

Parque Unión y Fuerza

The Arena Green has all the components to be a major activity hub, with its proximity to transportation, event centers, high density areas, the lush vegetation and fauna, biking and running trails, and amenities like courts, playgrounds, and even a carousel. Nonetheless, the park is barely frequented compared to nearby smaller parks like Cahiill and Ryland Park. Being San Jose midtown residents and active users of the Guadalupe River park and trails, we have identified multiple points of improvement to *existing features* in combination with *new sections and structures*, driven and articulated by the following principles:

1. Resilience and Flexibility

The project is structured to allow for a **gradual implementation**. Multi-use key components can be deployed with little cost and under constrained timelines: wayfinding, color coded walkways, summer programs, public art works, and reopening existing facilities. Arena green not only has the potential to become a community hub for San Jose, but also to stimulate our local economy by hiring local talent, operating open-air events/markets, and connecting residents/visitors to nearby food and retail such as Little Italy and The Alameda. This will **boost both local revenue and patronage**. Additionally, opportunities for public artwork and cultural summer programs will greatly **reactivate the local art scene** and use of the nearby Guadalupe Trails.

2. Inclusion

The design of the park is driven by the understanding that in order to have a thriving and healthy community, spaces need to be **accessible and attractive to all ages**. The combination of interactive **early education design** through accessible and gamified navigation, balanced with plenty of rest points and active areas provide for use for all ages. The point of focus is the relationship between the different sections of the park, designed so they can be enjoyed by a family of three generations simultaneously.

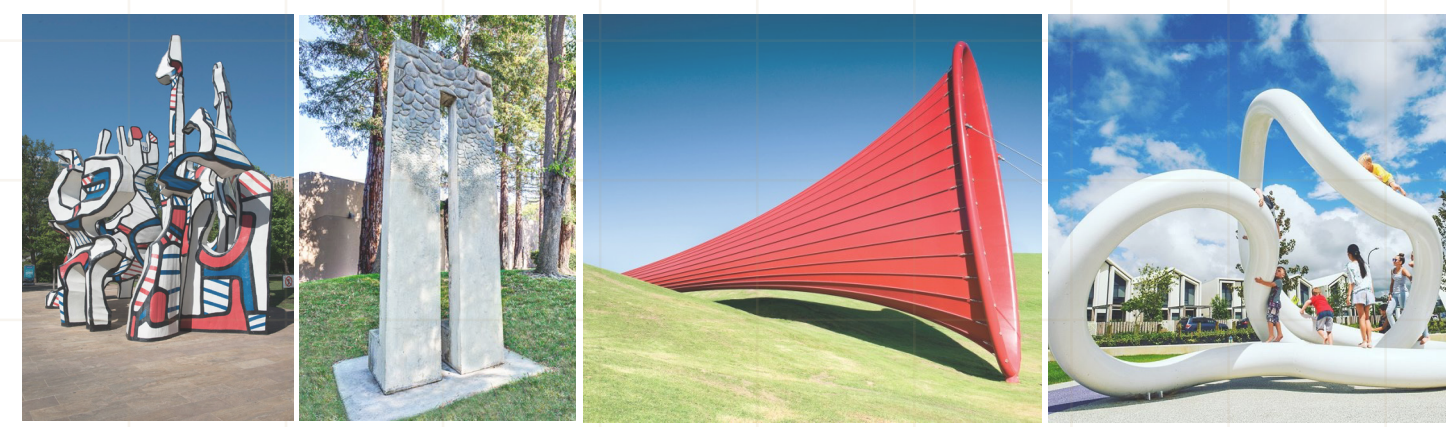
3. Regenerative Sustainability

New features are designed to require as little energy as possible. Lighting features, and even an upgraded carousel could be **net-zero** and fully run on renewable energy sourced in the premises. Since water features are interactive they will only be active seasonally, designed for a minimal evaporation ratio and using bio filters to make it clean and safe to play. **Regenerative landscaping** will help reduce impact on the Guadalupe River ecosystem by shielding the riparian corridor from light and noise, and favoring native **drought resistant** varieties on top of a grey water irrigation system.

4. Safety

Strategically clearing up sections of dense vegetation (e.g.: around current playground), adding **non-disruptive lighting**, and grouping areas of multi-generational use (e.g.: courts, calisthenics, and playgrounds) close together will improve **visibility, awareness, and community involvement**, making spaces safer and more inviting. Paths that can accommodate two-way or one way traffic flow, and drinking fountains and outdoor hand washing stations throughout the park provide for **safe distancing** and hygiene measures during shelter in place.





Sculpture Garden

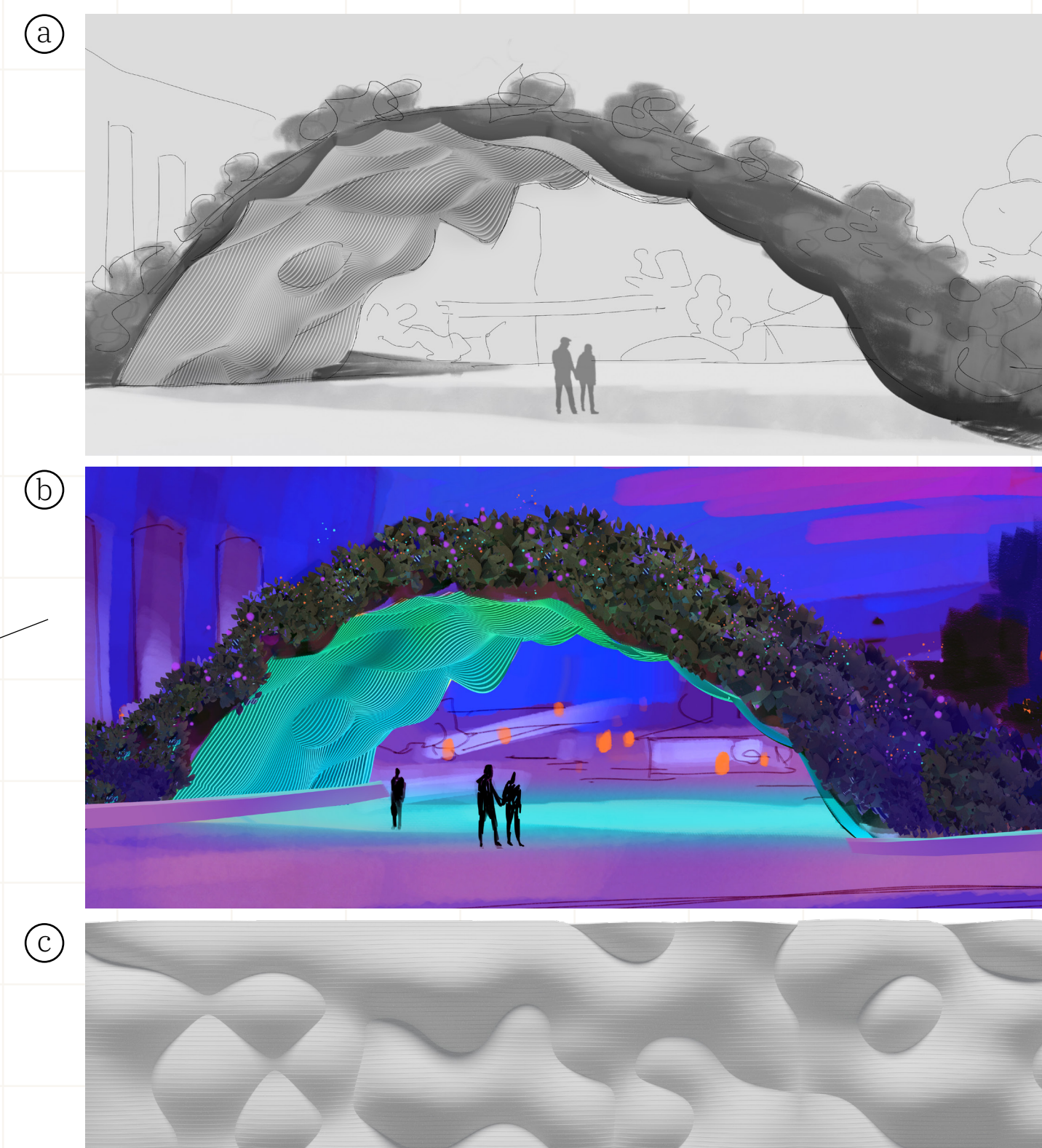
Inspired by sculpture promenades, this area will showcase interactive artwork with enough space for people to rest and picnic around.

1. "Monument au fantôme", Jean Dubuffet
2. "Kneel (Rock #1)", Ken Matsumoto
3. "Dismemberment, Site 1", Anish Kapoor
4. The Heights Interactive Sculpture Park, Pimpama, Queensland



The Orchard

San Jose's agricultural heritage continues through this public orchard and garden laid out both as a promenade and educational center, with seasonal activities like field trips, gardening workshops, and foraging lessons. Additionally, regenerative landscaping here and across the park focuses on native, drought-resistant varieties and cultivars to lower the impact on the Guadalupe River ecosystem. A greenhouse and irrigation pond also provide an opportunity to partner with local organizations to run youth educational programs (eg.: Alum Rock Park, Emma Prush Park).



West entrance

A lighted archway sculpture gives way to the main plaza that receives the influx of visitors from Santa Clara and Autum streets, which is particularly heavy during SAP events. Its wide span with flanking benches and shading trees allow for special events like maker fairs, food carts, and performers.

Above: The proposed sculpture "Cornucopia", an archway with green roof and kinetic light patterns that react to pedestrian density. Its dynamic low-energy consumption LED system can be programmed with different visualizations, and adjusted for color and brightness to comply with lighting restrictions.

Multi-age Recreational Areas

- 1 A new raised platform serves both as a garden terrace with an overview of the playground and central west area, and as a shading and lighting structure for the existing tables underneath. Across, a low-impact interactive water feature will be active during the summer, similar to the one downtown at Plaza de Cesar Chavez. The carousel will be upgraded to net-zero energy, and its outside fencing redone with a brighter, more inclusive design. Sitting area can also be upgraded to more ergonomic picnic tables and benches.
- 2 Courts are redesigned to foster inclusion by offering a wider range of popular sports. The 1.5 basketball courts triangulate with an early education playground adjacent to a green rest area, and a calisthenics station with workout routines for all levels of fitness.

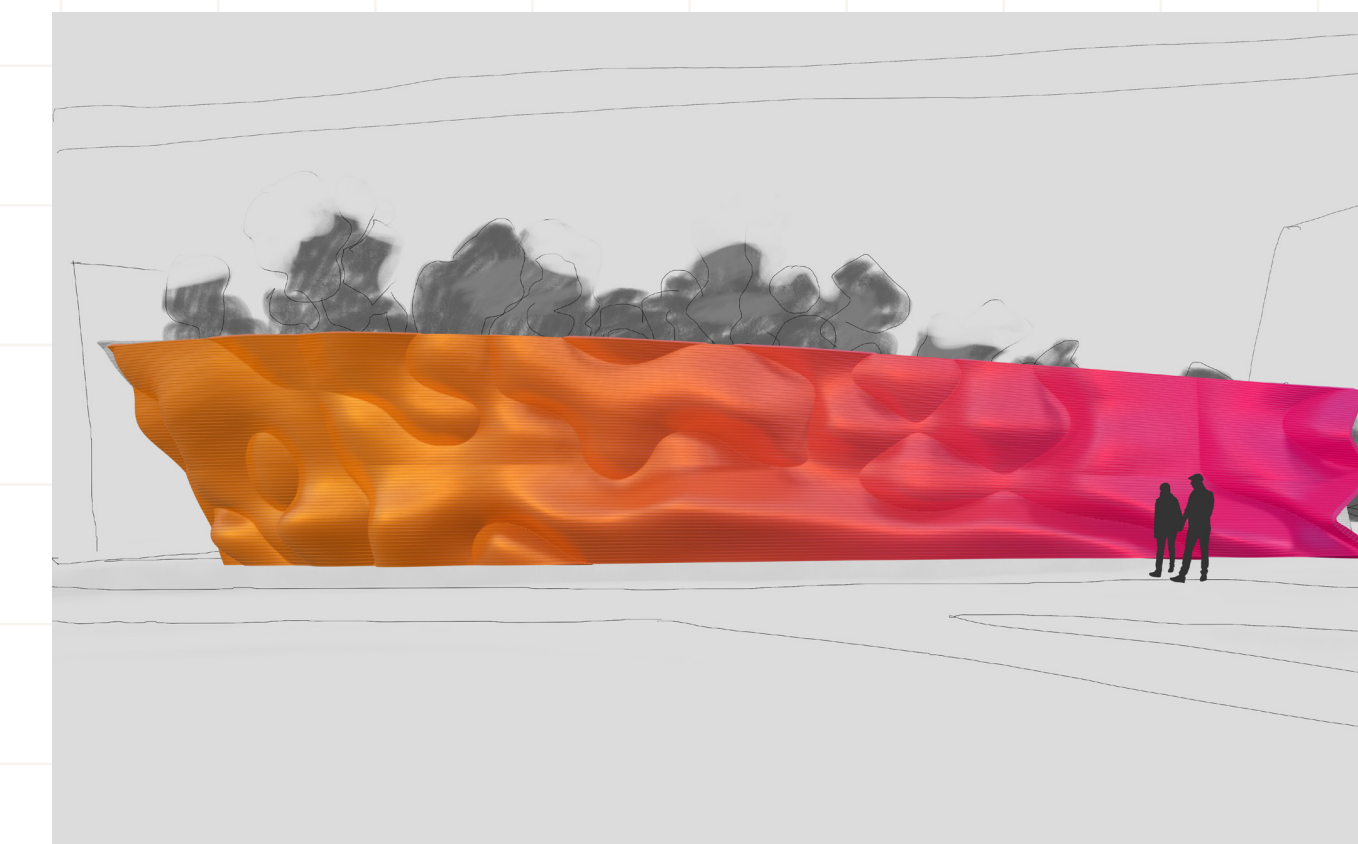


Flow and accessibility

Round corners and mounds help guide pedestrian traffic in an organic manner. Wide sloped entrances and the right flooring material make the park accessible for all ages and abilities. Multi-language and iconic wayfinding helps visitors to navigate the new Arena Green, discover neighboring points of interest, and connect with nearby transportation, businesses, and trails engage young visitors with activities during family outings.

Public Art

Redesigned features like courts, retaining walls, existing buildings, paths, and the sculpture garden provide the space to showcase local artwork, stimulating the local cultural scene and creating economic opportunities for Bay Area artists.



East entrance

East Flow greets visitors at the South East entrance where the Guadalupe River Trail continues South and the path splits towards Santa Clara Street. The shared volume patterns between East and West sculptures encompass the park a whole single piece.

Above: The proposed piece "Flow", sculpture with green wall and a dynamic LED light system that reacts to the direction of pedestrian traffic.

- (a) Concept sketch of structure
- (b) Concept for lighting
- (c) Volume rendering

