GLOW EXPO: PROPOSED GLOW-IN-THE-DARK PLASTIC THEME PARK

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A B S T R A C T

The Philippines is presently facing the different effects of global warming and climate change. One of the factors that contribute these effects of this natural phenomenon is the improper waste disposal. Plastic as non-biodegradable waste material mainly contribute to the worsening condition of the environment.

Recently, the country was visited by typhoon "Ondoy" and numerous lives were affected due to the high flooding that destroys many of their properties and livelihood. The National Capital Region is mainly affected of the incident. One of the factors that made the flood rose up till the roofs of the houses was the plastic waste materials clogged to the poor drainage system of the region. Inspired with these problems, the study entitled **GLOW EXPO: Glow in the Dark Plastic Theme Park** was established to showcase the different innovations of using recycled plastic construction. This would be a possible solution to the decrease of plastic wastes by recycling and turning it into something functional and aesthetically useful.

This study is also meant to adopt the concept of fun and educational entertainment experience. The park aims to serve as a new focal point of fun, educational and recreation in combination. The park exhibits the theme of Philippine jungle experience right in the city's core that shall increase the eagerness and curiosity of families and tourists to actually visit the theme park.

The different structures were designed with use of a new medium for construction materials such as recycled plastic and fiber-reinforced plastic. The concept is derived from "Paper Origami" into "Plastic Origami" which will be used in more modified designs and techniques of using plastic as the main materials in the construction the different buildings at the theme park complex.

This study will incorporate descriptive research method with qualitative and quantitative research techniques and analysis in achieving the architectural objectives to produce suitable architectural development programs. Data collection methods, such as observation, interview, consultations, survey, and related literature and project reviews, were executed for the development process of the study. Findings rendered from the collected data provided justification of the site and the developments and elements of the theme park. Architectural solutions were interpreted in the forms of figures and layouts. The visual presentation of the study includes the site development plan and the details of main buildings in the theme park complex.

The design is the result of the acquired data which is translated into various space programs and develop strategies that shall assist the guests on their fun learning process and experience. Therefore, it can be considered that the theme park is probably a good solution to satisfy issues in both environmental awareness and social recreation among Filipino families.

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