

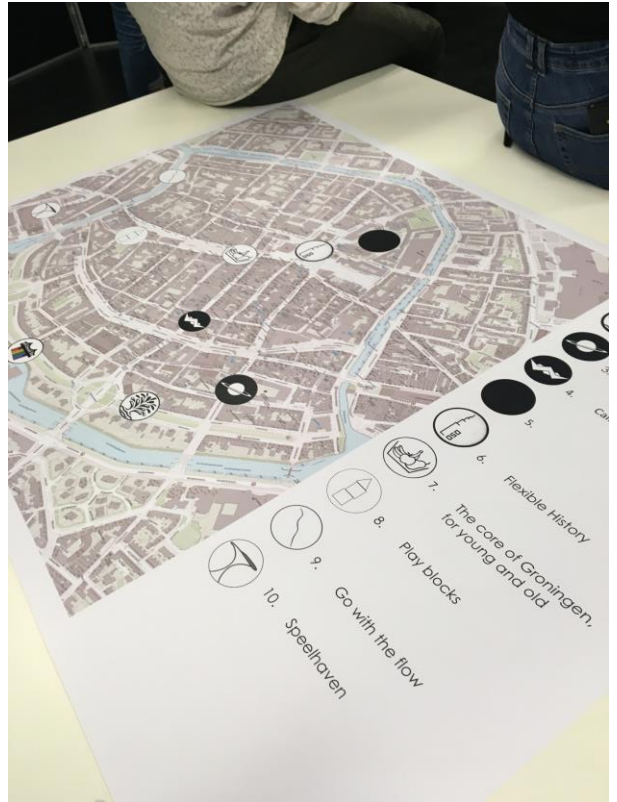
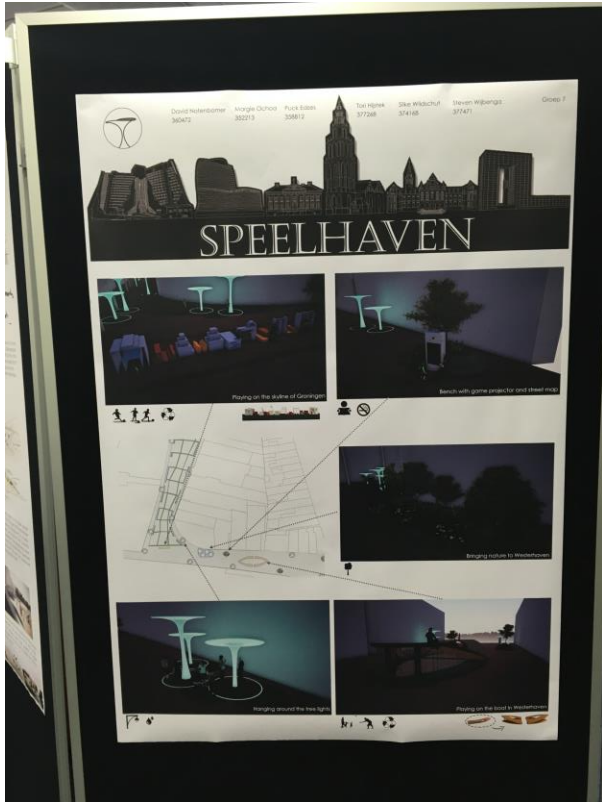


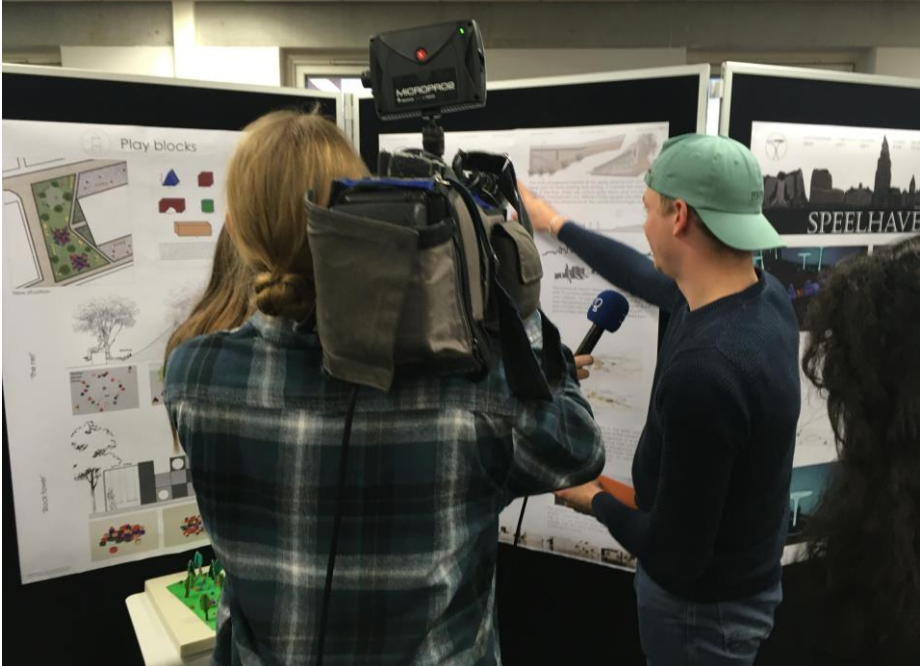
Bijlage initiatiefvoorstel

“Spelen in de binnenstad”

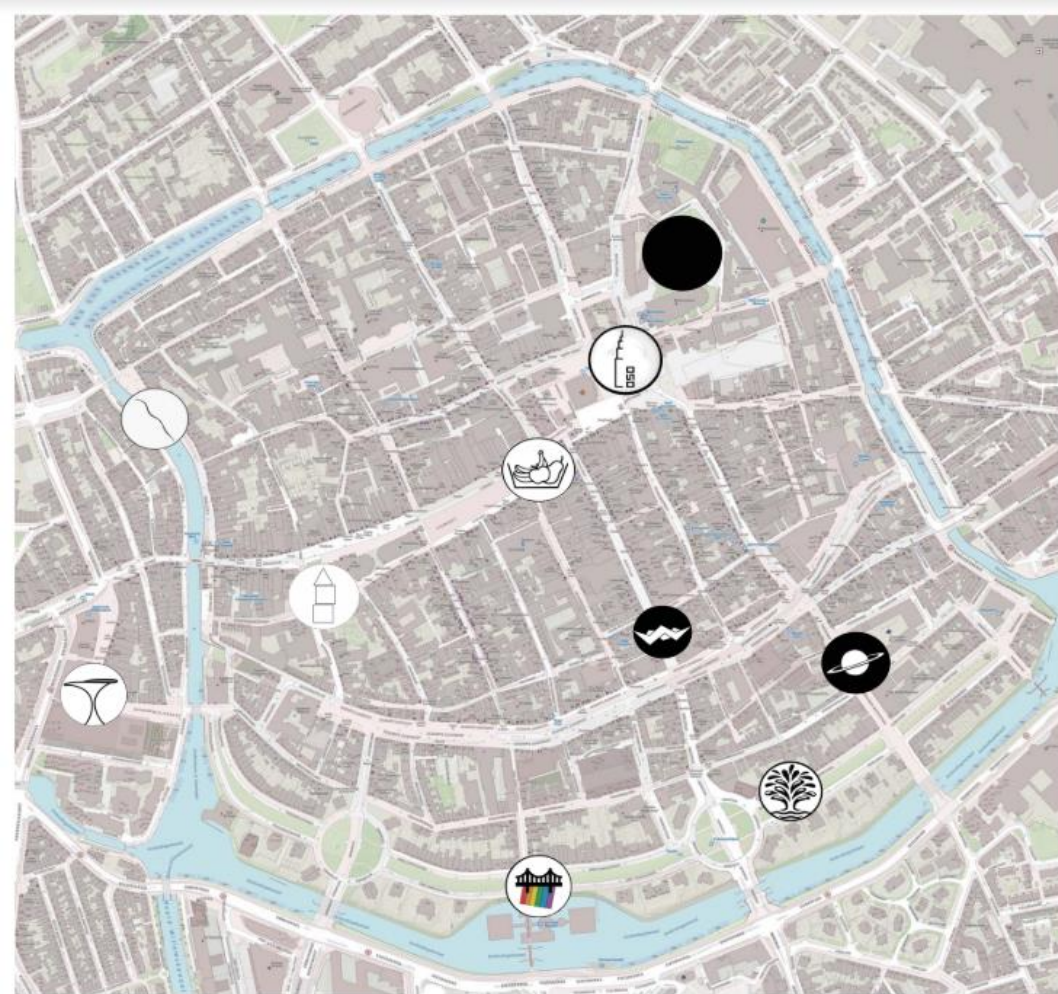
Spelen verblijven en vergroenen











1. The Groninger Bridge
2. Fountain fun square
3. Passing & Impressing
4. Calm down, climb up
- 5.
6. Flexible History
7. The core of Groningen, for young and old
8. Play blocks
9. Go with the flow
10. Speelhaven

HANZE HOGESCHOOL



CALM DOWN, CLIMB UP! - PLAYGROUND IN HERESTRAAT

The traffic in Herestraat consist of pedestrians and cyclists. However, cycling is prohibited between 09:00 and 21:00. In addition to this, motored vehicles are only allowed to pass if it is destination traffic. All in all, the most prominent traffic consists of pedestrians. A lot of light enters the area. There are no large buildings blocking possible sunlight. The placement of trees makes sure that people can make use of the created shade.

Coloring with colors of the flag of Groningen



Different elements for other ways of playing

Since it is a crowded street, it was efficient to locate playground inbetween the trees. Instead of a mass, we designed a structure which blends in to its landscape, due to the street's dynamism and urban texture.



Most Common Age Group: 7-10
Sitting areas for the parents and visitors.

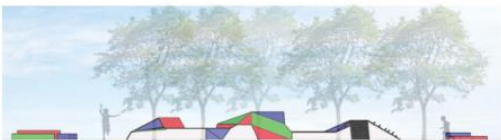
MOVEMENTS
-Hanging
-Jumping
-Climbing
-Hiding



BACK VIEW



LEFT VIEW



FRONT VIEW



RIGHT VIEW

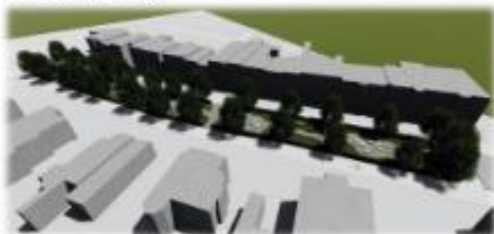
TOP VIEW





Fountain Fun Square

Fountain square



What

The green strip in the south of the city center between the main station and the city center is an empty unused strip of 1200 meters long. This 1200 meter long strip is divided into 5 strips of +/- 250 meter. On these 5 strips are glass, trees and occasionally a work of art. In no way is good use being made of this area. This is a shame, because there are many options that can make this area of added value for the city of Groningen.

Why

The main station is an extremely important transit route to the center of the city of Groningen. From here many buses, taxis, cyclists and pedestrians go to or through the city center. This means that the green area is a space that is often visited and that could attract the attention of city residents and visitors. The 1200 meter long and 16 meter wide strip gives options for many ways of filling up the space.

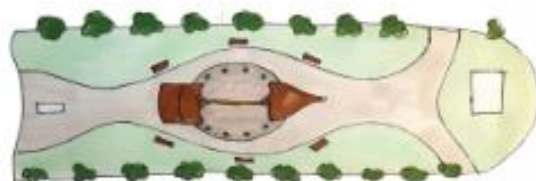
The area has 3 transit routes. All three are suitable for pedestrians, cyclists and cars. In addition, one extremely important route is also used for taxis and city buses.

This means that many people pass the area, but that this area is not attractive enough to stop, because everyone walks or drives past it.

What does it achieve?

An invitation in the center of Groningen. It is also an international photographic work of art. Probably many people want to be photographed with it (see I AMSTERDAM). The route to the city center will also be made more pleasant. In addition, a place will be created for all ages to do sports and relax.

A The shipwreck



B Groningen skyline



C Climbwall



Groningen "highline" bridge

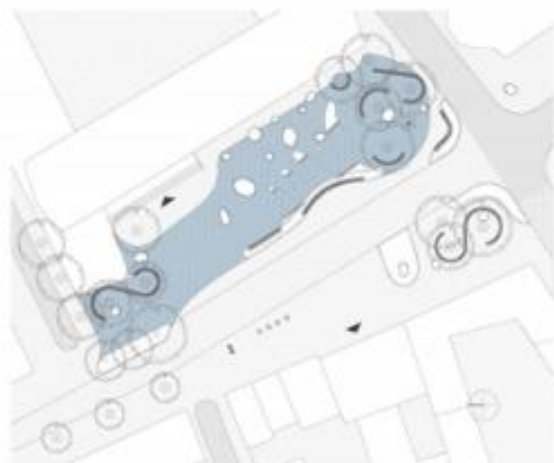


Groningen map - Praediniusgel → Heresingel





PASSING & IMPRESSING



The location of the playground in the proposal is in front of the police station. The location is at the border of the city centre and many cars drive by (including fast police cars). The square in front of the station is partly used for public parking. Because of the busy situation, the area is not appealing to walk through as matter of safety. Another disquality of the area is the atmosphere, which is not welcoming, neither by day or night.

Two main goals for the area are improving the safety and atmosphere. The means to do this is by introducing a playground in place of the parking spots, the playground consists of light objects, benches and a tunnel, all being abstract, multifunctional and inclusive. The whole of the design, with its particular organization, creates a fun and safe route along the police station and a fast alternative route.

The new situation provides a place where people can go to and pass through in a safe and fun way. The collection of objects creates an impressive experience and a new landmark in the city of Groningen. One who passed, is impressed.



FORM

The curves of the area are created by natural elements, which are vertical. The elements are placed in front of the police station to create a landmark. The elements are the funnels, a light structure and a fun, safe route. The funnel above the area is the fun, safe route. The funnel above the area is the fun, safe route. The funnel above the area is the fun, safe route.



LIGHT SCENES

The light elements create a unique atmosphere for day and night. The elements are not abstract, experiential and have a sense of lighting. The elements are the funnels, a light structure and a fun, safe route. The funnel above the area is the fun, safe route. The funnel above the area is the fun, safe route.

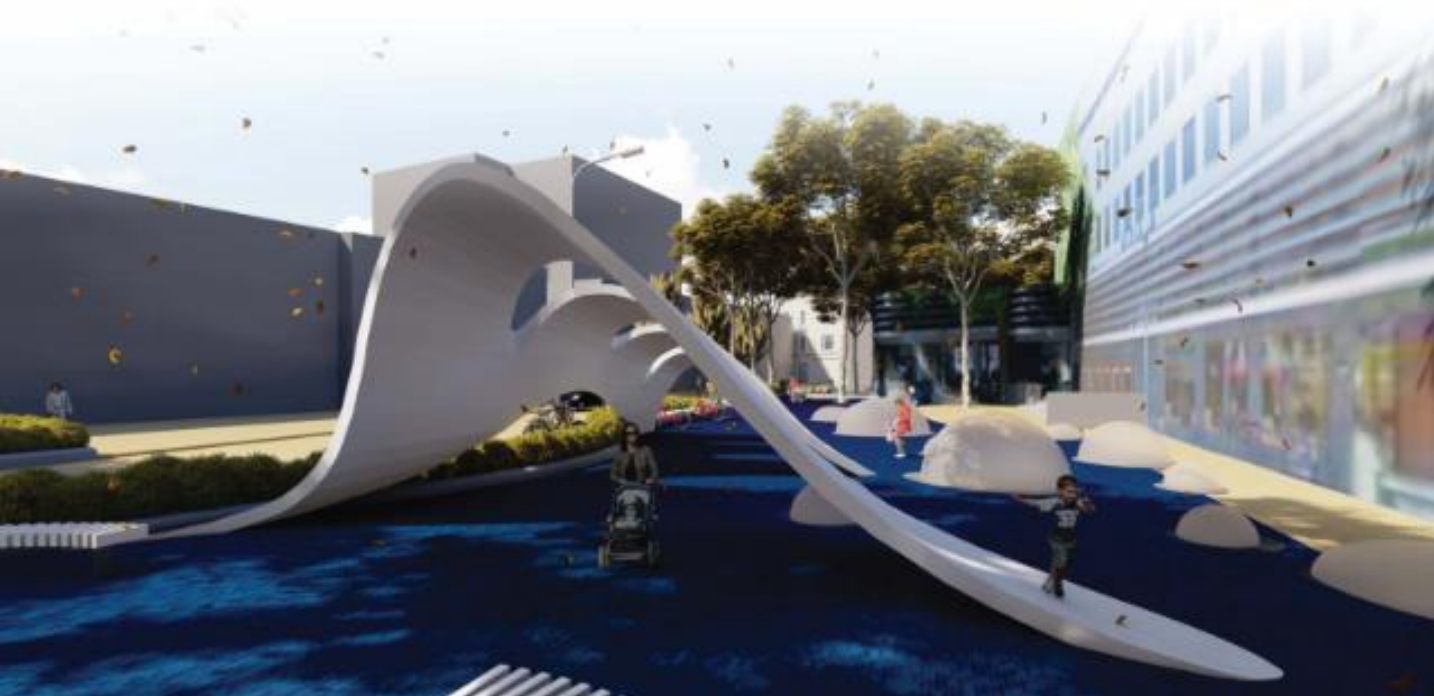


WATER

The water feature is the activity of the place. The water is the water in the pool. The water is the water in the pool. The water is the water in the pool. The water is the water in the pool.



The pavement of the playground is a mix of blue and white. The white colored elements will stand out against the blue pavement. At night the light elements are lit up and the color which makes the color look like the color with light. The shape of the funnel is closed to the side of the road and open to the side of the playground. Because the playground is a mix of blue and white, it is a mix of blue and white. The color of the funnel is closed to the side of the road and open to the side of the playground. Because the playground is a mix of blue and white, it is a mix of blue and white. The color of the funnel is closed to the side of the road and open to the side of the playground. Because the playground is a mix of blue and white, it is a mix of blue and white.



GROUP PROPOSAL

Location: Martinikerkhof



The multifunctional playground is connected through one line all around the Martinikerkhof. The pattern of the line is inspired from a old map of Groningen with city walls. The lines will connect the ancient city with the modern city as we currently know it.



Materials:

- Wood for swings and climb obstacles
- Ropes
- Rubber flooring for the playground
- Brick flooring around the waterfountains
- Metal for the bicycle storage



To make studying achievable, there will be WiFi hotspots in the modern benches.



Waterfountains for kids to play in.



Fitness equipment for adults.



Space for people to store their bicycles.





CITY CENTRE PLAYGROUND



our vision

Our vision is to improve the quality of life in the city. With the making of a playground inspired by a iconic landmark of Groningen, we not only create a place for children to play but a cultural and communal space for the whole city. The introduction of greenery around the Grote Markt gives the city center a much more appealing environment for the community to come together. By "opening" up the square and connecting it with the cafes around it, we achieve a more social connection between the market place and the not only very popular, but also iconic cafes around it.



The perspective from the center of the square toward the tower. The structure around it is in the old historical playground.

The perspective at the site indicates design details in the surrounding environment which is the city center with many historical building.



The fountain and bench in front of the site (park).



Addition of an area where with Eng-children play around.



The proposed color of the steel structure is blue or dark blue with more elements like climbing or slide using a red-through rope.



The fountain at the end of the area around the city area provide the way to get activity and that is easy for children but for other ages as well.



The more view of Grote Markt showing the site area at the perimeter of the square. The new pattern in the center suggest the structure in the

center of the square with the tree and bench for increasing the green area of structure itself in the middle part. The playground is located at the way to make some space for all ages to surround.



Location of the playground area and way to see by different people.



Location of the playground area and way to see by different people.



The new pattern of the playground area and way to see by different people.



Our design is based on the old city wall of Groningen. By using the shapes of the old east city wall of Groningen, people can remember the time it was still there. We think this is something the residents of Groningen will really appreciate. For young people like children this can be a place to play but also a place to learn about the history of Groningen. Our design can start a conversation between different generations about Groningen and its history. We

Input from the Community

All our ideas are based around the PEOPLE of Groningen. A group of students from our minor had the task to research the needs of the habitants of Groningen involving playgrounds. Most of the information is based on a research of Sikkom. They made a post on Twitter and Facebook asking people what they want to see in the city regarding playgrounds. The most important for adults with children is: enough seating area, involving nature and safety for their children. The research also suggested for parents to comment the needs of their children. What they want to see most on a playground is: a fountain, climbing walls and sandboxes. For the most thoughtful product, we based our concept on the needs of the PEOPLE of Groningen.

Reference research

As a part of our research about playgrounds in a city centre, a group of our minor did a lot of reference research: they looked at examples of different playgrounds and play areas. By doing this we learned what was necessary for a good playground, they also looked at different ways to incorporate more green in to the playground/area. By looking at DIFFERENT CITIES and the way they incorporate green and play areas in to their cities, we found out the best way to do this. We used this information and incorporated this in to our design.

Incorporating the vision of the township

The FUTURE VISION of the local authority (Gemeente Groningen) for the Grote Markt. When doing a project in an area that is under development it is important to take the already existing plans in consideration. The Grote Markt is going to be changed up quite a bit in the close future. The local authority already has plans to make it a shared space and remove the busses



THE CORE OF GRONINGEN FOR YOUNG AND OLD



The Vismarkt is the chosen location where we realised our modern playground. It is designed as a multifunctional place where children can play by day and teenagers can hang out. Our guiding theme is the core of Groningen for young and old, and because of the playground being located on the biggest market of Groningen we wanted fruit to interwine in the theme. By degrading the ground and having the playground there it will overview the whole Vismarkt. This way we think we created a place where kids can play, people can relax and which is also in the city centre of Groningen.



Degraded because of the overview



Playground for children with fruit games



Green sitting area



surrounded by the sound of water

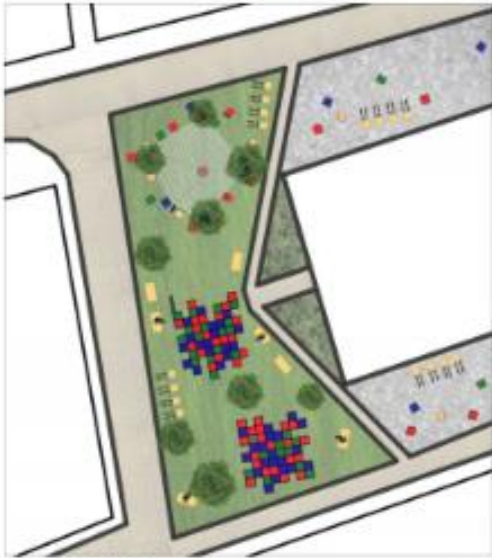


Indirect lightning from the water and under the benches

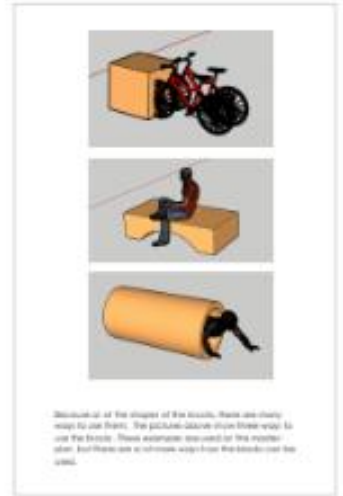
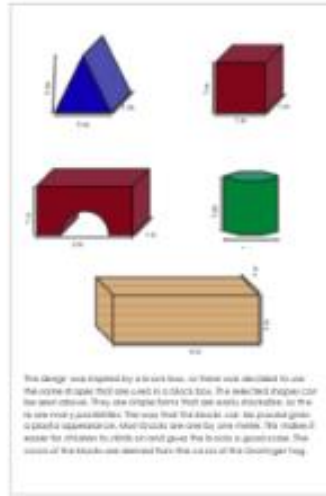




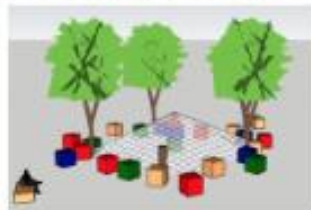
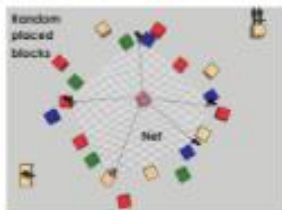
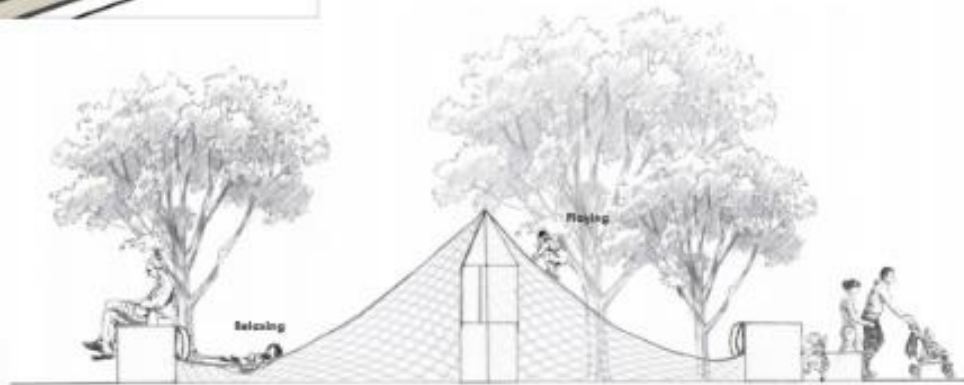
Play blocks



New situation



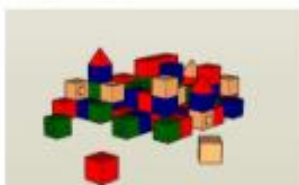
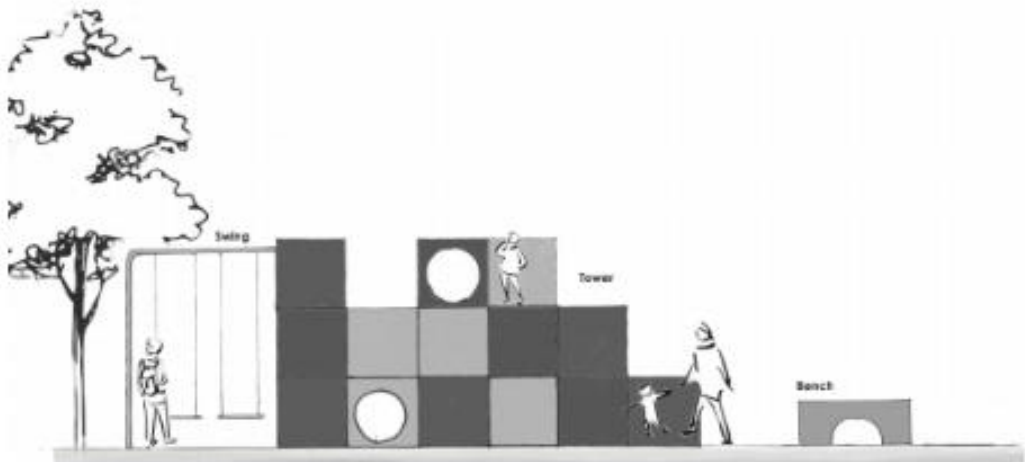
'The net'



The net is a **multifunctional** play device. On the net children can **play**, climb on the net and take place to have some sleep, can **relax and lay down** in the net.

In the net all the children can have some **blocks** in the middle of the net is a good tower of three blocks, when you are a best tower in the net to play a game in it.

'Block tower'



This design is inspired by the play blocks like they are blocks, because on top of each other.

The block tower consists of:

- Blocks
- Swing
- Blocks with holes that can go through them
- Square shaped blocks like the tower

The very **multifunctional** children can **play** with the tower in many different ways on it.



GO WITH THE FLOW

Introduction

Go with the Flow is a project that has been designed to offer visitors and inhabitants of Groningen some fun. The design meets the wishes of several users.

The entire playground is connected by a play wall. The wall is transparent in several places to make room for activities for children and elderly. Walkthrough have been introduced by creating openings. A flow exists from one side of the street to the other side of the street. The connecting flow emerges out of the ground and disappears into the ground.

The north ending of the wall has been designed for younger children and cultural aspects. There is room to play and also to provide in theatrical shows. (Singing, dancing, acting, etc.) The south ending of the wall has been designed for adolescents+ to hang out and relax both by and in the water. Typical Groningse phrases are pressed into the wall. This so inhabitants can recognize and visitors can get to know these sayings, for a personal and exciting aspect.



Being the opposite part of the adventure playground, this place symbolises rest. People can therefore chill, listen to music and have a chat with friends. In order to realize it seating areas like a swinging chair are created. There is also place for the elderly, they can play chess or relax under the pavilion, when it gets too hot or if it's raining. Furthermore it's a flexible place where different things can be realized.



With this design the idea was to make a design with the Hierarchy principle that it would be a sort of monument. It appealed to me the most, because it contains the two most important aspects. Namely the Hierarchy principle and that it can also get additions that people can still get dry under.



The main playground consists of an upper playing part and a lower part for both playing and acting. It creates the beginning of the flow. There are various grass lawns and wooden benches. Created with two different sides people are able to watch either the playground or the canals of Groningen from the benches.



The concrete bench seems to be made out of one part. It contains different parts for both, older people and children. To expand the creativity of the children the playing parts are created very simple. But it also contains the most popular playground parts, just as a slide, climbing net and different sized bars.



The wall opens up and closes, in the open place there is a hill created. This hill is part of the adventure playground. An adventure playground is a playground where children can improve their creativity and where they can explore. The playgrounds nowadays are too safe and too predictable, therefore children can not discover this way. An adventure playground, has the opposite result.



The perspective shows the atmosphere of the overall project where kids can play around the wall, climbing up or run around and their parents or older people can also sit in the hole to enjoy the atmosphere of the canal.



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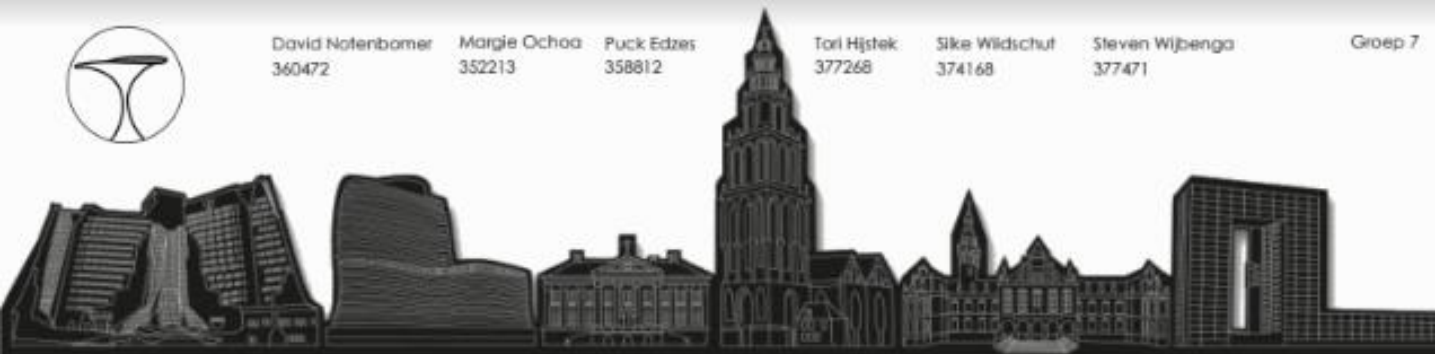
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Groep 7



SPEELHAVEN



Playing on the skyline of Groningen



Bench with game projector and street map



Bringing nature to Westerhaven



Hanging around the tree lights



Playing on the boat in Westerhaven