

SPT-E5020 - Urban Experience, Group work 2

The aesthetics of sports and leisure areas

Group 7

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Contents

- 1.** Introduction
- 2.** Theory on perceived aesthetics
- 3.** GIS Analysis
- 4.** Site visit
- 5.** Reference projects
- 6.** Conclusion & guidelines

1.

Introduction to the clusters

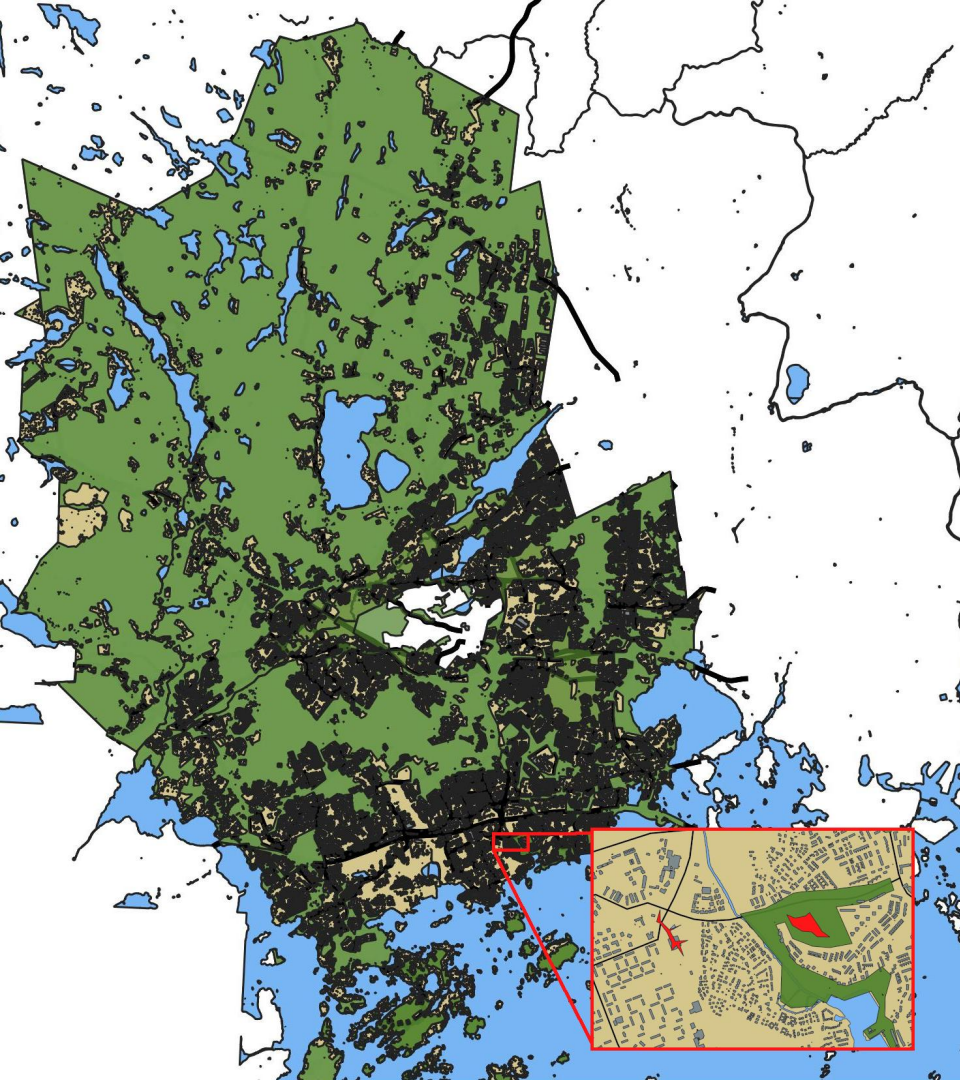
Clusters 104 and 107

We chose these clusters based on their near location to each other and by the fact that they are both recreational areas.

Even though they are recreational areas they differ quite a bit when it comes to their topology and use.

The 104 cluster in Matinkylä is a sport center area where people can play for example football, ice hockey or tennis.

The 107 cluster in Haukilahti is located on a hill that is a green, lush park where people can walk and exercise.



CLUSTERS 104 AND 107



Cluster rankings

Cluster 104 (sports center)

Number of everyday points	22
Share of walking as mode of transport	14,3
Share of bicycle	9,5
Share of car	76,2
Share of public transport	0,0

Average perceived quality of cluster **54**

Perceived environmental quality (0-10): Personal	9,0
Perceived environmental quality (0-10): Functional	7,6
Perceived environmental quality (0-10): Social	8,5
Perceived environmental quality (0-10): Atmosphere	8,6
Perceived environmental quality (0-10): Aesthetics	6,8
Number of quality points	8

Cluster 107 (green park on a hill)

Number of everyday points	23
Share of walking as mode of transport	69,6
Share of bicycle	13,0
Share of car	13,0
Share of public transport	4,3

Average perceived quality of cluster **55**

Perceived environmental quality (0-10): Personal	8,6
Perceived environmental quality (0-10): Functional	8,3
Perceived environmental quality (0-10): Social	7,9
Perceived environmental quality (0-10): Atmosphere	8,6
Perceived environmental quality (0-10): Aesthetics	9,3
Number of quality points	15



SPORT AREAS ARE OFTEN UGLY HOW TO MAKE THEM NICER?

By **esthetics** I refer to urban affect or the perceived quality of the urban surroundings. **Esthetic quality** has been identified as a **major dimension** in the public's perception of their surroundings (Carp, Zawadsky & Shokrin 1976.)

2.

Theory on perceived aesthetics

We are basing our analysis mainly on two theories:

1. Appleton's **prospect-refuge -theory**
2. The Kaplan & Kaplan **preference model**

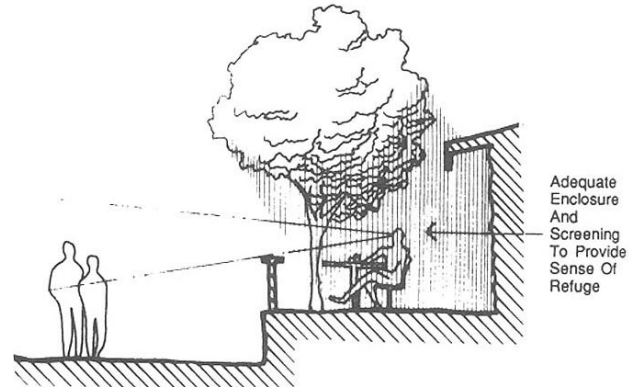
1. Appleton's prospect-refuge -theory



Source: Conrad 1993, unpublished Master-Thesis

Figure 2: (1) Strong refuge, (2) Prospect-refuge balanced, (3) Prospect (original image).

From an evolutionary perspective, people prefer environments that **allow them to hide**, as well as to **survey the environment**.



2. The Kaplan & Kaplan preference model

	Understanding / Making Sense	Exploration / Involvement
Present or Immediate (Two-dimensional plane)	1. Coherence (making sense) (the event to which the scene seems to 'hang together')	3. Complexity (involvement) (information richness of the scene)
Future or Promised (Three-dimensional world)	2. Legibility (the promise of making sense) (the predicted navigability of the scene upon further exploration)	4. Mystery (the promise of involvement) (the promise of the scene offering additional info upon further exploration)

Relationship between factors predicting environmental preference (Kaplan & Kaplan, 1987, 1988)

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Relationship between factors predicting environmental preference (Kaplan & Kaplan, 1987, 1988)

It has also been found that an **abundance of vegetation and / or water** are properties to which people usually have an innate preference.

Not be confused with **naturalness**.

E.g. Schroeder and Daniel 1981; Ulrich 1981, 1983, 1993; Yang and Brown, 1992.

In addition there seems to be a relation between the preference of a landscape and the degree to which **different landscape features fit to each other.**

Porteous, 1996: 119; Wohlwill, 1976

3. GIS Analysis

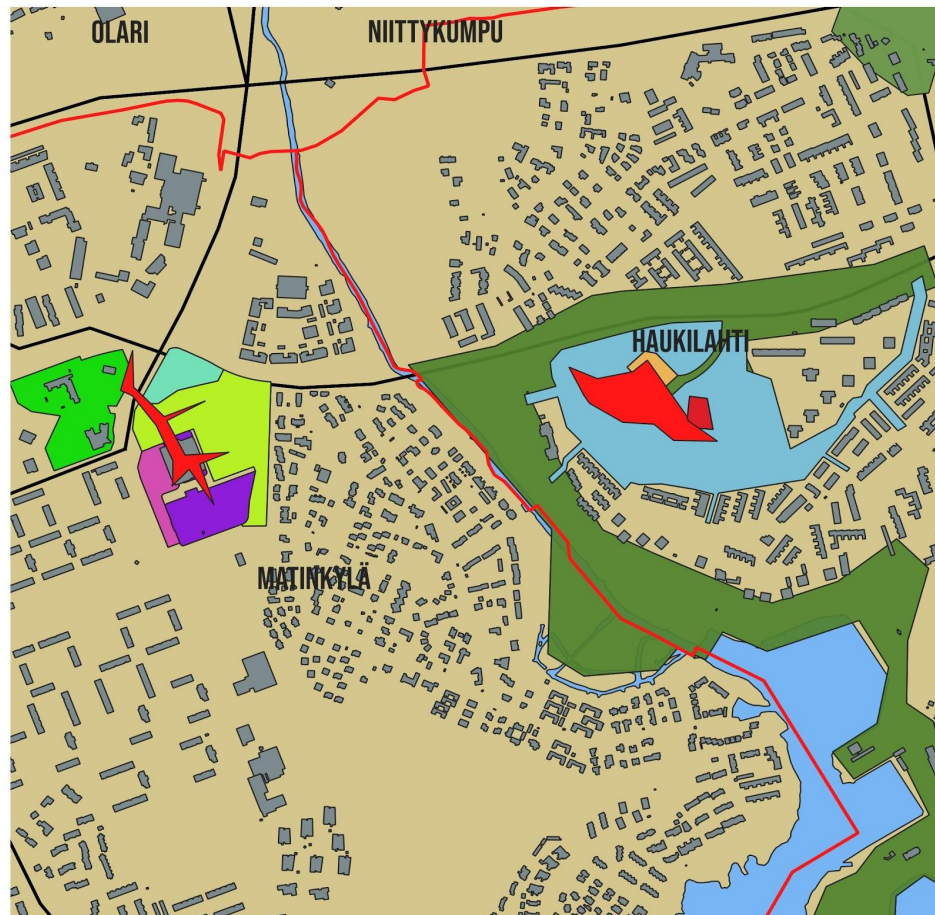
Land use proportions and intended uses of the Matinkylä (104) and Haukilahti (107) clusters

LAND USE

- THE CLUSTERS
- DISTRICT BOARDERS
- BUILDINGS
- ROADS

LAND USE

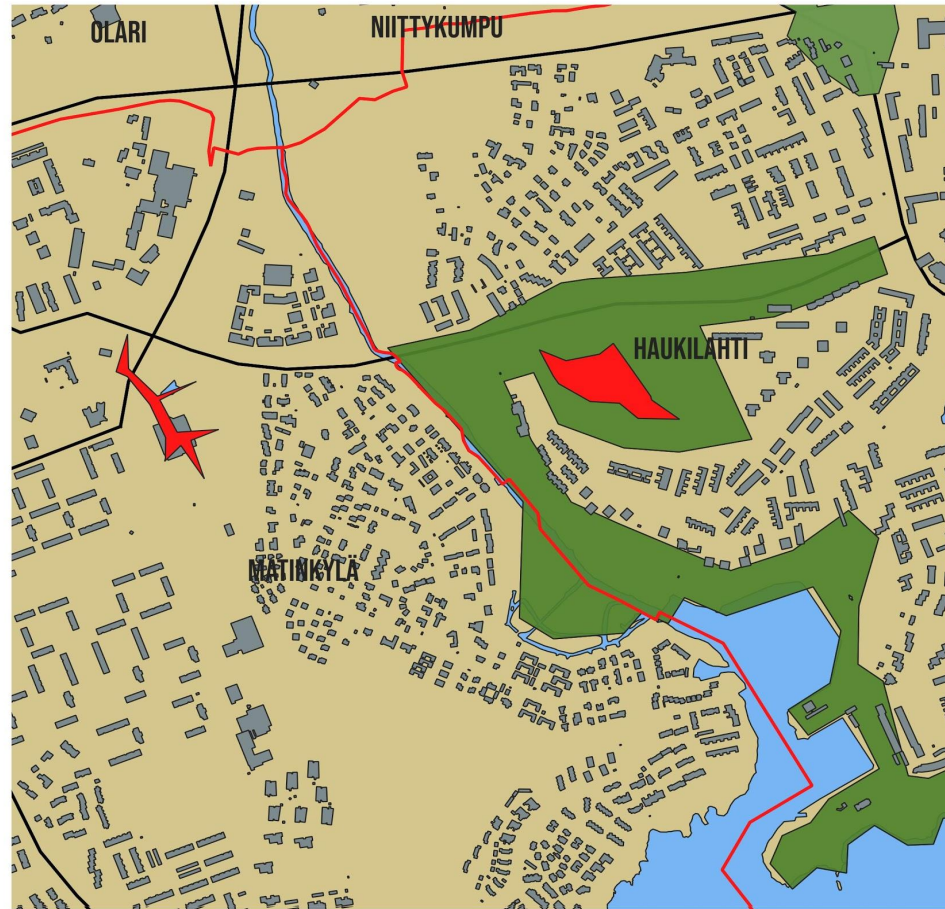
- EM
- LP-1
- PL
- VU
- Y
- YO-1
- YT
- YU



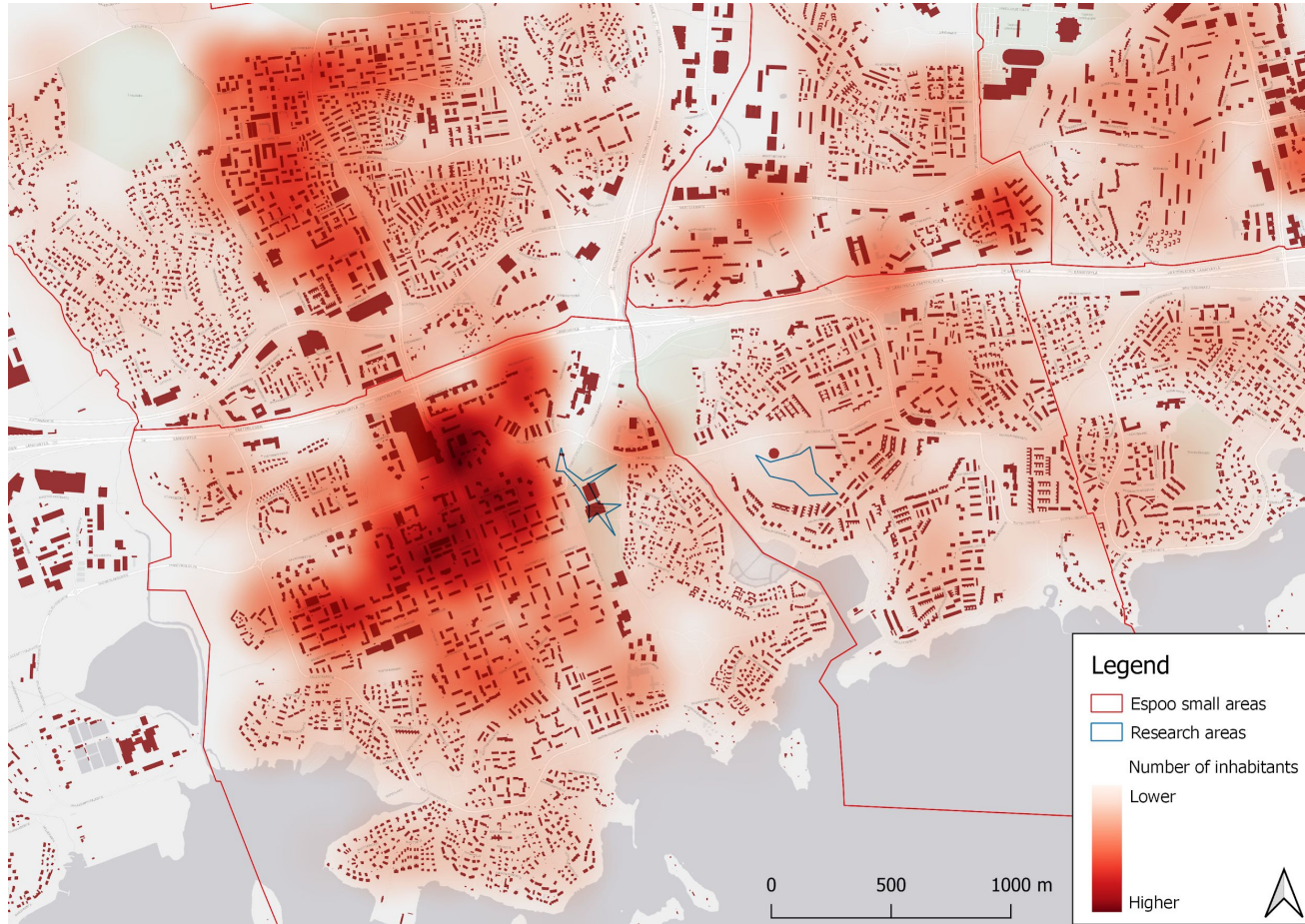
Green proportions in the area of Matinkylä (104) and Haukilahti (107) clusters

GREEN AREAS

-  THE CLUSTERS
-  DISTRICT BOARDERS
-  GREEN AREAS
-  URBAN AREAS
-  BUILDINGS
-  ROADS



The density of inhabitants in Matinkylä and Tapiola areas shown on a heatmap



4.

Site visit

1. Perceived aesthetics analysis

Use of materials

Cluster 107

- + **Harmonious colours**
- + **Wooden structures fit well the surroundings (both materials and form)**



Cluster 104

- **Plastic/ fabricated materials**
- **Fence**



2. Perceived aesthetics analysis

Vegetation



Cluster 107

- + **Lot of green vegetation: Conifers**
- + **Vegetation offers a lot “semi-open” views that allow you to see but not be seen**
- + **Harmonious colours**
- + **Natural fence**

Cluster 104

- **Deciduous trees = No ‘green’ trees -> hard in winter**
- **No natural vegetation**
-> **discussion point : safety and see-true aspect**

3. Perceived aesthetics analysis

Mystery aspect



Cluster 107

- + **Hill** : always mysterious - everyone wants to go to the top + possibility for activities
- + **Mysterious building**
- + **Mystery**: forest path

Cluster 104

- **Open**
- **No coherence** (pieces don't seem to fit together and form a whole)
- **Bad legibility** (hard to navigate)
- **No mystery** (quite predictable)

5.

Reference projects

1. Multi-purpose sports facility - Denmark

Nord Architects



- + **Little Hill -> mystery + activities**
- + **Path -> coherence**
- + **Natural building materials**
- + **See-true aspect : indoor-outdoor connection**
- + **Natural fence**

2. Quzhou Sports campus - China

MAD Architects



- + **Hill -> mystery + activities**
- + **Path -> coherence**
- + **Natural fence**
- + **Vegetation**

6.

Conclusions & Guidelines

Planning guidelines to make sport facilities more aesthetically pleasing:

- Incorporating **vegetation** i.e. green walls / green supporter hill
- Foster **half-openness**, i.e. with vegetation and/or built structures
- Create **coherence**, i.e. walking path/ indoor-outdoor connection
- Add to the **mystery** factor (and half-openness) with varying topography
- Favor building **materials and colors** that fit the landscape features (to a certain degree), i.e. natural fence

Sources:

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