

2.2.1 Questionnaire

During my research and visits to Almere I noticed many people spend their free time in the parks near Braambergen. These green areas offer many leisure facilities for example a golf club, playgrounds and land art sites. For me it was quite a surprising experience to see the large amount of people trying to spend their leisure time in places where nothing seem to be there. It stimulated me to think about leisure activities and what other possibilities for leisure could be realized in Braambergen although there were already a lot of leisure facilities.



OBSERVATIONS AROUND THE SITE

After my research I conclude that the leisure facilities that lacks in Almere are the opportunity to socialize, interact and participate.

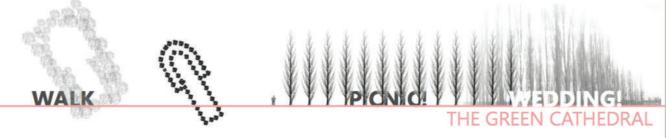


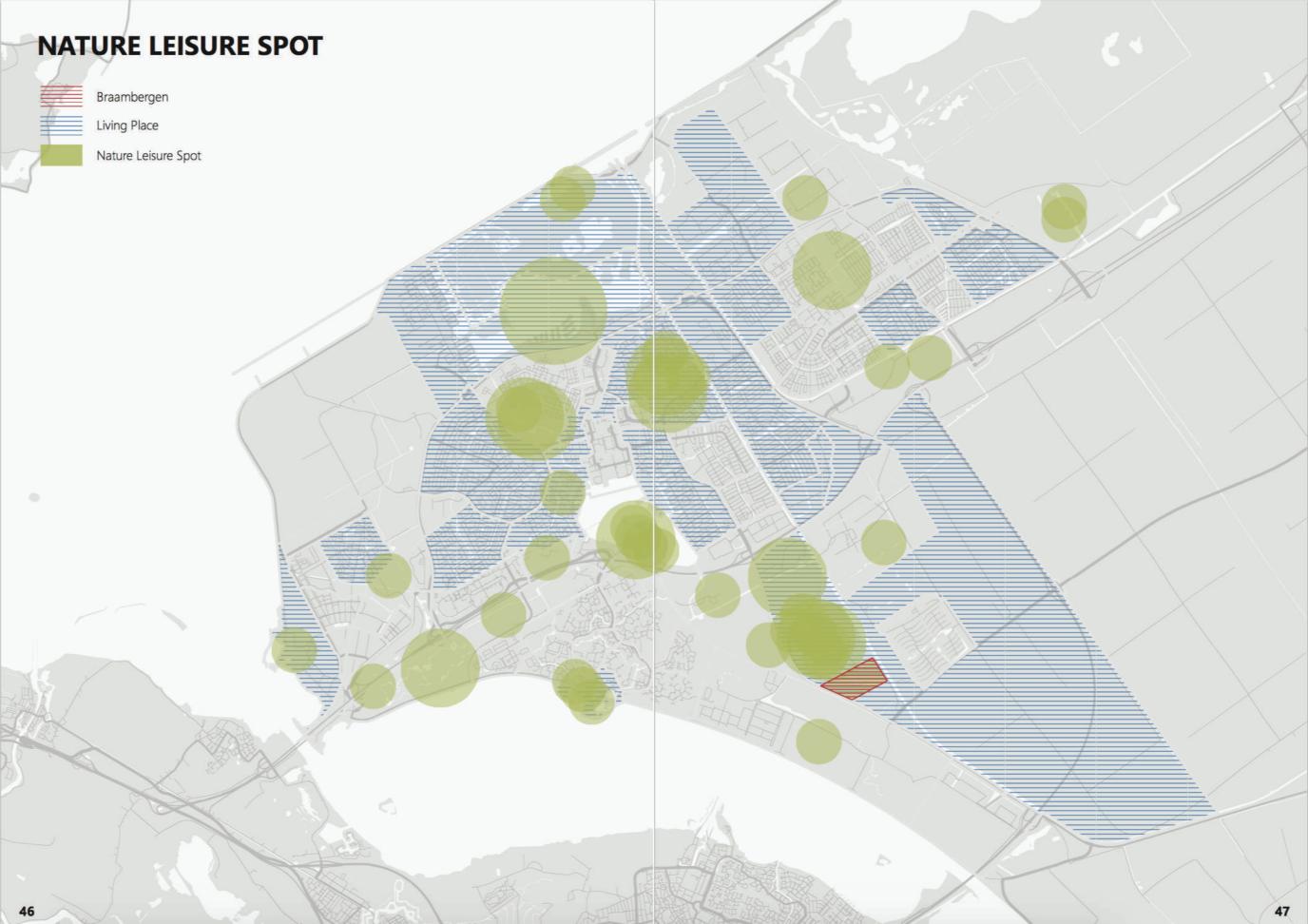


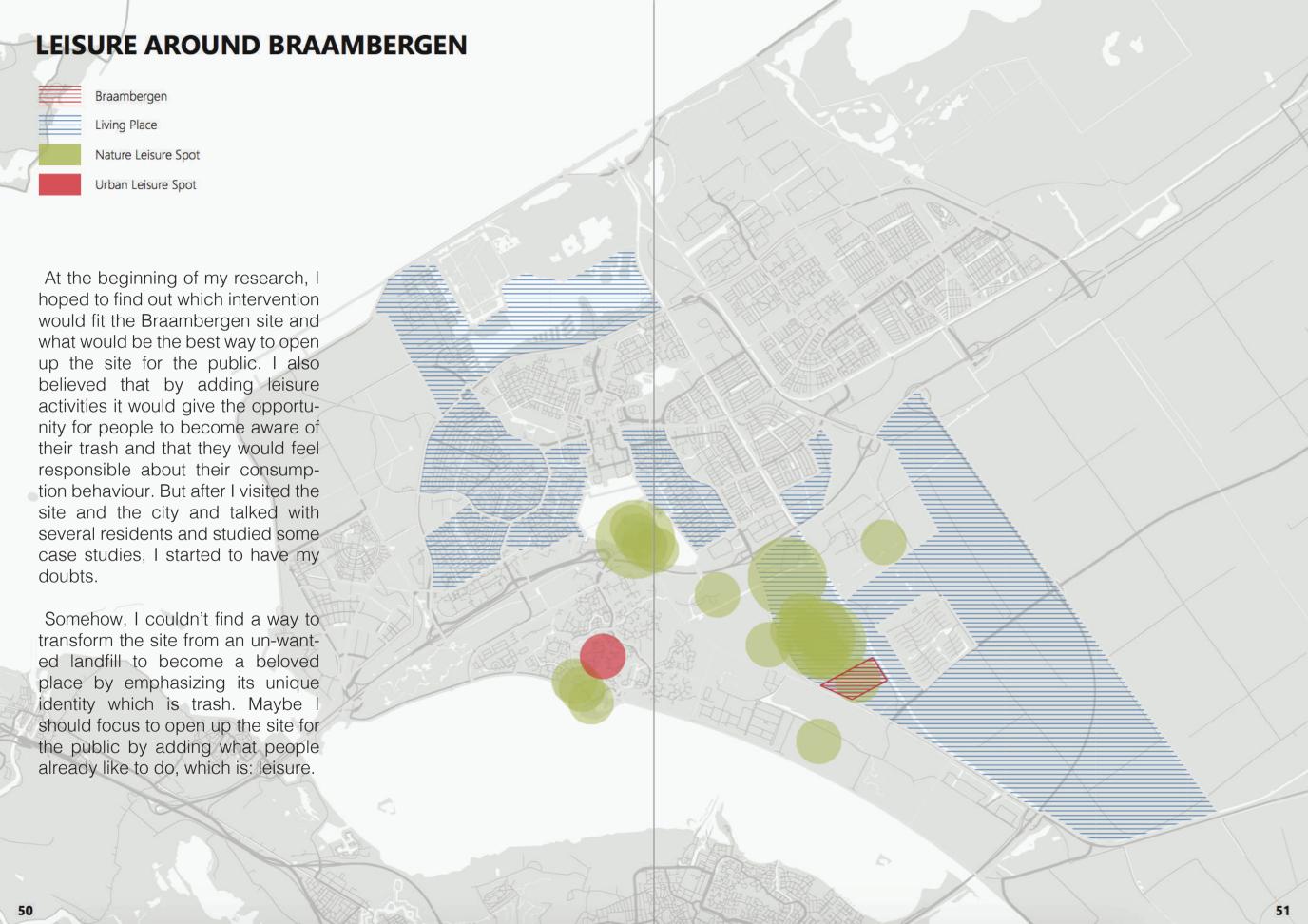


MUSEUMBOS

BRAAMBERGEN







Thesis_keywords

sense of choice

finding balance

considering user's needs

positive affect

UNWANTED LAND

participation



BE LOVED PLACE

socializing

have fun

for all generations freedom

Thesis_references

In the city you can find many interesting projects designed by famous and powerful architects. This means that most ideas come from outside the city and are organized top down.

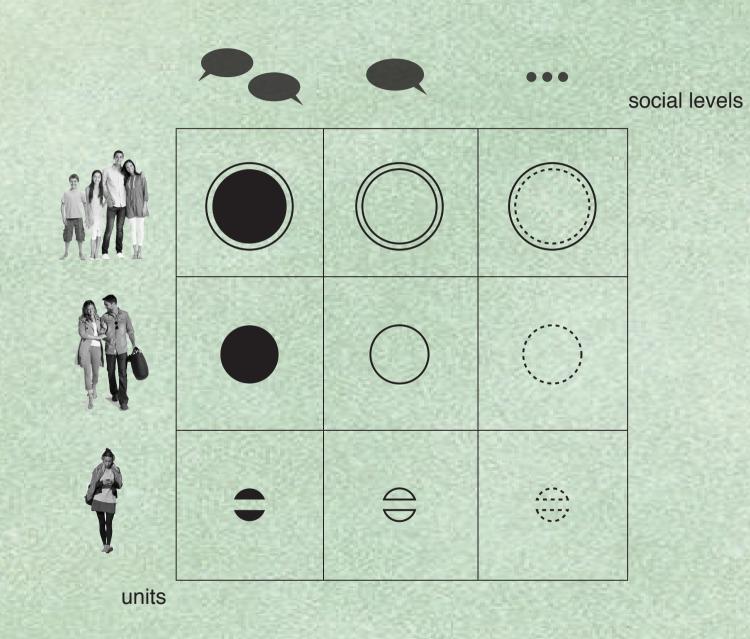
How to deal with participatory design I learned from two interesting cases studies: Mount Trashmore Park as a successful example of a good combination and cooperation between the municipality and the residents and Noorderparkbar where the adjacent organization of Noorderparkkamer was engaged in the management of the bar and connected its program with the whole park and its cultural activities. In the case of the Noorderparkbar architects designed the main concept and worked together with local residents during the realization process.

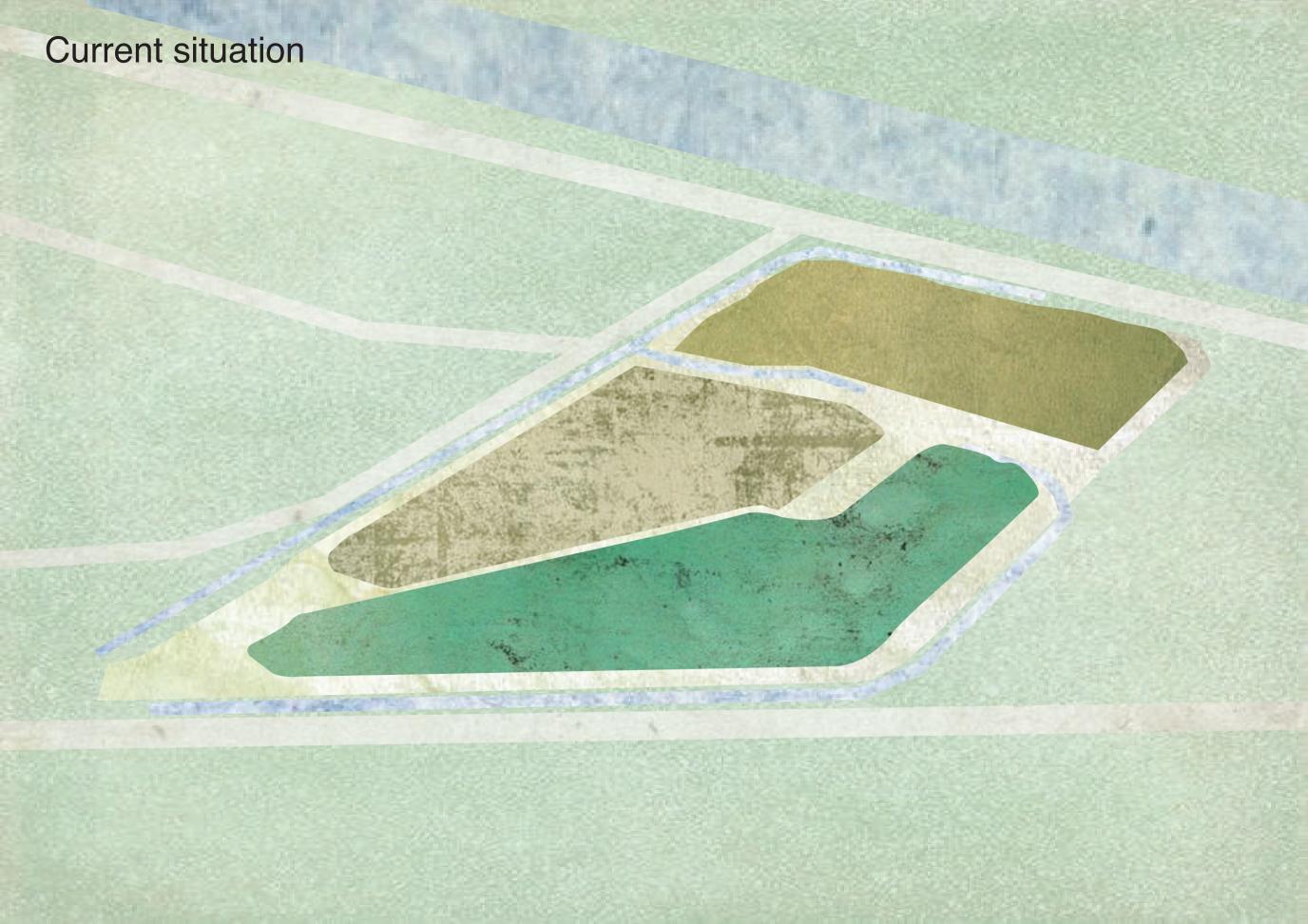
PARTICIPATION



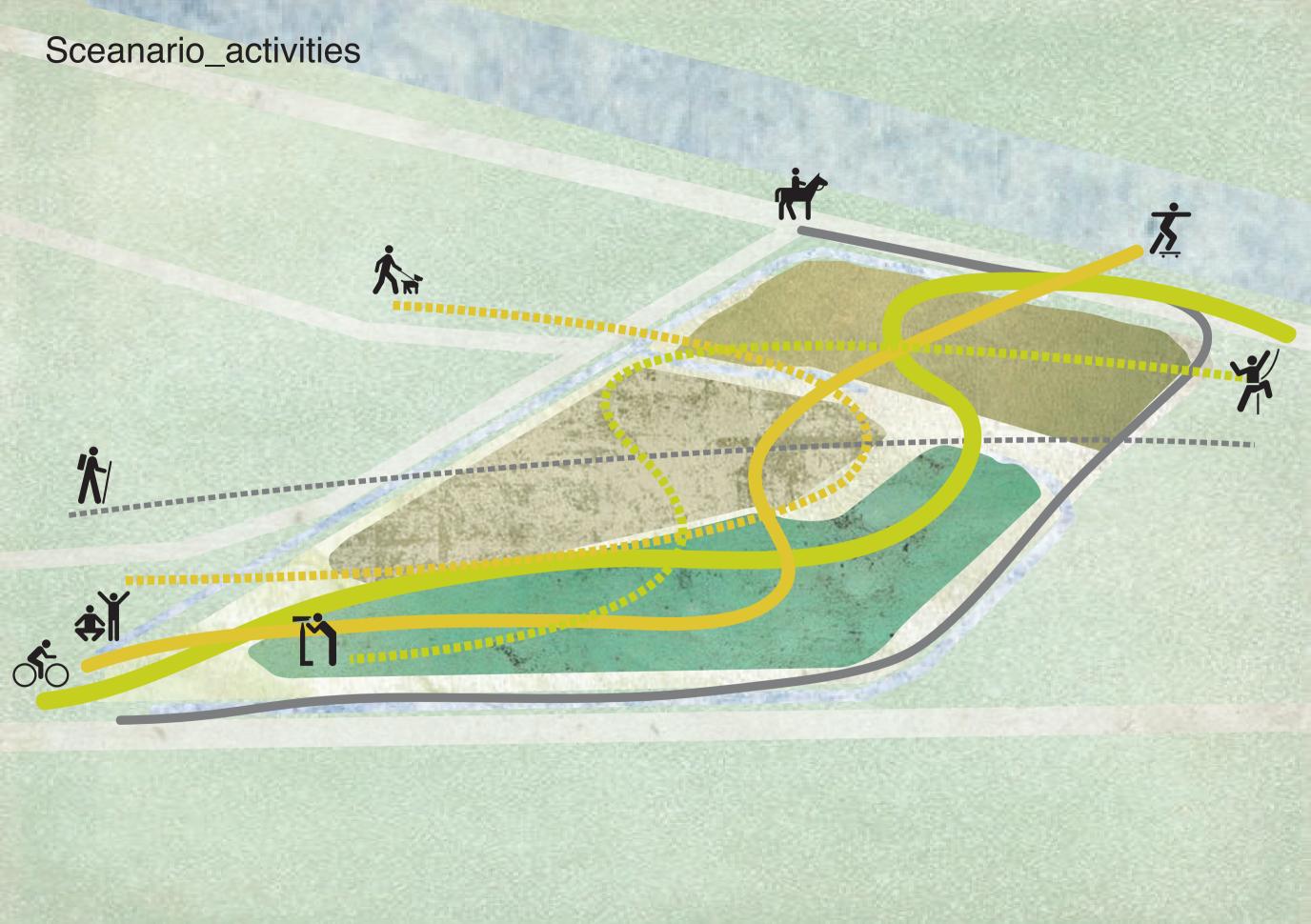


Characters of Users



















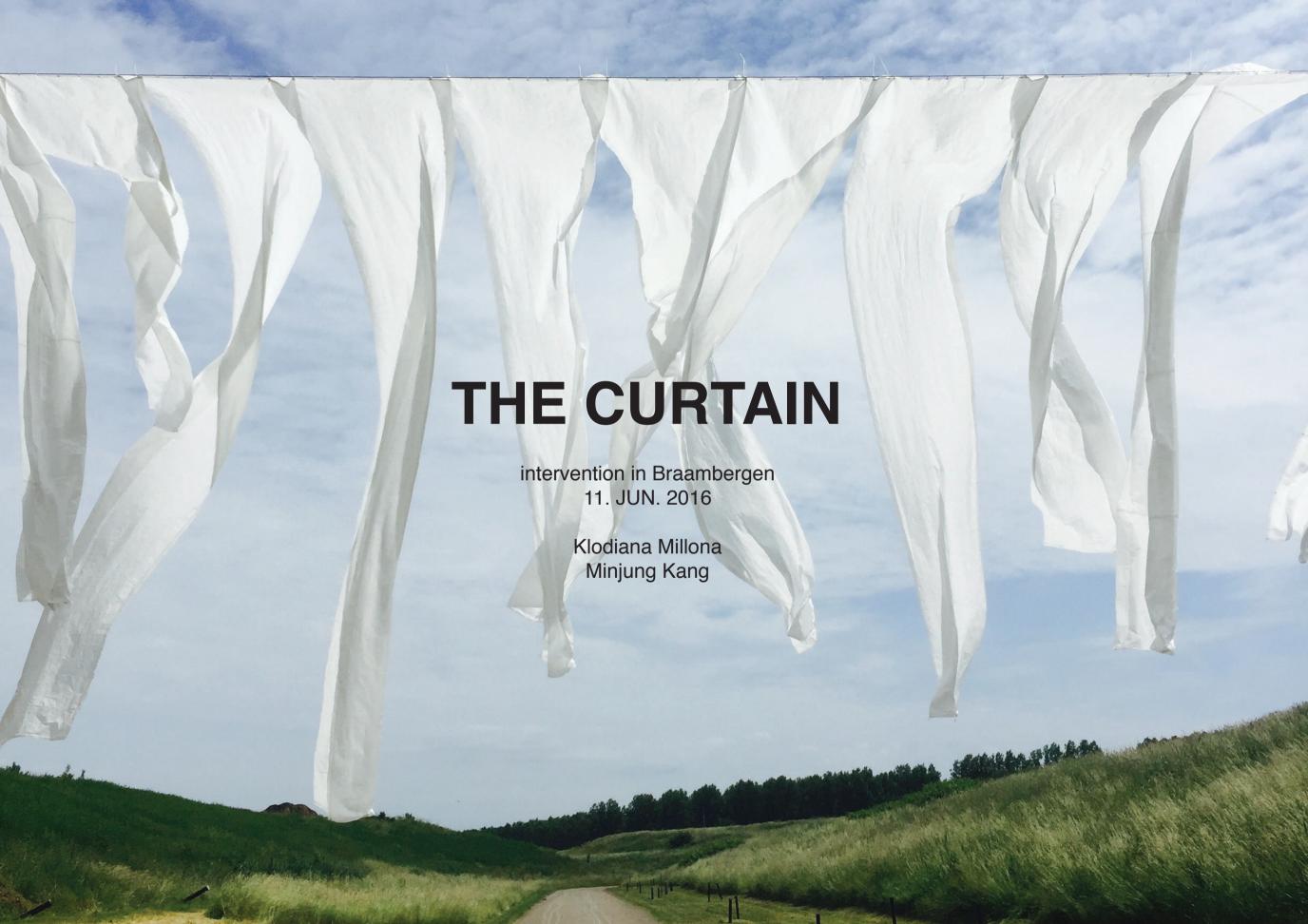






in the future, hopefully...





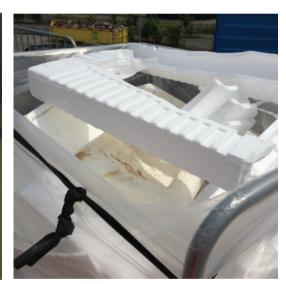
Process_try out

In the beginning, we took curtain as entrance, "hello" gesture, dramatic sceanery and boundaris between outside and inside or boundaris between present and future. The curtain could be placed at the entrance connecting the two hills shap- ing the valley at the entryway, which anticipates the spectacle happening on the other side, entering the "fairytrash". It is an exaggerated sign is supposed to provoke curiosity.

For possible materials, we started with plastic bottles, styrofoam or plastic bags. Plastic bottles were the best options for us, but during the progress, we had difficulties to get the amount that we need. In the end, we could get agricultural plastic bag. After we fixed the materials, we struggled to make design of it. We were trying to make different shape which can bring specific experience for visitors. We come up with two designs, one was making sort of triangle space to make experience longer. The other was making two layers and gaps between curtains so it has curtain textures.











Process_making

Because of limitaion, it was not possible to ankor curtain on ground. It was also not safe. It was a pity that we could make specific shape that we wanted. But it brings dynamic sounds which can make stronger experience.











On Event

It was great opportunity to watch people enjoying the process that they are getting thorugh the curtain. I could feel that they feel that they are be welcomed and feel special. Although we realised the curtain in different way compared to what we expected, I think we achieve our goals. To make impact and special experience for visitors..

