Youth Preference of Extreme Parks Design in Urban Areas

Siti Aishah Khairuddin, Mohd Yazid Mohd Yunos, Md Azree Othuman Mydin, Norsidah Ujang

Department of Landscape Architecture, Faculty of Design and Architecture, Universiti Putra Malaysia, 43400 UPM Serdang
School of Housing, Building and Planning, Universiti Sains Malaysia, 11800, Penang, Malaysia

ABSTRACT

The term extreme park is a purpose-built recreational environment in urban areas made for extreme activities for skateboarding, bike, and aggressive inline skating, wall climbing and rock climbing for youth to enjoy their leisure time. Lack of appropriate open space areas for youth in urban areas that meet the needs and preferences of youth behaviour are one of the main factors that contribute to social problems. The youth often like to explore the environment and to find a territory of their own and they may avoid the adult spaces, where the teenagers may feel themselves controlled, criticized or excluded. This study attempts to identify youth preferences of extreme park design in urban areas. The survey determined the criteria of successful design criteria that can provide acceptable experiences for users. The study found that most of the respondents preferred to have natural element in develop the extreme park and these finding may be used to expand the current existing guidelines and policies regarding future extreme park development.

INTRODUCTION

Nowadays in Malaysia, there is still lack of appropriate open space areas in urban areas for youth. This area is given less emphasis on youth because they are more designed the urban for the whole family especially for children[1,2]. Youth also need a recreational area dedicated to their favourite activities without the nuisance by the other to spend their leisure time, any open space areas today are not well designed to meet the needs and preferences of youth behaviour[3,4]. Usage frequency of the recreation area by youth indicates the successfulness of the design [5]. At their best, parks can offer a variety of high-quality opportunities for youth to build their skills and strengths as it leads to a full and rewarding lives [6,7,8].

METHODOLOGY

Shah Alam Extreme Park was selected as case study area because the area became the focus of youth to spend their free time with extreme activities. In addition to theories and precedents from literature reviews, this study adopted a questionnaire survey to discover the users’ preference on and experience of Extreme Park in urban areas. This design criteria used in the survey ascertained and quantified by users’ perception of that park. The data collected will be analysed using the SPSS software and the results are presented in a form of percentage and mean. The combination of the user’s responses with the observation of their activities provides a more developed picture of the lived experience of the youth using the Shah Alam Extreme Park.

RESULTS AND DISCUSSIONS

This paper discusses and describes results obtain from the field survey user preferences of extreme park. A total of 50 participants took part in the survey at Shah Alam Extreme Park. The majority of the extreme sports are monopolized by male because of this extreme sport more suited to male rather than female. Among those participants the results show the age group that ranges between 21-30 years is the highest numbers of participants involved with this study because youth in this range of age are very energetic.
User preferences and feelings of the park:

Figure 1 shows the types of activities preferred by the participants at the extreme parks. They enjoyed and preferred skateboarding consist of 42% (n=21) the most, followed by roller skate consist of 28% (n=14) and rock climbing consist of 26% (n=23). The lowest preference is bike riding consist of 4% (n=2). Most the participant prefer to play skateboarding rather than other games. The highest mean value for participants’ experience at the park is excited (m=3.72) compare to lowest mean value for participants’ experience at the park is bored (m=1.70). This is because most of the participants felt that Shah Alam Extreme Park is safe when they could enjoy and play safely. According to the data collected for this research, overall participants’ opinion on Shah Alam Extreme Park is not in a good condition (m=2.80) and also not satisfied their need in terms of maintenance and equipment factors. This is evidenced by the fact that overall opinion mean value are below than (m=3.00). Even though the result not achieve but participants’ still use that park and eager to play because Shah Alam Extreme Park is the nearest extreme park in that residential area.

User preferences of design criteria:

This section consist of five question about user preferences of design elements at extreme park which is combined of open and close ended questions. The last question in this study also asked the participants to give suggestions on the best of five design layout from ten pictures of design layout for extreme park future development.

(i) Element need to be improved:

Figure 2 presents the users’ preferences of proposed design and elements at Shah Alam Extreme Park for future development. The analysis shows that equipment condition (74%, n=37) and integrated facilities (70%, n=35) score the significant preferences by all participant followed by scenic view (60%, n=30), design of material (58%, n=29) and the lowest is a pedestrian (36%, n=18). The important of the result participants’ more concerned about the condition of equipment. This is strongly can change participants’ feeling to play and enjoy their activity at the park if the equipment condition is not in a good condition. According to that result participants also concerned about the natural views at the park.

![Type Of Activities](image)

Fig. 1: Type of activities participant like.

CONCLUSION

Overall, this research found that people who are living in the area of the Shah Alam Extreme Park significantly used the park for leisure and recreational activities during weekdays and weekend. Through the survey conducted at the area, the users were mainly youths from different age groups and gender. This indicates that the extreme park is efficiently designed to meet the needs of the urban youths that could encourage the urban social relations among the community. The elements and design of liveable extreme public park which include the condition of equipment, lighting factor, material characteristic, park facilities and the surrounding building uses contribute to the users’ preferences of place for leisure and recreational activities in outdoor spaces. Moreover, these findings may also be used to improve the current existing guidelines and policies regarding future extreme park development based on users’ preferences. They are delighted with the design of the extreme park that reflects the nature elements intertwined with serene and soothing soft scape elements [9,10,11]. Ultimately, based on the study conducted, it is duly reflected that the major user preference is the greenery that contributes to serene experience in the Extreme Park.
(ii) User preferences on Design Layout:

The responses indicated they would prefer a natural extreme park that features greenery, scenic views and vistas in conjunction with the rich design element and design material, as shown below in Figure 3 consist of (16%, n=40) and followed by Figure 3 consist of (12.8%, n=32). It can also be noted that the image which received high “Most Preferred‖ response showed greenery not only on its area, but in its surroundings, as well. Participant found the extreme park without design element, design material and minimal greenery to be “Least Preferred‖, as shown in Figure 4 consist of (7.2%, n=18) and Figure 5 consist of (6.8%, n=17).

![Figure 2: Users’ preferences of future design element.](image)

**Fig. 2:** Users’ preferences of future design element.

(ii) User preferences on Design Layout:

The responses indicated they would prefer a natural extreme park that features greenery, scenic views and vistas in conjunction with the rich design element and design material, as shown below in Figure 3 consist of (16%, n=40) and followed by Figure 3 consist of (12.8%, n=32). It can also be noted that the image which received high “Most Preferred‖ response showed greenery not only on its area, but in its surroundings, as well. Participant found the extreme park without design element, design material and minimal greenery to be “Least Preferred‖, as shown in Figure 4 consist of (7.2%, n=18) and Figure 5 consist of (6.8%, n=17).

![Figure 3: The design layout of Extreme Park preferred the most as identified by the participants (photo by SPA Photos, 2011)](image)

**Fig. 3:** The design layout of Extreme Park preferred the most as identified by the participants (photo by SPA Photos, 2011)

### REFERENCES


