



Observe - Design - Create a
PLAYSCAPE

Neverland



the lost children

_Analysis



At the beginning , park of Chanth has an outstanding meaning as it is located by the neighboring landmark of Thessaloniki , White Tower and Alexander the Great statue



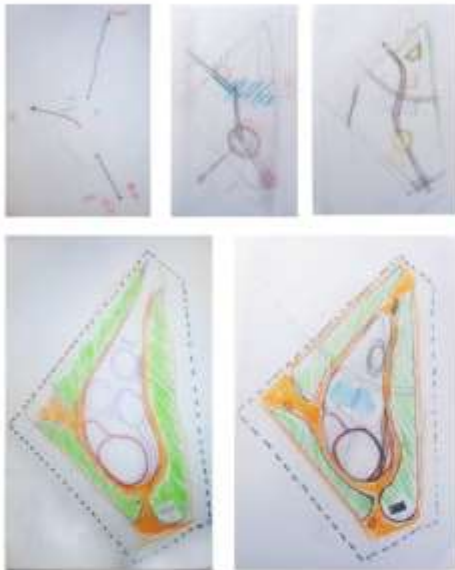
Reconnoitering the lot...



The park lays its history at the urban planning of Ernest Hébrard in the early years of the 20th century while extends at 8.9 acres with the study area at 4.5 acres. Coming to further analysis , Chanth park's flora recycles the polluted air of the areas around establishing the principles of ecological consciousness. It connects to the urban greenery of Universities area , "Pedion Areos" park and seafront to the Six Sou forest with a conceivable axis

The pressing problem stands with the current situation of abandonment , with the minimum use for cultural or entertaining activities , little lighting and broken infrastructures

_Masterplan



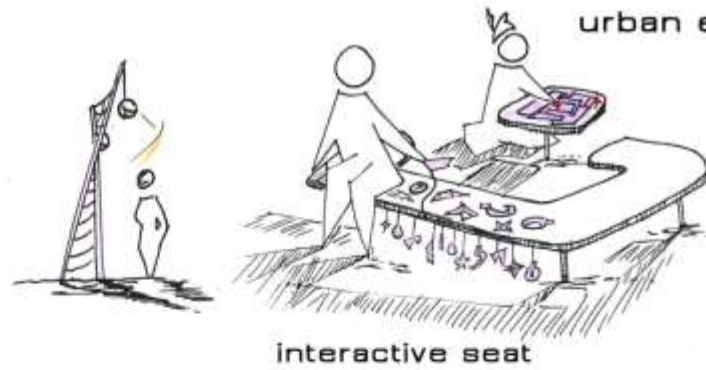
Project "Neverland" aims its existence at the necessity of converting the central park of Chanth (YMCA) Thessaloniki into the cultural and environmentally sustainable heart of the city

Apart from the highlighted areas ,the park includes info points, fitness equipment among the trees , a dog park and a café with public toilets. All used materials consist of recycled wood according to FSC standards for responsible forest management with the shining example of H.P.L (High Pressure Laminate), which has the capacity of high strength and resistance on high temperatures, graffiti ,u.v. radiation and most importantly bacteria . The wood's colouring is nontoxic and without heavy metals, with respect on environmental protection



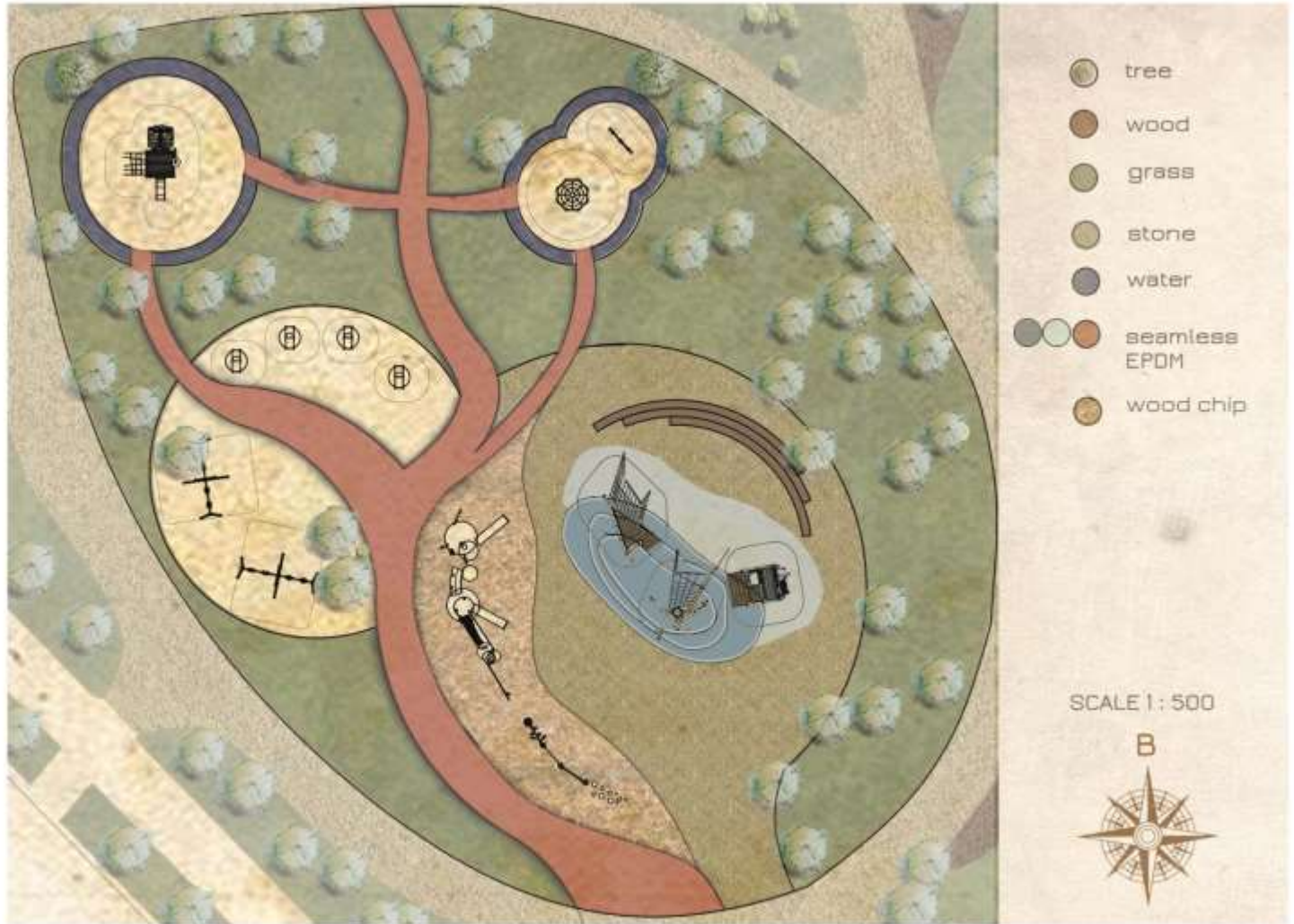
_Proposal

urban equipment design



_Neverland

Project "Neverland" indicates a well-organized proposal with sustainability and identity. Specifically, a master plan has been designed with the attempt of upgrading the park with the thematic playground inspired of Peter Pan's fairy tale. The highlights concentrate to the central points of "Indian Village", "Mermaids' Valley" and "Captain Hook's boat", referring to the similar ages of teenagers, adults and kids, respectively. "Indian Village" purposes on teenagers' entertainment and practice with a skate park and active parkour games while "Mermaids' Valley", gives the opportunity to families and the older age to rest over the artificial lake for relaxation. "Captain Hook's boat" is the ultimate fun experience for the little ones, filled with the Great Shipwreck in the middle of the circle, variant game equipments and on the top our own custom design called "Lost children".

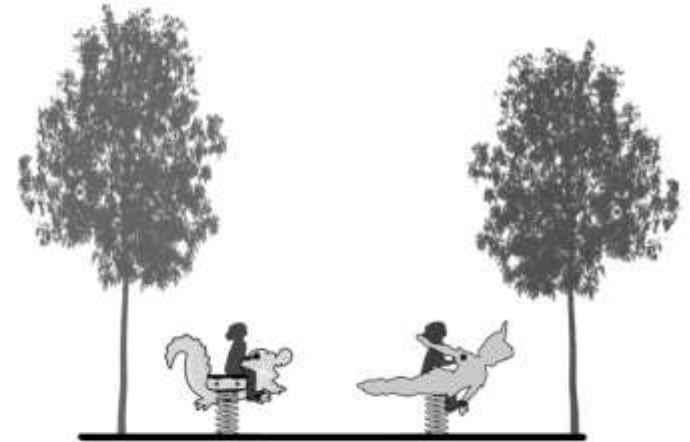


_Neverland

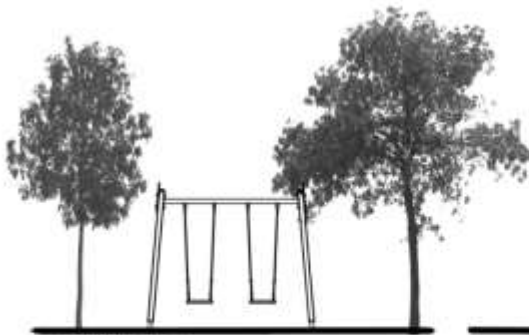


the "sank boat" playing structure

the playscape's theme structures



peter pan spring



swings



teeter



climb structure

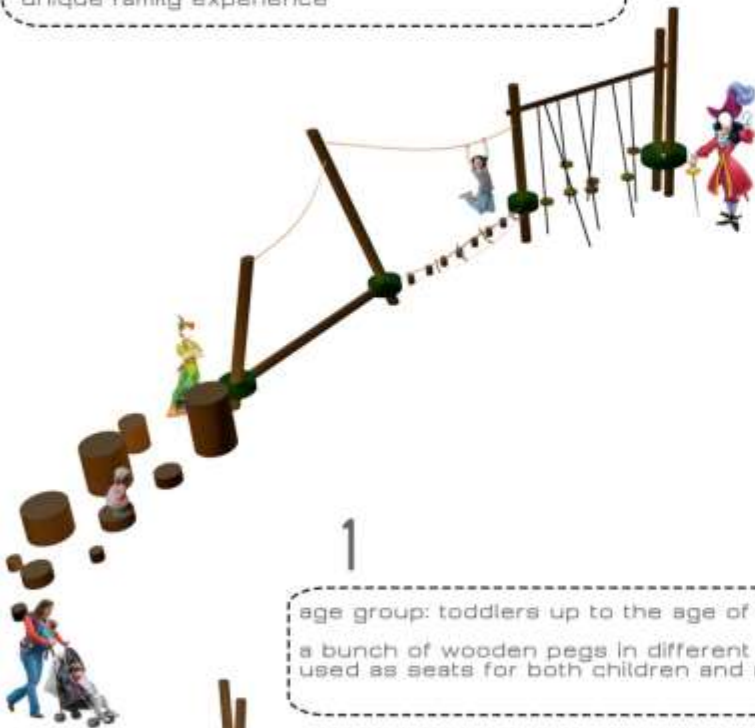
the lost children

fantastic world

captures children's attention and broadens their spiritual horizon

ecofriendly and sustainable concept

unique family experience

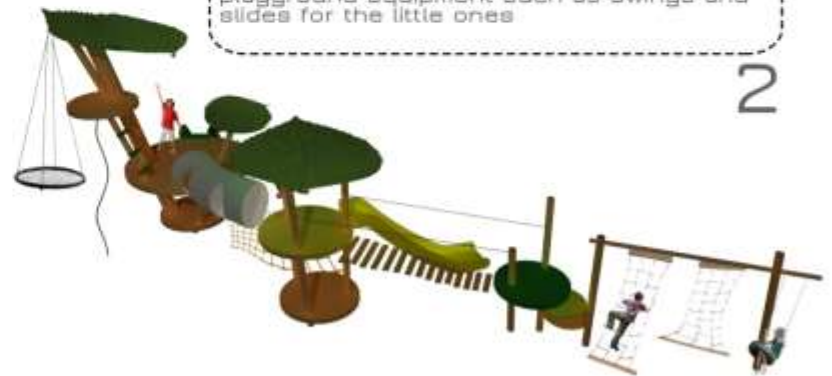


age group: toddlers up to the age of 4
a bunch of wooden pegs in different diameters
used as seats for both children and adults



age group: children up to the age of twelve

a combination of challenging activities for the first aged group such as crawling and rope climbing and follows the second with basic playground equipment such as swings and slides for the little ones



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_W10



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