

Landscape Democracy

cross cutting theme:
Katarína Slobodníková, Catarina, Ana Sousa,
Anna Szilágyi-Nagy



commonsspace



WIRTSCHAFTS-UNIVERSITÄT TRIER
UNIVERSITY OF APPLIED SCIENCES



LENOTRE *Institute*
making heritage education, research and innovation practice



Envisioning Nature Connection Spaces for Children



Wishes for the Children of Vác – Visions for Nature Experience Spaces

"Dear children of Vác, never let anyone try to confine your imagination..."

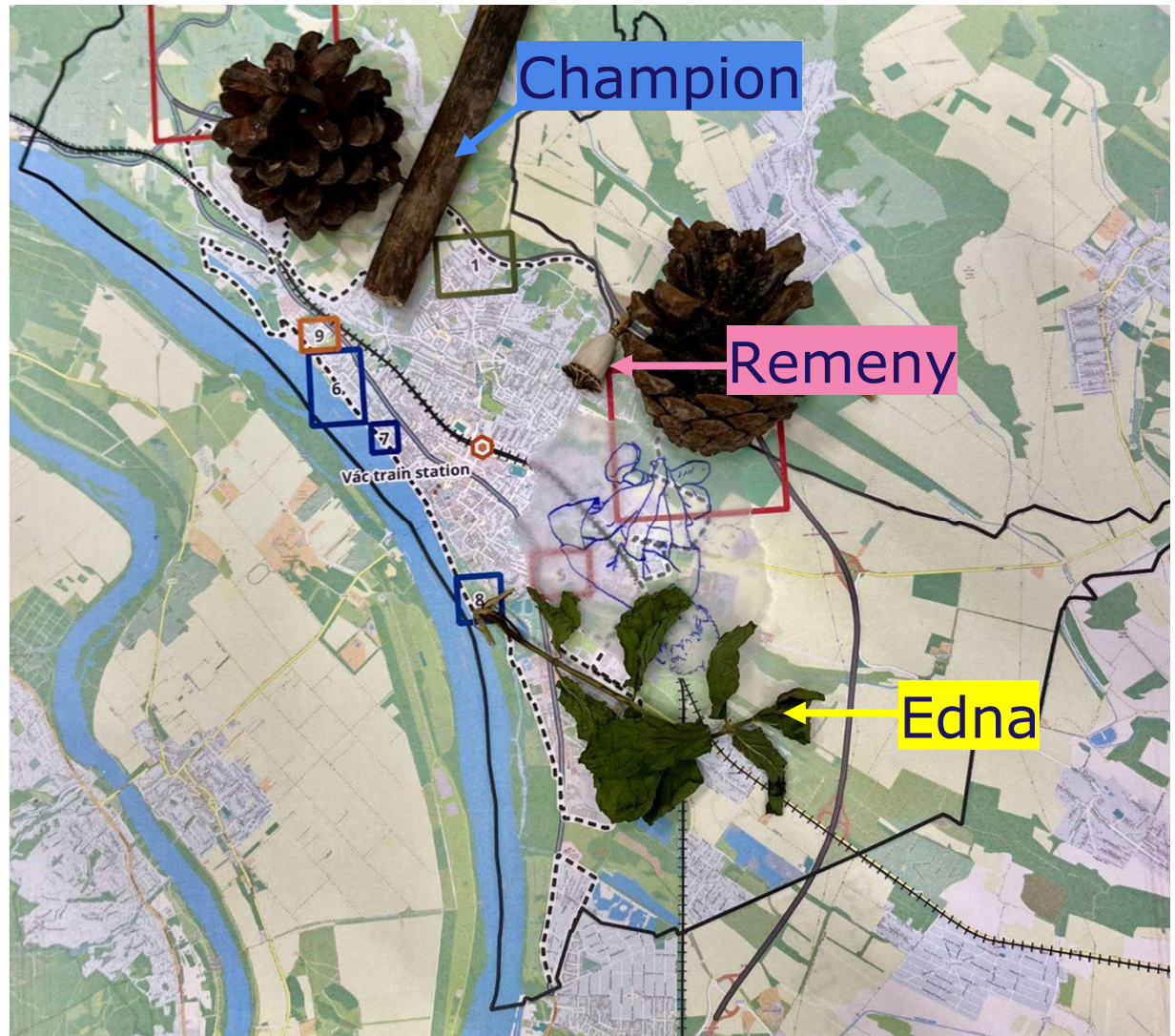
"Find those moments that unlock your imagination, where everyday places become magical worlds through you."

"I wish for you, children of Vác, to dare to use your imagination – whether you are in a tiny corner or crossing a vast meadow."

"Dear children of Vác, I wish for you to return to nature – to the natural. Reassure your parents: this is the right way. They don't need to be afraid. Less instant, more authentic. Less grey, more green. Places that become what *you* make of them."

"I wish for you to find that place where you feel safe and at home."

3 kids from Vác (BIP participants)



Edna



Champion



Remeny





They enjoy the Törökhegy forest

They go to an excursion together...



General impressions

8. NATURA 2000



General impressions

8. NATURA 2000



General impressions

7. Horváth Park



General impressions

6. Shark Beach



General impressions



1/9 Sensory richness

8. NATURA 2000



Edna

rocks, branches, lots of textures, lots of sites, missed edible things, sounds and the textures.

Champion

noise of the waves. birds, insects, sound of the animal

Remeny

likes this area very much, birds, different structures happy to be there collect many things. smell plants and water. Smell of warm water.

7. Horváth Park



Edna

views of the water, same texture all around, not a lot of sensory differences, no trees, no birds.

Champion

wave sound, smell of water

Remeny

likes to observe the river landscape, low biodiversity

6. Shark Beach



Edna

rocks water good relationship with the river, water has a texture, more connective

Champion

sound, taste no

Remeny

observing birds, catching flies, drinking water. duck families. feeling the breeze.

2/9 Hideouts and viewpoints

8. NATURA 2000



5.0

Edna

trees climbing, fallen trees, hide and play with the hide and seek.

Champion

wood build things building shelters to hiding due to the terrain.

Remeny

lots of possibilities, I miss better viewpoints. Explore more views. I do not feel secure because the some trees look dangerous, they can fall on me.

7. Danube Park



2.0

Edna

no hiding no climbing on, you can see the river and the other side

Champion

only viewpoint to the river

Remeny

same

6. Shark Beach



3.0

Edna

some trees and shrubs to hide, good view to the river and the island.

Champion

same

Remeny

same

3/9 Modifiability of the environment

8. NATURA 2000



5.0

Edna

lot of things to play with sand, branches, freely play and moving things without getting in trouble.

Champion

same

Remeny

so much things to collect. water elements to interact with. little stream could promote even more accessibility to modifiability.

7. Danube Park



2.0

Edna

only play sports, you can dig a whole, nothing to really move, not very interesting

Champion

like playing soccer but noting to move

Remeny

I don't play football, I go down to the river (grandma is scared to split attention)

6. Shark Beach



4.3

Edna

everything you can collect some water, play with the rocks, sticks in the hill.

Champion

don like to get dirty and have water to wash my hands

Remeny

anything that the river brings, lot of shells, tiny little

4/9 Free and fantasy play opportunities

8. NATURA 2000



4.3

Edna

no limitation of what to do.
Animal play, place to feed: fish,
beaver spaghetti. Mud cake a
the rives, play the restaurant.

Champion

beaver dam building, building
on the open side, where it is
more open.

Remeny

likes to play with the water,
beach, building sand castle,
plays fruit shop in the meadow,
herb salad.

7. Horváth Park



1.0

Edna

only football, build could
build shelter to feed them

Champion

only football, change the
rules

Remeny

throwing pebbles into water,
even though, not very
welcoming place

6. Shark Beach



4.0

Edna

lots of things to play with,
playing with water

Champion

build something from the
rocks

Remeny

waterplay, collecting pebbles,
different wood sticks, shells

5/9 Safety and accessibility for children

8. NATURA 2000



Edna

not accessible for wheelchair, blind. Did not like that part. felt safe.

Champion

scared, full with doubtful people, too dense vegetation, I don't like that.

Remeny

saw a fallen tree on the road, what if another one falls. she is afraid that her grandmother will slip, cars leave wheel prints in the mud. I cannot orient in the space. how do I go back?

7. Horváth Park



Edna

its safe, but it is not interesting and not accessible for wheelchair no path

Champion

same

Remeny

to get to the river is dangerous, go down to the beach but not as easy, possible collision with the cyclists

6. Shark Beach



Edna

not accessible for the wheelchair, pavement ramp

Champion

current is strongly dangerous

Remeny

enjoys running around the beach

6/9 Emotional connection & local meaning

8. NATURA 2000



Edna

lot of big trees but not remarkable. no stands out point. lot of potential. meet at the entrance or pump track.

Champion

open air to play football.

Remeny

likes picnic area, water play at creek, each family member has a thing to do.

7. Horváth Park



Edna

no elements

Champion

no element, but there is a good place to meet friends, happy, I am outdoor and not playing video games

Remeny

emotionally boring, the brother play soccer. she is not allowed to go to the water.

6. Shark Beach



Edna

shark nice to be next to the river, everything what is water related

Champion

shark, the rocks to build house

Remeny

observing animals, water games, if there is no swimming pool the whole city would be there in summer.

7/9 Diversity of topography and nature

8. NATURA 2000



Edna

liked it, lots of trees to climb, water, sand rocks. jumping from trees.

Champion

natural materials for building are great.

Remeny

missing more climbing opportunities, changing topography or other options.

7. Horváth Park



Edna

no trees no interesting then that.

Champion

no diversity of natural elements.

Remeny

enjoy run up and down on the ramp.

6. Shark Beach



Edna

no hills, but a bit jumping from the hills, few trees, water

Champion

water, rocks, everything is diverse

Remeny

rocks, water, climb the slope

8/9 Community presence in nature

8. NATURA 2000



Edna

not lot of opening to play, at the entrance yes. some benches. in the forest there is nothing. mowing meadows 2 times a year. bench areas need more maintenance.

Champion

same

Remeny

some possibilities but not that obvious. would love to have bonfire with family

7. Horváth Park



Edna

no seating to gather.

Champion

moment of social togetherness, other can watch

Remeny

there is no life there

6. Shark Beach



Edna

could sit on the sand, picnic, sunbathing

Champion

lot of people going there

Remeny

place with good atmosphere to gather family picnics by water

9/9 Environmental awareness & sustainability

8. NATURA 2000



Edna

not lot of signs of awareness. no trash, its only on the main. sustainability or ecological thinking.

Champion

potential area but no knowledge.

Remeny

she does not know its a protected area. Would not know what is allowed there.

7. Horváth Park



Edna

no signs

Champion

artificial place

Remeny:

space without a character

6. Shark Beach



Edna

signs of ecological thinking not change, species to have at the lake

Champion

shark represents

Remeny

enjoys shark sculpture, watching birds catching flies

Future vision

8. NATURA 2000



7. Horváth Park



6. Shark Beach



Future vision

8. NATURA 2000

Case study inspiration
Municipality: Zálesie, Slovakia
Implemented by NGO:
Naše Zálesičko

www.nasezalesicko.sk

picture credit: archive Naše Zálesičko

- educational, environmental center
- observe and promote NATURA 2000
- use natural materials
- outdoor learning gazebo
- picnic areas



Future vision

8. NATURA 2000

- natural playscape
- native floodplain vegetation
- willow and naturally looking objects
- land-art
- nature playscape



Future vision

7. Horváth Park

Portuguese case study inspiration
"Oriente Waterfront Park"
designed by F|C Landscape
Architecture studio

<https://landezine-award.com/oriente-waterfront-park-parque-ribeirinho-orient/>

- Creation of a naturalised riverside park, with footpaths made from recycled wood and shaded rest areas
- Multifunctional leisure areas
- Water access infrastructures for nautical activities
- Low-impact solar lighting that respects the natural cycle of the fauna



Future vision

7. Horváth Park

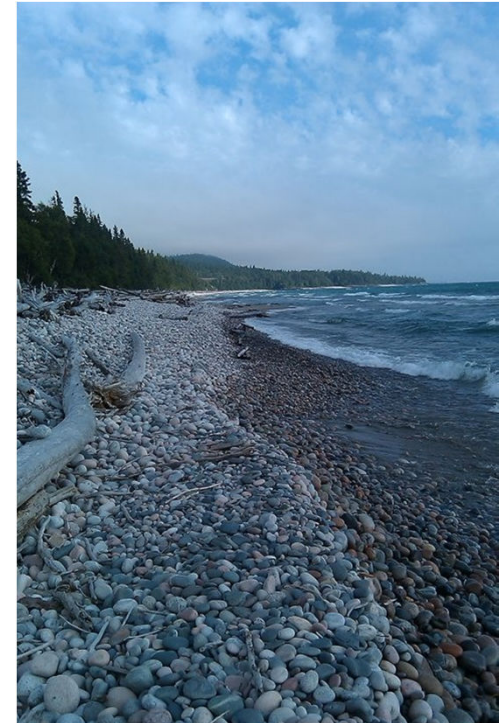
- Gathering place
- Multifunctional playscape
- Different age groups
- Multifunctional leisure area
- Educational objects



Future vision

6. Shark Beach

- Preserving the modifiability and diversity of natural elements
- Increasing accessibility for everyone
- Adding natural gathering points
- Increasing environmental knowledge



Future vision

6. Shark Beach

- Preserving the modifiability and diversity of natural elements
- Increasing accessibility for everyone
- Adding gathering points using natural materials
- Objects that may stand high water level
- Play and resting objects



Outcome statement

Prioritizing children's nature experiences requires designing a spatial *sequence* of nature-rich places, where each site plays a specific and complementary role in supporting children's sensory, emotional, and imaginative engagement. No single place can serve all needs; the strength lies in their connected diversity.

- **The Natura 2000 area should evolve toward a more legible and welcoming space for environmental education**, while preserving its wild character. Subtle wayfinding tools and child-friendly access paths can help demystify the site without diminishing its ecological integrity.
- **Horváth Mihály Park should expand beyond formal sport infrastructure to include nature-based fantasy play elements**. Integrating natural materials, topographical variation, and storytelling cues would support children's imaginative freedom and emotional connection to place.
- **The future beach area already fulfills many criteria of high-quality nature experience spaces**, particularly in terms of sensory richness, and free play potential. However, its value for children will remain inaccessible unless safe, legible, and inclusive routes are created to and from the site.

NATURA 2000

Category	1	2	3	4	5
1. Sensory richness of nature	○	○	○	○	○
2. Hideouts and viewpoints	○	○	○	○	○
3. Modifiability of the environment	○	○	○	○	○
4. Free and fantasy play opportunities	○	○	○	○	○
5. Safety and accessibility for children	○	○	○	○	○
6. Emotional connection / local meaning	○	○	○	○	○
7. Topography and diversity of nature	○	○	○	○	○
8. Community presence in nature	○	○	○	○	○
9. Environmental awareness / sustainability	○	○	○	○	○

Horváth Mihály Park

Category	1	2	3	4	5
1. Sensory richness of nature	○	● ● ○	○	○	○
2. Hideouts and viewpoints	○	● ● ○	○	○	○
3. Modifiability of the environment	● ○	○	○	○	○
4. Free and fantasy play opportunities	● ● ○	○	○	○	○
5. Safety and accessibility for children	○	● ○	● ○	○	○
6. Emotional connection / local meaning	● ○	○	○	○ ●	○
7. Topography and diversity of nature	○	● ● ○	○	○	○
8. Community presence in nature	● ● ○	○	○	○ ●	○
9. Environmental awareness / sustainability	● ● ○	○	○	○	○

Shark Beach

Category	1	2	3	4	5
1. Sensory richness of nature	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>
2. Hideouts and viewpoints	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
3. Modifiability of the environment	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
4. Free and fantasy play opportunities	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
5. Safety and accessibility for children	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
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8. Community presence in nature	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
9. Environmental awareness / sustainability	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Other characters

Part 2
Child Persona Card
Never learned how to enjoy nature.

Based on your field observations, create a fictional child persona who represents how a young person might experience and connect to the Alsó-Törökhegy forest – specifically through the lens of your thematic working group.

Name: Csaba **Age:** 10 *Boy*

Lives in Describe the neighborhood or part of the city, the type of home, and how it relates to nature – e.g., close to green spaces, apartment with balcony, garden, etc.
Lives near a garden uses the forest frequently but is afraid to go there, sees bring and forbidden ground.

What does he/she like to do in his/her free time?

Football + cycling	dog	likes fly's and leaves from porch	meets friends at sport center ball, football.	videogames + tiktok.
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What does he or she not like to do?

enter the forest	clean dog poop	being told what to do	go to school	being silent
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Emotional Connection & Experience to the Forest

What is/would be their favorite thing about the forest?

the trees, for climbing	the ability to build something by natural elements	fruit trees, reminds him of mom's garden	exploring the wild nature.	
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What (would) scares or bores them here?

being told what to do	forest density	thorns and unexpected drops	Big insects	
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What would they change if they could?

have a small clearing in the forest for activities such as football	safer and easier to explore	clearer paths for easier navigation	to have his friendgroup together to enjoy	
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What kind of place do they dream this forest could become? (What would make it more magical, fun, safe, or meaningful?)

having clear paths and a few more fruit trees	a forest full of secret paths and hidden surprises	safe haven for him and his dog	A huge playground for all	
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How do they relate to your group's special topic? (How do they feel about this, or how does it affect their experience?)

one aspect of forest management is being able to have care of the trees and teaching them to do the same	management to create a safer environment for play (clear paths, soft ground)	understand safety of a forest, plant knowledge	Being able to enjoy wild nature.	
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Task
 Using your completed Persona Card, fill out a new Nature Experience Discovery Sheet from the perspective of your persona.

Reflect on the results:

- How does their view shape the experience of the forest?
- What new insights emerge when you step into their shoes?