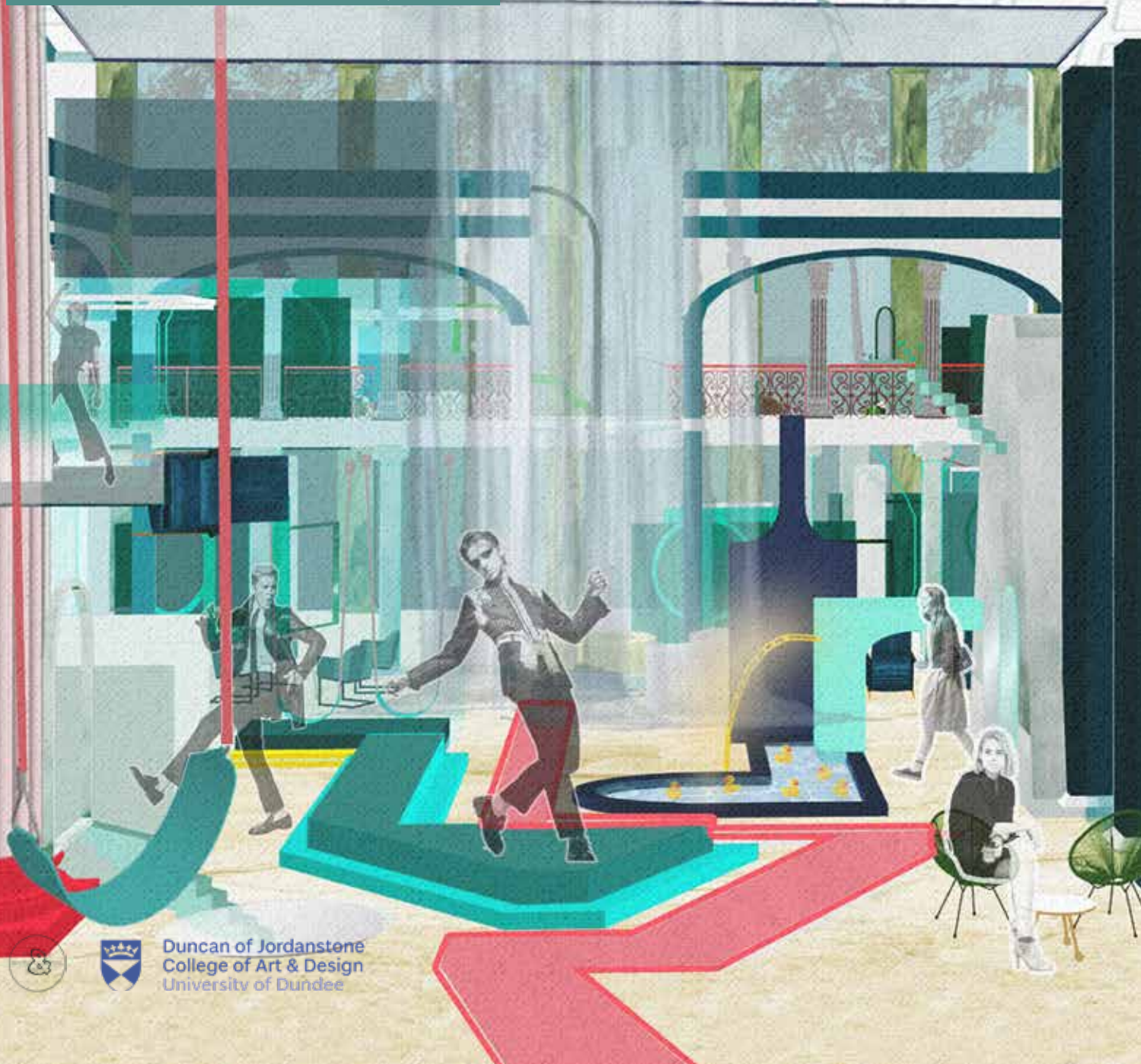


Megan Doull. Interior and Environmental Design. Social Digital.
Duncan of Jordanstone College of Art and Design. Scotland.

Press Play

Be Free. Be adventurous. Be yourself



Duncan of Jordanstone
College of Art & Design
University of Dundee

01. Concept

'Press Play' a project aiming to bring Camperdown Country House to life through an exploratory dynamic encouraging adults to play. The project started off an adaptive reuse then became more of a complete remodel inspired by the existing architecture. To create wonder and excitement inspired by the six different types of play:

Active Play : Moving all parts of your body , to actively injure a playful state of mind. To move your body in different ways.

Intellectual Play : Solving mental mind games for pleasure, such like boards games. How Individuals organise their minds, ideas and thoughts/ making sense of the world.

Social Play : Interacting with others through playful scenarios like the pub/ play fighting.

Creative Play : To create something new, for pleasure, like painting

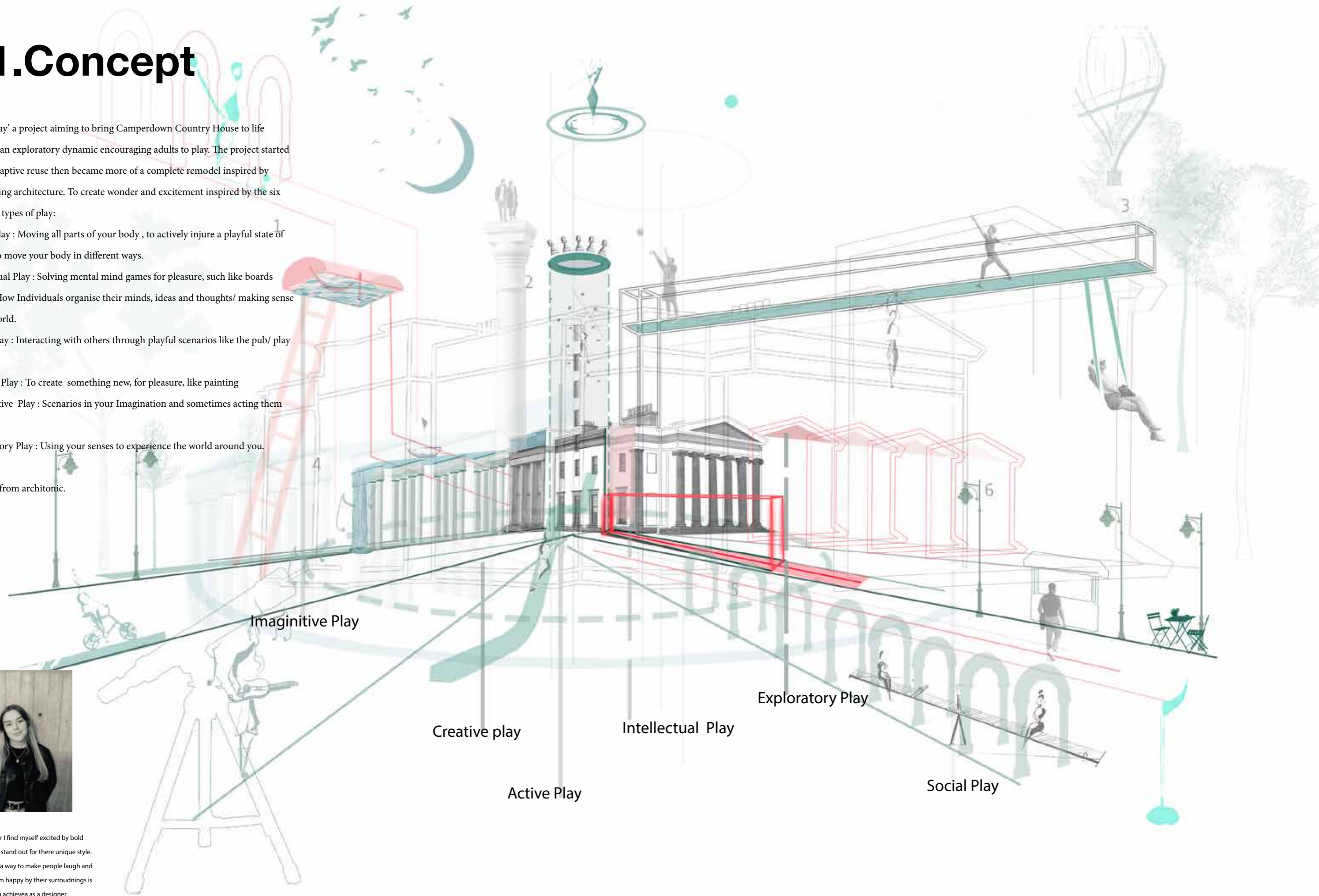
Imaginative Play : Scenarios in your Imagination and sometimes acting them out.

Exploratory Play : Using your senses to experience the world around you.

Insights from architonic.



As a designer I find myself excited by bold designs that stand out for there unique style. To design In a way to make people laugh and to make them happy by their surroudings is what I aim to achieve as a designer.

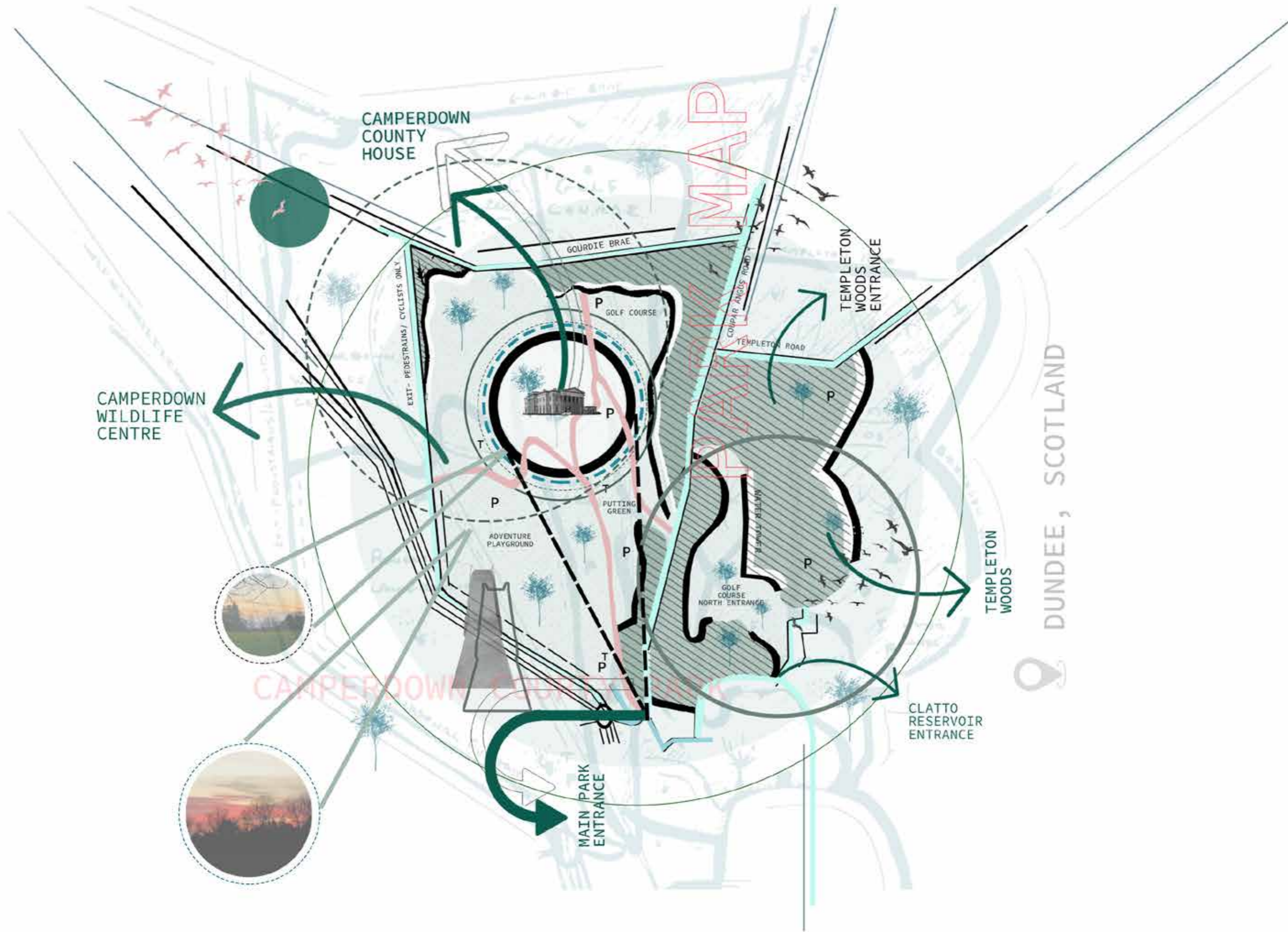


02.Site Analysis



Camperdown Country House
Dundee City





CAMPERDOWN
COUNTY
HOUSE

MAP

GOURDIE BRAE

GOLF COURSE

TEMPLETON
WOODS
ENTRANCE

TEMPLETON ROAD

CAMPERDOWN
WILDLIFE
CENTRE

EXIT- PEDESTRIANS/ CYCLISTS ONLY

P

P

PUTTING
GREEN

ADVENTURE
PLAYGROUND

P

GOLF COURSE
NORTH ENTRANCE

TEMPLETON
WOODS



CAMPERDOWN COUNTY HOUSE

MAIN PARK
ENTRANCE

CLATTO
RESERVOIR
ENTRANCE

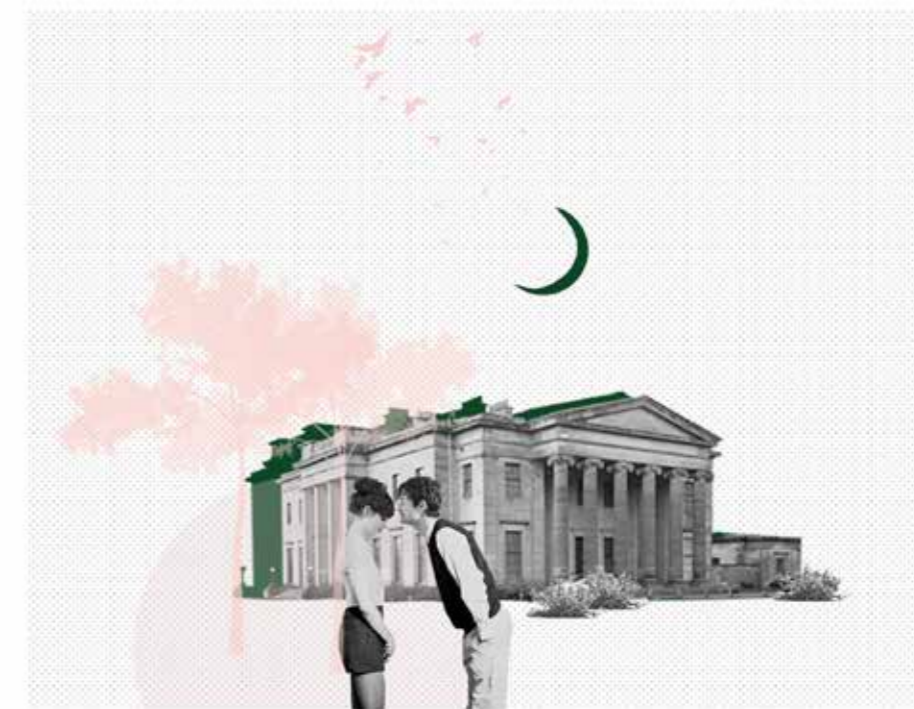
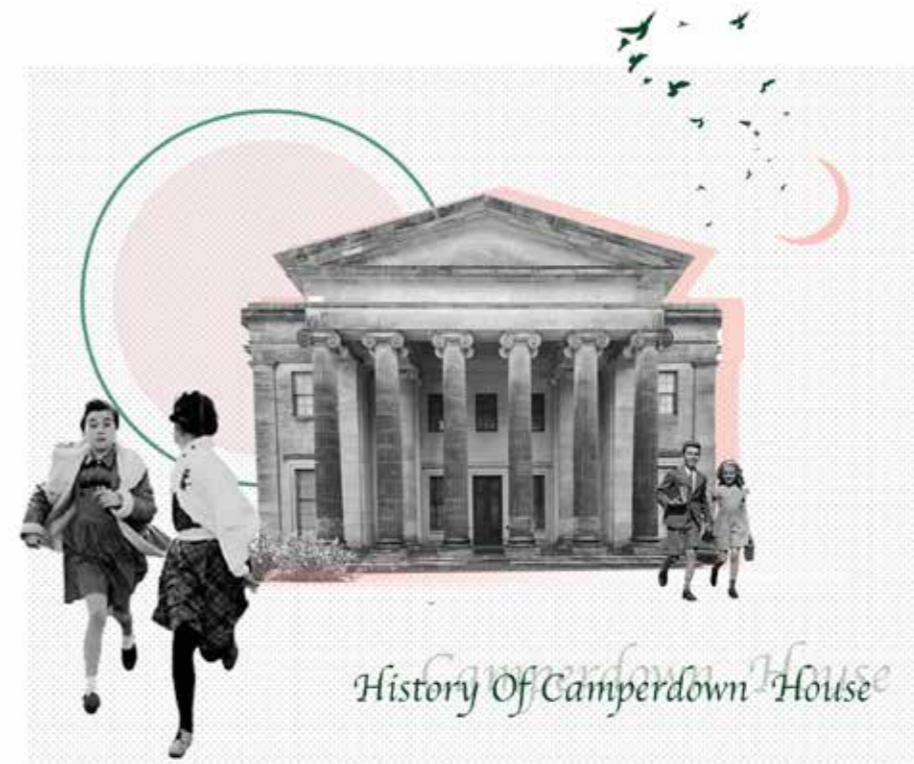


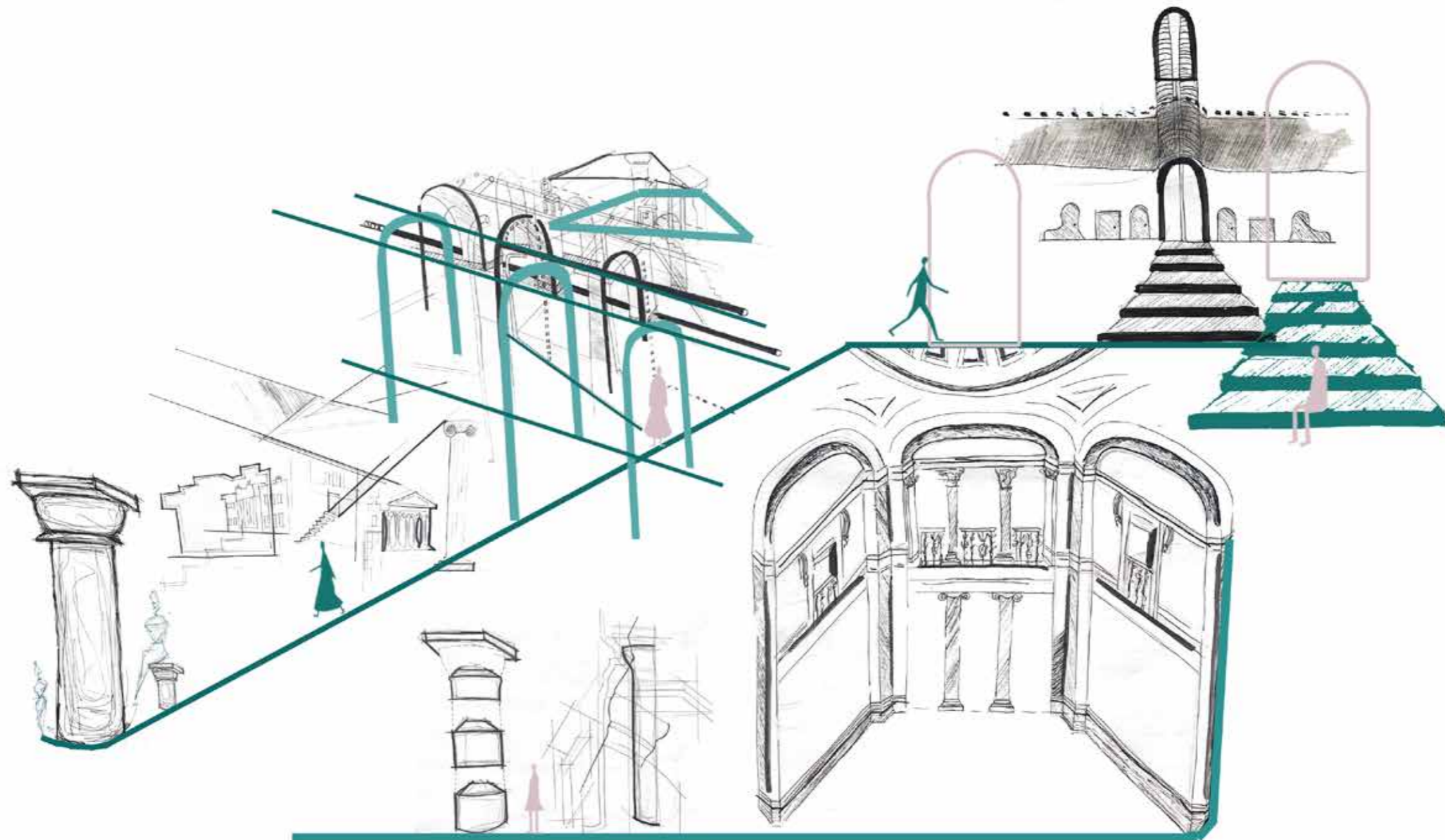
DUNDEE, SCOTLAND

History of Camperdown

The house and park is names after the dramatic battle of Camperdown, which made Duncans name and fortune. The battle was celebrated as one of the great sea victories of this age. Thought in 1797 where he led the British north sea fleet against the dutch navy as they sailed back to their base, where there was 3 hours of sea battle leading the brits victory.

After the battle Admiral Duncan was honoured with the title of Viscount Duncan of Camperdown.

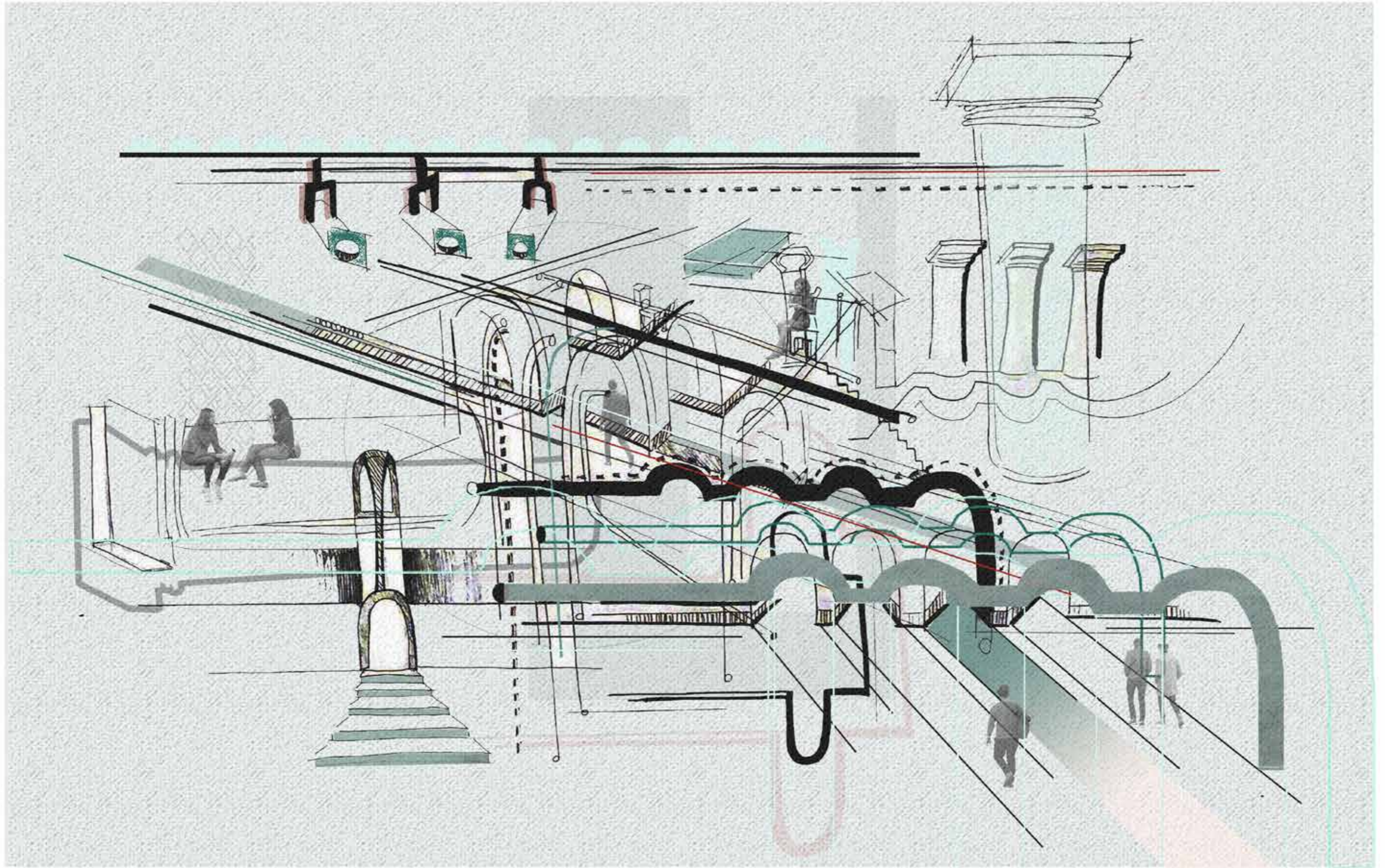




Site Sketches

There were parts of the existing architecture that stood out to me. As you walk in there is a grand ball room just past the reception. The room consists of large greek columns and gold surfaces spread throughout the room, along with a beautiful sky light window filled with fine detailing.

Another area I took interest to in the house was the basement. The basement had large pillars again, low ceilings, flat and curved. This inspired me to create a nightclub in this spaces as it seemed perfect along with a large court yard that could be turned into the central core of the building.



Why Play?

Having read the book 'Joyful' by Ingrid Fetell Lee made me realise the importance of play within not only a design but in life. She discusses different ways to go about life to make you happier through 10 different chapters; Energy, abundance, freedom, harmony, play, surprise, transcendence, magic, celebration and renewal. The chapter on play stood out to me where it soon inspired me to make it my main focus point in my final project.

My main insight from the book was the section on Dr Stuart Brown, a leading founder of the national institute of play. A very interesting man with valid points on play. He discusses how "the vast of human trust is established through play signals and we begin to lose those signals culturally and otherwise as adults"

INGRID FETELL LEE

“play etches itself deeply into our memories for a good reason. It is the only known activity that humans engage solely because it produces joy”

Our truest human expression of joy, laughter, likely emerged from play.

Play can put us in a powerful flow state, which allows us to let go of everyday worries and be absorbed in to joy of the moment”

Play is one of our greatest means of accessing delight, with deep roots in human life”

“Archaea and Gino believes that architecture has an effect on the body like exercise.”

“I’ve always wanted to make things that make people laugh”

Why to be serious do things need to look serious”

“The opposite of play is not work, its depression”.

“Absence of play and developmentally normal play led him to be more vulnerable to the tragedy he perpetrated”. (TED, 2009)

“progressive suppression of play led him to be more vulnerable to the tragedy he perpetrated”.

PLAY USED TO HEAL THE MIND

“the important thing about play is that it is born by curiosity and exploration, if you want to belong, you need to social play”

“I think we may have lost something in our culture”

DR. SB

DR STUART BROWN
LEADING FOUNDER OF THE NATIONAL INSTITUTE OF PLAY

“Play, How It Shapes the Brain, Opens the Imagination, and Invigorates the Soul” -Book

“the vast of human trust is established through play signals and we begin to lose those signals culturally and otherwise as adults”.

“Differential in power, can be overridden by a process of nature thats within us”.

GAETANO PESCE

JOYFUL BOOK

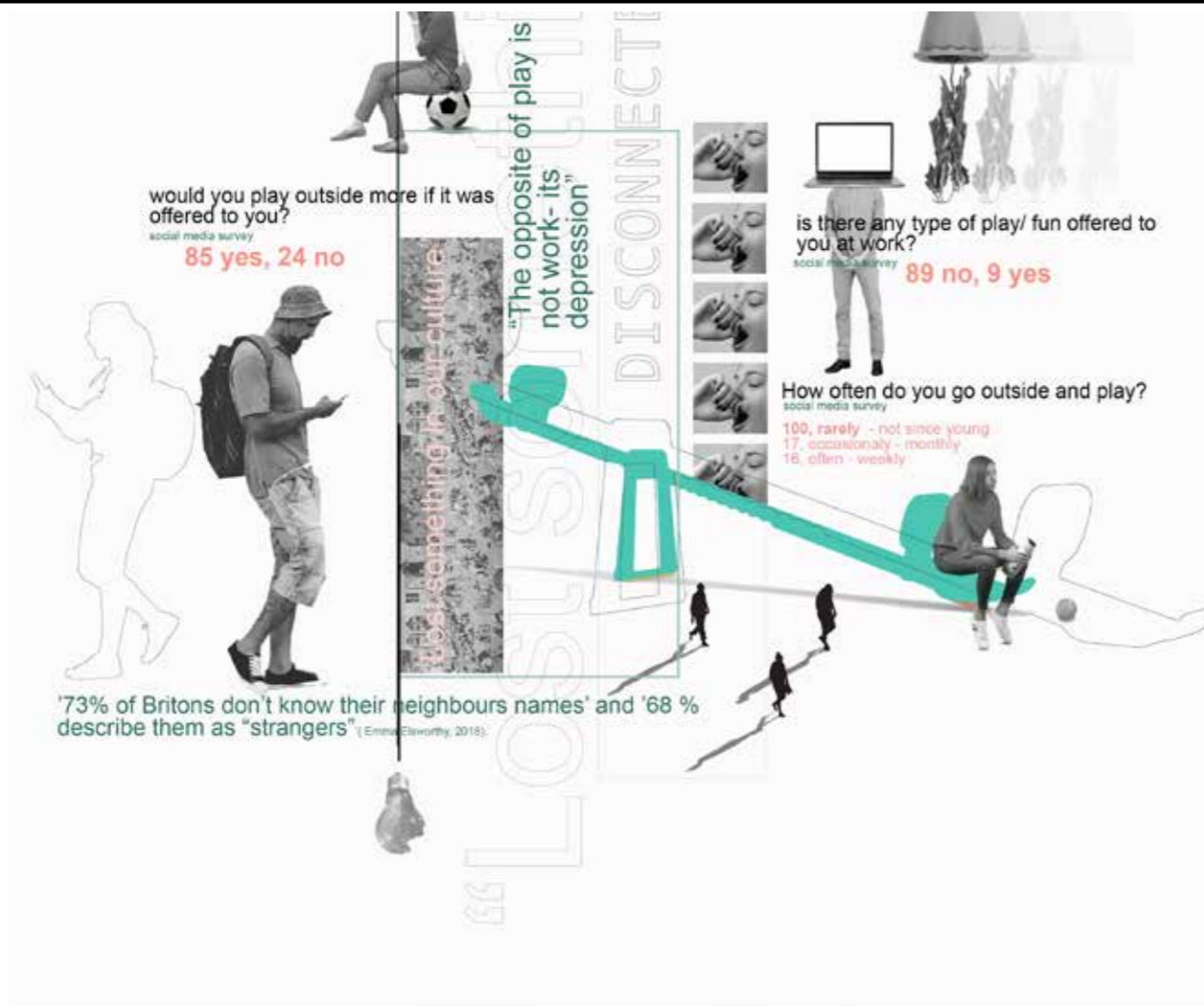
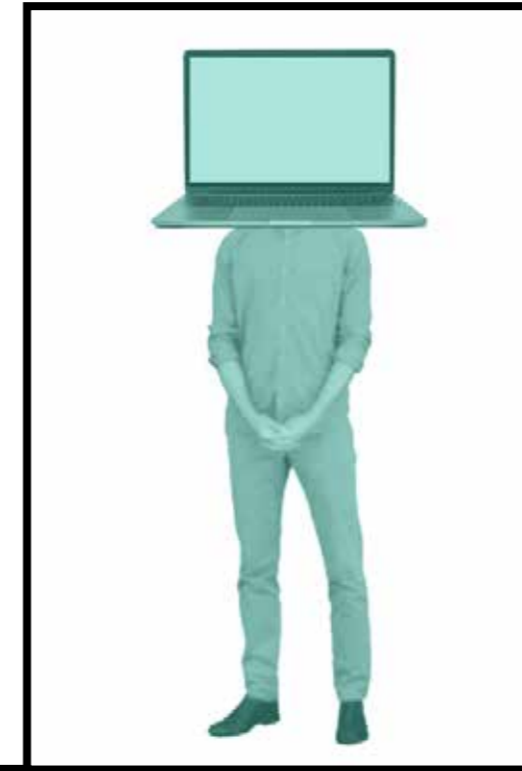
“The Reversible Destiny Lofts’ located in Mitaka, Tokyo designed by Akakawa and Gins

PLAY

“Architecture as medicine”

“Architecture as medicine”

Why Focus on ADULTS???



DISCONNECTED

After reading ‘Joyful I then further developed the topic of play. I realised that Dr Stuart Brown discusses how adults lack play and thought to tackle this issue. At the left hand side demonstrates a social media survey. It shows that many adults do not go outside and play anymore but would if they got given the opportunity. The survey also showed that most people do not get play offered to them at work either. I also realised throughout research that many people just stick to their usual social bubbles and that ‘73% of brits dont know their neighbours names and 68% described them as strangers’. The main insights from this is that we are disconnected as a community and lack fun in our lifes.



1. There are a handful of activities within an hour driving radius such as Dunfermline leisure park, trampoline world in a town close by, otherwise the bigger cities are where there are more activities such like escape rooms, museums, galleries. However these places are located further away so people live in smaller communities or town have fewer options.

2. I rarely interact with new people outside of my job and university due to cover restrictions and the lack of activities that allow for individuals to interact with others, as with youth culture its mainly focused around alcohol so such like pub crawls would be a situation where you can meet new people.

3. I would like to see more possible workshops aimed at young adults which are both fun and educational, also possible outdoor activities which you would associate with younger kids but aimed at adults - such as outdoor trips/ experiences to a cocktail making classes/ trampoline park. Activities that mix children /adult play with alcohol as said, the youth culture incorporate this aspect of alcohol which would be appealing to certain age groups. There's also the idea of camping trips held for big groups of people, with a drive thru cinema which could be held at Camperdown.



1. Dundee offers a range of activities, however not many that you would visit more than once. There are a few fun things for children, but lack options when it comes to teenagers and young adults.

2. Quite often. Prior to COVID I would interact with people the most in club and bar settings, however now I don't meet new people as much. There aren't enough social activities and fun places to meet people in our local area.

3. Places like bowling, mini golf, and more teenager/ adult based activities would be good. I think group classes should be more advertised, such as art classes or cooking classes, as they'd be a good way to have fun and meet new people when you're older.



1. Lack of student based entertainment amenities on my surrounding area. Students budgets need addressed especially in the west end of Dundee, as retail spaces are usually targeted towards wealthy residents that can afford boutique prices. However, there is an abundance of green space that can be utilised for sports/socialising, which I value.

2. I frequently meet new people, however, this is only in a university and drinking base environment. I would be excited at the prospect of meeting people out-with this, but there are no opportunities to do so, I believe this is because localised services are aimed towards younger generations.

3. I think students especially would benefit from discounted prices in social settings such as bowling/mini golf. However, these services are not offered in Dundee. Increased council funding for retail spaces aimed towards budgeting student would be beneficial, this is seen in Glasgow west end and could easily be implemented in Dundee.

Questions:

1. Is there many fun activities offered to you in your area?

2. How often do you meet and interact with new people?

If yes where do you interact with new people?

If no, why do you think this is?

3. What type of fun places would you like to see more of in Dundee?

Importance of play



Within Dr Browns research he presents a image of a polar bear and a husky. At first, the images show uncertainty from each animal, it is unknown whether the polar bear is going to prey on the huskies. In the following images below it shows the polar bear trying to engage with the huskies, it senses a playful atmosphere and indicates that it wants to join in. Brown then quotes "They begin an incredible ballet - A play Ballet". There is a great deal of power in these images as they allow you to see that the difference in nature is forgotten through the abundance of play.

Brown then quotes - "Differential in power, can be overridden by a process of nature that's within us"

In this quote, he identifies that even though the two animals are unknown to one another, and the uncertainty dividing them, it is in fact curiosity that brings them together - the difference of nature between them becomes unimportant through the factor of play. The polar bear could have killed the huskies. However, instead chose to join in and play with them. In the image you can see the connection and bond they have created just by the natural reaction of play. They are content, harmless, and happy. This quote also expresses that even though humans all have different ages, disciplines, and lifestyles we all can connect through the joyful act of play.

As identified in some of the interviews people don't tend to interact with new people out with their usual social bubble. This expression shows that just because we are all different does not mean we won't like each other. It takes courage to get to know new people in life, just like it took courage for the husky to approach something new. The idea of the project is to bring people together of any age and allow them to get to know new people through the use of the space bring them together.



Photos taken from Stuart Browns Ted talk

Adults tend to forget to play as society fails to offer it to us in our everyday life. As a child we are constantly given the opportunity to play. The society we live in lacks playful activities in social spaces. In a recent Ted Talk by Colin MacDonald called 'Designing a more playful city' he discusses how "our urban environments actively work against us, constraining the way we can move". He identifies that cities lack a playful environment just as Dr Brown did as he discussed how we have lost the playfulness in our culture. We need to offer more playful, approachable activities to adults to encourage them to play without feeling embarrassed or intimidated to do so. MacDonald identifies how after a certain age there is signs indicating we are too old to be in a playground - so, we just stop going. Play should follow us throughout life as Ingrid Fetell Lee discusses that "play etches itself deeply into our memories for a good reason. It is the only known activity that humans engage solely because it produces joy". This statement points out that the nostalgia of being young follows us and when we think of fun, we relate it back to our childhood memories.

Most adults forget to play outside or just feel too old to do so. MacDonald discusses the importance of 'movement play' and how "moving your bodies in ways you haven't quite planned" is exhilarating, just as Brown discusses how there is no play without curiosity. MacDonald identifies how "movement play, makes us stronger and happier encounter intuitively safer".

MacDonald recognises in his discussion, how moving freely is so 'simple and natural' yet it becomes challenging as an adult as he quotes "by adulthood most of us have either lost fluency in these natural movements or hyper specialised them". This identifies why kids have so much more energy and life to them as they allow themselves to move freely without overthinking what it is they are doing. Kids explore and move in ways adults do not allow themselves to. In his talk he makes simple adaptations to create a more playful city that would make anyone enjoy an urban space more. So as adults why can't we continue to play and be care free just as we are young. Our urban spaces don't offer enough play, which is why I want to bring this into my design.



Designing a more playful city

03. Research

Research of current outdoor social spaces.

1.

Park 'n' Play by Jaja Architects

I found myself inspired by the roof top in this project. 'The roof is made of an active landscape filled with resting spaces and play areas that include swings and climbing structures. An elevated activity sculpture on the roof will be visible from the street, engaging the public visually from afar. The staircases are inspired by Centre Pompidou, where the vertical movement along the building facade is a special experience. Along the back wall of the staircases is a frieze based on the history of the area. The frieze will be visible from the street level and can be seen in more detail as visitors ascend the staircases. The railing of the staircase is called "the red thread" and is designed to be a physical guide that leads visitors from the street level to the roof.' inhabitat.com. The idea of a rooftop social area seems exciting, as people work their way up to the top, almost like building up the excitement through the careful design of how to get there.

2. The Domino effect

An interactive installation Brightening up Place del festivals. The project focuses on sound and lighting to encourage the public to come and play. To work with a object/ game that everyone knows off seems like a great way to get people excited by the project. I think light and sound is a great way to get peoples attention. This is something I would like to use to get people involved with activities throughout the space.

3. Parc de la Villette in paris by Bernard Tschumi.

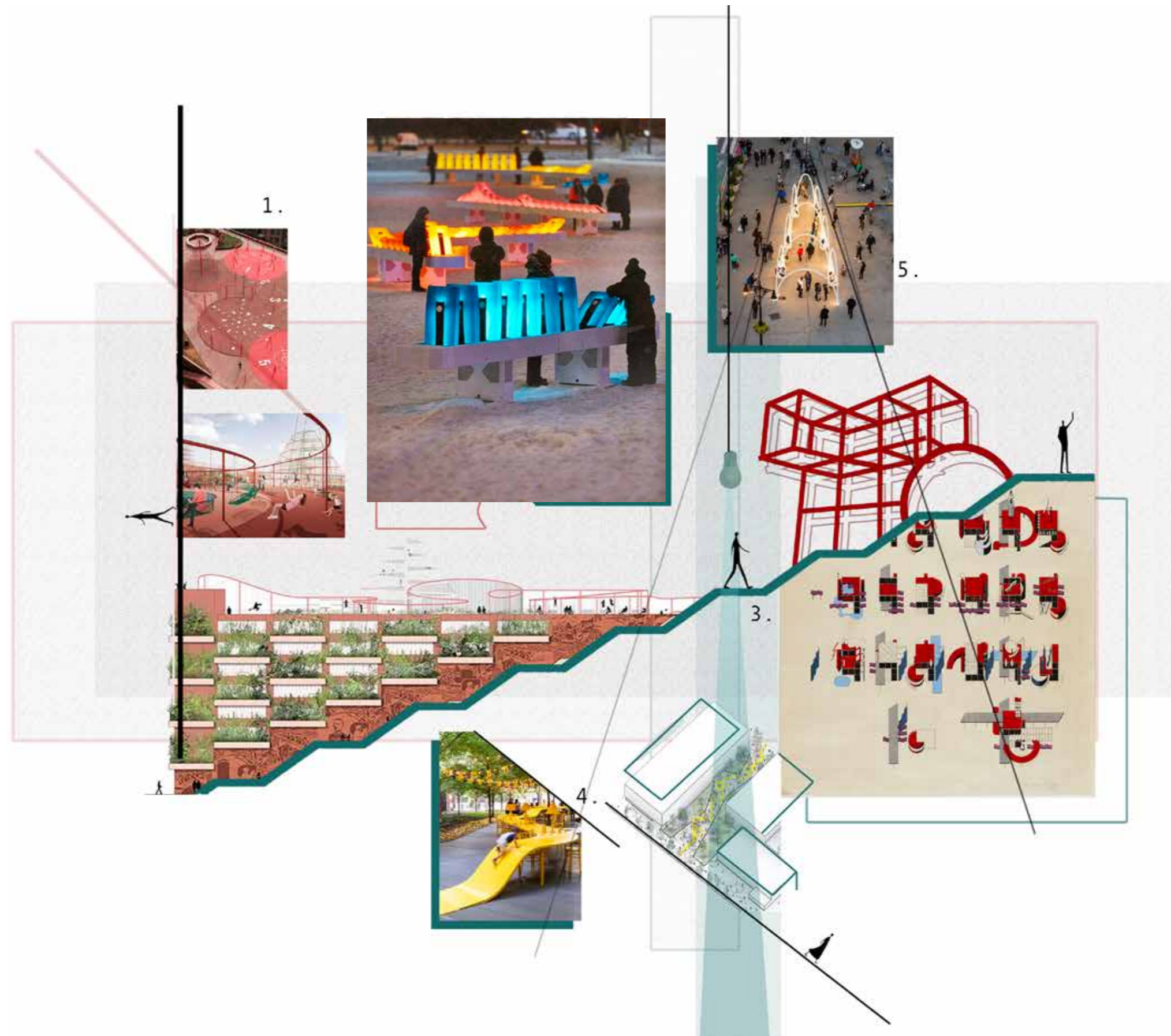
This project is inspirational due to the large sculpture that is built within the park. The park is based more on culture rather than nature just like I aim to do with my project. The project consists of of over 25 buildings , covered walkways, bridges, promenades and a large garden. It seems like a fun, playful structure that you would want to experience. It would be nice to create this journey through Camperdown, starting from the buidling, with fun activities spread around the park.

4. TULIP – Your place at the table / ADHOC architectes

The project was designed with the collaboration of graphic designers Maude Lescarbeau and Camille Blais. "The colourful installation was conceived to safely accommodate and attract citizens currently re appropriating the downtown of Montreal after several weeks of confinement due to the COVID-19 pandemic. The layout is designed to offer passers-by a space to promenade or to sit and relax while respecting current sanitation and social distancing norms.' archdaily.com I liked this project due to its wacky design where the table can be used as more than one thing. I think its exciting and different to see something on the streets that stands out from a normal table and bench. The playful approach makes it exciting, and seems like somewhere you would actually enjoy sitting eating your food at.

5. LOT's Flatiron Plaza installation.

The project is a large outdoor installation led through the theme of bright lights. The project is bright Led lights to light up hammocks. this is an exciting project that seems like it would make anyone happy. To involve some sort of light installation into Camperdown park i think would fit the exploratory play section, making people fascinated by lights, creating some sort of fantasy.



The Reversible Destiny Lofts

built by Arakawa and Madeline Gins.



Images from: <https://archeyes.com/reversible-destiny-lofts-madeline-gins-and-shusaku-arakawa/>

Perhaps the subtle offer to play is more likely to achieve in life but Destiny Loft prove by their design that its ok to be bold with colour, shapes and form. Throughout the chapter 'Abundance' in Ingrid Fetell Lees book 'Joyful' she discusses joyful architecture to produce productivity. She identifies 'The Reversible Destiny Lofts' located in Mitaka, Tokyo designed by Akakawa and Gins where it offers an intense approach to a happy design.

“Architecture as medicine”

A phrase used to describe this playful, obscure, colourful, exciting, and unique design. The design stands out for its odd exterior of vibrant colours and shapes to draw you in. With the interior being just as drastic, designed to encourage people to use the whole space in different ways. The general manager, Takeyoshi Matsuda-Son states that “Arakawa and Gins believes that architecture has an effect on the body like medicine”

City Room

Vlad Kapustin diploma project, 2016

A open house full of entertainment for the public, from concerts, to cultural and educational centre, to dance and rehearsals and so on.

This project style has hugely inspired my design of Camperdown house. It stood out instantly to me through the use of bright bold colours, shapes and use of scale. I like how its open planned with large pod areas placed around that are used as different rooms. I think this is a very playful way to approach layout, and how rooms aren't separate they are just placed around the room through different shapes and forms. This design instantly creates joy, it looks so exciting and different from other designs. This project has inspired me to take on a similar approach with exploring shapes and colour.

Architecture company - Marchi

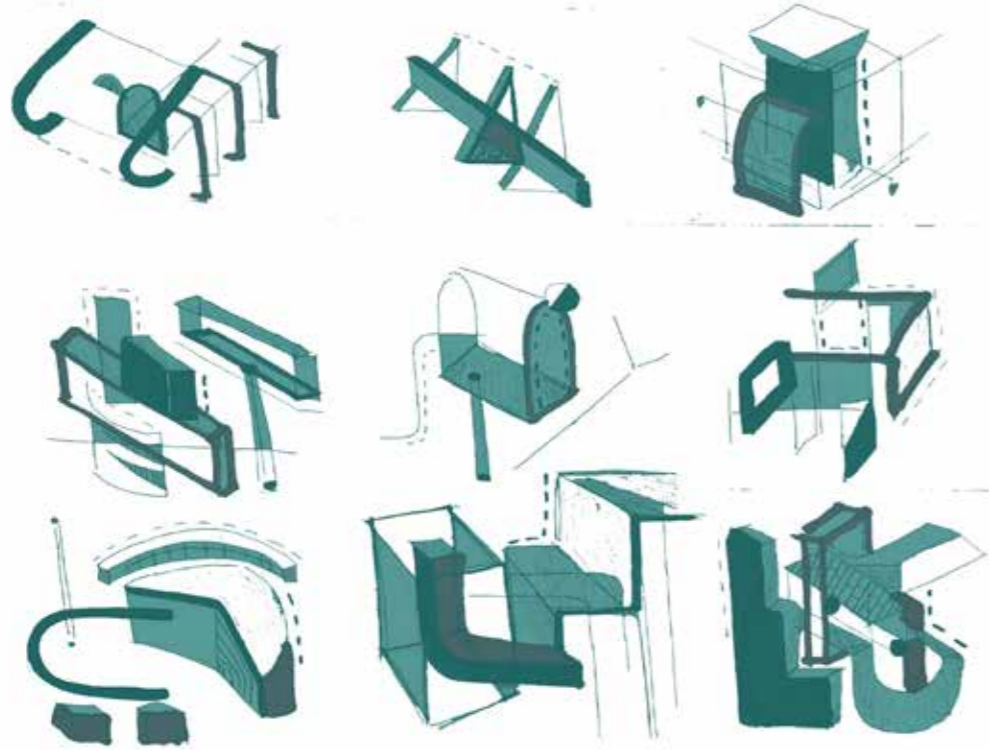
Location Basmannaya square, moscow, Russia



04.Development

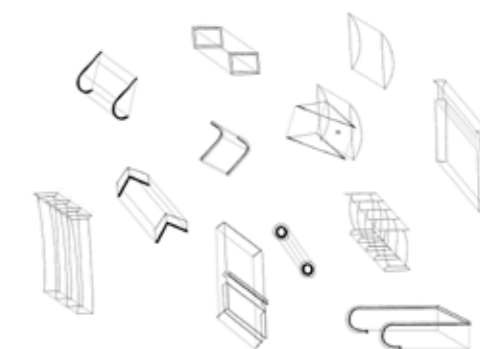
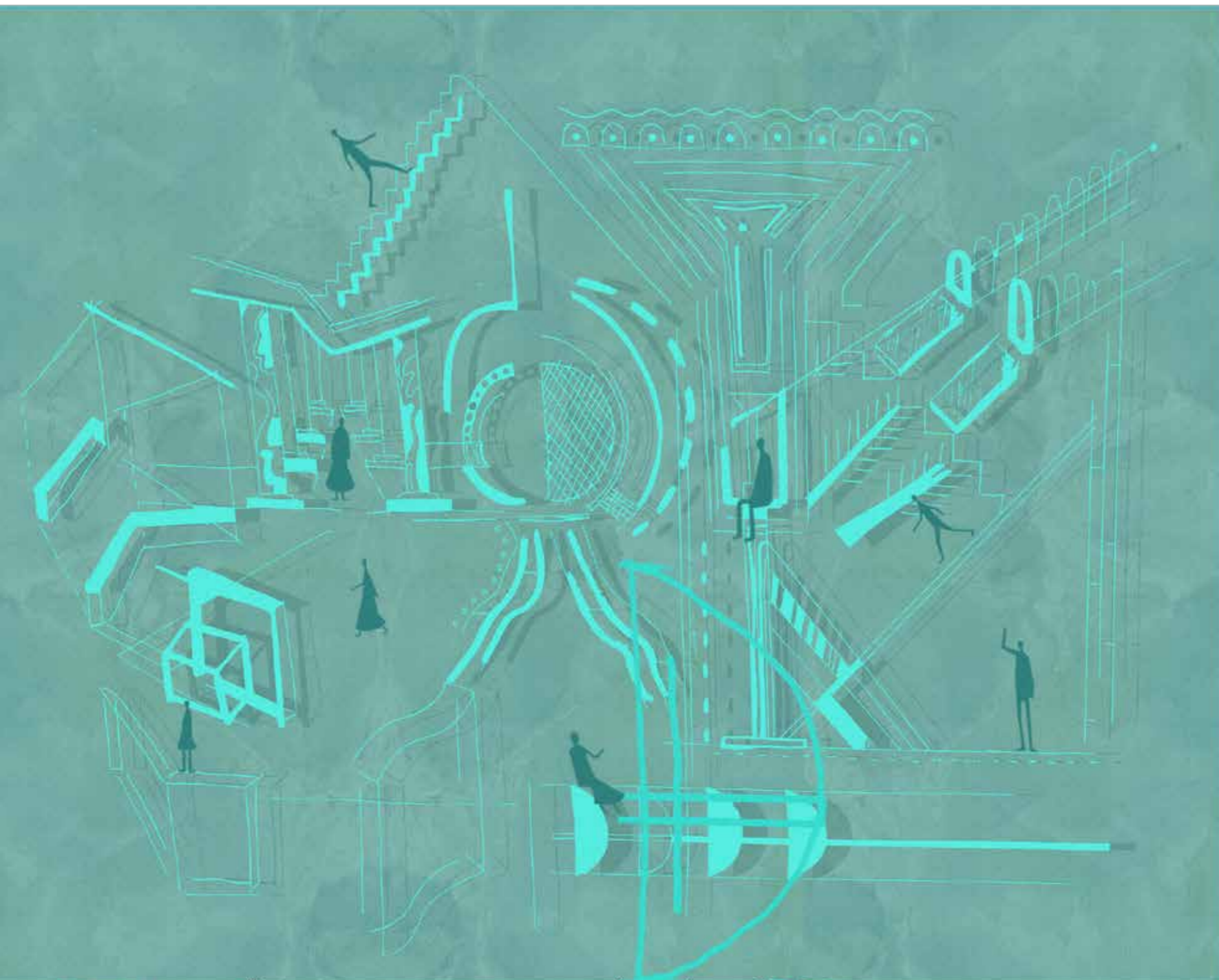
Sketch Development through a mixed media approach

I began developing the project with a lot of sketching. I really enjoy sketching, it helped drive my project forward and allow ideas to be explored and enhanced. I began by repeating parts of the building and extending the facade to create an exciting playful entrance that welcomes people in a new colourful way. I started to repeat shapes, change scale, layout, and colour to forward the project.

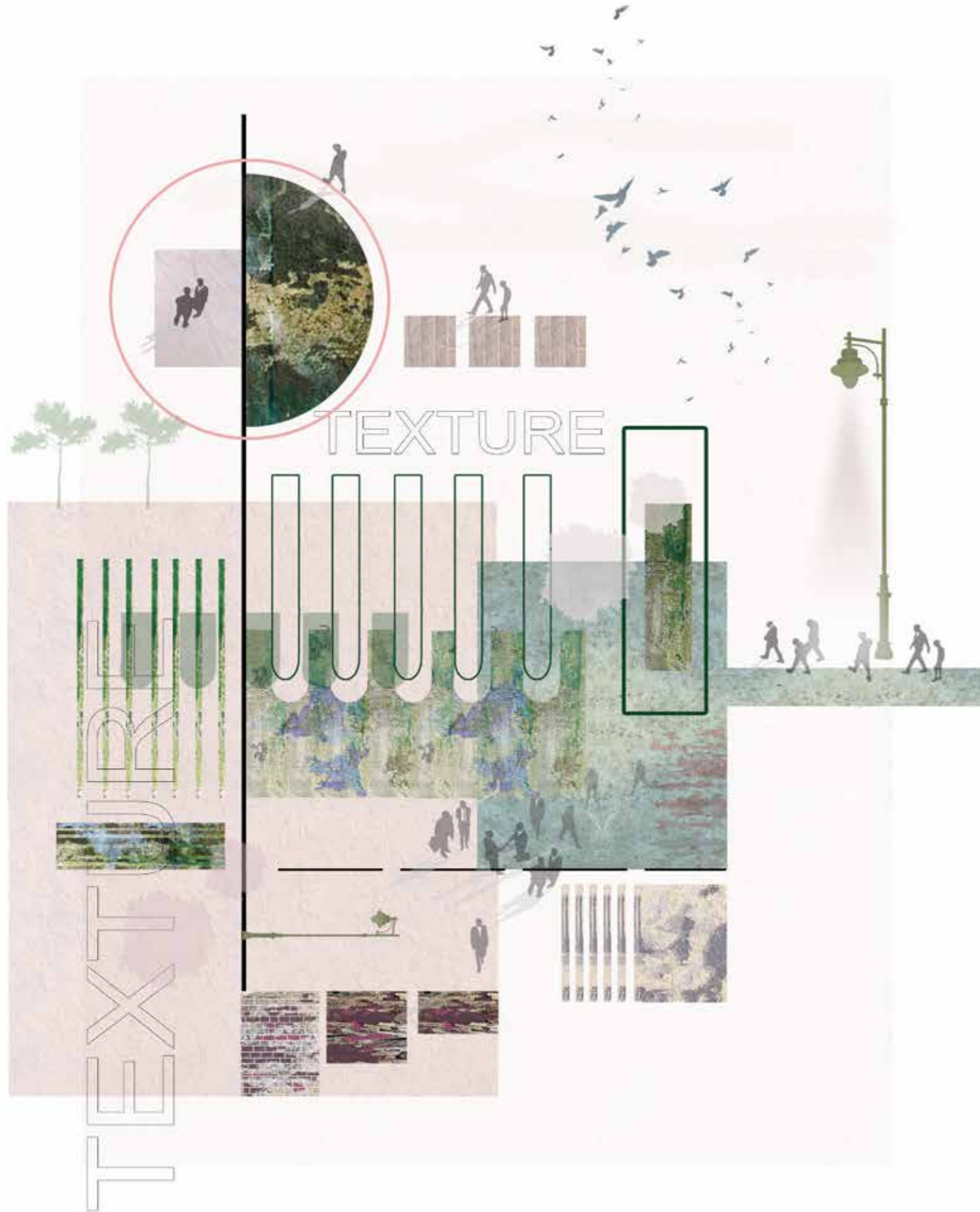


Shapes and Forms

Through the use of mixed media of sketchbook and photoshop



In these images I drew as many shapes that I could see on the building. I began drawing them 2d then formed 3d shapes, which I then developed in my sketches. Such like the sketch to the left I drew out the shapes, over and over, with different sizes and angles to create a space, which began in 2d to allow myself to visualise what the interior could become.



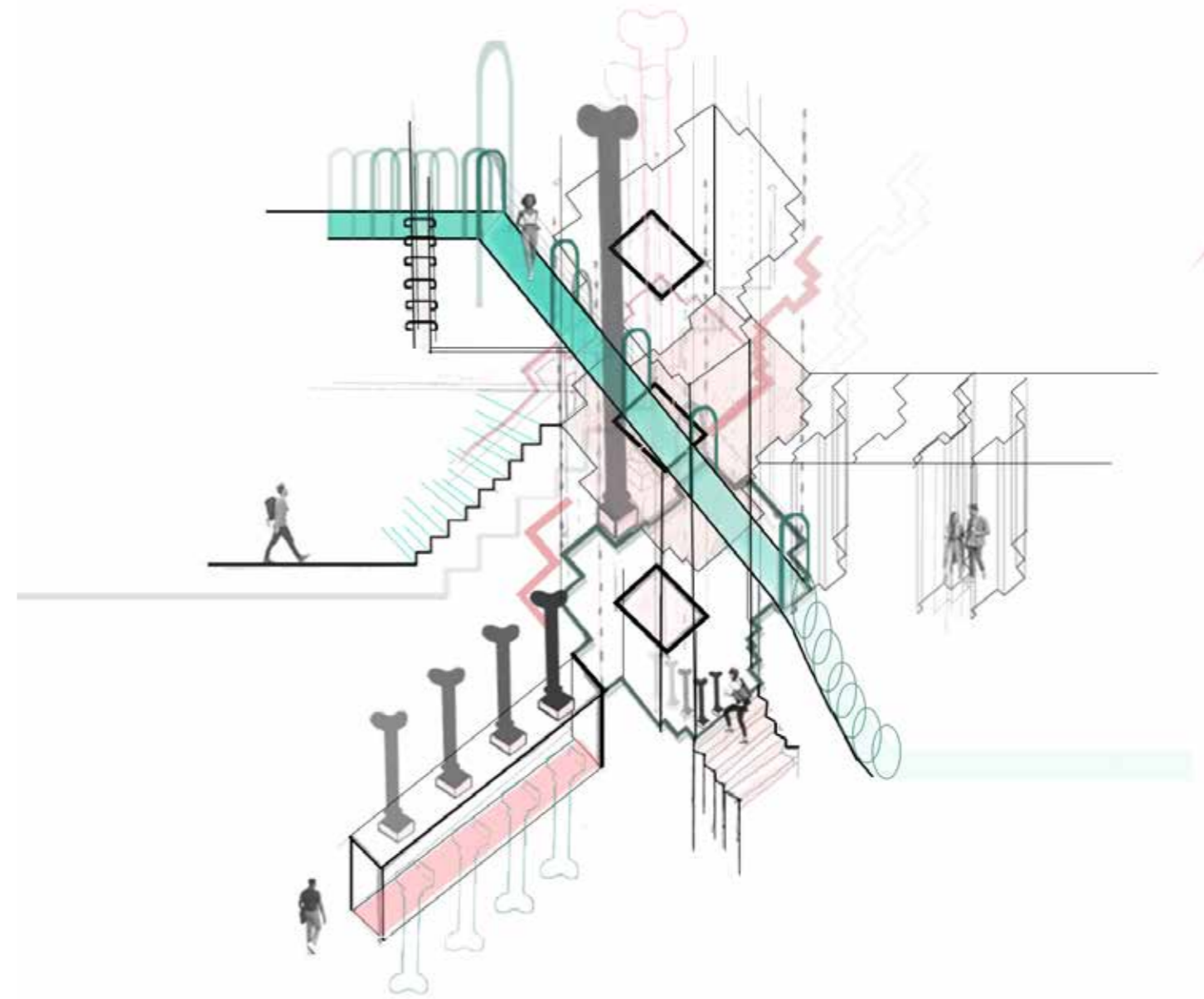
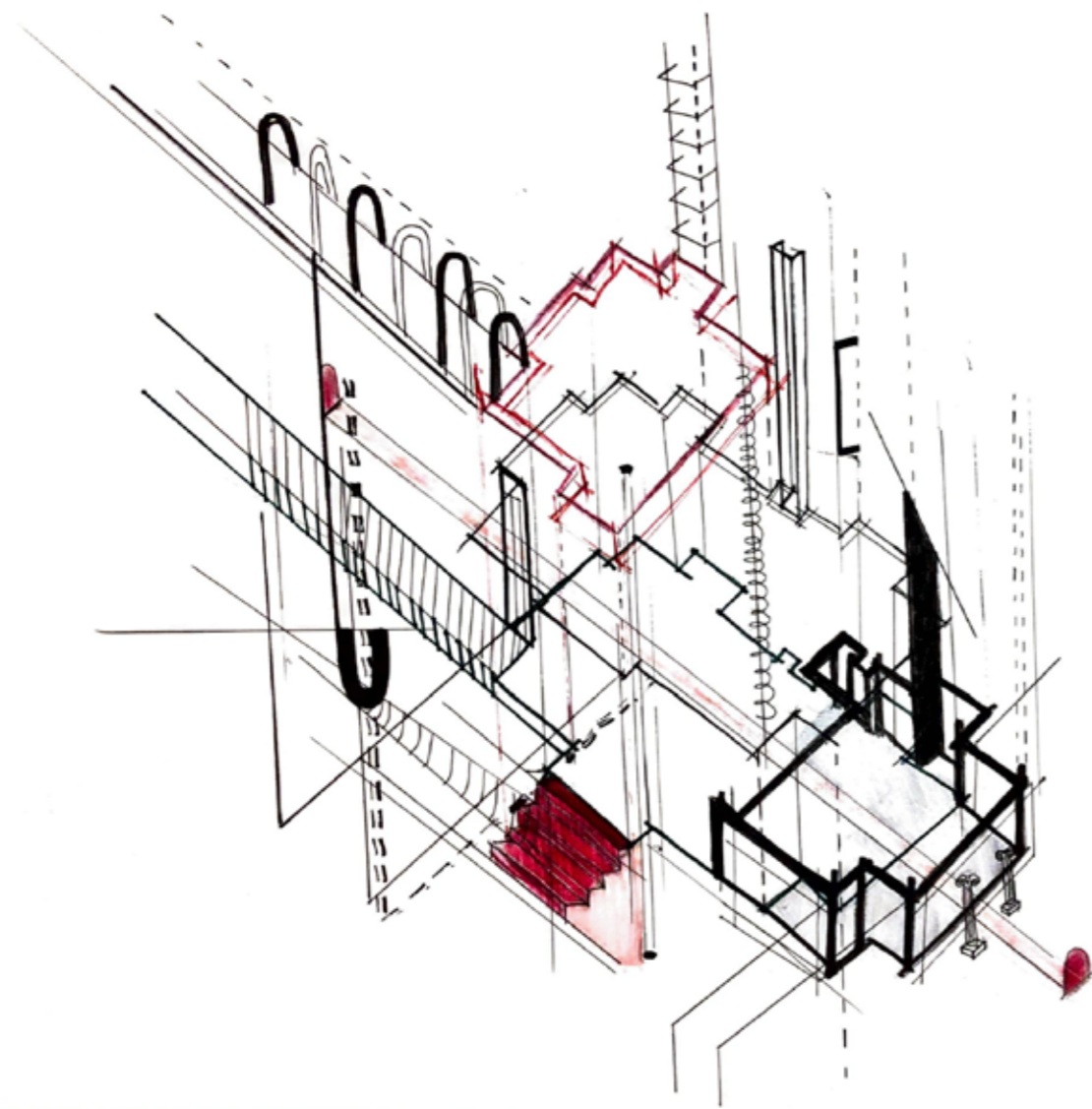
Texture

It is important to me to create some of my own textures and patterns throughout a project.

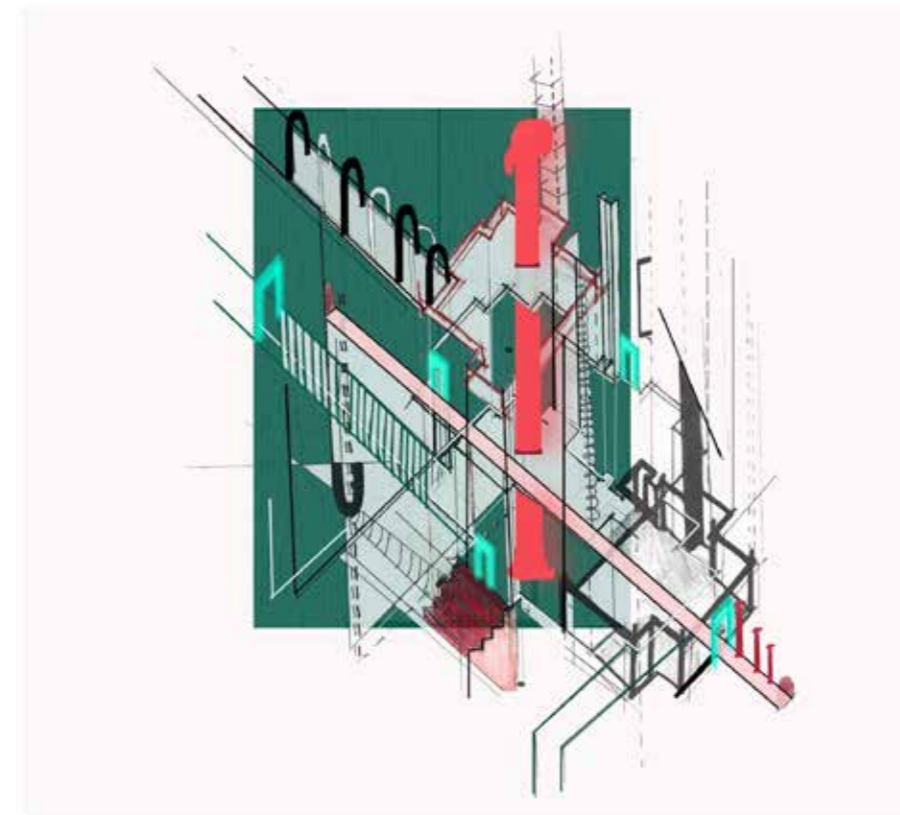
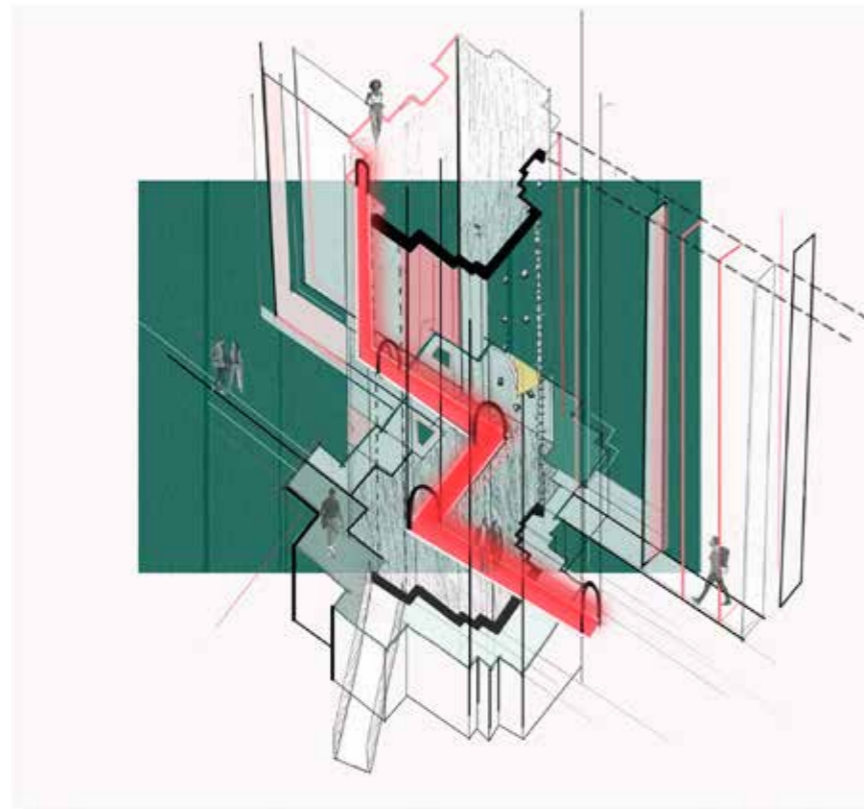
I decided to take many pictures of surfaces around Camperdown park to inspire me. I gathered lots of lovely images of bricks, sand, leaves, trees, water, stone and so on. I then took these images and layered over them with colour or the paint bucket to create my own unique textures. As shown in the images I have created nice textures I can then use in my photoshop development images and even my final model.

In this image to the right you can see how I began to create my own texture. I began by taking the paint bucket and adding slight colour to the brick, then combined it with a rougher texture I found with in the park, I then turned over laid them then turned down the opacity of rough texture. It now has created a nice paint affect in a smooth format.





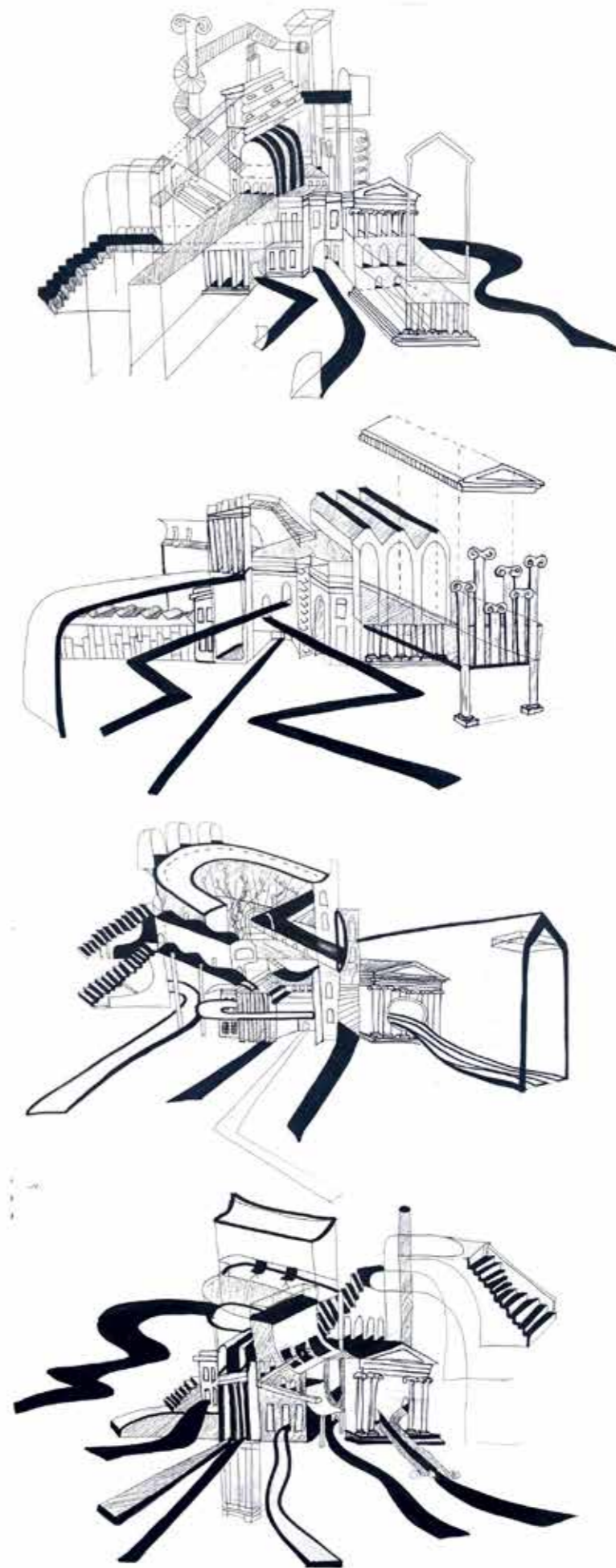
Abstract approach to floor plan, to allow myself to visualise pathways going through the building from one end to another.

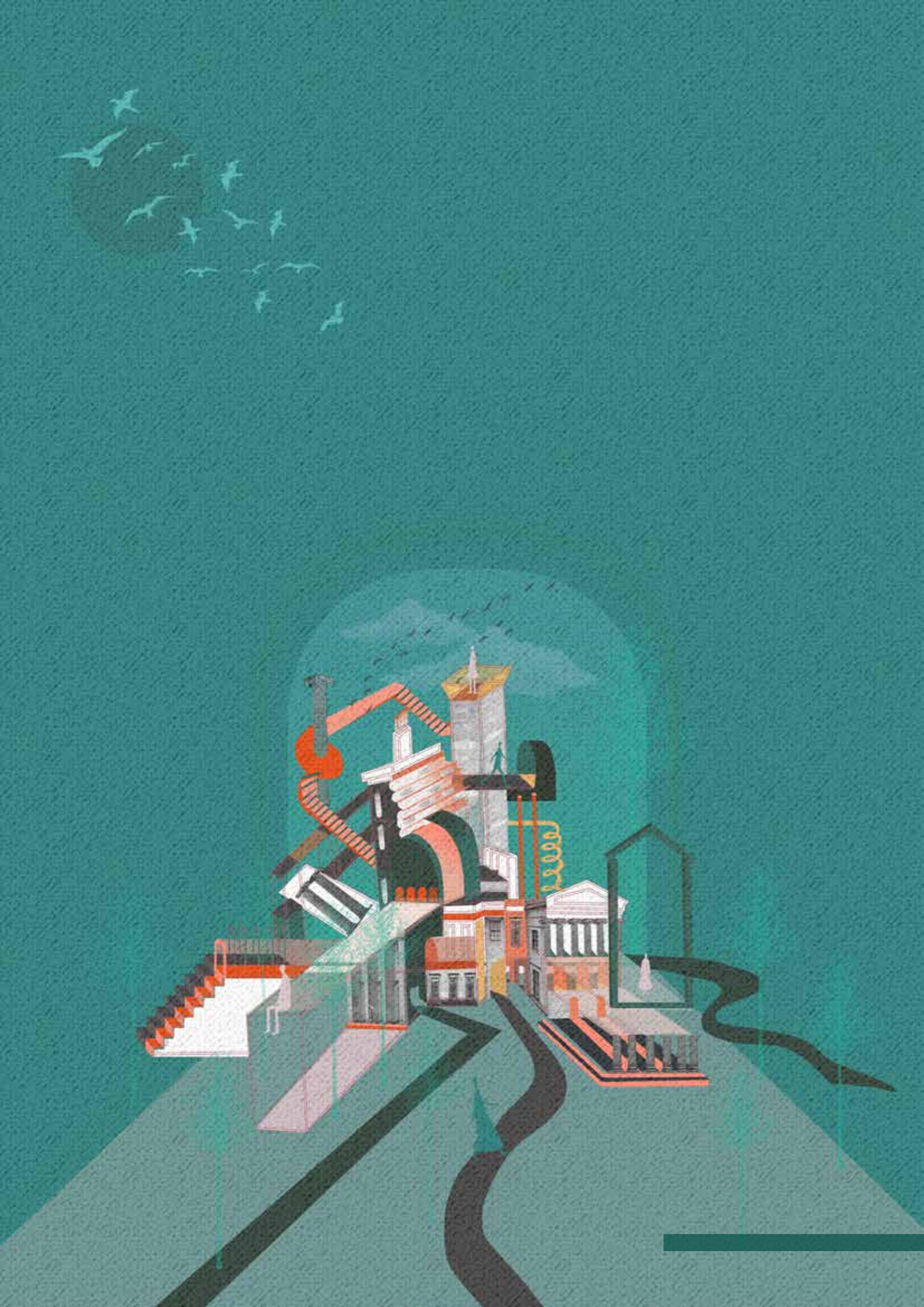


More 3d drawings of floor plan. I overlaid the floor plan again and again to explode the building in a way that you could see different playful pathways travelling through the building.

Sketch Proposals

As the project progressed, I became excited by the idea of creating a space that people don't expect. The sketches to the side become quite crazy in the sense that it's quite unrealistic. I began by looking at illustration on Pinterest and became inspired by exaggerating shapes with scale and enclaves. Throughout this series of black and white sketches I took existing shapes from the building and repeated them, rescaled them, and adapted them. This began to make the building look much different from its current state, but I wanted people to be surprised by the building. I think if people were to drive towards the building they would see something so different and out of the ordinary from your usual typical concrete/brick facade. I think just by looking at the building you know you're about to have a lot of fun here.

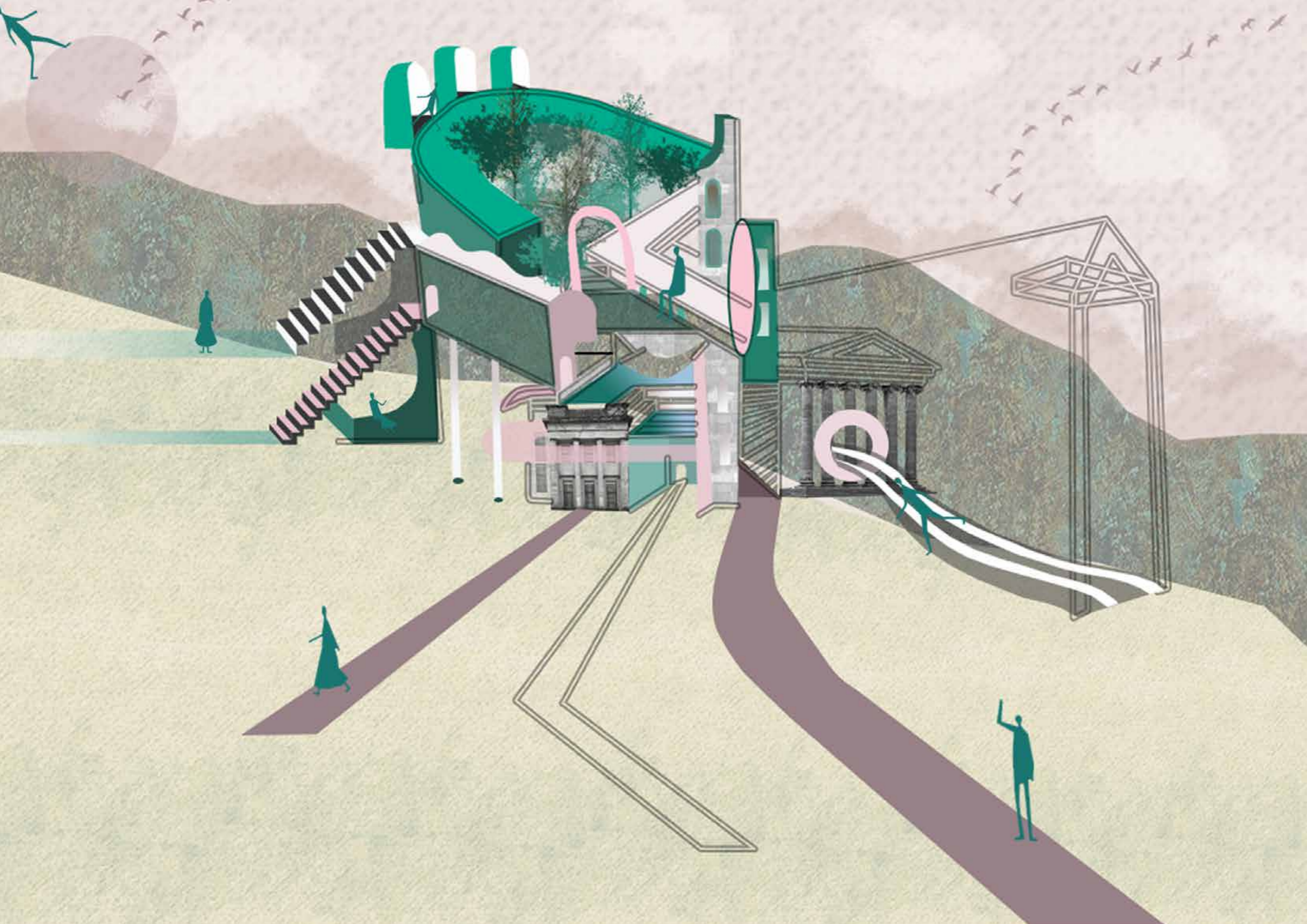




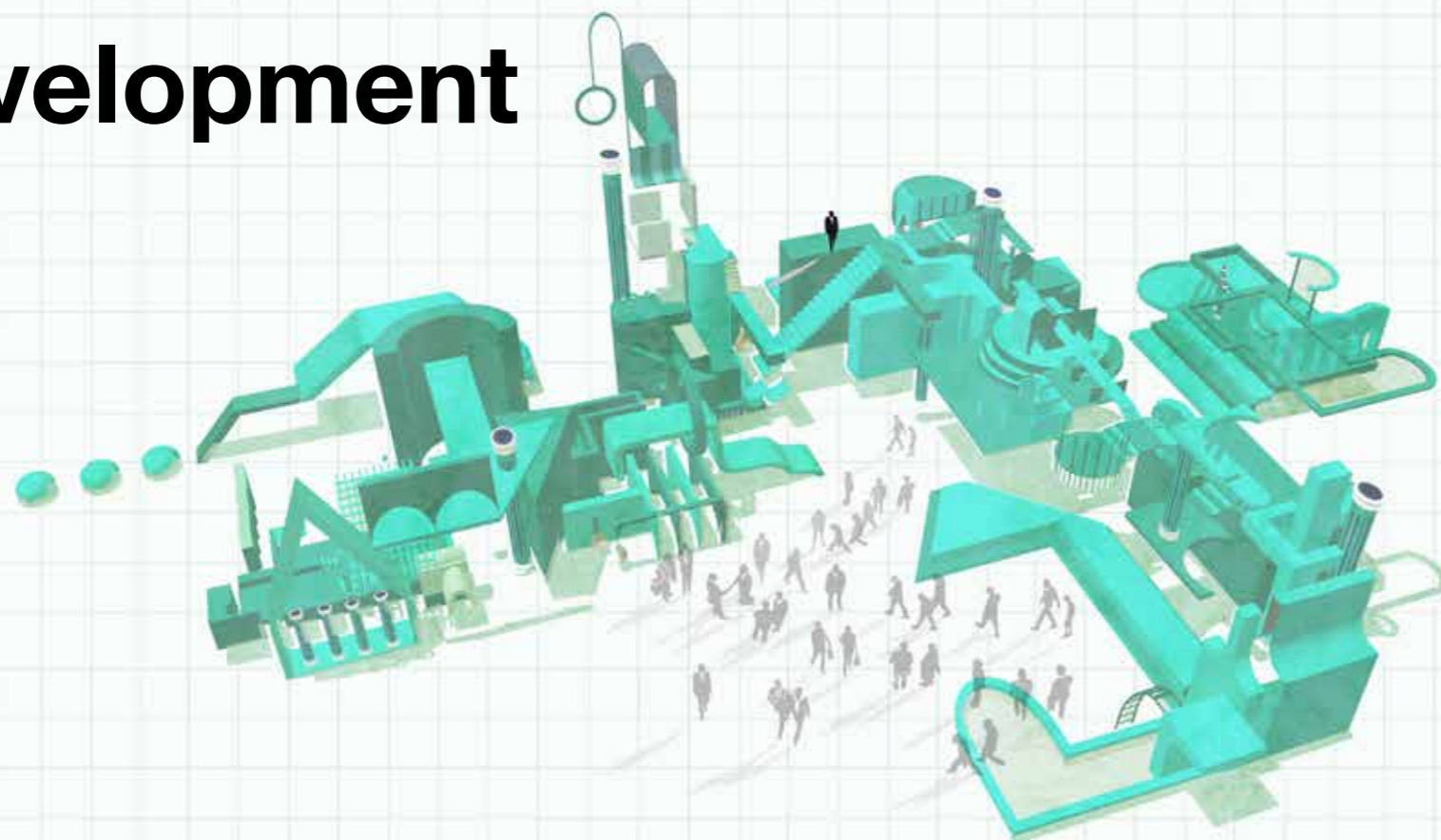
Illustration

Illustration designs to inspire the idea of fantasy through the design.

'Illustration by, Artist Tishk Barzanji. The artist Explores Human Tragedy In Psychedelic Architectural Illustrations. In the images above I really enjoyed the use of large scaled shapes and colour to create this unimagined, fantasy world. I liked the idea of different level supported by shapes, where each one has people using the space. Although this is very unrealistic expectations for an interior space, I become heavily inspired by this approach of bold colours , large structures and the idea of a fantasy world to create excitement for the users. This is what I aim to achieve throughout my space. I aim to create this fantasy world that make people second guess where they are. I wanted people to be imaginative with where they are, and not just think they are in Dundee city, but can picture themselves being anywhere they imagine within the space.



Mixed Media Sketch Development

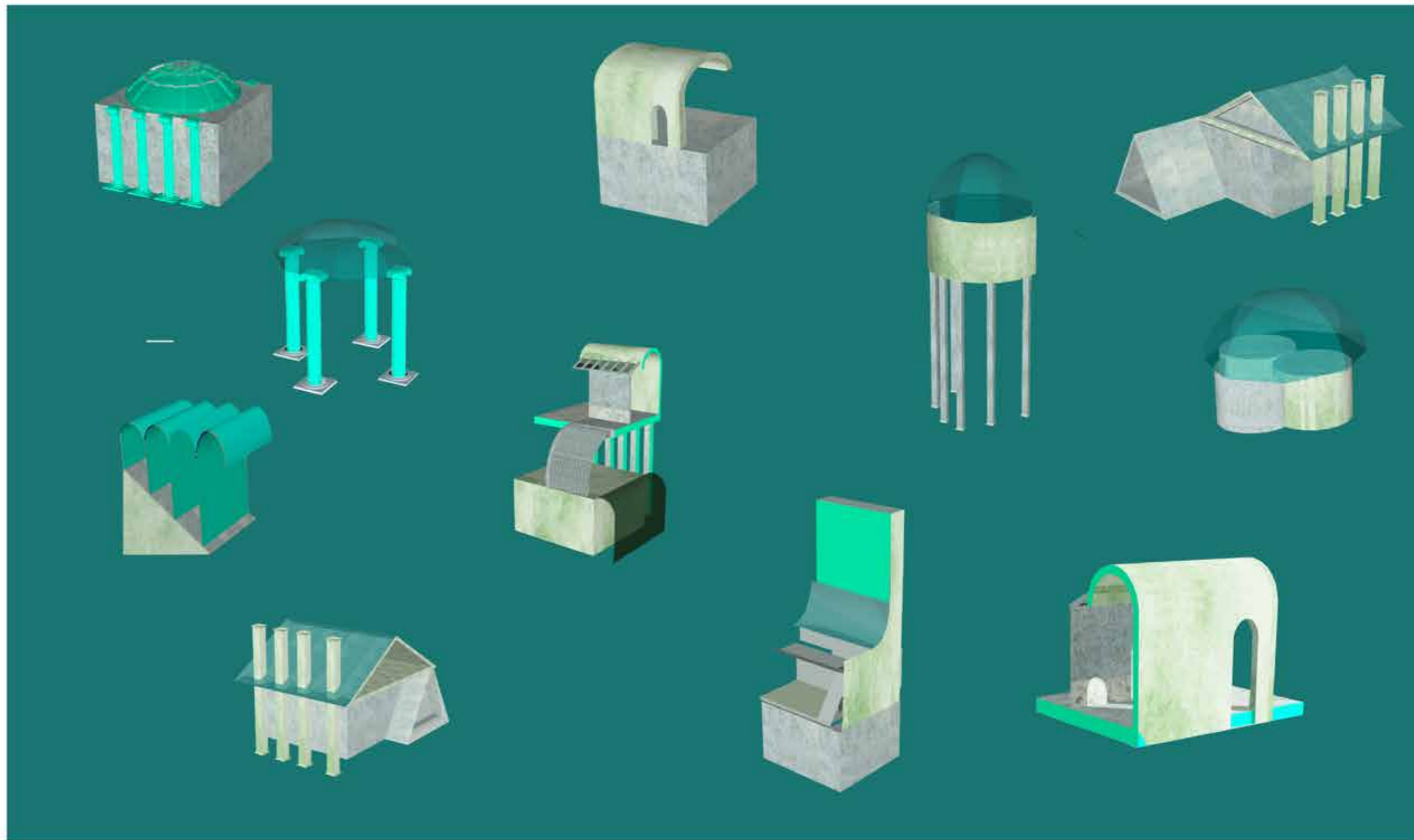


Mixed media of
Sketch up
Photoshop
sketching

Having many sketch development drawings in my sketchbook I then decided to take the shapes and forms explored within my sketch book and try create a visually interesting space. I firstly drew all the 3d shapes on cad in separate clusters, then combined them all together to gather an idea of an interior space i would like to take forward into the project. This image shows where i start to develop my idea of repeated shapes to create small social spaces related to the 6 different types of play explored throughout the project.

Drawing on Cad to come up with different shapes and forms for outside structure. To the right are examples of ideas for the design of the roof. I thought the roof was an important part of my design because I wanted to have different levels of roof top bars. I also want to have mini golf on the roof, with views over looking the park, and also looking down into the courtyard. The whole design is built around the courtyard where you can see it from every level, making each floor feel connected.

CAD Development



Firstly designed by hand drawings, then taken onto CAD, sketch-up then edited over on photoshop with materials.



05.Design Proposal



Active Play

self defence classes, gym, yoga
group activities
climbing wall
archery
activities to move your body
obstacle course
zip wire
tennis and squash courts
golf/ mini golf

slide, climb, crawl, jump

Social Play

Board games
Active games, rounders
team treasure hunts
dine
dance
nightclub

buskers

Creative Play

Art classes
Sculp classes
music and acting classes
perfume classes
cocktail and gin classes
street artists

self portrait painters

Exploratory Play

Explore the woods
maze
light installations

explore the unexpected journey

Imaginative Play

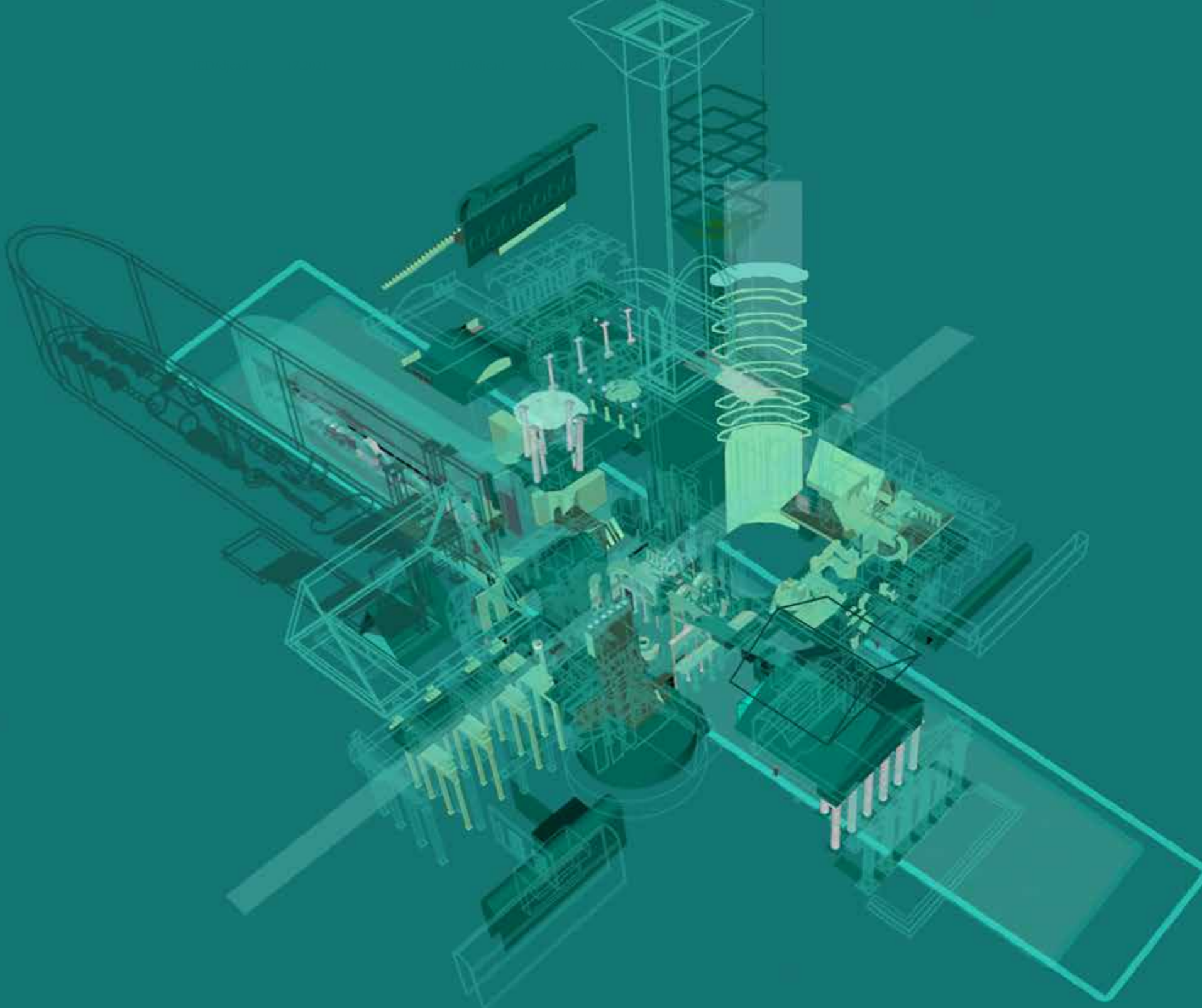
Star gazing
Swim and sauna
roof top view points
creating new things at classes

installations

Intellectual Play

Band Stand
Stand up Comedy

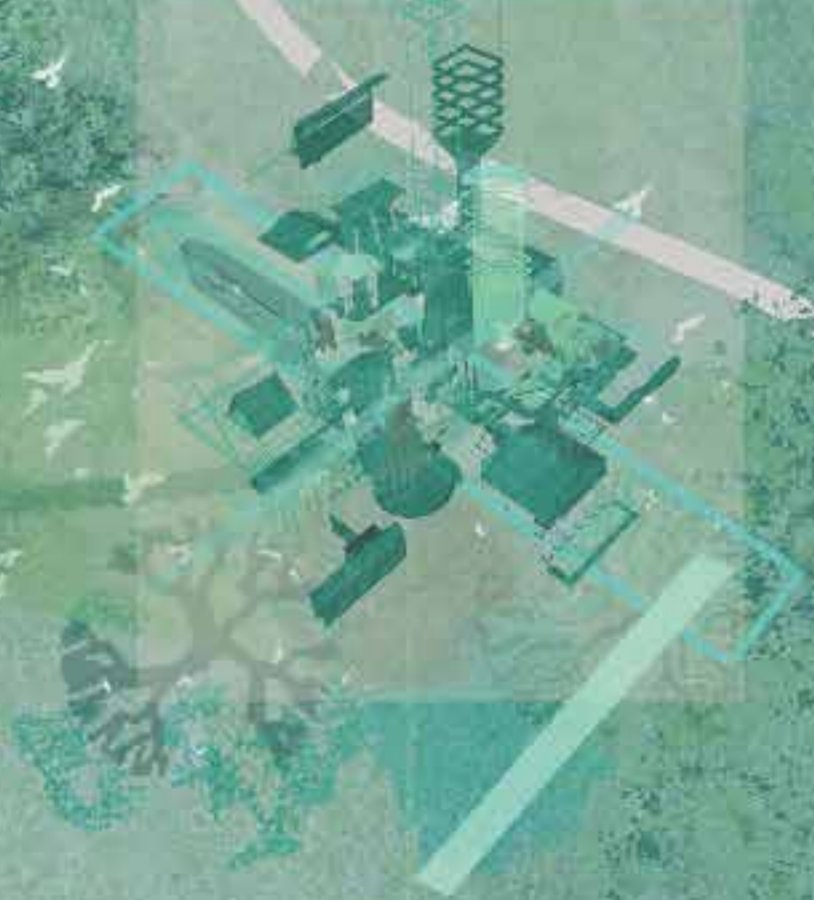
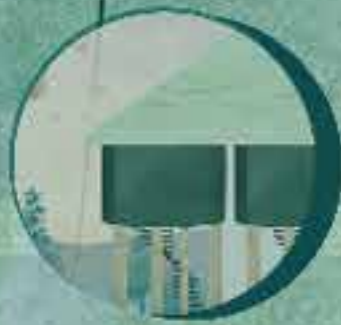
learn about the stars



Journey through Camperdown Park

main building

star gazing



Camp & bonfire



tennis and squash
courts

relax

Playful
interactions



Golf Course

installations
around the park

pop up clubs





Shaped nightclub

Roof top mini golf

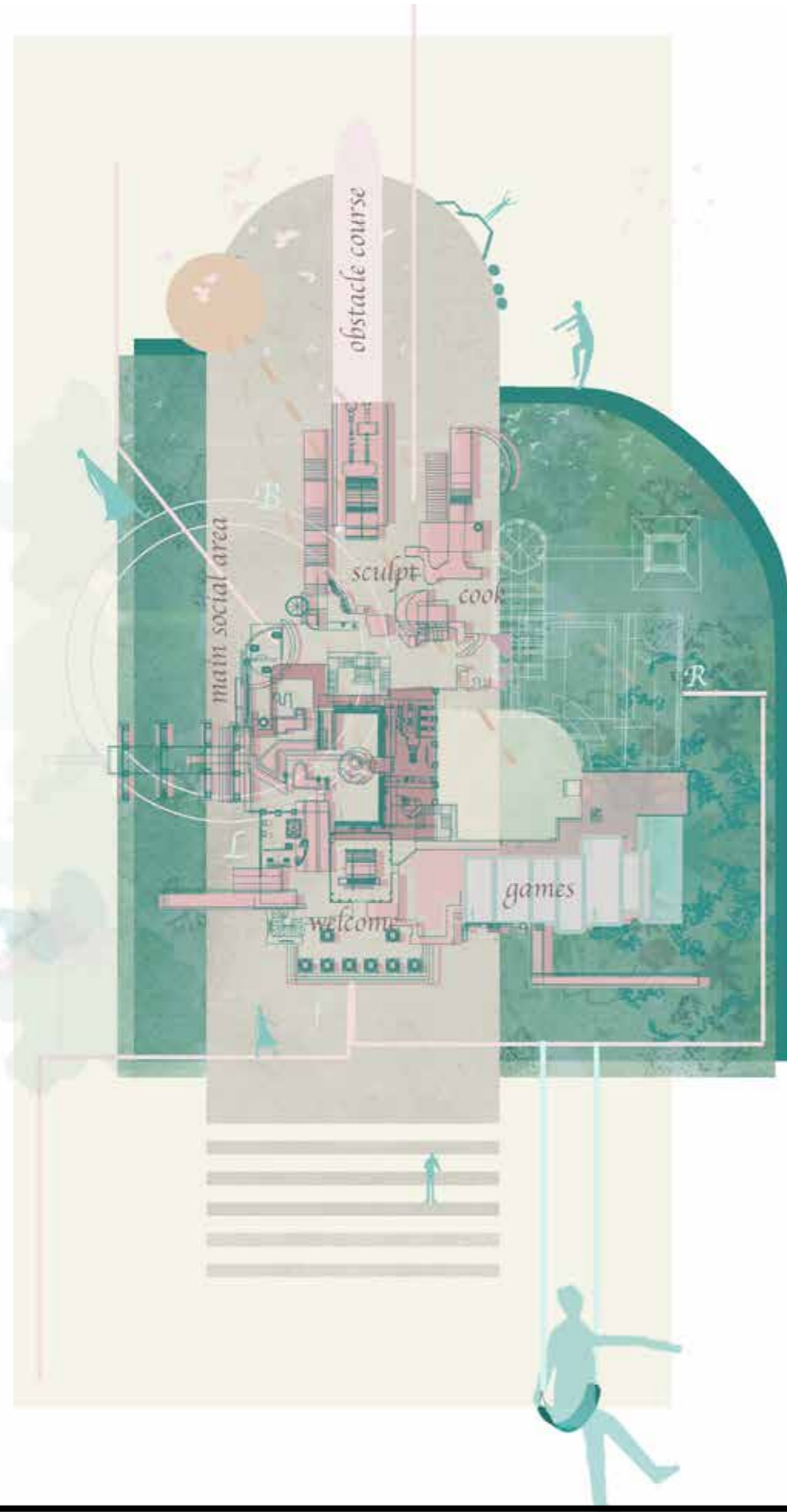
playful interactions

Self Defence

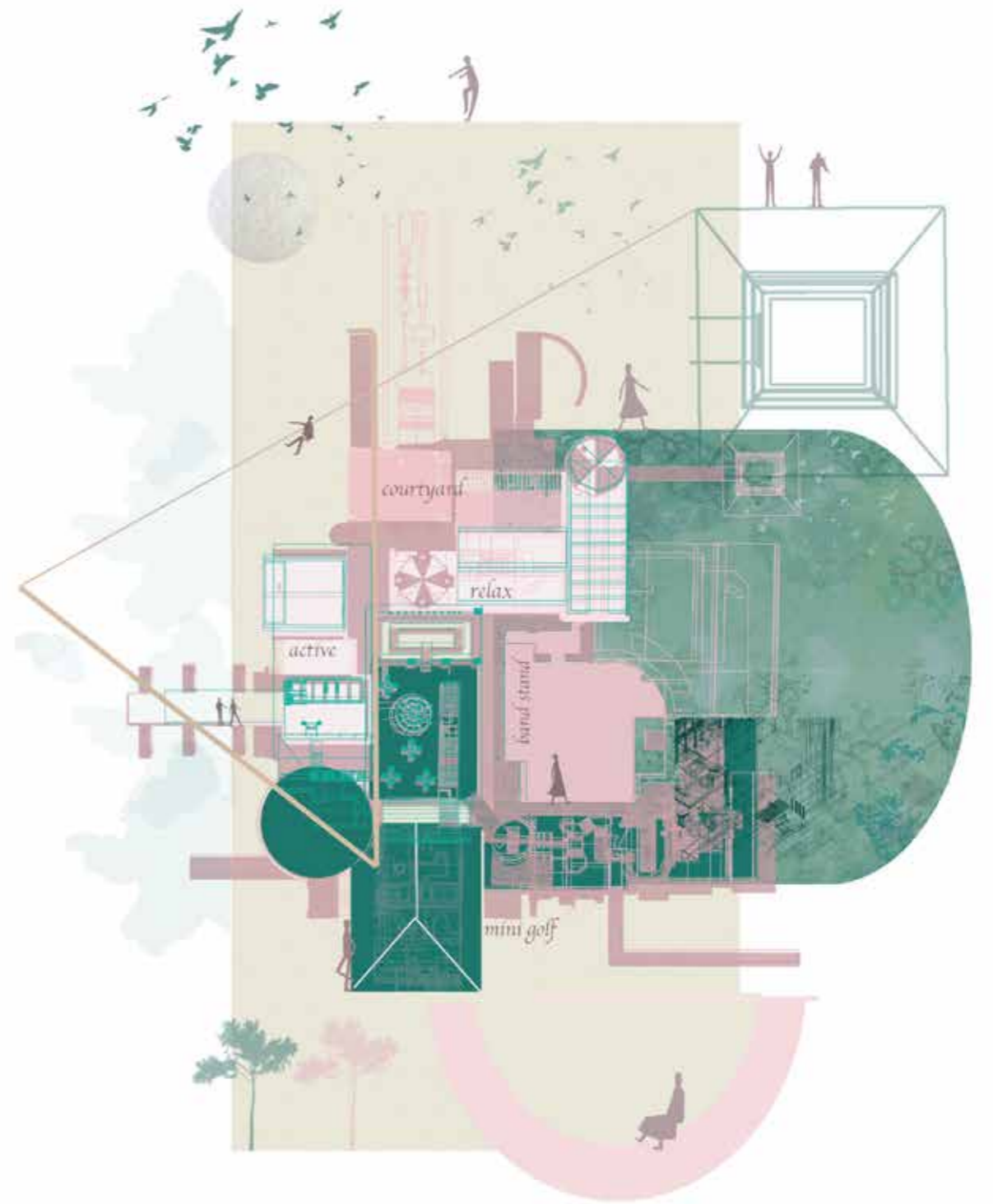
View Point

Obstacle Course





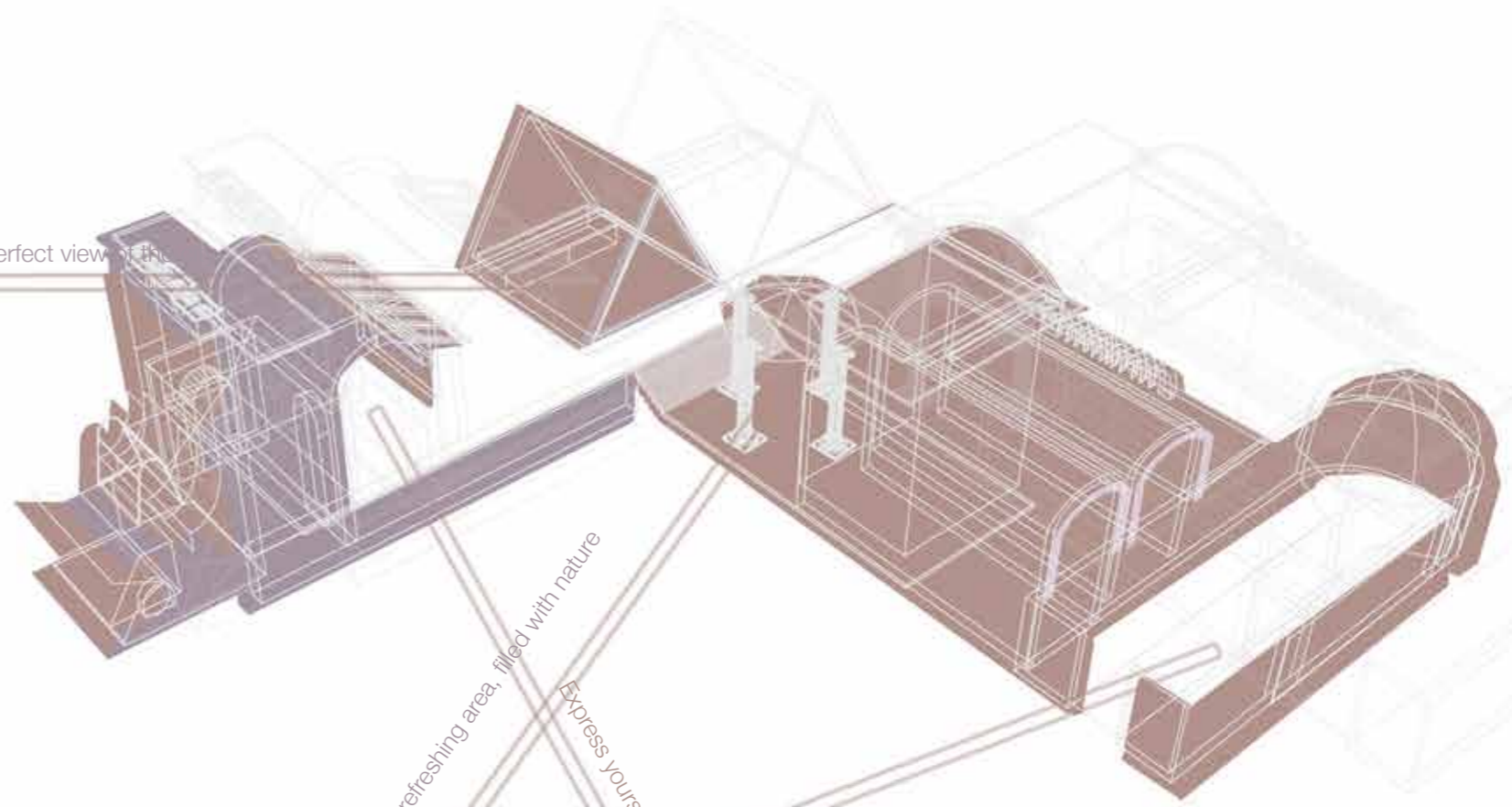
Ground & first floor plan



Top floor plan

zone out in the most relaxing space in Dundee city, with the perfect view of the

Top Floor



Relax in a refreshing area, filled with nature

Express yourself through active classes to boost your confidence

Zone out with yoga and star gazing



Pool and relax with a few over Dundee city



Zone out in large glass dome area overlooking the park.

Roof top garden, with great vies of Dundee City.

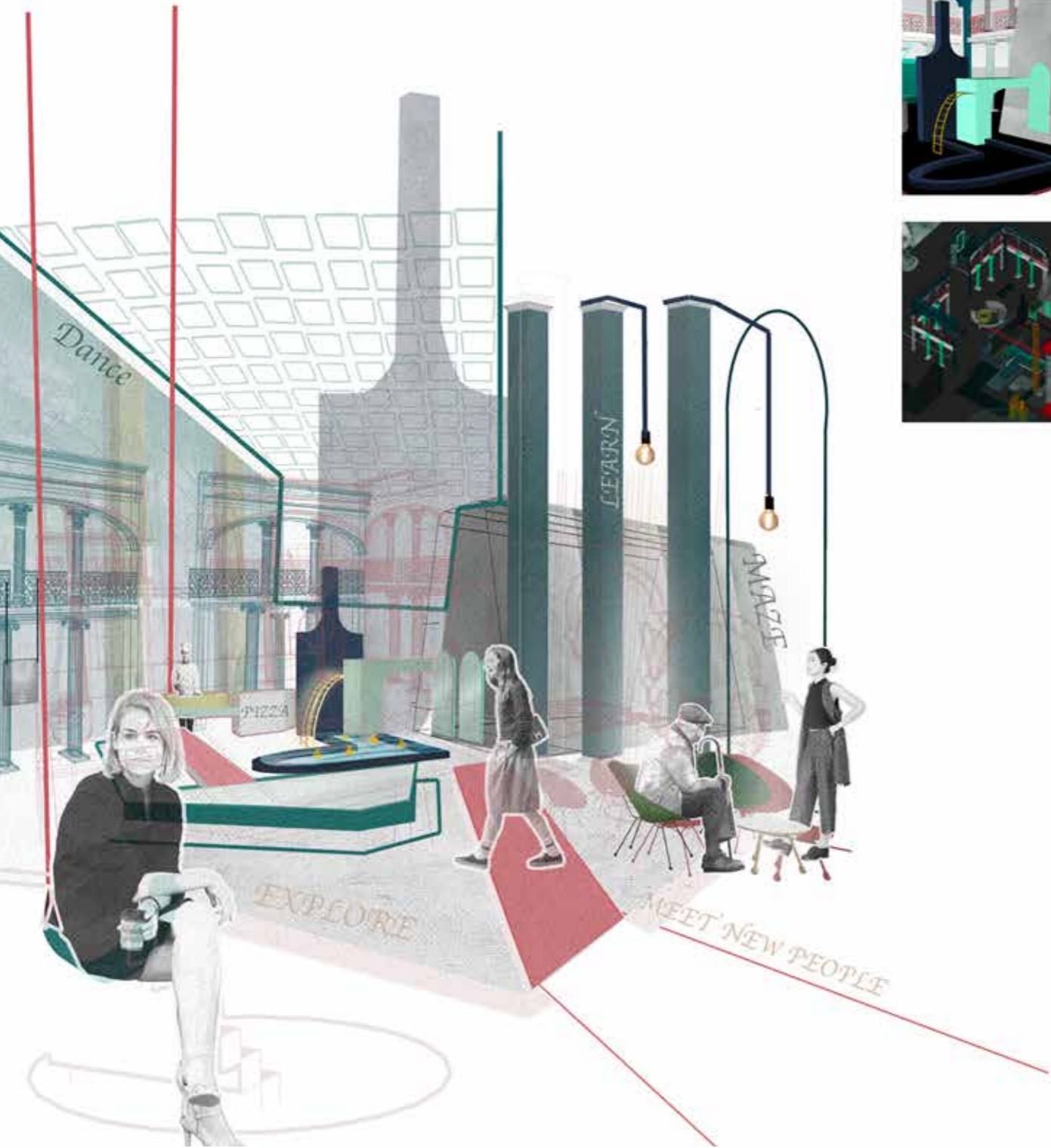
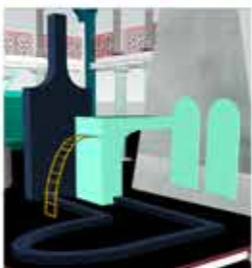
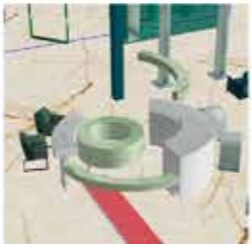


active play - self defence and gym classes, with balcony overlooking park, with a smoothie bar.



Press Play

The central core of the building 'Shaped' is the main social area in the building as it has a large open plan layout that consists of many activities. This area can be entered from any side of the building. This is the beginning on the journey where users can get maps for the park and plan out their day. It is also a great way to meet new people as there is lots of team activities and games going on. There are large sculpted shapes in this area that involve different activities such like; A large maze, sculpting classes, cocktail classes, cooking classes, music and acting classes. There are also lots of games in this area to ease people into their day.



Inspired by the project City Room I decided to make this room as bright and bold as possible, I emphasised scale to create a playful interior that stands out for its odd shapes and scale. This room is the facade of many activities where people will be in and out of different shaped rooms that create different experiences for the user. The choice is yours what you want to do, but sometimes the unexpected entrance to somewhere unknown is more exciting than knowing what's to come.





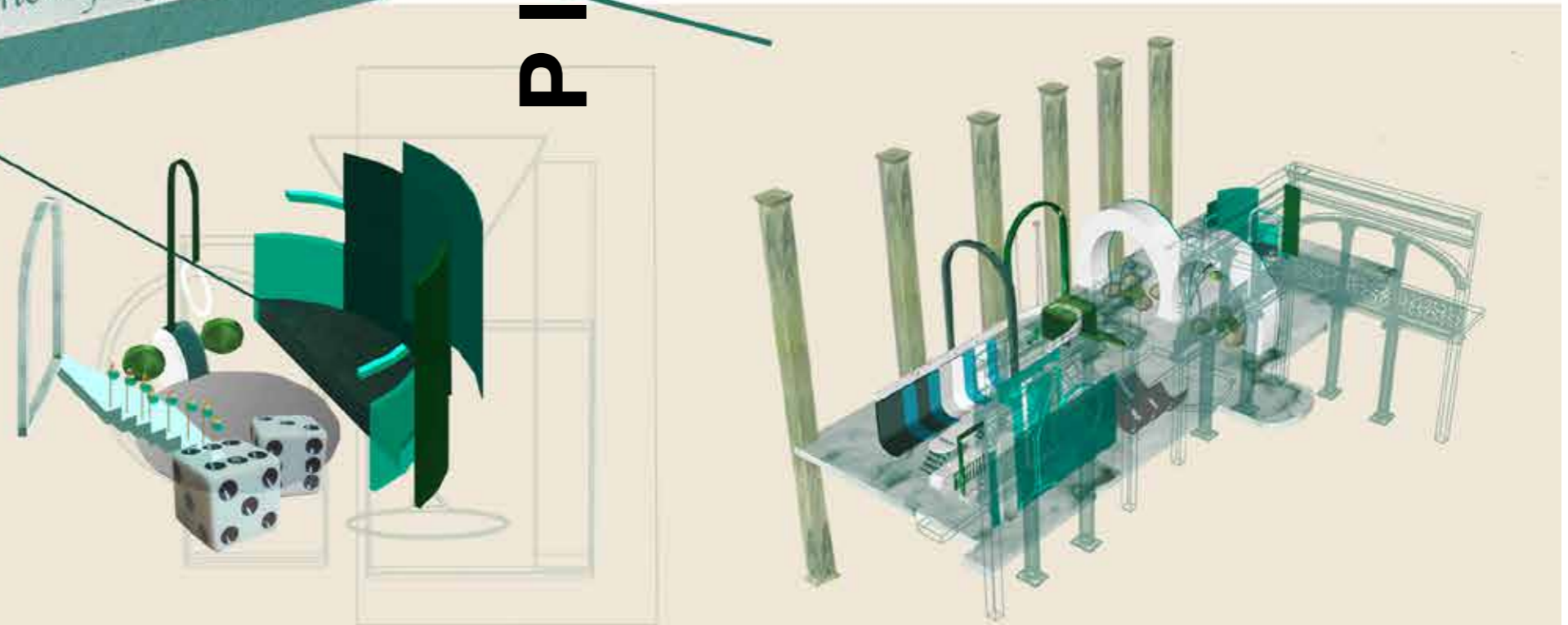
As you walk into the building there is a large open planned social area. This area is where you have the opportunity to meet new people whilst settling in for your day ahead. This green zone is designed through shapes to form an exciting layout. This is the upper level of the open planned area. Here you can eat, play games supplied to you, appreciate art work and listen to live performance right in the central of the main social core.

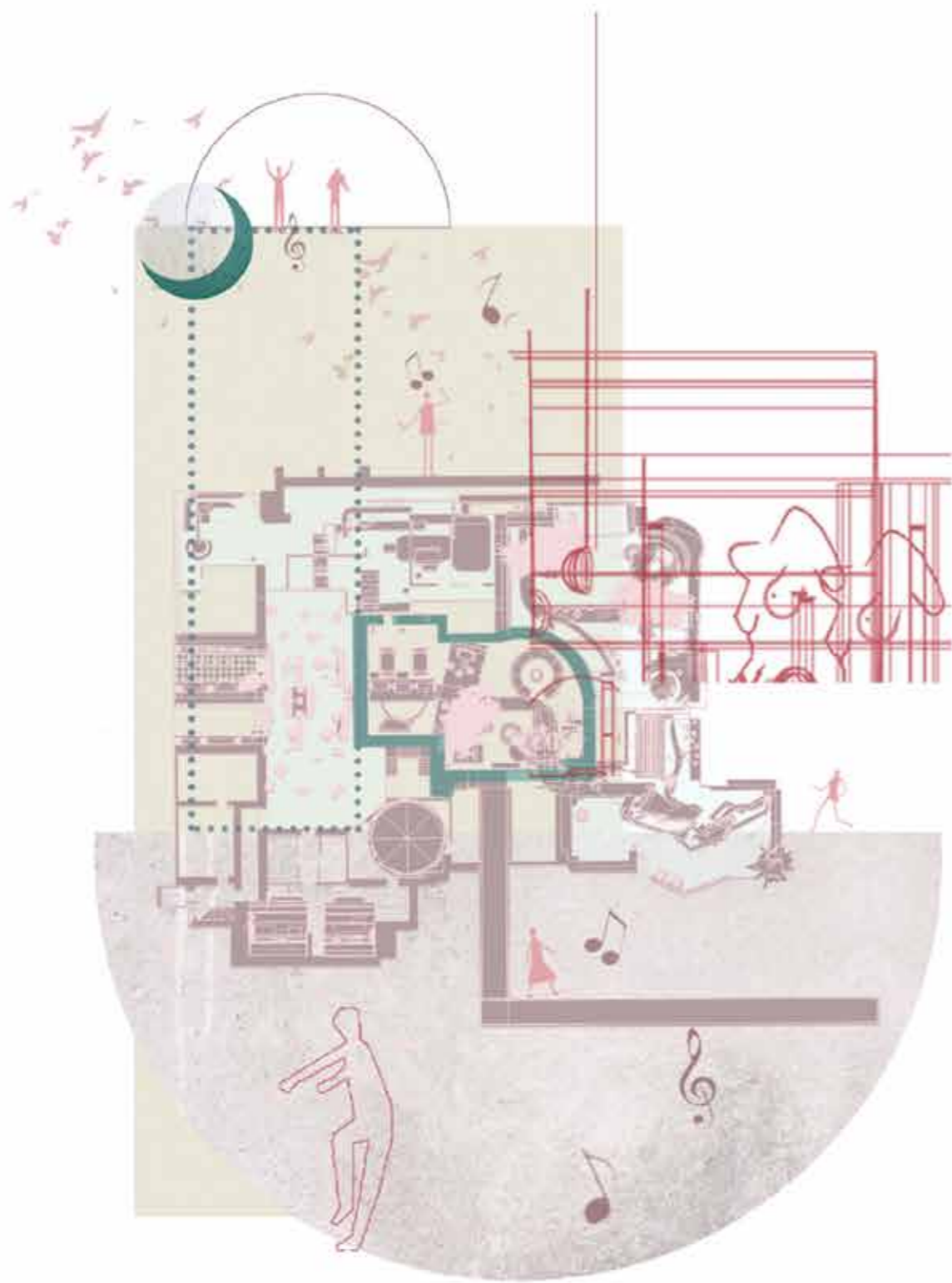


This part of the Building has some of the best views. from the window you can overlook the courtyard and the side of the building where mini golf is. It also overlooks the main social area where there are balconys to sit and admire what everyone is doing.



Play is on

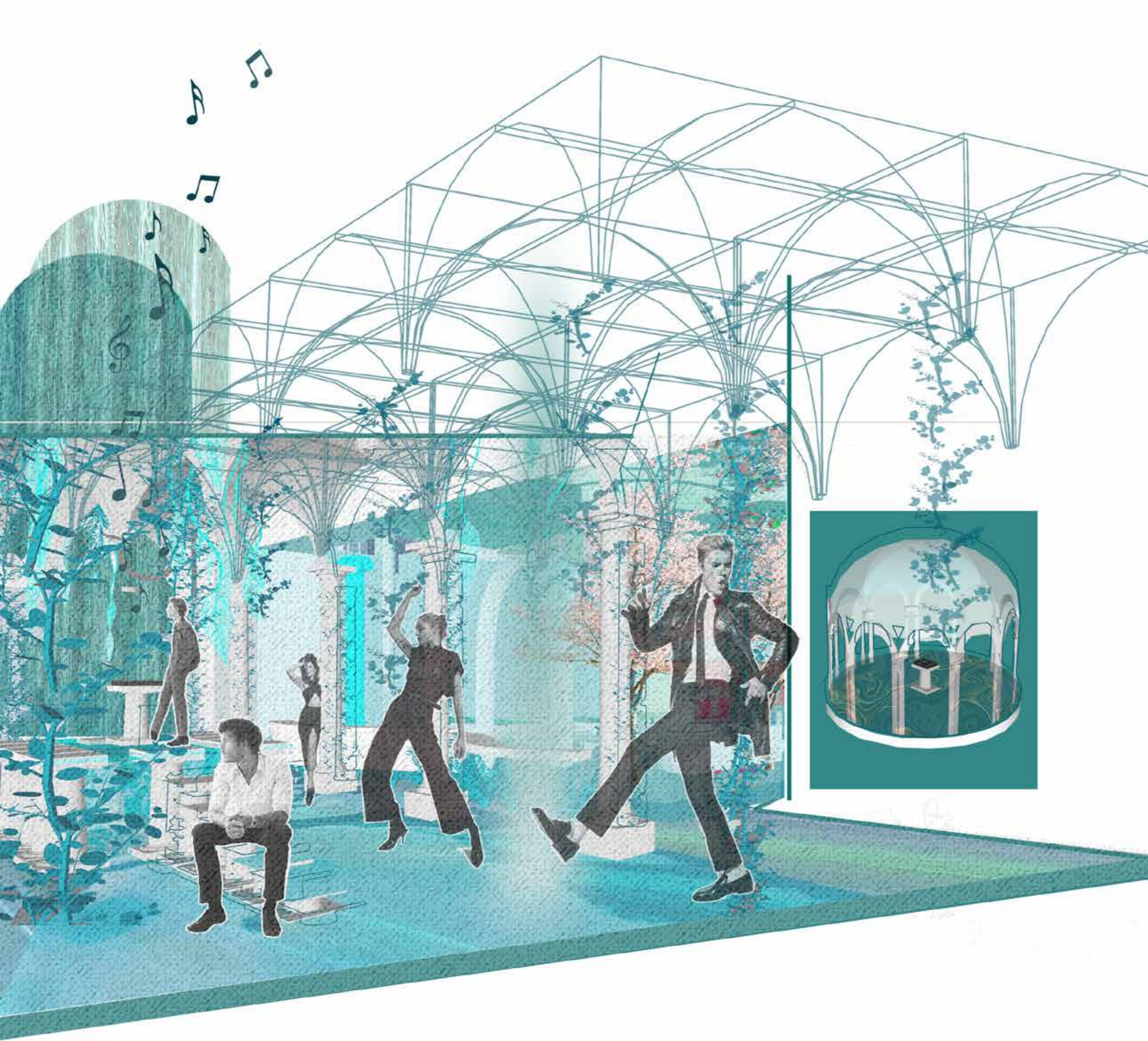




Be Yourself.

The basement is all focused on social play where it consists of four nightclubs all with different themes. The night clubs surround a central courtyard where each club leads into the courtyard through a glass tunnel that surrounds it. The idea of the club was to have different types of clubs where people got a surprise as they walked into a new one with a complete different theme. The idea is to have secret door ways leading into different clubs, creating an adventurous playful journey. This part of the building is full of life and energy where people can be free and do what they want, dance how they want and just be themselves.

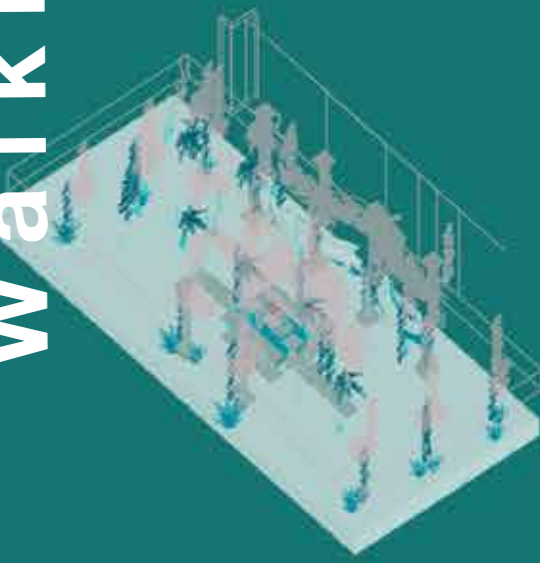


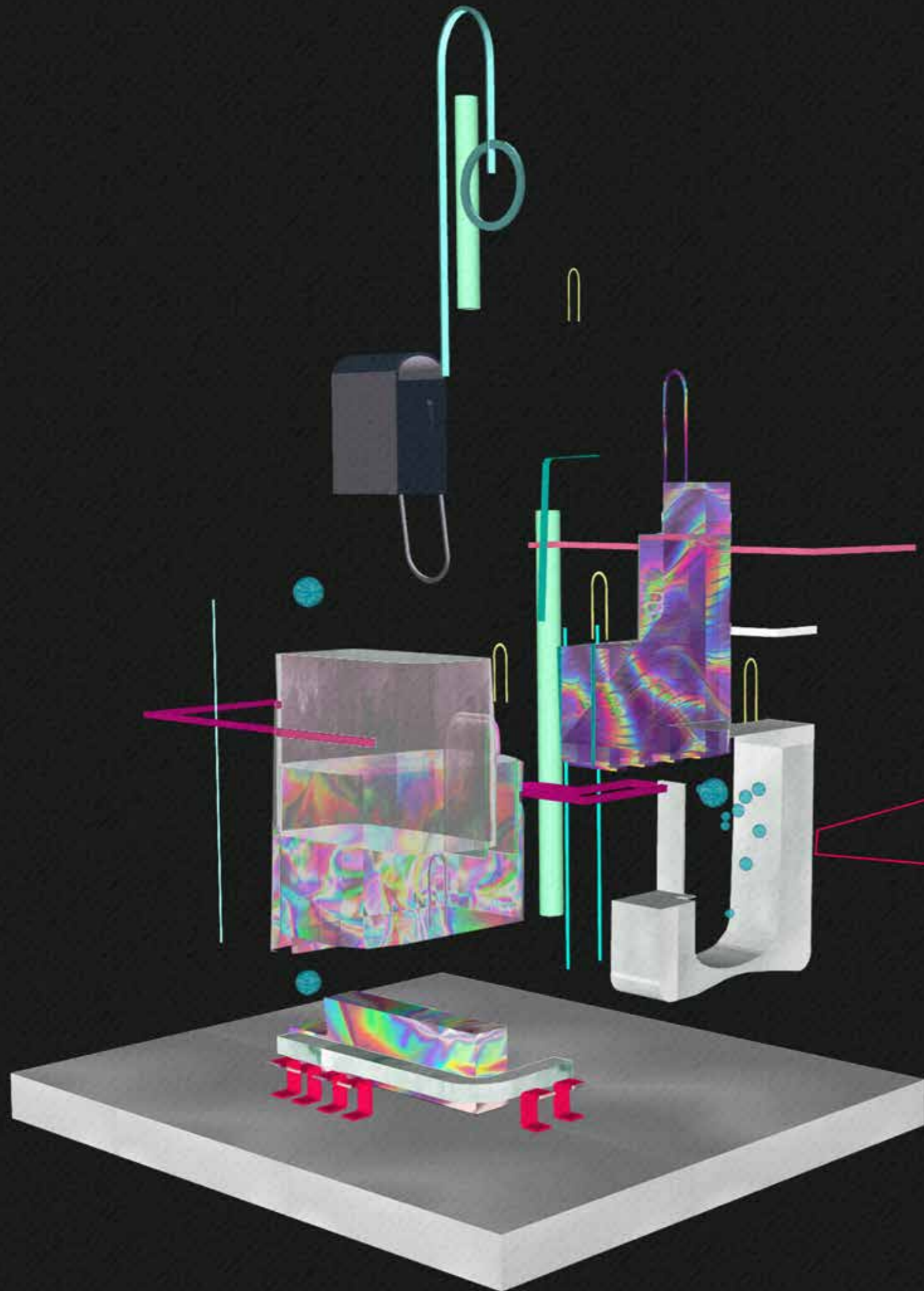


In the beginning you walk into a forest-themed club. This club allows people to feel relaxed and at ease as they begin the journey around the clubs and bars. A tropical setting to create the fantasy of being other places you desire. The DJ stand is in the centre of the space to encourage people to dance around this large sculpture in the centre of the room. The bar overlooks the courtyard creating a nice atmosphere where everyone feels connected through the spaces. To make your way to other bars you simply have to find a secret entrance to get there. In this case there is a large mirror you can touch and it will move to the side. There is also a mirrored dome area to the side of the club where you and your friends can go in and put headphones in and choose your own music.

A journey of never ending experiences

Walking on Water

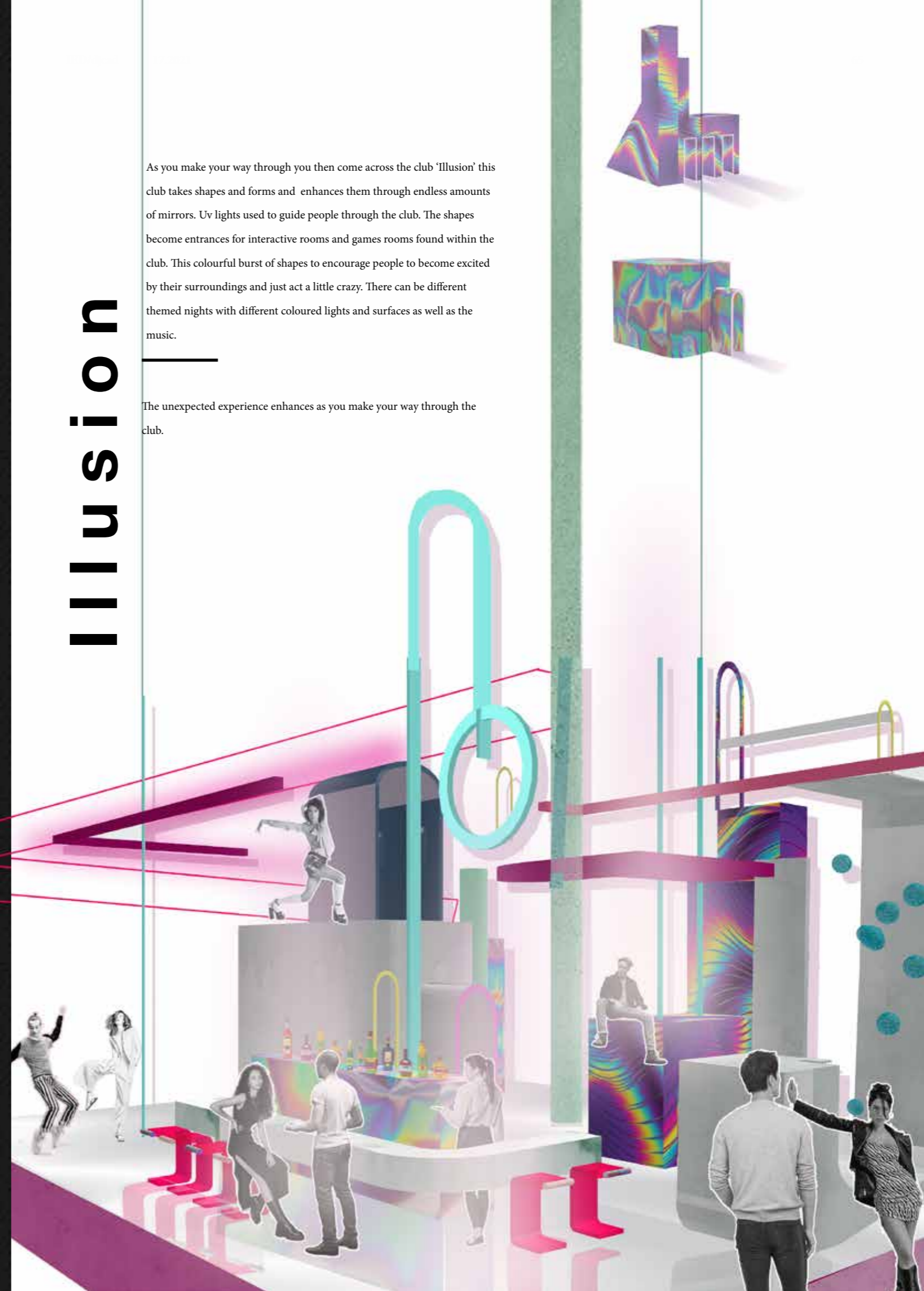




Illusion

As you make your way through you then come across the club 'Illusion' this club takes shapes and forms and enhances them through endless amounts of mirrors. Uv lights used to guide people through the club. The shapes become entrances for interactive rooms and games rooms found within the club. This colourful burst of shapes to encourage people to become excited by their surroundings and just act a little crazy. There can be different themed nights with different coloured lights and surfaces as well as the music.

The unexpected experience enhances as you make your way through the club.



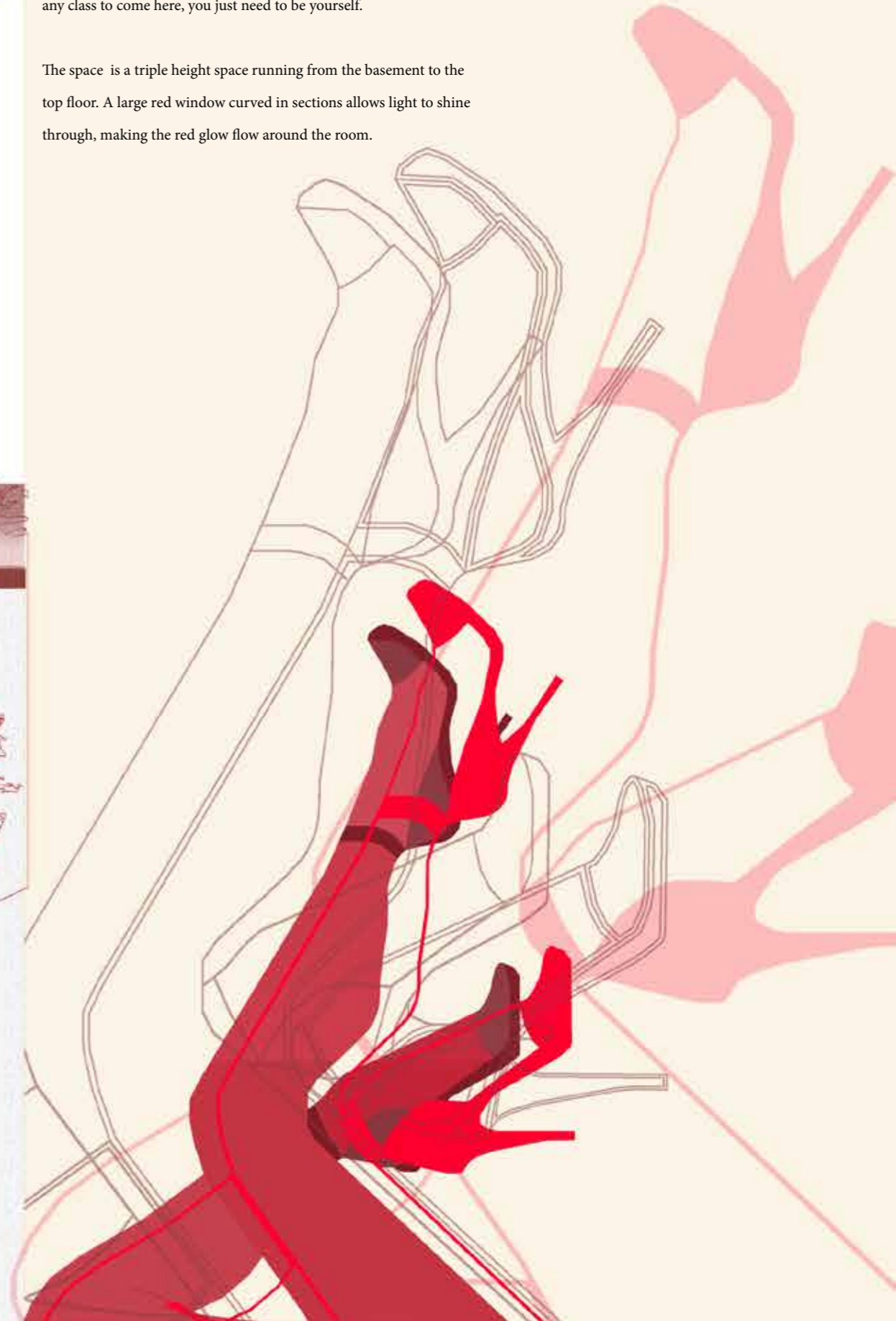


Red Room



'Red room' has a very feminine approach, to boost females energy and excite all the users by this red, sexy interior, to a club where the females are appreciated through paintings, uv lights, fashion and dancers. The use of red creates a very sophisticated design encouraging people feel classy just by being surrounded by the colours, lights, dancers, mirrors large red trees. The desire to experience a room with such class and elegance which is why I brought this to Camperdown park. You don't need to be of any class to come here, you just need to be yourself.

The space is a triple height space running from the basement to the top floor. A large red window curved in sections allows light to shine through, making the red glow flow around the room.



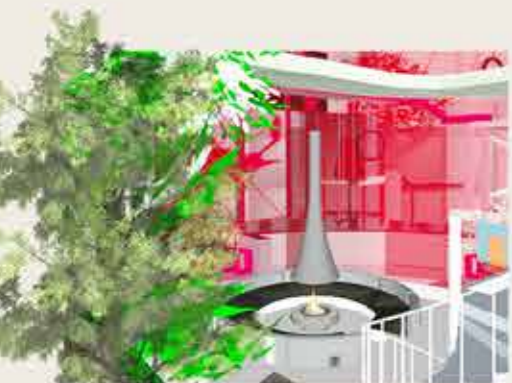
Lagoon



A space to zone out. This space consists of a silent disco, where you choose what you want the space to be through the use of sound. The surroundings made to create a chilled atmosphere where you can feel as free as you ever have.

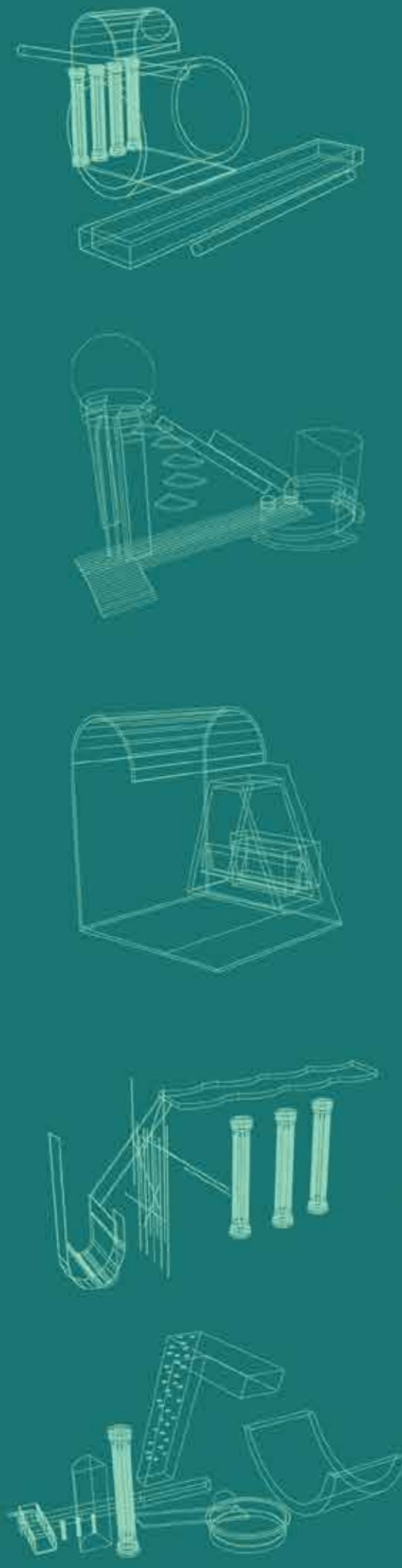
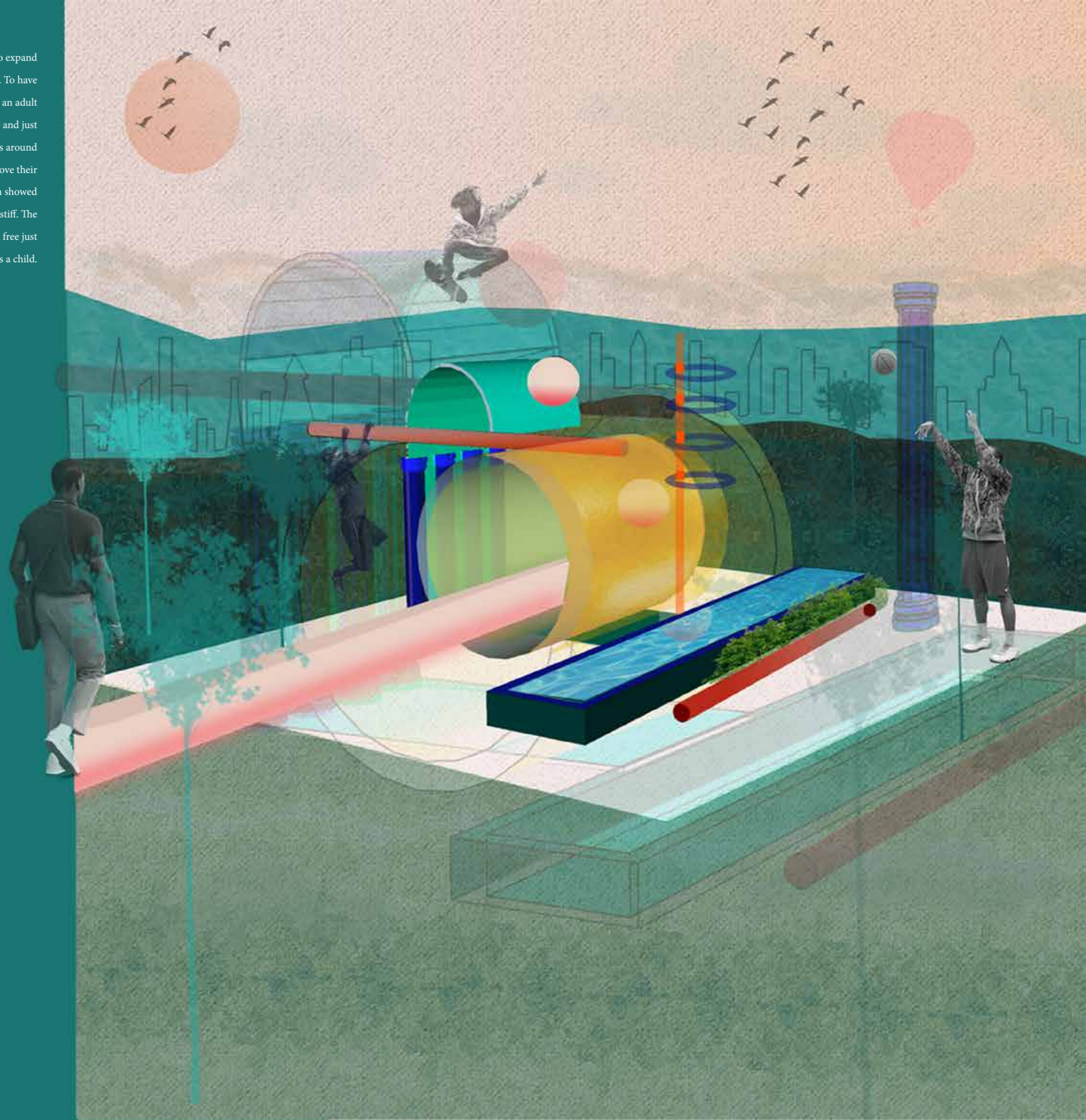
The courtyard is the core of the basement. It consists of 2 levels, the basement and the upper level can also get down into it without going through the clubs, as there is playful routes to get down to the courtyard. The courtyard has pool tables, table tennis, self portrait artists, buckers, food stalls and comfort. It is a nice lit up area creating a really relaxing mood where people can zone out and watch people dancing in each club.

Courtyard



As I furthered the design I wanted to expand the playful journey through the park. To have playful interactions around the park at an adult scale to encourage adults to let loose and just have fun. These are different structures around the park to encourage people to move their bodies in different ways just as research showed that adults lose this in life and become stiff. The idea is to keep people feeling young and free just how they felt as a child.

Be Adventurous



Be Adventurous



Light installations in the forrest.



Large adult bouncy castle, with disguised entrances so people dont expect it.



Camping.

Having different aspects of play around the park. Camperdown Park now brings you many things to do day and night with areas around the park such like;

- camping, bonfires
- star gazing

late night walks around light installations

intallations you done expect

pop up clubs

zip wire

climing wall

archery

golf

rounders

street artists

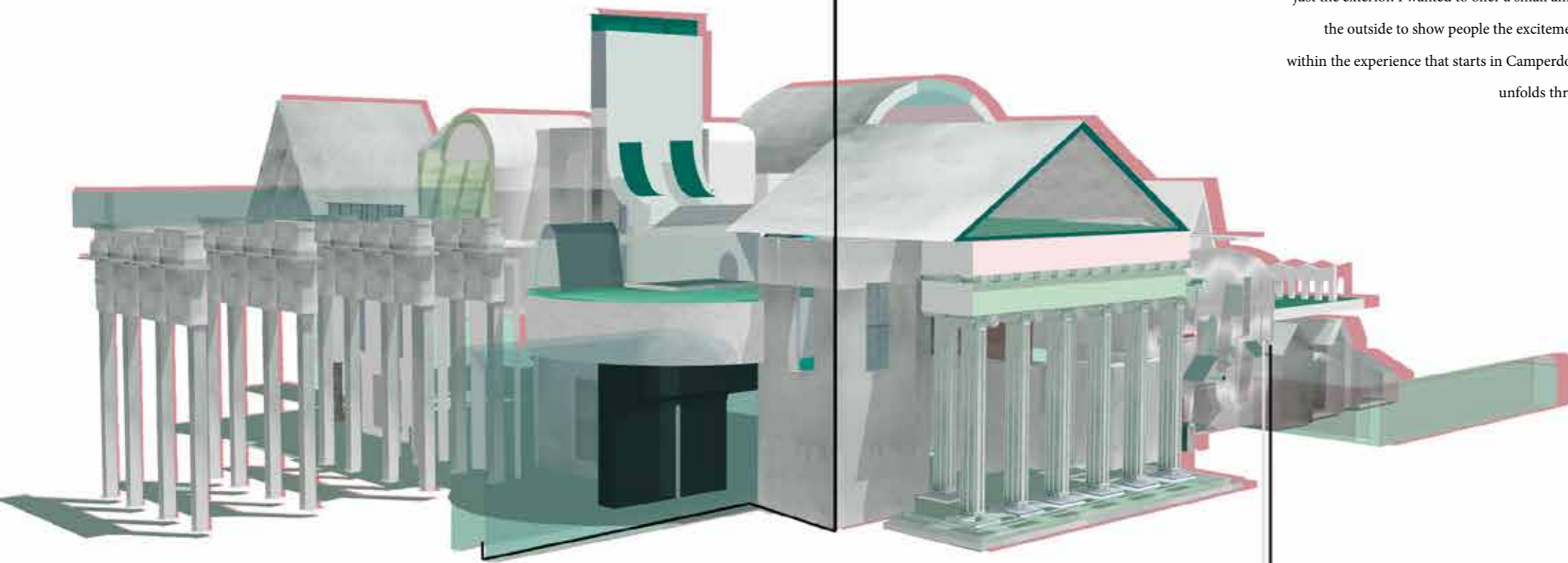
buskers

treasure hunts

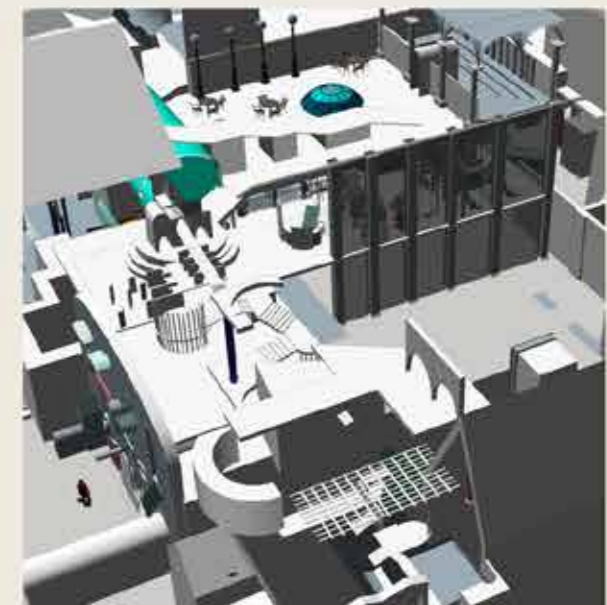
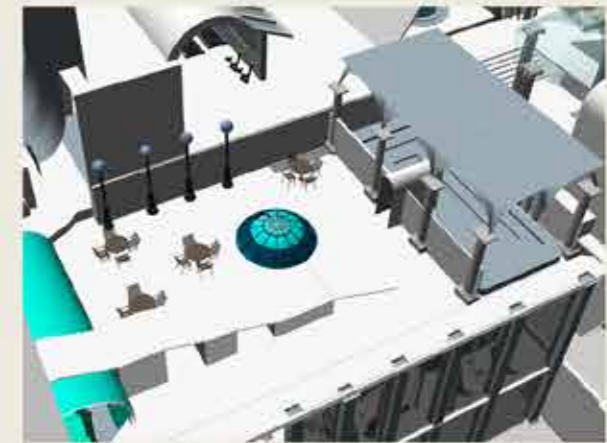
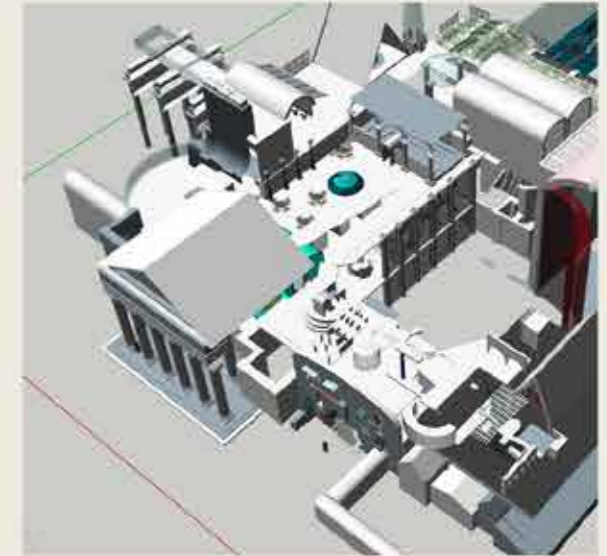
and playdul interactions.



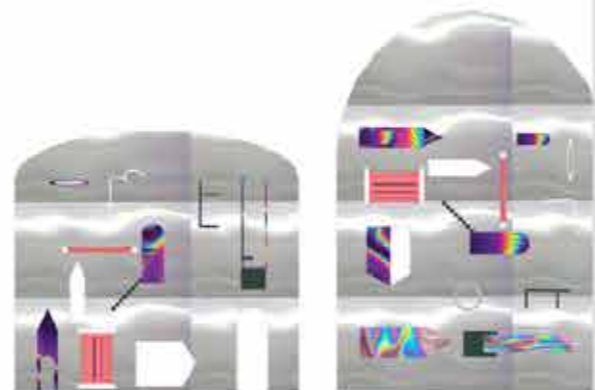
Outside views

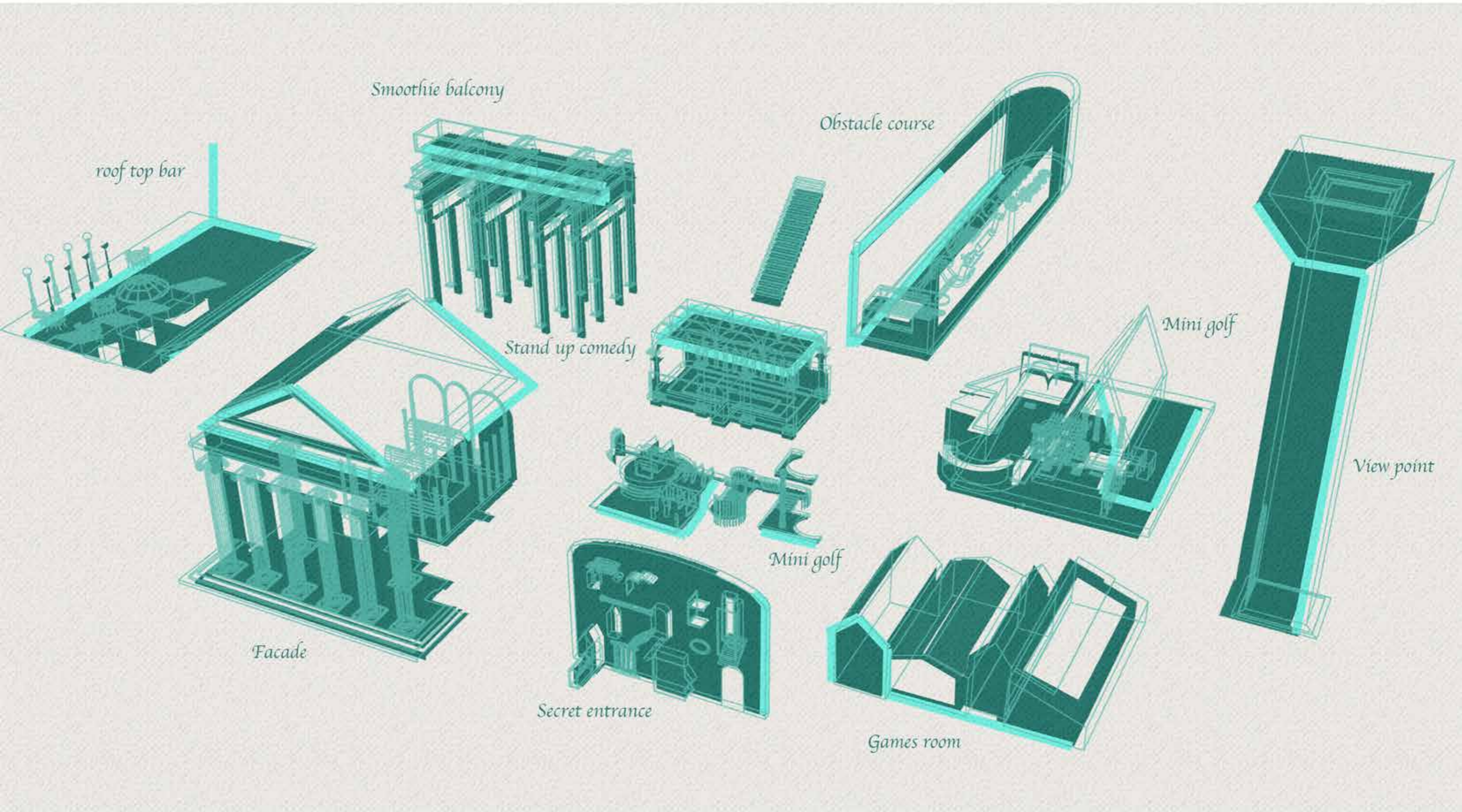


The building is presented with some of its original architecture, of the columns, stone work and structure. I decided to extend the building by adding shapes to the roof top. Adding extra space just by shapes makes the building feel more playful from just the exterior. I wanted to offer a small amount of play from the outside to show people the excitement that is to come within the experience that starts in Camperdown building then unfolds throughout the park.



Playful entrances around the park. Around the park there will be secret entrances that look like playful walls with shapes on them. There will be a random shaped door on these walls where you can push it or slide it and you can walk or crawl through it into rooms full of different games. These rooms will have different playful activities within them such like, bouncy castle, board games, soft play for adults, poker, ping pong, dodge ball, bowling and so on.



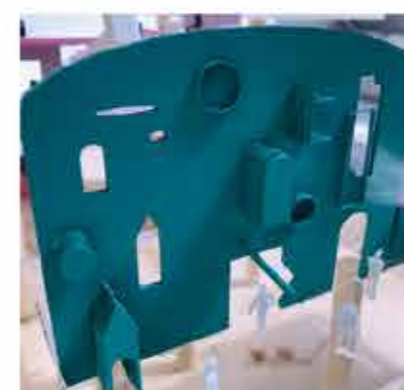
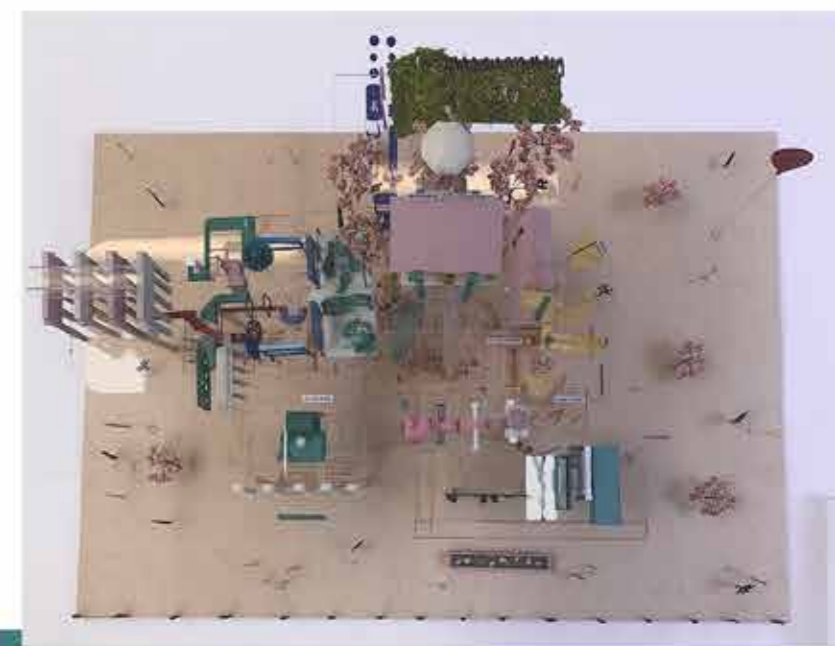


Final 1:100 Model

Final model showing the exterior of Camperdown House. A playful, colourful approach to really shows the ins and outs of Camperdown house completely redesigned.



Final model, to show extra details of Camperdown House. I decided to have a different approach to my model from your more realistic view of it. I decided to do a exploded axo of the space, where each room is raised at different heights so you can see clearly whats going on in each space. This playful approach, I think makes it quite exciting, fitting in well with the concept. The base is laser cut with the basement plan, of the 4 nightclubs and courtyard. The model focuses more on the interior, but if I had more time i would wanted to design parts of the exterior and playful interactions around the park.



- Close ups of the model. Throughout each extended area I show the main parts of the design:
- secret entrance
 - reception
 - obstacle course
 - music room
 - social areas
 - mini golf
 - roof top bar & stand up comedy

