

DREAM NETWORKS

A YEAR IN REVIEW



CO-DESIGN AND CHILD-LED



COMMUNITY RESILIENCE



INCLUSIVITY AND BELONGING



REGENERATIVE SPACES

🔨 Dream Networks

NAIROBI DESIGN WEEK



This year, Dream Networks had the privilege of hosting an incredible workshop as part of Nairobi Design Week's festivities. Together with a group of passionate participants, we explored how to create inclusive play spaces that truly reflect the needs and dreams of children.

A heartfelt thank-you to @nairobidesign_ and all who joined us for this meaningful experience. This workshop reaffirmed our belief that play can build not just spaces but also connections and shared purpose.

CONFERENCES



"It was great to be invited to speak on 2 panels at this year's London Build Expo. I loved finally meeting fellow panel members in person, hearing their perspectives on culture, identity and human-centricity, and of course responding to the thoughtful questions from the fantastic audience." - Marie Williams







REGENERATIVE BUSINESS SUMMIT

"People who create systems and structures that enable others who have been excluded, oppressed and suppressed to not only engage in the conversation but to liberate an alternative, regenerative reality." - Marie Williams





"I am grateful to have co-chaired alongside David McGovern and Urvaksh D. Patel during Royal Academy of Engineering Frontiers symposium.

It was enlightening to hear attendees discuss managing risks, engaging stakeholders, and distributing finance for transformative climate adaptation." - Marie Williams



PLAYFUL ENGINEERS

A recent project by Dream Networks provides example of localized action in action. In our Playful Engineers programme, through interactive workshops, children from local primary and secondary schools explored how engineering can help tackle sustainability challenges. Led by volunteer engineers, these young minds identified local climate issues, then used design tools like modelling and CAD to develop creative solutions.

The final result? A public exhibit that transformed spaces in London into welcoming hubs of innovation. The children's ideas occupied these spaces and showcased how every voice—even the youngest among us—can play a role in addressing the climate crisis.

The impact was inspiring:

"When I am older I would like to be an engineer." — Student participant



C H A N G I N G LI V E S T H R O U G H P L A Y

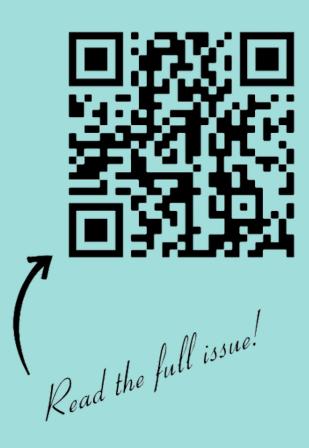
Marie Williams discusses the importance of play, co-creating with children, and tackling play inequality around the world

CITIZENS PUBLICATION

I am extremely humbled and honoured to be part of the latest magazine from Citizen Zero.

Now is the time to make more play spaces play4all. We haven't created enough this year and we want to co-produce so much more. Please contact us if you want to collaborate to reduce play inequality and create vibrant, playful places place making.

Thank you so much for Steve Shipley and Matt High for interviewing me and creating such a beautiful and impactful magazine. For even suggesting the work we do at Dream Networks C.I.C is trail blazing...yes I am very humbled.



PLAY HERE EXHIBITION

"Seeing the joy on their faces when they put on their superhero masks and saw themselves in the exhibition was a highlight for me." - Teacher feedback

Our Play Here exhibitions completed in August 2024, and we are so glad over 1000 people were able to experience it!

To exhibit their sustainable solutions, we temporarily transformed a public alleyway and a space in a shopping centre Greener & Cleaner. This not only made the spaces more playful and welcoming, but it also allowed children's ideas to occupy spaces that are normally used by adults.

Their designs were showcased in the exhibition but and the fantastic visitors contributed too.

How?

- By taking superhero selfies to remind them they can also help to sustain our world
- By commenting on 3D printed models of the children's ideas (made and donated by Fixie)
- By completing a playful workbook that helped them to reflect on what they had seen and touched
- By decorating laser cut flowers and animals that showcased the biodiversity that rain gardens can produce





7 STAGES OF CO-DESIGN

In this guide, I share how we at Dream Networks have enabled children and marginalised groups to design inclusive and engaging spaces. I invite you to take out 7 seven days to go through each one, reflect on the and consider how they can help you to design in a more inclusive and equitable manner.





DESIGNING INCLUSIVELY WITH YOUNG PEOPLE

At Dream Networks we want our workshops to be a safe and engaging environment for all. We recognise that each child has their own unique interests, preferences, fears, and needs.



DULWICH PICTURE GALLERY

Earlier this year we held an interactive workshop at Dulwich Picture Gallery incorporating fun and learning.

The children got to learn about different artists and enjoyed nature at the gallery's beautiful park. They learned about the differences between 2 dimensional and 3 dimensional – then got hands on creating their own 3 dimensional interactive art!

At Dream Networks we bring imagination to life with interactive workshops that encourage everybody to explore creativity in a whole new way.



LLFA AND DULWICH PICTURE GALLERY COMPETITION

We at Dream Networks C.I.C are really grateful/excited to have been shortlisted in collaboration with Project office and Earth tenders for the London Festival of Architecture competition for Dulwich Picture Gallery playground. Well done to the other 5 shortlisted teams!







PLAY AND PHILOSOPHY CONFERENCE

"During the play and philosophy conference held in Madrid, I was blessed to hear some great thinkers and doers speak about play from a decolonial and postcolonial perspective. I spoke about how aesthetics influenced access to play and more specifically how colonial perceptions of how play spaces should look, eurocentricity, modernity have caused playgrounds to be produced that conflict with children's ways of doing and being." - Marie Williams



Some text about the podcast

