**The Bottom-Up PlayGround Fiuni School of Architecture and Design Stavanger,Norway**

 **Project leader and concept: Randy Naylor**

The context of this project is to investigate the theory and pracitice of a contemporary Playground. What is a Playground? A quick study of a moderen playground revels that it is not designed for play. With rigid fixed parts and look alike pieces, the playground merely serves as a parking space for children and adults.

The Bottom-Up PlayGround is a design process to create an organic play space where the players play and through play create the organic sculpture space in the same process. The stakeholders decide the design and the form generation dialogue creates the ”sculptures.” Play, safety and design are not abstract linear requirements, rather they merge as an integral composition.

Randy Naylor created a prototype Bottom-Up PlayGround in a project in Mandal in 2010. (see photos) In this project the citizens of Mandal were invited and engaged to create a culture park on the site of the future culture house in Mandal. The project in Mandal opened a window and established that this Bottom-Up design process works

 Social Sustainability and Self-Organization Community

The matter of the Bottom-Up Playground is the practice of self-organization and social sustainability. The self-organization model represents a new paradigm shift. Self-organization is the appropriate process where we entertain new assemblages of cross-fertilization, complexity and heterogeneity. Self-organization shows itself in participation by the stakeholders. Form generation is a major theme in the writings of Deleuze and Guattari. Form generation creates a flow process, where one works with intensive energy fields: heat, thermal, wind, wave. This process promotes an ecological sustainable design, where one goes with the flow (play) and not against it.

In this Social Sustainable process the playground becomes a true community space of learning, sharing and public helath. The Bottom-Up PlayGround becomes a social organ.

 Conclusion

The task of this project is to create the new parameters for social sustainability and self-organization through the invention of an organic playground. Nine students and Fiuni teaching staff will participate in this design project . The goals are listed below.

The PlayGround is designed as a site specific and time based intervention. The construction process taking around one week. The installation will stand for one month or depending on circumstances and permission.

I apply only for project support for the Bottom-Up PlayGround. The Bottom-UP Play Book (Manual) and Video Documentation will come from another budget. The seminar will be arranged together with Stavanger Kommune and UiS and Fiuni.

 **Goals**

1. **Create a playground prototype on a public space in Stavanger**
2. **Design a Bottom-Up PlayGround Manual : Bottom-Up Play Book. UiS and Fiuni publication**
3. **Video documentary of the playground process/design**
4. **The planting of an organic fruit tree garden**
5. **Seminar on Playground design and play with UiS, Stavanger**

**Kommune, Public.**