

Annex 13

PREPARATION OF MASTER PLAN OF LAKE PARK AND 5 PILOT PROJECTS FOR 5 SITE, IN THE LEAF PARK REHABILITATION FRAME 0

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PREPARATION OF THE MASTER LAKE PLAN AND 5 PROJECTS PILOT FOR 5 SITE, IN THE LEAF PARK REHABILITATION FRAME PILOT

PROJECT 4 - CHILD GAMES FOR CHILDREN

RELACION ARKITEKTONIK

BOLLES + WILSON

ATELIER4

Lake Master Park Master Plan, PILOT PROJECT 4 - CHILD GAMING CLOSE

PREPARATION OF MASTER PLAN OF LAKE PARK AND 5 PILOT PROJECTS FOR 5 SITE, IN THE LEAF PARK REHABILITATION FRAME

INTRODUCTION

In May of 2015, the Albanian Development Fund (ADF) contracted as the Consultant Operations Union Atelier 4 and Bolles + Wilson to lead the agreement: "Preparation of the Lake Park Master Plan and 5 Pilot Projects for 5 Sites in the Park Rehabilitation Framework of the Lake "(Study). The Masterplan Product and this supporting report proposes a vision and a framework of architectural framework that bring together the existing and proposed elements of the activities in a master plan project.

A key element in the design process was the requirement to engage the local community, user groups, local authorities and interest groups so that all their views and aspirations were fully taken into consideration. The final elements of the Master Plan are given phase-out priorities as well as 5 Pilot Projects for 5 Sites, giving the Municipality of Tirana the opportunity to develop a funding program for each phase.

Given the size and natural elements, the large lake park has the potential to offer to different individuals quite different activities: a meeting place, a place for sports and recreational activities, a place to retreat from the noise of the city where the individual faces nature.

MASTER PLANS

The master plan is a project that represents a vision for the development of a given area future taking into account the following elements:

- user and non-users statistics
- the existing situation of the area, its functions and their use
- environmental elements, flora and fauna that this area includes
- community and restrictive areas
- management structure
- areas to identify the current trend of use
- current and predicted demographic movements
- objectives and interest groups' needs

The master plan analyzes the existing elements of the area with the aim of integrating the possibilities of

new to enhance and complete the functions and services for the community and will use the Tirana Lake Park Master Plan as a guide to show and inform about the development phases over the years and to present a framework plan for:

- Strategy to increase general recreation opportunities for users of park
- Modifying and adding sports fields by increasing and rationalizing the use of with increased demand
- Sensitive improvements in the road and pedestrian network
- Strategy for management of natural spaces related to proposed activities

It is important to note that the purpose of the Master Plan is to develop a Lake Park development structure over a long period of time in order to avoid casual developments, maximize community use and sustainability of development. The master plan should be under monitoring during its development in time to ensure benefits meet community requirements. The following elements have been considered for the development of concept ideas:

- supporting the development of infrastructure with projects or with elements of furniture urban areas to provide increased capacity for use
- Ensure community involvement through consultations
- Maintain the existing character and comfort of the area
- protect and preserve the ecological values of the area and the quality of groundwater
- maximizing access to sporting activities and recreational services
- Encouraging ease of public peace

What is the angle of gaming?

According to the professionals, the social skills that children develop in the gaming range are often the skills that they carry throughout their lives, even in their adult lives. Many studies show that gaming spaces are one of the most important premises in the activity of children outside the home. Much of the games are essential in a healthy, free, spontaneous development of children - and this is only happening in the gaming range. There is a general consensus that physical activity of children reduces the risk of psychological problems to children, and feeds self-confidence. So gaming spaces provide an ideal opportunity for children to improve their physical skills, learning to swing, balance and climb. Personal development can be developed through improving skills such as play, communication, and collaboration with other children and grown in the gaming range. For kids, the time to go to the gaming angle is the best time of day, because it is like a download of daytime learning pressure. Therefore, considering that the city of Tirana has a high deficiency of these

very important areas for children, it was unreasonable that one of the pilot projects of the Master Park Plan of the lake was the corner of the games for children.

Description of the Zone

The area in which the gaming corner is proposed is located in the northwestern part of the Lake Park, a space parallel to the "Shetitoren e Besimit", which is outside the territory of the Master Plan intervention.

It is a forested area, relatively new and has a surface of approximately 4000 m².

In the Master Plan, this field is chosen to realize the Gaming Arc, because it is an area near the entrance of the park and is directly connected to the city, exactly at the "Mother Theresa"

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square. Also this area is suitable for such activity, as this is the area with the highest attendance at the park.

EXISTING ZONE SITUATION ANALYSIS

The area appears with a slope rising from west to east and descending from north to south, towards artificial lake. The steepness of the terrain enables the movement of rainwater towards the lake.

The area is bordered by pedestrian alleyways, which, due to lack of maintenance, have degraded over time, is visually contoured with relatively high trees. The area also has a partially dense vegetation. In this area dominate the trees: eucalyptus, pine, poplar, mimosa, red plum, etc.

CONCEPT OF INTERVENTION - GIRL GAMES FOR CHILDREN

The central park area is an area between the "Faith" promenade and the shore of the lake. In order to increase focus in this central area, a number of mixed functions have been proposed in the Lake Park Master Plan, among others proposed:

1- Home of Kids Games

2- Child Train

Having a constant contact with local institutions and frequent discussions on the vision of this study and 5 pilot projects, a large number of proposals for interventions in the area have been analyzed for selecting Pilot Projects for 5 Sites. The selection of the area for the Pilot Project 4, the range of games for children, has taken into consideration the following elements:

- Neighborhood that should have areas with the city center and mainly the square "Mother Theresa" creating direct access to the city center and other recreational areas of the city
- location of the area at the most frequented area of the lake park
- Direct access from every child age group
- The vicinity of the area with emergency road network and emergency assistance.

The range of games for children has been proposed to be a parallel strip with the Crossfire of the Faith, which is encircled by the train tracks - miniature for children.

Soil, vegetation (existing trees) and the diversity of ages that can play the gaming arc have been the basic points on which the gaming corner has been designed and conceived. It is thought to be a space for almost all ages, making the most of the slope of the terrain.

The gaming area of the Games according to the Master Plan is parallel and has a direct connection to another space called the Grand Café, a space reserved for parents who are drinking coffee or reading a newspaper having their children checked. At the top of the hill, Grand Café's terrace is equipped with ice cream kiosks, newspapers, dance platforms, park information points, and a quick help area. The selected area for the gaming range, following the proposals in the Master Plan, is linked to a walkway stretching toward the lake where the driving club and a public swimming pool are located inside the lake, which are covered by a light platform called " Xixellonjave bouquet "

The gaming corner is meant to be a platform for games and activities for all age groups of children, from the age of 1 to the age of 14, why not even the older.

In this platform of activities, the selected games for every age also determine the zones of different age groups of this platform. So a single platform is divided into several areas by different age groups placed in different quotas, separated by one another, with stairs, ramps and through materials. Each area must be equipped with wooden tables indicating the area where this area belongs (example: Playground at the Promenade du Paillon in Nice, France) This design strategy is used for several reasons:

- to assist parents who may have children of different ages
- socialization between age groups

The gaming corner is conceived to be a theater, a real stage where the kids themselves are the actresses. There are no scripts and directors. The performance should "LOAD", and the components are defined by the imagination of the children. The gaming corner is conceived as an adventure, a journey in time, a journey towards childhood.

It is conceived with a walkthrough that grows and decreases in queues following the slope of the hill. From this postman they feed all the separated areas for children by different age groups. The slope of the terrain has affected the zoning of this space by different age groups. The range of games is divided into 8 zones for different age groups as follows:

1- Zone for children of 9 years and above is proposed to be at the entrance of the gaming arcade, equipped with an amphitheater (using the slope of the terrain) where faced him, are placed on a sloping platform of 4 ping-pong fields for all age groups. While children are playing ping-pong, parents sit in the amphitheater and see the "games" between the kids. Also, this area, conceived differently as the entrance of the playground, uses one of the existing park trees such as the "Tree of Desires", where children, why not and adults vary in their desires, written in the paper. Ping-pong fields are located on the rubber floor, to avoid any possible crash. To create a more pleasant and magical atmosphere in this area are proposed to plant 4 cherry trees, which in the spring will give another sensation to the entrance of the corner of the games.

2- Children's area for children from 1 to 3 years of age, a zone intended for underage children should be under constant care of their parents. This area is supposed to be us the shape of a small, light sandy pond, fitted around wooden and concrete slabs for parents.

Concrete tables are designed and crafted carefully, making use of the natural terrain. The area is also equipped with wooden playgrounds for children of this age group which help to increase and develop the physical and sensory abilities of the children of this age group.

3 - The area for children from 3 to 6 years old, is an area that is in continuation of the above mentioned areas. It is equipped with wooden toys for children of this age. In order to have a dynamic and dynamic material, this area is meant to be wood chips, while in areas where the games are installed, it is always intended to put rubber (EPDM RUBBER GRANULES) in order to avoid any possible crash.

4 - The area for children from 3-12 years of age is supposed to be a parallel zone with the three areas mentioned above, with a quota difference of approximately 135 cm and is the most dynamic area of the gaming arc, offering diversity in material, games and activities. This area is supposed to be all a rubber platform, which naturally covers the sloping terrain, and in various areas, to form natural grass rolling. This area is also equipped with a wall for climbing passionate children after mountaineering.

Concrete wall, to avoid any possible accident, is supposed to be in arch shape gradually increasing the height. On the opposite side of the climbing wall it is supposed to descend to the ground level in the form of a grassy hill, with a gentle slope. These two elements give the wall not only functional values but turn it into a sculpture between greenery.

5 - The area for children from 12 years of age is supposed to be like an elliptical rubber platform, where the "Basketball Tree" is located. This element is an installation where the elements of the tree with the basket are melted and the basketball table Like the branches of trees at different altitudes, basketball basketball bins are "branched" at different altitudes so

that this element is used simultaneously by some children of different ages and altitudes. The area is carefully placed in a zone that has no trees except for two trees, which are proposed to be moved.

6 - Children's area 3 - 12 years old, has as its main element the "Shetitesl" wall (Wanderwall), which is conceived as an entertaining and entertaining functional element, with sculptural values also serving as a meeting place among children. This element is supposed to be 4 m high and with a soft rubber platform, 15 cm from the natural ground level.

7- Children's area 6-12 years old, is a zone with a massive wood installation, which serves to increase the physical skills of children of this age group. The installation is located in green natural terrain.

8- The area for children from the age of 14 is a flat concrete platform where children of this age group play skates and skateboard.

All the areas mentioned above are placed in such a way that none of the existing trees in the park are to be cut off, with the exception of three trees that will be moved and planted in a more suitable place.

The gaming platform is surrounded by the miniature train rails, which are located on the park's natural terrain.

The proposed gaming modules are of high quality, constructed with massive staple wood and previously treated with spray anti-dandruff, with plastic accessory. Proposed games play not only a role in the development of physical skills of children, but also in the development of sensory abilities.