

Abstract

This design is an example for other people how to organize a playground on a narrow area. Many citizen housing has almost no distance between neighboring homes. It fell to the residents of the children who were mistaken. Sempitnya, a building that is a place for residents to live, makes children play in a place that should not be a place to play. This impact resulted in the danger of children while playing. Even though the government has made a playground for children, the distance between their house and the park is quite far and they are still playing in a place that should not be used for playing. The design is useful for children who want to play but there is no land to play. By looking at these problems by going directly to a place that has a fairly extreme population density, one of them is in Kampung Cibarani (residents of the city call it Kampung Cihampelas) City of Bandung. Document the condition of the area and observe every corner of the village. The next way is to interview the head of the local RW and some residents who live in the village including children. The survey results prove that the village has extreme environmental conditions. The conditions of the houses are attached to one another, barely have a home page, and the condition of the village is flanked by two streams of water, namely Cibarani River and Citarum River, as well as houses jutting down (towards the Citarum River). Seeing from these environmental conditions it turns out there is still a bridge to design the playground. The design is in the form of environmental use which can still be used as a safe playground for children.

Keywords: Play, dense population, arena, modular.