

To the problem of psychological design of outdoor children's environment: the design of playgrounds in theme park

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Playground regarded as a cultural object created by adults to support the psychological development of children. The basis of the approach to the playground as an artifact of culture constitute the works of A.N. Leontiev, V.M. Munipov, russian and foreign urbanists. The paper discusses the next principles of the playground's design: the principle of consideration of the child's age, the principle of focusing on the level of acceptable risk and minimum restrictions, the principle of the openness of the equipment which accepts the variety of different actions with it, the principle of considering the level of activity of visitors; the principle of the dialog between play areas and landscape, the principle of the four elements – water, air, earth and fire. As an example, describes the experience of creating three playgrounds in the theme park “Sochi-Park” by the interdisciplinary team of landscape architects, designers and child psychologists.

Keywords: playground, play, age, open and close environment, design, risks, children

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