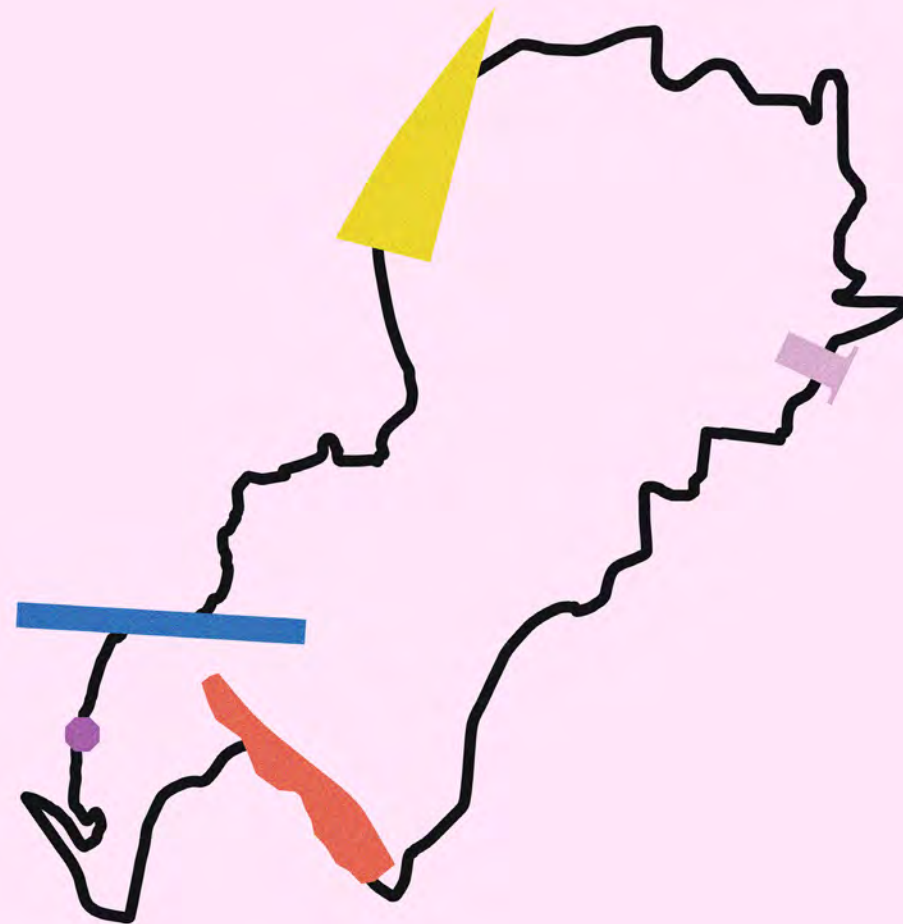


HOMO LUDENS



aho

caroline lytskjold

spring 18

**«For many years the conviction has grown
upon me that civilization arises and unfolds
in and as play.»**

Johan Huizinga, Homo Ludens (1938)

Based on the observation that there is an abundance of playgrounds in Holmlia, a suburb south of Oslo, the project examines what it means to play and challenges the notion of the playground.

We use various types of playing as ways of rehearsing and practicing for an independent adult life: training balance, building social competence, experiencing justice. As human beings we need to practice all the different categories of play in order to grow and evolve.

How can the lack of variation in playgrounds be counteracted so that other age groups can practice other types of play in areas of other forms and materials?

Five categories of play are interpreted as five unconventional playgrounds: an observation tower, a theatre, an obstacle course, a workspace and a sports field.

Content

categories of play



collecting play



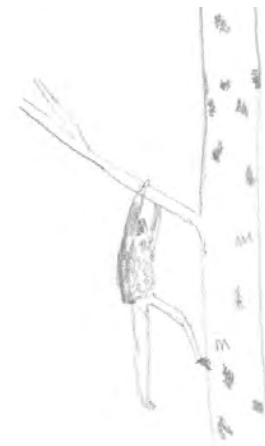
role based play



construction play



rule based play



physical play

Holmlia – history, nature, drabantby
tekst om holmlia - drabantby og sosial scene
utfordringer
bilder av borettslag dekker én side

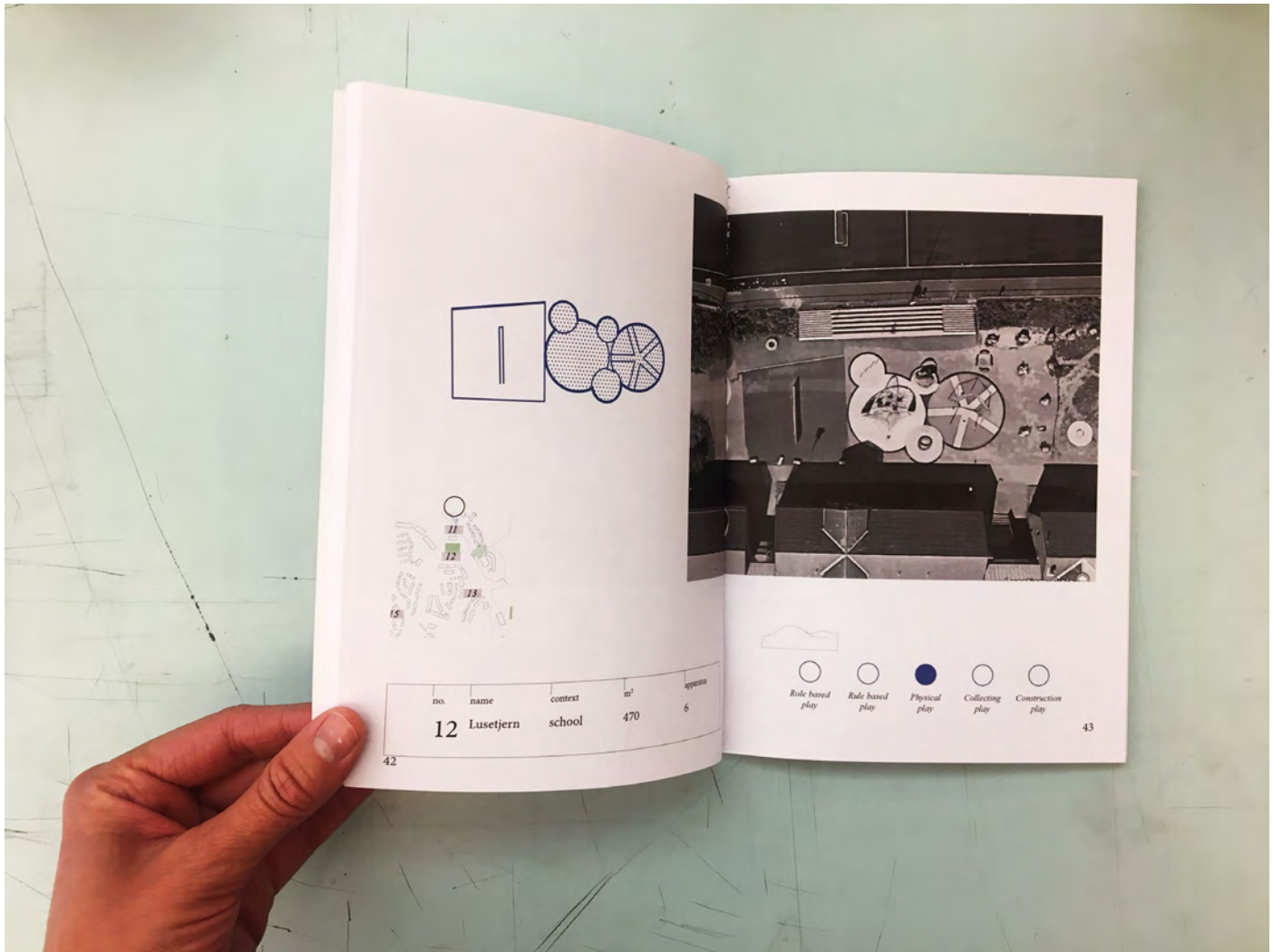
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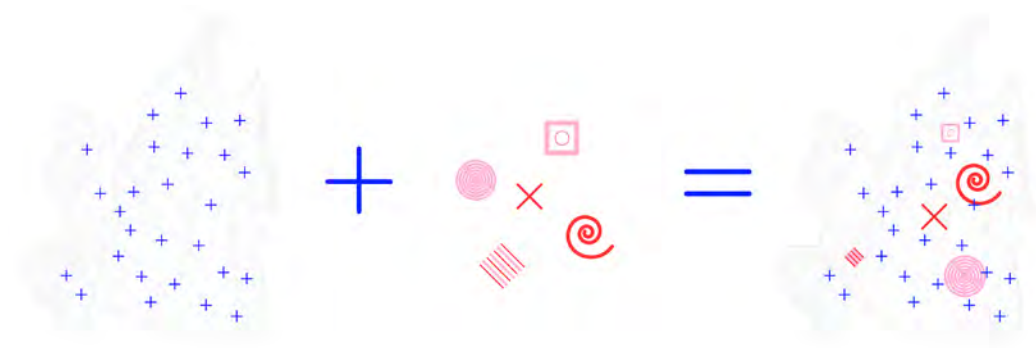




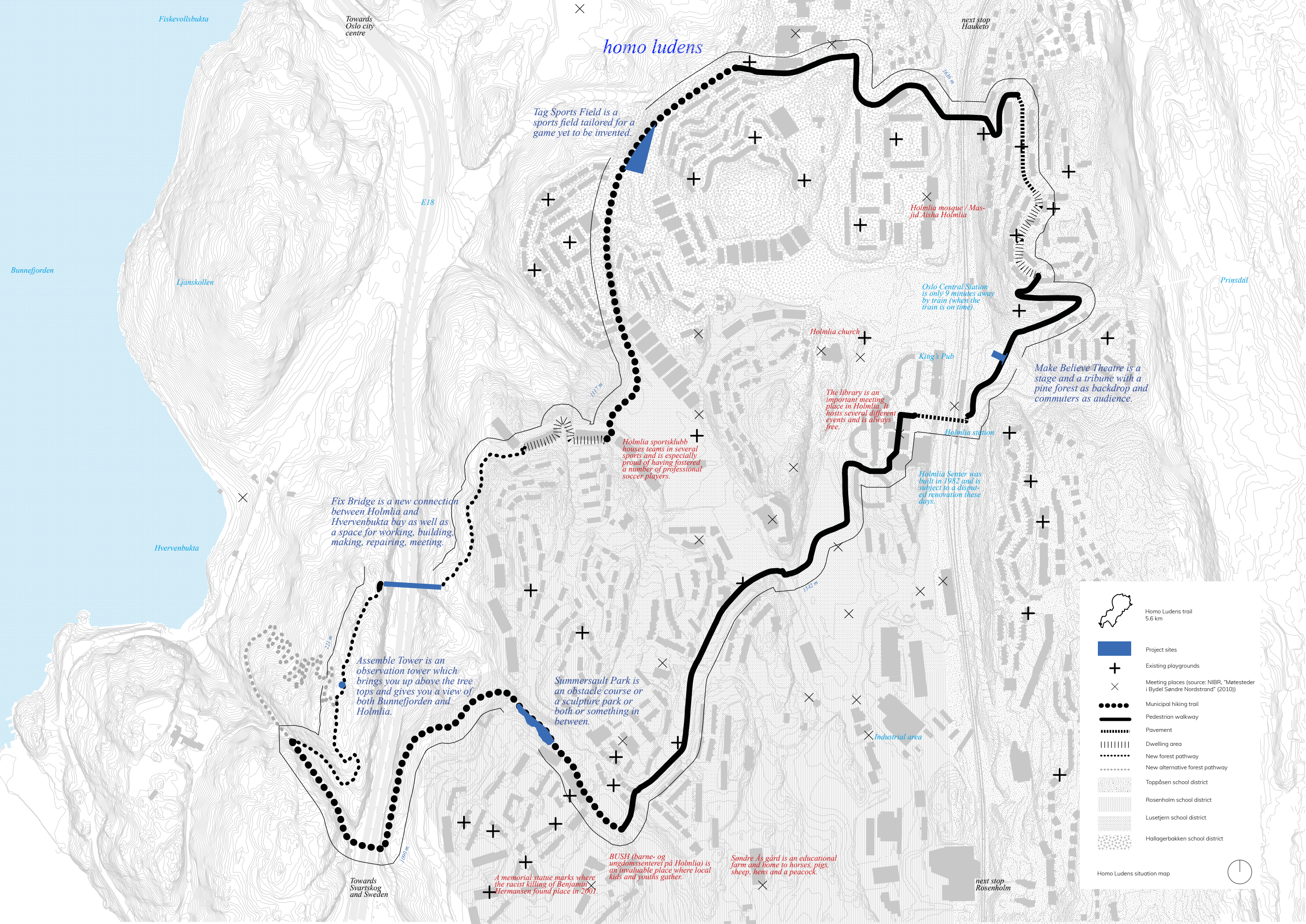
In order to investigate the conditions for play in Holmlia, I have studied the existing playgrounds through a playground catalog. 40 playgrounds throughout the area have been redrawn, measured and studied. I have looked at materiality and what the possibilities are for varied play.

The catalog reveals a clear tendency: all forty playgrounds examined facilitate for physical play, whereas none facilitate for collecting play or rule based play. 72.5% of the playgrounds have rubber mulch as ground cover, and aerial photos show a monotony in visual playground expressions.





As a reaction to the catalog findings and the monotony within playgrounds in Holmlia, this project seeks to enrich the variety and plays around with the notion of the playground by adding a number of interventions. The projects are five unconventional playgrounds, each an interpretation of one of the five categories of play, tied together by a playful trail.



homo ludens

Tag Sports Field is a sports field tailored for a game yet to be invented.

Holmlia mosque / Masjid Aisha Holmlia

Holmlia church

The library is an important meeting place in Holmlia. It hosts several different events and is always free.

Make Believe Theatre is a stage and a tribune with a pine forest as backdrop and commuters as audience.

Holmlia sportsklubb houses teams in several sports and is especially proud of having fostered a number of professional soccer players.

Holmlia Senter was built in 1982 and is subject to a disputed renovation these days.

Fix Bridge is a new connection between Holmlia and Hvervenbukta bay as well as a space for working, building, making, repairing, meeting.


Assemble Tower is an observation tower which brings you up above the tree tops and gives you a view of both Bunneffjorden and Holmlia.

Summersault Park is an obstacle course or a sculpture park or both or something in between.


BUSH (barne- og ungdomssenteret på Holmlia) is an invaluable place where local kids and youths gather.

Søndre Ås gård is an educational farm and home to horses, pigs, sheep, hens and a peacock.


A memorial statue marks where the racist killing of Benjamin Hermansen found place in 2001.




Homo Ludens trail
5.6 km




Project sites




Existing playgrounds




Meeting places (source: NIBR, "Møtesteder i Bydel Søndre Nordstrand" (2010))




Municipal hiking trail




Pedestrian walkway




Pavement




Dwelling area




New forest pathway




New alternative forest pathway




Toppåsen school district



Rosenholm school district




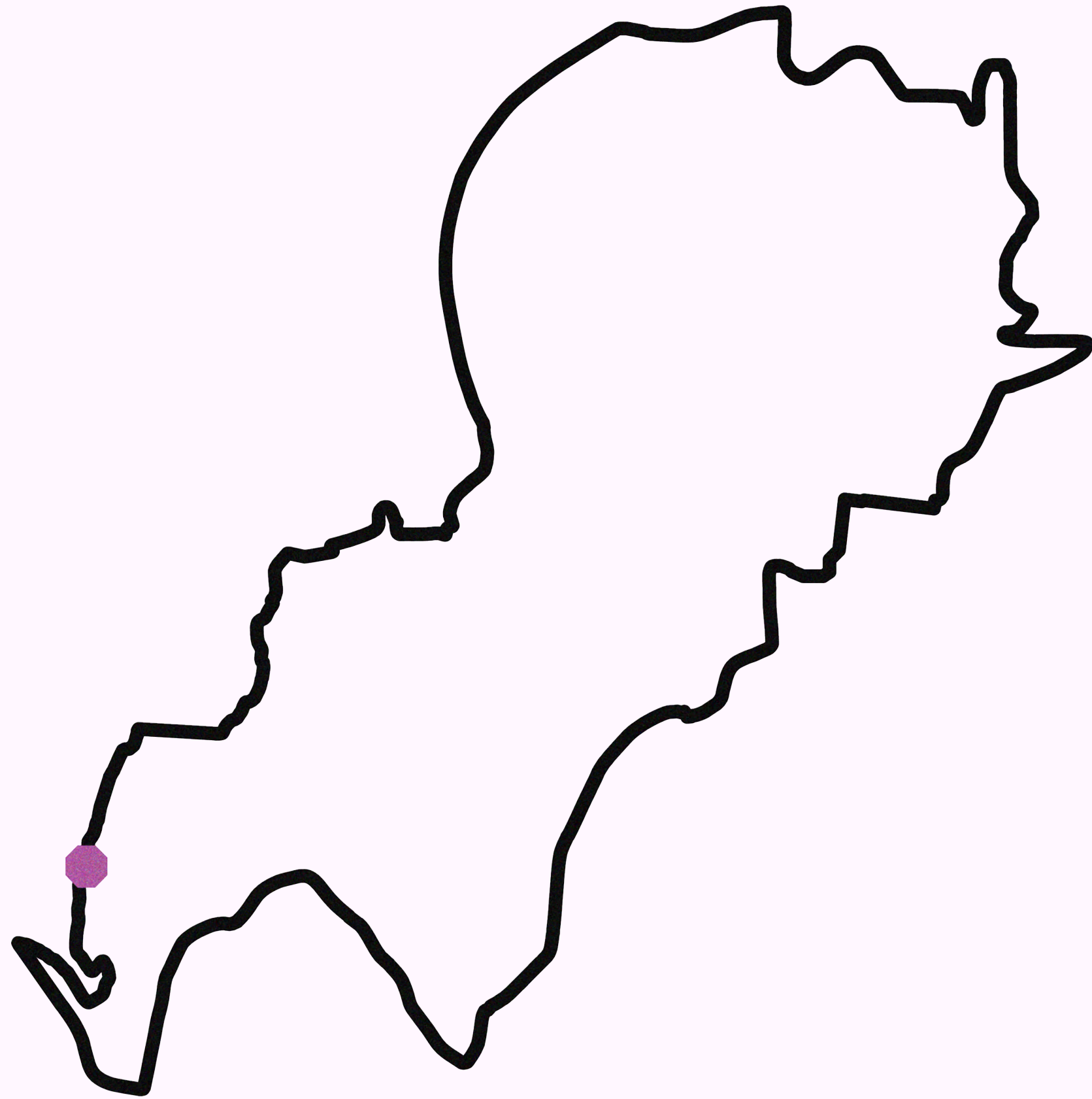
Lusetjern school district



Hallagerbakken school district

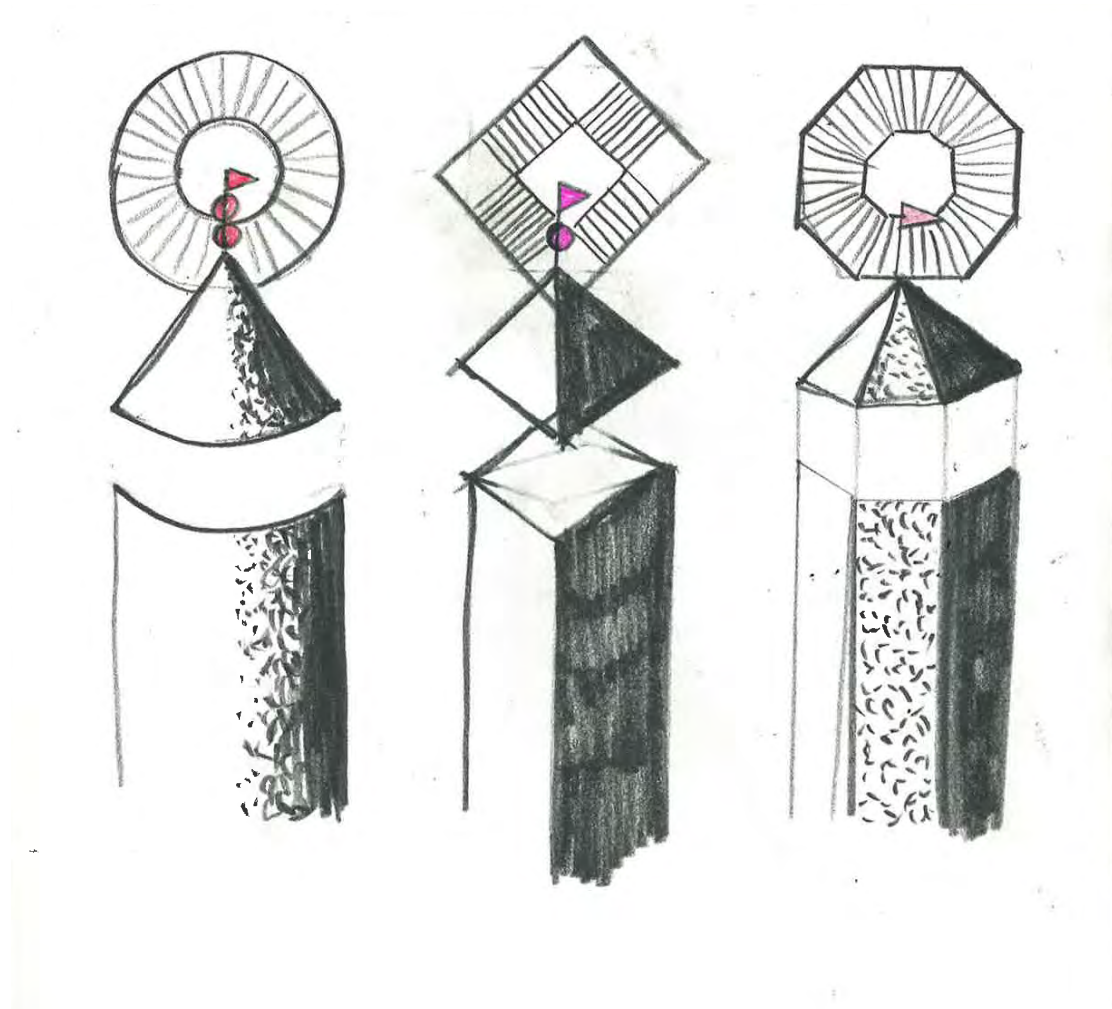
Homo Ludens situation map





the observation tower

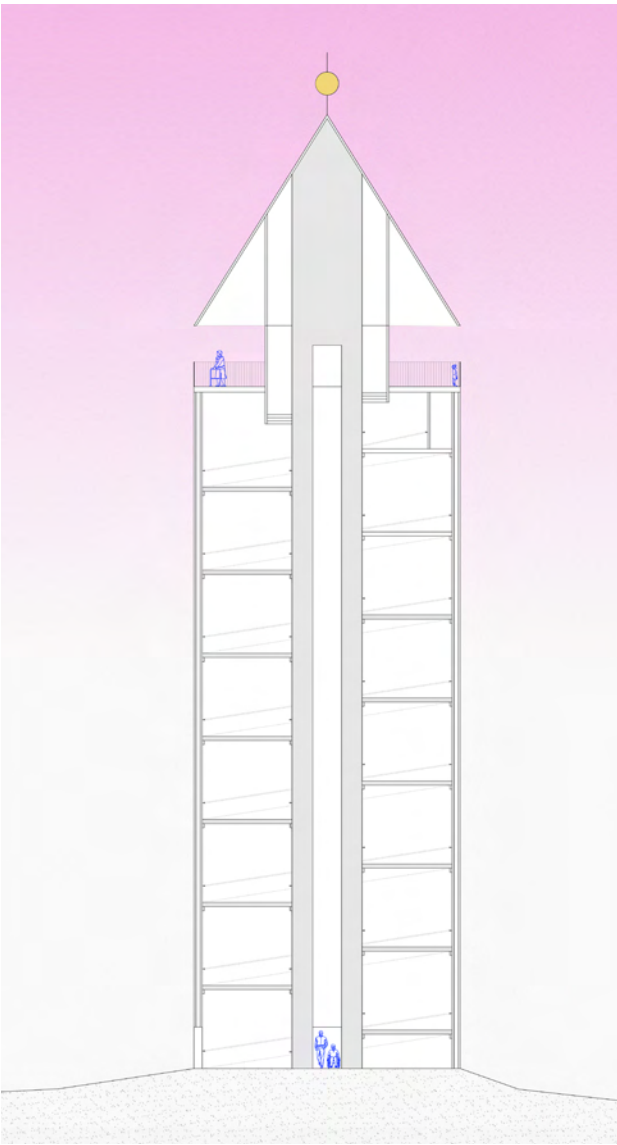
homo ludens



Collecting play takes shape as an observation tower. It allures you into the forest and up above the trees, and reveals the view both to the fjord and to Holmlia. It is a place to gather your thoughts and your self, collect the feeling of calm, and exchange methods of meditation.



plan

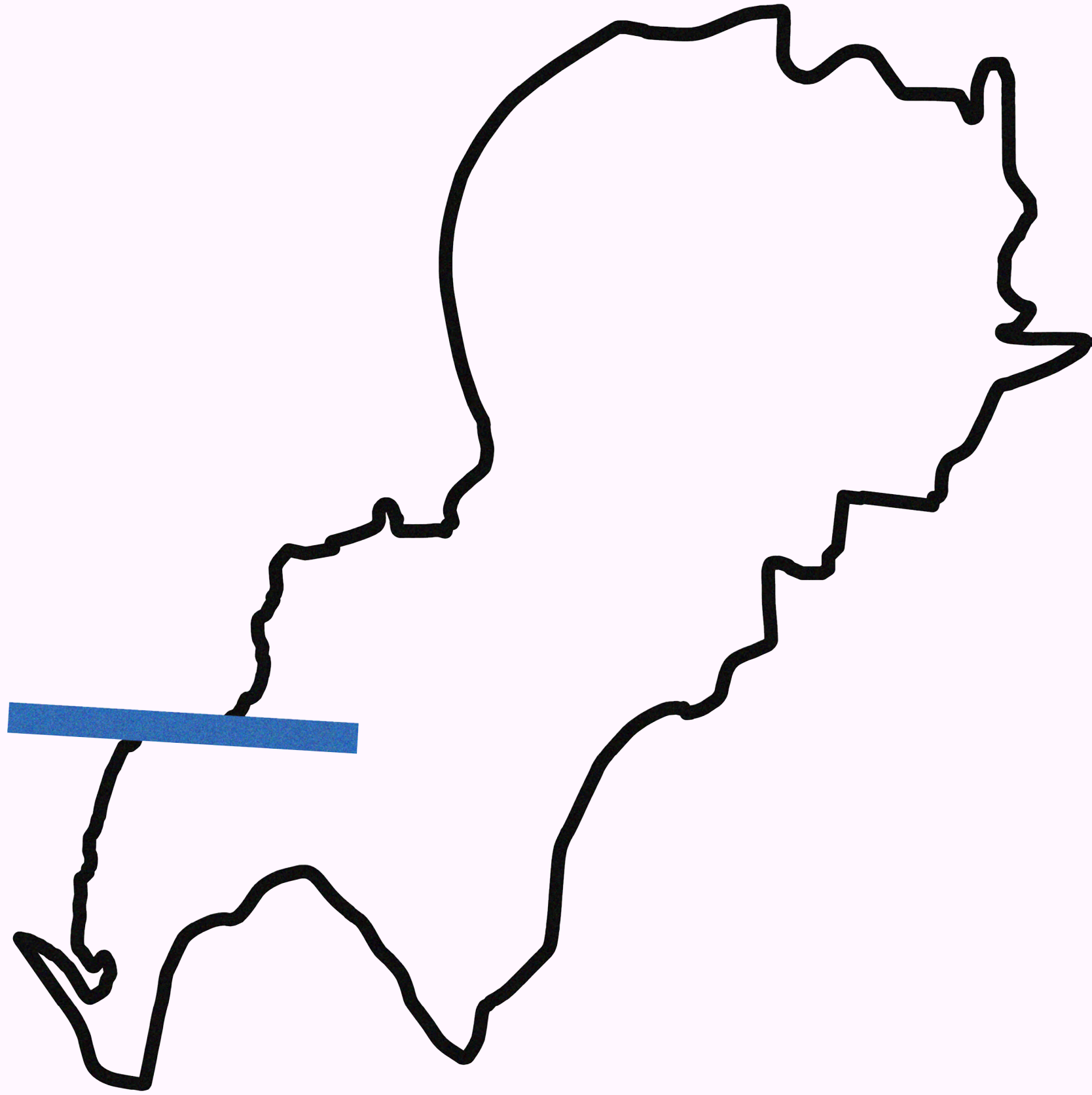


section

the observation tower

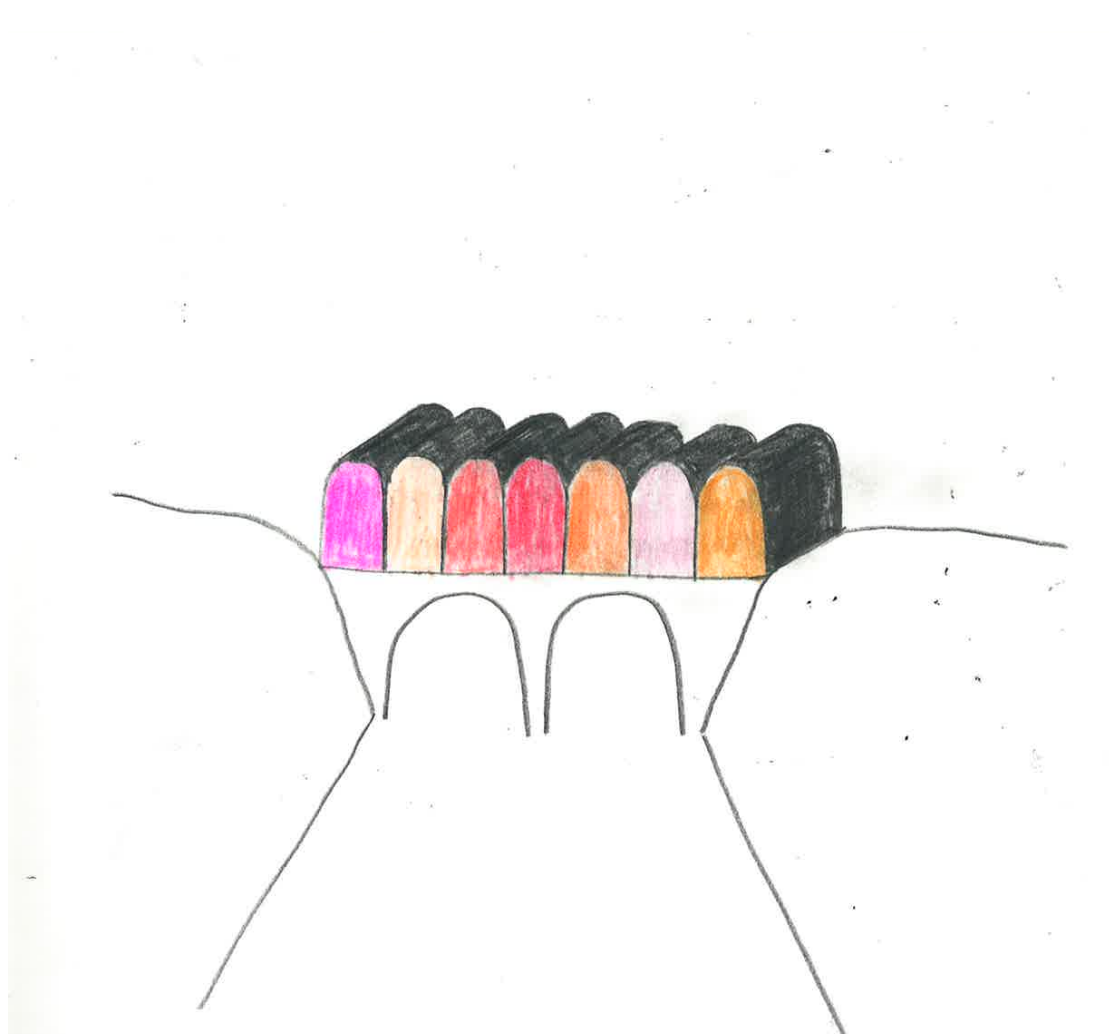


homo ludens

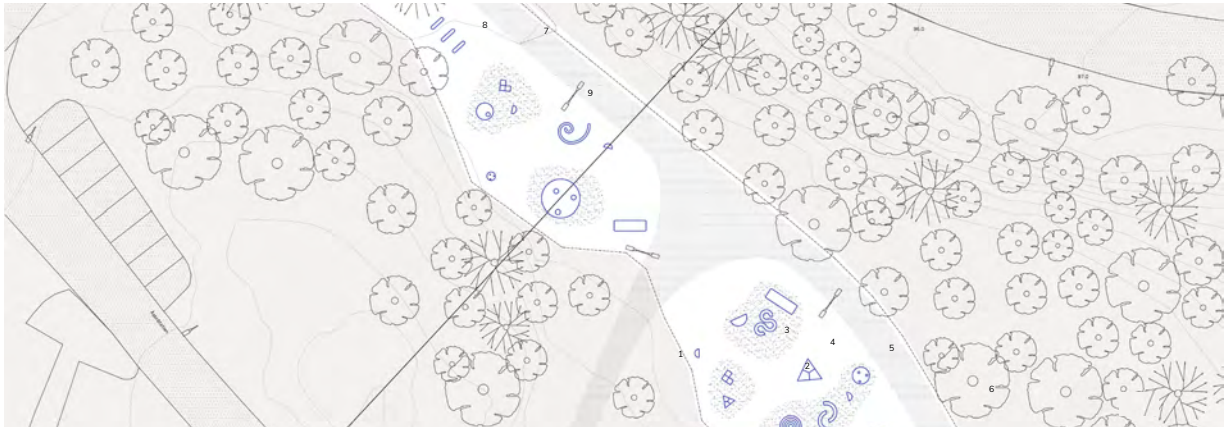


the workspace

homo ludens



Constructing play takes shape as a space to work, assemble, make, shape, compose. The workspace is situated on a bridge, creating a needed connection to the forest and Hvervenbukta area. The workspace is a series of rooms that function as ateliers, offices, workspaces, and workshops.

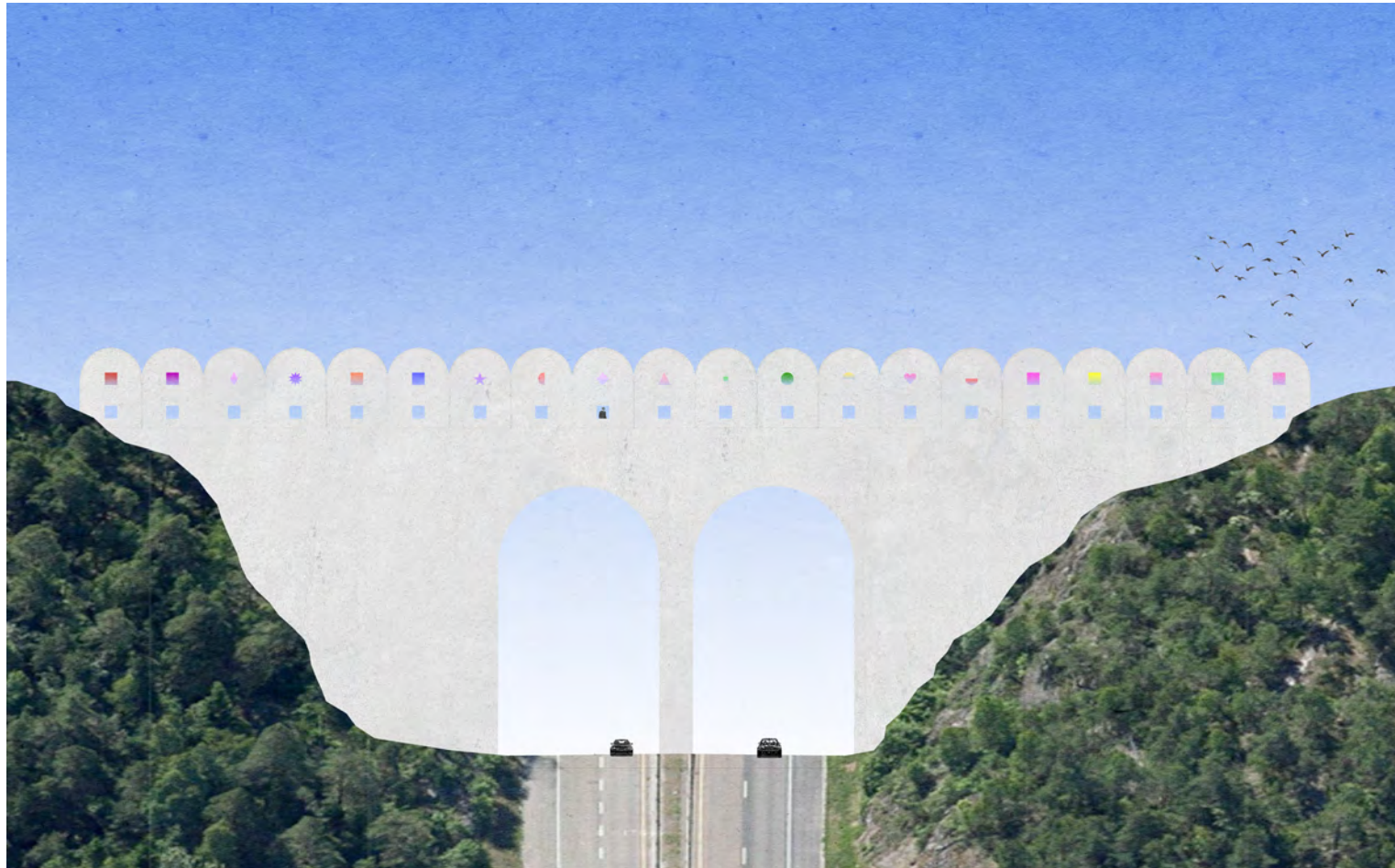


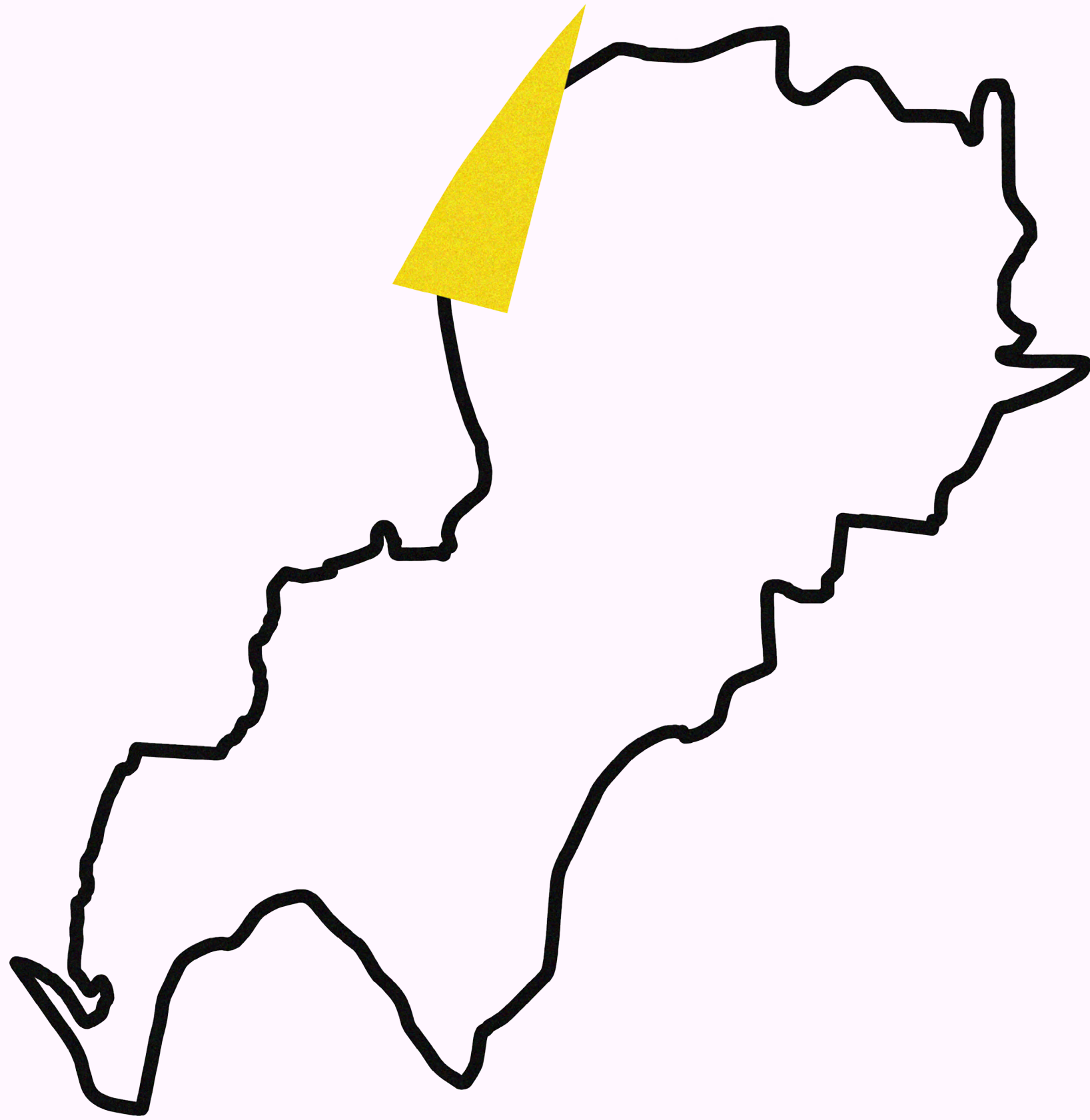
plan



1 office 2 atelier

section

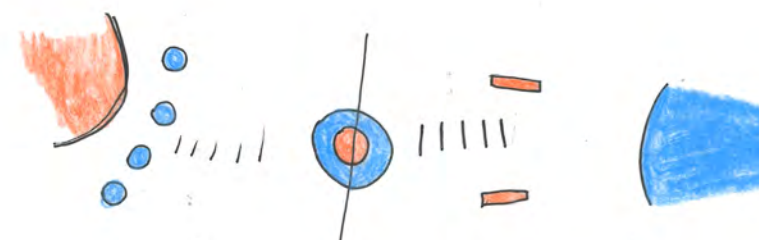
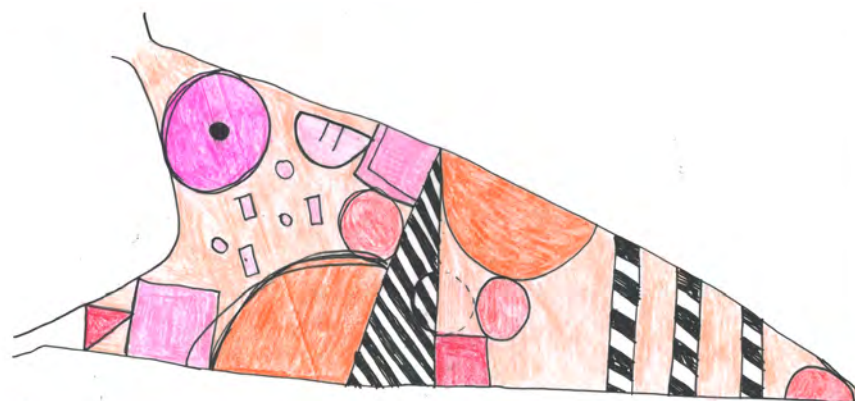
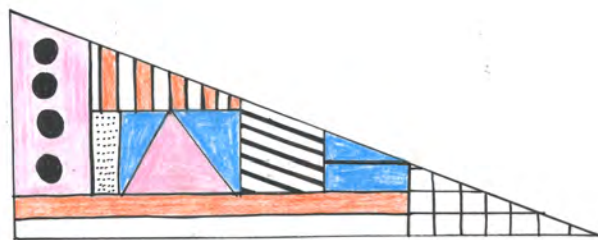




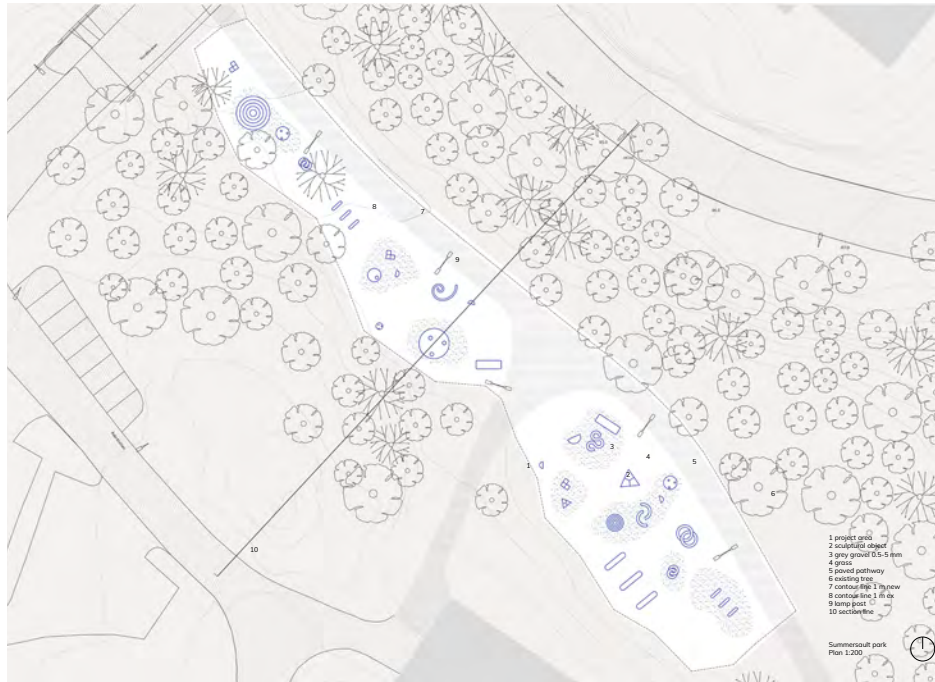
the sports field

homo ludens

The spatial interpretation of “rule based play” resembles well-known existing rule based games, or sports performed on standardized sport fields, such as the basketball court, the soccer field, and the baseball diamond. However, this sports field does not come with a given set of rules.



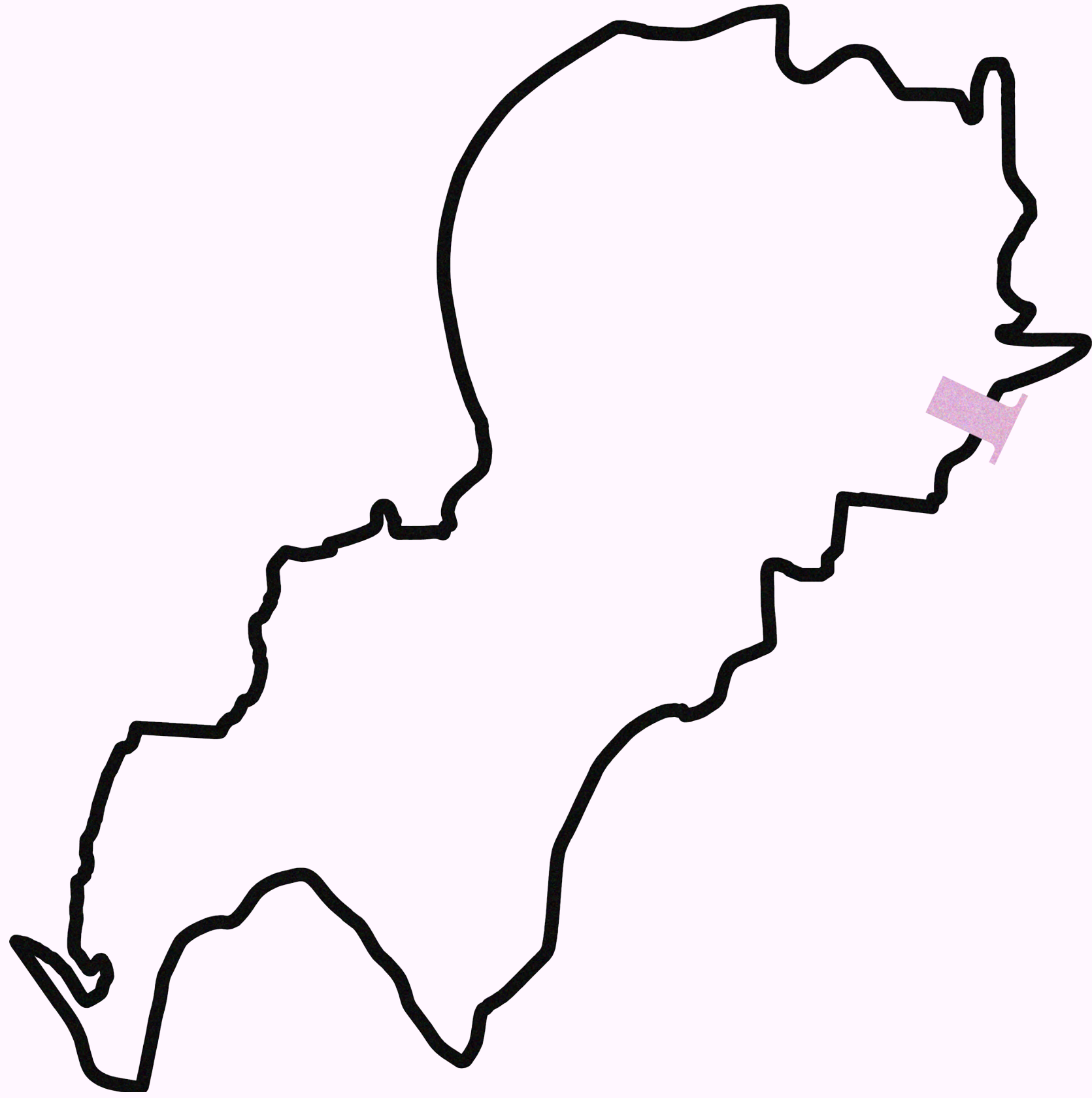
the sports field



plan

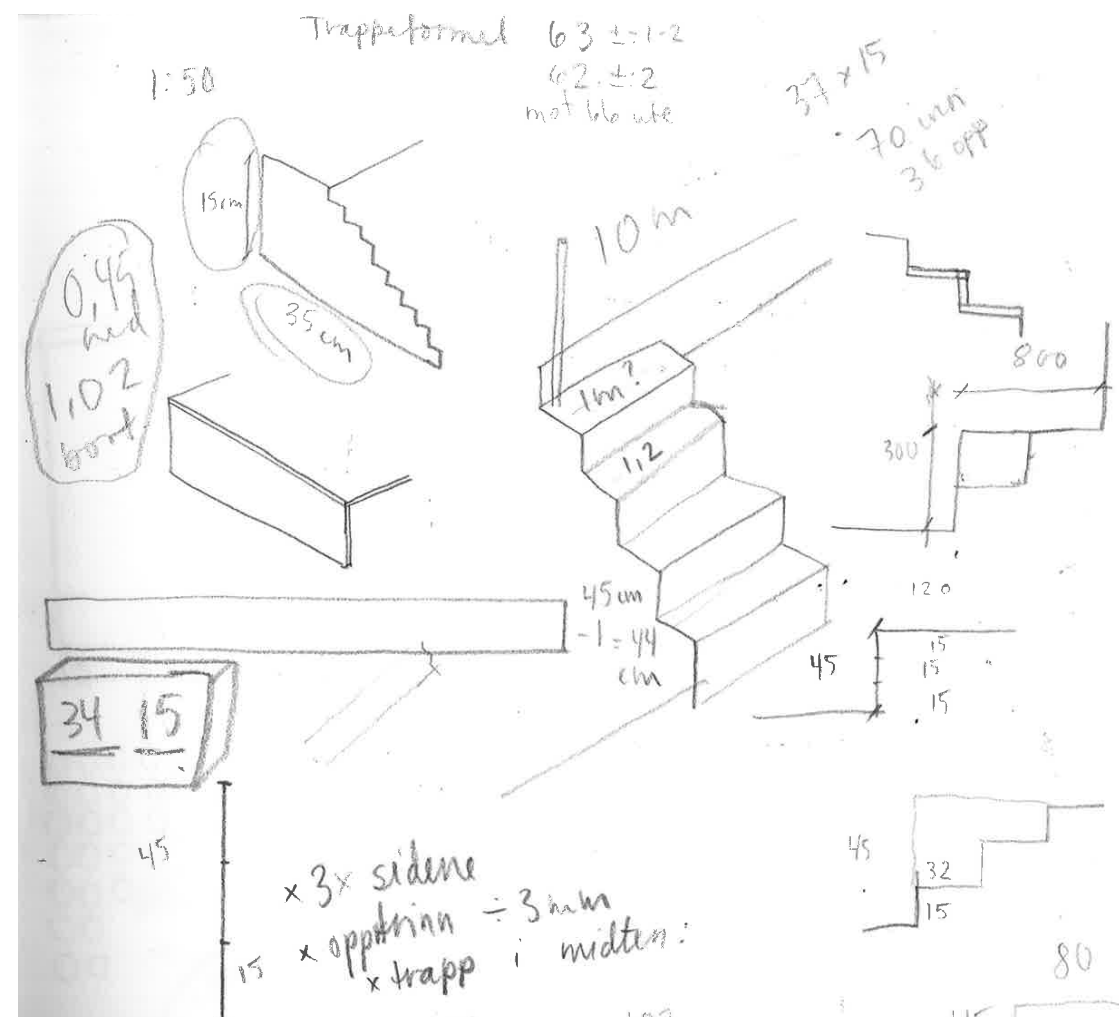
homo ludens





the theater

homo ludens



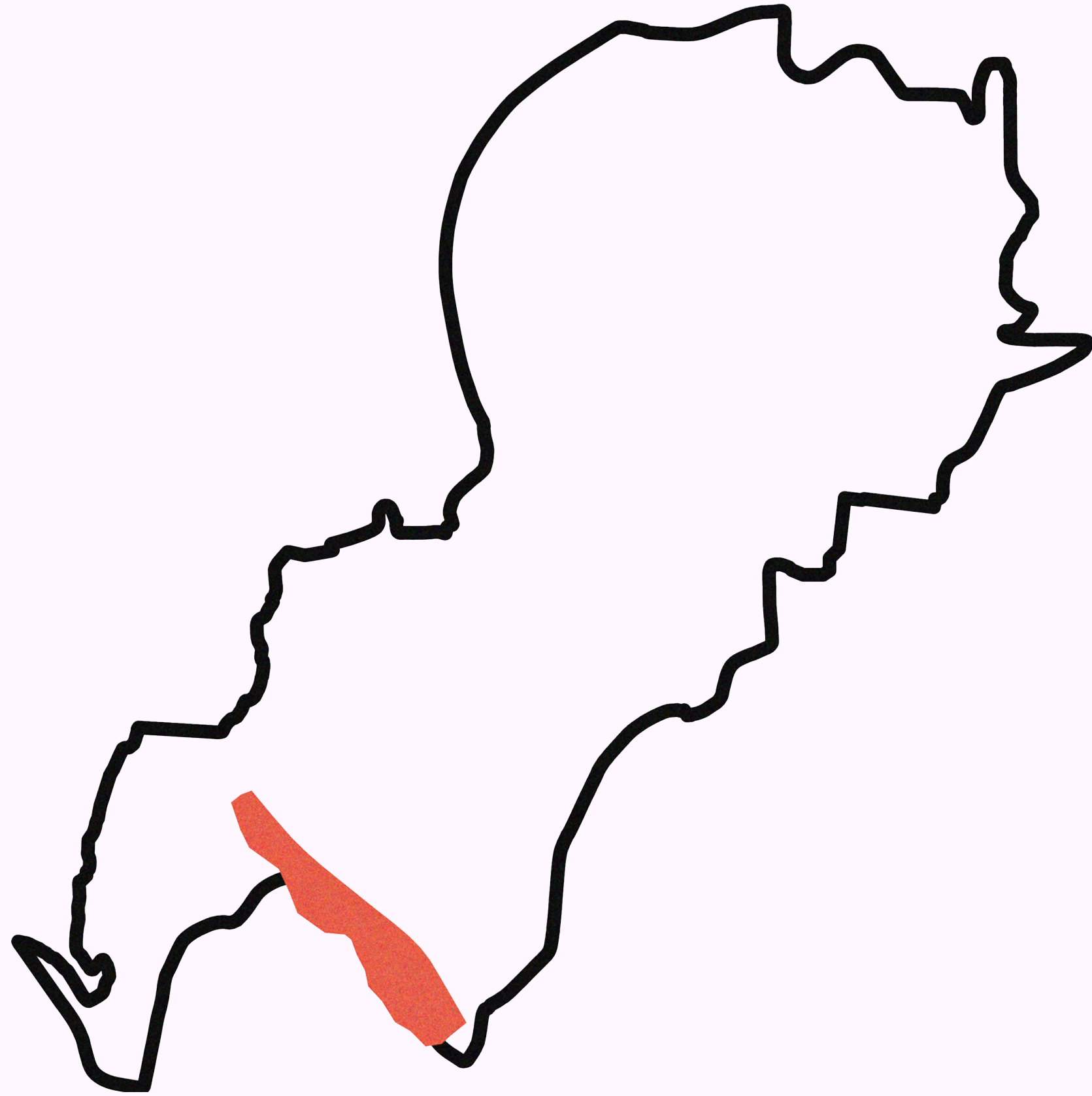
A tribune and a stage is my interpretation of a spatial “role-based play”. It is located on an oddlot next to the train station, and makes the platform function as an additional tribune. The theater facilitates for a variety of uses. It will be used for hosting local meetings, plays, dance performances, concerts, rehearsals, free play etc.

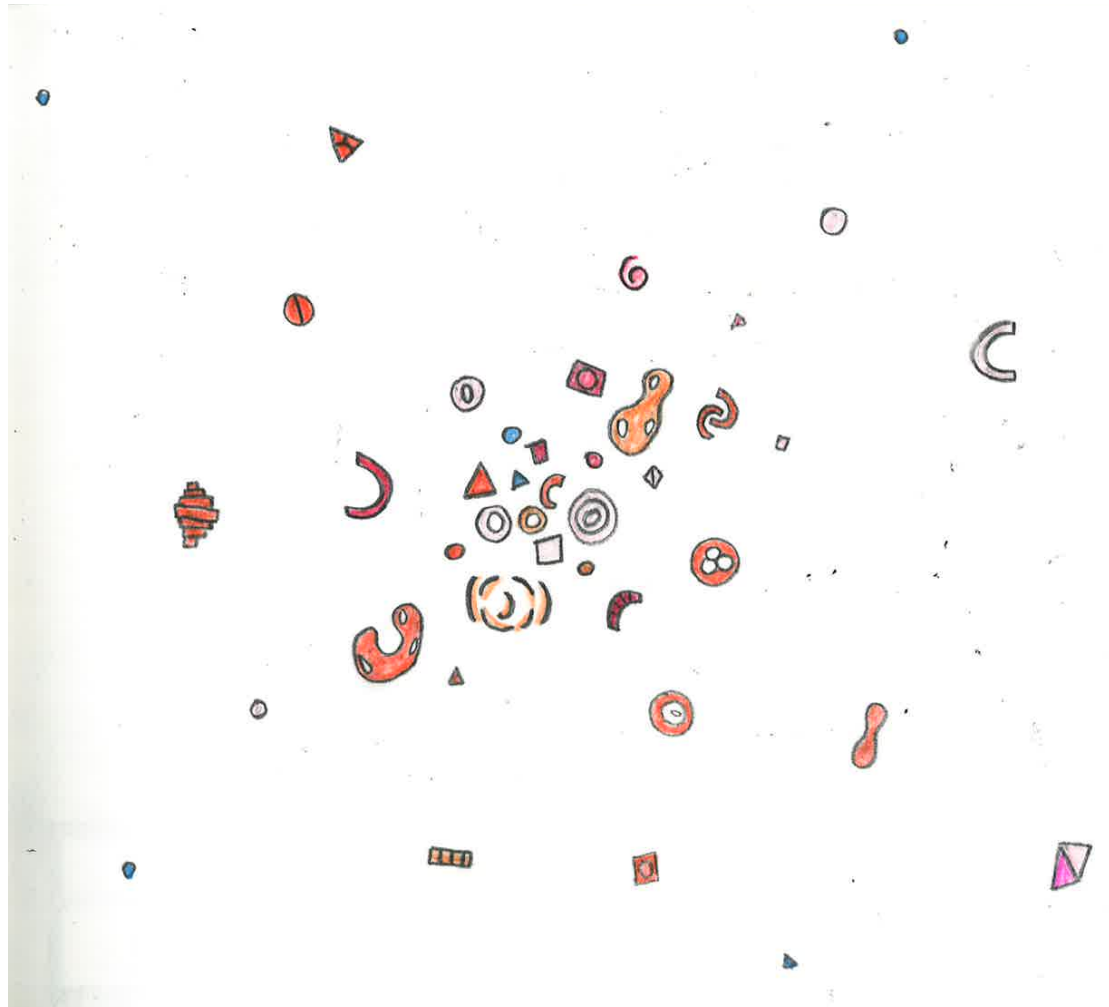
the theatre



homo ludens

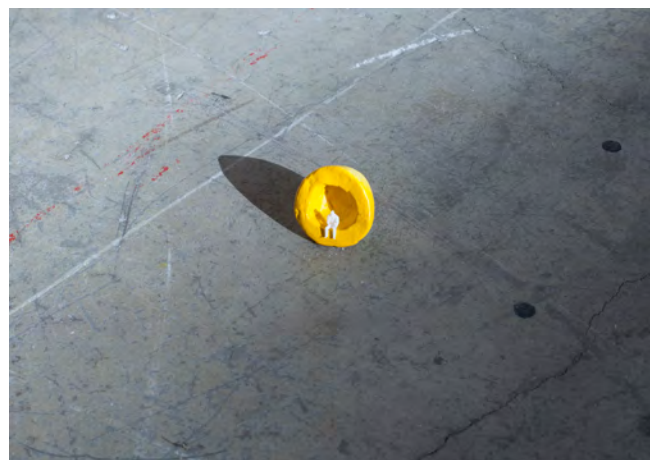






The obstacle park is a sculpture park or an obstacle course, that's up to the user. The objects are non-prescriptive elements, but some of them are nice to jump over, balance across, sit on, and crawl through.

the obstacle park



homo ludens

the obstacle park

