

# 1. Executive Summary

Team Upstream is pleased to submit this proposal in response to the STEAM Installation Request for Proposal.

The team presents an installation that addresses stress levels of Golden residences called the Sandbox. The Sandbox is a gaming cafe with a retro theme to appeal to all generations that focuses on connecting members of the community. This environment serves to address the problem definition of: “How might we support Golden citizens in order to foster an environment where an improvement in stress levels is possible?”

The Golden Community Center is the ideal location for this project because it is within walking distance of Mines and attracts a diverse community to existing landmarks. (Figure 1). The Sandbox exposes students to a wider local population to encourage stress-free interactions. This location connects the Sandbox to nodes in the city (Figure 2). Team Upstream propounds that Pac-Man themed light installations be installed along the paths connecting the Sandbox to these nodes. This city-wide installation piques the interest of members of all age groups to guide them to the Sandbox.



Figure 1: Desired Location

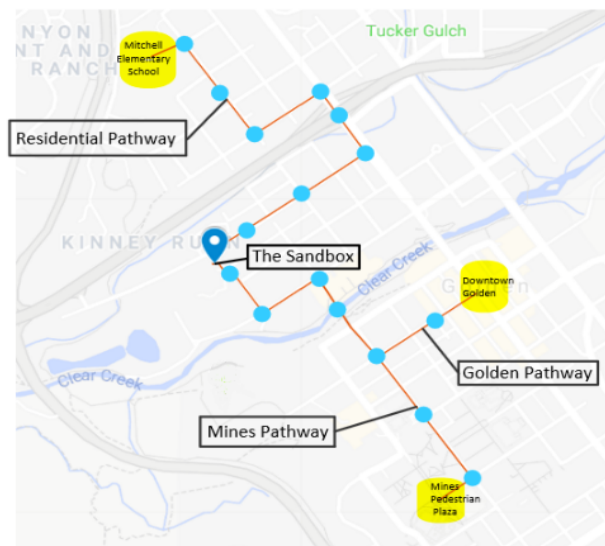
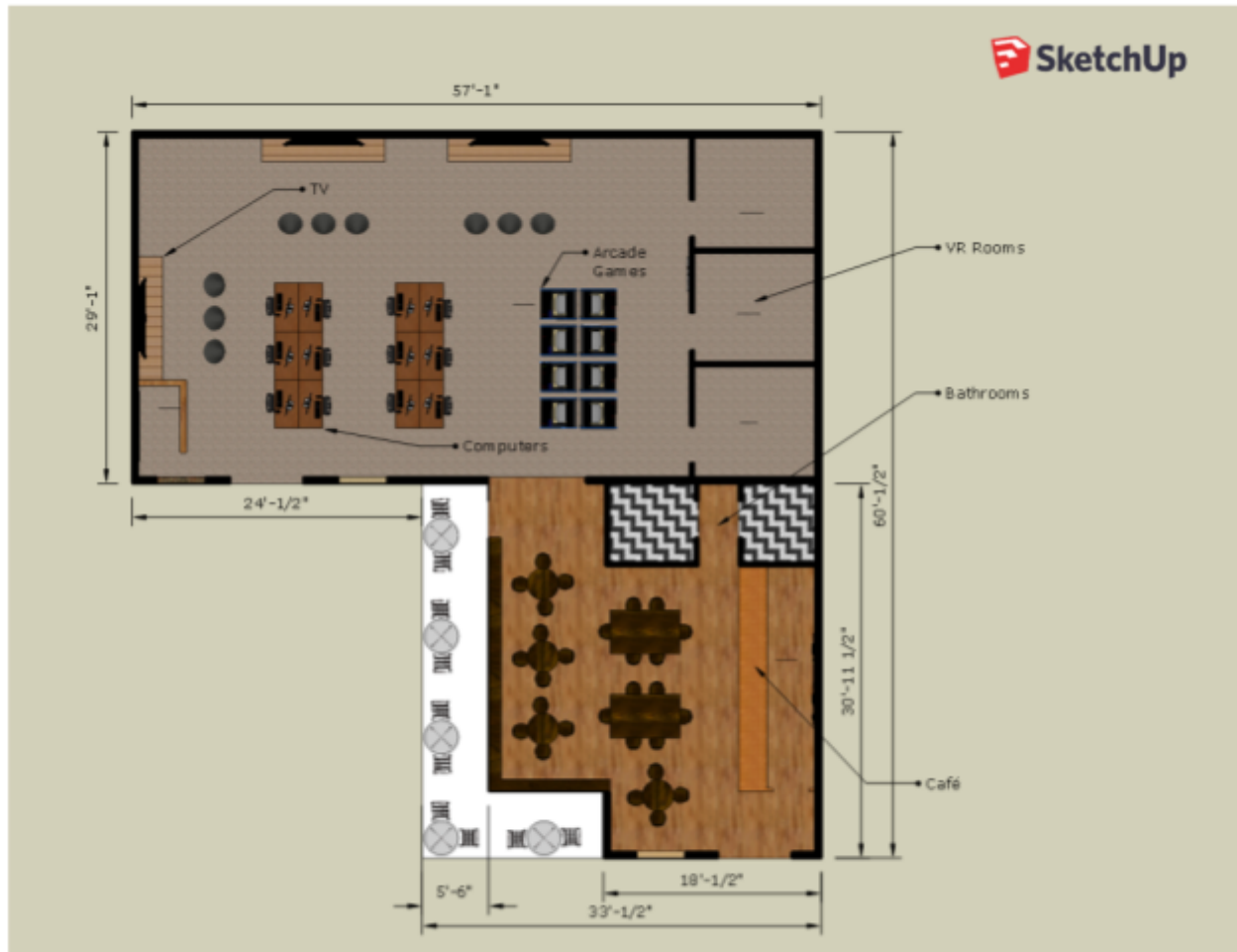


Figure 2: Paths Leading to the Sandbox

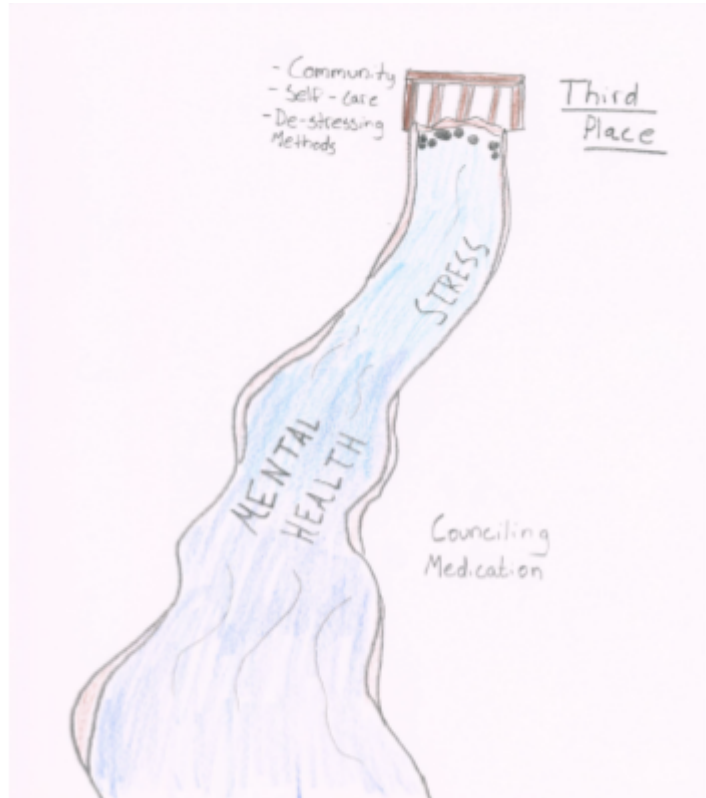


**Figure 3: Sandbox Floor Plan**

The Sandbox is a combination of a cafe and an arcade (Figure 3). These distinct sections appeal to multiple demographics to encourage a diverse people group in the establishment. The arcade provides multiplayer technological games while the cafe provides board games and card games. Virtual reality (VR) rooms are provided to be used as meditation spaces to treat stress and anxiety. The Sandbox hosts community events to further encourage exposure to new people. These events include gaming tournaments, art nights, and yoga. The Sandbox encourages intergenerational interaction through these events.

The Sandbox is free for anyone to use, maximizing the number of people who can be a part of the community and increase diversity. The trade-off of this is a lack of economic sustainability. This is minimized by requesting donations from local patrons and local businesses.

Team Upstream's proposal does not focus heavily on the STEAM requirements set by the Request for Proposal. The constraints prevent the team from tackling the identified problem definition directly. Research shows the team that mental health support should be provided before people get swept away by the current of stress (Figure 4). This type of problem is not easily fixed by a new invention or symbolic art installation. Thus, Team Upstream proposes a technically biased solution in order to best address the elevated stress levels in the community.



**Figure 4: Stream Analogy**