Design Brief

Prepared for: Syracuse Hancock International Airport Designer
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Background

Syracuse Hancock International Airport is a city owned, joint civil-military airport five miles northeast of downtown Syracuse. The airport, though small in comparison to airports like JFK, emplanes 2 million passengers annually (both arriving and departing), and has a demonstrated interest in educating youth about the aviation industry. Not only do they have a “Discover the Airport” exhibit freely accessible to airport customers as well as the general public, they also state on their website that “by offering educational initiatives at the airport, we hope to make the general public aware of the aviation industry and airports and provide this meaningful exposure to our youth so that they might increase their awareness of potential career opportunities in the aviation industry.”

Design Problem

For all the good, Syracuse Airport has its share of bad. Lack of adequate signage when entering the airport and going through security, inconvenient drop-off policies, and vast amounts of unused space are just a few of the things that stuck out to me during my immersion and observation experience. All of these components add up to make for a very stressful traveling experience, especially when you’re traveling with small children. My immersion experience involved going through the same process a traveler does when flying out of the local international
airport (albeit sans kids). Through my observations I discovered that children and parents in airports are at their wits end.

Scene: I’m a single mom with four kids traveling to visit family over the holidays. I keep thinking that I forgot someone’s passport, I didn’t remember snacks, I didn’t pack enough entertainment options for the kids. One child is tugging at my sweater whining about needing to go to the bathroom, another is running around in sugar-crazed circles, while a third is simultaneously spitting up on my shoulder, and sobbing because they need to be breast fed, and all the while in the midst of all the chaos I have to check our luggage, stand in line for security, make sure not to misplace our myriad travel documents. After leaping the various yet necessary transportation hurdles I arrive in the terminal where I think I can finally relax. But someone is still tugging at my sweater, throwing up on my shoulder, running around in sugar-crazed circles, sobbing because they NEED to be fed.

The physical space in airports is designed with adults in mind, not children. How do we cater to the child traveler as well as the adult to make the airport experience more enjoyable for all?

Solution

Enter: (Working Title) The Hangar Lounge
A kid and adult friendly space located in a semi-central spot in the terminal. Close to restaurants, restrooms and gates, the Hangar Lounge is equal parts interactive museum, library, and lounge.

Project Outline

SPECIFIC CONSIDERATIONS
• Using existing terminal space create a space for kids that’s part playground, part lounge area, part library.
• Have a breastfeeding station for nursing mothers
• Have comfortable seating for adults and children (as well as adults with children)
• Have a copious amount of outlets
• Have free wi-fi

FLEXIBLE CONSIDERATIONS
The space should convey a sense of learning and relaxation. The space should involve fixtures and furniture that inspire excitement about the world of aviation and traveling. The space should contain things (books, info graphics, sculptures, memorabilia, videos, etc.) that are both interactive and answer the questions kids always ask about airports/airplanes/aviation that parents don’t know how to answer.

CONSTRAINTS
• Limited budget
• Design must comply with airport building regulations in NYS
• Cooperation (or lack thereof) from internal stakeholders
• Despite the vast amounts of empty space, might not be able to create the lounge in our ideal spot (in short, boundaries might exist that are currently unknown)

REFERENCES
