

Preadvies gevraagd

GEMEENTE GRONINGEN	
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INITIATIEFVOORSTEL

Spelen in de Binnenstad

Spelen, verblijven en vergroenen

Aan de leden van de gemeenteraad van Groningen

Betreft: initiatiefvoorstel 'Spelen in de Binnenstad'

Datum:

Inleiding

In 2016 heeft de gemeenteraad het uitvoeringsprogramma binnenstad vastgesteld. In de plannen en projecten voor vernieuwing van de binnenstad staat het verhogen van de verblijfskwaliteit centraal. Succesvolle binnensteden hebben niet alleen een interessant winkelaanbod, maar zijn hebben óók een prettig verblijfsklimaat. Het vergroten van het primaat voor voetgangers en fietsers door het gebied met de gele steentjes uit te breiden is één van de belangrijkste pijlers onder de binnenstadvernieuwing. Er zijn meer mogelijkheden om het verblijfsklimaat – voor verschillende doelgroepen verder te verbeteren en dit initiatiefvoorstel beoogd daar een bijdrage aan te leveren.

Oproep initiatiefvoorstel

Tijdens de raadscommissie beheer&verkeer op 8 mei 2019 kondigde de D66-fractie als aanvulling op de binnenstadplannen een initiatiefvoorstel aan, meer speelplekken in de binnenstad CDA, GroenLinks en PvdA sloten aan. Ook de Groninger Cityclub, Spelen in Stad en Platform Gras werden geconsulteerd. Na de nodige media-aandacht sloten ook SKSG, de Speeltuinentrale, UptoUs, de Hanzehogeschool en Jimmy's aan. Via social media kwamen honderden reacties binnen, op Let's Gro tientallen ideeën van kinderen van SKSG en studenten van de Hanzehogeschool werkten concrete ontwerpen op concrete plekken uit. Deze opbrengsten zijn er inspiratie opgenomen als bijlage bij dit voorstel.

Spelen, verblijven en vergroenen

De indienende fracties vinden dat er meer aandacht moet zijn binnen het gemeentelijk beleid voor spelen en spelaanleiding in de binnenstad om zo de verblijfskwaliteit te verhogen voor de bezoekers van de binnenstad. Om de speelplekken te laten functioneren, willen de indienende fracties dat de speelplekken ook de algemene verblijfskwaliteit verhogen. Ouders en ouderen moeten ook prettig kunnen verblijven bij de speelplekken. De trappen van het VVV-kantoor op de Grote Markt laten zien dat er behoefte is aan ongedwongen niet-commerciële verblijfsruimte in de binnenstad van Groningen. De fracties willen graag dat met de uitwerking van onze ideeën wordt aangesloten bij ambities (en noodzaak) tot vergroening van de binnenstad. Voor wateroverlast en hittestress geldt dat ze mogelijk kunnen worden gekoppeld aan aan de speel- en verblijfsplekken de kwaliteit van

die verblijfsplekken verder verhogen en ook financieel aantrekkelijk zijn. Om die reden roepen wij ook op om zoveel mogelijk aan te sluiten bij bestaande projecten, zoals vervanging van de gele steentjes. We willen met dit voorstel werk met werk maken.

Dit initiatiefvoorstel bevat meerdere oproepen aan het college. Ten eerste willen we een pilot starten met flexibele speelplekken. Zo kunnen we kijken wat werkt en tegen lage kosten de stad meteen verlevendigen. Daarnaast willen we werk maken van één of twee concrete plekken en een onderzoek naar meer potentiële locaties. Tot slot zouden we graag zien dat het college een leidraad spelen uitwerkt, aansluitend op de leidraden openbare ruimte binnenstad die er al zijn. Als er uitvoering komt, dan verwachten wij nauwe aansluiting bij andere ambities, zoals verblijven en vergroenen, maar ook projectmatige aansluiting. Denk aan vervanging gele steentjes, kabels, leidingen en binnenstad projecten. We staan voor een kostenefficiënte uitvoering.

Voorstel voor besluit:

Besluiten het college op te dragen:

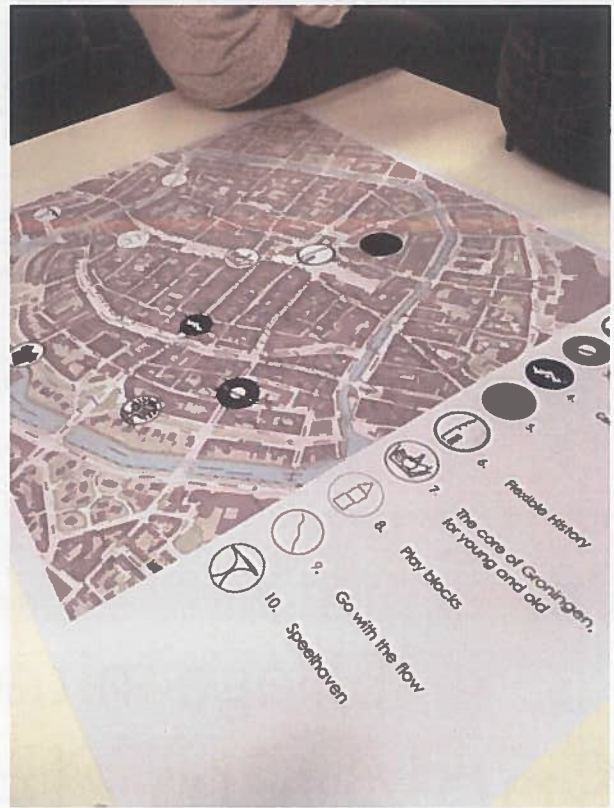
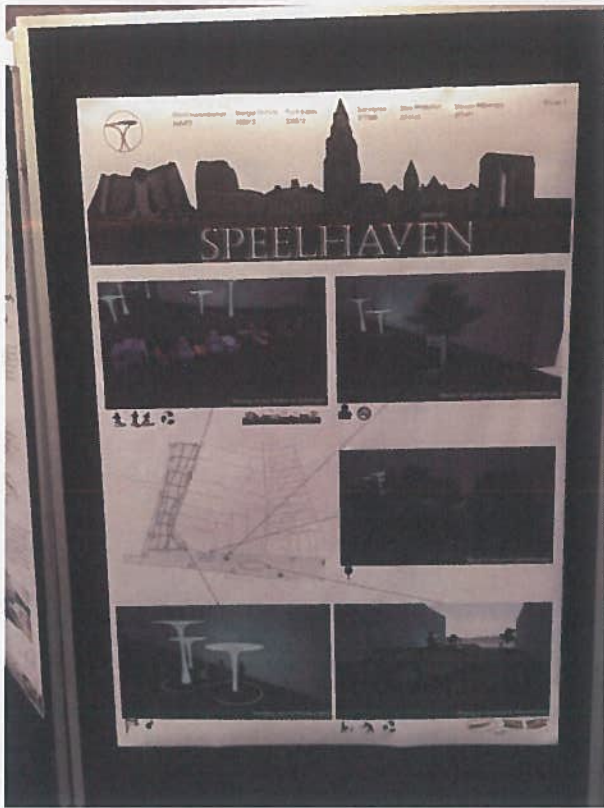
1. Een ontwerp te maken voor een pilot spelen op de Grote Markt om in het jaar 2020 te experimenteren en de gemeenteraad daarover te informeren;
 - a. Daarbij gebruik te maken van de inspiratie uit de bijlagen.
 - b. De op de Grote Markt gebruikte toestellen indien mogelijk ook op andere plaatsen toe te passen
2. De meest geschikte locaties te onderzoeken om spelen in de binnenstad permanent een plaats te geven.
 - a. daarbij aan te sluiten bij routes waarlangs bezoekers / gezinnen de binnenstad benaderen;
 - b. daarbij aan te sluiten bij het aanbrengen of vervangen van de gele steentjes of andere projecten in de binnenstad die nog deze raadsperiode in uitvoering zullen gaan;
 - c. in dat onderzoek in ieder Herestraat en Martinikerkhof/Sint Jansstraat mee te nemen omdat die in 2020 in uitvoering zullen gaan
3. Een leidraad spelen uit te werken en onderdeel te maken van het binnenstadsbeleid 'ruimte voor jou'.
4. Een maatschappelijke coalitie te sluiten met organisaties en binnenstadondernemers om samen deze ambitie samen met inwoners uit te werken.
5. De raad voor 1 mei 2020 te informeren.

Tom Rustebiel
D66

Rik van Niejenhuis
PvdA

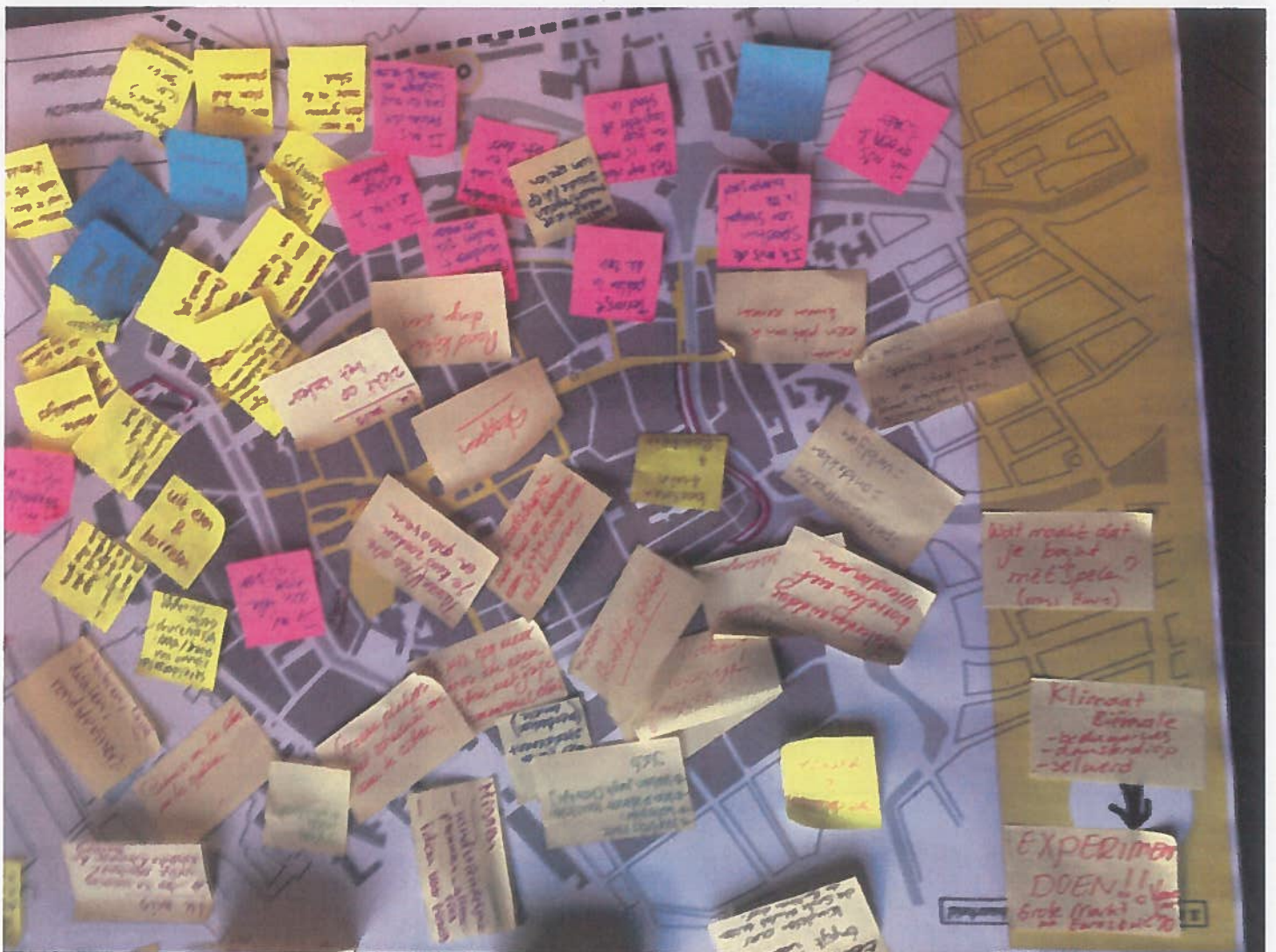
Femke Folkerts
GroenLinks

Herman Pieter Ubbens
CDA



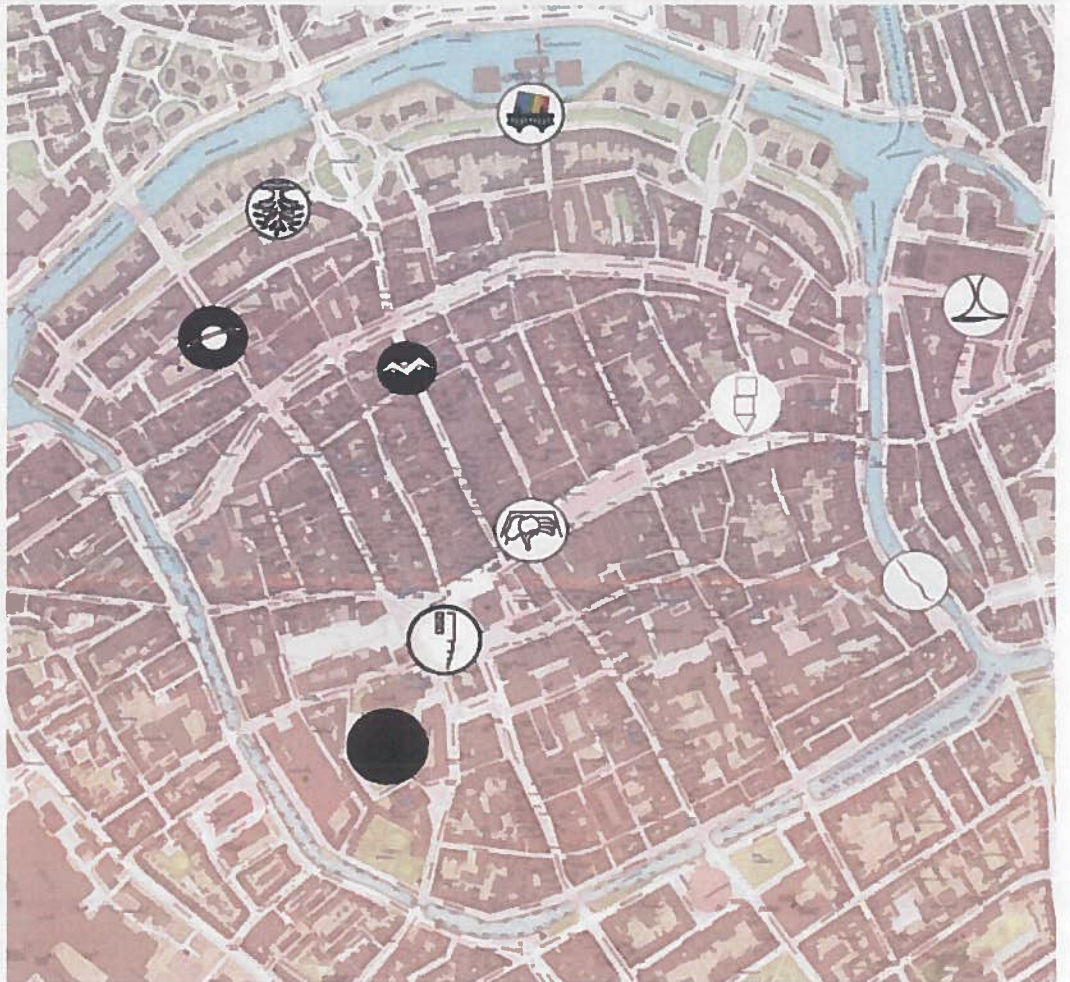






HANZE HOGESCHOOL

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



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, motorized 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

Since it is a crowded street, it was efficient to locate playground in-between 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.

MOVEMENTS
 Most Common Age Group: 7-10
 Sitting areas for - Climbing - Jumping - Hanging
 the parents and visitors.
 Hiding

Different elements for other ways of playing



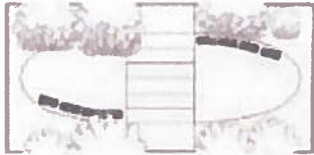


The Groningen Gate

a playful landmark

THE GRONINGEN GATE IS A PLAYFUL LANDMARK THAT WILL BECOME A PART OF THE CITY'S IDENTITY. IT IS A STRUCTURE THAT IS BOTH FUNCTIONAL AND PLAYFUL, AND THAT WILL BECOME A PART OF THE CITY'S IDENTITY.

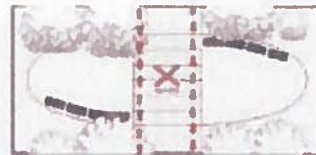
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SECTION 1
This section shows the internal structure of the Groningen Gate, highlighting the way it connects to the ground level and the surrounding urban environment.



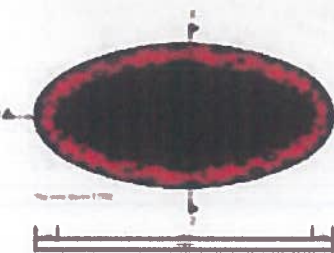
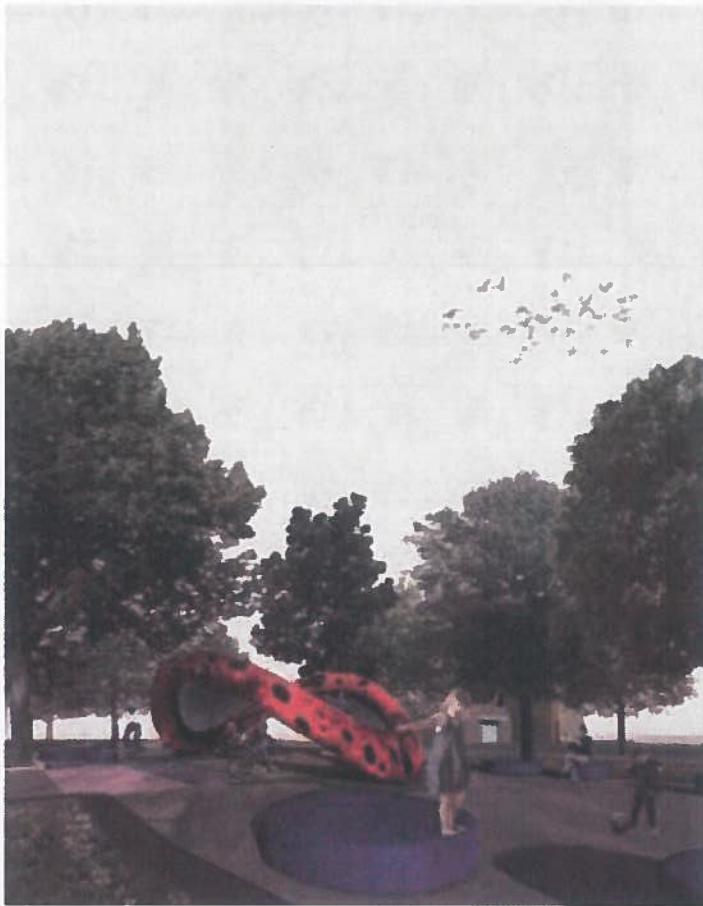
SECTION 2
This section shows the internal structure of the Groningen Gate, highlighting the way it connects to the ground level and the surrounding urban environment.



SECTION 3
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SECTION 4
This section shows the internal structure of the Groningen Gate, highlighting the way it connects to the ground level and the surrounding urban environment.





Fountain Fun Square

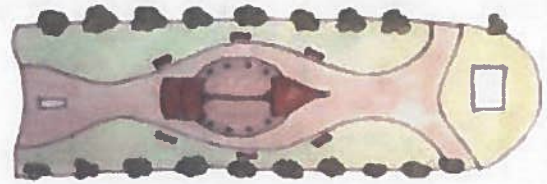
Fountain square

What
The green strip at the south of the city center between the main station and the city center is an empty unused strip of 1200 meter long. The 1200 meter long strip is divided into 3 strips of ~ 750 meter. On these 3 strips are grass trees and occasionally a work of art. In no way a 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.

(A) The shipwreck



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.

(B) Groningen skyline



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

(C) Climbwall



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

Groningen "highline" bridge

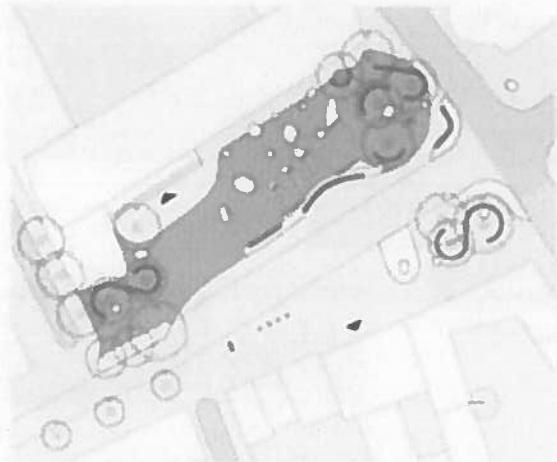


Groningen map - Praediniusingel → Heresingel





PASSING & IMPRESSING



The location of the playground in the proposal is in front of the police station. The location of the station of the city center and center can drive by creating that public space. 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 at matter of safety. Another possibility 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 introducing a playground in place of the parking space. The playground consists of light objects, benches and a funnel of being abstract, multifunctional and includes the spirit of the city, with its particular organization, character and atmosphere using the police station and a local alternative route.

The new structure provides a place where people can go to and pass through in a safe and fun way. The collection of objects create an expressive environment and a new contrast in the city of Corinthe. (The author proposed a treatment)



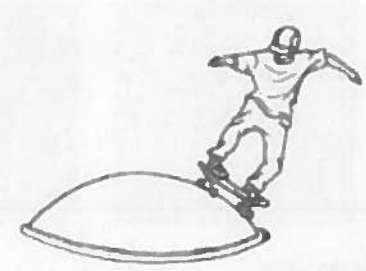
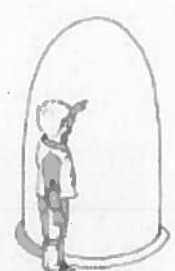
The location of the area is related to very important elements in the city. The location is in front of the police station. The location of the station is partly used for public parking. Because of the busy situation the area is not appealing to walk through at matter of safety. Another possibility of the area is the atmosphere, which is not welcoming neither by day or night.



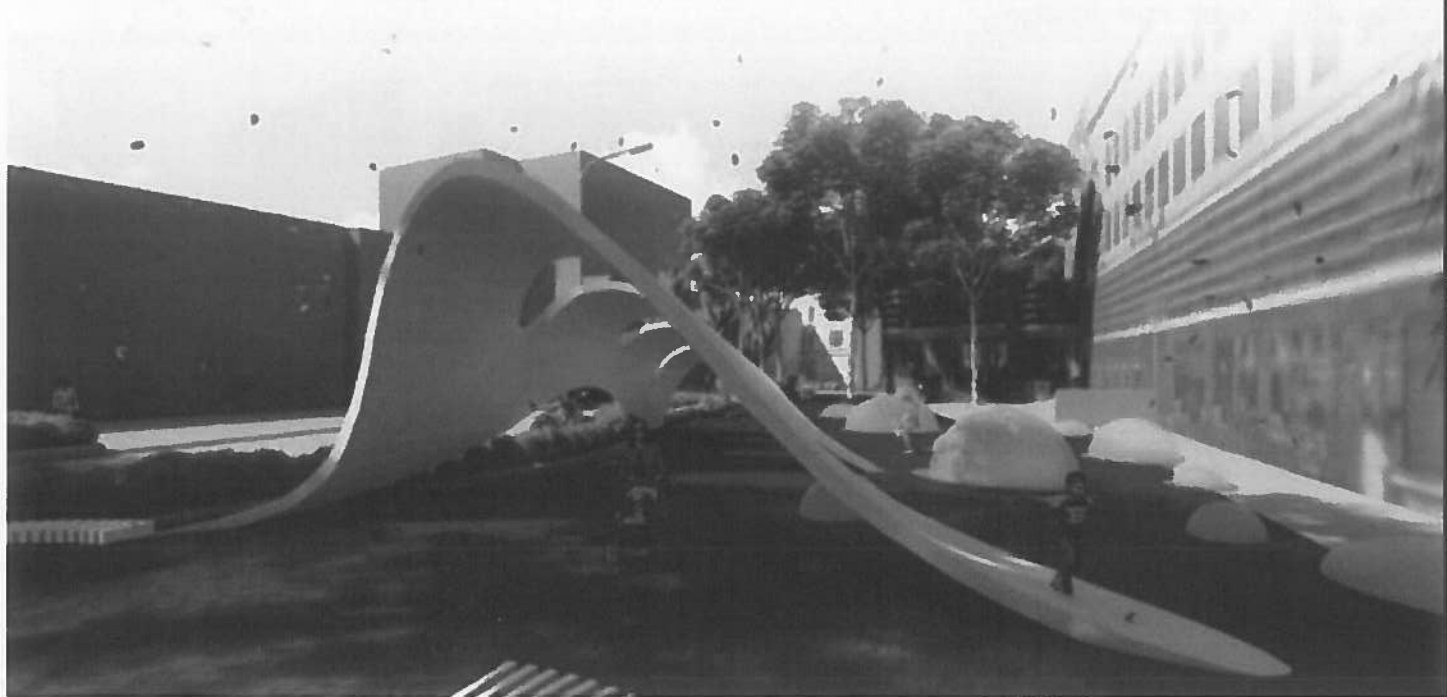
The light structure allows by allowing the atmosphere to stay and night. The structure is in front of the police station. The location of the station is partly used for public parking. Because of the busy situation the area is not appealing to walk through at matter of safety. Another possibility of the area is the atmosphere, which is not welcoming neither by day or night.



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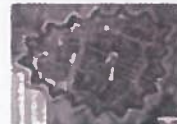


GROUP PROPOSAL

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 playground takes the shape of the iconic tower of Grote Markt. The area where the tower is is the site for the playground.

The playground is the site where the tower stands, so it is a natural choice to use the tower as a central element of the playground.



Seating area and fountain in front of the tower.



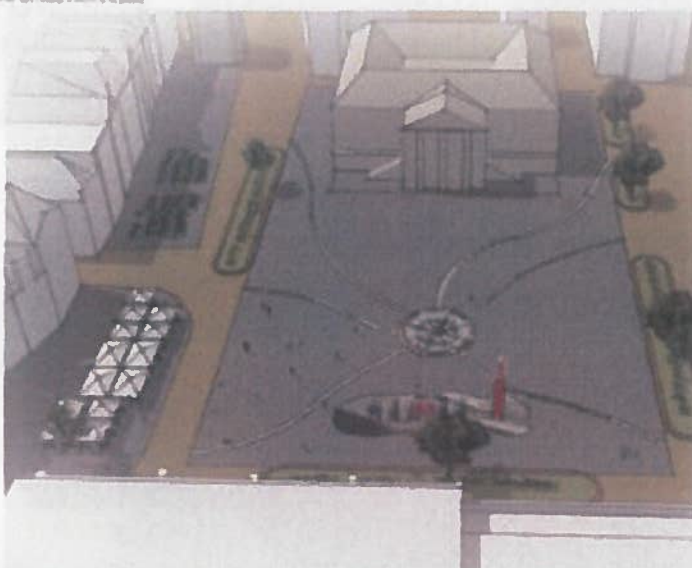
A large colorful structure in the playground.



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Our design is based on the old city wall of Groningen. By using the shapes of the old wall 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 Skkom. 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 more open space and remove the buses.



THE CORE OF GRONINGEN FOR YOUNG AND OLD



The Vismarkt is the chosen location where we realized 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 intertwine 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



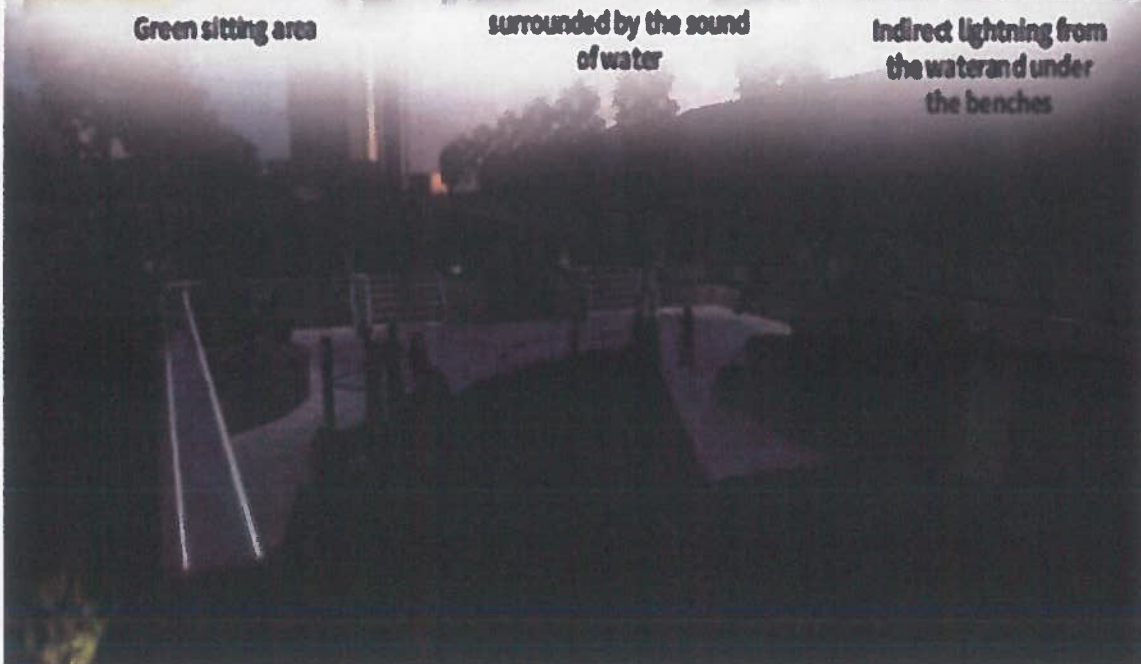
Green sitting area



surrounded by the sound of water



Indirect lighting from the water and under the benches

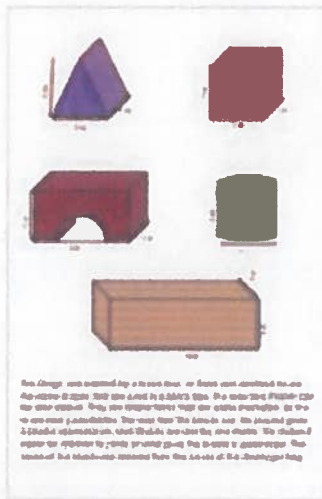




Play blocks



New situation



The design was inspired by a tree that, in fact, was attached to the...
 The design was inspired by a tree that, in fact, was attached to the...
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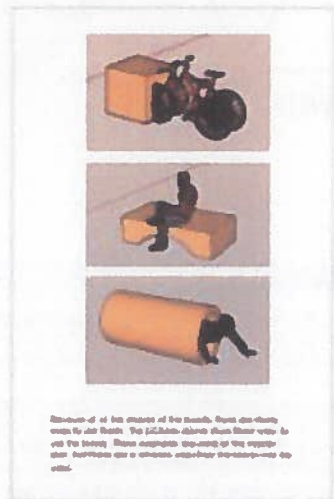
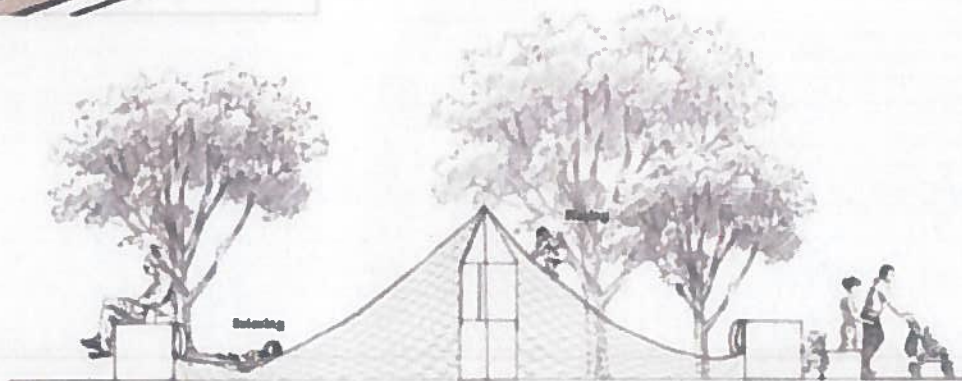


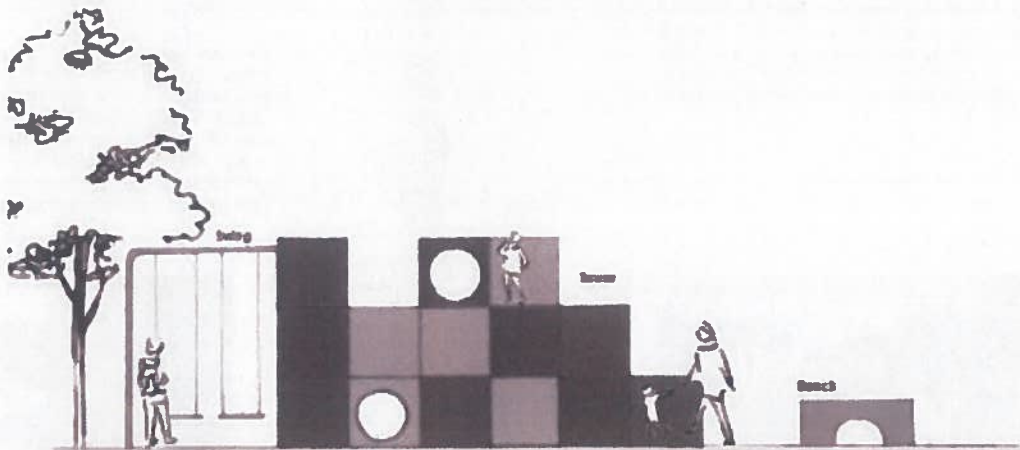
Illustration of the shapes of the blocks, from the...
 Illustration of the shapes of the blocks, from the...
 Illustration of the shapes of the blocks, from the...

'The net'



The net is a...
 The net is a...
 The net is a...

'Block tower'



The tower is...
 The tower is...
 The tower is...



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. Walkthroughs 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 at 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 Groninger 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.



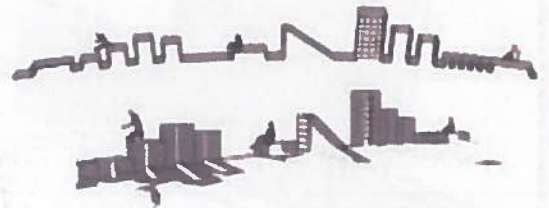
Being the opposite part of the adventure playground, this place symbolizes rest. People can therefore chill, listen to music, and have a chat with friends. In order to realize it seating areas like a swinging chair are created. There is also place for the elderly, they can play chess or relax under the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



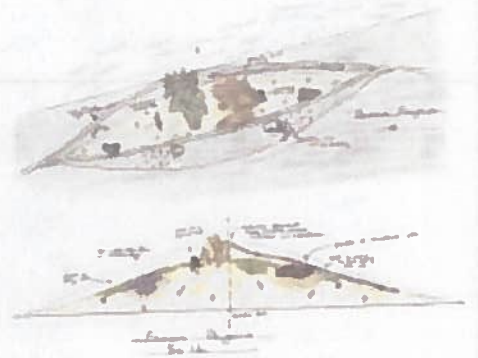
With this design the idea was to make a design with the Hierarchy principle that it would be a sort of monument. It appealed to me the most, because it contains the two most important aspects. Namely the Hierarchy principle and that it can also get additions that people can still get dry under.



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 canal 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 hold to enjoy the atmosphere of the canal.



David Notenbomer
360472

Margje Ochoa
352213

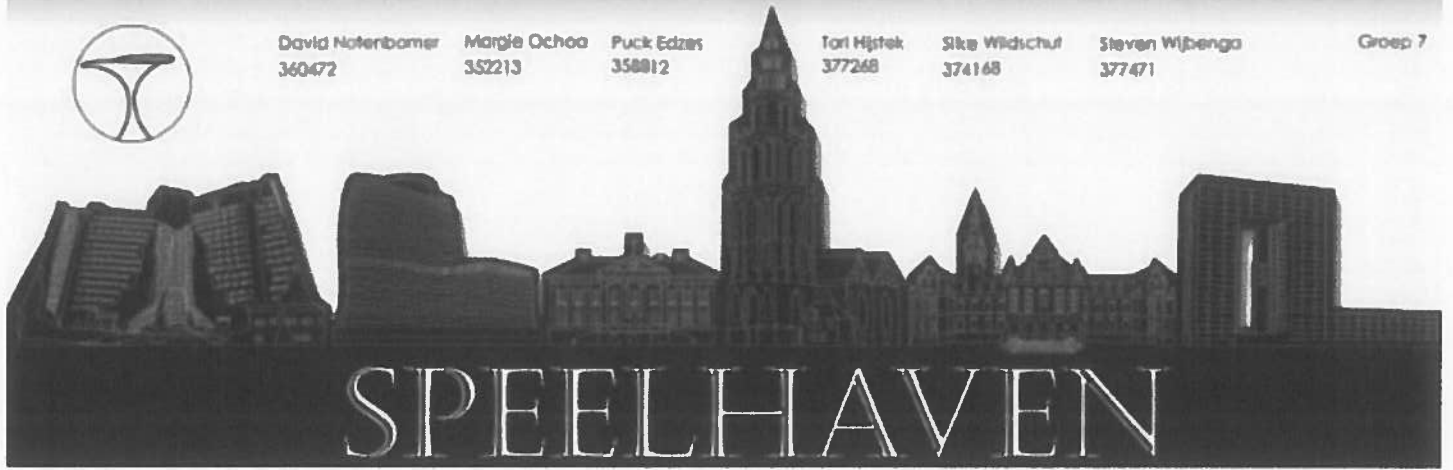
Puck Edzes
358812

Tori Hijstek
377268

Sike Wildschuf
374168

Steven Wijbenga
377471

Groep 7



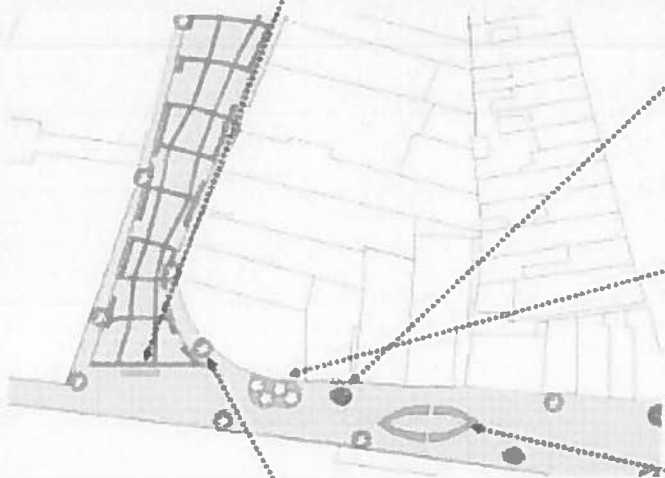
SPEELHAVEN



Playing on the skyline of Groningen



Bench with game projector and street map



Bringing nature to Westhaven



Hanging around the tree lights



Playing on the boat in Westhaven

