



AYDIN ADNAN MENDERES UNIVERSITY
GRADUATE SCHOOL OF NATURAL AND APPLIED SCIENCES
LANDSCAPE ARCHITECTURE
LANDSCAPE ARCHITECTURE
LANDSCAPE ARCHITECTURE MASTER
COURSE INFORMATION FORM

Course Title	Children's Playgrounds Planning and Design								
Course Code	ZPM519	Course Level			Second Cycle (Master's Degree)				
ECTS Credit	8	Workload	200 (Hours)	Theory	3	Practice	0	Laboratory	0
Objectives of the Course	The purposes of this course are; to comprehend the importance of children's playgrounds situated in the rural and urban recreation areas to students by defining recreation as general, rural and urban recreation concepts, to provide general information on the planning and design principles of children's playgrounds and to analyze current practices to carry out planning and design work.								
Course Content	Providing general information about recreation as general, urban and rural recreational areas, and the concepts related to children's playgrounds, the classification of children's playgrounds, providing the planning and design principles of children's playgrounds in urban and rural areas, determining the planning, design and implementation errors of the children's playgrounds in the urban areas by visiting the children's playgrounds in the city of Aydin, and providing planning and design samples with solutions.								
Work Placement	N/A								
Planned Learning Activities and Teaching Methods	Explanation (Presentation), Discussion, Case Study, Project Based Study								
Name of Lecturer(s)	Prof. Zöhre POLAT								

Assessment Methods and Criteria		
Method	Quantity	Percentage (%)
Midterm Examination	1	40
Final Examination	1	60

Recommended or Required Reading	
1	Kentsel Rekreasyon Alan Planlaması, Uzun, G.,(1993). Çukurova Üniversitesi, Ziraat Fakültesi, No:48, Adana.
2	Plants for Play, Moore, R. C., (2002). A Plant selection Guide for Children's Outdoor Environments, Mig Communications, Berkeley, California.
3	Kentsel Rekreasyon Alan Planlaması, Özkan., M. B., (2001). Ege Üniversitesi, Ziraat Fakültesi, Peyzaj Mimarlığı Bölümü, Bornova, İzmir.
4	Play for All Guidelines. Planning, Design, and Management of outdoor Play Settings., Moore, R. C., Goltzman, S. M., Lacofero, D. S., (2002). Mig Communications, Berkeley, California.
5	Muğla Kenti Kamusal Dış Mekanları Bağlamında Master Plan Çalışması, Özkan., M. B., Küçükerbaş, E. V., Kaplan, A., Hepcan, Ş., Malkoç Yiğit, E., Sönmez, H.,(2003). Ege Üniversitesi Basimevi, Bornova, İzmir.
6	Şahin, Z., "Çocuk Oyun Alanları Tasarım İlkelerinin Bornova Örneğinde İrdelenmesi", Ege Üniversitesi, Ziraat Fakültesi, Peyzaj Mimarlığı Bölümü, Lisans Tezi, İzmir, 2009.
7	Yılmaz, S., Bulut, Z., 2007. Analysis of User's Characteristics of Three Different Playgrounds in Districts with Different Socio-Economical Conditions. Building and Environment, 42, 3455-3460.
8	Bulut, Z., Yılmaz, S., 2008. Permaculture Playgrounds As A New Design Approach for Sustainable Society. International Journal of Natural and Engineering Sciences,1 (2):35-40.
9	Yılmaz, S. , Bulut, Z. , 2002. Kentsel Mekanlarda Çocuk Oyun Alanları Planlama ve Tasarım İlkeleri. Atatürk Üniversitesi, Ziraat Fakültesi Dergisi, 33(3), 345-351, 2002.
10	Yılmaz, S. , Bulut, Z., 2003. Kentsel Mekanlarda Çocuk Oyun Alanlarının Yeri ve Önemi: Erzurum Örneği. Milli Eğitim Dergisi, 158, 63-73.
11	Bulut, Z., Kılıçaslan, Ç., 2010. Çocuğa Özgüven Kazandırmada Önemli Bir İlke: Çocuk Oyun Alanlarında Güvenlik. Artvin Çoruh Üniversitesi, Orman Fakültesi Dergisi, 10 (1), 81-90.

Week	Weekly Detailed Course Contents	
1	Theoretical	Introduction to course: content, reason, importance, process method and needs.
2	Theoretical	The concept of recreation, urban and rural recreation.
3	Theoretical	The importance of outdoor plays for children. Process of the historical changes and development of children's playgrounds.
4	Theoretical	The importance of children's playgrounds in urban and rural recreation areas.
5	Theoretical	Planning principles of children's playgrounds. Assessments of the importance for planning children's playgrounds with examples.
6	Theoretical	Classification of children's playgrounds, and the design principles.
7	Intermediate Exam	Mid-term exam



8	Theoretical	Design principles of children's playgrounds.
9	Theoretical	Evaluation of the importance of the design principles of children's playgrounds with examples.
10	Theoretical	Assessment of the errors in planning, design and implementation of children`s playgrounds.
11	Theoretical	Assessment of the errors in planning, design and implementation of children`s playgrounds.
12	Theoretical	Assessment and discussion of the errors in planning, design and implementation of children`s playgrounds and evaluation of vandalism in children`s playgrounds.
13	Theoretical	Children's playgrounds planning studies.
14	Theoretical	Children's playgrounds design studies.
15	Theoretical	Children's playgrounds planning and design studies. General evaluation.
16	Final Exam	Final exam

Workload Calculation

Activity	Quantity	Preparation	Duration	Total Workload
Lecture - Theory	14	8	3	154
Midterm Examination	1	20	1	21
Final Examination	1	24	1	25
Total Workload (Hours)				200
[Total Workload (Hours) / 25*] = ECTS				8

*25 hour workload is accepted as 1 ECTS

Learning Outcomes

1	Rekreasyon, kentsel ve kırsal yeşil rekreasyonel alanlar ve çocuk oyun alanları kavramlarını tanımlayabilmek, dış mekanda oyunun çocuk için önemini kavrayabilmek,
2	Kentsel ve kırsal rekreasyon alanları içerisinde yer alan çocuk oyun alanlarının önemini kavrayabilmek,
3	Kentsel rekreasyon alanları içerisinde yer alan çocuk oyun alanlarının planlama ve tasarım ilkelerini kavrayabilmek,
4	Çocuk oyun alanlarındaki planlama ve tasarım ilkelerini kavrayarak, örneklerde planlama, tasarım ve uygulama hatalarını yorumlayabilmek,
5	Çocuk oyun alanlarındaki planlama, tasarım ve uygulama hataları ile ilgili değerlendirmeler yaparak, çözüm önerilerini örnek planlama ve tasarım çalışmalarının ile sunabilmek.

Programme Outcomes (Landscape Architecture Master)

1	e
2	e
3	e
4	e
5	e

Contribution of Learning Outcomes to Programme Outcomes 1:Very Low, 2:Low, 3:Medium, 4:High, 5:Very High

	L1	L2	L3	L4	L5
P1	5	5	5	5	5
P2	5	5	5	5	5
P3	5	5	5	5	5
P4	5	5	5	5	5
P5	5	5	5	5	5

