

THEMATIC GUIDE





Special projects From dream to reality

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You dream... we create...

Play is an essential part of children's lives. Simply by having fun children discover themselves, develop and shape their personalities. Through moving, interacting and using their imagination, their confidence and independence increases.

Providing them with outdoor play spaces encourages their development and fulfils their need for freedom.

While each play area project is meaningful for children, it also increases the appeal of the city or the site concerned. In fact, play spaces are areas that are full of life, places for sharing which bring together active, captive audiences who appreciate the creativity of the designs. Designing play areas in a different way, thinking "outside the box" and pushing concepts a little further in order to create unique and original spaces increases their appeal.

This approach creates added value as larger, taller, more original products which are highly themed or personalised create a particular story which unfolds and inspires children's imaginations.

"Make your life a dream, and a dream a reality"

The Little Prince by Antoine de Saint-Exupéry

Since it was established in 1988, Proludic has developed an overall view of the issues of play areas in terms of activities, aesthetics, regulations and town planning. The wide ranging product portfolio within the company is put to good use in the design and creation of play areas.

No project is just a dream. Every request stimulates the artistic and technical creativity of our expert teams, and the knowledge of everyone involved ensures a consistent and high-quality work installation.

Made by Proludic

This brochure shows some of our designs.

Each project presented us with different challenges. Proludic was either involved in the whole project or provided support, adapting its skills to each request.

Our design knowledge, manufacturing, installation expertise and aftersales service is illustrated in the following pages, confirming our ability to support you in creating your own special projects - making your dreams come true.





A play area in the sky

The customer

The city of Getafe, Spain

The brief

Mark the centenary of the Getafe air base by producing a full size replica of the G-212 military aircraft built in the city's Casa factory since 1971.

Give the whole play area an aviation theme and commemorate the Paris-Madrid air race organised in 1911 by the French newspaper "Le Petit Parisien". At the time it was the longest ever race, covering a distance of 1,170 km.

The target

All children and families of all abilities.

The theme

Aviation



Testimonial

"Proludic has successfully created a symbolic play area for the city with a structure reproducing the G-212 aircraft, which is built in Getafe, together with other play activities and educational play panels. As well as playing, children learn about the history of their city. We have also been congratulated on how we have adapted this space to meet the needs of children with disabilities. Everyone who uses it tells us how delighted they are with it, as are the surrounding businesses. In short, the Védriñes park has become a unique location, giving added value to the city of Getafe.

Thank you to Proludic... for your interest and your professionalism."

Emilio Ortega Ruiz
Director of Parks and Gardens - Getafe City Council

Our inspiration ...

AVIATION
C-212

S k y C l o u d s

Paris
Getafe
1911

Pilot



Propellers

Aviator



Travels

Air race



S t a r s

S U N



R a i n b o w



Conceptualising the C-212 in mid-air flying over the sea



The stainless steel tubular structure, which resembles the original aircraft, is open in order to provide visibility between the inside and the outside.



Made by Proludic



The aircraft, with a wingspan of 19m, 15.10m long and 6.60m high, is at the centre of the play area. The surrounding design gives subtle reminders of the theme.



The aircraft offers children a wealth of possibilities for play - they can become the pilot, co-pilot, air hostess or steward, passenger or even a parachutist.

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Giving children the feeling
of playing in the sky



The surfacing is made up of flat and raised shapes, creating the scenery
through which the G-212 travels.
The graphics and colours represent astronomical objects and
meteorological features.



Made by Proludic



The raised clouds become play activities. They have
structures which give children the sensations of sliding,
flying, swinging and jumping.



The Paris-Madrid race is graphically represented in a
fun way, through images on the ground and a zip wire
representing the journey in the aircraft.





A ramp provides access to the aircraft structure, and the interior is wide enough to accommodate children in wheelchairs so that they can play with their friends.



Encouraging interaction between all children with the incorporation of inclusive panels and play elements



Individual items of equipment such as play panels have been chosen for their ability to encourage all children to play, whatever their physical and psycho-motor skills.



Informative play panels explain the aeronautical communication codes.



Increasing the educational value of the play area with information tracing the history of aviation and the C-212 in Getafe



An indoor play area... organised and themed

The customer

Pierre & Vacances Group - Holiday resort
Center Parcs "Le Bois aux Daims", France

The brief

Shape and structure the play area devised by Center Parcs' architects, taking into account the indoor environment, theme specified and objectives provided from the outset. Give added value to the organisation of the play structures, the routing inside these structures and the play activities.

The target

Structure 1: children from 3 to 6 years
Structure 2: children from 6 to 12 years

The theme

Myths and legends

Required scenario: the play area is a main room in the great house of Arsène Lutin-Desbois.

His great passion for tales and his taste for the extraordinary led this imaginary character to collect a vast number of objects and books, which are presented in a fantastical, frivolous way. This quirky decor is divided into two large play structures: the Giant's Puppet Show and the giant House of Cards.

Testimonial

"Together we have come up with an amazing creation in the latest Center Parcs built in France, the Deer Wood resort. Our approach was probably not the usual one for Proludic. We gave themes to all the areas that are open to our visitors. To do this, we devised a scenario, based on the tales and legends of our regions, and we created visuals of the required environments. Then, by means of an invitation to tender, we identified the partner who could develop the most enjoyable possible structures in line with our 'artistic vision' (and our budgets!). This involves working together very closely, numerous work sessions, and above all discussions. The result ... success, given the number of children who spend hours playing on the structures!"

Michel Linet-Frion

Director of Creation & Innovation - Pierre & Vacances Group/Center Parcs

Our inspiration ...

An imaginary world

timeless
Time



BOOKS

Imaginary

Magical

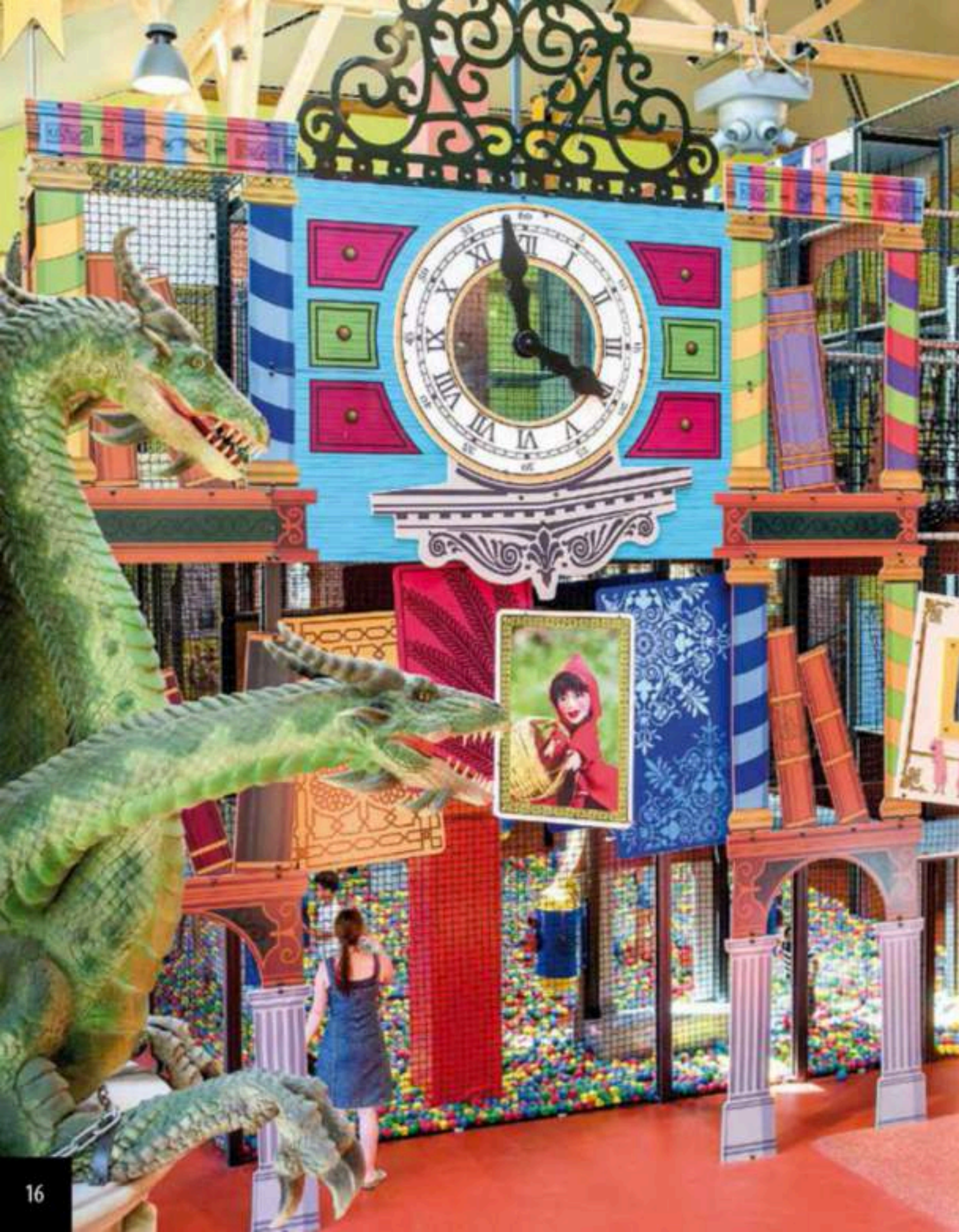


Once upon a time



SPACE out of
the ordinary

ProLudic



Devising the play area as an enchanted library from an imaginary tale

The two play structures that face one another bear the marks of time, recounted through the books of stories and magic spells.



Representing the world of traditional tales through each play and graphic element

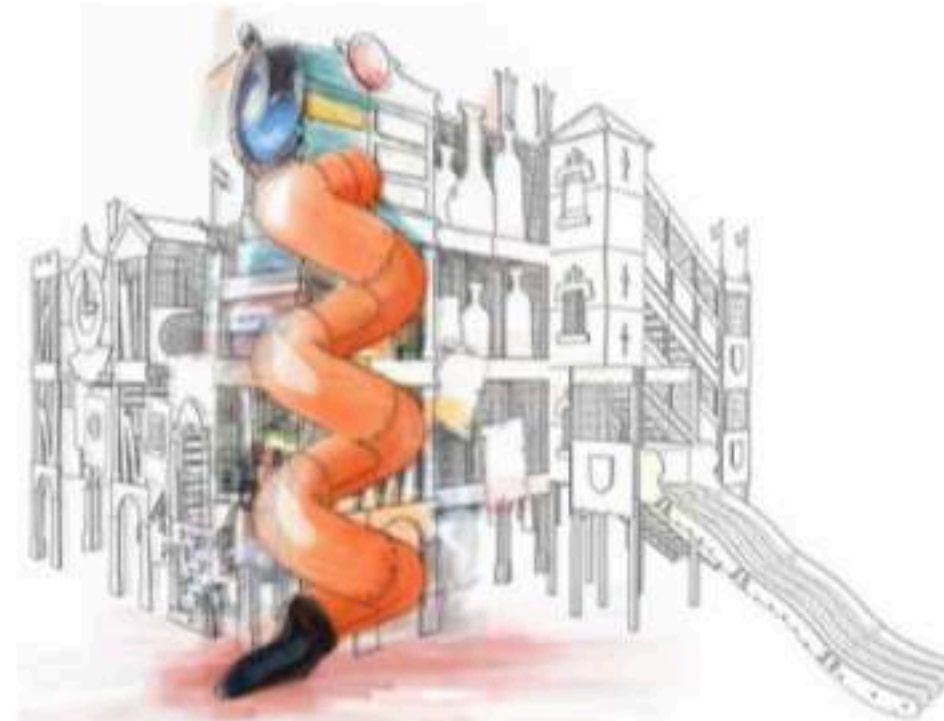
The design of the two play areas, which is totally personalised using the Grafic Games (bespoke design) technique (250m² of panels), sets the tone and creates the fantasy environment for each area.



Creating a quirky environment where children lose themselves in faraway times



The maze-like House of Cards structure is built on three levels with numerous entry and exit points. Children have fun chasing one another within the structure, playing hide-and-seek and sliding down the giant slides.



They move around in secret passages, through vine and rope walkways and tunnels with portholes.





**Giving a distorted
perception of reality**

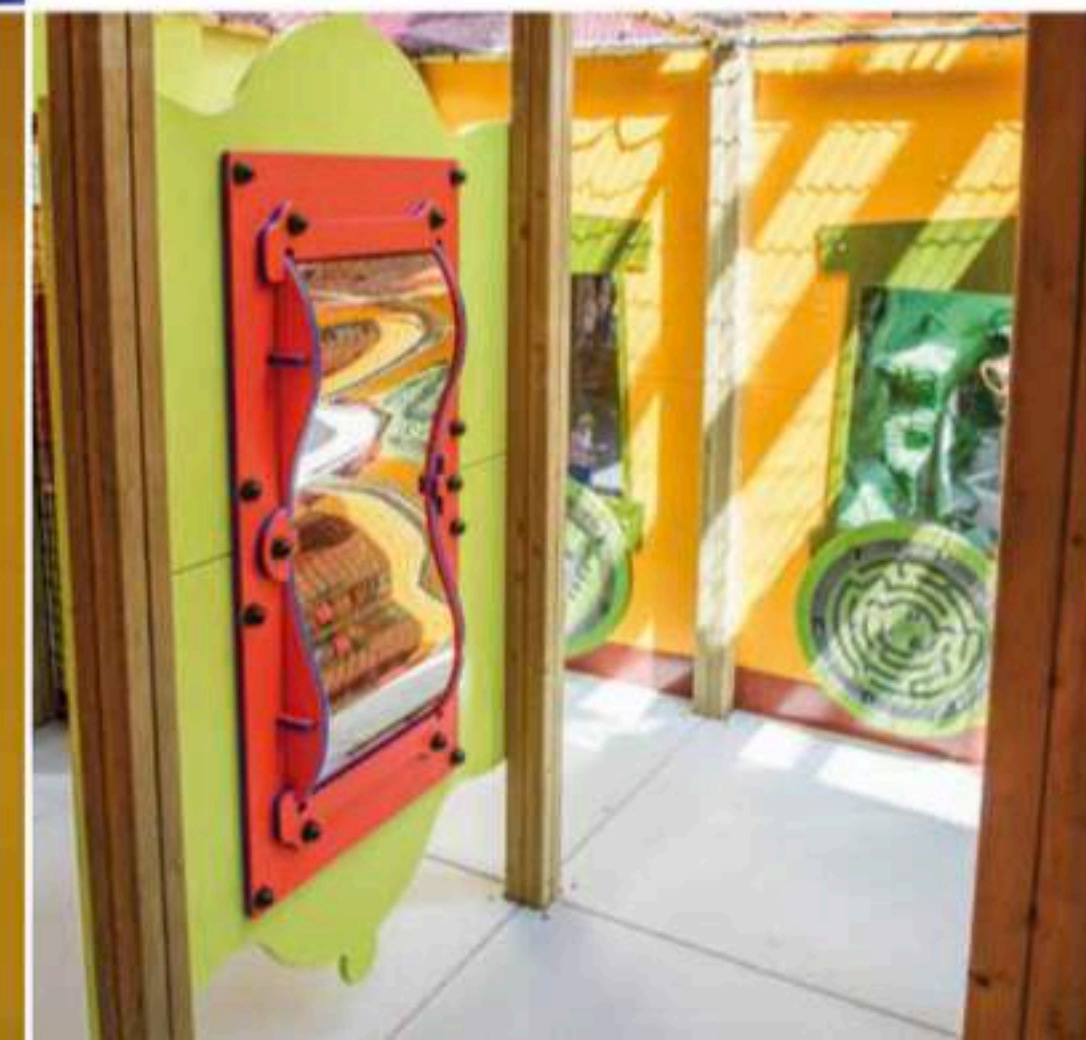


16,000 foam balls can be used for fighting great battles.
They are shot out of a ball fountain or fired from cannons
placed on the first two levels of the main structure which are
fed by pneumatic tubes.

**Incorporating play
elements that are
both technical and
innovative**



Distorting mirrors change the perception of shapes.
The use of transparent coloured materials changes the perception
of the environment.



Children can have fun playing an interactive game
that combines sound, light and action and tests their
memory, speed and reactions.



A play area with a message, to learn about recycling while having fun

The customer

The city of Almería, Spain

The brief

Create an educational play area on the theme of recycling, installed in the Family Park in Almería.
Explain the entire waste treatment process in a fun way and in the context of global planning.
This play area is sponsored by the company responsible for waste collection throughout the city.

The target

All children, whatever their age and motor or psycho-motor skills.

The theme

Recycling



Testimonial

"Proludic came up with the best offer and the best variety of products to attract children of all ages and of all physical and intellectual abilities. The educational aspect was approached with the same degree of importance as the play aspect. The creativity of the response made all the difference."

As technical director of the city of Almería, I appreciated the effectiveness of our co-operation and the high quality of our discussions."

Jorge Ernesto Nofuentes Bonilla
Head of Public Works - City of Almería

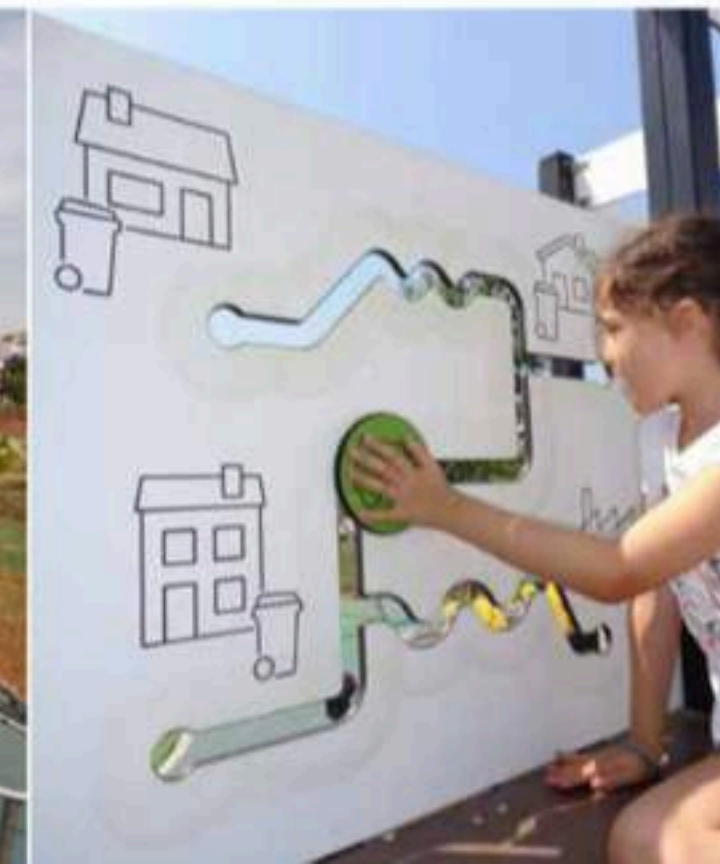
Explaining the waste treatment process in a fun way



The sand factory equipment helps older children relate what processes they have learnt into sorting and transporting sand.



The play area is divided into three parts, each explaining the main stages in the recycling process: sorting, collection and processing. Each play structure is a visual representation of one part of the recycling process: litter, containers, dustbin lorry, manual sorting workshop and the waste redamation plant.



There are play panels associated with the recycling theme at various levels on the dustbin lorry play equipment.

Creating an inclusive play area



A ramp provides access to the lorry structure and the interior is wide enough to accommodate children in wheelchairs so that they can play with other children.



A Braille panel associates the letters of the alphabet with terms concerning recycling. It is both a source of learning for children with visual impairments and an introduction to a new language for others.

There are numerous items of inclusive play equipment throughout the play area such as springers with side panels, pods with wraparound seats, roundabouts with bars to hold onto. These items are ergonomically designed to help support children with disabilities.



Creating an overall design on the theme of recycling

The wet pour rubber surface of the play area reinforces the theme with the inclusion of universal symbols of recycling: the Tidyman, the Möbius strip, a leaf and a sun.



Made by Proludic



Educational panels explain the importance of recycling for protecting the environment and are installed around the play space.



A play area... ...between land and sea

The customer

The city of La Rochelle, France
General Department for Urban Ecological Services and Technical Services

The brief

Redevelop Valin Square, a symbolic location in the Old Port, so that the people of La Rochelle can rediscover this area which is in a unique location, midway between the city and the sea. Restore this square's role as a place for families to rest and play.

Use its original triangular shape, with two sides facing the docks and one side overlooking the old town, to create a play area based on the concept of the "relationship between the maritime world and children".

The target

Families and children from 3 - 7 years.

The theme

Aquatica and the sea



Testimonial

"As part of the redevelopment of the Old Port area, the city of La Rochelle wanted to have a symbolic play area, with structures that look different from the usual 'play equipment catalogue'. We were given free rein to interpret the theme, with play areas which could be figurative or symbolic.

This led us to create more than a play area: an entire universe, unique in itself. Our approach included supplying products, surfaces and managing colour consistency, right through to the decorative details.

Regular contact with the client enabled us to give a response that matched their needs and further personalised the project to exceed their expectations."

Marielle Bourreau
Proludic Research and Development Director

Our inspiration ...

The sea

Fishing net



Waves



SEA BED



Treasure



Seaweed

Wind-sock



Running aground



The land

Lighthouse



Air

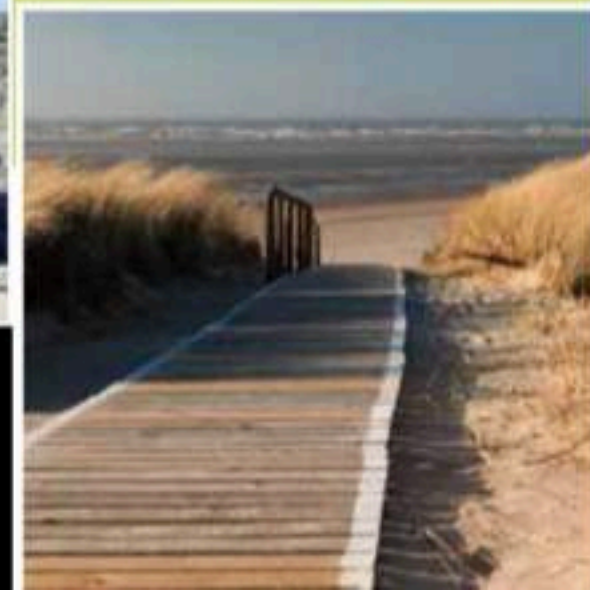
Wind



Shore

CRATES

Pontoon



Proludic

Organising the play area into two clearly identified parts



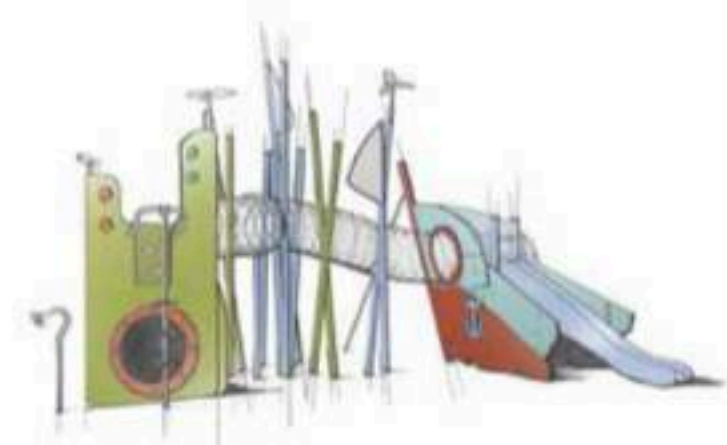
The land and the sea are contrasted and separated by a wide pontoon. Each of the spaces is marked by a choice of play elements and colour codes consistent with its own world.



The pontoon symbolises the dunes formed by the wind. Its undulating shape creates dynamism at the centre of the play area.

On the land side the lighthouse faces the boat that will go out to sea. A steel wire aerial walkway links the two elements. Its transparency encourages children to overcome their fear of heights.





Arranging the bespoke play equipment



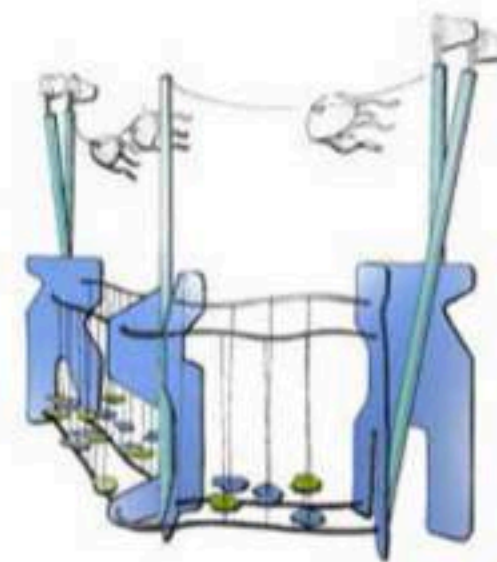
The lighthouse, designed on 2 levels, has play elements inspired by the maritime world such as green and red lights, a speaking tube and telescope. The bow of the boat that has run aground provides opportunities for role-play and meeting other children. The slide encourages children to dive into the open sea.

Child-sized crates that have been washed ashore become climbing frames, hiding places and tactile play features. The internal walls of these crates have been personalised using the Grafic Games (bespoke design) technique, turning them into treasure chests, enhancing their play value and the imaginative possibilities.



Children are immersed in a three-dimensional play environment with rope games mounted on undulating shapes, multi-seat pods and a wide slide. They can slide, climb, crawl and swing, experiencing this exciting feeling of braving the waters of a rough sea.

Nearest to the docks of La Rochelle's Old Port, a structure made of suspended stepping stones creates an appearance of seaweed on the seabed. The suspended shapes that fly in the wind give the illusion of strong underwater currents.



Even more creativity...



Creativity & Consultancy

EXPERTISE

KNOW-HOW

PROJECT MANAGEMENT

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From dream to reality...

At Proludic, we share your dreams
and work with you to make them come true.
We draw, develop, manufacture, design the play spaces,
install and service them.



We have all the required experience within the company to successfully project manage all play area developments.

Design

Design and creativity has always been at the heart of everything we do at Proludic. Aesthetics, the end user and the environment are central to our company policy, but also an integral part of every play area we design.

Our creativity includes not only play but also technical and health and safety standards. We draw on the expertise of our teams in each of their fields, and on their experience and interaction to come up with appropriate, sensible and personalised answers.

Our creativity is also inspired by our discussions with our customers: listening, advising and sharing are all part of the creative process, from the beginning of their project right through to its completion.

[m e e t i n g]



Discussion

A play project is fundamentally about the end user - the child.

Through project meetings and discussions with the client, we can understand the aims of the project and can provide the best interpretation of our clients brief. Our aim is to bring our customers ideas to life using our industry experience.

[r e l i a b i l i t y]



Creativity and technical expertise

Proludic's outstanding in-house Research & Development department is both imaginative and innovative.

Our designers have cross-disciplinary skills which enable them to provide creative technical responses. They put a great deal of effort into the aesthetics, as well as the dimensional, functional and ergonomic aspects of play areas while ensuring they remain consistent with health and safety guidelines. The feasibility of projects is measured against the constraints associated with the manufacturing process through close collaboration between the design and engineering departments.

[b o l d]



Customisation

At Proludic we pride ourselves on being able to deliver truly bespoke design. We are able to meet clients' specific requirements to provide a unique and exclusive product that is special to them.

Our designers have the necessary creativity, bold approach and flexibility to carry through a wide variety of bespoke projects.

[g r a p h i c d e s i g n]



Graphic personalisation

Proludic can offer outstanding added value by giving play areas a unique graphic finish.

The Grafic Games personalisation technique is an innovative, original, expert approach used to apply a graphic finish to our play structures. It is suitable for every requirement - its only limit being our customers' imagination.

[s a f e t y]



Regulatory expertise

Our designers have an expert knowledge of the regulatory requirements concerning play area equipment and the layout of play areas. The regulatory requirements form the benchmark for our business.

This expert knowledge enables us to give our customers reliable advice on the feasibility of their projects and ultimately ensures play areas are safe for users.

[i n t e g r a t i o n]



Design

A high-quality play area must be consistent in terms of products, layout, design and environment. Proludic has been designing creative and innovative play spaces for over 30 years. During this time we have installed over 80,000 play areas in a wide range of geographical, climatic and cultural conditions. Numerous aspects have to be considered (local history, existing landscape context, nearby housing and facilities, accessibility, surface treatment, rest areas, desire lines, etc), all with the combined aim of coming up with a harmonious, appropriate and attractive spaces.

6 Designers
10 Technical Engineers
22 Landscape Architects

Manufacturing

Our integrated production plant is a key performance driver for our company.

Our technical teams, organised in ultra-specialist workshops, are experts in specialised manufacturing processes for working with wood, metal and rope, as well as plastics and composite materials.

The manufacture of raw materials involves a series of operations combining manual work and cutting-edge machinery and technology, to produce the finished parts for each of our play structures.

The combination of traditional craftsmanship and high technology is the cornerstone of our production system. Our customers benefit from the added value we are able to provide in the requirements for quality, strength & visual appeal in our play structures.

The flexibility of our production plant is also a plus point for the company. Our organisation and our ability to adapt means that we can manufacture products with a great many variants and can come up with unique, totally personalised structures.

[manufacturing materials]



Bending

Tube bending is a skill in which our technicians are experts, working on numerically controlled bending machines. Working closely with the engineers in our design office, they shape steel to form the framework components and play elements of our equipment.

Numerous shapes can be produced, ranging from the simple to the complex and the inventive, but they all meet rigorous requirements in terms of combining perfect geometry with mechanical strength.

[creating perspective]



Ropes

Rope work is fully integrated in our factory processes.

Starting with a raw material supplied in reels, our dedicated specialist team carries out all the stages in the production process right through to complete assembly of the element. Using steel core ropes provides very high resistance to heavy loads and a great deal of flexibility in the shapes to be created. Our assembly system, which uses joining pieces specially developed for Proludic, enables us to offer a wide range of mesh types and sizes with a variety of play features.

The assembly area in our workshops is also specially adapted to allow for the creation of large 2D and 3D projects such as our pyramid, which is over 5m high.

[shaping]



Cutting out panels

With our state of the art machinery and the skills of our operators, we can make all shapes of 2D panels in a wide variety of materials, including timber, compact laminate, polycarbonate and polyethylene.

This cutting expertise enables us to offer numerous ranges of play equipment with specific mechanical or physical features or looks, as well as meeting all types of bespoke requirements.

As this activity is managed in house, this also means that we can be quick and adaptable in our responses to customers' requests.

Cut-out panels in some materials can also be enhanced by painting, engraving or graphic personalisation using the Grafic Games process.

In 2016,
Proludic
manufactured:

50,000m of tubes

34,000m of rope

40,500m² of panels

Installation & Aftersales service

Proludic has an integrated structure for managing each play area project and ensuring its long-term durability.

Our highly trained, dedicated teams have the technical skills to provide overall project coordination for site preparation, equipment installation, safety surface installation, landscaping, aftersales service and ongoing maintenance.

We provide expert operational support whatever the scope of our customers' projects and their specifications. We carry out all our work in line with the project objectives and in accordance with safety requirements.

[project planning]



Project management

Projects are organised, planned and coordinated by our office and field based contracts and aftersales team. They manage the entire project from point of order, through to completion and beyond. The project team work closely with the client and the design team to ensure projects are delivered on time and within budget, whilst meeting all current safety regulations.

[reliability]



Installation

Play equipment is installed by our local technical teams. They provide a high-quality service, carefully following the assembly instructions, complying with the requirements in the specifications, and conforming to the required health and safety regulations.

Our teams have many years of experience with the installation requirements of Proludic equipment and receive ongoing training and support from the Proludic contracts team.

[safety]



Safety surfaces

Proludic can supply and install all types of safety surfacing, including wetpour, ecomulch, synthetic grass, sand, rubber tiles and bark areas. This range of products is installed in accordance with the current regulatory requirements, in particular EN 1176 and EN 1177.

In 2016, Proludic laid
25,000m² of shock-absorbing
surfaces.

[efficiency]



After-sales service

Our after-sales service can be contacted by telephone, email or via the company's website. Our contracts and aftersales team is responsible for dealing with requests as quickly as possible, resolving any problems encountered and providing a full aftersales service.

Over 80% of spare parts are dispatched within five days. Proludic can provide spare parts for its play equipment for up to 10 years after the equipment has been discontinued.

[durability]



Servicing and maintenance

Proludic offers various servicing and maintenance contracts, with frequencies tailored to the site and the expected usage. This service ensures that the safety and durability of play areas are maintained, in line with current standards. Our teams are also responsible, depending on what requirements have been defined, for checking equipment, carrying out servicing and if necessary replacing any parts.

Proludic design awards

Proludic has won numerous design awards, including the most important national and international prizes. These awards underline our high standards for innovation in terms of the look and functionality of our products and the design of our play areas.



Good Design Selection 2016 (Australia)
GymLudic™ educational play structure - Awarded by the Good Design Australia organisation



Good Design Finalist 2016 (Australia)
Urbanix Fitness range - Awarded by the Good Design Australia organisation



Columpio de Oro award 2016 (Spain)
City of Almería, for the Proludic play area on the theme of recycling, installed in the 'Parque de las Familias' (Family Park)
Awarded by a jury of Spanish professional organisations (AENOR, AFAMOUR, ASES XXI, DISEÑO DE LA CIUDAD, FEMP and AEPJP)



Le Janus de la Cité 2015 (France)
GymLudic™ educational play structure - Awarded by the Institut Français du Design (IFD - French Design Institute)



Good Design Selection 2015 (Australia)
Grafic Games range - Awarded by the Good Design Australia organisation



East Midland RICS Awards 2015 (England)
Commendation for Welland Park Social Fitness Zone in Market Harborough



Columpio de Oro award 2012 (Spain)
City of Getafe, for the Proludic play area on the theme of aviation, installed in the 'Parque Aviocar'
Awarded by a jury of Spanish professional organisations (AENOR, AFAMOUR, ASES XXI, DISEÑO DE LA CIUDAD, FEMP and AEPJP)



Le Janus du Service 2010 (France)
Web Adventure™ interactive game
Awarded by the Institut Français du Design (IFD - French Design Institute)



Le Janus de l'Industrie 2009 (France)
Ludic'Area™ concept (special mention for Eco-Design) and its Fantastic Cities
Awarded by the Institut Français du Design (IFD - French Design Institute)



L'Etoile de l'Observateur du Design 2009 (France)
Ludic'Area™ concept - Awarded by the Agence pour la Promotion de la Création Industrielle (APCI - French association for the promotion of industrial design)



Le Janus de l'Industrie 2004 (France)
Dynamic Structures and Vitality Stations™ - Awarded by the Institut Français du Design (IFD - French Design Institute)



Prix de l'Innovation du Salon des Maires et des Collectivités Locales 2004 (France)
Dynamic Structures

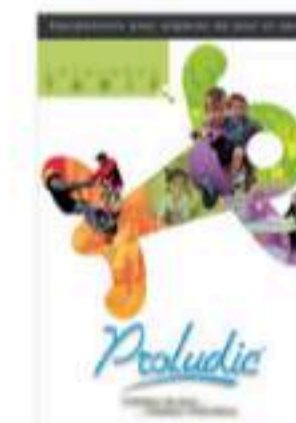


L'Etoile de l'Observateur du Design 2001 (France)
Ixo range - Awarded by the Agence pour la Promotion de la Création Industrielle (APCI)

Proludic®

Designer of play and sports areas

Designer - Manufacturer - Installer



General
catalogue



Design
inspiration



Grafic Games
Original graphic designs



Inclusive play areas



Play for learning
and teaching



Enjoyable sport activities
for all

Discover all our products on our website
www.proludic.com



PROLUDIC S.A.S.

181 rue des Entrepreneurs

37210 VOUVRAY - FRANCE

Tél. (+33) 2 47 40 44 44 - Fax. (+33) 2 47 52 65 55

E-Mail : proludic@proludic.fr



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