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Vertical Playscapes

a mixed used typology of student oritory, sports facility, and recreation

"Almost all creativity involves purposeful play" - Abraham Maslow

Playgrounds provide many learning opportunities through different types of play also it allows physical, social, emotional, imaginative and cognitive development. Exercise improves health and well-being while the safe environment encourages independence. Therefore, playtime are vitally important to children for their fun and relaxation as well as for their good health and well-being.

Dhaka, the capital of Bangladesh, is home to 20 million people. Unfortunately, due to a large rate in the increase of population, more land are being acquired in order to make buildings to live in, which is the result of some empty lands that used to be playgrounds for children and young, are being taken over to build up houses.

In order to tackle with this situation, our design intention was to create a prototype to confront this situation and we chose an area called Atfabnagar, Dhaka that is facing a similar problem. In spite of a large number of educational institutions, most of them do not have any dedicated playgrounds for the students. As the current situation of empty plots do not allow us to extend horizontally, we are proposing a building model which arranges some of the major activities related to sports and playground, and putting them one top of each other creating a vertical play scape.

Apart from this, we are also proposing a dormitory inside our built form. As sometimes, the students to who comes from outside of Dhaka city, struggle to find a suitable place to live and this may result in a degradation of the academic career.

Form generation diagram



Nine Grids

Tic-tac-toe or noughts and crosses is a paper-and-pencil game for two players, X and O, who take turns marking the spaces in a 3x3 grid and Because of the simplicity of tic-tac-toe, it is often used as a tool for teaching the concepts of good sportsmanship and the branch of artificial intelligence that deals with the searching of game trees.

The simple structure of this game was also used as a basis of our built form which started with 3x3 grid. The similarity of being so simple yet so much functional of being a pedagogical tool was a inspiration of generating the built form and arranging functions where people would experience versatility within a simple structure that can adapt and expand along with the changes of the requirements.



