



Park and Recreational Area Design: Global Applications

7 – 11 June 2027
Rome (Italy)



Park and Recreational Area Design: Global Applications

Ref: 15933_339087 **Date:** 7 – 11 June 2027 **Location:** Rome (Italy) **Fees:** 7200 Euro

Introduction:

This Park and Recreational Area Design: Global Applications course explores the principles and practices behind designing functional, inclusive, and sustainable parks and recreational spaces that cater to diverse communities. It delves into integrating landscape engineering with urban planning to create harmonious green spaces that enhance users' well-being.

By examining global standards, trends, and innovative approaches in park design, participants will gain insights into creating spaces that promote environmental sustainability, social interaction, and accessibility. Through case studies and practical examples, this Park and Recreational Area Design: Global Applications course prepares professionals to design parks that are vital, vibrant components of urban life worldwide.

This Park and Recreational Area Design: Global Applications training delves into the essentials of recreational area design, focusing on the planning and design of recreation areas and facilities that enhance community well-being. Participants will explore innovative approaches to modern park design plans, including creative park design techniques that emphasize functionality and aesthetics.

The Park and Recreational Area Design: Global Applications course highlights the role of park design architects in implementing sustainable and inclusive park design principles. Topics include residential park design strategies for urban and suburban settings, global applications, and solutions that address diverse environmental and cultural contexts. They will gain the knowledge to craft transformative spaces that serve as global benchmarks.

Targeted Groups:

- Urban Planners and Landscape Architects.
- Architects and Designers specializing in public spaces.
- Environmental Engineers and Sustainability Experts.
- Government Officials and Policy Makers.
- Community Development Professionals.
- Recreational Facility Managers.
- Researchers in Urban Design and Landscape Architecture.
- Nonprofit Organizations focused on public space advocacy.
- Private sector developers are involved in urban planning projects.
- Cultural and Tourism Development Teams.

Course Objectives:

At the end of this Park and Recreational Area Design: Global Applications course, the participants will be able to:

- Understand the principles of designing functional and inclusive public green spaces.
- Learn to integrate landscape engineering with urban planning for cohesive designs.
- Explore global standards and trends in park design for innovative solutions.
- Develop skills in creating sustainable and environmentally friendly recreational areas.
- Analyze case studies of successful parks from around the world.
- Gain knowledge on community engagement and user-centered design strategies.
- Apply best practices in designing parks that cater to diverse populations.
- Enhance the balance of aesthetics, functionality, and sustainability in park designs.
- Learn to evaluate and implement smart technologies in park planning.
- Foster collaboration between various stakeholders in park and recreational area projects.

Targeted Competencies:

By the end of this Park and Recreational Area Design: Global Applications training, the participant's competencies will:

- Mastery in designing accessible and inclusive public green spaces.
- Proficiency in integrating landscape engineering with urban planning.
- Understanding of global standards and best practices in park design.
- Ability to evaluate and apply sustainable design principles.
- Skill in creating multifunctional spaces for diverse user needs.
- Expertise in enhancing environmental and social sustainability.
- Knowledge of innovative park design trends and technologies.
- Capacity to collaborate across disciplines for holistic design solutions.
- Competence in assessing and meeting community engagement needs.
- Ability to adapt global design concepts to local contexts and regulations.

Course Content:

Unit 1: Fundamentals of Public Green Space Design:

- Introduction to the principles of green space design.
- Understanding the concept of functional and inclusive public parks.
- Designing for accessibility, safety, and comfort for all users.
- Key design elements: pathways, seating areas, open spaces, and play zones.
- Addressing the needs of different age groups and communities.
- Exploring biophilic design and its benefits in urban parks.
- Incorporating environmental sustainability in park design.

Unit 2: Landscape Engineering and Urban Planning Integration:

- Defining the roles of landscape engineering and urban planning in park design.
- Understanding the technical aspects of landscape engineering grading, drainage, etc..
- Coordinating land use and green space placement in urban settings.
- Designing parks that integrate with existing infrastructure and the built environment.
- Using urban planning tools to enhance park functionality.
- Collaborating with engineers and urban planners in the design process.
- Managing ecological, social, and economic factors in park design.

Unit 3: Global Standards and Best Practices in Park Design:

- Overview of global park design standards and guidelines.
- Benchmarking international examples of successful parks and recreational areas.
- Studying design principles from leading cities globally.
- Key trends: sustainable materials, energy-efficient lighting, and green infrastructure.
- Exploring innovative park models: multi-use spaces, green rooftops, and urban forests.
- Understanding the role of parks in promoting environmental justice.
- Adapting global best practices to local contexts and cultures.

Unit 4: Sustainable and Multifunctional Park Design:

- Principles of sustainability in park design: low-impact development and resource efficiency.
- Designing parks with multifunctional spaces: recreational, social, and cultural.
- Incorporating renewable energy, water conservation, and waste management systems.
- Creating biodiversity-friendly parks that support local flora and fauna.
- Promoting community health and well-being through active and passive park spaces.
- Integrating climate change resilience strategies in park design.
- Green infrastructure solutions: permeable pavements, rain gardens, and bio-swales.

Unit 5: Community Engagement and Stakeholder Collaboration:

- Understanding the importance of community input in park design.
- Methods of engaging local communities in the design process workshops, surveys, etc..
- Addressing the diverse needs and expectations of park users.
- Building partnerships with local governments, developers, and non-profit organizations.
- Balancing public and private interests in park projects.
- Managing stakeholder expectations throughout the design and implementation phases.
- Measuring the social impact of parks and recreational spaces.
- Case studies of successful community engagement in global park projects.