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ALTERNATIVE OPTIONS FOR GAMES AND ENTERTAINMENT FOR CHILDREN OVER 12 YEARS OLD

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ABSTRACT

Teenagers are not welcome in playgrounds - parents recognize them as a risk to younger children and the city government - to the facilities, but what teenagers suffer from is a place where they can gather and do something together. If the municipality provides decent open spaces for teenagers to know as themselves and a place to socialize without public pressure, then they will be able to channel their energy in a constructive way and the public opinion of teenagers will improve.

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Introduction.

- Young people need their own place in the city

In the design of the elements of the green system, an important place is occupied by the territories for children's recreation and play. A child in the sense of Bulgarian legislation is any natural person up to the age of 18 [1]. And if the problem of children under the age of 12 playing is to some extent resolved, then for older children there is a lack of spaces adequate to their needs.

Experts agree that children between the ages of 12 and 18 increasingly have problems arising from their sedentary lifestyle - health problems such as obesity and muscle atrophy, addiction to electronic and computer games, etc.

It is considered that their daily lives are too busy with school, extracurricular activities, homework, self-study, and various sports activities to have enough time to freely visit the green areas. Most often, the activities and, accordingly, the facilities recommended for them are sports [3], but it is increasingly clear that the acceptance of teenagers as a single, predominantly sports group is completely wrong, and classic sports - football, basketball, etc. are only a small part of the sports activities that teenagers practice.

Teenagers need to use up their energy.

The four core elements that most contribute to the quality of youth play include competition, socialization, physical activity, and challenge. [4]

However, even when a play space is designed specifically for teenagers and offers the best equipment, many other factors affect its use and the condition of the surrounding spaces is one of them.

Discussion

- Playgrounds for teenagers during the reclamation of industrial land

Worldwide, the reuse of abandoned industrial sites is a serious urban task. The natural aspiration of urban planners is to transform these reserve territories into places with urban activity, with minimal interventions in the building stock if possible, and preserving the character of the zones. Thus, very often, abandoned industrial sites are transformed into richly landscaped areas, among which buildings with new functions are preserved.

Much of the unused industrial land and buildings by definition have a dystopian and even cyberpunk aesthetic – they show the post-industrial society in a state of social decay. Most often, in these territories, both buildings for demolition and piles of materials unnecessary for production are abandoned for secondary raw materials, etc. To some extent, this situation reminds, as a potential game, of the situation in half-ruined English cities after the end of the Second World War, which inspired the appearance in adventure playgrounds and the DIY stream in games [5]. This type of playground is one of the most highly valued among children's play specialists - pedagogues and child psychologists.



Fig. 1. Scene from the game cyberpunk 2077 © CD Projekt



Fig. 2. Scene from the game counter-strike © Valve Software Corporation

Moreover, a large part of teenage mainstream culture emphasizes precisely the dystopian aesthetic - this is also evident from the plots of some of the most popular computer games, for example, counter-strike and cyberpunk.

The industrial terrains that we consider in the article are of two types:

• **Lands in urbanized areas**

Due to urbanization and the expansion of cities, on a global scale, more and more industrial areas are turning from peripheral to central areas surrounded by residential areas. The relocation of production areas to the new urban periphery frees up many vital territories for future urban development. Their proximity to the urban fabric provides opportunities for adolescents to visit these places alone or in a group, but without active parental control. The activities of these places should be open to different groups of teenagers - for example, to organize playgrounds for parkour, skate parks and other "new" sports, places for creative expression and various extracurricular activities of arts - music, drawing and social contacts. In industrial areas, it is extremely appropriate to organize adventure playgrounds and creative workshops, using the on-site waste from various industries in a new way, for the creation of new products - applied or objects of art.

• **Grounds in suburban areas.**

Another large share of unused industrial land is located at a certain distance from cities. These can be both productions that emit harmful substances and capacities organized near a certain natural resource. Practice shows many solutions, where after reclamation and removal of harmful effects, these territories are organized as places for full-day "weekend" tourism in nature. The expected visitors are both groups of self-organized teenagers and families. In these spaces, the type of activities can be enriched with cycling trails (including extreme), climbing areas, rope gardens, multi-age playgrounds, adventure playgrounds, places for paintball varieties, etc.

Conclusions.

It should be noted that in many of the attractive places for teenagers, the presence of an adult supervisor is recommended. He should take care of the correct use of the facilities so as not to create unnecessary risk for those using them and ensure compliance with the rules established in place. Sometimes this means a financial commitment – from the municipality, a sponsor, or the teenagers themselves.

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