

NEW CHILDREN PLAY FACILITIES DESIGN

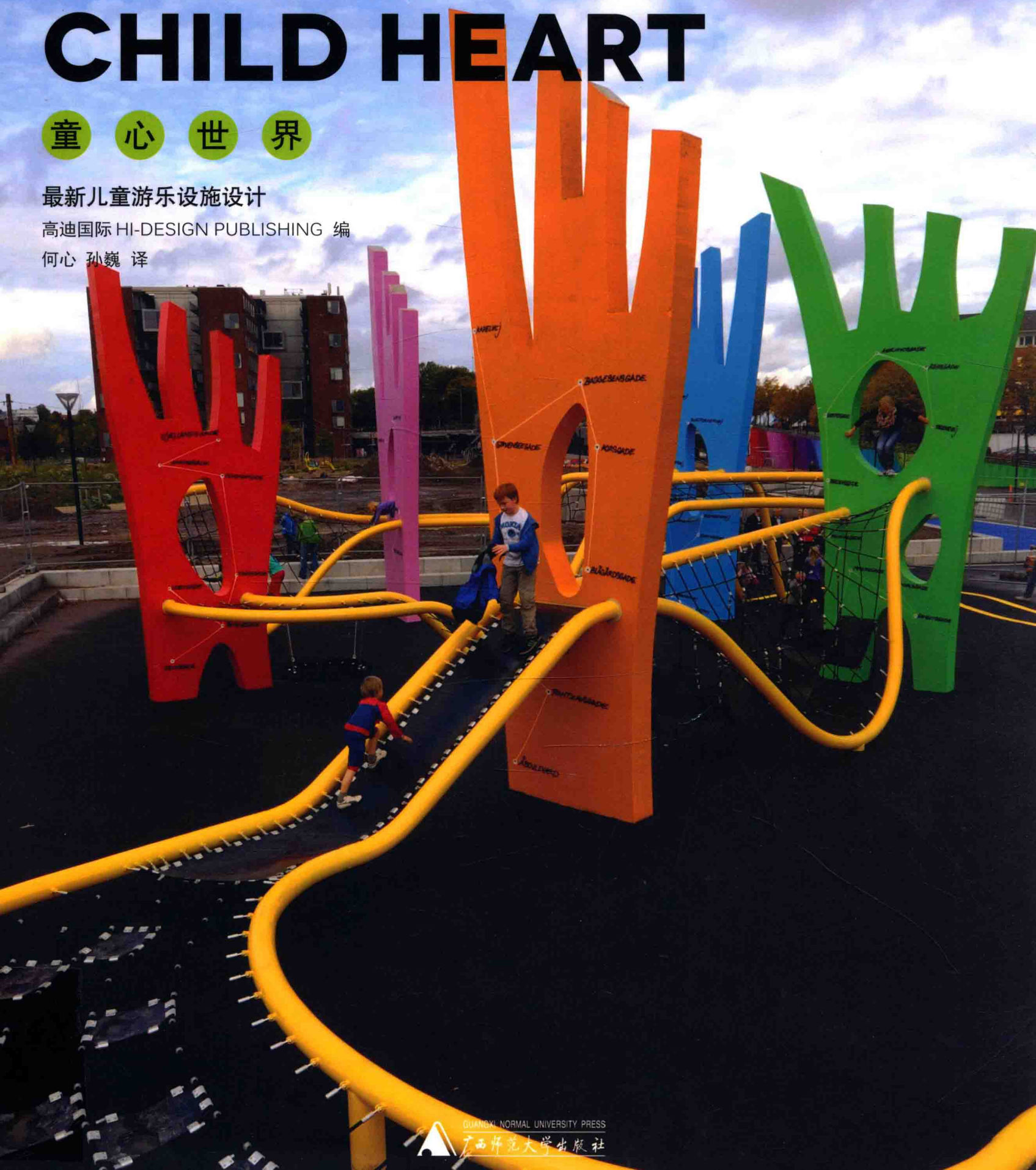
WORLD OF THE CHILD HEART

童 心 世 界

最新儿童游乐设施设计

高迪国际 HI-DESIGN PUBLISHING 编

何心 孙巍 译



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PREFACE

序言 1

The world is a truly fantastic, colourful and dangerous place for kids to grow up in. The playground has to be an equal inspiring alternative, where kids can learn to assess risks in a safe environment. We meet boys who like pink and girls who like climbing trees. Why only play on a steel frame in a sandbox, when you can play in a moon rocket and a princess castle, or in a giant spider with enormous mushrooms, or dive into the deep in a submarine? The fantasy is infinite.

A good playground should inspire kids to move. The swing and the ropeway are classical playground elements where you can feel the joy and the tickle in your stomach just by looking at them. What makes a playground GREAT is that kids are not able to figure it out just by looking at it. They have to explore it. When they are running or climbing through the playground there is not only one right way. They have to consider a lot of options and paths, assessing their motor skills and safety. This creates continuous movement and a lot of fun.

A playground can be an essential part of a childhood, inspiring and reflecting the challenges of the physical world. It is a place where you meet new friends and develop your ability to socialise with other kids. And equally important, it is time spent away from the computer getting your pulse up!

The playground appearance in the urban landscape has become a valued part of city planning today. We would also like it to be an icon or social meeting place in the community. The playground should be a magnet that attracts children and adults walking by: Wow! I want to spend time there with my child.

对于孩子们的成长来说，整个世界充满了幻想、色彩以及冒险精神。游乐场是整个世界的缩影，应该具备儿童世界的一切性质，在这里，孩子们可以在一个相对安全的环境中接受并体验各种具有一定风险的活动。在实际生活中，我们也能碰到喜欢粉色的男孩，喜欢爬树的女孩。如果能够在登月火箭或公主城堡中玩耍，或是在巨型蜘蛛和蘑菇游乐场中嬉戏，或是在深海中潜水，还有哪个孩子愿意在沙坑中的钢架上攀爬呢？孩子们的想象空间是无限的。

一个完备的游乐场能够主动鼓励启发孩子们去运动。通常一个游乐场应该配备秋千和索道，孩子们一看到秋千和索道，就会感受到从心底迸发出来的欢快和喜悦。当然一个游乐场设计的成功与否，并不在于孩子们看过后是否能够记得它的轮廓和设备，而是需要孩子们去亲身体验，去感受。孩子们在游乐场里疯狂地奔跑，攀爬，嬉戏，正确的游戏方式并不唯一。孩子们应该利用自己的运动技巧和安全概念，去主动探寻各种不同的选择和方式，这样能够持久地保持运动的兴趣。

游乐场是孩童时期必不可少的一个组成部分，能够启发并反映孩子们身体机能不断成长的过程。孩子们在游乐场中能够遇到很多新朋友，在不知不觉中培养与其他孩子们进行交流的能力。同样重要的是，在这里孩子们远离了书本，远离了计算机，嬉戏的同时增强了身体素质。

Chris Razzell, ASPECT Studios



2

PREFACE

序言 2

Play brings together all ages and cultural groups. While playing, children playfully train their motor skills and social skills. Play is deeply interwoven in our nature.

For centuries, play has been a self-organising outdoor activity. Consciously creating space for play, however, is a rather new development. The increasing urbanisation, wealth and free time have turned play more and more into an age defined and regulated activity. At the beginning of the 20th century, the first specially designed and enclosed areas within the city boundaries were built. From the 1970s onward, the world of play has gradually been taken over by prefabricated, modulated play elements. On every corner of the street, on squares and in parks one sees the same kind of objects. They are not site-specific, nor do they stimulate play without boundaries or even fantasy.

However, an alternative trend has evolved since the beginning of the 21st century. This trend shows a shift towards play objects that are unique and that have become an integral part of the urban landscape they are designed for. This has, on the one hand, to do with the limited space in cities, and on the other hand it is a reaction on the standardised play which dominated the public space for such a long time.

Artists, landscape architects, architects and designers of all kinds have been given shape to these objects, all from their own perspective. The playgrounds vary from natural to completely artificial – and everything in between. Ranging from glorifying a complete tree trunk to an artistic play object to an all-embracing play landscape, from one thin tube which combines all play elements to tectonic streetskate objects that turn a backstreet into a new neighbourhood meeting place.

According to Carve, playgrounds should be an integral part of public space. Places that are inviting and that can be discovered, providing space for different groups and ages and have multiple ways of usage incorporated. Great playgrounds create space for play and foster possibilities.

We are happy to be part of a publication that brings together so many different playgrounds that, all in their very own way, contribute to a play environment which is unique, stimulating and safe – showing the state of the art of today's playgrounds.

游戏可以让不同年龄不同文化阶层的人们聚集在一起。孩子们能够在游戏中锻炼身体技能和社交技能。从某种程度上说，游戏与人类的本质深深地交织在一起。

几个世纪以来，游戏都是一种自发组织的户外活动。为游戏开辟一个专门的场地，则是一种新的发展理念。不断发展的都市化、健康理念以及休闲时间等因素，逐渐将游戏的概念转成特定的年龄的规范活动。20 世纪初，在城市范围内出现了为游戏而特别设计规划的区域。20 世纪 70 年代前期，有规划有设想的游戏理念开始逐渐上风。在街道的角落，在公园的广场上，总是能看到千篇一律的游戏设施。这种理念并非因地因时而发生改变，也不是依赖设计的创意去激发人们对游戏的渴望。

然而，21 世纪初，一种新的趋势逐渐发展起来。这种趋势强调的是对游戏设施进行创意地改造，从而体现出设施的唯一性，并能够成为城市景观的一个重要的组成部分。这样的理念可以在城市中一个有限的空间内实现，并对那些常年占据公共空间的传统游戏设施的理念产生了巨大的冲击。

艺术家、风景画家、建筑师、设计师们都可以从自己的角度，对这些游戏设施提出自己的看法和建议。因此游乐场的设计风格十分发散，从完全的自然设计，到百分百的人工打造，各不相同。有的游乐场利用了整个天然树干，有的人工打造了包含各类游戏在内的设施，有的将各类游戏元素集中设置在管道中，也有的考虑了街道的整体构造，将整个街道改造成一个新的游戏中心。

对于卡夫设计团队来说，游乐场应该是一个公共空间的组成部分，一个可以吸引各个年龄层的人们并能够提供各种游戏方式的地方。一个成功的游乐场应该可以根据周边地势，设计提供合适的游戏空间。

我们很高兴为公众展示了世界上许多优秀的游乐场，在保证游乐场的刺激性和安全性的同时，每个游乐场的设计都不尽相同，都是独一无二的。

Elger Blitz, Mark van der Eng, Marleen
Beek, Lucas Beukers, Thomas Tiel
Groenestege, Thijs van der Zouwen,
Hannah Schubert

carve

CONTENTS

目录

EUROPE

欧洲

哥本哈根 Elverdals 操场及游乐设施	12	Elverdals Playground and Play Sculpture in Copenhagen
瓦尔德基兴城市公园	16	Waldkirchen
宿营地游乐场	22	Playground Van Campenvaart
炼糖公园游乐场	30	Melis Stokepark
“墙趣”	38	Wall-holla
碧姬摩尔公园	46	Bijlmerpark
Columbusplein 广场	58	Columbusplein
比特斯普林	68	Beetsplein
罗特兰德乐园	80	Norteland
乔治·亨利公园	88	Georges Henri Park
布鲁姆比游乐场	96	Brumleby
绿色管道	98	The Green Tube
哥本哈根螺旋塔广场	102	The Spiral Tower of Copenhagen
夏洛特·阿姆森游乐场	106	Charlotte Ammundsens Square
伊芙琳广场庭院	112	Evelyn Court Playground
玛雅兰德游乐场	118	Maialand
皇家花园	122	Palace Garden
鹦鹉游乐场	126	The Parrot
拉斯姆斯·克鲁姆普主题游乐场	130	Rasmus Klump
莱米森游乐场	136	The Remisevænget

比欧普勒广场	138	Square Beukplein
圣玛丽教堂游乐场	142	St. Mary's Churchyard Park
货轮项目游乐场	146	The Cargo Ship
巨型蜘蛛游乐场	150	The Giant Spider
梭鱼游乐场	152	The Pike
流星幼儿园	154	The Shooting Star
马尔姆条纹小镇游乐场	156	The Striped Town in Malmö
特立尼达海滩游乐场	160	Trinidad the Coaster
范·博宁根广场	162	Van Beuningenplein
Theresienhoehe 铁路公园	172	Railway Cover Theresienhöhe
布加 2011 水系游乐场	180	Buga 2011
儿童探险洞穴	186	Cave for Kids
马格林·法布里肯（奶油加工厂）幼儿园	190	Margarinfabrikken Kindergaren
环圈公园	194	"Loops"
鹿特丹公共游乐场	200	Public Playground Rotterdam
博纳威公园	206	The Bonnevie Park
冯德尔公园双塔	216	Vondelpark Towers
水系游乐场	222	Water Playground
柏林—克罗伊茨贝格，亚特兰蒂斯游乐场	228	Atlantis-Spielplatz Berlin-Kreuzberg
诺伍德公园水系游乐场	232	Norwood Park Water Playground

NORTH AMERICA

北美洲

桃乐茜·卡伦乐园	240	Dorothy Curran Playground
幻想乐园	248	Imagination Playground
哥伦布下议院游乐场	254	Columbus Commons Playground

原型 **260** Primary Structure

米申·多乐斯公园中的海伦·帝勒游乐场 **262** Helen Diller Playground at Mission Dolores Park

筷子树屋 **270** Chop Stick

OCEANIA

大洋洲

贝尔斯·瑞奇公园 **278** Bells Reach

罗贝里辖区游乐场 **288** Robelle Domain

拜森泰尼亚尔公园游乐场（切尔西山） **296** Bicentennial Park Playground (Mount Chelsea)

“龙穴”——圣玛格丽特小学游乐场 **302** “The Dragons Lair” - St Margarets Junior School Playground

ASIA

亚洲

欢乐魔幻水立方 **310** Happy Magic Watercube

木网 **322** Woods of Net

LATIN AMERICA

拉丁美洲

圣保罗雅卡雷鳄鱼游乐场 **330** Crocheted Jacaré Alligator Playground in São Paulo

索引 **332** Index

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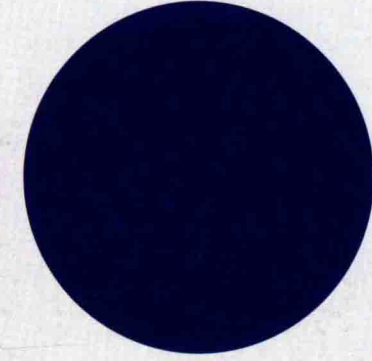
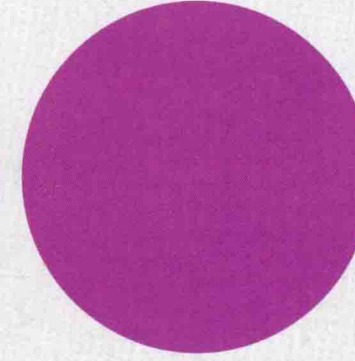
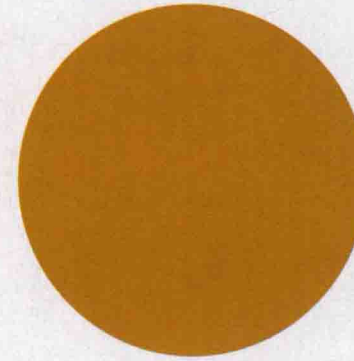
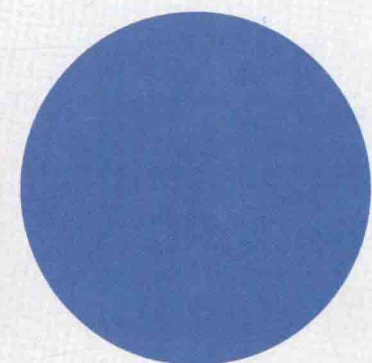
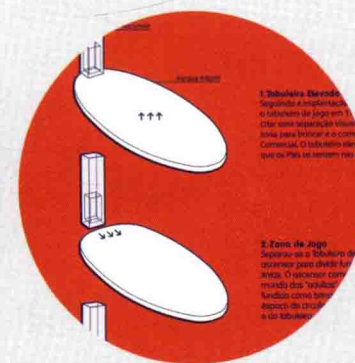
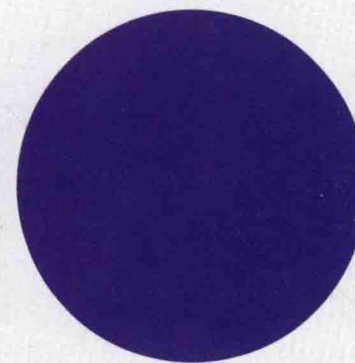
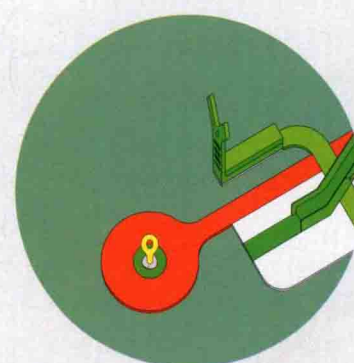
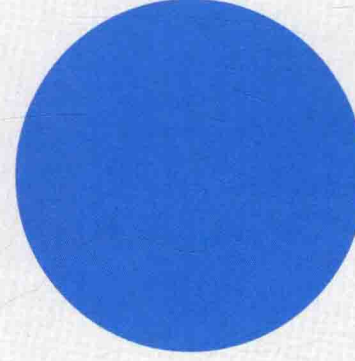
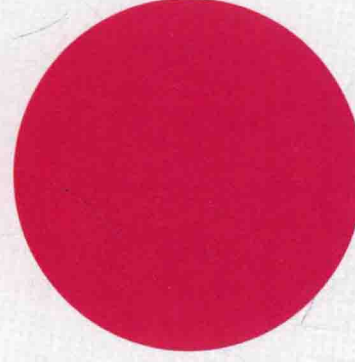
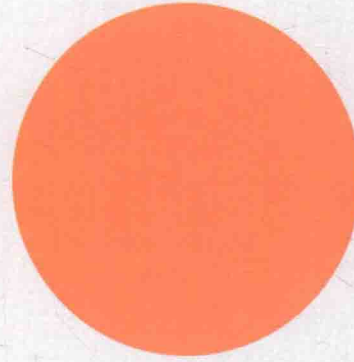
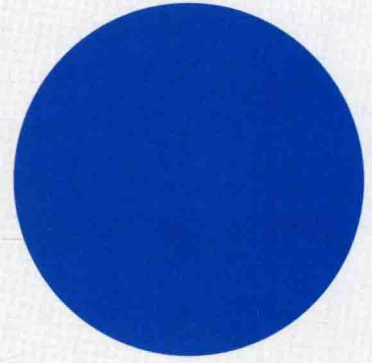
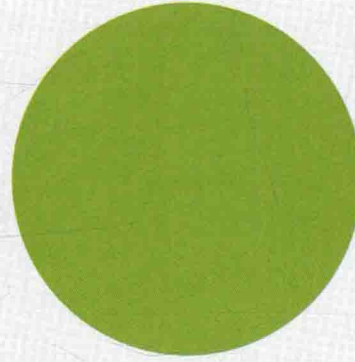
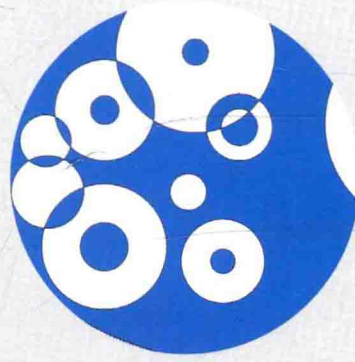
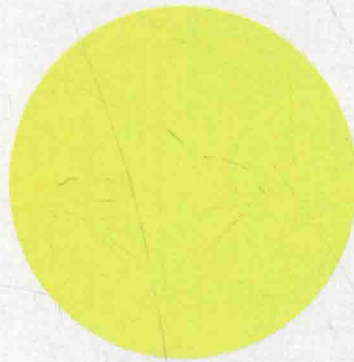
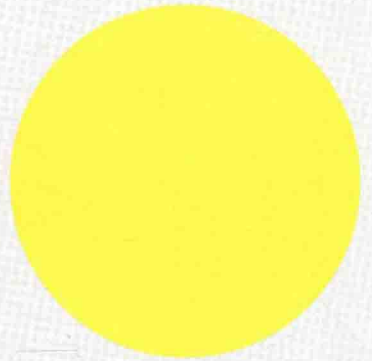
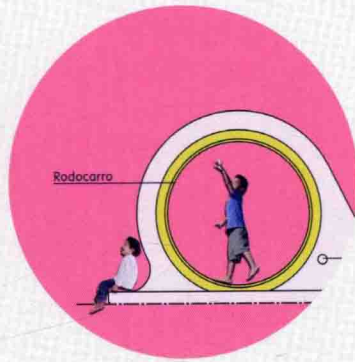
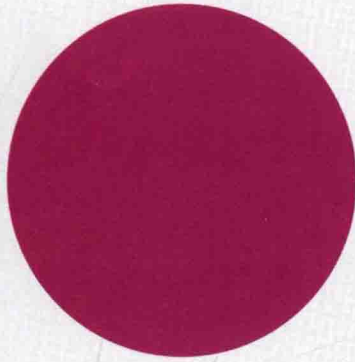
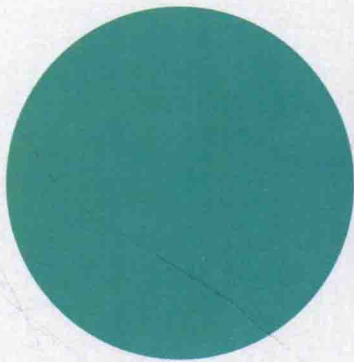
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PREFACE

序言 2

Play brings together all ages and cultural groups. While playing, children playfully train their motor skills and social skills. Play is deeply interwoven in our nature.

For centuries, play has been a self-organising outdoor activity. Consiously creating space for play, however, is a rather new development. The increasing urbanisation, wealth and free time have turned play more and more into an age defined and regulated activity. At the beginning of the 20th century, the first specially designed and enclosed areas within the city boundaries were built. From the 1970s onward, the world of play has gradually been taken over by prefabricated, modulated play elements. On every corner of the street, on squares and in parks one sees the same kind of objects. They are not site-specific, nor do they stimulate play without boundaries or even fantasy.

However, an alternative trend has evolved since the beginning of the 21st century. This trend shows a shift towards play objects that are unique and that have become an integral part of the urban landscape they are designed for. This has, on the one hand, to do with the limited space in cities, and on the other hand it is a reaction on the standardised play which dominated the public space for such a long time.

Artists, landscape architects, architects and designers of all kinds have been given shape to these objects, all from their own perspective. The playgrounds vary from natural to completely artificial – and everything in between. Ranging from glorifying a complete tree trunk to an artistic play object to an all-embracing play landscape, from one thin tube which combines all play elements to tectonic streetskate objects that turn a backstreet into a new neighbourhood meeting place.

According to Carve, playgrounds should be an integral part of public space. Places that are inviting and that can be discovered, providing space for different groups and ages and have multiple ways of usage incorporated. Great playgrounds create space for play and foster possibilities.

We are happy to be part of a publication that brings together so many different playgrounds that, all in their very own way, contribute to a play environment which is unique, stimulating and safe – showing the state of the art of today's playgrounds.

游戏可以让不同年龄不同文化阶层的人们聚集在一起。孩子们能够在游戏中锻炼身体技能和社交技能。从某种程度上说，游戏与人类的本质深深地交织在一起。

几个世纪以来，游戏都是一种自发组织的户外活动。为游戏开辟一个专门的场地，则是一种新的发展理念。不断发展的都市化、健康理念以及休闲时间等因素，逐渐将游戏的概念转成特定的年龄的规范活动。20 世纪初，在城市范围内出现了为游戏而特别设计规划的区域。20 世纪 70 年代前期，有规划有设想的游戏理念开始逐渐上风。在街道的角落，在公园的广场上，总是能看到千篇一律的游戏设施。这种理念并非因地因时而发生改变，也不是依赖设计的创意去激发人们对游戏的渴望。

然而，21 世纪初，一种新的趋势逐渐发展起来。这种趋势强调的是对游戏设施进行创意地改造，从而体现出设施的唯一性，并能够成为城市景观的一个重要的组成部分。这样的理念可以在城市中一个有限的空间内实现，并对那些常年占据公共空间的传统游戏设施的理念产生了巨大的冲击。

艺术家、风景画家、建筑师、设计师们都可以从自己的角度，对这些游戏设施提出自己的看法和建议。因此游乐场的设计风格十分发散，从完全的自然设计，到百分百的人工打造，各不相同。有的游乐场利用了整个天然树干，有的人工打造了包含各类游戏在内的设施，有的将各类游戏元素集中设置在管道中，也有的考虑了街道的整体构造，将整个街道改造成一个新的游戏中心。

对于卡夫设计团队来说，游乐场应该是一个公共空间的组成部分，一个可以吸引各个年龄层的人们并能够提供各种游戏方式的地方。一个成功的游乐场应该可以根据周边地势，设计提供合适的游戏空间。

我们很高兴为公众展示了世界上许多优秀的游乐场，在保证游乐场的刺激性和安全性的同时，每个游乐场的设计都不尽相同，都是独一无二的。

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