KIIMINKI PARK - THE CODE OF KIIMINKI

Concept moodboard
- Shrubs
- Birches and ornamental grass
- Meadow
- Rocks and wood chips
- Lawn
- Tennis and ice-hockey football
- Walkway
- Main path

Vegetation moodboard
1:500
- Existing and expanded forest
The sports park in Kiiminki, Oulu is currently not inviting visitors to spend time there as it is only functional, but not aesthetically pleasing. Therefore, the park will be redeveloped with the aim of making it a more attractive place for people of all walks of life. The cornerstone of the plan is the use of the barcode planning tool, which is an innovative visual tool that also has a profound link to Western Finland’s historical agricultural landscape (“sarkajako”). The barcode helps to give the park a clear and linear structure.

The main path (width 10 m) is highlighted in orange. This path acts as the main connection between the most important functions of the park: the playground, the skate park, the football field, the tennis court, and the volleyball court. It also provides an easy emergency access and connects to the surrounding area. The orange colour was chosen to offset it from the remaining elements and emphasize its importance. The paths in the park are also divided into different ‘themes’: existing and extended forest, multi-stemmed birches with ornamental grasses, shrubs, rocks with red woodchips, meadow, and lawn.

The park will be improved by planting more birches and coniferous trees. The multi-stemmed birches will create a backdrop with ornamental grasses, shrubs, and red woodchips. The birches will also serve as berries for lingonberries among other plants, which also provide the possibility to pick the berries.

The whole park is wheelchair accessible, except for the small walkway in the south that reaches to the slide. Along the paths, there are age-appropriate benches to sit and rest.

During Christmas time, Christmas lights illuminate the main path, creating a festive atmosphere.

Kiiminki park invites all people, no matter what age, to come together, spend time and work out.

**Perspectives**

- **Theme Maps**
  - 1:2000
  - Cross Sections

**Cross Sections**

- No scale
- Slide A - A'
- Barcode B - B

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NOVEMBER - 2017
The Code of Kiiminki

The sports park in Kiiminki, Oulu is currently not inviting visitors to spend time there as it is only functional, but not aesthetically pleasing. Therefore, the park will be redeveloped with the aim of making it a more attractive place for people of all walks of life. The cornerstone of the plan is the use of the barcode planning tool, which is not only an innovative visual tool, but also has a profound link to Western Finland’s historical agricultural landscape ("sarkajako"). The barcode helps to give the park a clear and linear structure. The idea is to combine both the existing Finnish nature and a modern design, which keeps it simple and low in maintenance but also makes it a more interesting place.

The centrepiece of the concept is the main boulevard (width 10 m) which is highlighted in orange. This path acts as the main connection between the most important functions the park has to offer and provides an easy emergency access. It also provides the connection to the surrounding area. The colour orange was chosen to offset it from the remaining elements and emphasize its importance. The colour is still to be found in some selective areas, for instance the terrace. The planting of Populus tremula creates an alley and accentuates the prominence of the boulevard. The avenue connects the fields of the following sports: tennis, ice-hockey, football, volleyball, Finnish baseball while also offering access to the skate park, the playground and the kiosk. To ensure safety there is a barrier in between the skate park and the playground that consists of birches and benches. On the playground children can slide, swing, jump, balance, hang, play in the sand or shinny up the climbing wall. Both the playground and the skate park contain elements that are designed by a graffiti artist. Underneath the tribune there is an info point and a kiosk which offers a place for the visitors to relax, unwind and grab refreshments and food. Also, the carpets for the slide can be rented there. Attached to the kiosk is a large terrace which serves as a picnic area. The info point provides everything you need to know about the games.

To be able to experience the barcode, there is a curved route (width 5 m) through the whole park. This walkway passes every part of the barcode and has different purposes depending on the season. The barcode is divided in different ‘themes’: existing and extended forest, multi-stemmed birches with ornamental grasses, shrubs, rocks with red woodchips, meadow, lawn and a slide, which can be used both in winter and in summer. In summer the path is used by pedestrians and cyclists. In winter the cyclists make room for skiers. Fireplaces pepped along the fringes of the walkway offer both a warm visual aspect and comfort zones for visitors.

The forest will be improved by planting more birches and coniferous trees. The multi-stemmed birches with ornamental grasses reflect the deciduous forest. The shrubs will consist of blueberries and lingonberries among other plants, which also provides the possibility to pick the berries.

The whole park is wheelchair accessible, except for the small walkway in the south that reaches to the slide. Along the paths there are age-appropriate benches to sit and rest.

During Christmas time, Christmas lights illuminate the main path creating a festive atmosphere.

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