

This diploma project is about the Fenerbahce Park which is a public park located on an island in Kadikoy county, Istanbul city. This park was chosen because of its place, history and size. The semi island park has more than 2500 years history. All the empires which settles in Istanbul has an effect on the island. Currently, the park has a structure and still protected as a park thanks to Turing, car association, and the chief designer, Celik Gulersoy. While most of the green areas are turned to housing estates in Istanbul, such parks became more important and valuable. This importance has realized and focused during the researches of this diploma work. The series of analysis conceived the need of the park. Although the park has sufficient capacity and sustainability, there would be some impacts on structured elements. To be more precise, the cafeterias, disused buildings, paths, edges, parking lots, and terraces are in the need of change. The vegetation also should have been analyzed and studied because of the over plantation and monumental trees. In the park there are more than 50 monumental trees. Even they have a historic row, this row can't be recognizable easily because of the other trees.

All the aspects give a clear route on design process. What should be done is creating more contemporary spaces while keeping the historic values, romantic atmosphere, unique vegetation and pet/children/disabled friendly structure. The first attempt on the design was developing a hierarchy which is not found on the park. There are several distinguishable zones and they should have been supported by their shape and connections.

Therefore, the zones were determined as a first step, than their connections, main path and inner paths, were drawn. This drawings created the general design concept. Afterwards, the zones' inner structures were come up such as terraces, playground/gym areas, parking lots, and some attractive points. On this level, main concerns were to fit the structures to the topography and to keep the vegetation as far as possible. Among these zones, one place should have been chosen to design with 1/250 scale. So, the south edge which is called 'balcony' was chosen. Currently, the edge is raised and separated from the sea by retaining wall. There is also a stairs where people go down and reach to the sea. Almost all visitors go there in order to have the feeling of the sea. This observation gives the idea of the design. People need to be close to the sea and spend time while watching it. Thus, the design project purposed to build lowered terraces as much as possible. The minimum height could be 2.5 m on the lower terrace. The 3D drawings demonstrate that this height is sufficient for the feeling of the sea. Therefore there will be other spots on the general design where people can be right next to the sea such as the alley next to the parking lot and the slope next to the military leisure center. The balcony will be surrounded by rocks to eliminate the height differences. In brief, these terraces provide all the needs in the area; a new and contemporary structured sitting area for the most used part of the park. Other parts are also purposed to satisfy their local needs and together create a hierarchically structured, well organized and relevant spaces.

