MARLOW PARK PLAYSPACE

ST CLAIR, ŌTEPOTI







CONCEPT DESIGN

NOVEMBER 2023











MARLOW PARK PLAYSPACE

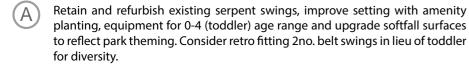
St Clair, Dunedin

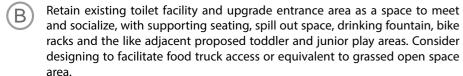
NOTE

This schematic concept for Marlow Park and associated character imagery serves to give an indication of development potential, the range of activities, experiences and elements.

It is noted that patterns and colours are indicative only as placemarkers for further refinement. Mātauraka Kāi Tahu will inform the design outcomes of this play space in design development creating the opportunity for mana whenua values and stories to be integrated into the overall experience for tamariki and adults alike.

The proposed approach and commentary below focuses on retaining and elevating key iconic elements, the renewal of dysfunctional or dated play elements, and embracing coastal context within the identified spatial framework:





Appropriately themed play equipment and experiences for the 5-12 (Junior) age range including development based climbing, sliding, balance and agility based elements. It is also anticipated that this area would include creative (games / role play) and music elements to complement adjacent toddler provision.

Proposed sand play area to complement traditional play elements and adjacent nature play area.

Upgrade entrance area as a space to meet and disburse including the provision of seating and amenity planting.

Proposed youth area accommodating equipment that offers more challenging experiences and physical application that may include confidence course and parkour type elements. The provision of this equipment near the Junior play area also offers opportunity for confident younger children to challenge themselves.

Retain and refurbish existing whale and upgrade setting to improve play value including considering the provision of supporting creative play elements.

Proposed experiential nature play and exploration area including climbing, balancing and role play elements to compliment sand play area.

Retain and refurbish existing dinosaur slide and integrate into nature play settina.

Proposed central gathering node and potential BBQ area with seating and shade in association with playspace and flexible grassed open space area.

Proposed full basketball court with creative line marking to enable dual use for creative games and play on all weather hard surface.

Flexible grassed open space with the potential to accommodate a range of ball and recreational activities.

Enhance interface with existing mini golf facility with amenity planting

Improve interface with railway boundary with planting to improve shelter and

Proposed location for existing modular pump track in landscape setting.

AGE RANGE

PLAY TYPOLOGIES

























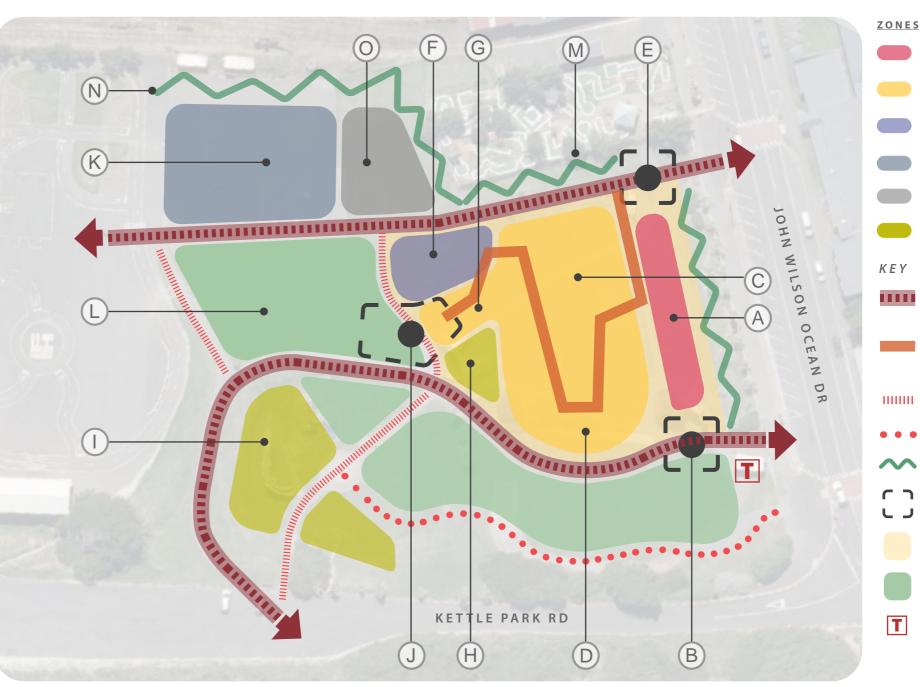
1:800 at A3





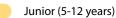
NATURE

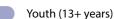
TE AO MAOR





Toddler (0-4 years)







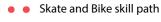




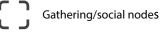
Primary footpath connection

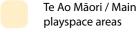
> Secondary movement through playspace

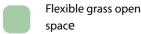
||||||| Tertiary connection

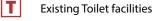




















TODDLER (0-4 YEARS)









JUNIOR (5-12 YEARS)











WATER PLAY











YOUTH (13+ YEARS)









SKATE + SOCIAL SPACE



SAND + NATURE PLAY



MAHI TOI OPPORTUNITY



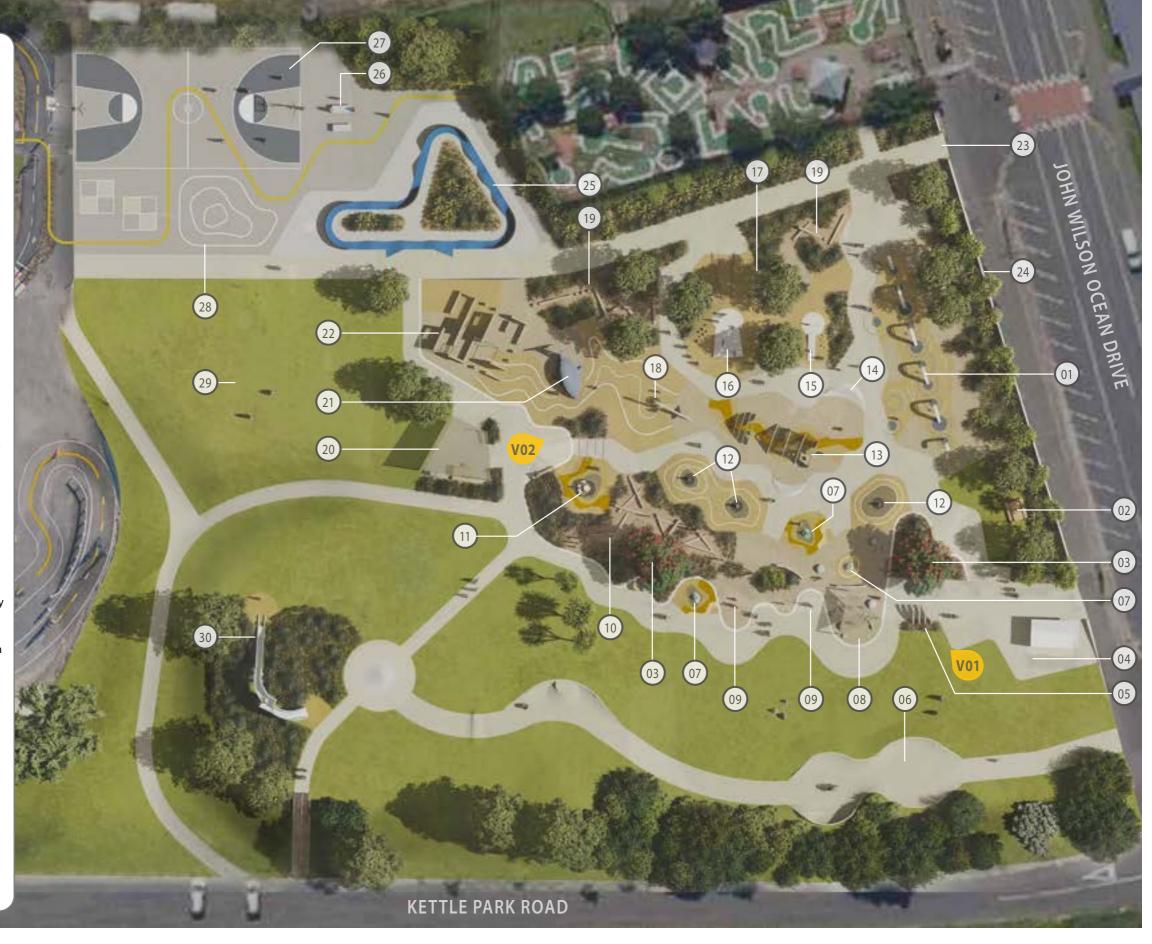






NOTES

- 01. Refurbish existing toddler 'Tuna' swing bank with potential to incorporate cultural narrative and design to refurbished structures
- 02. Proposed picnic table with concrete surround in grass open space
- 03. Retain and protect existing mature tree with possibility to incorporate seating to make use existing natural shade
- 04. Resurface and increase concrete pavement adjacent to existing toilet facility and improve setting. Should renewal of toilet block be considered there is also opportunity for reorientation of facility
- 05. Proposed bike rack location
- 06. Establish concrete pavement and incorporating various features for skate and wheel play along the way
- 07. 'Limpet' sculptural spinners on wetpour rubber surfacing
- 08. Proposed sand play area featuring concrete bones sculpture and fossils to encourage creative and social play
- 09. 'Seaweed' sound play elements to provide for sensory play
- 300mm dia. log scramble trail with sculptural climbing posts set amongst planting to encourage exploration and agility play
- 11. Inclusive spinner on wet pour rubber surfacing for accessible access
- 12. 'Back swamp' jump zone with trampoline in social arrangement on wet pour rubber surfacing for accessible access
- 13. Sculptural 'Hinaki' net structure sit in sand softfall with wetpour rubber path threading through the net for all ability access
- 14. Proposed concrete berm for informal sitting and play opportunities
- 15. 1m tall slide on wetpour rubber mound with hand and foothold access either side
- 16. 2m tall slide on wetpour rubber mound with hand and foothold access either side
- 17. Angled stilts and rope climb access up to play mound
- 18. Inclusive pendulum swing with basket seat
- 19. Timber log scramble trail in planting for informal connectivity
- 20. Social gathering and seating area with opportunity to incorporate bbq and shade structures
- 21. Refurbish existing sculptural whale feature and enhance with improved setting
- 22. Proposed parkour play feature representing remnant coastal building
- 23. Proposed concrete footpath realignment with direct connection to wheel play and learn to ride area
- 24. Opportunity to refurbish existing feature entrance wall with potential to incorporate cultural narrative and design
- 25. Propose relocation of existing pump track
- 26. Propose relocation of existing ping pong table with a better relationship with basketball court and youth social area
- 27. Repaint existing basketball court linemarking
- 28. Proposed surface linemarking to encourage creative and social play and still keeping flexible open space for activities
- 29. Proposed to open grass open space
- 30. Refurbish existing dinosaur slide with new surface coating and amenity planting











CONCEPT PLAN

1:750 at A3











NORTHWEST PERSPECTIVE VIEW





