

PARK AS A PLAYGROUND

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THE WIDESPREAD PLAYGROUND

Antonis Tritsis, the "Environmental Awareness Park", is located at the western edge of Athens, at Ilion. It is located at Pyrgos Vassilissis and spanning some 1,200 hectares, this park constitutes the largest green zone in all of Attica.

Park contains 6 artificial lakes and is a habitat for variety of plant and animal species. Beside the park's image and uses, it has a significant role in environmental education; especially young children. Park today meets the role as an urban green space but does not comply with the environmental education of the public. In our study, we focused on this problem of the park.

We came up with the idea of distributing the playing activities all over the park (not only in the center as it is today) and using "play" as a tool to inform children about environment. Children's appreciation for nature develops at a young age and kids need to learn about nature through real interactions with it. We believe that children should be able to move and play in safe environments.

First we tried to understand what are the characteristic features of the park. We categorized the existing features as "Man-made" and "Natural" landscapes. Natural landscape of the park consist arboreal vegetation, green areas, riparian vegetation. Man mad landscape has designed and open spaces, railway and it's structures, buildings. They both share water system as a common feature. Once we understood the elements of the park, we determined a strategy for both landscapes.

For natural landscape, we suggest non invasive design and for man-made landscape we suggest more consistent design. However, we think both features are important and we wanted to create an alternate way that people can use both. We want to design 3 different kind of paths along the park, these paths will have natural and man made elements inside.

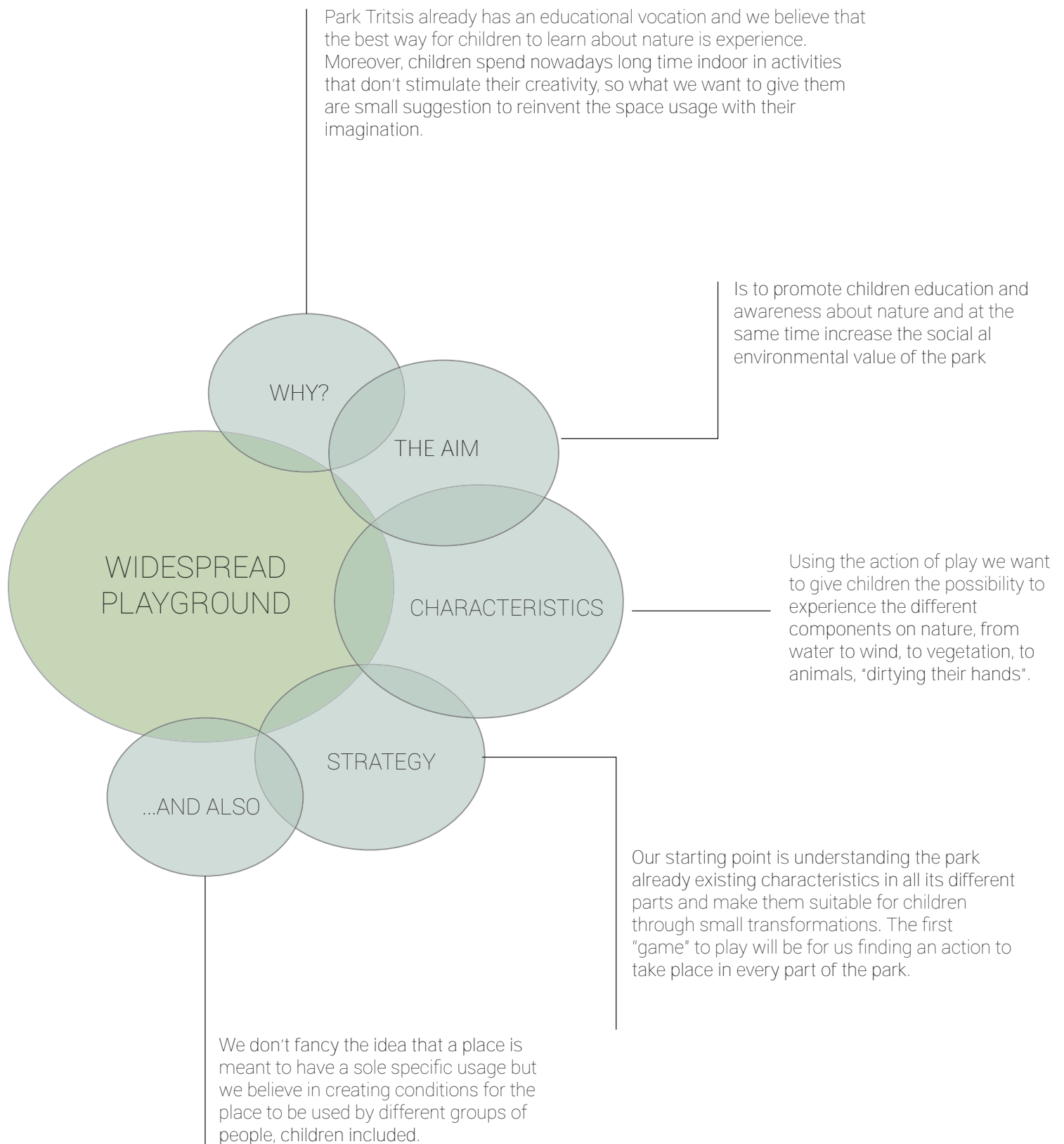
Our first path allow kids to interact with the nature directly. We named it "Get Dirty!" and we imagined there will be signs along the path to encourage the kids to play with sand, water, soil and animals. Man-made structures such as models, objects with simple explanations about nature, sand boxes, senses labyrinth, water related structures will be used.

Second path will aim to educate kids about animals. This path is named "Discover Animals" and there is no need to intervene directly to nature in some points. For example, we want to use specific areas of the park for bird watching, feeding the animals. Some silent areas to observe animals as well. We want to give children directions with man-made structures such as wooden animals, short and direct information signs and dogs & kids playing areas. We don't want to force a design to the park for sure but however we are aware if we don't create suitable environment for kids and dogs to play together for example, this may never happen. We believe small interventions are more realistic than big design when it comes to the parks.

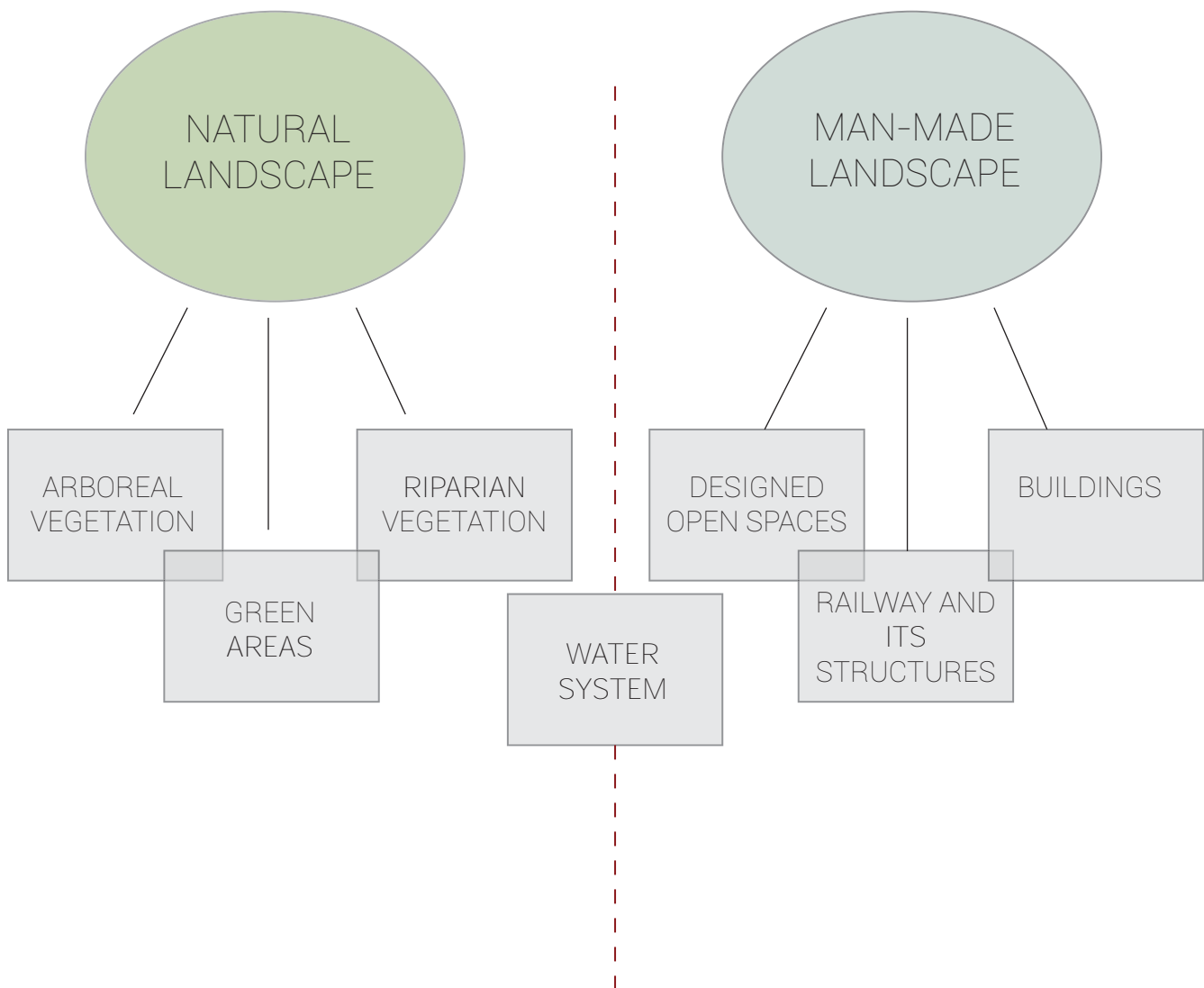
Our third path is called "Let's Move" This path will be full of playing elements for the children, where they can exercise, play games, do sports. For natural elements we are planning to arrange three climbing, free natural fields, adventure camp. Man-made structures we want to create a skating area, cycling path and mountain bike park, running paths, exercise structures.

This 3 path will cover all the park and we believe that it will attract more visitors in this way, it will reveal the potencial of the park trthrough giving it a new image.

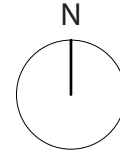
THE WIDESPREAD PLAYGROUND



CHARACTERISTICS OF THE EXISTING PARK



CHARACTERISTICS OF THE EXISTING PARK

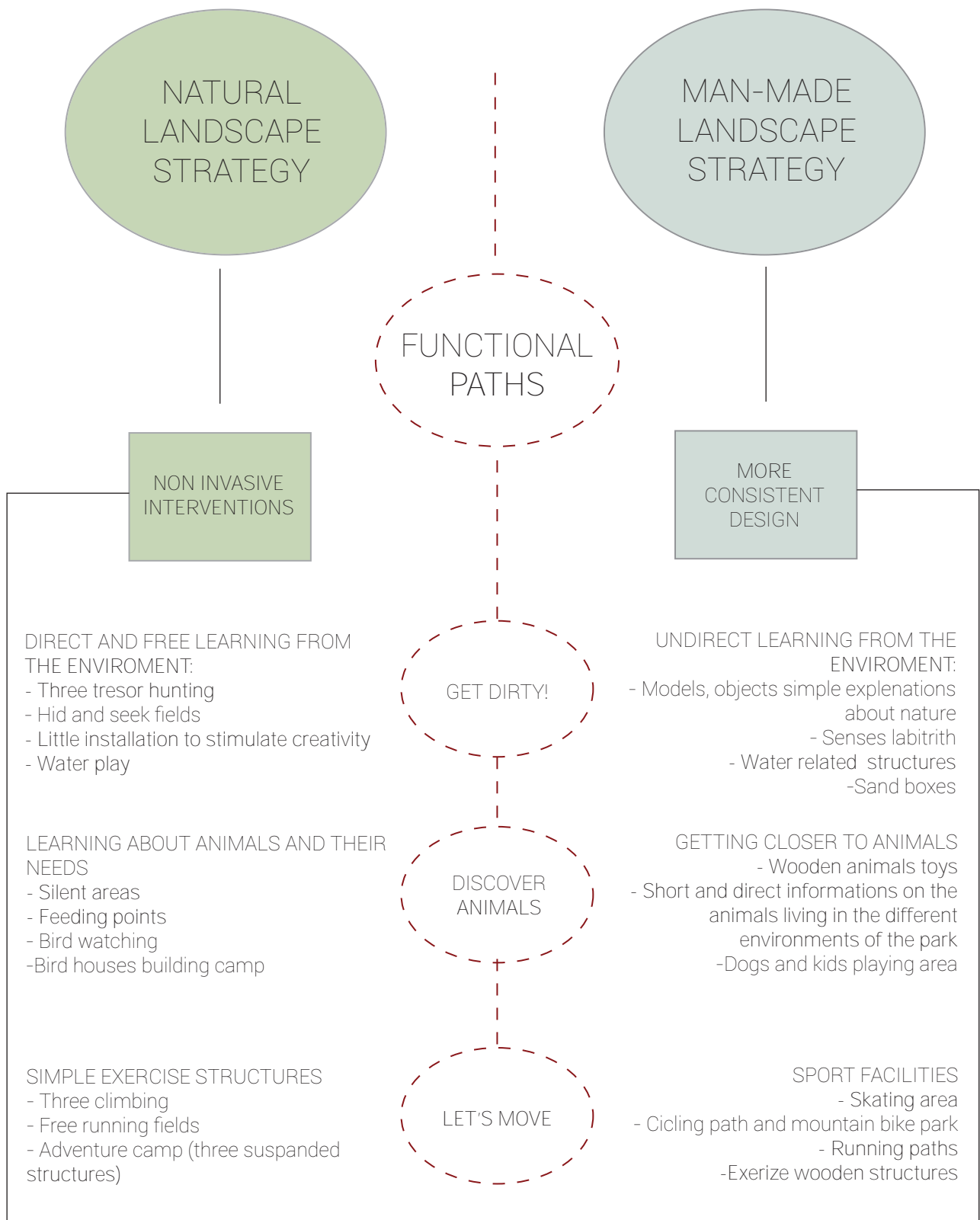


LEGEND :

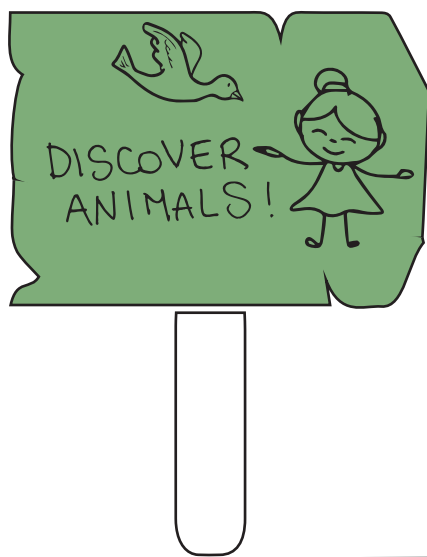
- ARBOREAL VEGETATION
- RIPARIAN VEGETATION
- GREEN AREAS
- WATER SYSTEM
- DESIGNED OPEN SPACES
- RAILWAY AND ITS STRUCTURES
- BUILDINGS



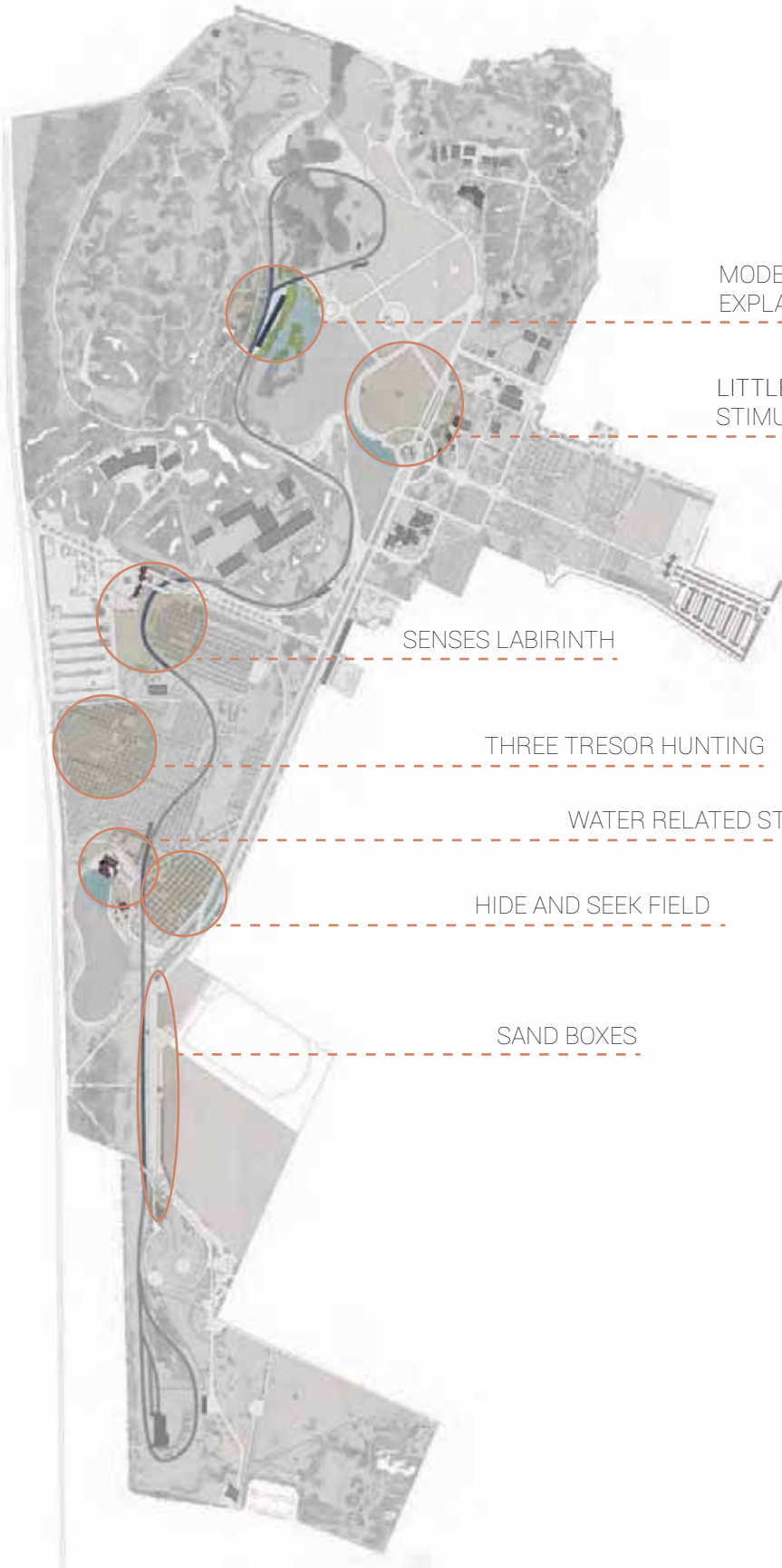
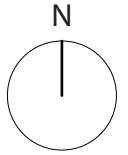
CHARACTERISTICS OF THE PARK DESIGN



THE THREE PATHS



THE THREE PATHS



MODELS, OBJECTS, SIMPLE
EXPLANATIONS ABOUT NATURE

LITTLE INSTALLATION
STIMULATING CREATIVITY

SENSES LABIRINTH

THREE TRESOR HUNTING

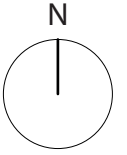
WATER RELATED STRUCTURES

HIDE AND SEEK FIELD

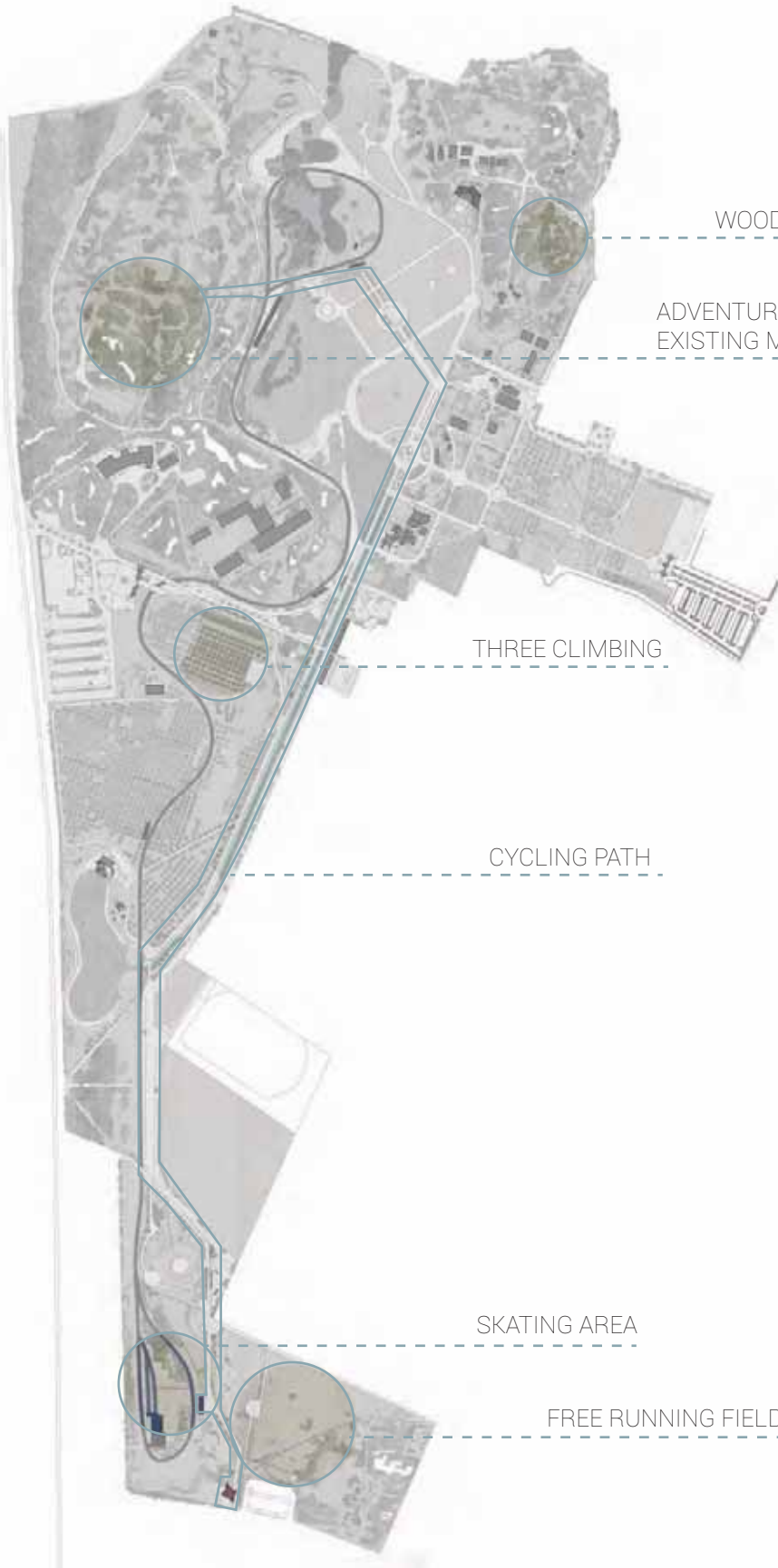
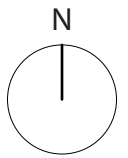
SAND BOXES



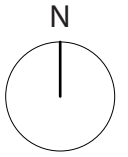
THE THREE PATHS



THE THREE PATHS

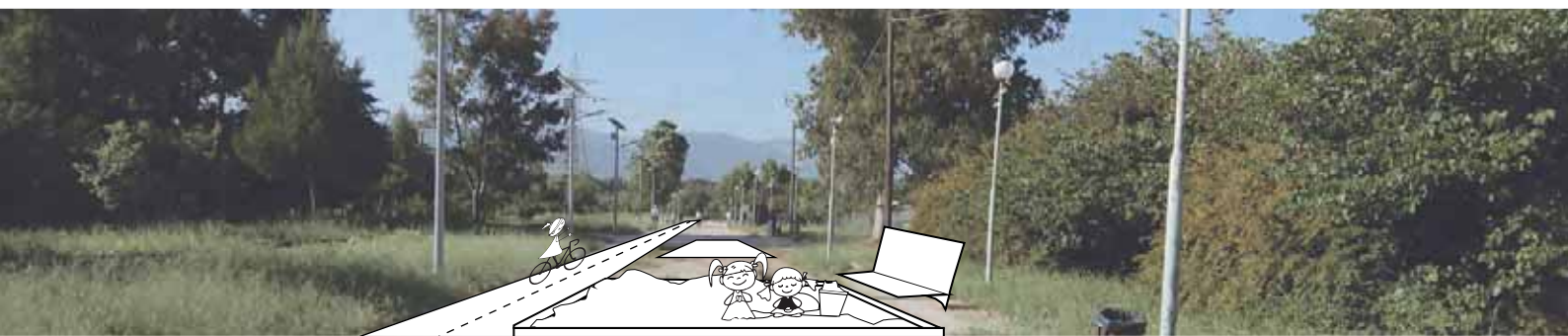
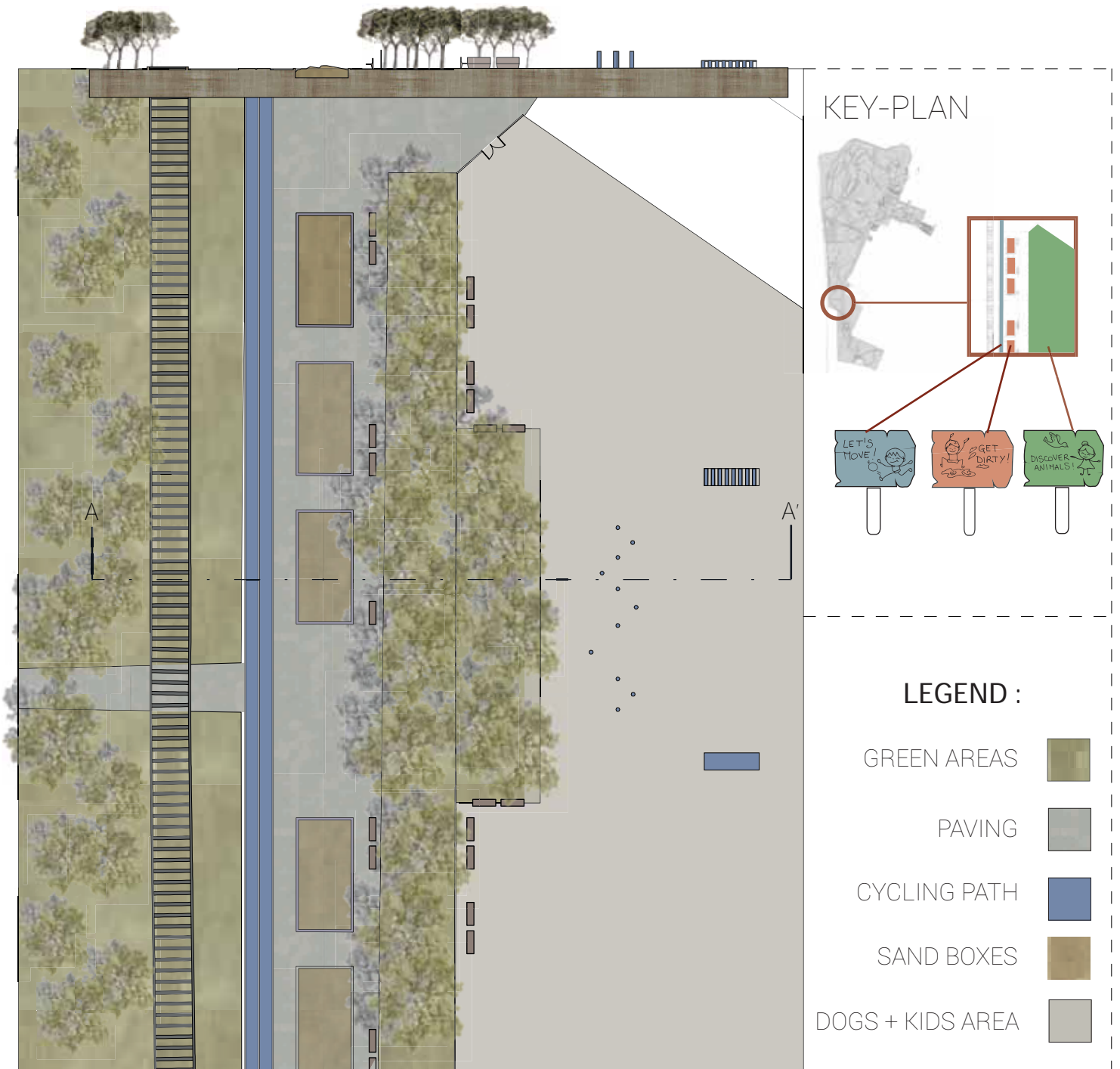


THE THREE PATHS



THE ACTIVITIES

DESIGN EXAMPLE PLAN AND SECTION I | scale 1:500

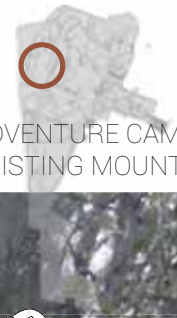
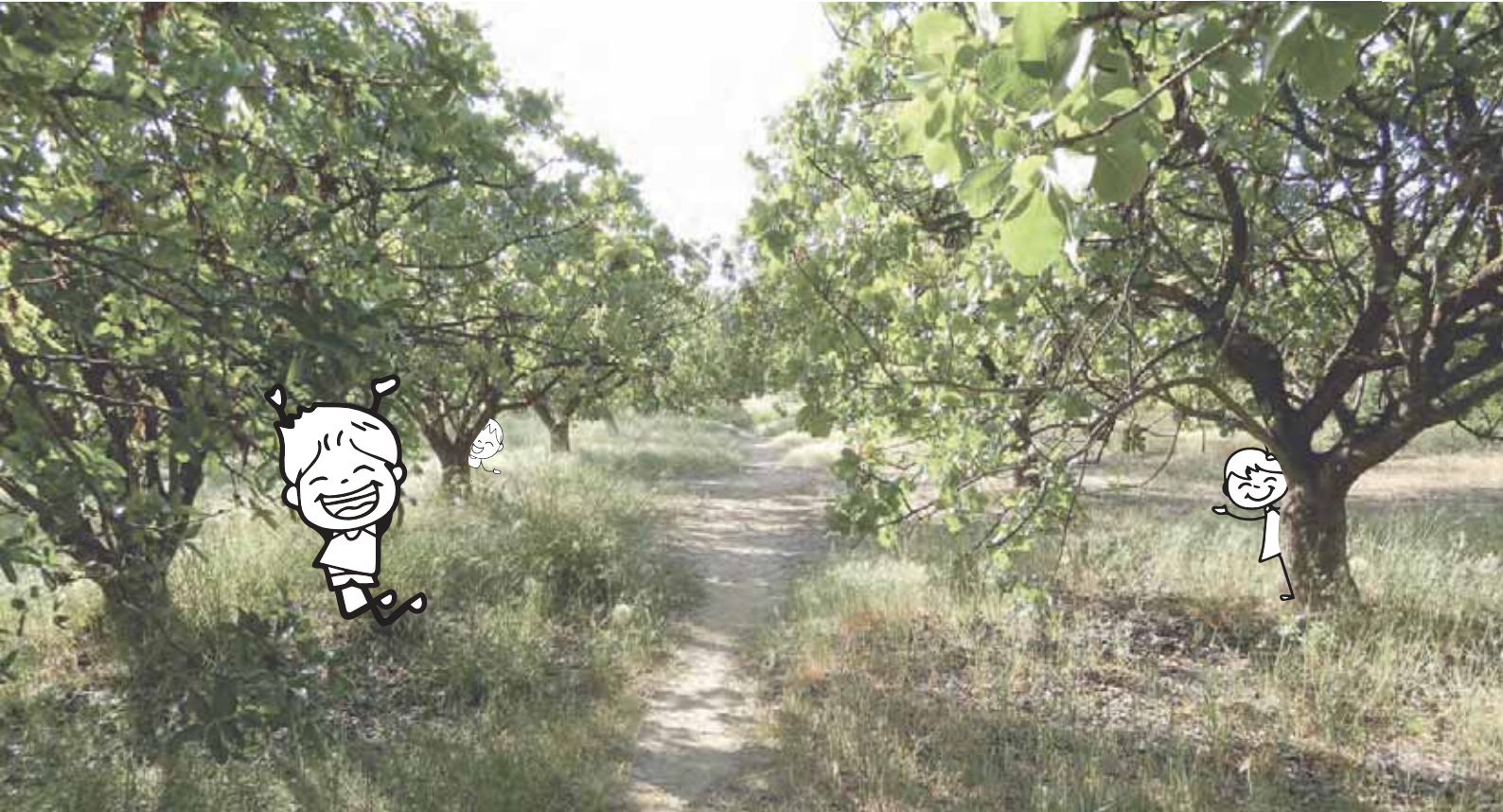


THE ACTIVITIES

DESIGN IDEAS



HIDE AND SEEK FIELD



ADVENTURE CAMP +
EXISTING MOUNTAINBIKE PARK

