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Country / City [New Zealand](#)  
University / School [Lincoln University / School of Landscape Architecture](#)  
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Title of the project [Rolleston Play Web: Infinite Possibilities](#)  
Authors [Matthew Bheem](#)

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## Master Plan

Embark on a journey through the Rolleston Play Web. Different play experiences are set out which take advantage of the existing and proposed conditions to create open ended play scenarios that can lead to infinite possibilities.

The stories created in the main play network can attract people from one side of Rolleston to the other side of Rolleston. 'Keisha' could love the experience at the story of 'Overcoming a Challenge' in the west, and always want to head there even though she stays near the story of 'Re-imagination' in the East.

The design brings people together from all over Rolleston to connect and build an identity through this shared cause of play.

In terms of functionality, the Rolleston Play Web, is carefully planned out, with every line and network proposed. It makes walking a fun and whimsical experience as users can walk across the spaces with ease. Leave your house, school, supermarket and so on and hop on to the Rolleston Play Web to get you to wherever you need to go.

The Rolleston Play Web, will be the identity of Rolleston. An identity that will be celebrated and remembered.

(Refer to numbered keys and diagrams below for the main play network)

### 1:500 INTERMEDIATE PLAN



## Legend

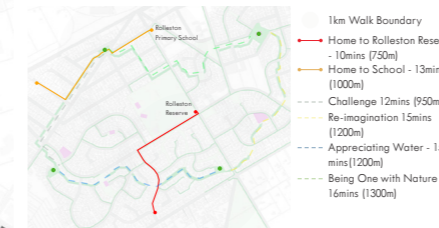
- Primary Play Network**  
Refer to key and diagrams below
- Secondary Play Network**
  - Hands on with Water
  - Don't Walk, Hop! Primary Road
  - Don't Walk, Hop! Secondary Road

## Design Diagrams

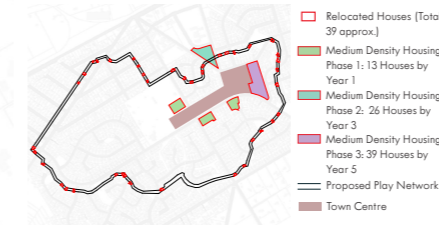


**Green & Blue Networks** - Creation of proposed green connects the existing green spaces through the use of providing 'stepping stones' and creating larger edges of green.

The existing water race, coming North from Waimakariri River, will be diverted into the play network and into detention areas using swales. Water is held, cleaned and used for play before continuing south.

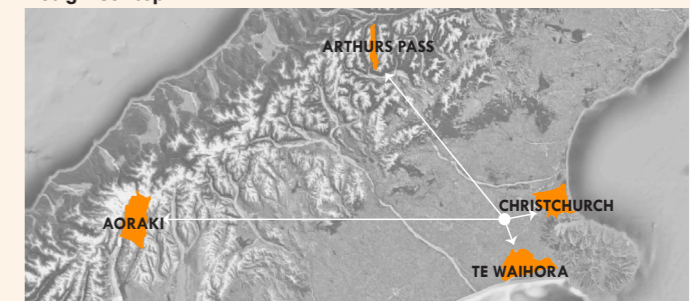


**Accessibility** - The diagram above shows how the network proposed has improved the walkability in Rolleston. The time taken to walk the whole main play network, would take approximately, 56 minutes. Examples above show how users living around the area would take 10 minutes, from home to the reserve, and 13 minute, from home to school, for people living at those points. The legend above also shows the time and distance for each of the stories in the main play network.



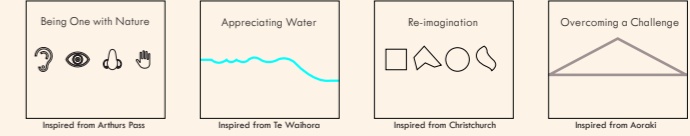
**Relocation Strategy** - Houses required to be relocated due to the network would take place in phases. The plan looks at a 5 year scheme, relocating around 7-8 houses per year. Houses are relocated to potential greenfield development areas to increase the density of living nearer to the commercial area of Rolleston.

## Design Concept



The idea came to mind when thinking of how to make Rolleston a destination. When thinking of key destinations around Rolleston, there are many to choose from. The four perfect locations with different identities were then located. Places that had significant differences in the experiences felt at each location. These 4 locations, are destinations that could become stories to be told in Rolleston. They could teach and have underlying meanings and lessons to be learnt for the children. Facing North, Arthurs Pass, South, Te Waihora, East, Christchurch and West, Aoraki. The concept draws inspiration from these destinations to create an identity for Rolleston. An identity of play.

## Stories Formed from Concept

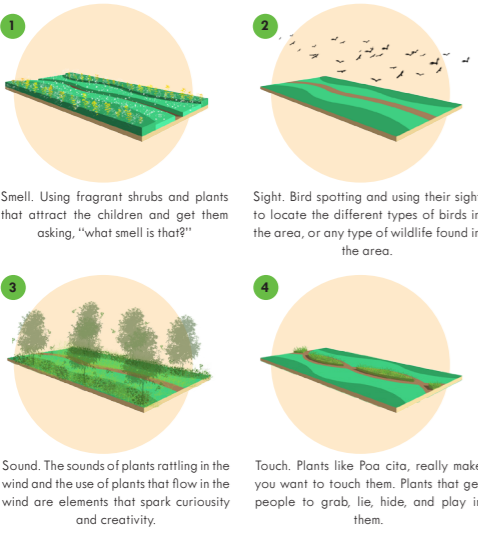


With the design concepts, stories were created for the Rolleston Play Web. The story of Being One with Nature, the story of Appreciating Water, the story of Re-imagination and lastly, the story of Overcoming a Challenge. These stories were formed to create different experiential 'worlds' for the children and people of Rolleston. These stories are open ended play, simple and challenging play, co-operation and competition, creating personalized designs were children can envision and create their own games, having inclusive designs that promote social interaction, providing elements of risk and lastly, and lastly, having that 'hook' factor that successfully animates children.

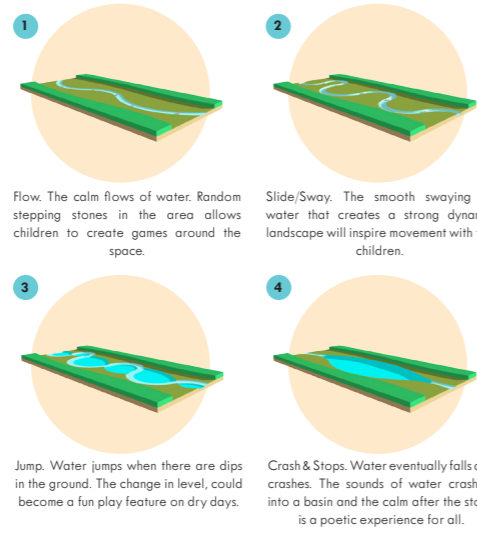
## Journey to the Rolleston Play Web



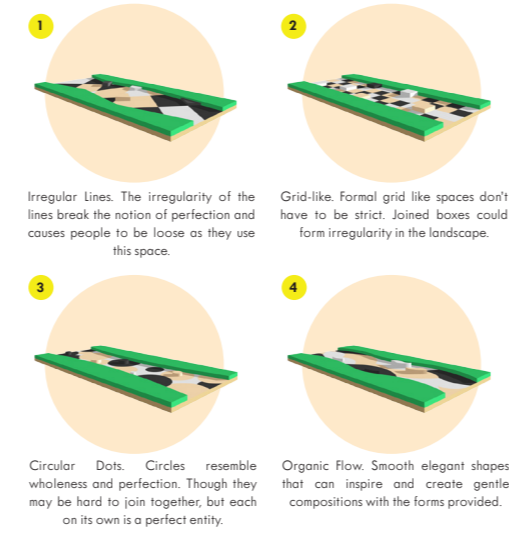
**Story of Being One with Nature** looks at using different sensory landscapes to activate and encourage children to develop a strong relationship with nature. Imagine a landscape where the children love and want to become one with their surroundings. They would never want to stay indoors again.



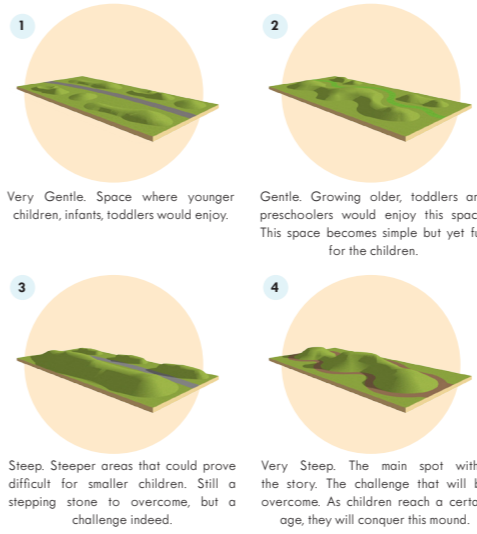
**Story of Appreciating Water** looks at using the movements of water to allow the people using the space to create iconic experiences with water. To appreciate water, they have to have memorable moments with water. When dry spells occur and these areas have no water, a different play experience will take place. From then on, they will learn to appreciate and cherish their times with water.



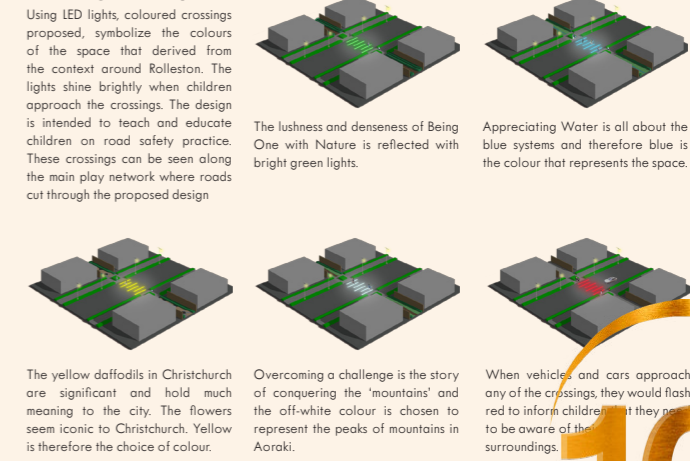
**Story of Re-imagination** looks at using different urban forms and grids of cities and using these varieties of shapes and forms to inspire creativity. People can make use of the movable shapes and forms to create art in the landscape, create games in the landscape, and create poetry that will be embedded in the dynamic landscape.



**Story of Overcoming a Challenge** looks at creating landscapes that grow with the children. Subtle mounds to taller challenging mounds lie ahead then where they can tell themselves that they will conquer this when they get older. The story is to provide risk which is needed for their development, but ultimately an experience that they can always remember.



## Crossings Concept







### Design Stories

These design stories are a few possible scenarios that could take place within the Rolleston Play Web. As the landscape and design is open ended, every child and person is open to interpret the landscape on their own and experience the landscape in their own way. Enter into the worlds designed at Rolleston Play Web.



**Overcoming a Challenge** - Enter the story of overcoming a challenge. The land is sculpted in various random forms and shapes to provide the children and other users with a dynamic landscape. Children can overcome these mounds and have memorable experiences that will stick with them as they grow up. Looking back, they can tell stories of the past, when they would attempt to overcome the next mound and the next and the next.



**Being One with Nature** - Imagine having a forest at your backyard. In this story, children are treated to the dense and lush planting in the space. Hide and seek in the grasses, bird watching and spotting, users are given a range of play possibilities as they make use of their senses as they walk through this story.



**Appreciating Water** - How can we get children and people to appreciate water? The answer is to create a landscape that allows users to have memorable experiences with water. Mist from shelters, and a beautiful blue water channel will not be present all the time. During dry periods, users will experience a different landscape, one without water. Children would wish they could relive the memorable moments they had before and learn to cherish water.



**Re-imagination** - Various forms and movable materials allow for children to play in the landscape. The poetry in the space is how the whole story is connected through these blue LED lights that glow by the water. There are endless ways to play in this space that can allow children and users to create their own stories. Imagine the landscape as a giant puzzle, without a definite solution.

### Secondary Network Experience



**Pocket Garden**  
- These pocket spaces along the suburb are spaced apart evenly to ensure that each space would be taken care of by about 10 houses. The idea is to allow the community to come together to take care of the plants and to educate the children on how to take care of them.

The design strongly promotes social interaction between neighbours and creates small spaces to bring people together.



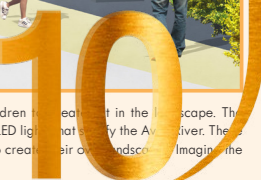
**Hands On With Water**  
The idea was to open up and widen the existing water races along the play network to allow for children to have a hands-on experience with their natural environment.

Rather than just walking to one point to another, get in the shallow water, and have a good time in the journey.



**Dont Walk, Hop!**  
To make use of the wide main and suburb roads to create play networks that consist of concrete pavers that use different colours that correspond to the different stories it is near. Don't walk as you normally do, hop and avoid the grey pavers!

Another design feature along the main and suburb roads will make use of kerbs for balancing. Why walk when you can balance and see if you can make it all the way without falling?





### Detail Plan

The Green Haven is a breath of fresh air for the community and a catalyst for creativity for the children.

The design of the space draws inspiration from two main elements. The main overarching idea, which is the idea of open endedness, and the creation of objects from materials.

This idea of creation using natural materials has deep ties with past history as Maori would use the plants around them to make kites called Manu Tukutuku. With this in mind, the idea was to push the children's creativity to make use of their natural surroundings to create things, objects, and role play. A leaf could be a hat, a twig could be a dagger, a flower could be a sacred treasure.

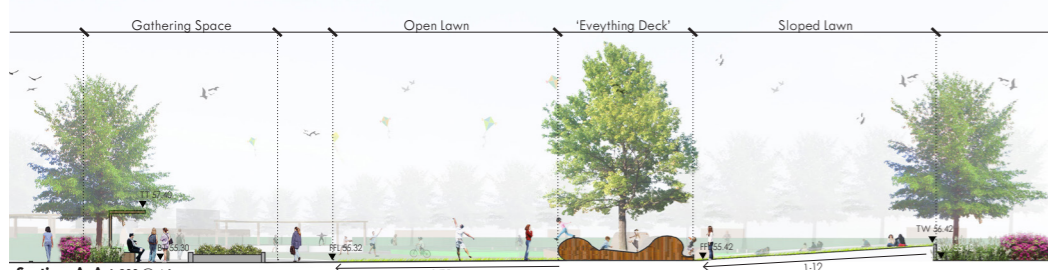
This is where the proposal of the 'Everything Deck' comes in. This deck sitting in the centre of the space, together with the iconic 'Rolleston Tree' makes use of crazy forms to create a deck. The use of this deck is to spark curiosity and to spark creativity. It is a visual hook that would get the children and other users to go, "wow, what is that?" and interact with the deck. Every path, leads to views of this deck. This 'everything deck' can be a place where children can go to after gathering the natural materials around the area, to create objects.

The 'Rolleston Tree' would be a significant icon to Rolleston. As people come into the space, users will be treated to a view of the breathtaking tree with artworks from the children hanging from the branches.

Next to the 'Everything Deck' is a raised lawn area where users can lie down and bask in the sun while their children are running around. Children can play and run around this change of elevation.

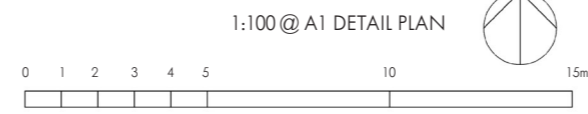
Smaller, more intimate gathering spaces are also proposed in the space, which give a good vantage point to the lawn and the design elements in the space.

Overall, the Green Haven is designed for the people. A pause between the play stories and a destination for community activities.



**Legend**

TW	Top of Wall
BW	Bottom of Wall
TD	Top of Deck
BD	Bottom of Deck
TT	Top of Trellis
BT	Bottom of Trellis
+	Proposed Spot Heights



**Everything Deck**  
- The Everything Deck is the manifestation of open ended play. Users entering the site will question what it is. A sense of curiosity draws people into the space. Every path that you take, coming into this space would get you to notice and question what it is. Children may think it is a pirate ship, a boat, a fort, or whatever they want it to be. Spaces around the deck show the sloped lawn bed where users can lie back and bask in the sun as their children play around in the space.



**Gateway to the Green Haven**  
- This perspective shows the view into the Green Haven from the story of Overcoming a Challenge. These gateways act as neutral entities that connect the play stories and the place for community. The form of the gateways has drawn inspiration from the Manu Tarahati, a type of kite that the Maori used to make. The gateway is a frame. A frame that shows nothing but the 'Everything Deck'. Shrubs planted around this area will prove difficult for children to look over to the next space causing mystery as they receive subtle views of the strange Everything Deck & Rolleston Tree from afar. The design was set out so that adults could have clear views over the shrubs for safety purposes.

**Open Lawn**  
- A multi use space for the people of Rolleston. Various activities can take place in this space. The open lawn, encourages movement and provides space for children to run around.







# PERFORMATIVE NATURE

Barcelona International Landscape Architecture Biennial

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**Máster d'Arquitectura del Paisatge -DUOT - UPC**

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Avenida Diagonal, 649 piso 5

08028 Barcelona-Spain

## TECHNICAL DOSSIER

Title of the project Rolleston Play Web: Infinite Possibilities  
Authors Matthew Bheem  
Title of the course LASC 409: Major Design  
Academic year 2017  
Teaching Staff Don Royds  
Department/Section/Program of belonging School of Landscape Architecture  
University/School Lincoln University, New Zealand

The vision for this project is to create dynamic and interactive play networks that are open ended, which will successfully animate children, encouraging their positive social, physical and cognitive development. In recent times, more children would rather stay indoors than outdoors when compared to previous generations. So much of their childhood is spent, being confined within their four walls. A major reason is due to the surge of technology, which has resulted in children getting hooked to their computers and other gadgets. With this in mind, 'Rolleston Play Web' aims to be the outdoor 'hook' that breaks this chain. A hook that brings them out to the play networks designed across the town. Rolleston Play Web is an advocate for open ended play. Play with infinite possibilities. With the design concepts, stories were created for the Rolleston Play Web. The story of Being One with Nature, the story of Appreciating Water, the story of Re-imagination and lastly, the story of Overcoming a Challenge. These stories were formed to create different experiential 'worlds' for the children and people of Rolleston. These stories emphasize on open ended play, simple and challenging play, co-operation and competition, creating personalized designs where children can envision and create their own games, having inclusive designs that promote social interaction, providing elements of risk and lastly, and lastly, having that 'hook' factor that successfully animates children.

For further information

**Máster d'Arquitectura del Paisatge -DUOT - UPC**

T: + 34 93 401 64 11 / +34 93 552 0842

Contact via email at: [biennial.paisatge@upc.edu](mailto:biennial.paisatge@upc.edu)

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