Designing for Play in Island Park



Halley Bartlett

Primary Advisor: Anna Maria Vasilia Graduate Thesis Presentation 4.28.2021

Presentation Overview

Project Introduction:

- -Emerald Ash Borer + Fargo Parks
- -Site Selection + Analysis
- -Project Goals

Defining Play:

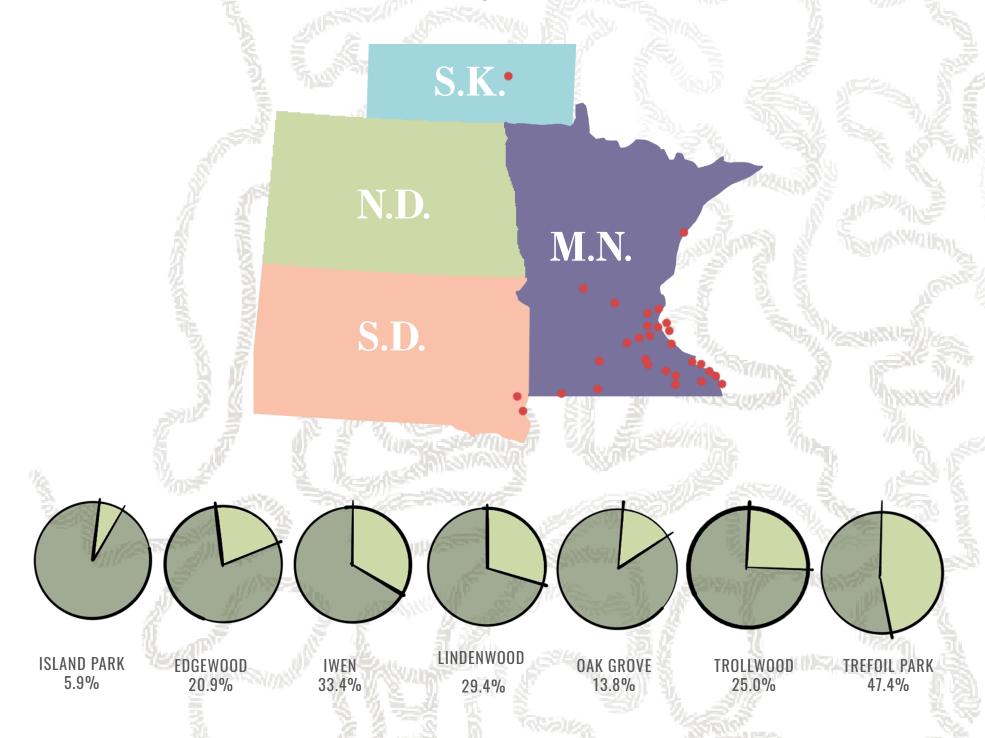
- -Types of Play
- -Tools of Design

Proposed Design:

- -Master Plan + Programming
- -Play Areas
- -The Gallery

Project Introduction

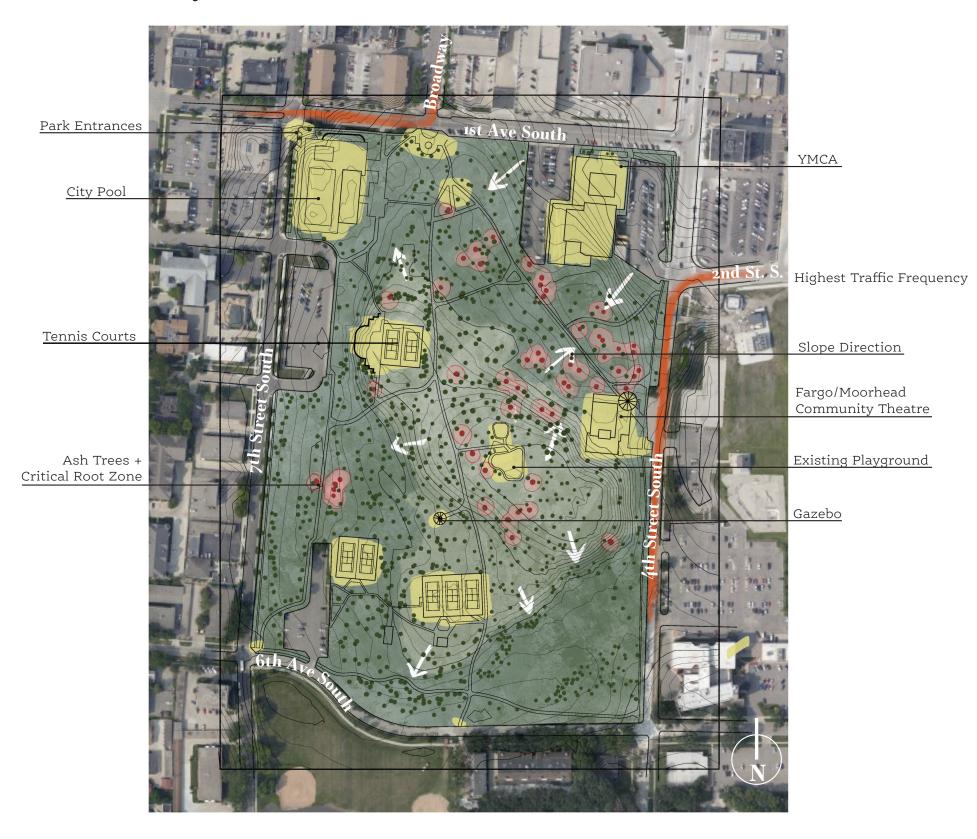
Emerald Ash Borer + Fargo Parks



Site Selection



Site Analysis



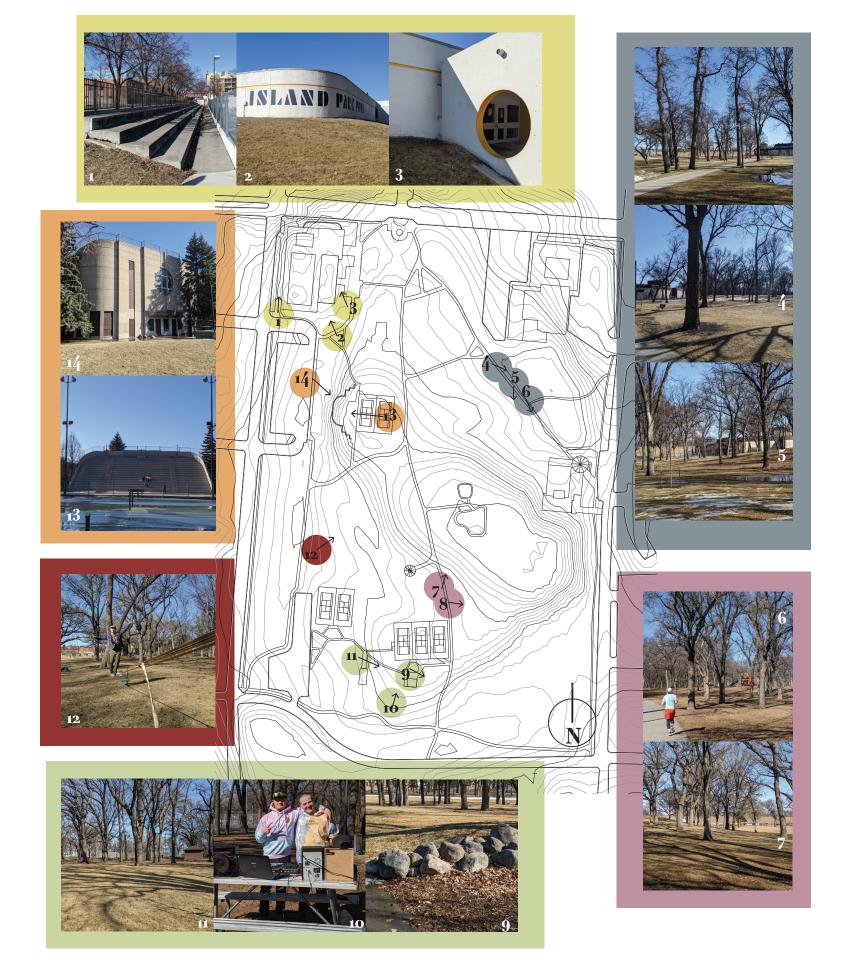




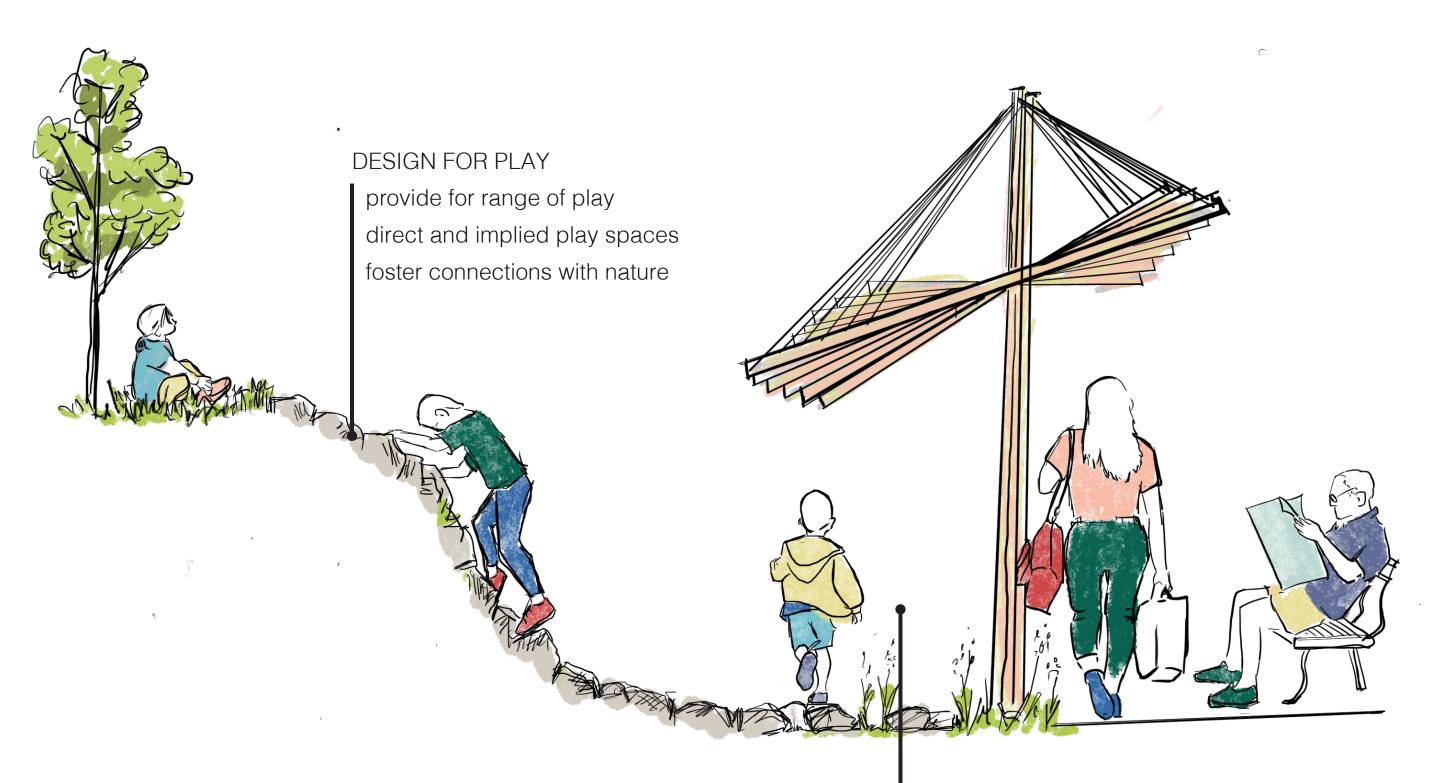
1943 Spring Flood

Existing Park Features







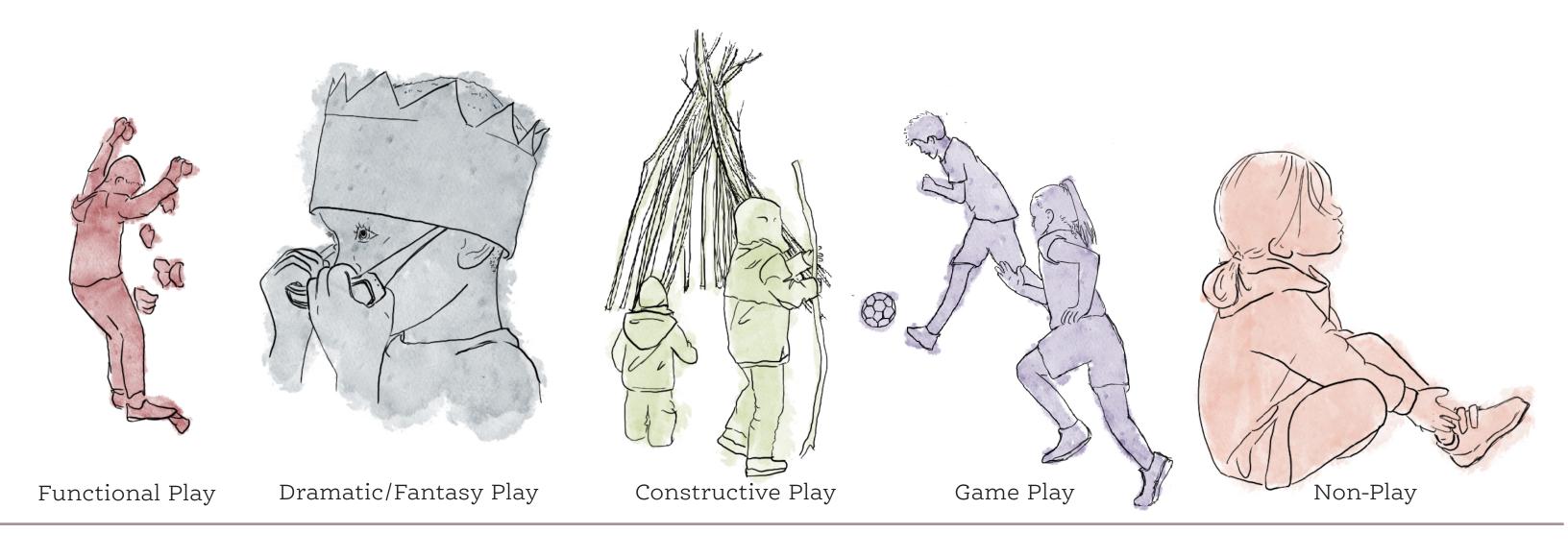


Project Goals

support current park functions
compensate for lost mature canopy
chaperon accommodation
use ash trees as a resource

Defining Play

Types of Play



Behavior

Barker's Behavior Settings (1968):

Settings and environments directly impact behavior, with a specific focus on Social Interaction.

Affordance

Gibson's theory of Affordances (1979): Affordances are functional presences that give opportunity for behavior.

Features (affordance)	Development	
defined and undefined paths between features, topography, play structures, open spaces	physiological, environmental, problem solving, social, risk assessment	
space indicated as a focal point, loose object, variations in shapes and colors to serve as an imaginative canvas	creative, social, communication, imagination, role play, educational	
loose material, movable features, vegetation, brought items, interactive surfaces	exploration, educational, creative, physiological, environmental	
open spaces, variety of destinations, view point variation, boundaries	social, educational	
open space, view point variation,	creative, reflective, environmental	
	defined and undefined paths between features, topography, play structures, open spaces space indicated as a focal point, loose object, variations in shapes and colors to serve as an imaginative canvas loose material, movable features, vegetation, brought items, interactive surfaces open spaces, variety of destinations, view point variation, boundaries	defined and undefined paths between features, topography, play structures, open spaces space indicated as a focal point, loose object, variations in shapes and colors to serve as an imaginative canvas loose material, movable features, vegetation, brought items, interactive surfaces creative, social, communication, imagination, role play, educational exploration, educational, creative, physiological, environmental social, educational social, educational creative, reflective, creative, reflective,



-Developing balance and momentum control

-Works with others

-Tests and challenges skills

-More complex constructive play

-42 to 63 inches tall

-18 inch seating height

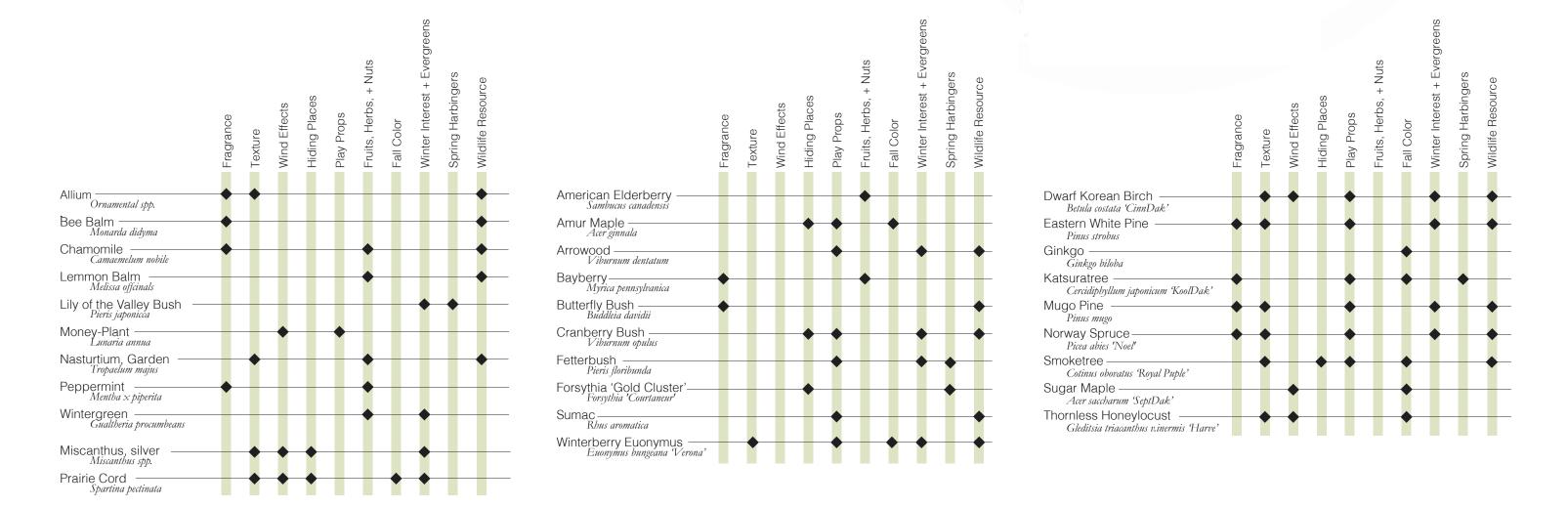


- -Becoming independent
- -Closer supervision
- -Learning to share
- -Building pulling/pushing ability
- -31 to 43 inches tall
- -12 inch seating height



Tools of Design

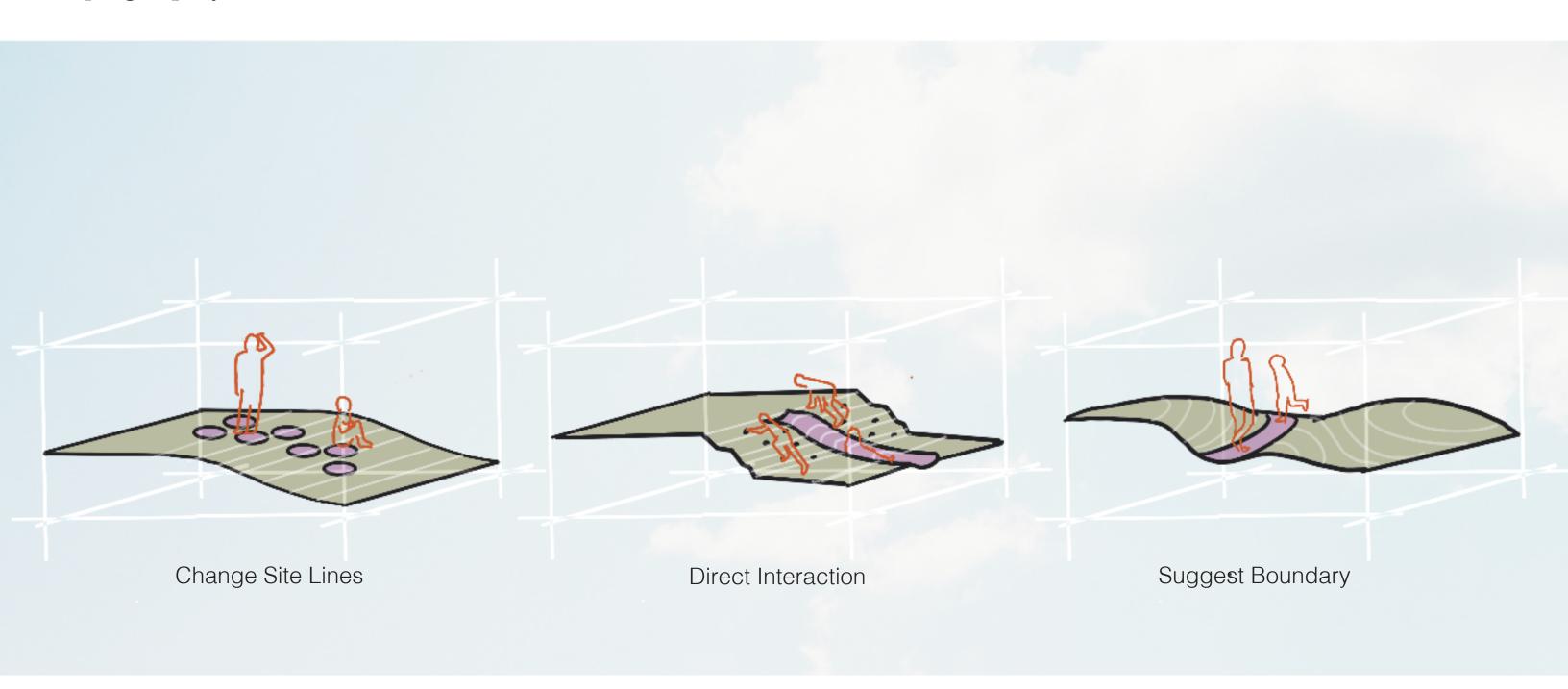
- -Vegetation
- -Topography
- -Predicting Play



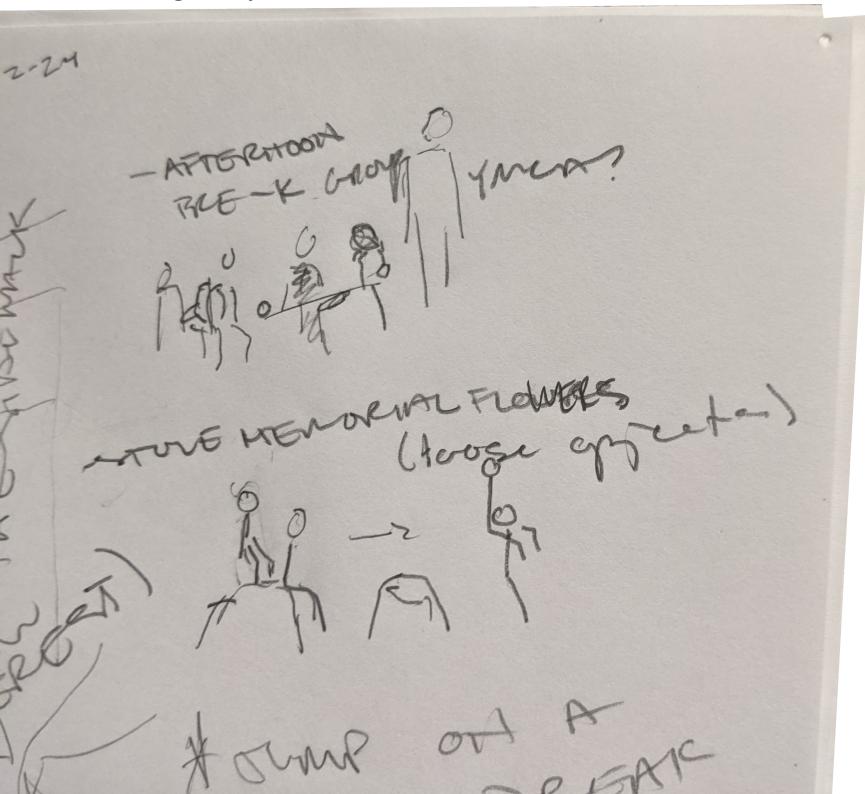




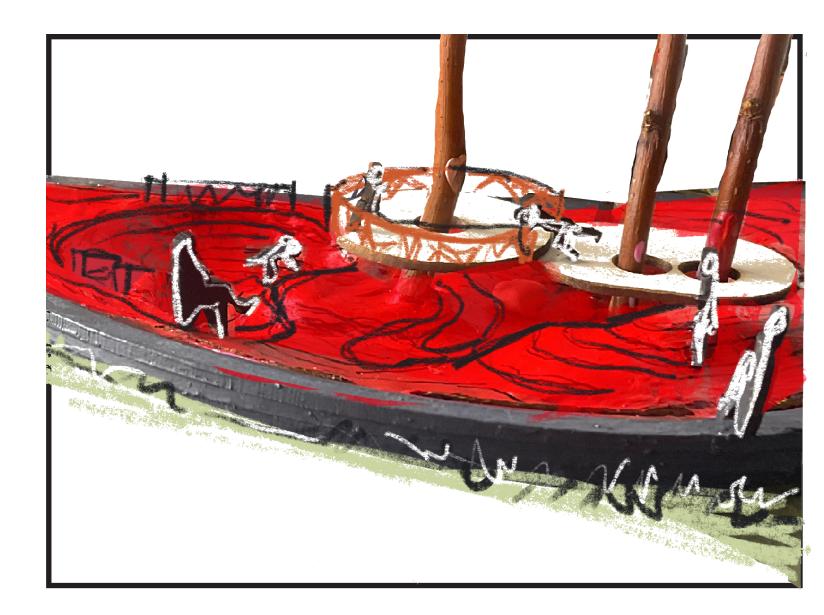
Topography



Predicting Play

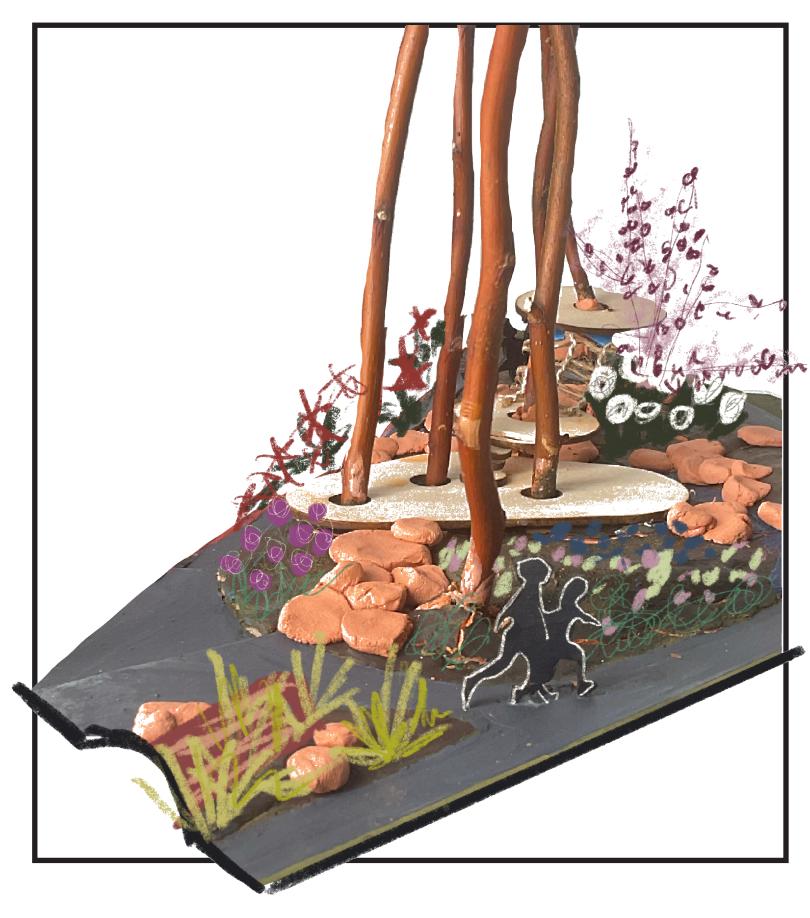


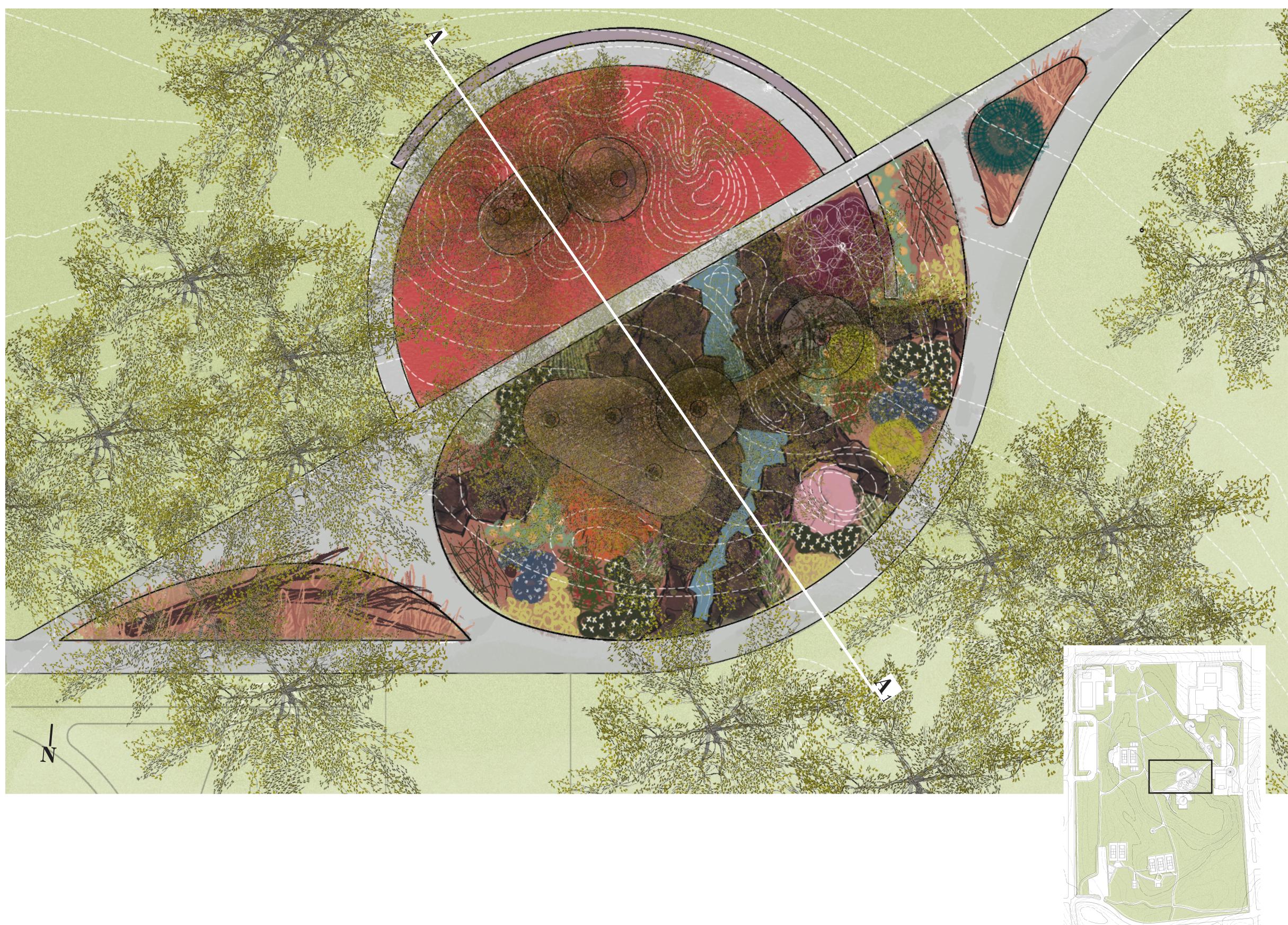




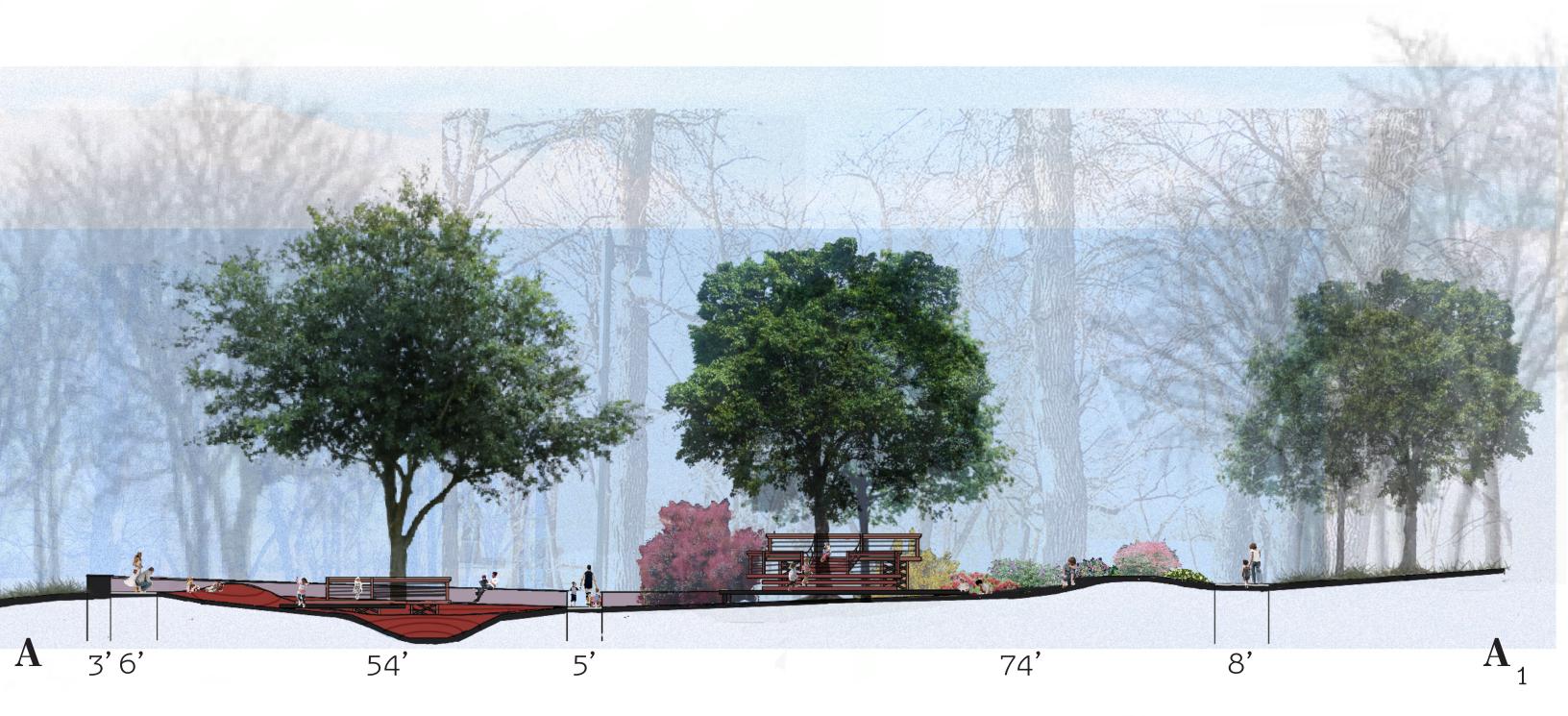
Topography + Garden Play 2-5



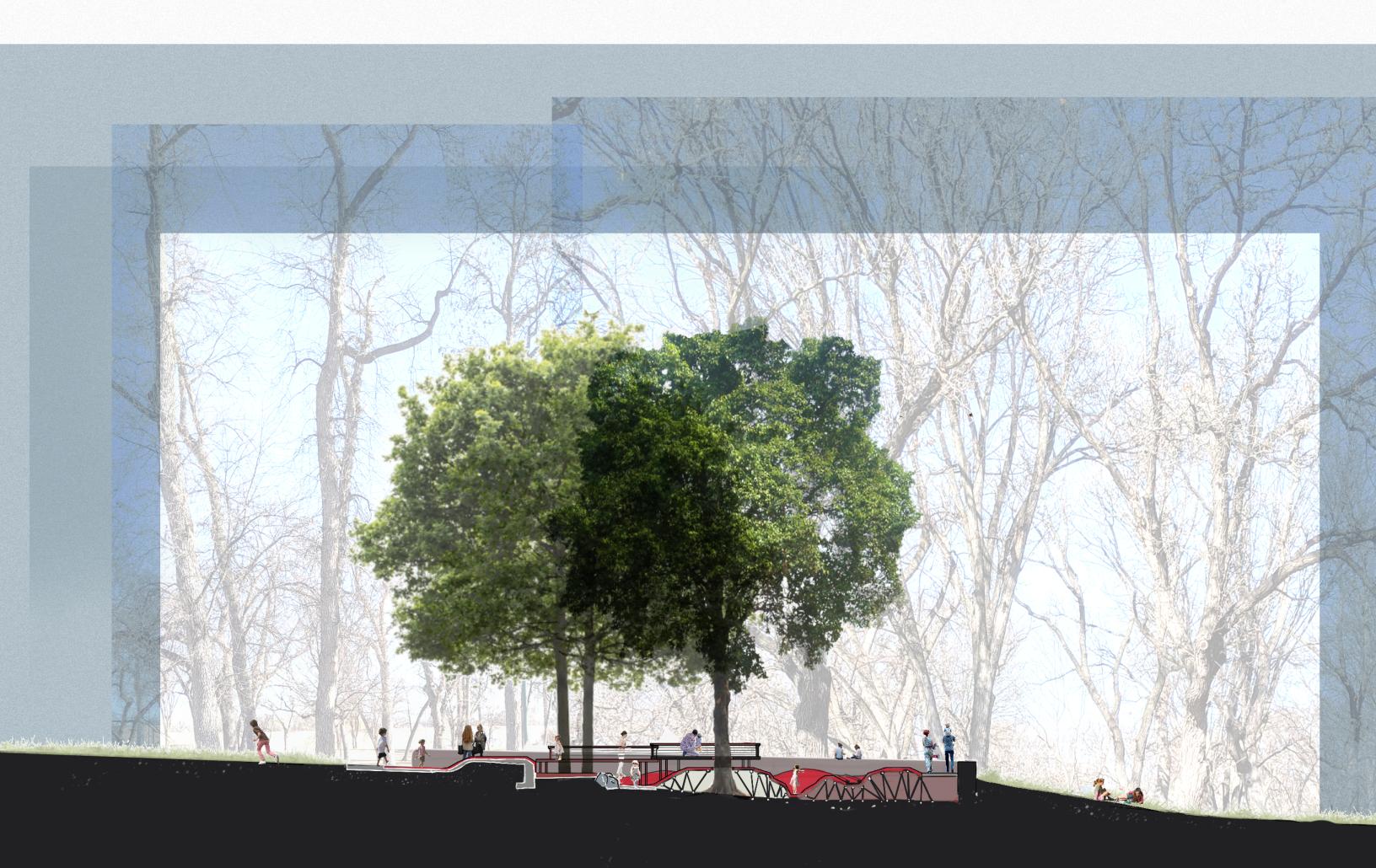


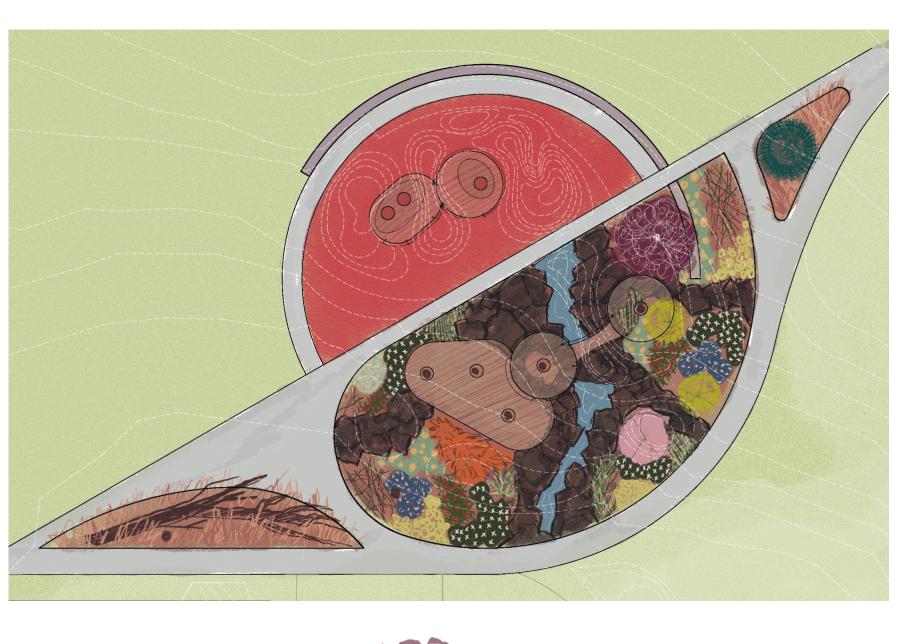


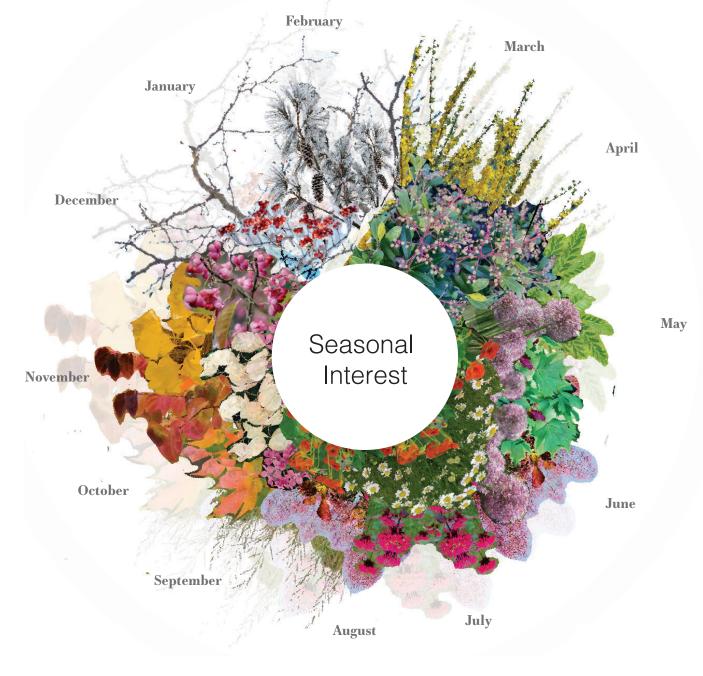
Topography + Garden Play



























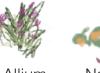


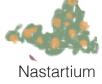
















Wintergreen

Peppermint

Allium

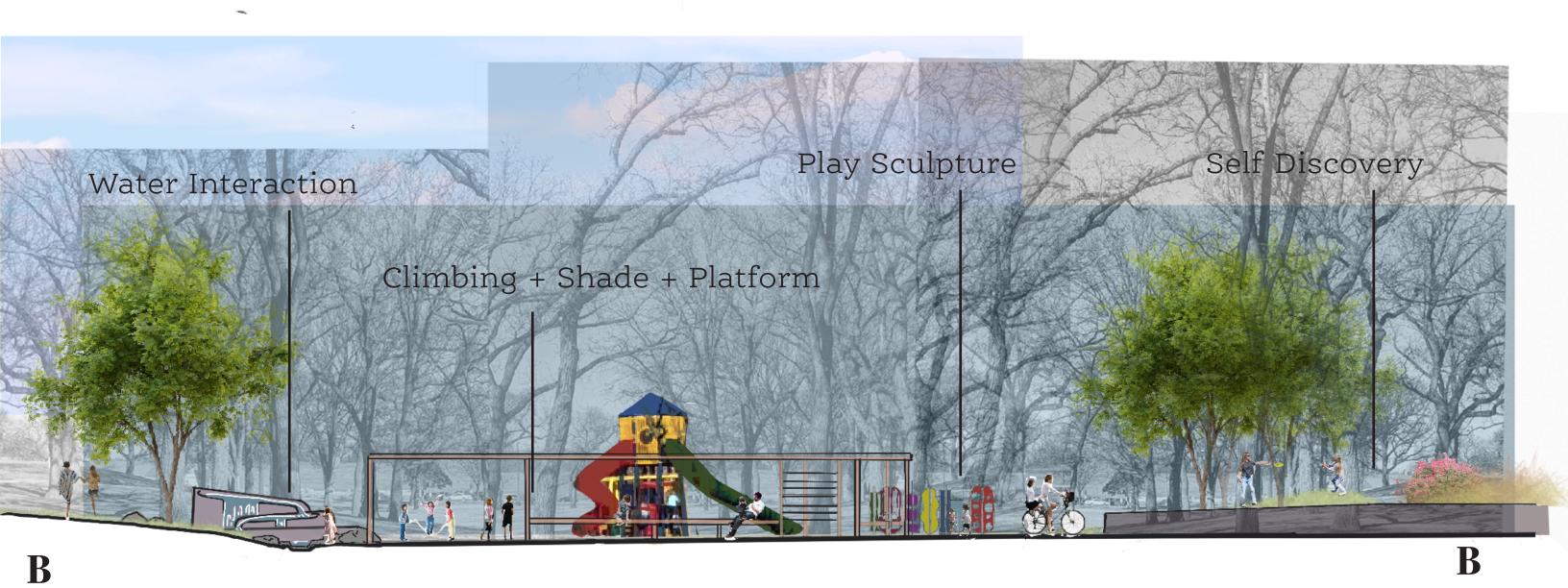
Lemon Balm

Money Plant

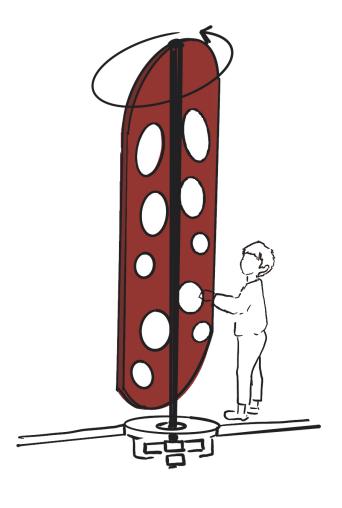


Series Play 6-12





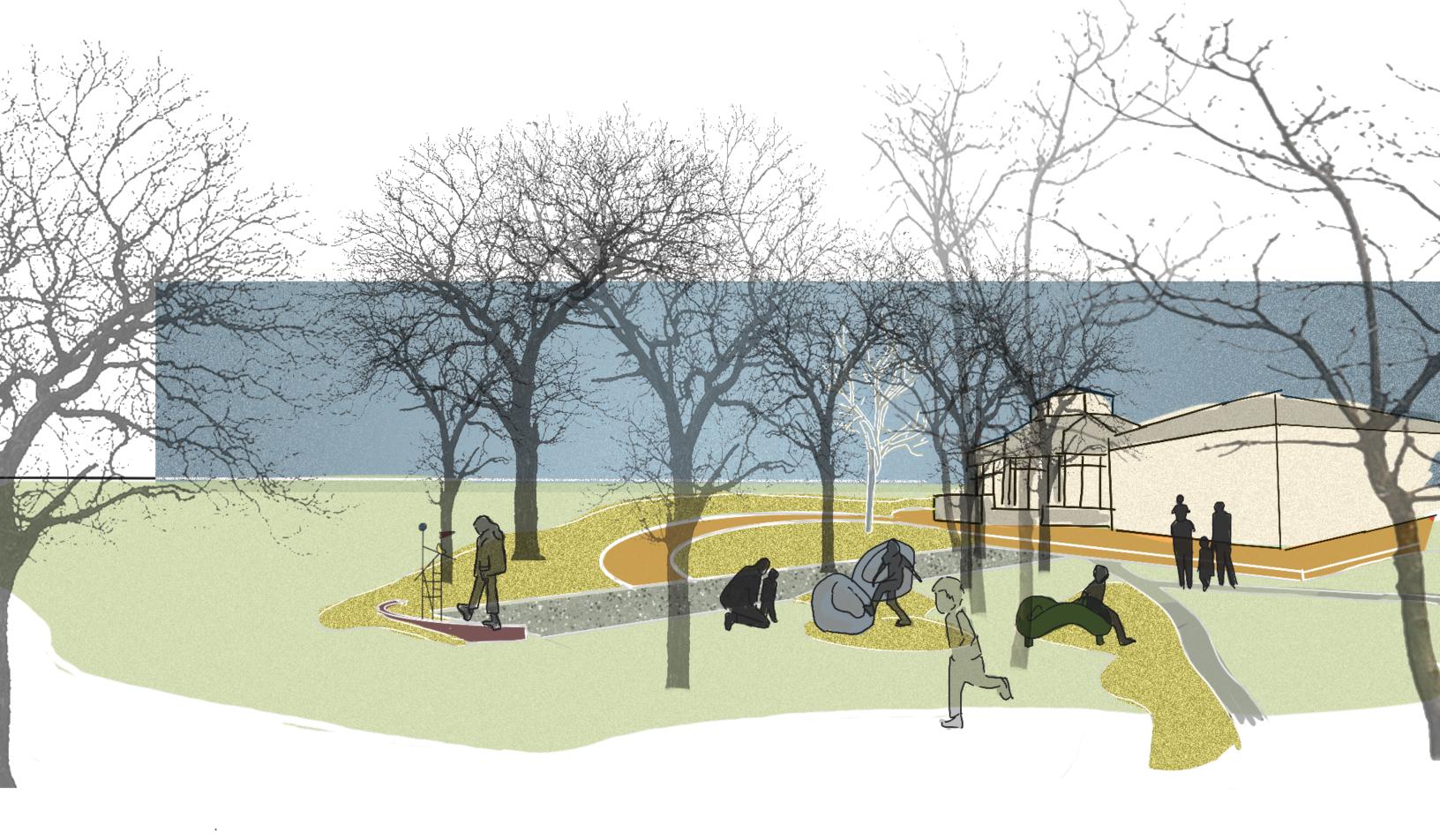




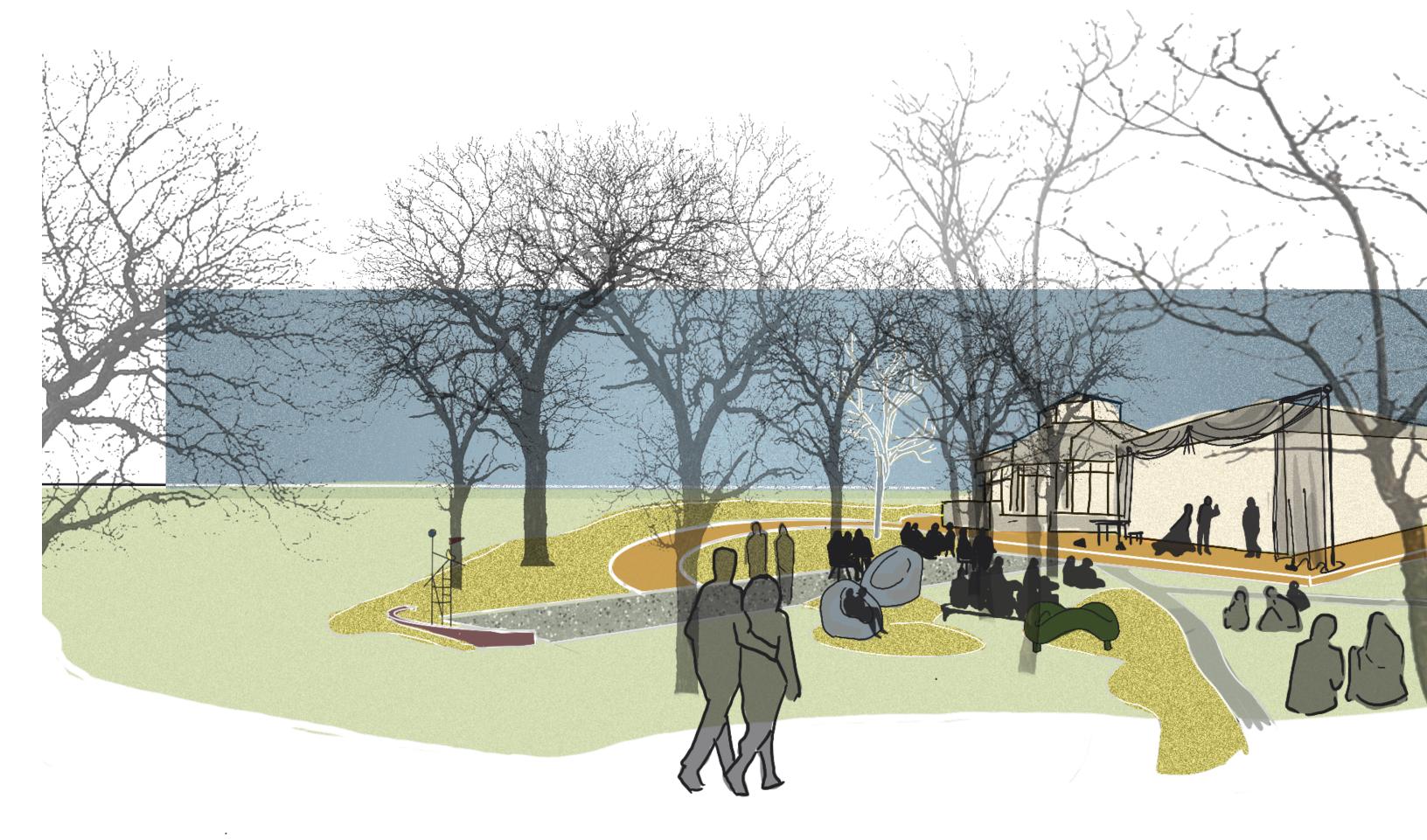








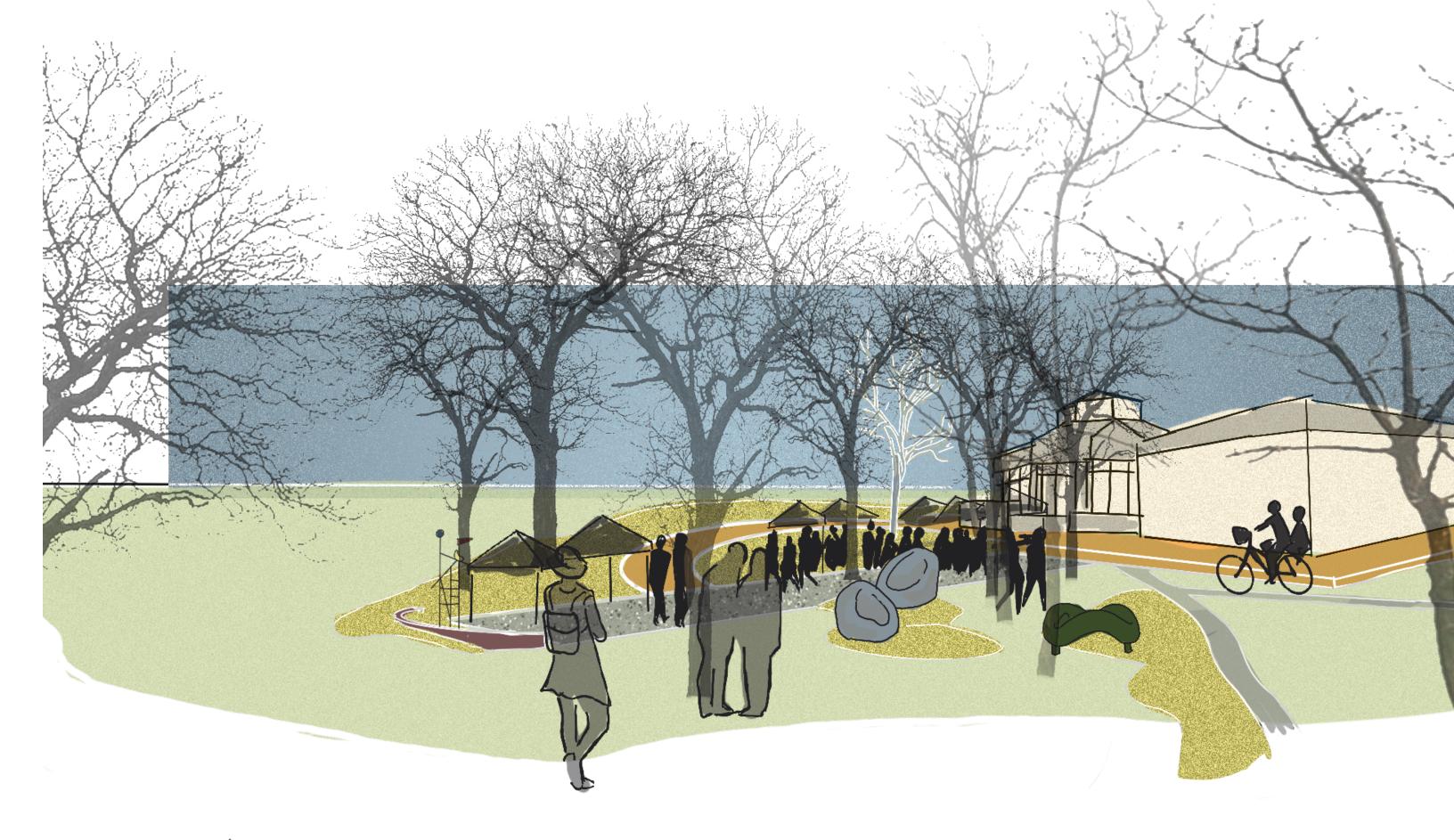
Playground



Outdoor Theatre



Evening Music



Market

