

Kemp Mill Urban Park



Renovation of Kemp Mill Urban Park
Community Meeting
11 June, 2013

- Project Team Introductions
- Project Location
- Existing Conditions
- Facility Plan Process
- 50% Design Drawings
- Playground
- Discussion/Feedback
- Next Steps

Project Manager

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Landscape Architect

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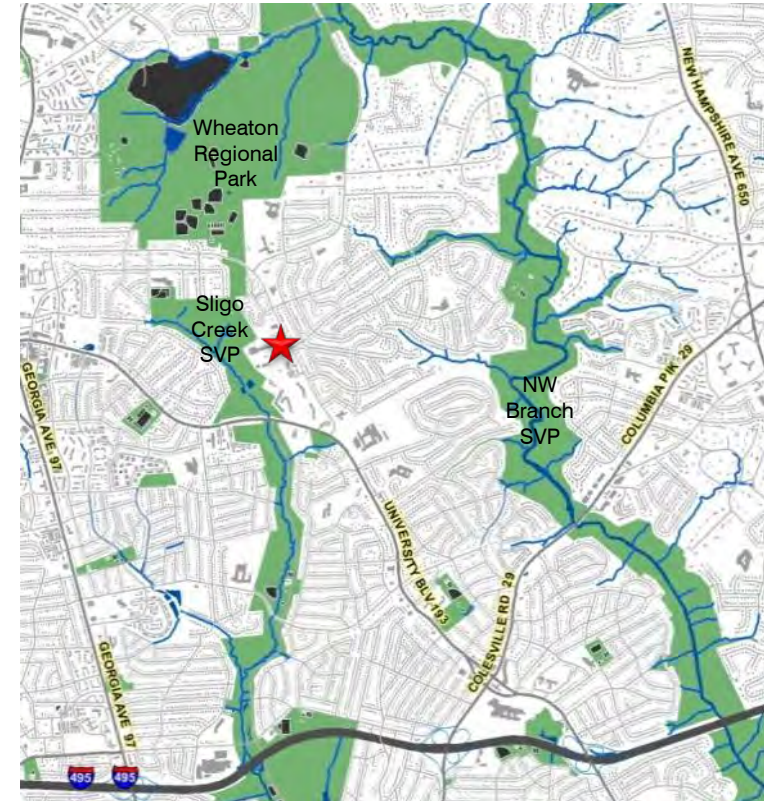
Playscape Designer

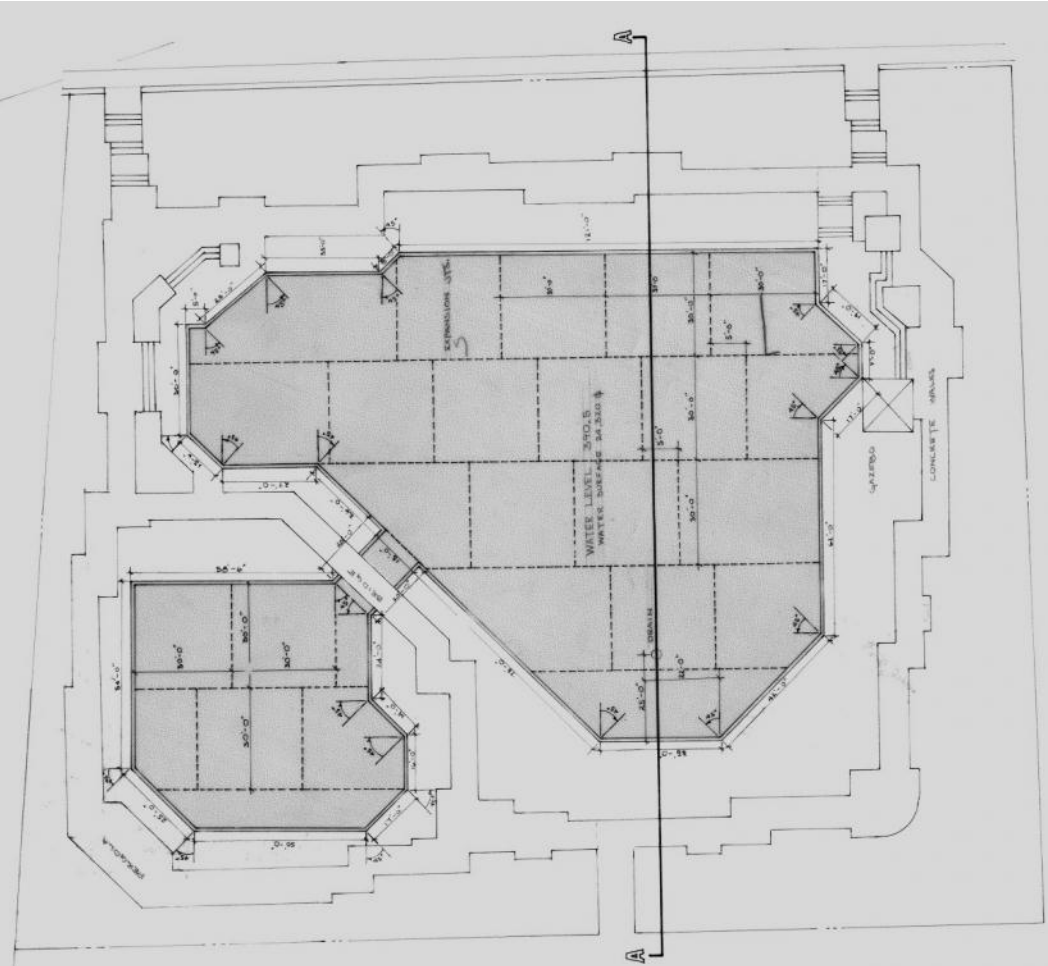
Lanshing Hwang

Symbiosis



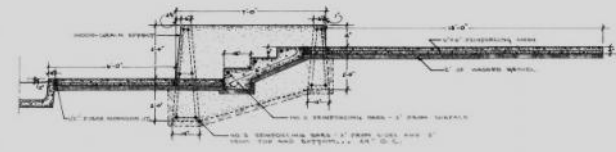
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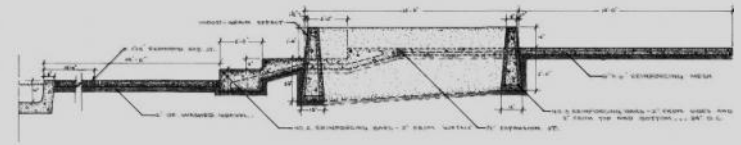
section: a-a

scale: 1/2" = 1'-0"



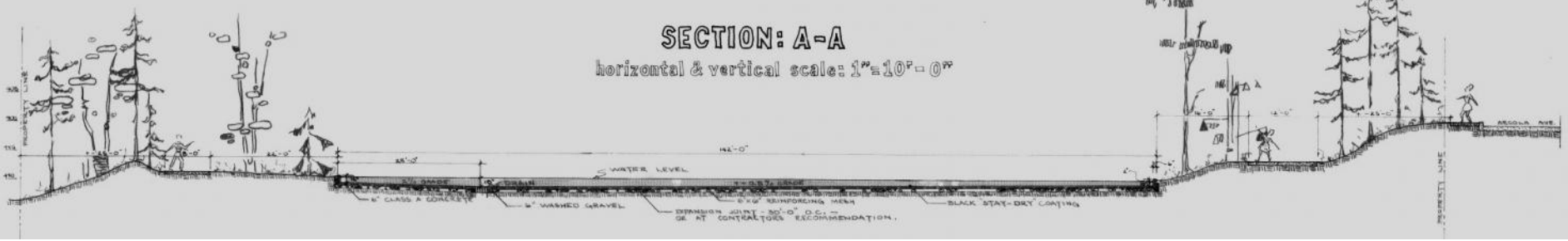
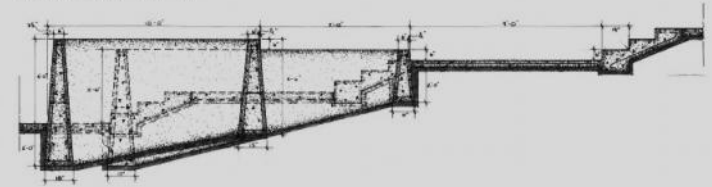
section: b-b

scale: 1/2" = 1'-0"



section: c-c

scale: 1/2" = 1'-0"



SECTION: A-A

horizontal & vertical scale: 1" = 10'-0"



Arcola Avenue

Lambertson Drive

Kemp Mill Shopping Center





Arcola Avenue

Lamberton Drive

Kemp Mill Shopping Center





Facility Plan: Option One





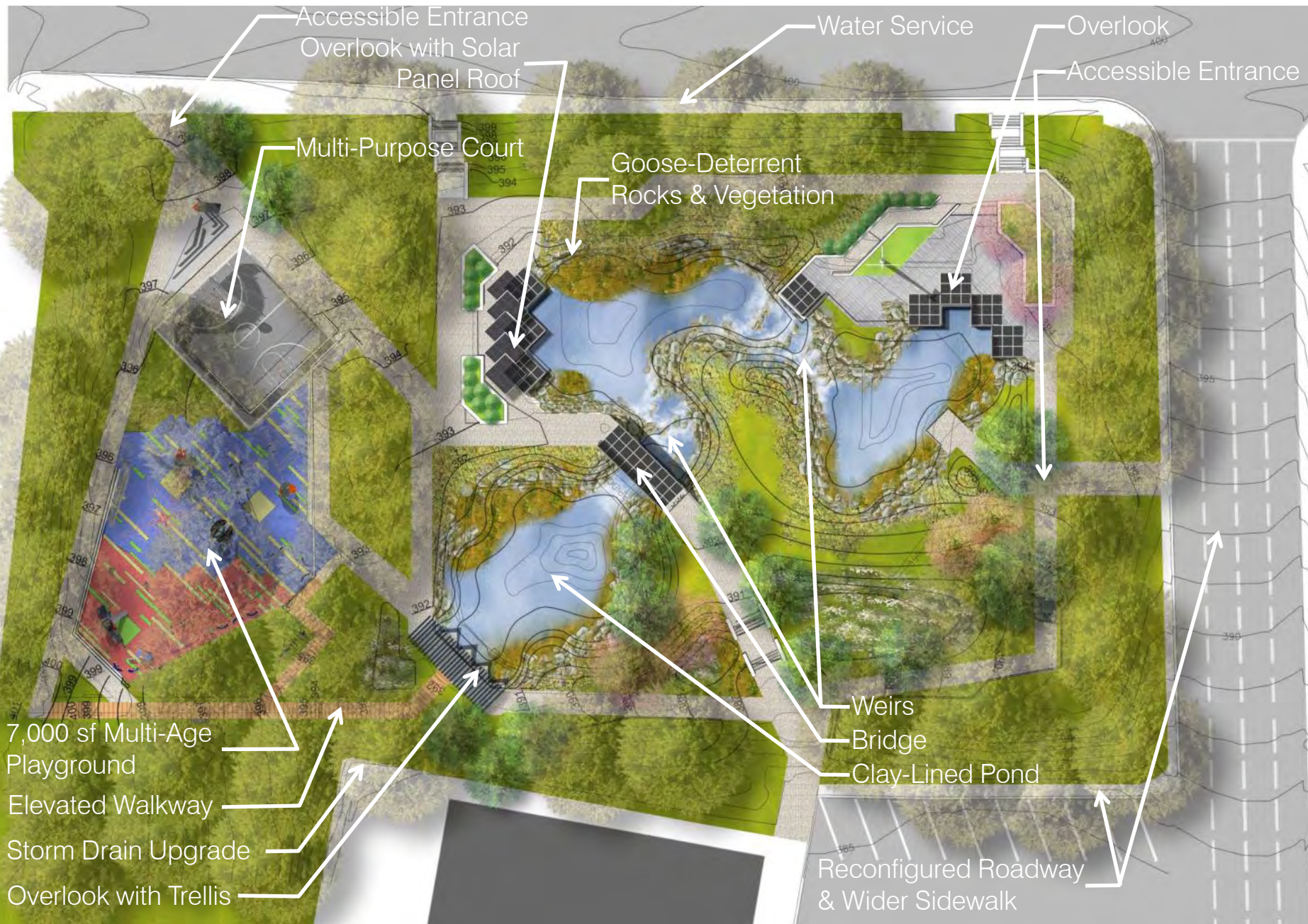
Facility Plan: Option Two





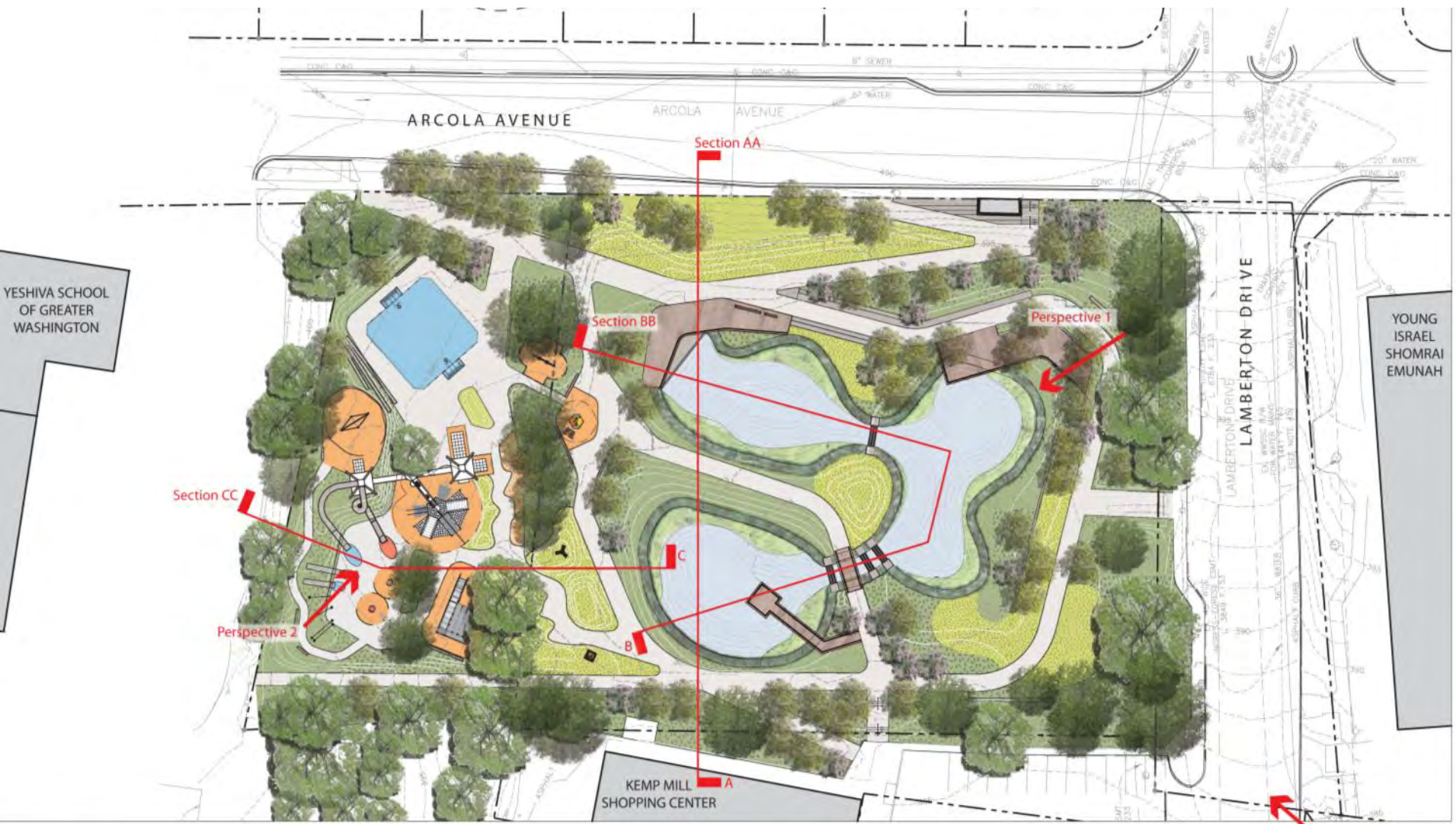


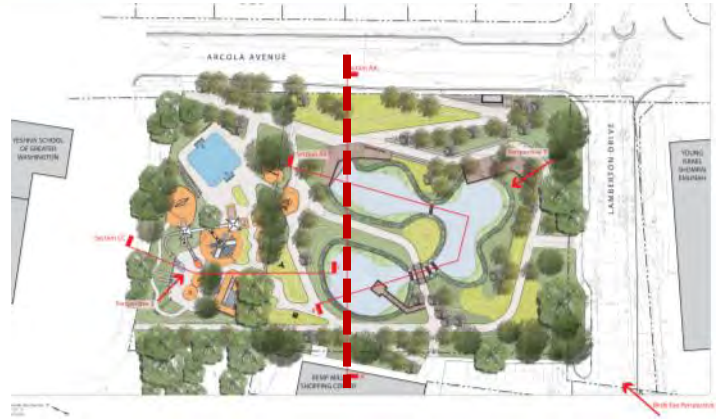
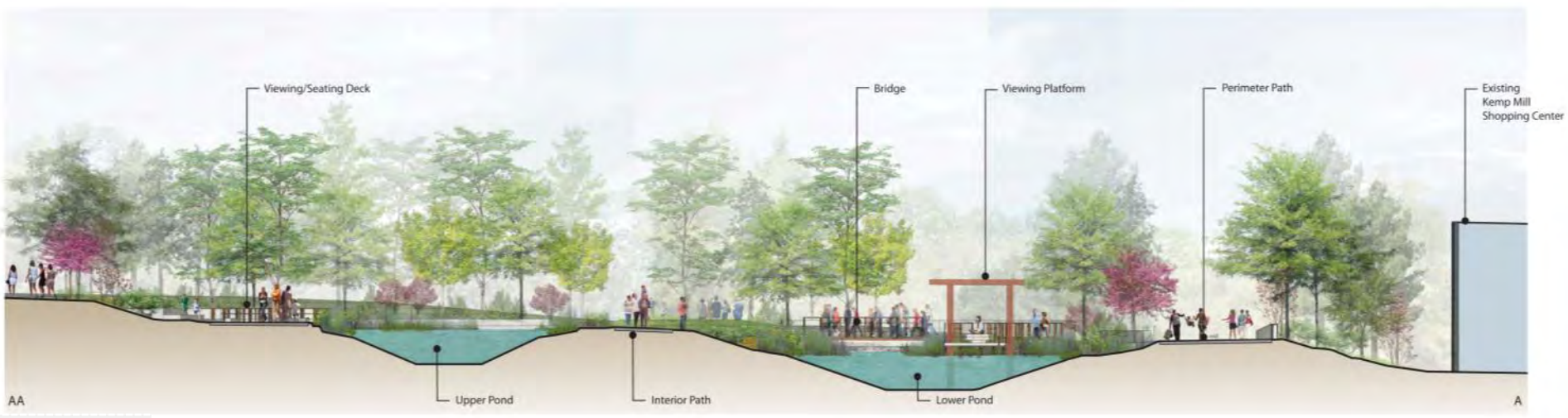
Facility Plan: Recommended Treatment Plan



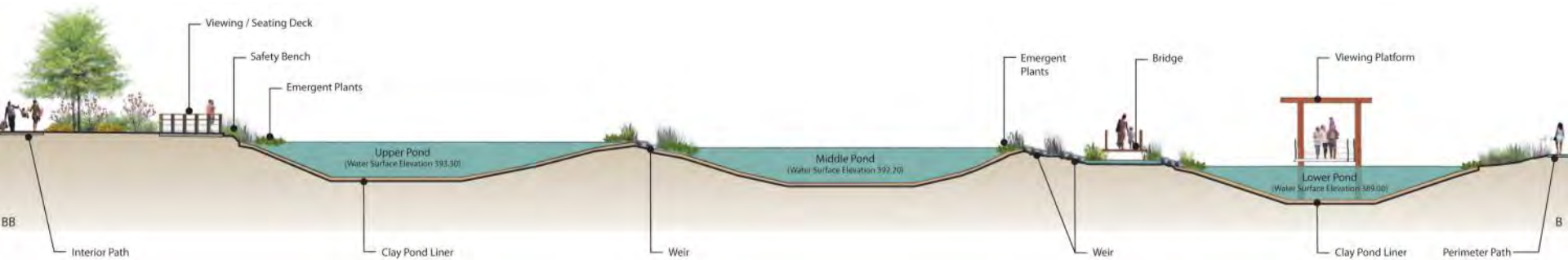
Facility Plan: Recommended Treatment Plan



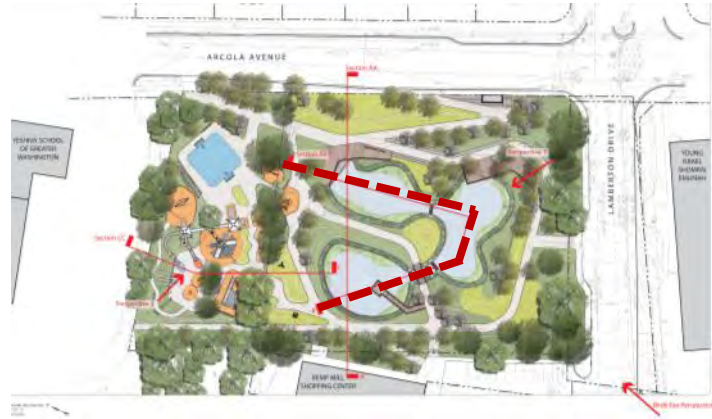


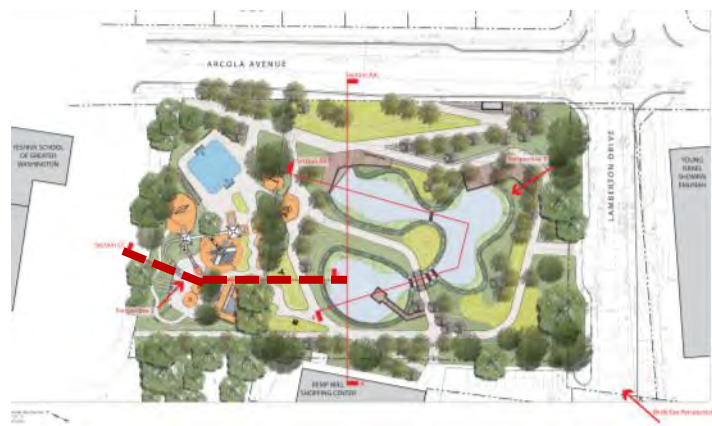


Site Sections



Kemps Mill Urban Park - Pond Section
1" = 8' - 0"
June 10, 2013







Birds Eye Perspective



What do children think about play.....



PLAYSCAPE - Goals

The **playscape** is about **integrated** play. It offers accessible experiences for people of all ages and of all capabilities.

The playscape seeks to provide activity settings for children of various ages and therefore in different stages of development **on the same site**.

The playscape includes **nature**.

The **playscape** seeks to provide a variety of activity settings to encourage **physical, perceptual, emotional and intellectual stimulation**.

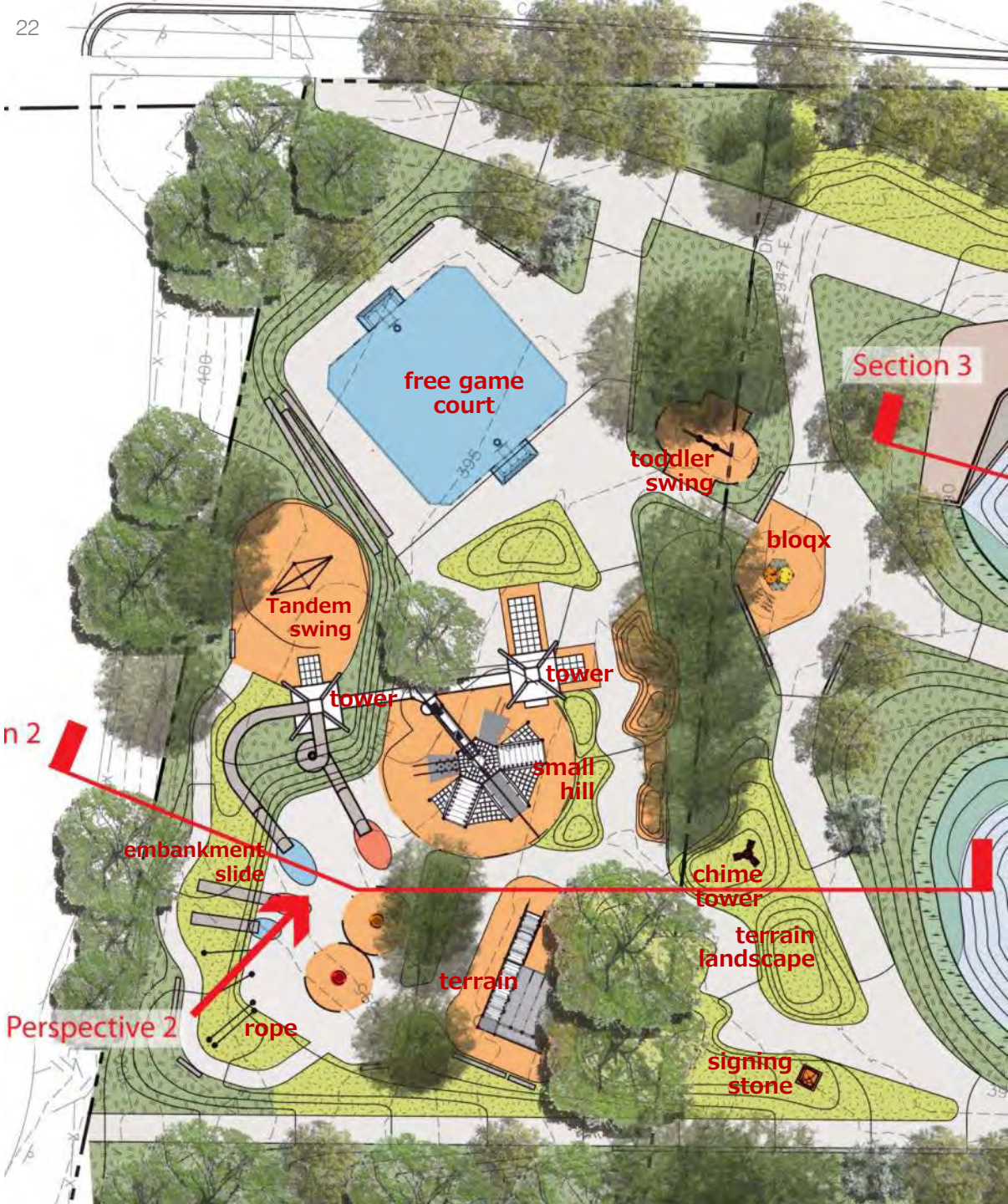
Physical stimulation include sensory and motor stimulation.

Perceptual stimulation is connected to sensory and motor skills and helps with the recognition of patterns.

Emotional stimulation is essential to improve a child's ability to deal with difficult or stressful situations. Socialization is at the core of this learning process.

Intellectual stimulation is as important in the play setting as in the academic environment. The activities are those that encourage children to be curious and to wonder; to investigate; to solve problems; to understand situations with others; and to express ideas and feelings by means of communication.

PLAYGROUND LAYOUT



The intent of the playground layout, the manipulation of the ground-plane and the choice of equipment is to foster the concept of play as a range of voluntary, intrinsically motivated activities that are normally associated with pleasure and enjoyment.

The design respects play that is freely chosen and personally directed.

This design encourages children to pursue whatever arouses their curiosity as they are attracted to the object or diverted from that object. It also encourages children to develop individually and yet learn to relate to a group; to interact and share, to wait their turn, to resolve conflicts and to control personal feelings.

The design intends to provide physical, perceptual, emotional, and intellectual stimulation.

The layout absorbs and enhances the environment of the park, specifically the undulating waterscape of the pond and its associated niche spaces. The sculpted terrain landscape and saved trees break away from the functional geometry of the park circulation and weaves the play area and pond area seamlessly.



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TERRAIN LANDSCAPE

The terrain landscape provides a quieter play experience in amongst saved existing trees.

Its gentle topography, surface material and irregular boundaries are suitable for younger children, especially for exploration at their own pace.

Sensory equipment such as the chime tower, singing stone, and rolling bell are located throughout for perceptual stimulation.





SINGING STONE, ROLLING
BELL, THE SWIVEL

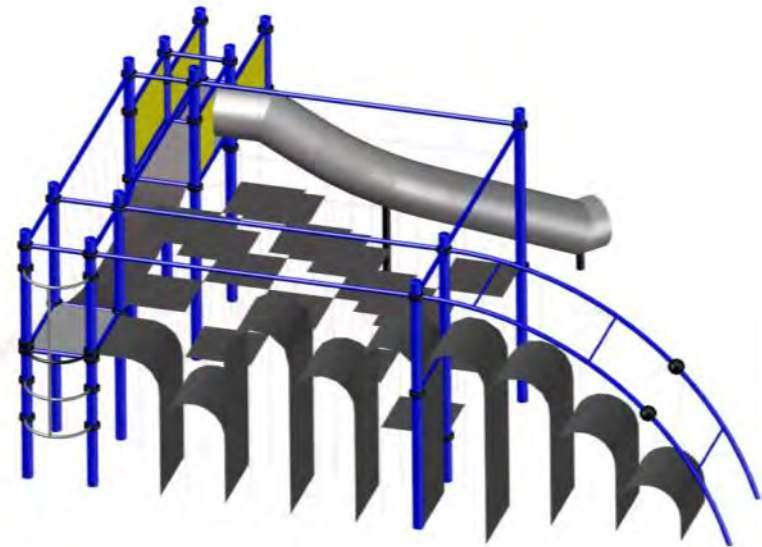




Adjacent to terrain landscape, the play experience transitions to more active and social events. This stand-alone structure offers perching areas at different elevations.

It gives the children opportunity to climb, perch, rest, day-dream and observe under the shade of trees. It can serve a number of children at any given time and therefore provide ideal setting for social interaction.

It blends and disappears into the surroundings.





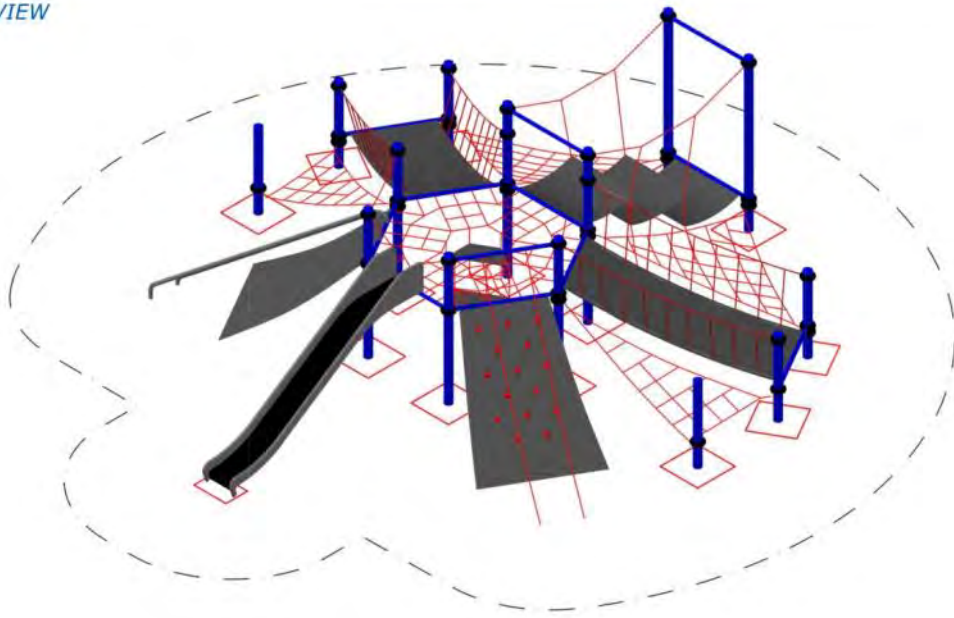
Adjacent to the terrain landscape, the play experience transitions to more active and social activities.

This net structure offers a connection to the towers and provides more rigorous physical challenges via its combination of different play elements.

It blends and disappears into the surroundings.



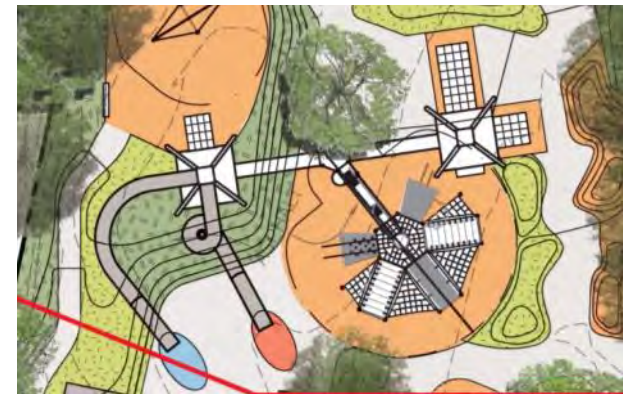
3D VIEW

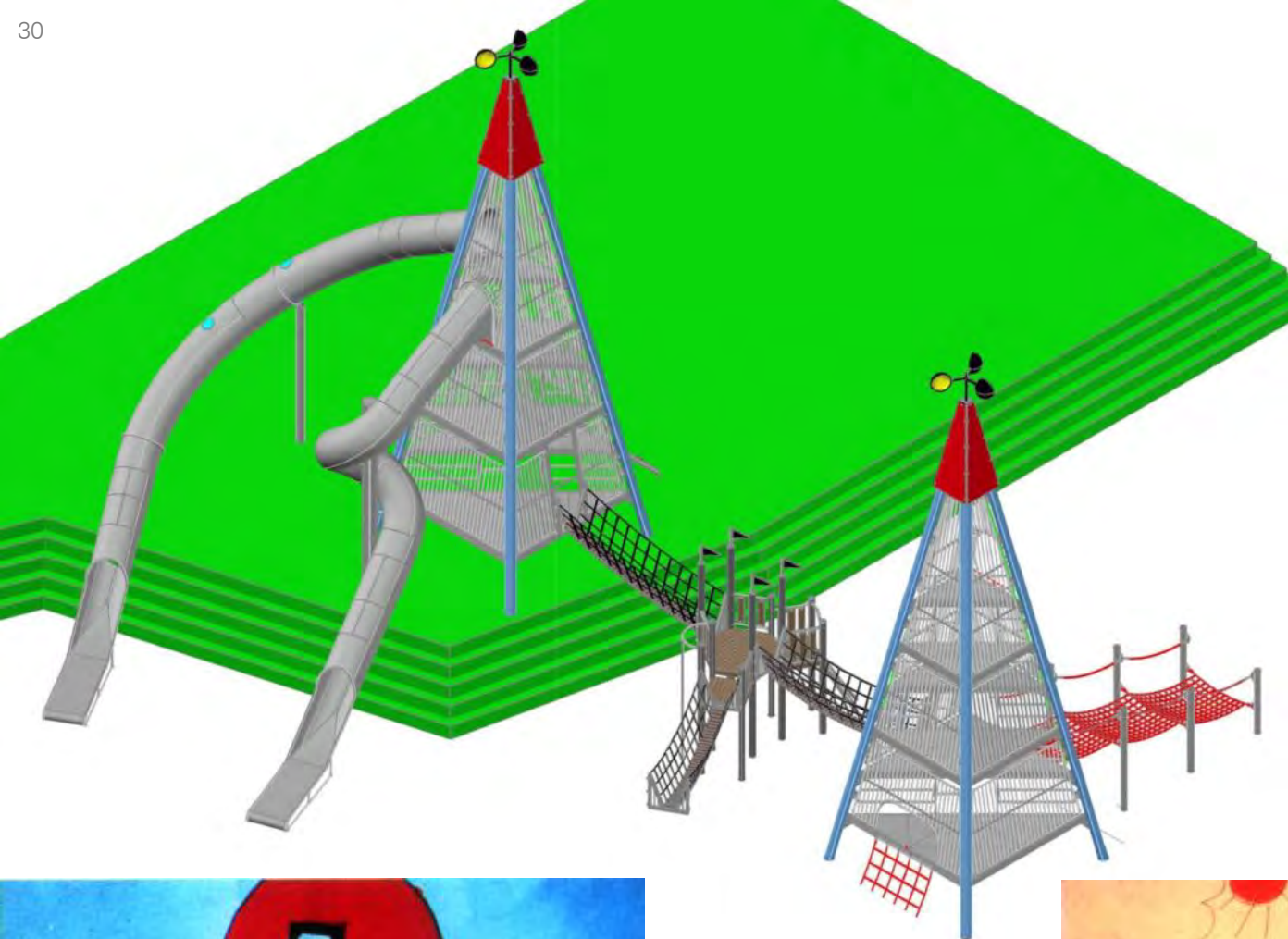




There are two towers situated in different elevations, one 5' above the other. They form a dialogue and provide park recognition.

The upper tower is crowned with a 6 fan windmill which hints to the neighborhood's history. These towers are connected by a suspension walkway and platform that descends into the net structure. Together, they offer endless combinations of play activities, from playing together to ascent to the top alone. The bigger tower is fitted with slides that share the entire slope experience with other embankment slides, ropes and climbable bank.





TOWERS, BRIDGES AND SLIDES





OTHER FUN

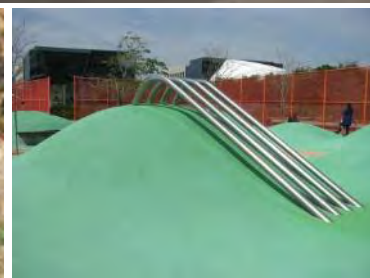
There are other types of sculptural play equipment at the bottom of the slope under the shade of trees. They look back at the slides and ropes and form a dialogue relationship.



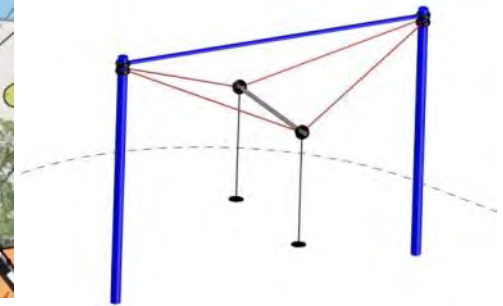
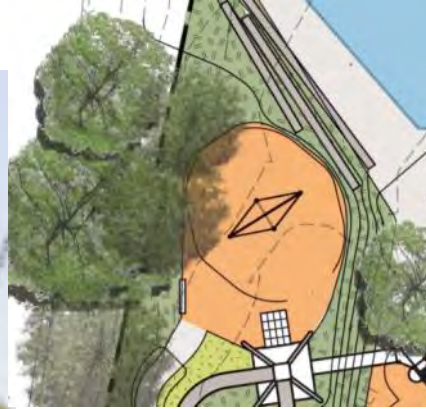


ROPES AND SLIDES

Slides of the upper tower usher in the entire slope experience with other embankment slides, ropes and climbable bank.



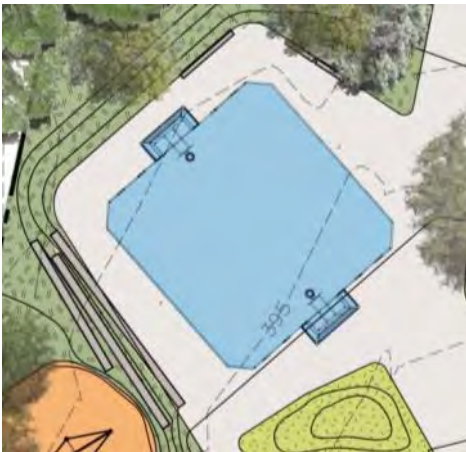
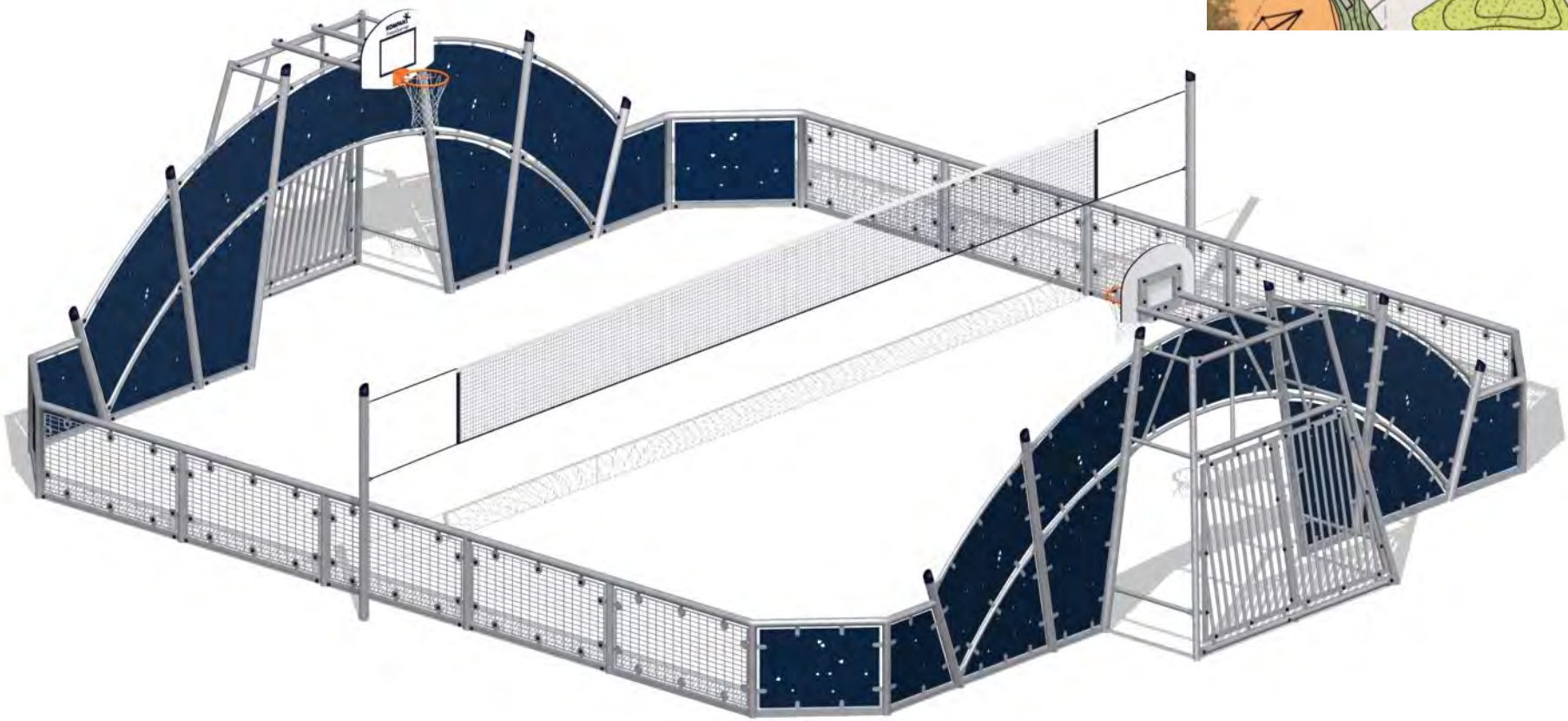
TANDEM SWING



There is a tandem swing overlooking the free game court. It provides a refreshing experience for children seeking a non-conventional swing. It sways up and down as the children pump their legs. Its versatility stimulates creative play and fosters cooperation due to the tandem nature. Together with the free game court, they anchor this part of playground for older children.



There is a toddler swing at the opposite side of the free game court in the shade of trees.





At the point where circulation of the pond area and play area meet, a sculptural, climbable cube serves as an intriguing focal element. Its strong geometry and play opportunity for children of all ages offers animation and interest at the important juncture where everything comes together.



Project Schedule

- 50% Design Documents August, 2013
- 100% Construction Documents Winter, 2014
- Construction Start Summer, 2014
- Construction Complete Fall, 2015

<http://www.parkprojects.org>

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KEMP MILL URBAN PARK
Facility Plan - Recommended Option

