

“Work of significance and relevance, joy and seriousness, range and depth.”
– Robert Venturi and Denise Scott Brown on the work of Architecture Is Fun

Who We Are

Architecture Is Fun, Inc. develops award-winning architecture, interiors, exhibits, and interpretive experiences for children, families, and communities. Specializing in educative design™ for visionary clients, Architecture Is Fun collaborates with museums, science centers, libraries, parks, early learning facilities, and entertainment-based attractions to create meaningful play and learning environments that are relevant to children, here in the United States and internationally.

Architecture Is Fun creates architecture for children of all ages through collaborative exploration of new paradigms of pedagogy, play, and participatory experience. In 1994, following traditional paths in the architecture and design professions, and with a young child in tow, Sharon and Peter Exley noted a lack of advocacy for architecture with children in mind. Presented with a hands-on assignment at the prestigious Chicago Children’s Museum, they elected to devote their professional practice to designing substantive educational environments for families. Mindful to learn from both informal and formal places and historical, architectural precedents, they seek to elevate the standards of design for learning environments.

The firm espouses innovative approaches to design, design and art education, and nurturing young design talent. Architecture Is Fun lectures, chitchats, exhibits, writes, and participates in educational events around the world. Collaboration is part and parcel of every project, and, while the portfolio is varied, all projects share the same common goals: beauty, richness, complexity, simplicity, familiarity, accessibility, sustainability and the power of play.



“And when they played they really played. And when they worked they really worked.”

by Dr. Seuss