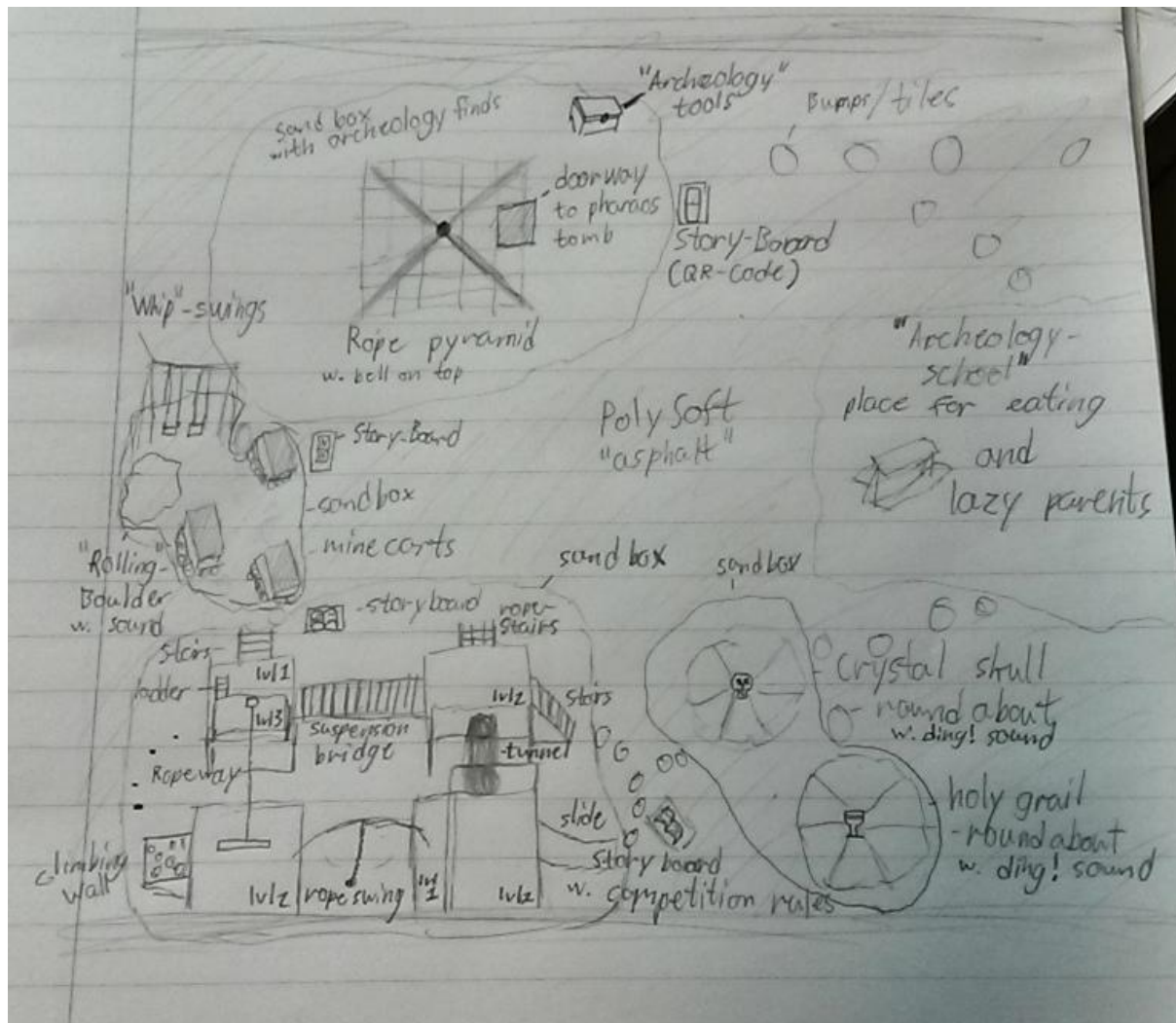


Indiana Jones Adventure Ground!



The playground is an Indiana Jones inspired adventure for both children and their parents. The target group for the playground is children from approximately 5-11 and parents with a smartPhone. The playground is divided into four 'chapters' - 'The Desert', 'The Mineshaft', 'The German Castle', and 'The Trophy Hunt', each with an unique story that can be found through at the start of each activity, and leads onto the next, thereby driving the pace forward. The activities in the chapters are described as following

- In 'The Desert' you can:
 - climb to the top of the rope pyramid and ring the bell.
 - explore the pharaoh's tomb below the pyramid
 - dig for artefacts in the sand(chained to the bottom) with shovels provided
- In 'The Mineshaft' you can:
 - swing on the whip-swings
 - rock on the minecarts to "escape" the boulder
- In 'The German Castle' you can:
 - Use different transportations to transit through the castle(ropeway, rope swing, suspension bridge and tunnel)
 - Climb to different levels

- Slide down the slide
- In 'The Trophy Hunt' you can:
 - Spin the merry-go-around, and thereby lift the treasure until there is a 'BING'-sound indicating that the treasure is yours
 - Compete with other who gets to the treasure first.

Finally there is an 'Archeology-school' where there is benches and room for lunch and lazy parents.

Each chapter ground is covered by sand, and archaeology-school is covered by grass, while the rest of the playground is covered by PolySoft(rubber asphalt). Transition between the different chapters are guided by small bumps in the PolySoft.

One of the main goals of this experience is to make sure that the children can leave an activity anytime they want. If it gets too scary, boring or they need to get home, there is always a path leading out.