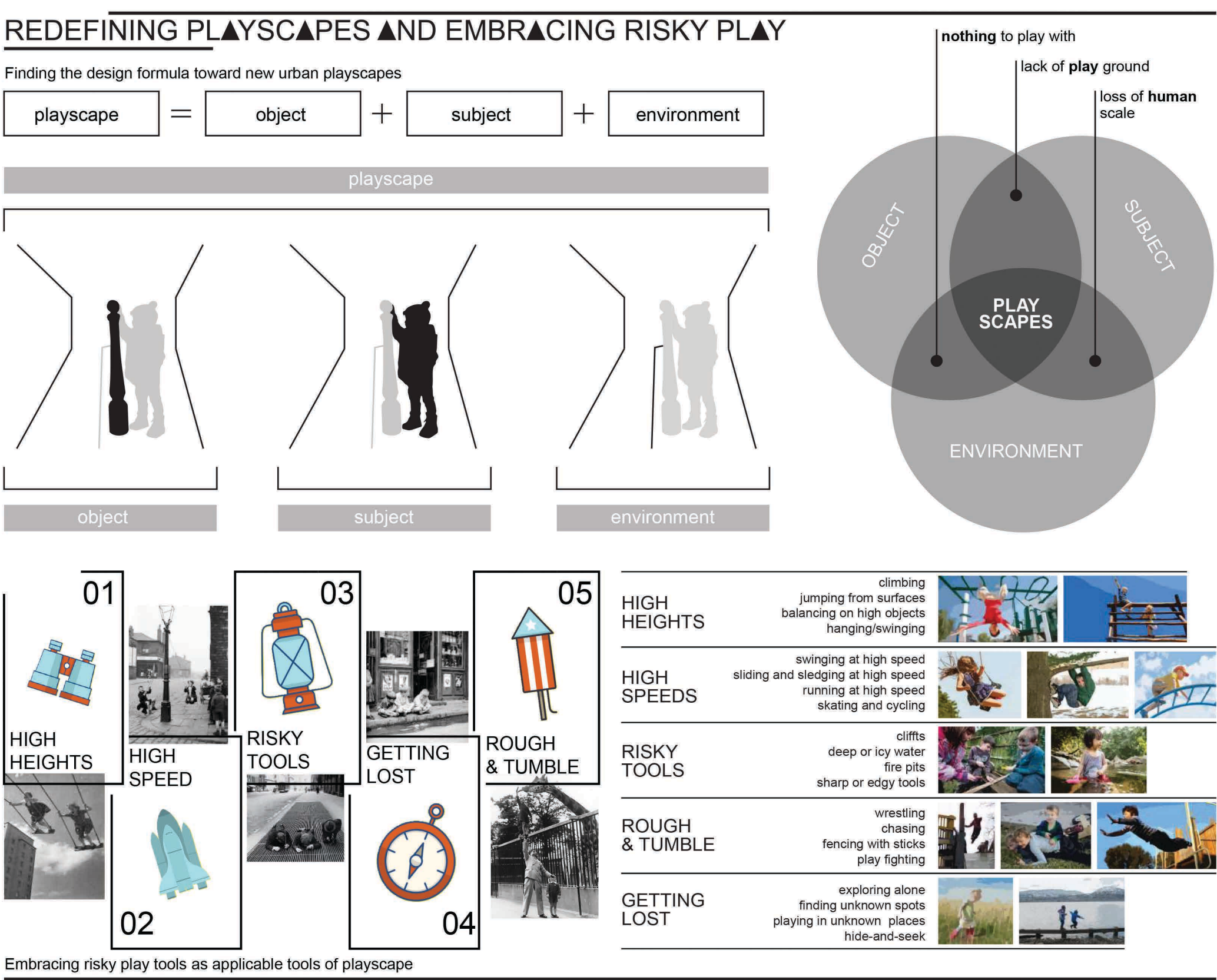
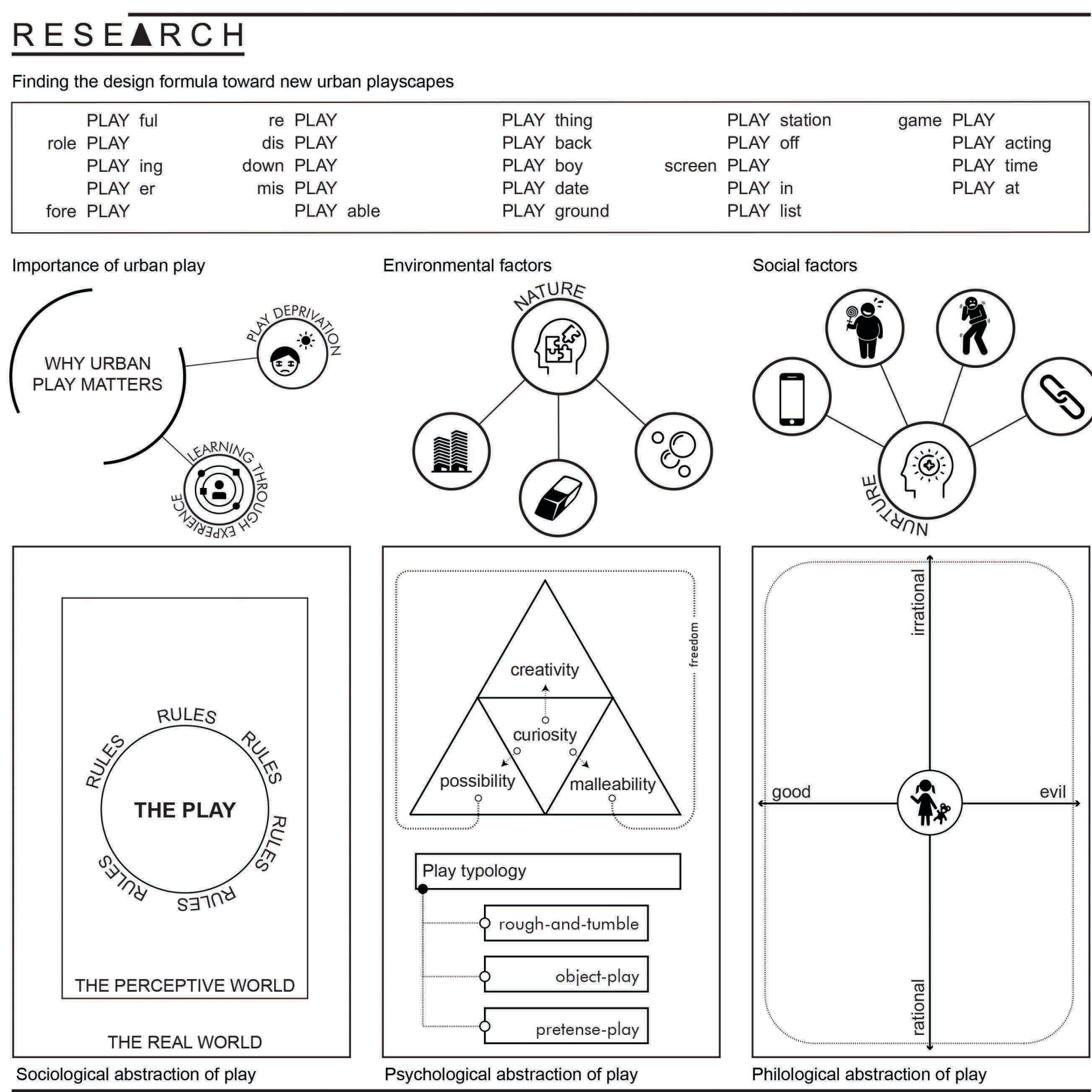
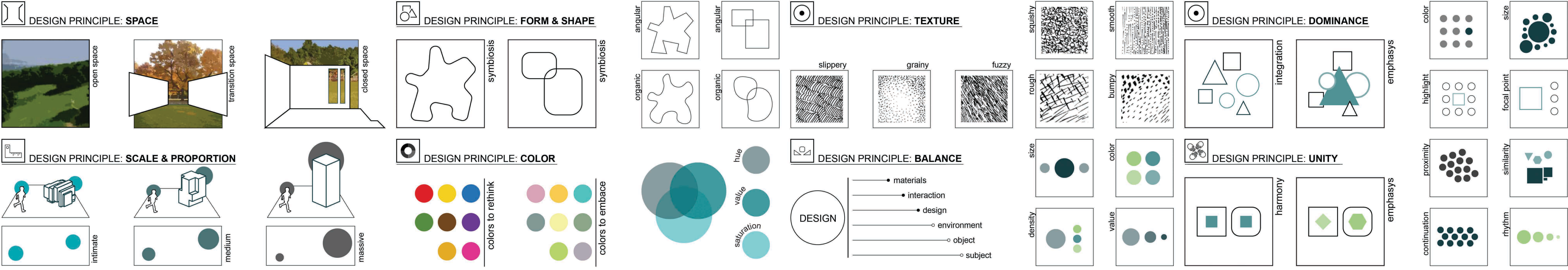


The influence of urban public spaces toward a healthy cognitive development in children is undeniable, with the most of this influence being carried by playgrounds and the playscapes in the urban domains as the main elements where play occurs. Considering the changes that the society has undergone the last decades, inarguably our urban domains have changed with the times, becoming more condensed and always on the growth, favoring on economic basis and ignoring groups as urban shareholders and serving as physical embodiment of the culture of fear. The physical changes that shape our outside world go hand-in-hand with a society that has another perspective and different points-of-view, and sometimes these changes aren't as progressive as we tend to think, rather they cause regressive views. In an everchanging world where data is spread at the speed of a second, the human brain acts differently than the previous generations, and we see these consequences in our younger generations. More than ever, children are having difficulties focusing on schools, their attention is shortening drastically compared to previous generations, and most of their social interactions are done through screens, leaving aside and completely ignoring the importance of the outside world. The aim of this thesis is to analyze the role of the landscape design and urban planning toward making our recreational urban domains more enjoyable and challenging, in order to recreate the notion of "playscape" as playable spaces

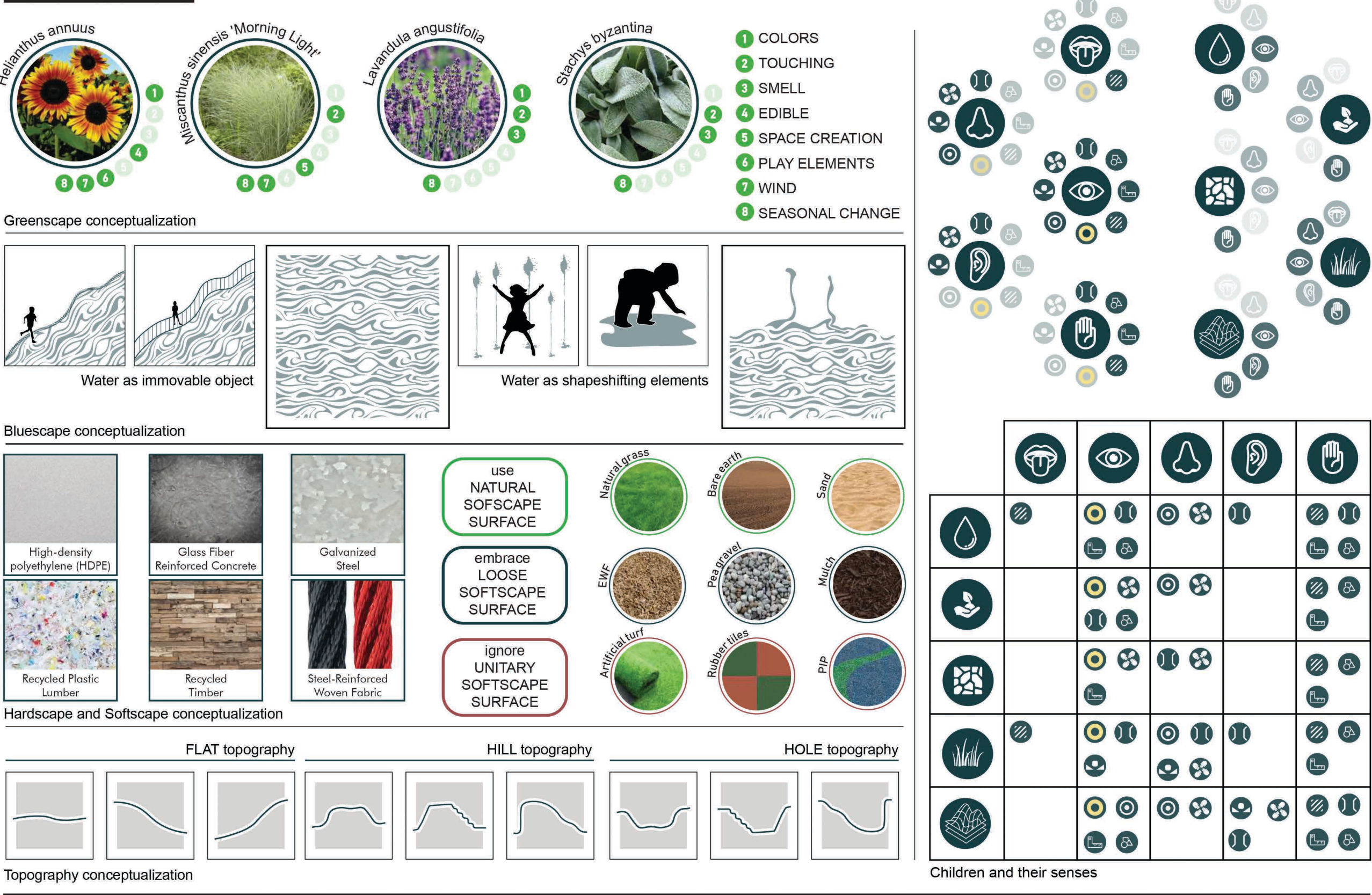
where risky play can be facilitated in order to be able to allow the future generation to be ready to deal with the problems of the future. This notion will be expanded in depth, and serve to describe the physical and physiological exploration of urban spaces, rather than just another playground. The strategy revolves around the examination of the biological built-in need of the children for play in contrast to the current time changes that these children go through, all to find answers on how do young children perceive space in today's world. In the context of the final product of this thesis, the main purpose is to create and redefine the existing ideas about the impact of landscape planning and planning of urban playscape. This will be achieved by exploring the design principle (space, shape, texture, color, scale, unity, balance and emphasis) that surround the urban playscapes and how each of these design principles relate to the urban domain as a whole, and how landscape elements (greenscape, hardscape, softscape, bluescape and topography) can serve as the physical tools that shape these playscapes. After analysis of applicability of the design philosophy (design principles) and the physical design (landscape elements), urban playscapes should be viewed through the lens of sensory stimulation, offering a full view scope of the urban playscapes as a whole. The final part of this thesis also include the design proposals that are based on the conceptualization of urban playscapes, offering three different playscapes, each belonging in different categories.



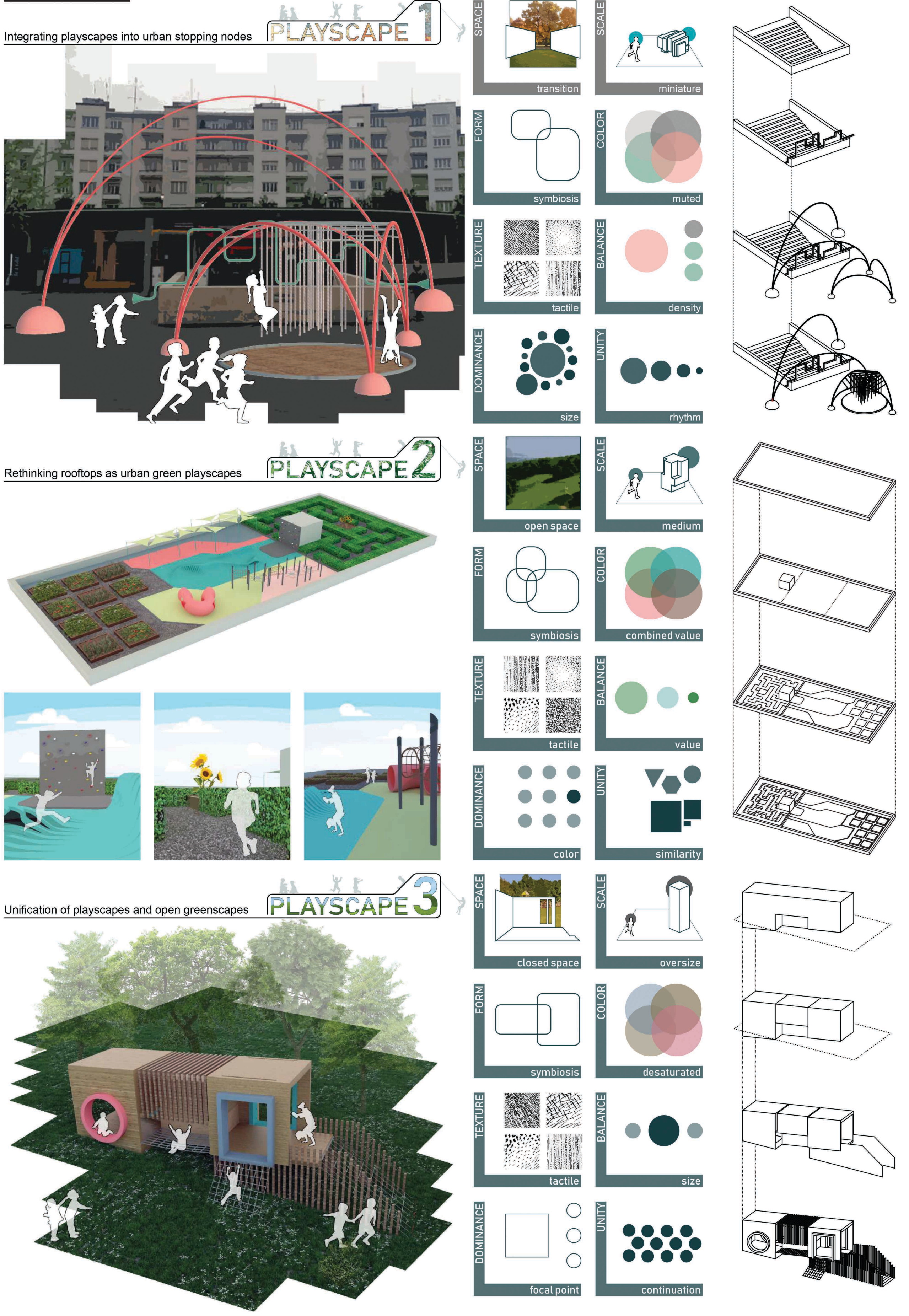
LANDSCAPE CONCEPTUALIZATION: DESIGN PRINCIPLES



LANDSCAPE CONCEPTUALIZATION: LANDSCAPE ELEMENTS AND SENSES



DESIGN PROPOSALS



LANDSCAPE CONCEPTUALIZATION: DESIGN STRATEGY

