned designs of the furniture are insufficient in accommodating the variety of social and motoric activities that can take place in public parks besides sitting. This research develops the idea of using cellular light-weight concrete (CLC) as material for a modular design of park furniture, inspired by Froebel play blocks, in order to provide an

^{*}dianath@petra.ac.id

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innovative way of accommodating various activities in public parks. CLC is a material made of concrete mortar mixture that has been injected with air bubbles using a foam generator before solidification, resulting in a light-weight concrete block [4] that is resistant to sunlight radiation, rain, rust and termite. The use of CLC compared to conventional concrete enables mobility, supporting changes in park settings from time to time in order to keep the parks attractive enough to draw in visitors. In order to ensure its usability to park users, this research paper focusses on performing usability tests based on Bailey's human performance model in which a design product ought to have equivalent considerations to aspects of human (somebody), activity (something) and context (someplace) [5]. Two types of tests were conducted: formative usability tests during the explorative design process, followed by summative usability test that is conducted post production. Through the usability tests, it is hoped that the modular CLC furniture product yielded can truly accommodate various social and motoric activities in public parks and support the recreational as well as social function of urban parks in contemporary urban cities.

2. Research Method

In a successful human-centered design product, usability tests form a crucial part of the design process. Two methods of usability tests consisting of formative usability test and summative usability test were conducted in this research. Formative usability test is an explorative study conducted early in the design process when a product is still in the preliminary stages of being defined and designed [5]. The main objective of this study is to examine the effectiveness of the design concepts. In this research, formative usability study was conducted based on Bailey's human performance model on performance usability, through conceptual testing of activities that can be conducted with the modular light-weight concrete furniture in variable spaces of public parks by a range of users. This test was done to determine the appropriate final form, dimensions and approximate concrete material mixture of the final product. After production of prototypes with real CLC material, summative usability tests were performed through the lead user method. The purpose of the test is to expand the findings of the exploratory test by direct testing of the product with potential users. In this research, a total of 5 children, 5 teenagers and 5 adults were invited as lead users. The results of the test were then documented and compared with the findings expected from the formative usability tests.

3. Findings and Discussion

From four design alternatives produced prior to this research paper [6], the fourth design, that can accommodate the largest range of activities, has been chosen for development. It also has the smallest size of module that can adapt to variable park spaces and has a massive form that suits light-weight concrete production (figure 1). The form of this module was inspired by Froebel geometric blocks in children toys and modern Froebel architecture. It is a simple cube with cavities to support the interlocking system. The voluminous form is suitable to the CLC concrete material, as the instalment of metal structures as generally found within conventional concrete would be unnecessary.

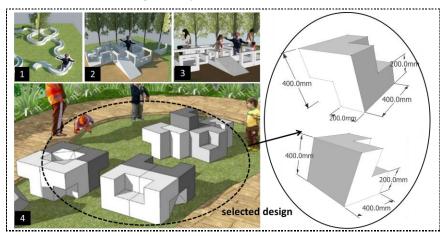


Figure 1. Modular design of cellular lightweight concrete park furniture inspired by Froebel blocks.

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The simple geometric block grants opportunities for multiple compositions according to creativity and context, as such is the adaptable purposive function of toy blocks and modern Froebel architecture. The function of Froebel-inspired products would be similar to its pedagogic purposes that garners high considerations on both physical and psychological experiences in a natural environment that facilitates children play [7]. From the selected module, we further explored a range of possible compositions, using three dimensional animation software. Variable compositions could be produced even with a few blocks (less than or equal to 4), medium number of blocks (more than 4 and less than 10) and a large number of module blocks (more than 10) as seen in figure 2.

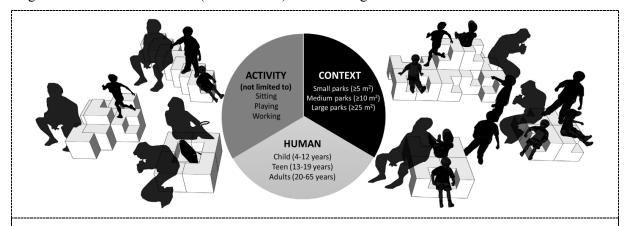


Figure 2. Varying formations of CLC park furniture module accommodating varying activities and spaces based on Bailey's Human Performance Model.

In order to test its usability before further development, the researchers used the triangulation method of considering three aspects in the design based on Bailey's human performance model in testing design products [5]. The three aspects are human, activity and context (place). In regards to the human aspect in this research, the targeted users are children users (4-12 years), teenagers (13-19 years) and adults (20-65 years). The activities targeted for accommodation revolves around sitting, playing and working. Meanwhile the aspect of place considered are parks that has an area of more than or equal to $25 \, \mathrm{m}^2$, more than or equal to $10 \, \mathrm{m}^2$ but less than $25 \, \mathrm{m}^2$, and more than or equal to $5 \, \mathrm{m}^2$ but less than $10 \, \mathrm{m}^2$, like in the case of pocket parks and street corners. The results of the formative or explorative usability test are articulated and summed up in table 1.

Through the formative usability tests conducted, the authors explored that at least three activities that are not limited to sitting but also climbing and balancing could be conducted with only 2-4 blocks of furniture modules that could be placed on the smallest areas of parks (5m²). The explorative tests, using computer software, showed that they could be used by all target users. Meanwhile, the use of 4-10 module blocks can accommodate more physical or healthy playing activities such as climbing, balancing and jumping. Formations of more than 10 module blocks can combine smaller compositions of 2-4 and 4-10 modules that garner even more variable activities. The explorative possibility of activities that could be accommodated enabled the authors to determine the appropriate dimensions of the blocks. We formulated the dimensions based on standard popliteal and hip-breadth measurements of Indonesian users [8], as majority of the activities would revolve around sitting in the case of both adults and children. This resulted in a 400 x 400 mm of cubic form with a 200 x 200 200 mm of cavity (figure 2). In terms of module weight, literature studies reveal that the standard maximum load for a single male person is 21.3 kg [9]. With the determined dimensions, the explorative usability test assisted us to adjust the suitable volume of foam in the concrete mixture in order to achieve a weight of about 30-35 kg per module, as it has to be heavy enough to avoid theft, yet light enough to be moved by at least two park workers. The volume of air bubbles should be about 60-70% to achieve targeted density between 750-800 kg/m³.

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Table 1. Formative (explorative) Usability Test of CLC Adaptable Park Furniture Design

	Possible Modular Arrangement		Human		Context (Park Space)			
Modules		Activity	Child	Teen	Adult	$\geq 5 \text{ m}^2$ $\leq 10 \text{ m}^2$	≥10 m ² ≤25 m ²	≥25 m ²
≥2 ≤4		Casual SittingChattingDrinking	V	√	V	V	V	√
≥2 ≤4	34	Casual SittingChattingDrinkingStoring bags		V	V	V	V	V
≥2 ≤4		Casual SittingChattingDrinkingClimbingBalancing	V	V	٧	V	V	√
≥4 ≤10		 Casual Sitting Chatting Operating mobile devices Climbing Balancing 	V	V	V	V	V	√
≥4 ≤10		 Casual Sitting Chatting Operating mobile devices Climbing Balancing Jumping 	V	V	V	-	V	V
≥ 10		 Casual Sitting Chatting Operating mobile devices Climbing Balancing Jumping 	V	٧	√	-	V	V
	Conclusion	Variable activities no accommodated even	ot that are in the sm	not limite allest area	d to just sit of parks (1	ting and play 0 m^2) by all	ying could be target users	e

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Figure 3. Summative usability study of the load weight of CLC module

To validate and expand the results of the explorative usability test above, we performed a summative usability test after the production of the experimental CLC module blocks, using the lead user method of evaluation. We invited 5 teenagers, 5 adults and 5 children as lead users in the usability test. The first summative test was performed on behalf of park workers as users and managers of the furniture. With the calculated concrete-air bubble composition as a result of the explorative study, each module block produced weighed between 35-42 kg. Each concrete block could be lifted by two workers but difficult to be moved by one user, as expected in the research (figure 3). In terms of park visitors as users, we compared the results of the formative usability test with the summative usability. The summative test validated and expanded some of our findings in the formative tests as summed up in table 2.

Table 2. Summative usability test of CLC Adaptable Park Furniture Design

Modules	Explorative Usability	Summative Usability	Conclusion
≥2 ≤4			This module formation took up only 0.8 m ² of space + 30% for circulation and hence can be used in the smallest area of parks. The formation was able to be used as a sitting facility for adults, teenagers and children. The sequential leveling between children and adult seats also benefits social interactions between parents and children.
≥2 ≤4	36		The module formation took up only 0.8 m ² of space + 30% for circulation and hence can be used in the smallest area of parks. The formation was able to be used as a sitting facility for adults. Storage areas in the middle proved to be quite functional for college and high school students.
≥2 ≤4			The module formation took up only 0.8 m ² of space + 30% for circulation and can be used in the smallest area of parks. The formation was able to be used for sitting and climbing for adults, teenagers and children. The sequential leveling between children and adult seats also benefits social interactions between parents and children.

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≥4 ≤10





The module formation took up only 1.5 m^2 of space +30% for circulation and hence can be used in the smallest area of parks. The formation was able to be used as a bench for adults/teenagers, sitting, balancing and climbing facilities for children.

≥4 ≤10





The module formation took up only 2.1 m² of space + 30% for circulation and hence would be more suitable for medium to large parks. The formation was able to be used for sitting, balancing, jumping and climbing facilities for children, and a sitting facility for teenagers and adults. The varying seat heights also benefit social interactions among parents and children.

≥ 10





The module formation took up 3 m² of space + 30% for circulation and hence would be more suitable for medium to large parks. The formation was able to be used for sitting, balancing, jumping and climbing facilities for children, and a sitting facility for teenagers and adults.

The varying seat heights also benefit social interactions among parents and children. It is also found that when not used for playing, the adult seat could be used as a table for children to read and write.

A large park space can also be used for multiple formations at one spot that can be changed from time to time. This multiple formation can accommodate different activities in different ways, creating multifunction spaces in parks.

Through the summative usability test conducted in the case of visitors as users, it was found that multiple activities could be generated through the Froebel concept of furniture design, even in the smallest areas of parks, just as what has been expected in the explorative usability test. This makes limited park spaces on street edges and pocket parks usable and multifunctional. Expanding results reveal that the varying heights of seats and multi-function nature of the furniture encourages social interaction between adults and children that are not generally accommodated in conventional park furniture. Hence, the design may provide opportunities for parents to play together with their children rather than sit and watch them play in conventional singly-functioned parks. This supports the role of urban parks in enhancing social cohesion between different people of different ages and hobbies, contributing to social equality and social awareness in neighbourhood communities [10].

Other findings from the summative usability test also include limitations in the design product that could be addressed in future design development. First, on a few occasions, the light-weight concrete surfaces were chipped off during the lifting process. This could be countered by re-adjusting the concrete mortar mixture, for instance, by adding fibre or resin to increase the cohesive characteristic of the material. Other limitations include the existence of gaps between the modules when stacked or placed together. This problem could also be addressed in future design development by using thicker steel casts for the moulding process in order to increase their precision when joined perpendicularly. The weight of the material could also be re-adjusted to become lighter than the blocks that have been produced in this research, as some modules weighed as heavy as 40 kg, which was deemed too heavy for some park workers. Nevertheless, the concept of a modular park furniture with a material that is resistant to extreme weather, theft and vandalism that is usable even in limited park spaces, can serve

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as an initial idea for future developments of urban parks that should encourage outdoor activities in the indoor-attached and gadget-engrossed society.

4. Conclusion and recommendations

From the usability tests conducted, it can be concluded that modular designs of park furniture using materials that suit outdoor exposure such as CLC have the potential in making parks fulfil their primary purpose of supporting social interactions and physical health in urban cities. It grants opportunities for users of different age groups to perform multiple activities together rather than individually, hence, encouraging family and community bonds within neighbourhoods. Park managers can also play a certain role in creative settings of urban parks. Despite a few limitations found in this research, it can serve as an initial concept of developing future urban parks into novel spaces. Future urban planners and product designers can develop the concept of multifunction products or spaces for urban parks with other modular forms and newly developed materials that can counter typical problematic issues in public facilities such as exposure to extreme weather conditions, lack of space, theft or vandalism. Through this research-design project, the authors hope that urban parks may evolve to become habitual multifunctional spaces for social engagements and healthy recreation that can compete against people's attachment to indoor spaces and gadget devices in the contemporary society.

Acknowledgments

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