

[Play]station

Experimental case study on how to design a modern adventure playground using 3D printing, Recycled materials.

Background

Refugee is real problem many countries are suffering from, lately Sweden has received a huge number mostly children and teenagers, this big numbers of youth can be a great contribution to the country if integrated well, This integration can't be done without active participation and social interaction between the locals and the refugees so I decided to design a playground - inspired by "Adventure Playground " by *Arvid Bengtsson,1972*- That place is mostly organized by the children themselves where they can do their own play and explore things together these new playgrounds are called [Play] station.

The Concept

[Play] station is a mix between youth facility and themed playground with its main purpose is to empower young youth to do themselves I choose **Parkour** (obstacle cross training), **Art** exhibition as a one of the many ways to demonstrate that where children will use will use 3d printing and wood workshops to build their own games

That is done through different steps:

1. **Imagine** step (where you design and visualize your design in virtual Reality)
2. **Do** step (where you build the unit)
3. **Test** (the playground arena)

The main slogan is all children will participate from the design phase to the building and testing.

Methodology

To achieve that I tried to find easy ways to use of trash material (bottles , wood sheets) to transform it into obstacles (parkour tracks) using 3d printed connectors.

As an architecture site I choose storage building in Nyhamn, Malmö as a case study for the playground as exterior playground would be inconvenient due to weather conditions beside that reusing and old storage area can give more freedom for testing.