Washington Park
PLAY AREA AND RESTROOM DESIGN
1. Project Introduction

2. Goals/Objectives

3. Public Input

4. Schedule of Upcoming Meetings

5. Project Schedule (Preliminary)
“Improve the playground to serve regional park needs, increasing its role as the primary play facility in the Park. Provide play activities for a variety of age groups, adapting the design to Denver Parks and Recreation playground design goals and the historic significance of the Park.”
Diagonal Area Programming and Adjacencies - i.e. restroom location, b-ball courts, parking, circulation...
THE SITE - FITTING IN

1. Maintainable, Accessible
2. Works with events, weddings, v-ball, courts, loop road...
3. Previous Diagonal Planning
Proximity To Alternate Playgrounds
Existing Tree Locations and Evaluation

Tree Condition Rating
- Good
- Fair
- Poor
- Dead

1 inch = 30 feet
REGIONAL PARK, LOCAL FLAVOR - COMPLEMENTING THE "WASH PARK-NESS"

Balance ‘Iconic’ vs. ‘Contextual’
REGIONAL PARK, LOCAL FLAVOR - COMPLEMENTING THE “WASH PARK-NESS”

Quality vs. Quantity
WHAT MAKES A GREAT PLAYGROUND?
Acceptable Risk
Nature And Open Ended Play

WHAT MAKES A GREAT PLAYGROUND? - TRENDS IN PLAY

Blurring The Lines Of Playground

WASHINGTON PARK PLAY AREA DESIGN
WHAT MAKES A GREAT PLAYGROUND?

Unique and Memorable
WHAT MAKES A GREAT PLAYGROUND?

Provides A Challenge
WHAT MAKES A GREAT PLAYGROUND?

Diverse Experiences, Play For All
WHAT MAKES A GREAT PLAYGROUND?

High Quality Play Value, High Quality Play Experiences
CHARACTER OF EXPERIENCE - TYPOLOGIES

Combination, Mix and Match
Character of Experience - Aesthetic

Contemporary

Classic

Natural
CHARACTER OF EXPERIENCE - AESTHETIC

Contemporary
CHARACTER OF EXPERIENCE - AESTHETIC

Classic
CHARACTER OF EXPERIENCE - AESTHETIC

Natural
SOME WAYS OF THINKING ABOUT THE SITE
SOME WAYS OF THINKING ABOUT THE SITE

SKY

CANOPY

TRUNK

GROUND

ROOT

WASHINGTON PARK PLAY AREA DESIGN
SOME WAYS OF THINKING ABOUT THE SITE

SKY
- Sun
- Wind
- Rain

VIEW
- Scar
- Fisk

LEAVES
- Branches
- Nest

CLIMB
- Swing
- Slide

BRIDGE
- Spy
- Traverse

HANG
- Spin
- Shade

RUN/JUMP
- Grass
- Bugs/Critters

Streams
- Rocks
- Explore

DIRT
- Den
- Crawl

HIDE
- Dig
- Cool
SOME WAYS OF THINKING ABOUT THE SITE
SO... WHAT COULD THESE BE?

WASHINGTOK PARK PLAY AREA DESIGN
SO... WHAT COULD THESE BE?

GROUND

ROOT

WASHINGTON PARK PLAY AREA DESIGN
SO... WHAT COULD THESE BE?
SO... WHAT COULD THESE BE?

SKY

CANOPY

ROOT

WASHINGTON PARK PLAY AREA DESIGN
SO... WHAT COULD THESE BE?

SKY

GROUND

ROOT

WASHINGTON PARK PLAY AREA DESIGN
**What Do You Think?**

1) DON’T LIKE  2) SO SO / MEH  3) NEUTRAL  4) LIKE IT  5) AWESOME! GOTTA HAVE IT!

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What do you think?

For each category outlined below, rank each image on a scale of 1-5 (keeping in mind the described values below).

1) DON’T LIKE  2) SO SO / MEH  3) NEUTRAL  4) LIKE IT  5) AWESOME! GOTTA HAVE IT!

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