

Abbey Gardens, World Heritage Site, Bury St Edmunds



Client: St Edmundsbury Council
Anticipate/Completion: June 2011 (Phase 1)
Inception: 2010
Budget: £200,000

In this hugely important and archaeologically sensitive public green space in the centre of Bury St Edmunds, the new play area sits between the dramatic ruins of the medieval abbey and a straight run of the River Lark. The intermingling of culture and nature provides the context for the scheme and dramatically reinstates the relationship between the play area and its setting, opening up the waters edge, integrating the change of levels and previously separated woodland and thus determines the choreography of the scheme. This shared public space now celebrates and explores the softer, more ephemeral materials of our cultural heritage to contrast with the durable stone of the historic ruins, resonating with the earlier Saxon settlement that existed at the water's edge. This includes carved and rustic timbers, fabric, tiles and plants, sand and water. Features include the beautifully daring tree houses and the central Gathering Place where new programmes focus on play with loose materials.

Hackney Play Pathfinder Projects

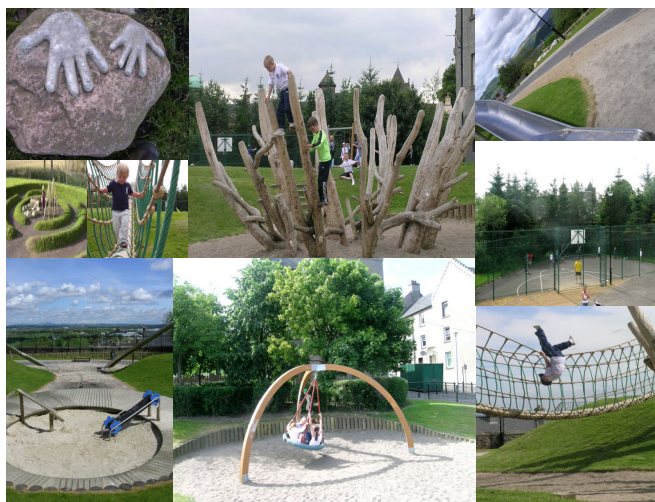


Client: London Borough of Hackney
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Anticipated/Completion: June 2010
Inception - 2009
Anticipated and Final Budget £ 450,000 over 6 projects

In the social housing spaces our aim was to create 'playable' estates, ones that legitimised children and teenagers presence in the shared squares and green places. In local engagements, the aspiration for a 'village green' gained momentum, aiming to create beautiful and welcoming places that would prompt and allow for informal, social interaction across the generations. The response on one estate:

'Thank you for all the work PLAYLINK have completed on the Somerford and Shacklewell Estate. The community is thrilled with the new play spaces and they have really made such a difference not only aesthetically but also to the general mood of the estate.' **Chair of Residents Association.**

Darnley Park, Stirling in partnership with Page & Park Architects



Client: Stirling Council, suegutteridge@btinternet.com, 0131 662 9984
Anticipated/Completion: Dec 2005
Inception: 2003
Anticipated and Final Budget: £280,000

Created in Stirling's historic Old Town, which combines high density social housing and Scotland's top visitor attraction - Stirling Castle. The challenge was to create a park which would serve and be meaningful to local people and visitors. The local perception of the site as 'unsafe' and prone to vandalism was tackled by involving the local community in the plans, construction and development of the park as a dynamic community space. A main aim was to encourage imaginative and self-directed play, in a landscape that held local significance and meaning. The distinct but connected play spaces were designed specifically to integrate and enhance the landscape. The site includes an unconventionally shaped ball court cut into the woodland. Natural wooded areas within the site are managed to encourage their exploration. Sole Scottish winner of an International Architecture for Children Award in 2004.