

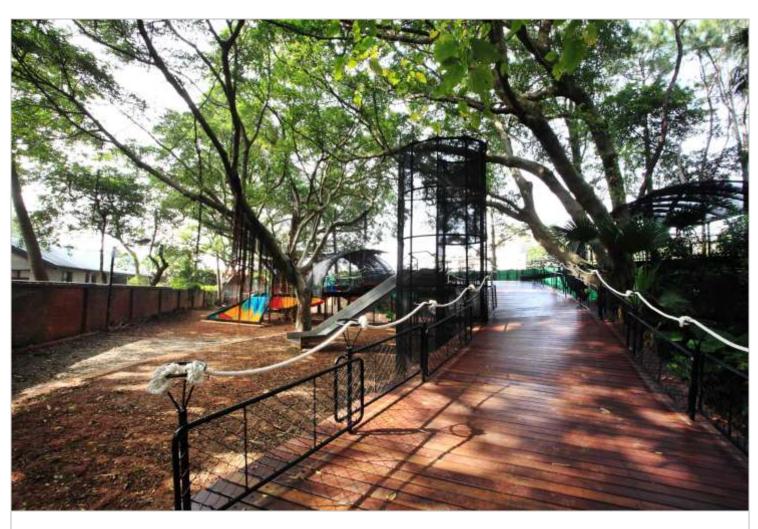
## 公共空間類 TID 獎 The TID Award of Public space

## 中原大學附設幼兒園大地遊戲場創作 Art playground-Trees crandle

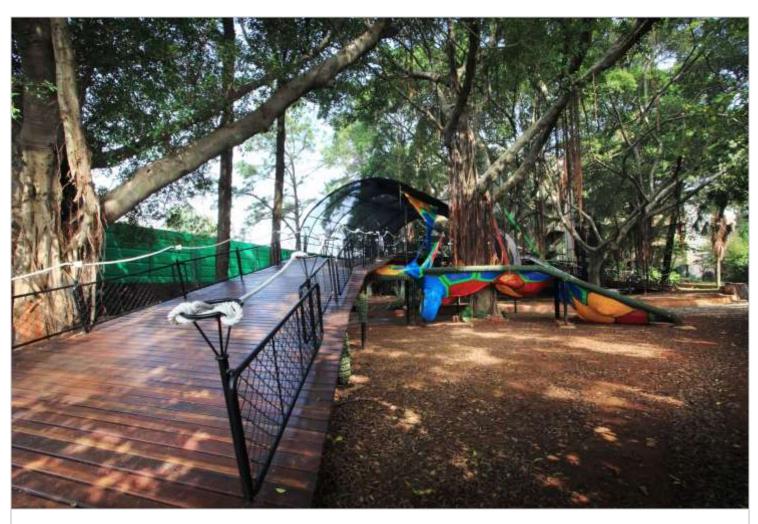
共感地景創作有公司

ArchiBlur Lab

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## PS-23-中原大學附設幼兒園大地遊戲場創作

遊戲的本質在於透過遊玩的身體性,形成對於環境、物質、他者…等的探索與認識。中原大學附設幼兒園的大地遊戲場的位址在許多大樹下。一側箍 眷村。一側腦火車軌道、如何讓孩子認識他所處的周遭環境、並讓學習成 為軌跡記錄的呈現,是核心的思考重點。關隊企圖創造一個脫離地面的橋 體教室,並整合相關環境的限制與條件,形成可被不斷寫入的地景遊戲場。 橋體在個林間穿梭。聚集不同高程的學習場域;雨水在地表流溢。滲透、 貯存。轉成孩童的洗腳池;落葉在頂上暫留,紀錄光影的變化;結構與樹 幹共構,形成大地的表情!

## PS-23- Art playground-Trees crandle

The essence of the game lies in the exploration and understanding of the environment, material, and others through the physical nature of play. The location of the playground with kindergartens in Chung Yuan Christian University is located under many big trees. It is on the side of Village and on the side of the train track. How to let the children know the environment around him and let learning become the trajectory records is the core of thinking. The team attempted to create a bridge classroom that was off the ground and integrate the constraints and conditions of the relevant environment to create a playground that could be continuously written. The bridge shuttles among the trees and gathers the learning areas of different elevations. The rainwater overflows, infiltrates, and stores on the surface and turns into a foot bath for children. The leaves stay on top and records the changes in light and shade. The structure and the trunk are constructed in a common structure, becoming the expression of the earth!