

Country / City	New Zealand
Country / City University / School	Lincoln University / School of Landscape Architecture
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Title of the project	Rolleston Play Web: Infinite Possibilities
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ROLLESTON PLAY WEB INFINITE POSSIBILITIES

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. 1:500 INTERMEDIATE PLAN 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 'Reimagination' in the East. GREEN HAVEN his part of the story [] 4 s seen throughout Being One The design brings people together from all over with Nature Rolleston to connect and build an identity through this GREEN HAVEN shared cause of play. (Transitional Node 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 AASEFIELD DRIVE 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 Accessibility - The diagram above shows how the network prop 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 ints. The legend above also shows the time and distance for each of the stories in the main play network. 500 INTERMEDIATE PLAN GREEN HAVEN GREEN HAVEN Legend imary Play Networ Secondary Play Network — Hands on with Wat ____ Don't Walk, Hop! Primary Road Relocation Strategy - Houses required to be relocated due to the 1:4000 MASTER PLAN 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 Don't Walk, Hop! Secondary Road greenfield development areas to increase the density of living nearer to the commercial area of Rolleston.

Design Diagrams



- 10mins (750m) Home to School - 13mins

Challenge 12mins (950m

Being One with Nature 16mins (1300m)

tion 1.5min

ciating Water - 15

(1000m)

(1200m)

nins(1200m)

Relocated Houses (Tota

39 approx.) Medium Density Housing Phase 1: 13 Houses by Year 1 Medium Density Housing

Medium Density Housin Phase 2: 26 Houses by Year 3 Medium Density Housin Phase 3: 39 Houses by Year 5 Proposed Play Network

apes that grov

Town Centre

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.

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 1km Walk Boundary draws inspiration from these destinations to create an identity for Rolleston. An identity of play. Home to Rolleston Reserve

Stories Formed from Concept

Being One with Natu 2003

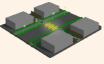
With the design concepts, stories were created for the Rolleston Play Web. The story of Being One with Nature, the story of Appreciating Water, the story of Re-imagination and lastly, the story of Overcoming a Challenge. These stories were formed to create different experiential 'worlds' for the children and people of Rolleston. These stories emphasize on open ended play, simple and challenging play, co-operation and competition, creating personalized designs 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.



Rolle



Using LED lights, coloured cros proposed, symbolize the colour of the space that derived from the context around Rolleston. The lights shine brightly when children approach the crossings. The design is intended to teach and educate children on road safety practice. ese crossings can be seen along the main play network where roads cut through the proposed design



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



Smell. Using fragrant shrubs and plants Sight. Bird spotting and using their sight ract the children and get them asking, "what smell is that?"





Sound, The sounds of plants rattling in the Touch, Plants like Pog cita, really make you want to touch them. Plants that ge wind are elements that spark curiousity people to grab, lie, hide, and play in them

locate the different types of birds in

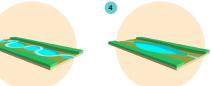
the area, or any type of wildlife found in

the area

Story of Appreciating Water looks at using the movements of water to allow ole 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 hese area have no water, a different play experience will take place. From then on, they will learn to appreciate and cherish their times with water

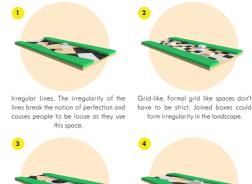


epping stones in the area allows water that creates a strong dyn children to create games around the landscape will inspire movement with the children



Jump. Water jumps when there are dips Crash & Stops. Water eventually falls and in the ground. The change in level, could crashes. The sounds of water crashing into a basin and the calm after the storm become a fun play feature on dry days. is a poetic experience for all.

Story of Re-imagination looks at using different urban forms and grids of cities d 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 lands



that can inspire and create gentle compositions with the forms provided.

Very Gentle. Space where younger Gentle. Growing older, toddlers and reschoolers would enjoy this space. hildren, infants, toddlers would enjoy. This space becomes simple but yet fun

Story of Overcoming a Challenge looks at creating lands

with the children. Subtle mounds to taller challenging mounds lie ahead them 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

2



age, they will conquer this mound.

for the children





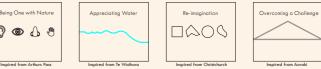


Steep. Steeper areas that could prove Very Steep. The main spot within difficult for smaller children. Still a the story. The challenge that will be stepping stone to overcome, but a overcome. As children reach a certain challenge indeed.

tioned in children's difficulty. Gradients not dangerous for children. Highest mound is at 1.5-2m

Circular Dots. Circles resemble Organic Flow. Smooth elegant shapes wholeness and perfection. Though they may be hard to join together, but each on its own is a perfect entity.





Journey to the Rolleston Play Web

Leaving home to begin the journey. Subtle view of the

Play along the Dont Walk, Hop! network

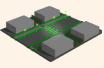


Finding the secondary network (Dont Walk, Hop!) from



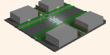
Locating the themed crossings and signature plantings that inform you that you have arrived at the story o

Crossings Concept

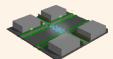


The lushness and denseness of Being bright green lights.

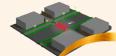
is therefore the choice of colour



meaning to the city. The flowers the off-white colour is chosen to red to inform children seem iconic to Christchurch. Yellow represent the peaks of mountains in to be aware of the Aoraki



Appreciating Water is all about the One with Nature is reflected with blue systems and therefore blue is the colour that represents the space



The yellow daffodils in Christchurch Overcoming a challenge is the story When vehicles and cars approach are significant and hold much of conquering the 'mountains' and any of the crossings, they would flash surrounding

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Secondary Network Experience



Pocket Garden

These pocket spaces along the suburb are paced apart evenly to ensure that each pace would be taken care of by about 10 ouses. The idea is to allow the co o come together to take care of the plants ind to educate the children on how to take are of them.

he design strongly promotes socia teraction between neighbours and creates mall 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 environmen

Rather than just walking to one point nother, get in the shallow water, and have 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?



Design Stories

These design stories are a few possible scenarios that could take place within the Rolleson Play Web. As the landscape and design is open ended, every child and person is open to interprate 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 possibilites 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 Iandscape 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



ROLLESTON PLAY WEB INFINITE POSSIBILITIES



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 Next to the 'Everything Deck' is a raised lawn area 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. Smaller, more intimate gathering spaces are also proposed in the space, which give a good vantage creativity to make use of their natural surroundinas to create things, objects, and role play. A leaf could be a hat, a twig could be a dagger, a flower could be a Overall, the Green Haven is designed for the people 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 curiousity 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 maerials 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 hanaina from the branches.

where users can lie down and busk in the sun while their children are running around. Children can play and run around this change of elevation.

point to the lawn and the design elements in the space.

A pause between the play stories and a destination for community activities.

TW 55.53 BW 55.42

55.38

the

BROOKSIDERD

10

+ 55.34

GATEWAY

+ 55.29

0 1 2 3 4 5

SLOPED LAWN

+BD 55.42

, 55.3

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



Legend TW Top of Wall BW Bottom of Wall TD Top of Deck BD Bottom of Deck TT Top of Trellis Bottom of Trellis BT Proposed Spot Heights 1:100 @ A1 DETAIL PLAN

15m

EL 46.32 3 Section A-A 1:200 @ A

GATEWAY

SPACE



CHAUCERST

+ 55.29



DETAIL PLAN LASC 409: MAJOR DESIGN



Everything Deck

The Everything Deck is the mar tion of open ended play. Users entering the site will question what it is. A sense of curiousity 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 wher users can lie back and busk 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.



Kite flying and other local events can be held within these spaces.





PERFORMATIVE NATURE

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TECHNICAL DOSSIER

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Title of the course	LASC 409: Major Design	
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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 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.

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