

Spiru Haret University - Faculty of Architecture

Academic year 2016/2017, fourth year, first semester

THEME PLAYGROUND

Environmental Design – Optional project

Project coordinators: Lecturer Andra Jacob, PhD and Lecturer Raluca Marinescu, PhD

Period: 23 February 2017 – 25 May 2017

Hours: 2 hrs/week

Location: Spiru Haret University, Ion Ghica street, 3rd floor

Credits: 2 ECTS

OBJECTIVES

The fourth year project *Environmental Design* focus on functional, technical and aesthetic aspects related to playground design for children in the age group of 2-6, 6-10 and 10-14 years. We are taking an integrated approach to playground design using art, architecture and psychosocial perspectives in order to create personalized outdoor spaces that reflect the identity of a private or public entity, such as an educational institution.

The project enables students to:

- acquire knowledge and skills in the domain of playground design, analysis and presentation
- develop abilities related to playground representation, using different representation techniques, including digital and physical models
- work in a team and take a participative approach to playground design that will engage both children and students

CONTENT

The project proposes the complete redefinition of the courtyard of the Romanian – Finish School of Bucharest (Răsăritului 59, Sect. 6, Bucharest). Consequently, the students will design several playgrounds («theme playgrounds» or «learning zones»), in order to promote both physical and outdoor educational activities. The activity of playing is extremely important for the children`s social, intellectual and physical development. It helps children improve their abilities and skills. It stirs

children's curiosity, promoting the role-play and social interaction. Moreover, the students may propose « mobile playgrounds » containing modular elements that could be moved and rearranged according to the scope of their users.

The playground will include appropriate outdoor play structures and playground equipment, like manipulative play panels, cars, submarines, ships, crawl tubes, net elements with steel posts, spring rockers, seesaws, sandpits, merry-go-round, rock climbing walls, DNA climbers, net climbers, jump ropes, slides, swings, bridges, curved or straight ramps, spinning overhead hanger, gliders, towers, caves, stairs, theatre scene, as well as fences, benches and tables. Besides "classic" playground equipment, students may also learn how to repurpose different objects.

There are various materials used for playground equipment, like: synthetic rubber (with metallic insertions), polyethylene, stainless steel, aluminum, galvanized steel, polyethylene coated cables, etc. The playground equipment and accessories should be made from bright, colorful materials. Materials that are typically used in playground surfacing are shock absorbing surfaces, in order to reduce the risk of serious injury. Students can choose between rubber tiles, poured-in rubber and synthetic grass. The final solution should meet users requirements, offering a pleasant and personalized play area.

PROJECT PHASES

The project starts with an analysis of the environment, evolving from concept to plan and detailed design drawings during its three phases. Each phase of the project is mandatory.

First phase - literature review, site visits and analysis, study the market of playground equipment. In the end, each student will present a portfolio containing 10 playground examples (A4 paper size) with functional, technical and aesthetic specifications.

Second phase – create several «theme playgrounds» or «learning zones» according to specific design principles, for children in the age group of 6-10 and 10-14 years. Play areas will also be equipped with street furniture and vegetal elements. This phase will include: concept sketches and site plan 1/200, playground plans 1/50 (A2 paper size).

Third phase - detailed design drawings (plans, sections, elevations, isometric/axonometric projections - scale 1/10; A2 paper size) of the chosen playground equipment and a playground model

DEADLINES

The first phase of the project will be completed by 16 March 2017

The second phase of the project will be completed by 13 April 2017

The third phase of the project will be completed by 25 May 2017

CLASS ATTENDANCE:

Class attendance will be checked. The students need to meet the following criteria: a minimum 50% of attendance and the compliance with the minimum number of corrections mentioned for each phase of the project (first phase – 1correction, second phase -2 corrections, and third phase 2 corrections). Students who do not meet the environmental design theme requirements and the minimum attendance or corrections requirements will receive a "Fail" for this project.

ASSESSMENT CRITERIA:

Quality of the selected works in the portfolio

Ability to incorporate design principles into playground concept development

Quality of graphical representation and the ability to make technically clear and accurate drawings

Compliance with the project requirements

ASSESSMENT

Each phase of the project is graded separately. Then the final grade is calculated as follows:

First Phase: 20% weight in the final grade

Second Phase: 30% weight in the final grade

Third Phase: 50% weight in the final grade

Bibliography:

Broto, Carles (2012). The Complete Book of Playgrounds Design, Links

Brett, A., Moore, R.C., Provenzo, E., F. jr. (1993). The Complete Playground Book, Syracuse, New York:

Syracuse University Presss

Henninger, M.L. (1994) Enriching the outdoor play experience, Childhood Education 70(2):87-90

Lolly Tai, Mary Haque, Gina McLellan, Erin Knight (2006). Designing Outdoor Environments for

Children: Landscaping School Yards, Gardens and Playgrounds, McGraw-Hill Books

Weinberger, N. (2000). The impact of arts on learning, MuSICa Research Notes 7(2)

Havergal College - Outdoor Learning Playscape (Concept)

<https://www.youtube.com/watch?v=tJWtJqy0TzA>

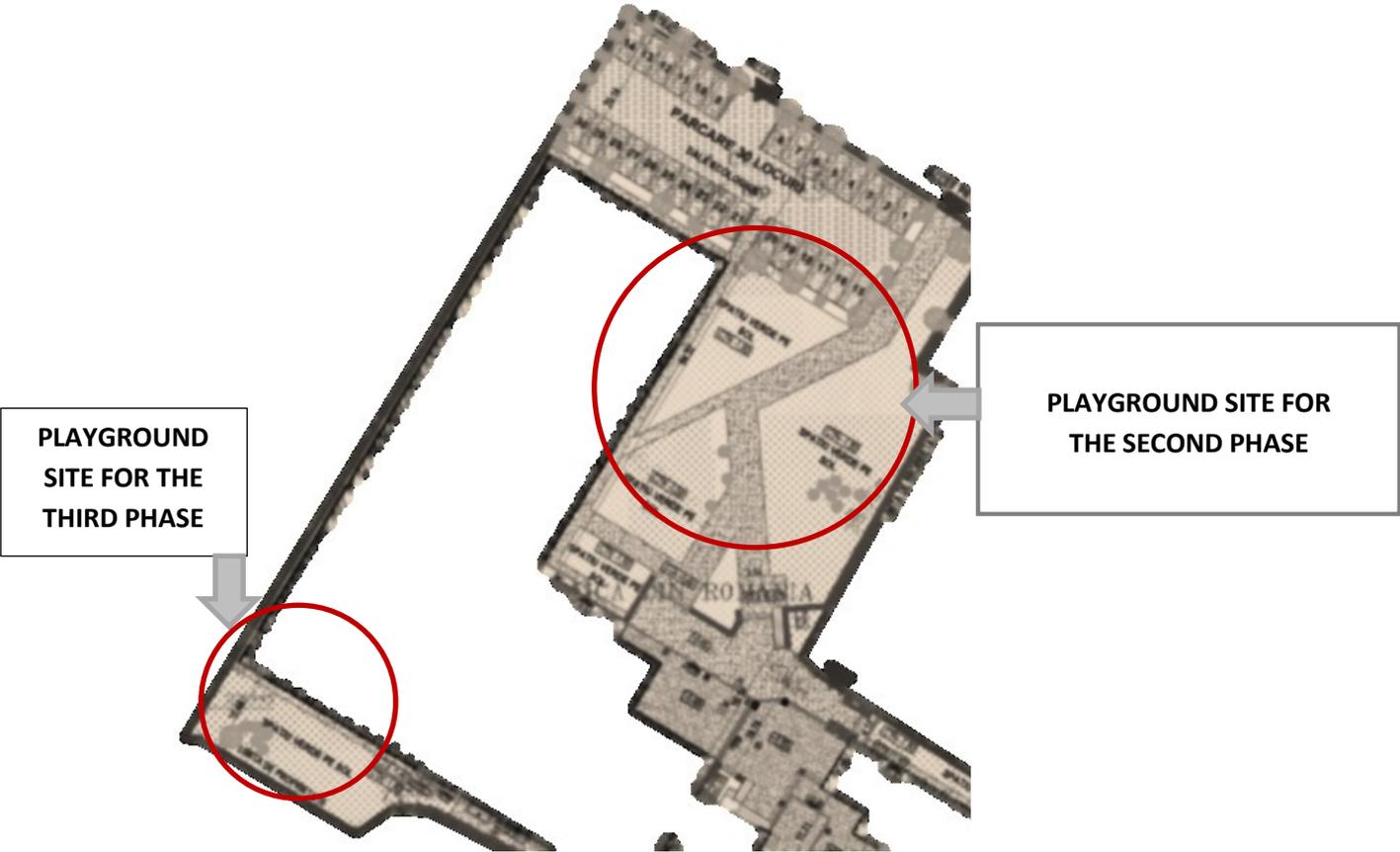
<http://www.ruralstudio.org/projects/lions-park-playscape>

<http://stamps.umich.edu/stories/amtower>

Playground Concept <http://dalhousieplayground.ca/concept/>

<http://www.playgroundsafety.org/standards/cpsc>

<https://www.youtube.com/watch?v=IJEzrW3Uxtw>





PLAYGROUND SITE FOR THE SECOND PHASE OF THE PROJECT



PLAYGROUND SITE FOR THE THIRD PHASE OF THE PROJECT

Dean

Prof. Emil Creanga, PhD

Architecture Department Director

Prof. Constantin Rusu, PhD

Elaborated

Lecturer Andra Jacob, PhD