

re-PLAY City

A city-wide recreational system

The ideation of this proposal begins with a simple question:
Where do we play in KL?

Historically, Kuala Lumpur was not built for play. It was when the working class finally found time for leisure that the urban landscape began to change. Bukit Bintang's BB Park, the Coliseum and Rex Cinema are distant memories of an era. Now, family recreation in Kuala Lumpur is limited to isolated open-access areas such as public parks like Taman Tasik Titivangsa, KL Eco Forest Park and Perdana Botanical Gardens.

When there is too much tropical heat, people retreat indoors, flocking to commercial cafes, malls, and cinemas. Recreation, or play, has become intrinsically related to consumerism, tourism and Instagram aesthetics.

In a sprawling, car-centric city like KL, Play is often an afterthought in urban planning and urban design. Truly inclusive, egalitarian play spaces are increasingly scarce.

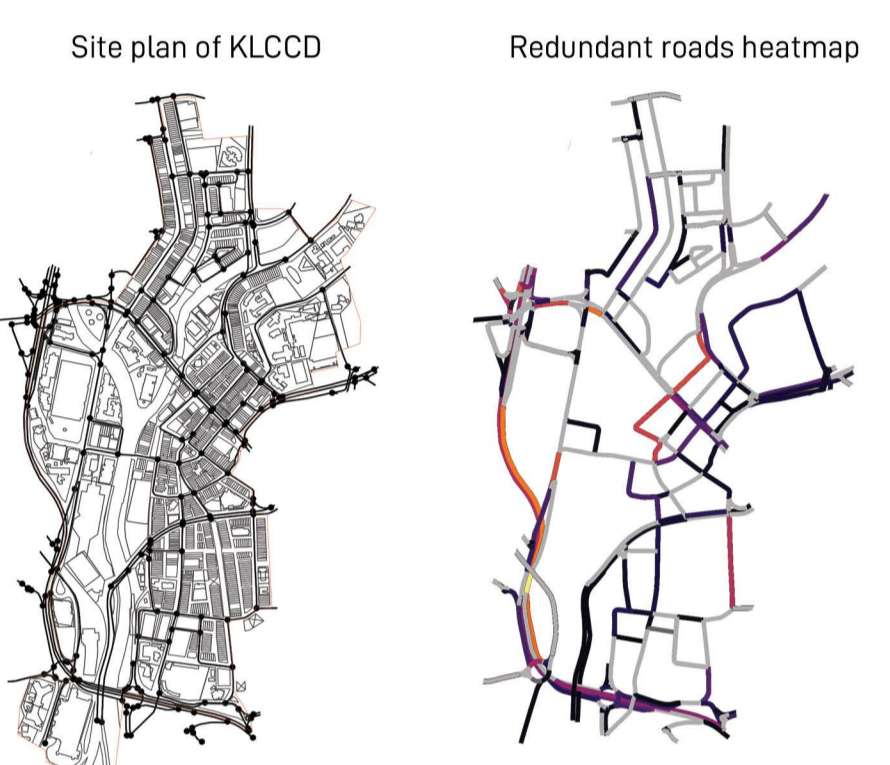
Why is play so important to the city?

Though often associated solely with children, Play is equally crucial for adults and senior citizens, individually and collectively. In an urban context, Play enhances social interactions among different groups of people, improve community well-being, fosters creativity and deepens a sense of cultural belonging. Play is also a foundation of a healthy lifestyle.

While cities like Singapore, Copenhagen, and Bristol embrace "playful urbanism" to prioritise citizen well-being, KL lags behind. Public parks, squares and commercial recreation options are isolated. There are few places left to play without purchasing an entrance ticket.

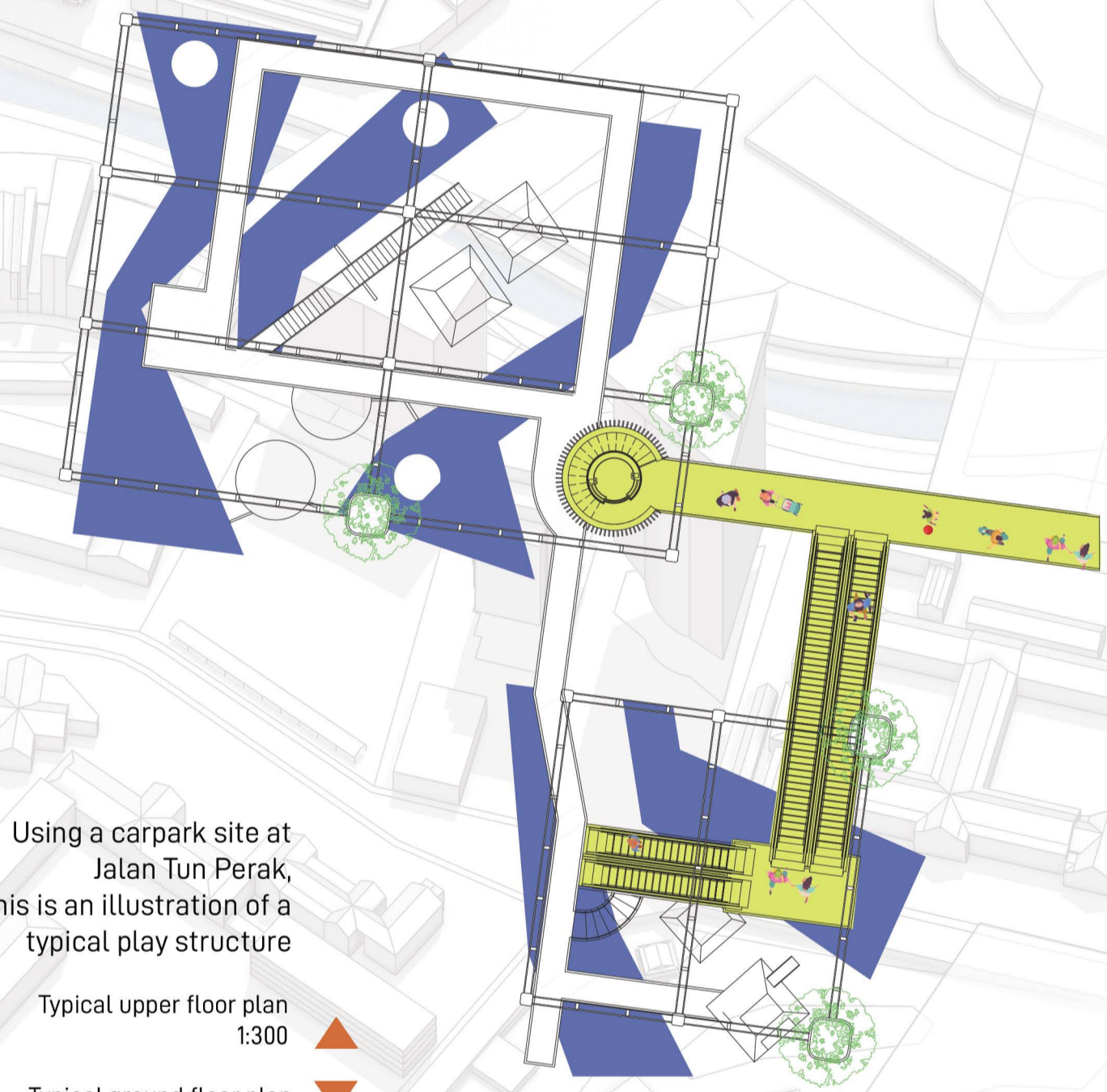
Thus, a comprehensive infrastructural system which supports diverse recreational needs is urgently required in the city. The underutilised **brownfield sites**, scattered across Kuala Lumpur's historical core, offer the perfect canvas for this intervention.

There is a general lack of playfulness in KL.



Our definition of brownfield sites goes beyond dilapidated and underutilised lots. We think all underutilised public realm, including streets, deserves attention.

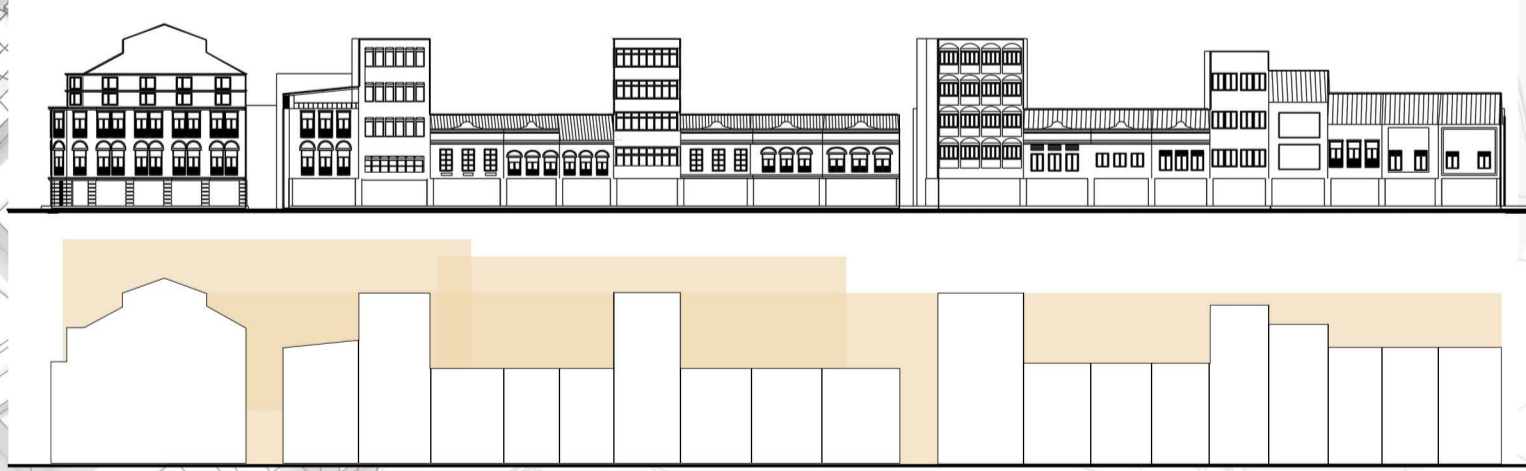
Using artificial intelligence and coding, a heatmap based on open data of traffic movements are generated. This clearly identifies the significance of each road to the connection of the city. The lighter the colour in the colour spectrum, the least-redundant it is. A gap is found, almost all backlanes are redundant.



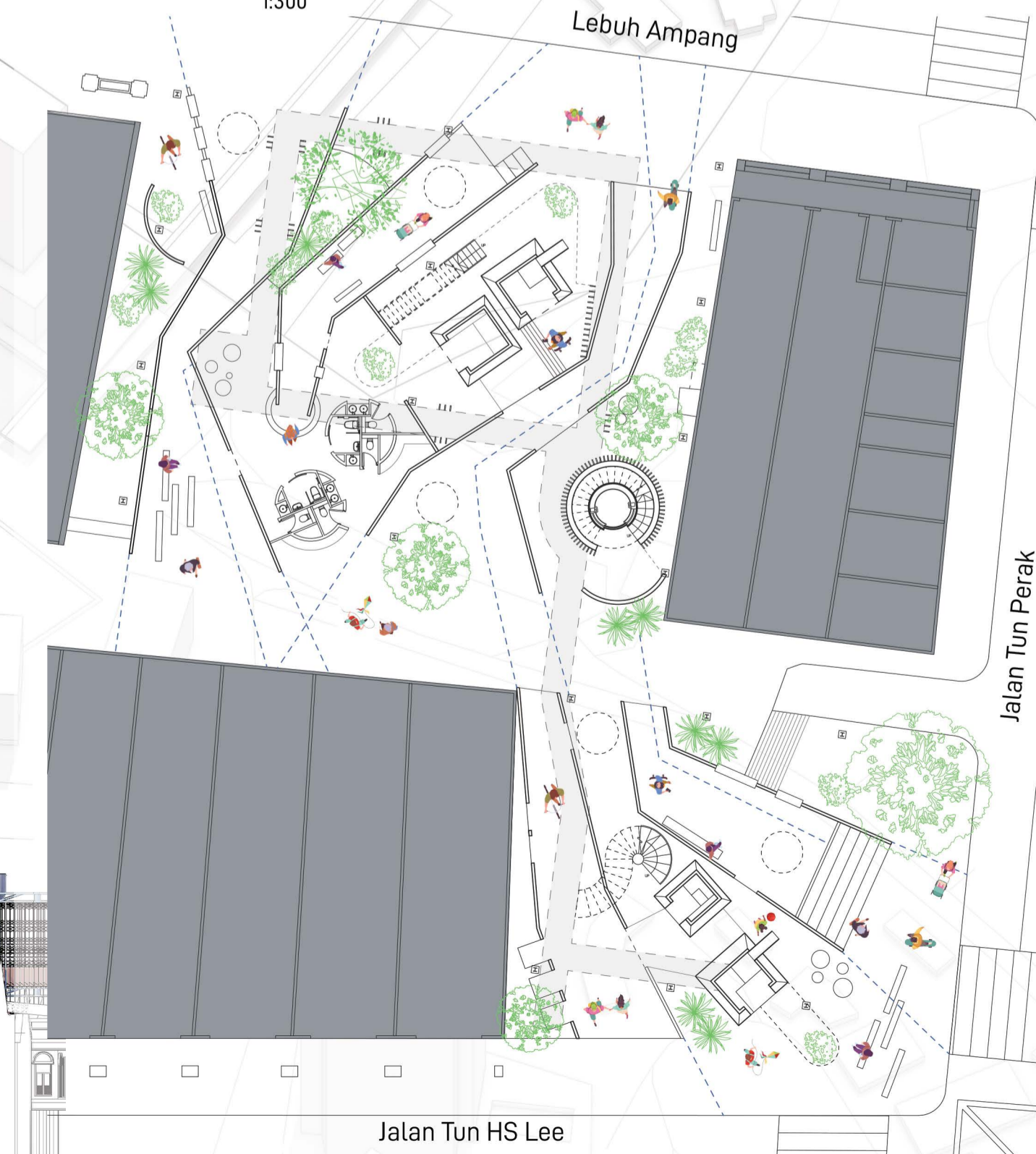
Using a carpark site at Jalan Tun Perak, this is an illustration of a typical play structure

Typical upper floor plan 1:300

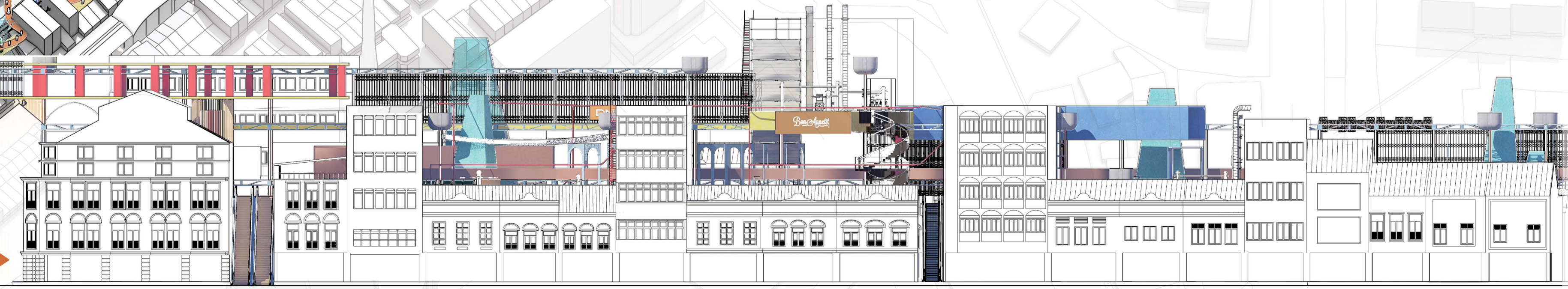
Typical ground floor plan 1:300

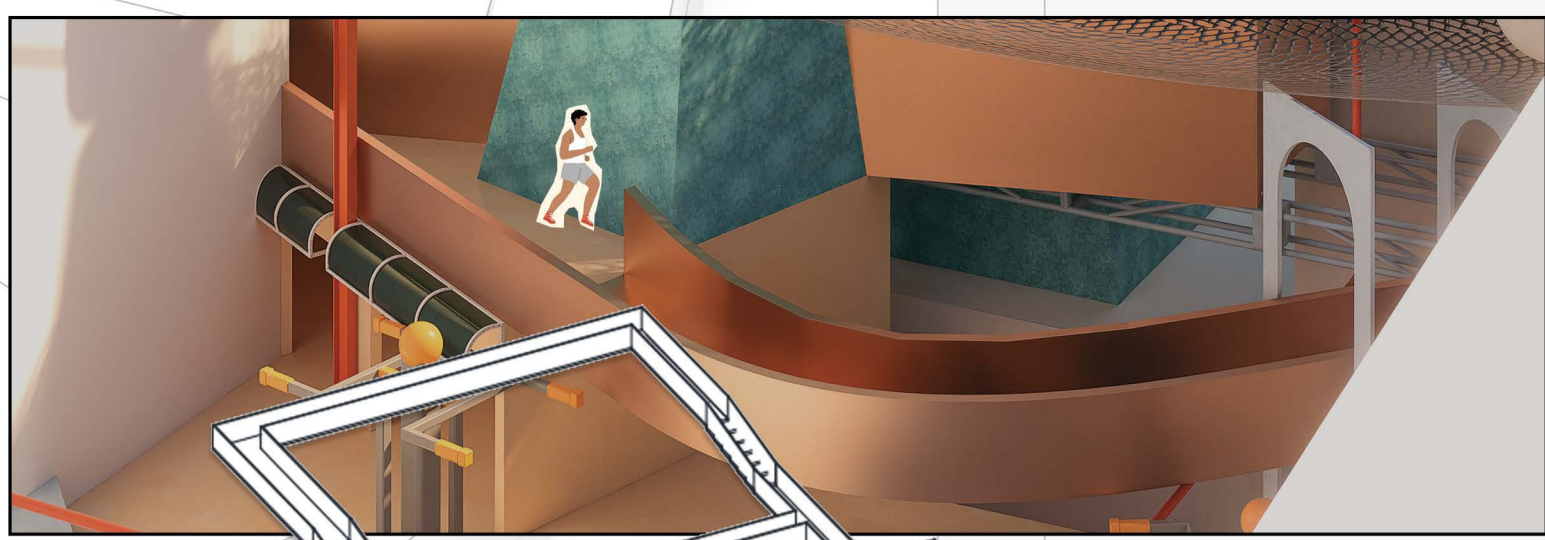


To preserve the historical integrity of the facade of shophouses in this historic core, the proposal seeks to not overpower the heritage facades yet fill in the voids of the irregular urban wall.

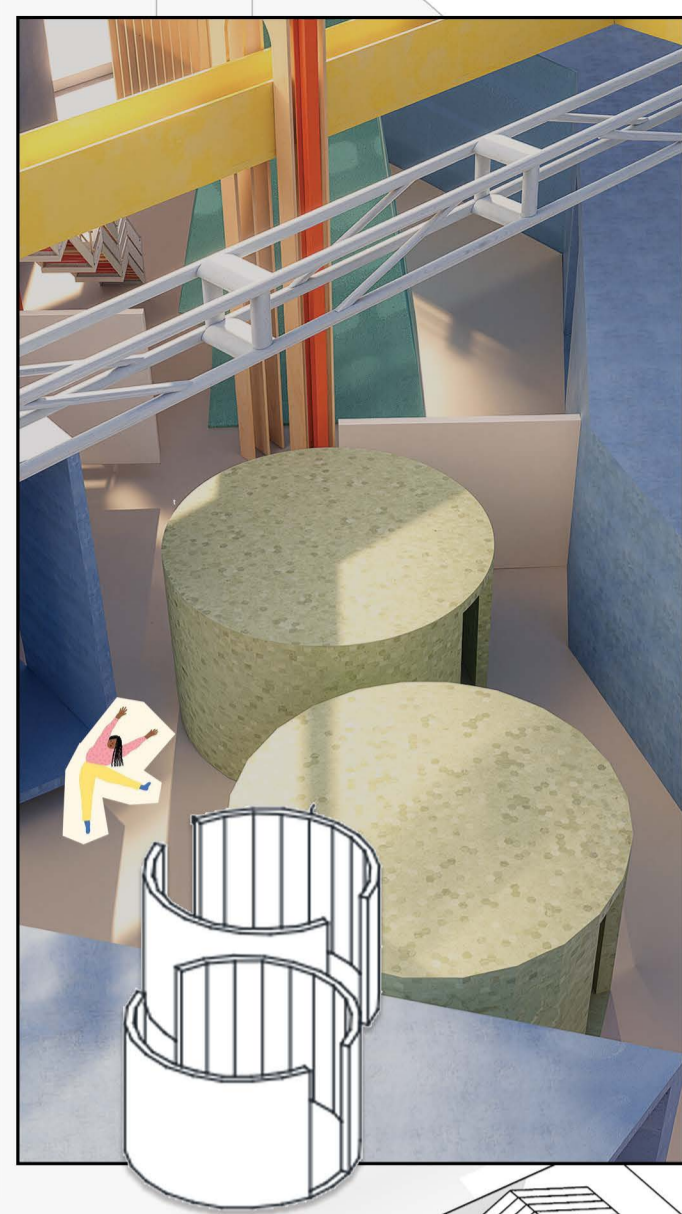


Street elevation (Jalan Tun H S Lee) 1:300

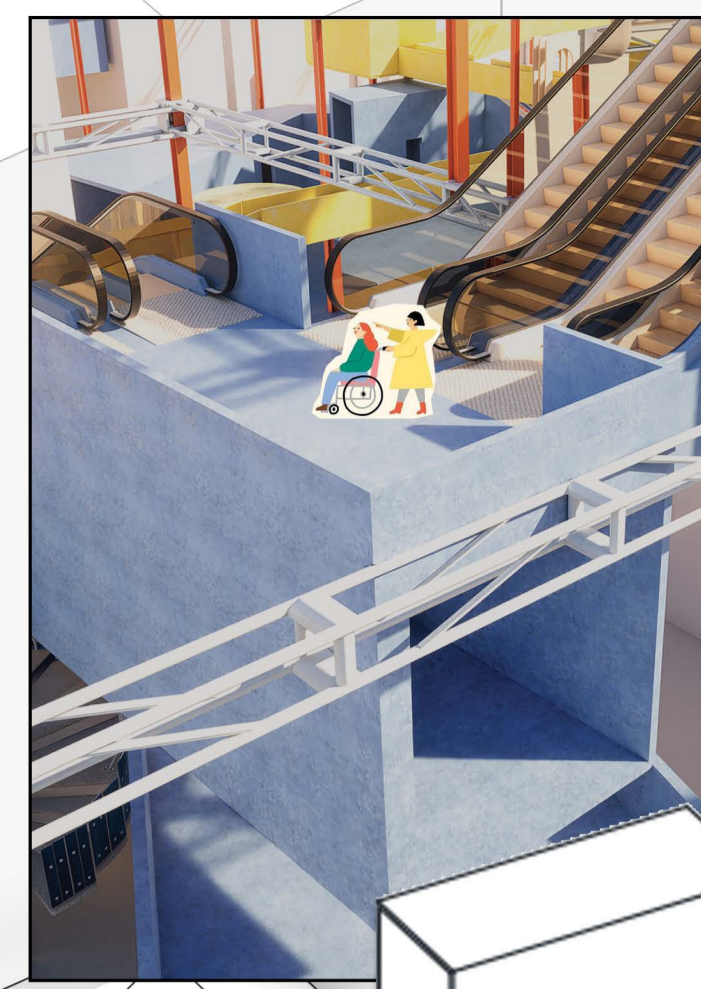




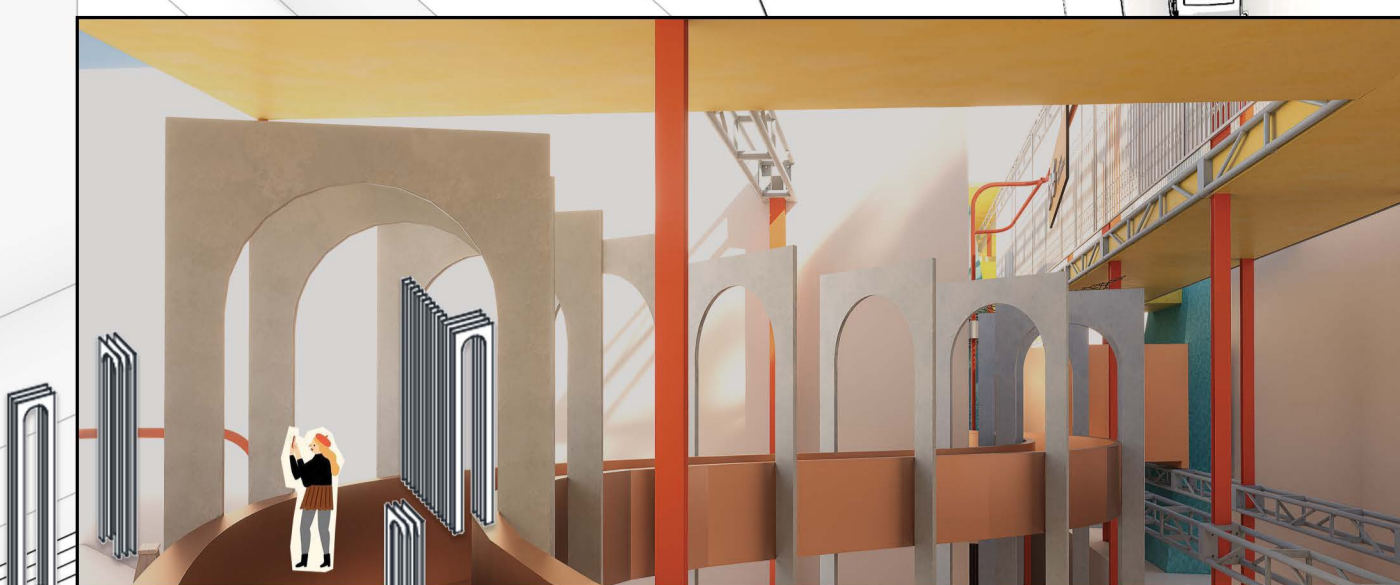
Five foot way in the air
Perfect for the curious!



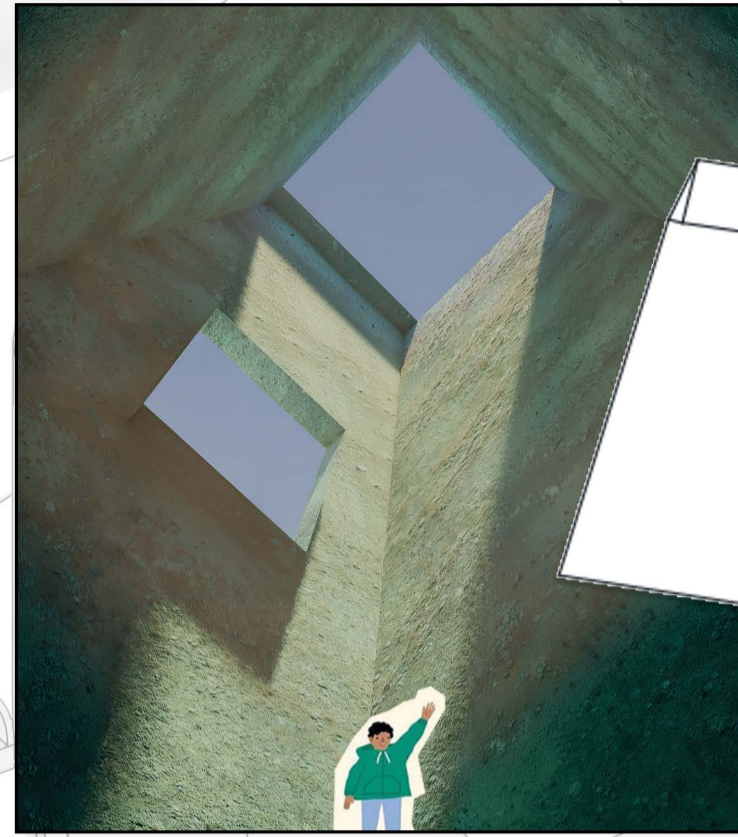
Civic amenity pods
to serve the city



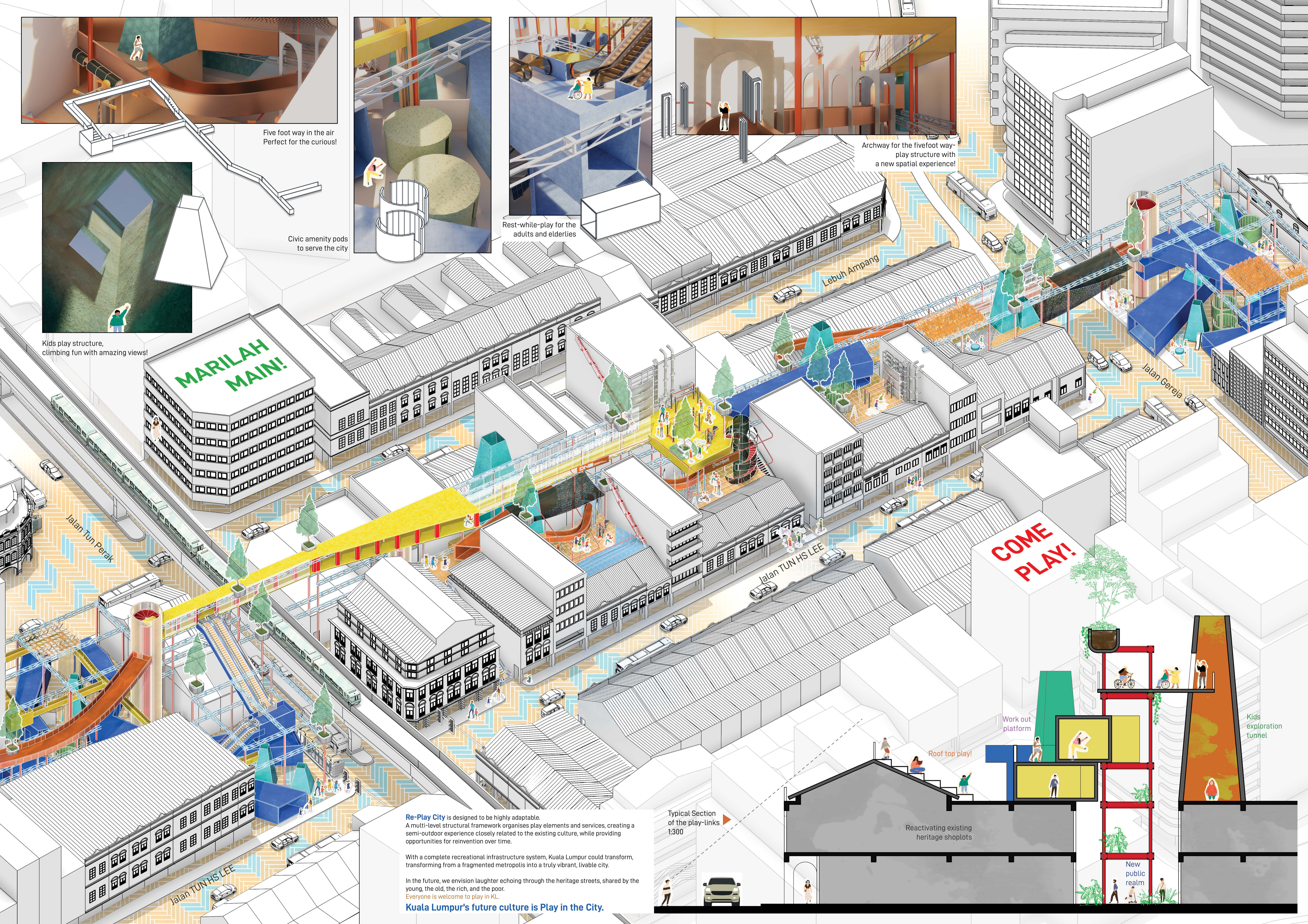
Rest-while-play for the
adults and elderly



Archway for the fivefoot way-
play structure with
a new spatial experience!



Kids play structure,
climbing fun with amazing views!



MARILAH
MAIN!

COME
PLAY!

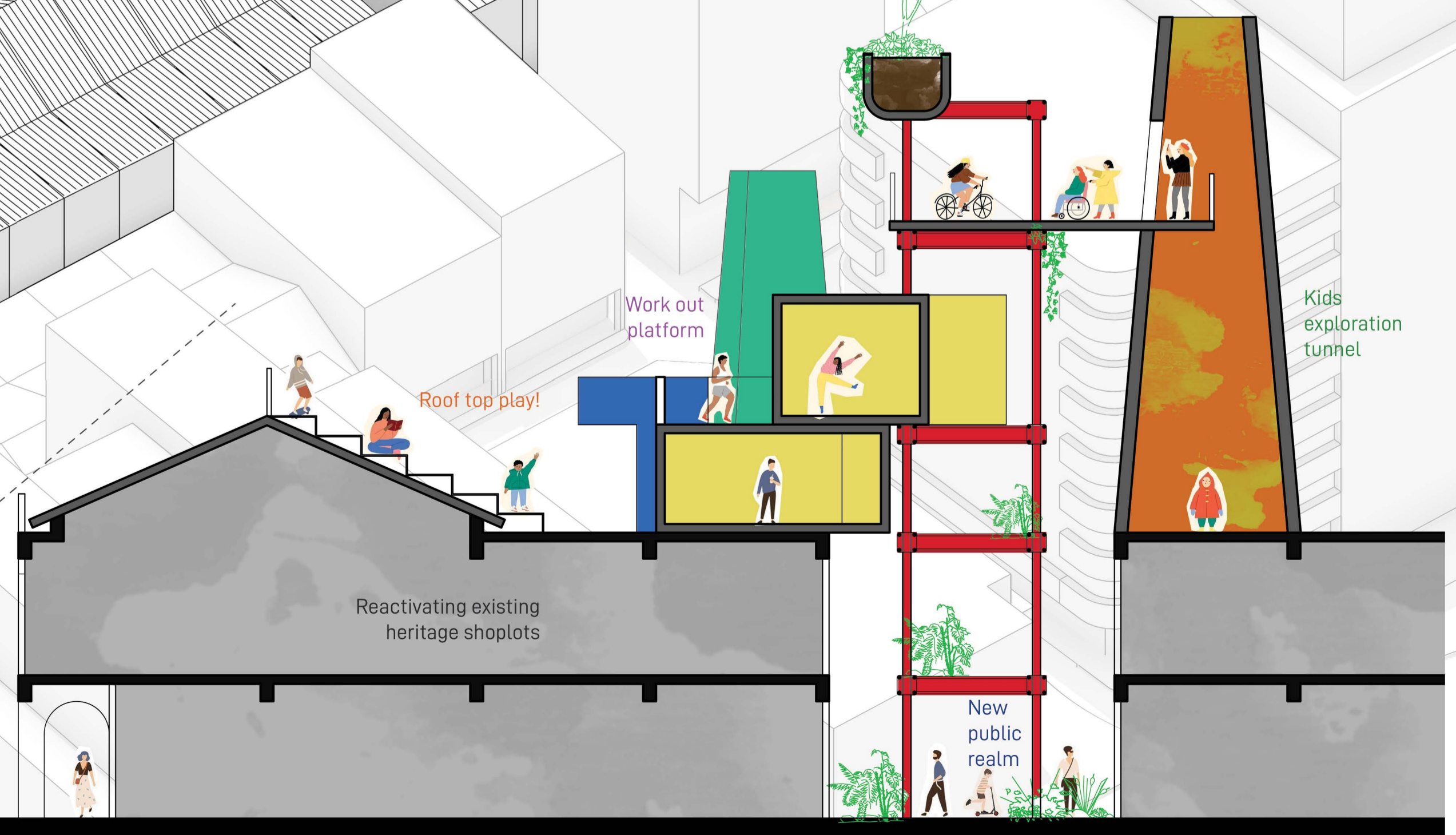
Re-Play City is designed to be highly adaptable. A multi-level structural framework organises play elements and services, creating a semi-outdoor experience closely related to the existing culture, while providing opportunities for reinvention over time.

With a complete recreational infrastructure system, Kuala Lumpur could transform from a fragmented metropolis into a truly vibrant, livable city.

In the future, we envision laughter echoing through the heritage streets, shared by the young, the old, the rich, and the poor. Everyone is welcome to play in KL.

Kuala Lumpur's future culture is Play in the City.

Typical Section
of the play-links
1:300



Reactivating existing
heritage shoplots

Roof top play!

Work out
platform

New
public
realm

Kids
exploration
tunnel

