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## **PROJECT BRIEF**

# "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.





♦ Site Plan (existing)

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 Aftabnagar, 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.

### INSPIRATION OF THE BUILT-FORM

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 3×3 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.



Basic structure of the game 'Tic-tac-toe'

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

# FORM GENERATION DIAGRAM





Transforming grids into frames





Legend: 1.Entry 2.Diffable Ramp 3.Lift Lobby 4.Central Atrium 5.Swimming Pool 6.Swimming Pool Deck 7.Changin Room 8.Gymnesium 9.Changing Corner (Gym) 10. Children Play Zone 11. Restaurant 12. Kitchen 13. Tripple Height Space 14. Water body 15. Deck on Water body 16. Lake (Rampura Khal) 17. Pedestrian access from lakeside 18. Landscape 19. Ramp to Basement Parking



H Н 3 1 Н 2 Н 1 2 ::: н :1: H :1: Legend: 1.Football Field 2.Gallery 3. Changing Room 4.Climbing Zone \_

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'Rampura khal' flows along the south of the site, so the layout of the ground floor was arranged in a way that the visual connectivity remains unobstructed when the overall structure is complete.

As the canal adjacent to the site is being under planning process that contains walkways and different recreational activity zones, the ground floor, facing the lake will contribute similarly making it look like a part of the process while people are walking past the site.

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The ground floor and the landscapes are dedicated to all kinds of public activity, where people would gather around to relax during leisure hours watching their children playing in the kids zone which is also designed to be a part of the built structure.

The public places can be also enjoyable to the elders or retired who can be able to come here for morning work, exercise and even can sit and relax during the evening.







Going through the staircase one can get a glimpse of different activies being carried out at different floors.



The central part is arranged as to maintain visual connectivity with all the floors making complete transferancy among the functional spaces



As the overall built-form was designed to be a flexible structure that can adapt with functional needs, the student dorms are adapted within containers, which can be expandable with the needs of more students to move in. The container blocks are also placed in a way that the roof of the lower floor can be used as a balcony overlooking the Rampura lake at the south of the site. The lef over places with in the structure grid can be used as interactive places dedicated the students living in the dorms.



Playscapes, being a major part of the function is placed at different levels where people can experience and involve in different kind sports activities.

As these playscapes are being demolished for the purpose of making buildings, a typology containing various kinds of sports activity vertically inside a flexible and adaptive structure can be an answer to the solution to not only this area but also other zones of the city facing the same situation



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