

Playground designer

Tessa is a playground designer who loves creating challenging playgrounds that bring joy to everyone who uses them. Tessa always knew she wanted to be a designer. She just didn't know what kind! She started a trade after school and discovered her passion for industrial design.

unsw.edu.au/future-you/pathfinders/tessa



"You need to be creative to be an engineer."



SCAN ME

3 STEM skills required for this job

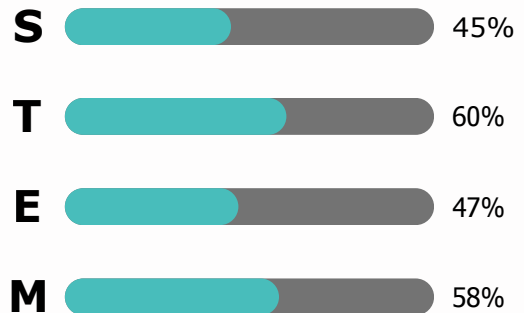
Complex problem solving

Communication

Computer skills

STEM Meter

How much Science, Technology, Engineering and Mathematics (STEM) does this job use?



Source: jobsandskills.gov.au

5 reasons why you should do this job

- 1 Bring joy to lots of people
- 2 Be really creative
- 3 Work with interesting people
- 4 Design really cool things
- 5 Test new playgrounds

Subjects to develop these skills

Design and Technologies, Digital Technology

English, Digital Technologies, HASS, Mathematics, Science, The Arts

Digital Technology

An example of a day in the life of a playground designer

- 6.00am** I roll out of bed and jump into the shower. I'm not really a morning person, but work starts at 7 a.m., so I don't have a choice. I grab my overnight oats and head to work.
- 7.00am** I arrive, and the day is already underway. My office is right above the manufacturing floor, and they start work as soon as it hits 7 a.m. I head upstairs and say good morning to my team. I turn on my laptop and check my emails. I submitted a few applications to design new playgrounds, so I'm hoping one of them has been accepted.
- 9.15am** Team meeting. Time to see what everyone else is working on. Kat has been developing some new ocean-themed playground accessories. They're super cute, and I'm already thinking about some pirate playgrounds I can use them in. Anthony just did a site check for his latest playground, it's nine-metres-high! Andrew has been rendering his latest design, and we finally get to take a look. I love seeing what our team can do.
- 10.00am** I got some amazing news this morning. Two of my submissions have been accepted. I'm so happy. I put a lot of time and effort into the designs and came up with something that presented plenty of challenges but also filled a really large space. Now I get to bring it to life.
- 11.30am** I head downstairs to chat with the manufacturing team. There are a few elements in my playground designs that haven't been done before. I get their advice on a few bits and pieces. Having the team downstairs is so handy. It means I get immediate access to their expertise, and we can workshop problems together.
- Midday** It's time for lunch. Today, I have leftover vegetarian lasagna from last night. Why do leftovers always taste so good the next day? Yummy.
- 1.00pm** I'm spending my afternoon working on more applications. There are lots of schools looking at upgrading their playgrounds at the moment, which is exciting for me. I love designing new playgrounds, and I always make sure my designs include two VERY important features: tunnel slides and monkey bars.
- 2.00pm** Time to head home. Starting early means finishing early! Yay.
- 2.30pm** I get home and spend a few hours on my latest piece of art. I love being creative at work and at home. It brings me hours and hours of joy.
- 7.00pm** I head to the city to meet some friends for dinner, and we chat until far too late. It's going to be another "roll out of bed" day tomorrow. Oh well. It's worth it.