

Press Play

Active Play

self defence classes, gym, yoga
group activities
climbing wall
archery
activities to move your body
obstacle course
zip wire
tennis and squash courts
golf/ mini golf
slide, climb, crawl, jump

Social Play

Board games
Active games, rounders
team treasure hunts
dine
dance
nightclub
buskers

Intellectual Play

Band Stand
Stand up Comedy
learn about the stars

Creative Play

Art classes
Sculpture
music and acting classes
perfume classes
cocktail and gin classes
street artists
self portrait painters

Exploratory Play

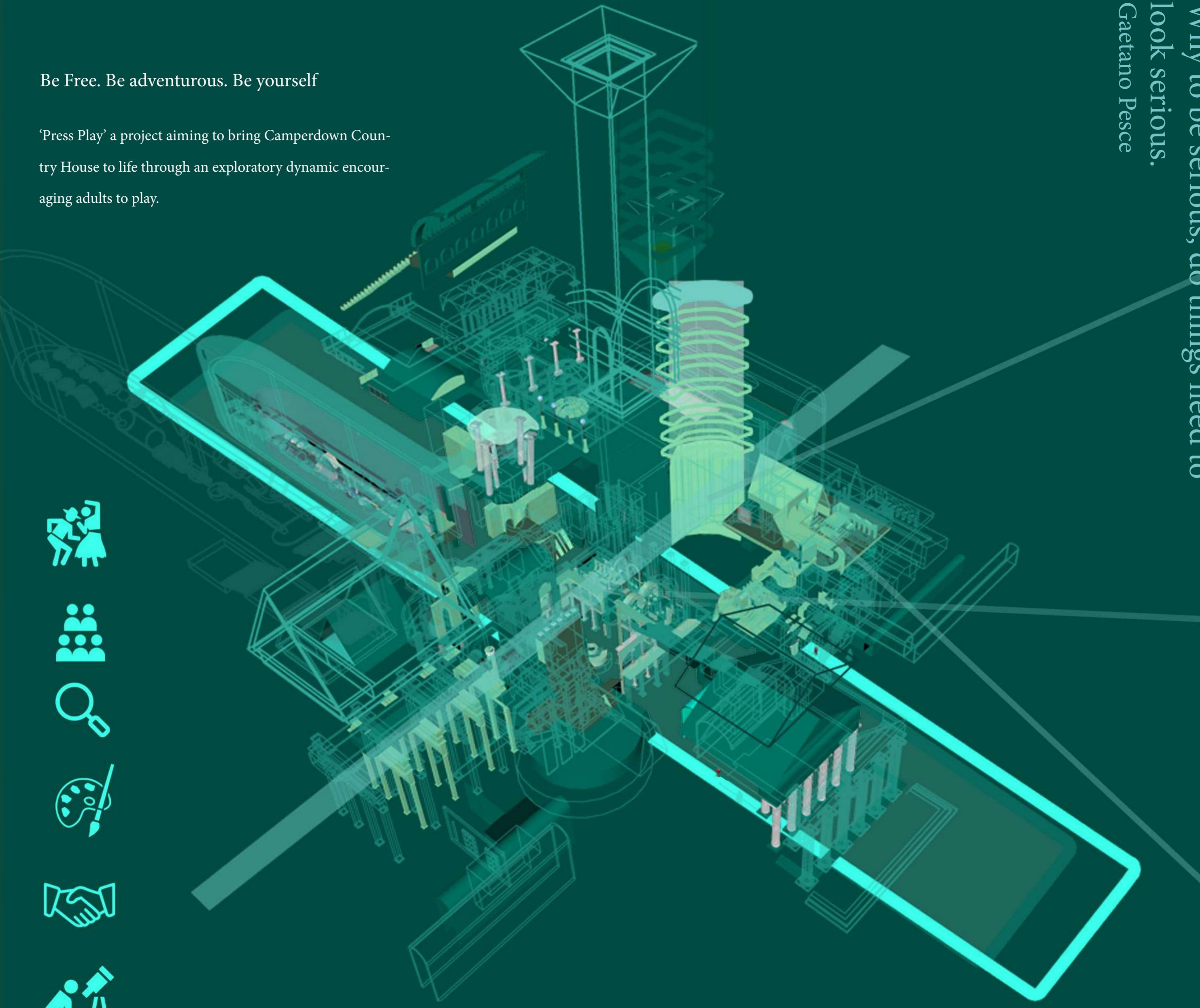
Explore the woods
maze
light installations
explore the unexpected journey

Imaginative Play

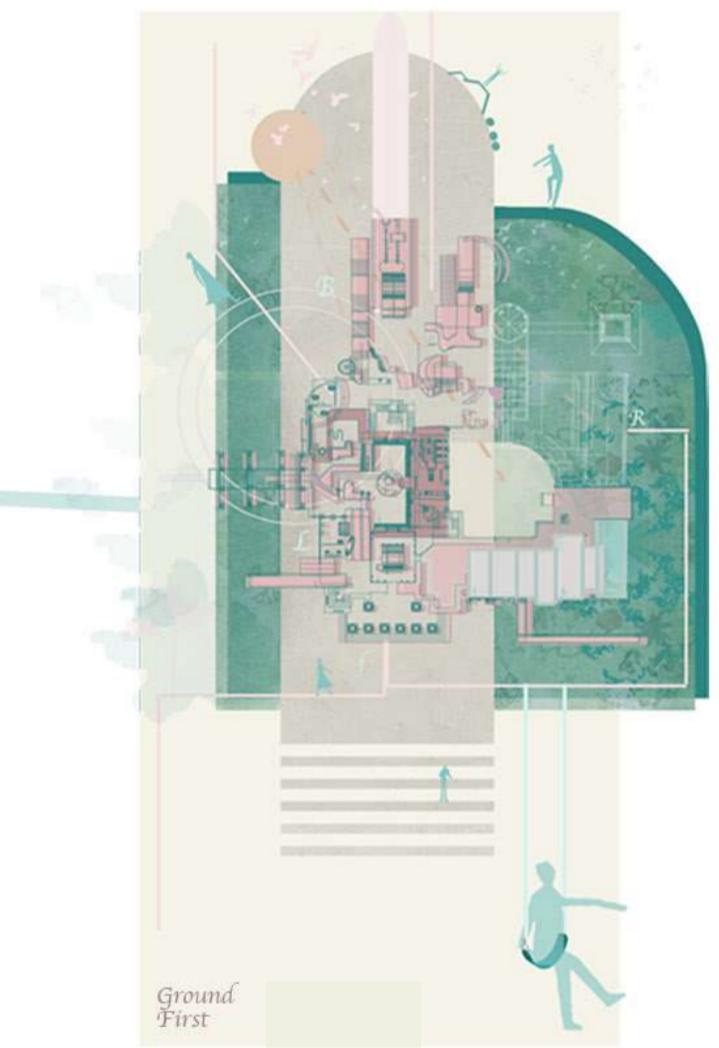
Star gazing
Swim and sauna
rooftop view points
creating new things at classes
installations

Be Free. Be adventurous. Be yourself

'Press Play' a project aiming to bring Camperdown Country House to life through an exploratory dynamic encouraging adults to play.



Why to be serious, do things need to look serious.
Gaetano Pesce



01. Concept

'Press Play' a project aiming to bring Camperdown Country House to life through an exploratory dynamic encouraging adults to play. The project started off an adaptive reuse then became more of a complete remodel inspired by the existing architecture. To create wonder and excitement inspired by the six different types of play:

Active Play : Moving all parts of your body , to actively injure a playful state of mind. To move your body in different ways.

Intellectual Play : Solving mental mind games for pleasure, such like boards games. How Individuals organise their minds, ideas and thoughts/ making sense of the world.

Social Play : Interacting with others through playful scenarios like the pub/ play fighting.

Creative Play : To create something new, for pleasure, like painting

Imaginative Play : Scenarios in your Imagination and sometimes acting them out.

Exploratory Play : Using your senses to experience the world around you.

Insights from architonic.

Imaginative Play

Creative play

Active Play

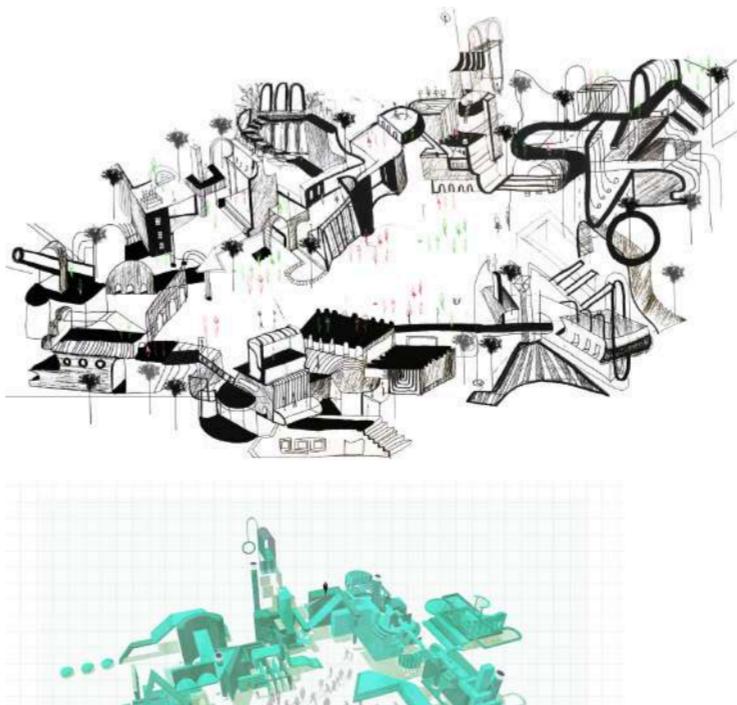
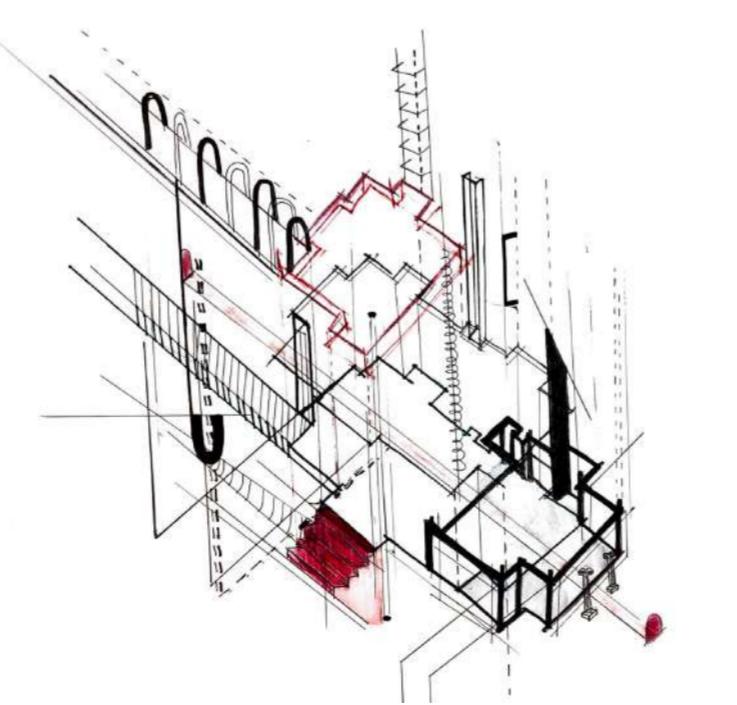
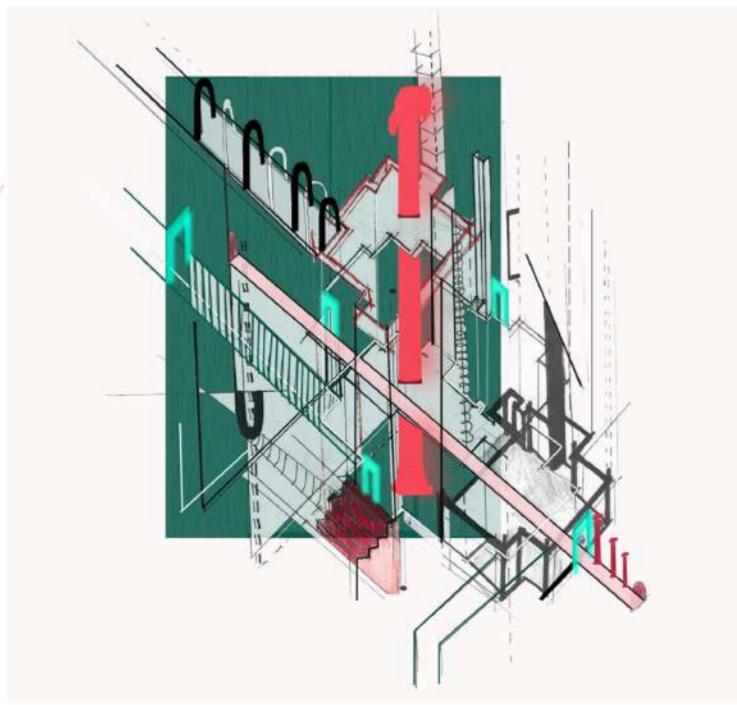
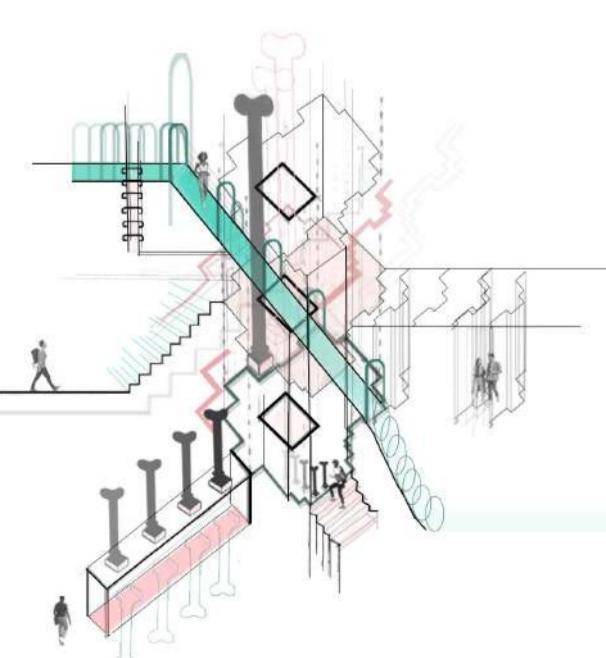
Intellectual Play

Exploratory Play

Social Play

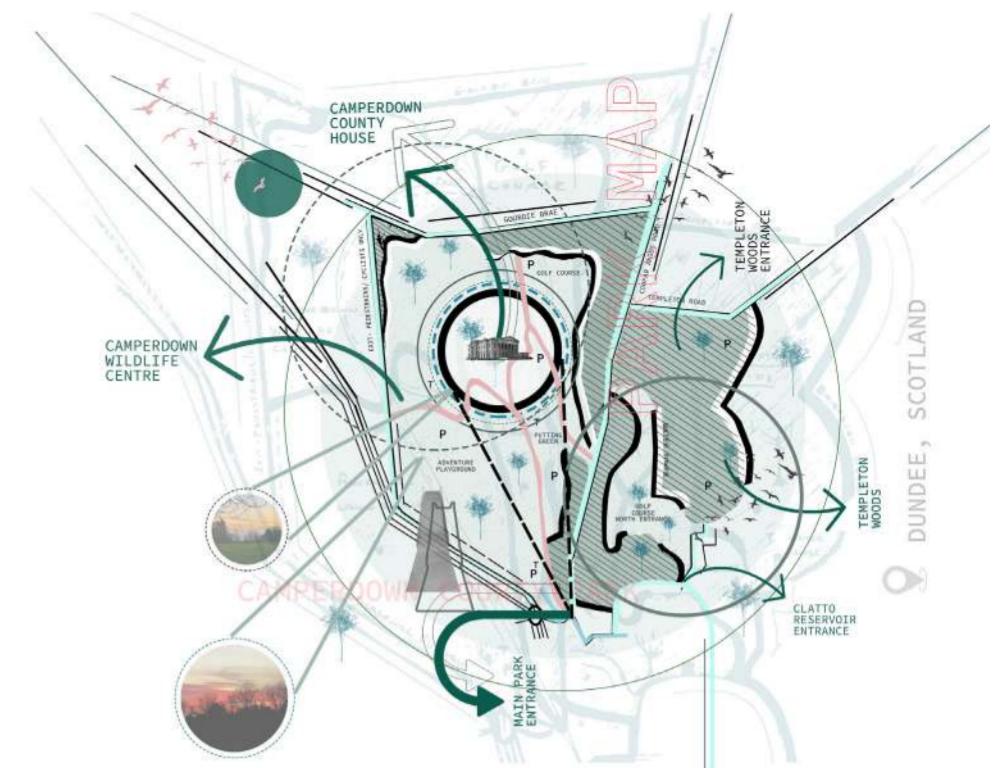


As a designer I find myself excited by bold designs that stand out for there unique style. To design in a way to make people laugh and to make them happy by their surroundings is what I aim to achieve as a designer.



Abstract approach to floor plan, to allow myself to visualise pathways going through the building from one end to another.

Map of park

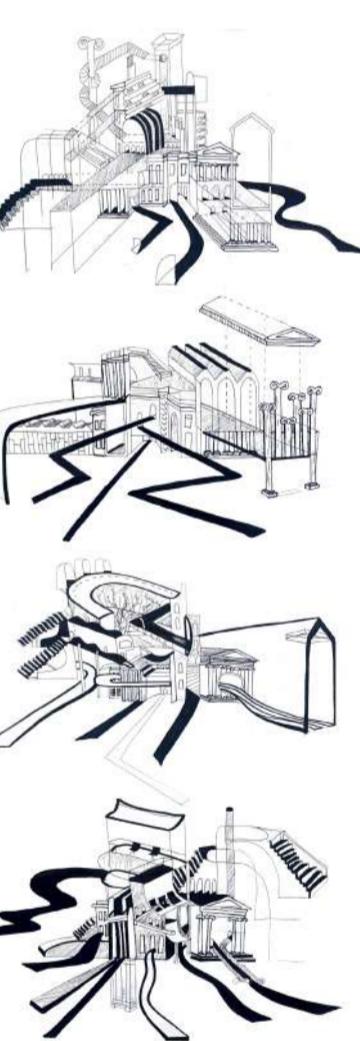


Sketch Proposals

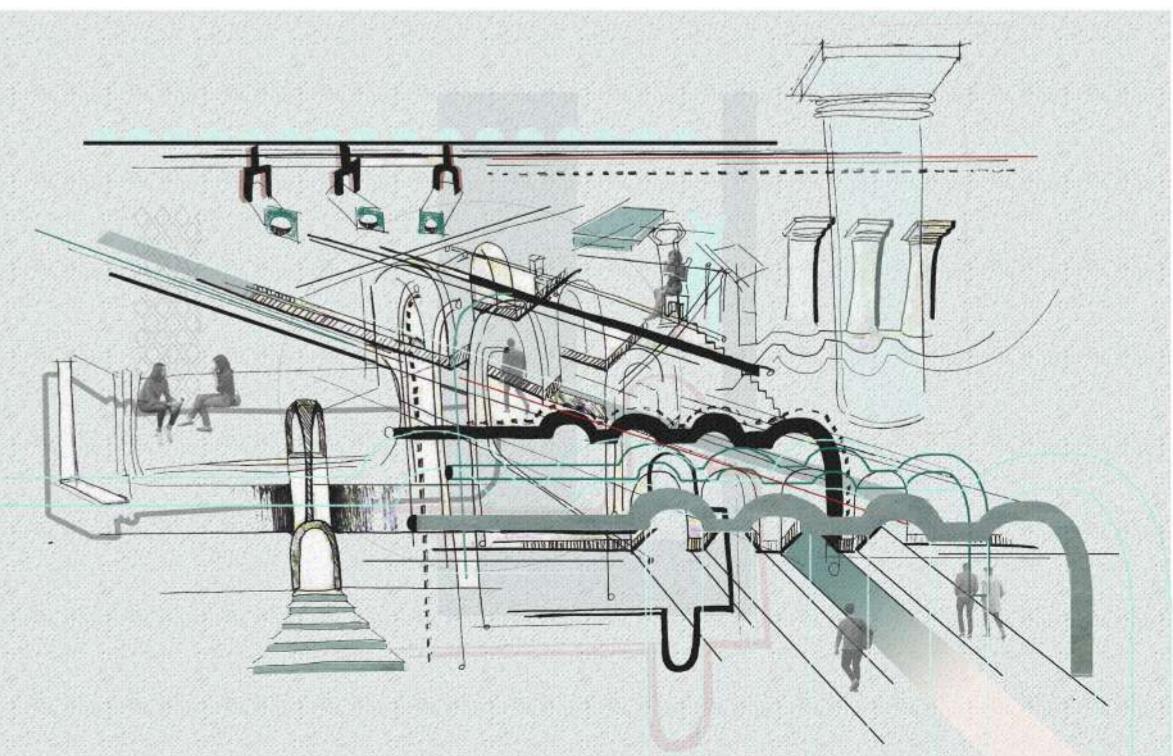
As the project progressed, I became excited by the idea of creating a space that people don't expect. The sketches to the side become quite crazy in the sense that its quite unrealistic.

I began by looking at illustration on pinterest and became inspired by exaggerating shapes with scale and enthusiasm.

Throughout these series of black and white sketches I took existing shapes from the building and repeated them, rescaled them, and adapted them. This began to make the building look much different from its current state, but I wanted people to be surprised by the building. I think if people were to drive towards the building they would see something so different and out of the ordinary from your usual typical concrete brick facade.



Sketch Development



Final 1:100 Model

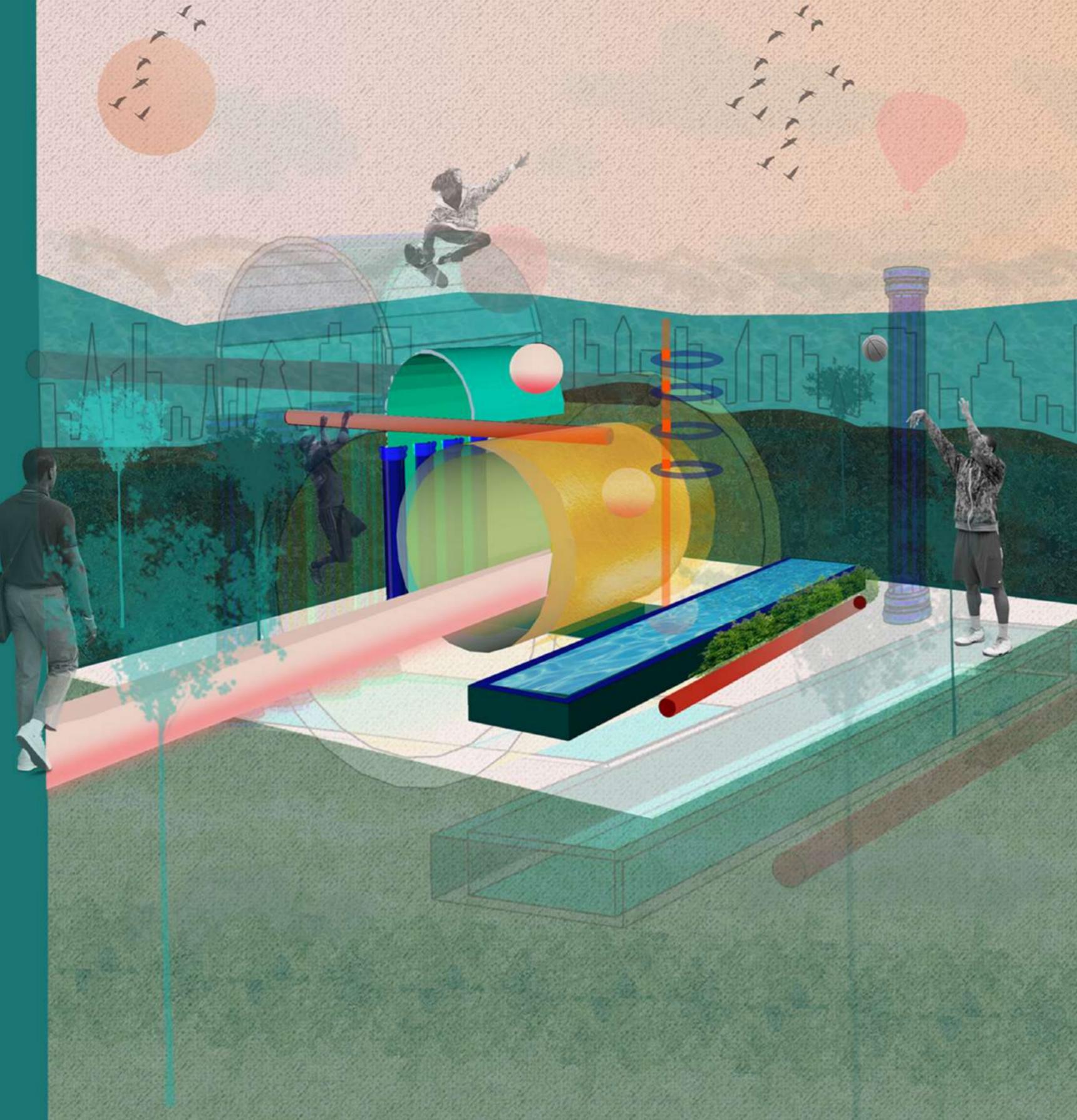


Final model, to show extra details of Camperdown House. I decided to have a different approach to my model from your more realistic view of it. I decided to do an exploded axo of the space, where each room is raised at different heights so you can see clearly what's going on in each space. This playful approach, I think makes it quite exciting, fitting in well with the concept. The base is laser cut with the basement plan, of the 4 nightclubs and courtyard. The model focuses more on the interior, but if I had more time I would have wanted to design parts of the exterior and playful interactions around the park.



To view my final 1:100 model please view the link below to see more details,
<https://www.youtube.com/watch?v=canKY5XPQbU&t=73s>

Be Adventurous



As I furthered the design I wanted to expand the playful journey through the park. To have playful interactions around the park at an adult scale to encourage adults to let loose and just have fun. These are different structures around the park to encourage people to move their bodies in different ways just as research showed that adults lose this in life and become stiff. The idea is to keep people feeling young and free just how they felt as a child.

Final Design Visuals



Visuals of playful interactions around the park



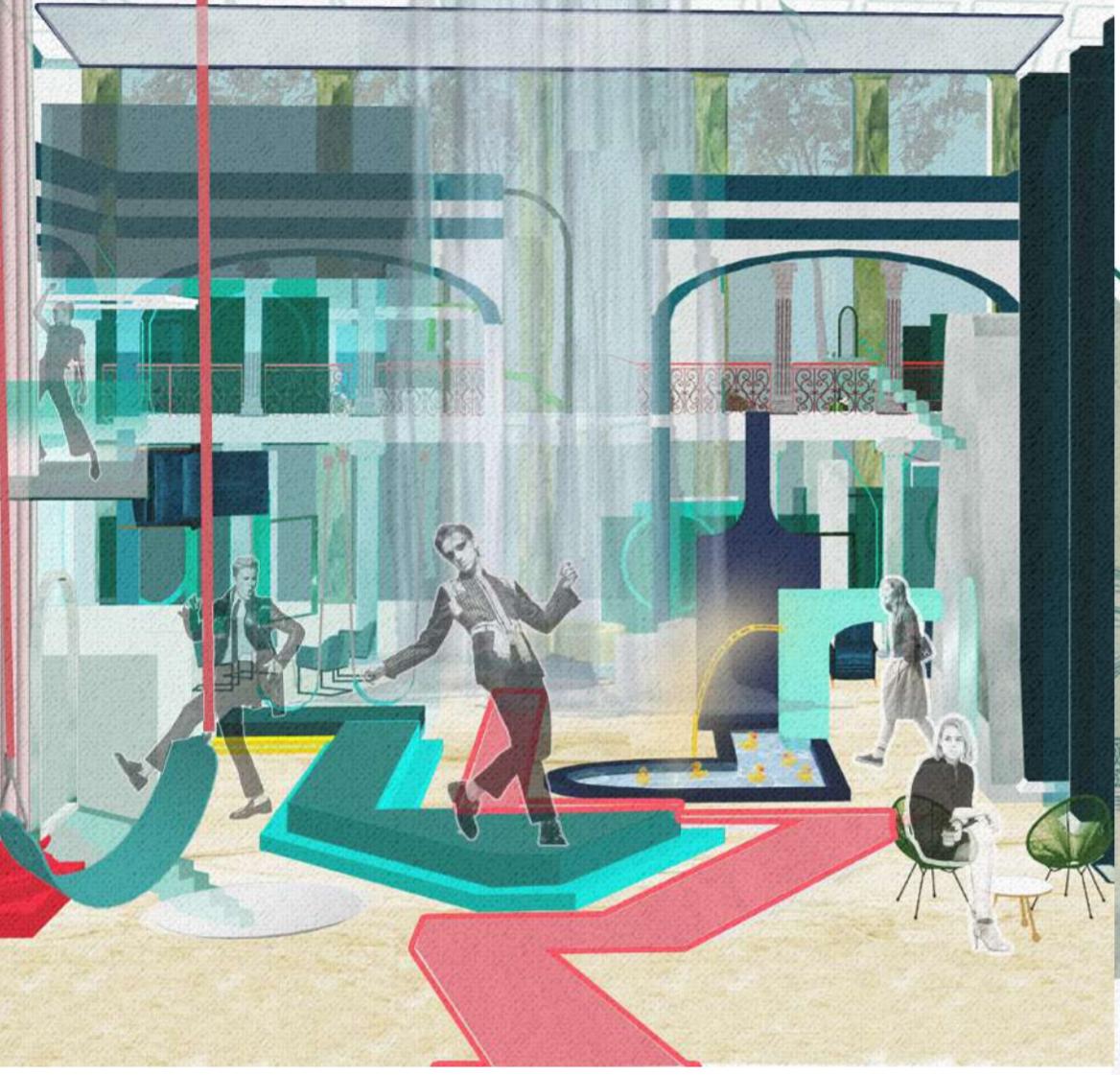
Section of Camperdown



Journey Map

Press Play

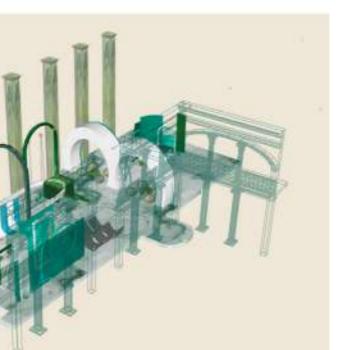
Be Free. Be adventurous. Be yourself.



As you walk into the building there is a large open planned social area. This area is where you have the opportunity to meet new people whilst settling in for your day ahead. This green zone is designed through shapes to form an exciting layout. This is the upper level of the open planned area. Here you can eat, play games supplied to you, appreciate art work and listen to live performance right in the central of the main social core.

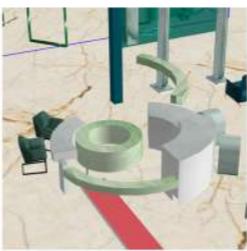
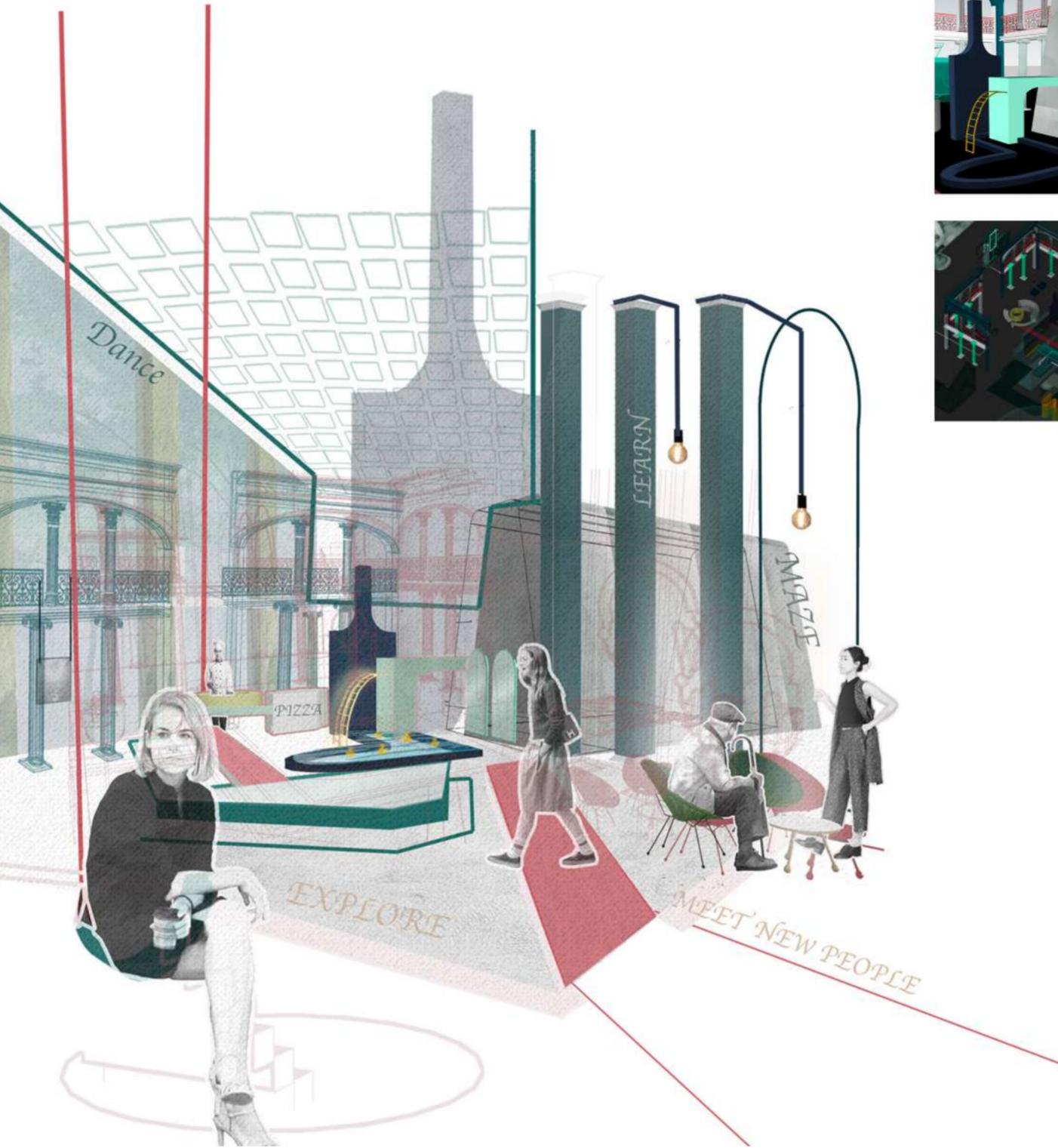
This part of the Building has some of the best views. from the window you can overlook the courtyard and the side of the building where mini golf is. It also overlooks the main social area where there are balconies to sit and admire what everyone is doing.

Green Zone

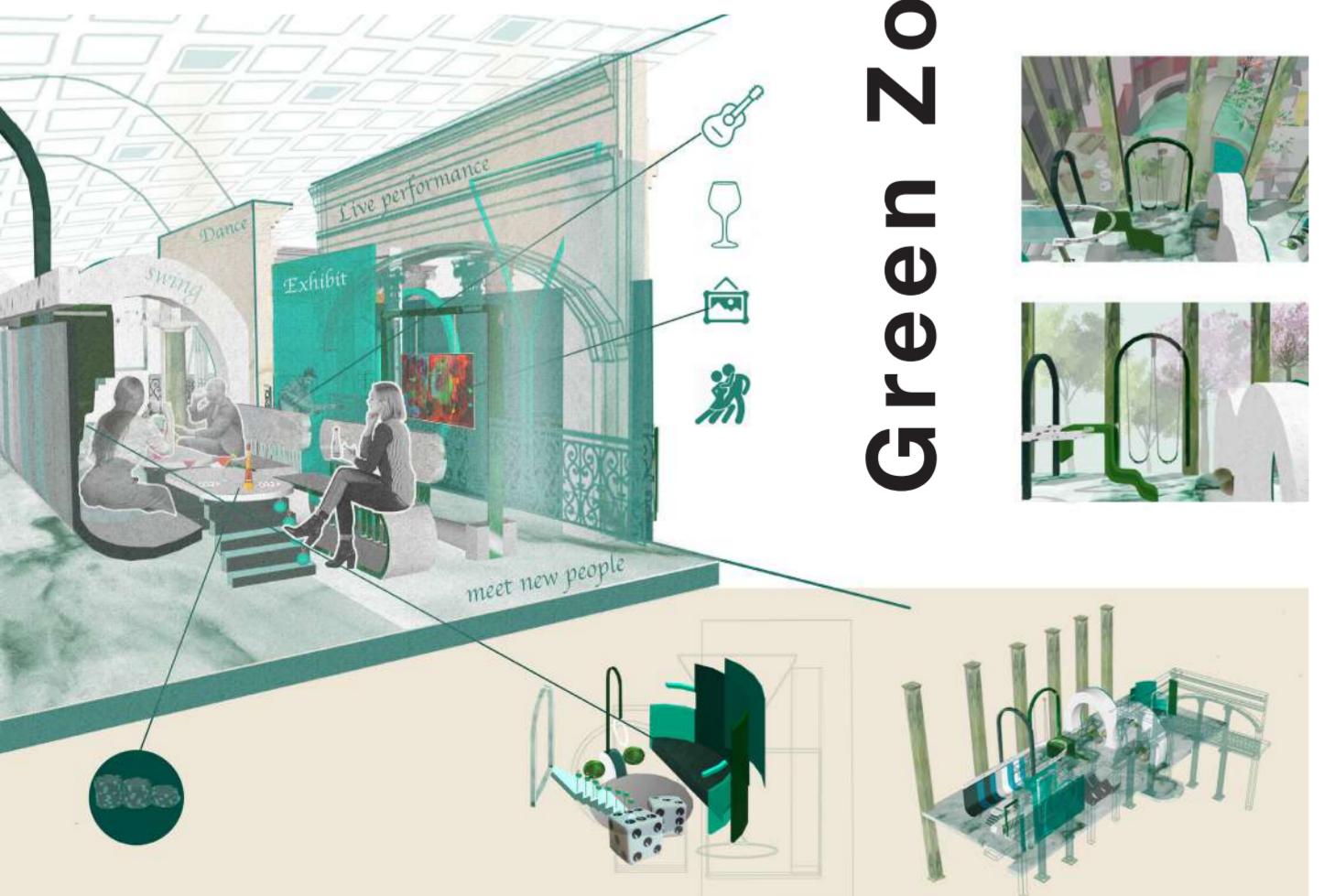


Welcome

The central core of the building 'Shaped' is the main social area in the on the ground floor of the building. It has a large open plan layout that consists of many activities. This area can be entered from any side of the building. This is the beginning on the journey where users can get maps for the park and plan out their day. It is also a great way to meet new people as there is lots of team activities and games going on. There are large sculpted shapes in this area that involve different activities such like; A large maze, sculpting classes, cocktail classes, cooking classes, music and acting classes. There are also lots of games in this area to ease people into their day.



Inspired by the project City Room I decided to make this room as bright and bold as possible, I emphasised scale to create a playful interior that stands out for its odd shapes and scale. This room is the facade of many activities where people will be in and out of different shaped rooms that create different experiences for the user. The choice is yours what you want to do, but sometimes the unexpected entrance to somewhere unknown is more exciting than knowing what's to come.



Pool and relax with a few over Dundee city

Top Floor

The top floor of the building consists of many fun activities adults can participate in to ensure their experience in Camperdown House is the best it can be. There is different levels on this floor all following the 6 different types of play. The top floor consists of active play and exploratory play. Here you can zone out through yoga, swim and sauna, self defence classes, roof top mini golf, band stands, stand up comedy, gym and smoothie bar.



Zone out in large glass dome area overlooking the park.



active play - self defence and gym classes, with balcony overlooking park, with a smoothie bar.

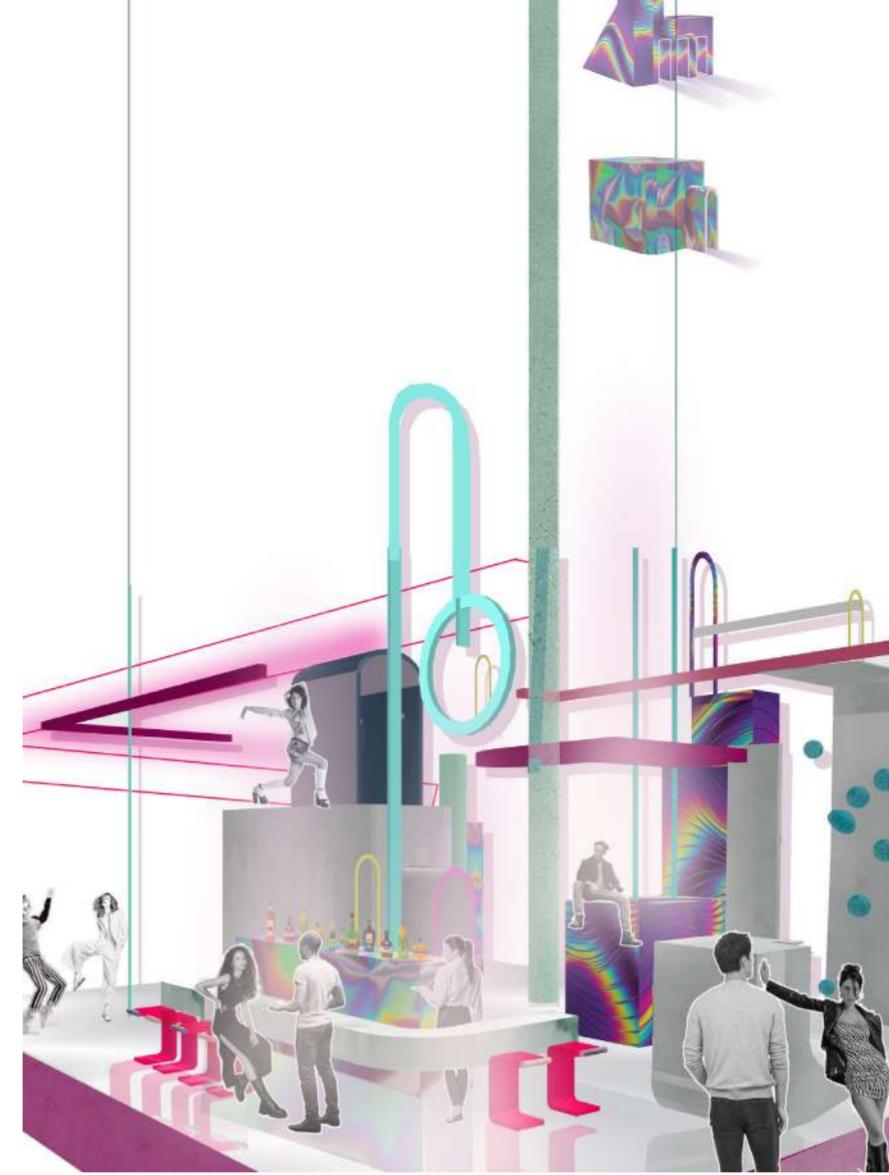
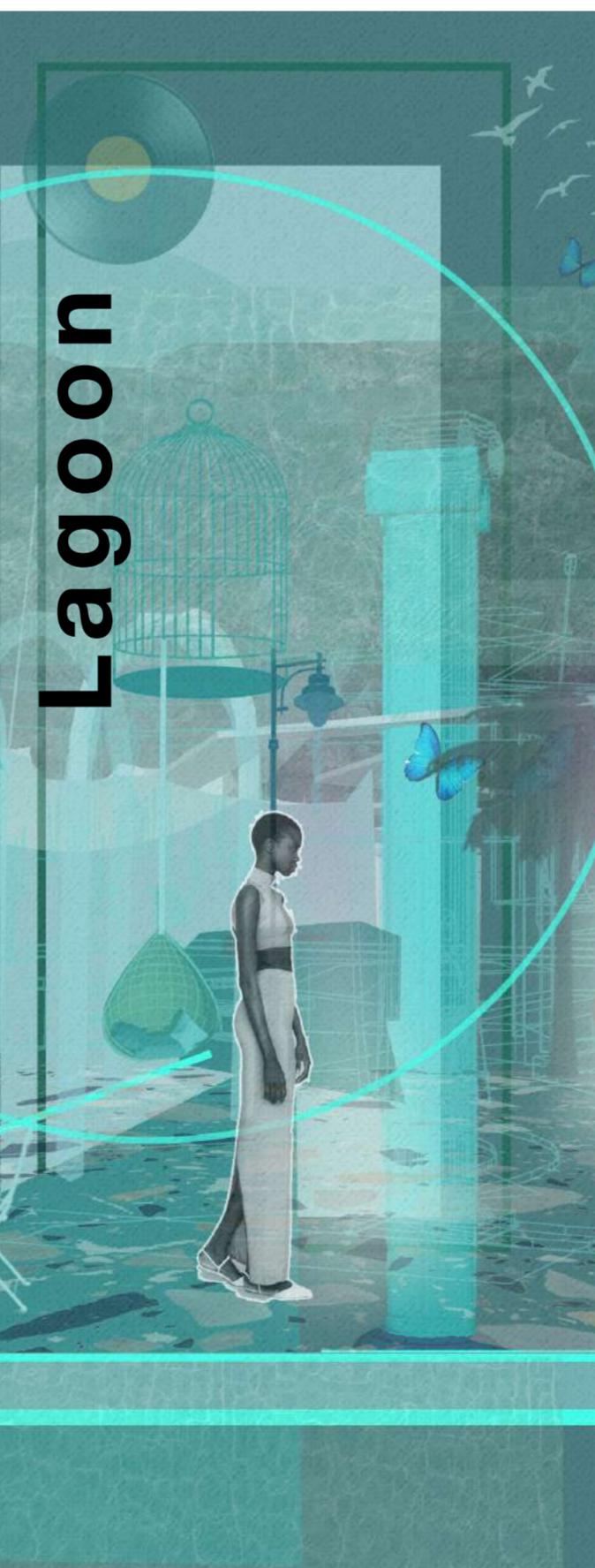
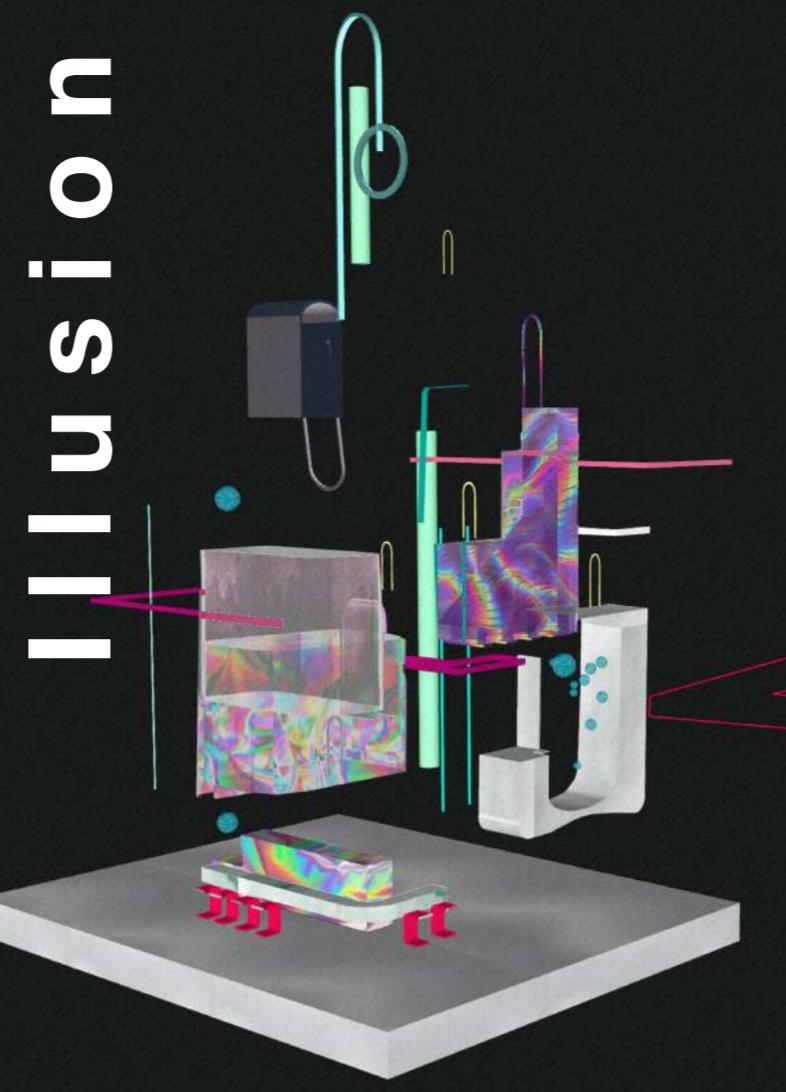


Be Yourself.

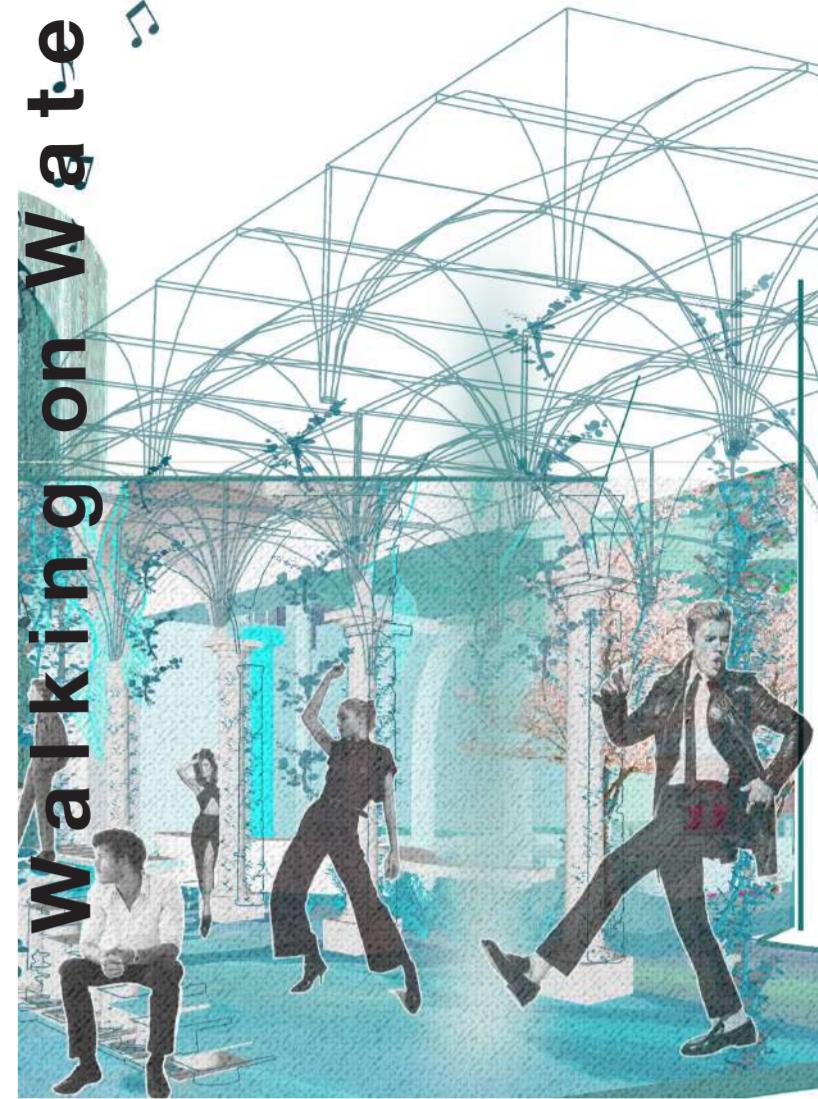
The basement is all focused on social play where it consists of four nightclubs all with different themes. The night clubs surround a central courtyard where each club leads into the court yard, through a glass tunnel that surrounds it. The idea of the club was to have different types of clubs where people got a surprise as they walked into a new one with a complete different theme. The idea is to have secret door ways leading into different clubs, creating an adventurous playful journey. This part of the building is full of life and energy where people can be free and do what they want, dance how they want and just be themselves.



Illusion



Walking on Water



Red Room

With the four different nightclubs; walking on water, illusion, lagoon and red room they aim to make people feel like they are in a different world in each of the clubs. Not everyone likes loud music and nightclubs which is why the courtyard is in the centre so people can sit in a more relaxed area where they can enjoy looking into the other nightclubs. In the basement you can experience all your different senses though, lights, colour, scents, music and comfort.

Each club and everything I have displayed in these 5 sheets has a lot more meaning behind them, please see my website below to view the full project from, research, site analysis, sketches, photoshop development, cad development and final proposal. I have explored so much throughout this project and would really like you to see it all. Please see the link below to view everything I have done for this project this year.

<https://mdoull9.wixsite.com/mysite-5>