



COURSE DESCRIPTION CARD - SYLLABUS

Course name

Architectural design of Recreation Facilities

Course

Field of study

Architecture

Area of study (specialization)

-

Level of study

First-cycle studies

Form of study

full-time

Year/Semester

III/6

Profile of study

general academic

Course offered in

polish/english

Requirements

compulsory

Number of hours

Lecture

15

Laboratory classes

0

Other (e.g. online)

Tutorials

0

Projects/seminars

0

Number of credit points

1

Lecturers

Responsible for the course/lecturer:

dr hab. inż. arch. Anna Januchta-Szostak prof.PP

Responsible for the course/lecturer:

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Prerequisites

- the student has basic knowledge of the history of architecture and urban planning, the basics of architectural and urban design and landscape architecture;

- has basic knowledge necessary to understand social, economic, legal and other non-technical conditions of architectural and urban design;

- the student is able to obtain information from literature, databases and other, properly selected sources, also in English, can integrate and interpret information, as well as draw conclusions and formulate and justify opinions,

- the student is able - in accordance with the given specification - to design an architectural object with a small cubature and degree of complexity,

- the student understands the need for lifelong learning,

- can work on a designated task independently and work in a team, assuming various roles in it



Course objective

1. Acquiring knowledge of the historical development of recreational functions and contemporary trends in the design of recreational development and architectural objects for sports and recreation,
2. Getting to know the structure of recreational development in cities, agglomerations and regions, the principles of planning and programming elements of recreational development and designing various types of recreational facilities and areas in cities, suburban and rural areas,
3. Getting to know the spatial, social, economic and environmental conditions of the location of recreational functions and the formal and legal conditions of designing sports and recreation facilities, including the principles of universal design, safety and visibility in recreational and sports facilities.
4. Acquisition of knowledge and skills in the field of methods of analysis and synthesis of conditions, programming and designing medium-sized recreational and sports facilities, as well as responsible use of recreational values of the cultural and natural environment.

Course-related learning outcomes

Knowledge

A.W1. architectural design for the implementation of simple tasks, in particular: simple facilities taking into account the basic needs of users, single- and multi-family housing, service facilities in residential complexes, public facilities in an open landscape or in an urban environment;

A.W4. principles of universal design, including the idea of designing spaces and buildings accessible to all users, in particular for people with disabilities, in architecture, urban planning and spatial planning, and ergonomic principles, including ergonomic parameters necessary to ensure full functionality of the designed space and facilities for all users, especially for people with disabilities

Skills

A.U4. make a critical analysis of the conditions, including the valorization of the land development and building conditions;

A.U6. integrate information obtained from various sources, formulate their interpretation and critical analysis;

Social competences

A.S2. taking responsibility for shaping the natural environment and cultural landscape, including the preservation of the heritage of the region, country and Europe.

Methods for verifying learning outcomes and assessment criteria

Learning outcomes presented above are verified as follows:

The series of lectures on the Theory of Recreational Architecture subject is the theoretical foundation for the design of recreational facilities. Lectures and design exercises end with an independent credit. Students receive a subject program with a list of applicable issues and required design studies. There are two credit deadlines for each type of course, the second date being a resit.

Formative assessment



The theory of recreational architecture - passing the course is conditioned by passing the test, which includes the content presented in the lectures.

Summative assessment:

The theory of recreational architecture - grade from the final test (multiple choice test covering the content provided during the lectures).

Programme content

Lectures: The theory of recreational architecture

1. Concept systematics: recreation, leisure, tourism. The STRUCTURE OF RECREATIONAL DEVELOPMENT of a city & agglomeration. Relations: housing – work – leisure. Social characteristic of recreation. Attractiveness and availability of recreational areas. Environment's carrying capacity. Zones, facilities and objects of daily, weekend and seasonal leisure.
2. Daily leisure, indoor recreation: SPORT HALLS. Programming the spatial development and recreational facilities in different scales. Legal requirements and design rules of sport halls, including safety and visibility rules. Types of game fields and tribunes. Standards for spatial organization and multifunctional equipment of sport halls.
3. Daily leisure, indoor recreation: SWIMMING POOLS. Architecture for water recreation - indoor swimming pools, bathing centres, SPA. Rules for designing water recreation objects; zones, functional and programme schemes; equipment; water treatment technologies. FINA regulations
4. Weekend leisure, outdoor recreation: EQUESTRIAN CENTRES. Recreational architecture on greenfield sites on the example of equestrian centers. Location models as well as functional and spatial systems of horse recreation centers. Indoor riding halls.
5. OUTDOOR RECREATION – Water & waterside recreation and tourism. MARINAS & HARBORS (+ canoe trails and rowing tracks). Blue-green city – recreational structure. Ecohydrological, functional and legal determinants of river valleys development. Riverside buffer parks (RBP) design.
6. RECREATIONAL FUNCTIONS IN ARCHITECTURE AND URBAN PLANNING – an outline of historical development. The evolution of sports and recreational assumptions from antiquity to present. The origin of recreational functions in the city.

Teaching methods

1. Lecture with multimedia presentation.
2. eLearning Moodle (a system supporting the teaching process and distance learning).

Bibliography

Basic

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Susan L. Hutchinson, Erica Brooks, Physical Activity, Recreation, Leisure, and Sport: Essential Pieces of the Mental Health and Well-being Puzzle, Report for The Nova Scotia Mental Health Strategy Consultation, June 2011, <http://www.recreationns.ns.ca/wp-content/uploads/2012/05/MentalHealthLit.pdf>

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Thomas S. Yukic. Fundamentals of Recreation, 2nd edition. Harpers & Row, 1970, Library of Congress 70-88646. p. 1f

Rozporządzenia Ministra Infrastruktury z dnia 12 kwietnia 2002 r. w sprawie warunków technicznych, jakim powinny odpowiadać budynki i ich usytuowanie

Additional

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Kurek W. (red.), Turystyka, Wydawnictwo Naukowe PWN, Warszawa 2007

Mielczarek Z., Nowoczesne konstrukcje w budownictwie ogólnym. Arkady. Warszawa 2005

Ostrowski W. Wprowadzenie do historii budowy miast. Ludzie i środowisko. Oficyna wydawnicza Politechniki Warszawskiej. Warszawa. 2001

Parks. Green urban spaces in European cities. Edition Topos. Callwey Verlag. Munchen, Birkhauser Basel. Boston. Berlin.

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Warszawa 1975

Ujma-Wąsowicz K., Kształtowanie przestrzeni sportowo-rekreacyjnych w mieście. Ewolucja problemu,
Politechnika Śląska, Gliwice 2012.

Zabłocki W., Architektura Architecture, Wydawnictwo: Bosz, 2007

Breakdown of average student's workload

	Hours	ECTS
Total workload	30	1,0
Classes requiring direct contact with the teacher	15	0,5
Student's own work (literature studies, preparation for laboratory classes/tutorials, preparation for tests/exam, project preparation) ¹	15	0,5

¹ delete or add other activities as appropriate