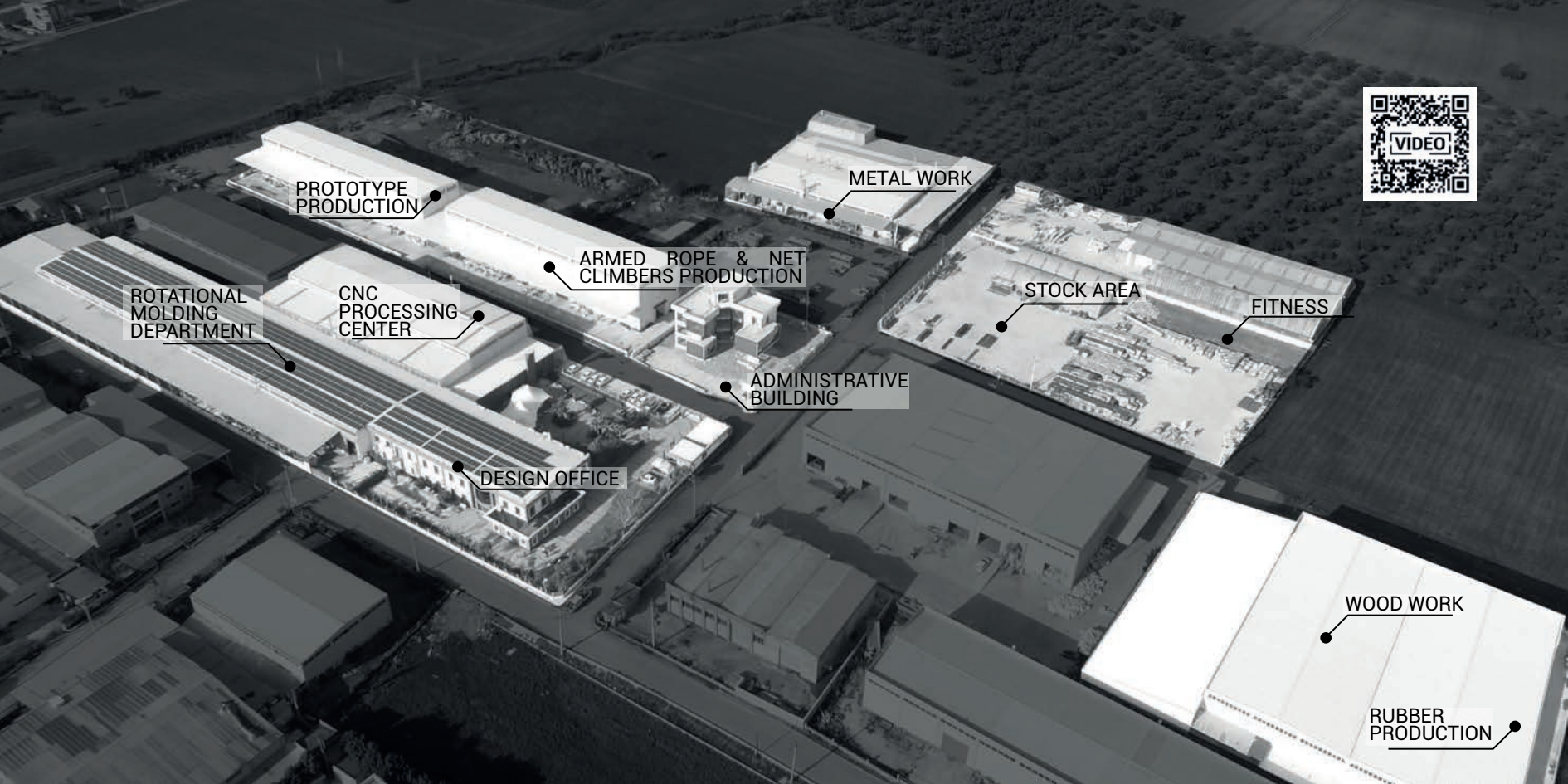


CEMER | PORTFOLIO 2022





Cemer Kent Ekipmanlari San. Tic. A.S., founded in Izmir in 1994, offers service in total area of 50.000 m² with its 200 employees along with its quarter-century experience. It has achieved to become a world's leading brand by creating all the processes from idea to production within its body by means of consciousness of being a leading company in the sector of city equipment and reinforcement materials.

The fast-growing digital technologies have revealed a society structure that acts less and becomes asocial day by day. On the other hand, while the population increases, the green areas decrease. When all these problems are taken into consideration, the significance of breathing living spaces can be understood much better. In this scope, it designs and produces products which will contribute to socialization of everyone from 7 to 70 and help to development of muscle and coordination system.

For a high-quality city life; it produces playgrounds for children with CMRPLAY brand and Parkfit Kent Ekipmanlari, adventure parks for youth and adults with CMRXTREME, fitness equipment for children, adults and handicapped with CMRACTIVE and city equipment with CMRURBAN brand.

Cemer acts in accordance with the objective in order to revive the social life by creating amusing and healthy areas for youth, adults and handicapped citizens besides children through products which are designed based on safety.

In its own sector, it makes a distinguished name for oneself in Turkey and around the world with its new-generation play groups in the path where it took with its slogan "From Dream to Reality" by means of pride of achieving and making name of Turkey internationally.

The next goal of Cemer is to ensure the fast development of sectoral change, to sustain its leadership in area of new-generation play groups, to bring in the principle "Competition and Innovation in Quality" instead of price to its sector, to work in order to offer creative products above expectations.

In order to create differences in the sector and to ensure permanent superiority in national and international arena, all kinds of criticism or compliments that we will receive from you will be advisor for us in our goals to progress towards horizon and this will ensure us to run to the new goals

AWARDS / MEMBERSHIP / COMPETITION



We received Reddot Design Award with Deltoik Climbing Module in International Design Competition which was held in Germany in 2014 and where 4815 projects from 53 countries competed.



We became the first company which established the First Private Industrial Design Center of Turkey which was approved by Ministry of Industry and Technology in last days of year 2016 by leading the way.

Our Reddot-awarded Deltoid Climbing module sustained its success by gaining one more award in German Design Award 2017 where awarded designs compete.



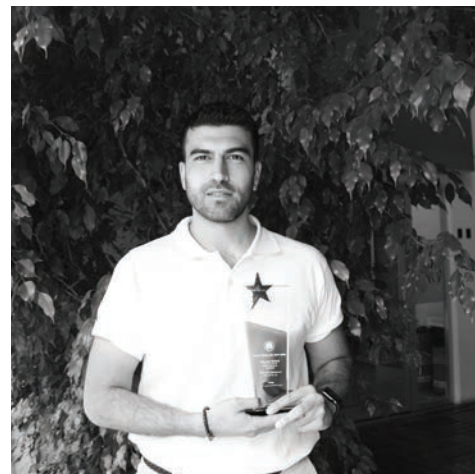
WDO

WORLD DESIGN ORGANIZATION

We are honored and happy to be a part of the World Design Organization (WDO), which consists of over 170 member organizations on 5 continents and the industrial designers they represent. Always better with our design team



It was awarded with leadership award and export award in category of landscaping equipment structural elements from Plant Awards which are the most prestigious awards in the sector



We received award in category of "Creative Product" in ceremony of "Stars of Export", where leading companies are awarded, with the products which were exported firstly from Turkey except for conventional products.



In order to create awareness, we organized the first “Cemer From Dream Come True” with the slogan “Dream Come True”.



The 1st Cemer Dreams Come True National Design Competition, held in 2014, was held under two titles: the theme of Next Generation Toys and the Group of Sports Instruments and Game Category. A total of 74 projects participated in the competition.

The competition, which was organized for the second time in 2016 with the theme of Future Playground, was opened to the participation of professionals and students and participated in 129 projects.

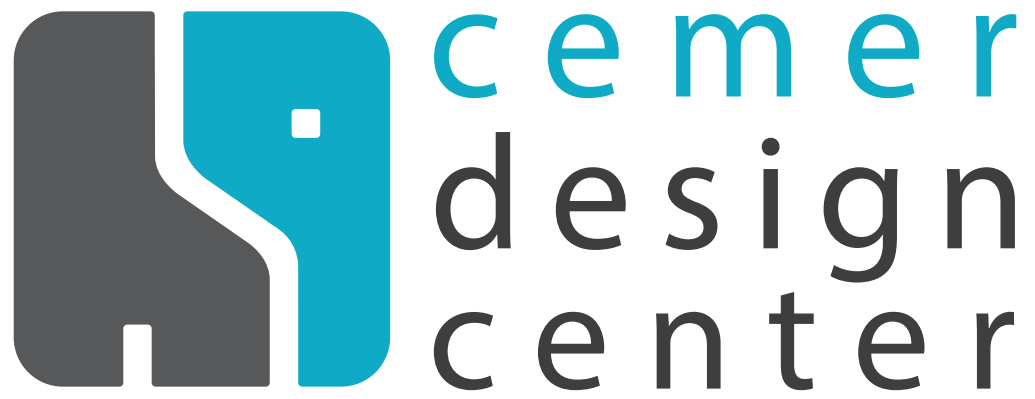


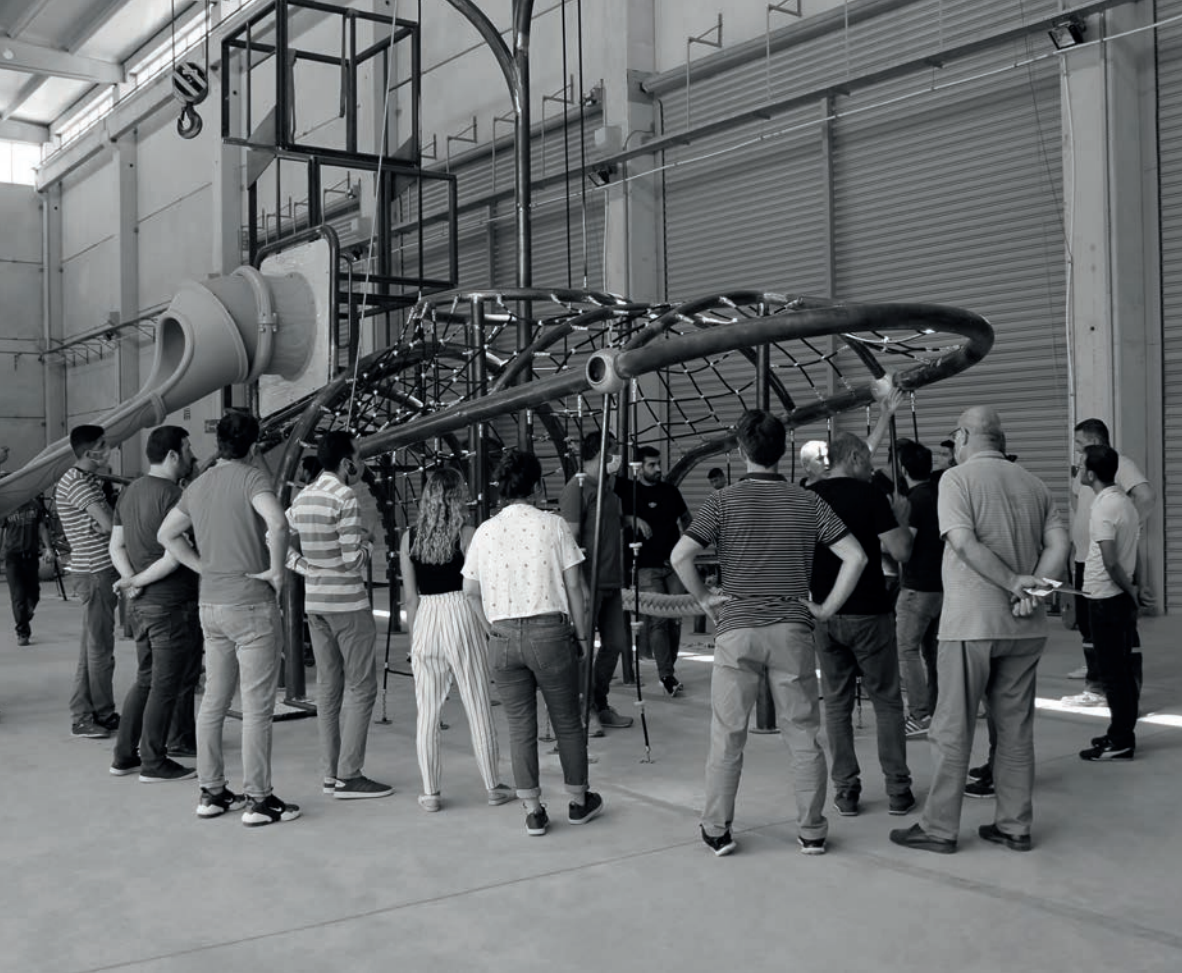
The competition with the theme of “Word Is a Playground” was moved to the international platform and a total of 412 projects, 357 domestic and 55 international, were evaluated. The award ceremony of the competition took place on November 15, 2019, at Tüyap Palas Hotel, and with the participation of the protocol, public institutions, municipalities, private customers, jury members, students, and many others, winners were awarded.

The Dreams Come True Design Competition, which was organized to create healthy and sustainable playgrounds that revitalize social life, was held for the fourth time in 2020 and this competition consists of two categories. The category of Area Design includes the improvement of living spaces in the current and designed city, increasing environmental value, and reconsidering depending on sustainability criteria. It is aimed to design SUSTAINABLE PLAYGROUNDS for BREATHING/BREATHABLE LIVING SPACES. The category of Product Design aims to design GAME EQUIPMENT that will contribute to the



mental and physical development of today's and tomorrow's children for BREATHING/BREATHABLE LIVING SPACES. Apart from these two categories, under the name of Signed Designs, there is also a special category where professional and clued-up designers who are specially invited by Cemer Urban Equipment will carry out their urban equipment series designs.



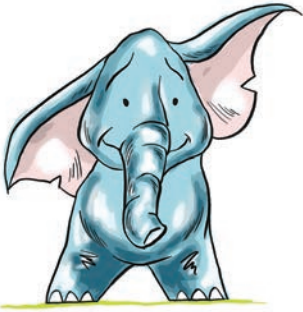


As Turkey's first Design Center, Cemer Design Center is a researcher urban equipment design team that has been conducting design studies in the national and international fields, aiming to design innovative and quality products since 2016. As the design team, we aim to ensure that the process proceeds in the best way by being involved in all steps from the concept determination process to prototype production. We work to advance by applying the design thinking techniques we have determined in each design study.

Our primary user target audience is children with and without disabilities all over the world; and in this direction, we create safe playgrounds by carrying out our designs developed in line with the needs of our users following EN 1176 and ASTM standards. At the same time, we develop designs in line with the trend analysis for the needs and social development of the determined age groups to carry the games that children dream of to the parks.

We design playgrounds, urban furniture, adventure trails, and sports equipment for areas and age groups determined by the demands of our customers. We aim to maximize the producibility conditions by adopting the principles of safety, ergonomics, functionality, and aesthetics as our design approach. We are constantly developing our designs to ensure the best design integrity.





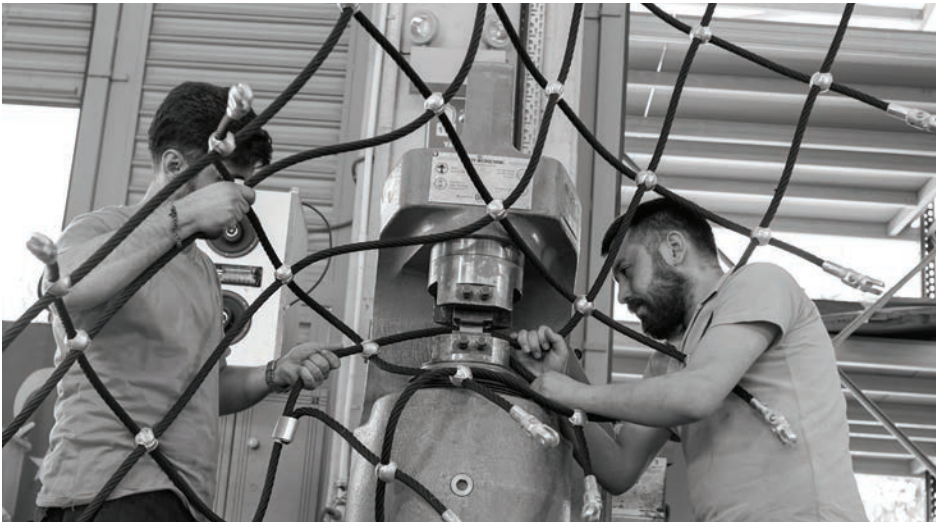
All our teams proceed while working together with all disciplines, realizing all phases of design oriented thinking. In all our product design projects where we set out by perusing academic papers and conducting comprehensive research including trend analyses, our designers determine the concepts by sketch work, setting the first depiction onto paper, and then



move on to model work to appreciate concepts like ergonomics, safety and visual integrity in three dimensions. Together with feedback, the works are transferred to CAD environment, where the project is realized in accord with production and technical details working together with engineers. After prototyping is completed and necessary controls and interventions are made for the first production of the created product, installation guides, technical documents, catalogue visuals and field studies are conducted by visualisation experts and landscaping architects of our team, before the product is finally presented to our customers.



The products we imagine and design are first checked with our R&D engineers in terms of feasibility, then tested for quality and safety during the prototype test before the final touches are made.



The product, which completes the processes, is then produced after passing the prototype tests completely. Our products, which are ready for shipment, are packaged robustly so that they are not damaged at the distance they will go until they reach the customer. After being individually barcoded, it is made ready for shipment and shipped.





60% of the accidents occurring in the playgrounds occur as a result of falling, and the rest of the 40% occur as a result of injuries caused by sharp corners, protruding metal parts, connection points, and hitting a moving element or another child. To prevent this, before the field installation of the products we designed takes place, the products are first tested for quality and safety during the prototype test with our R&D engineers, and the process is completed after the control is ensured in terms of feasibility. Then, regular maintenance of the playgrounds where the field is set up and the correct use of the area should be ensured.





TURKEY / 2021

UMUTPARKI / GAZIANTEP

SPIDER GROUP / SGM 1007-3A

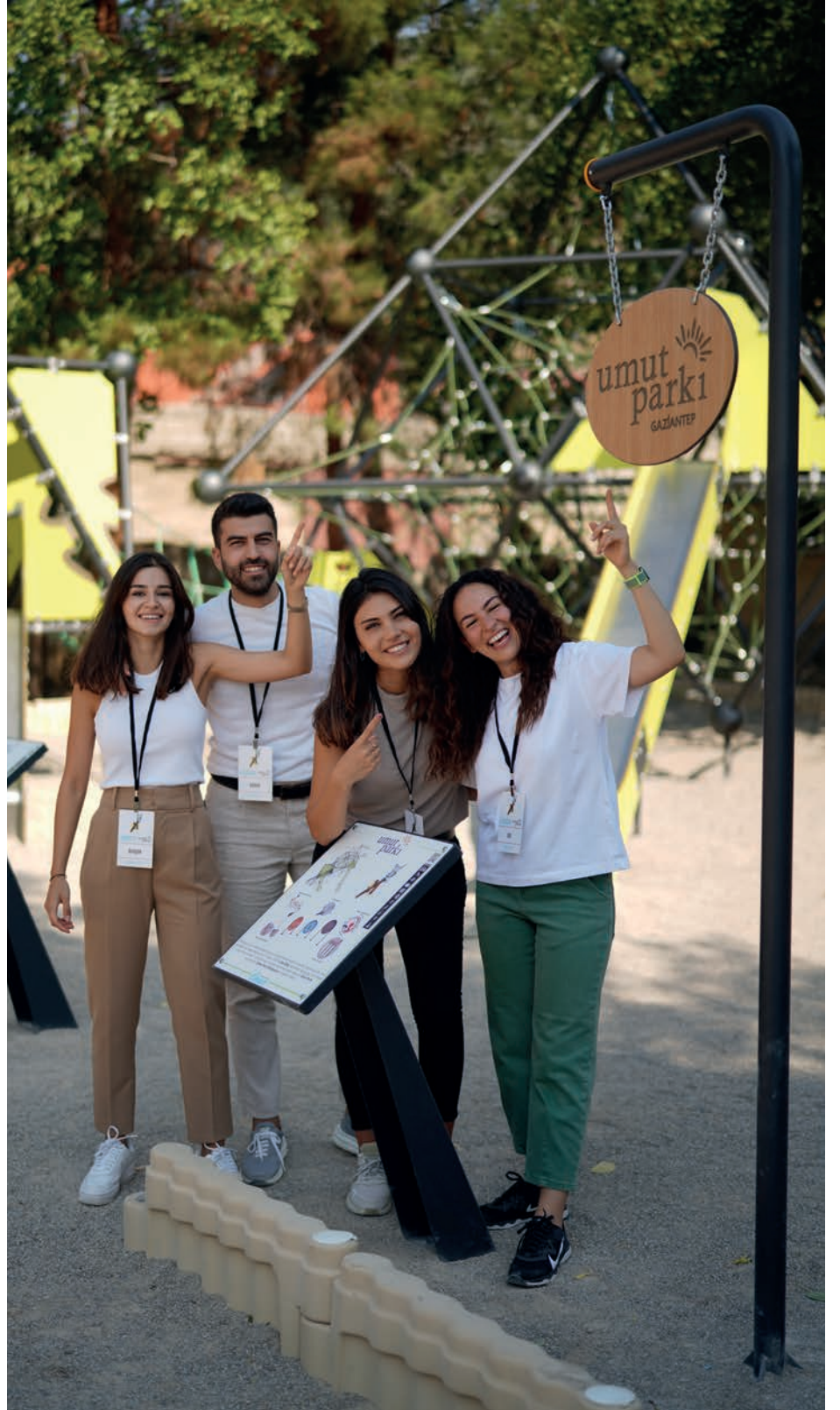
DYNAMIC GROUP / DGCS 1013A

ACCESSORIES / CA 697

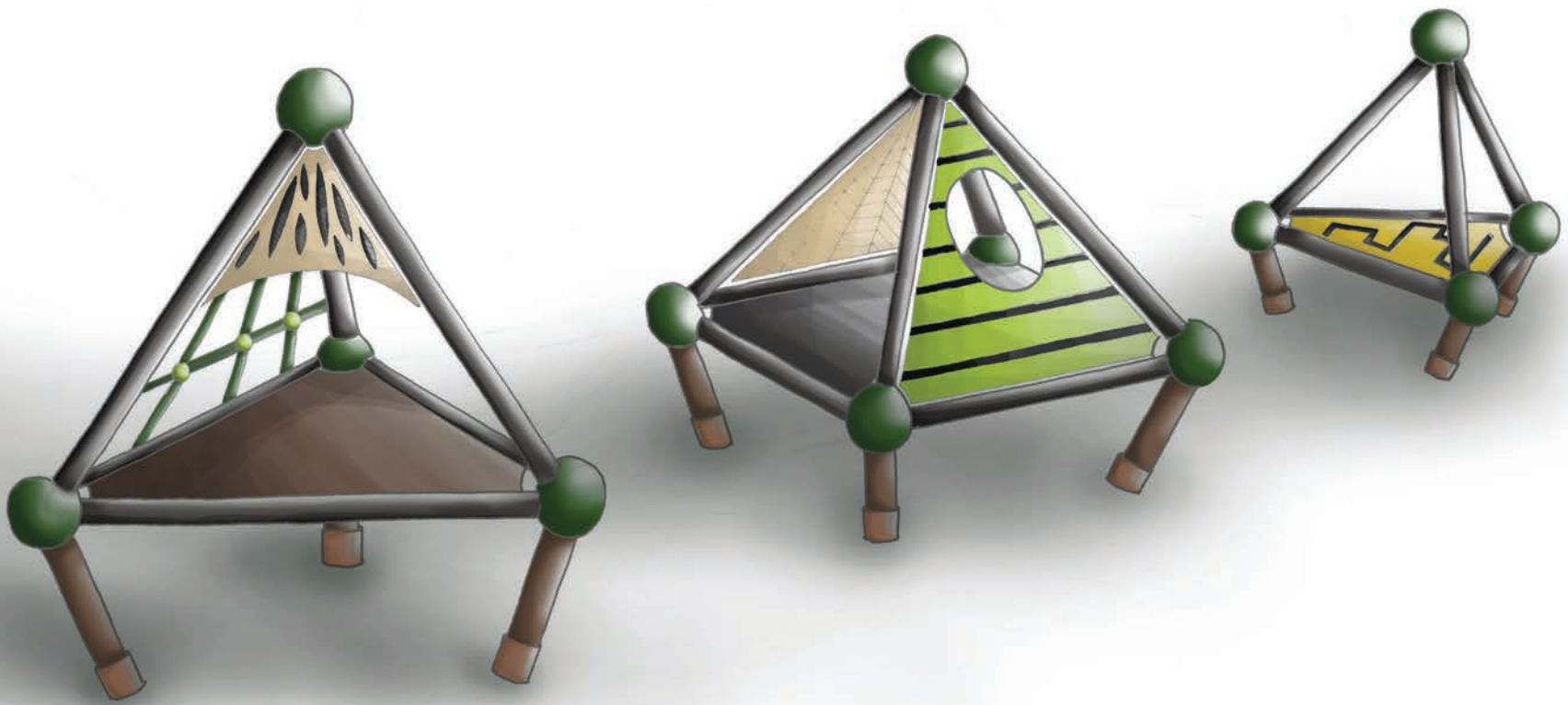
umut
parkı



Setting out with the motto “Every child deserved to play”, we aim to give hope to all children with her Ece ÇİFTÇİ Hope Park project and we are very happy to stand by them as Cemer Urban Equipment.







JUNGLE SERIES

Our designs in different difficulty levels, that promote motor muscle skills and competitive side of children in age group 12, consist of platforms in 3 different geometry like triangle, square and pentagon with a tent-like look. It is a game group study consisting of different geometric shapes with jungle and earth concepts, mainly rope bridges and climbers, with chrome slides at different heights, targeting children between 2 -12 years.



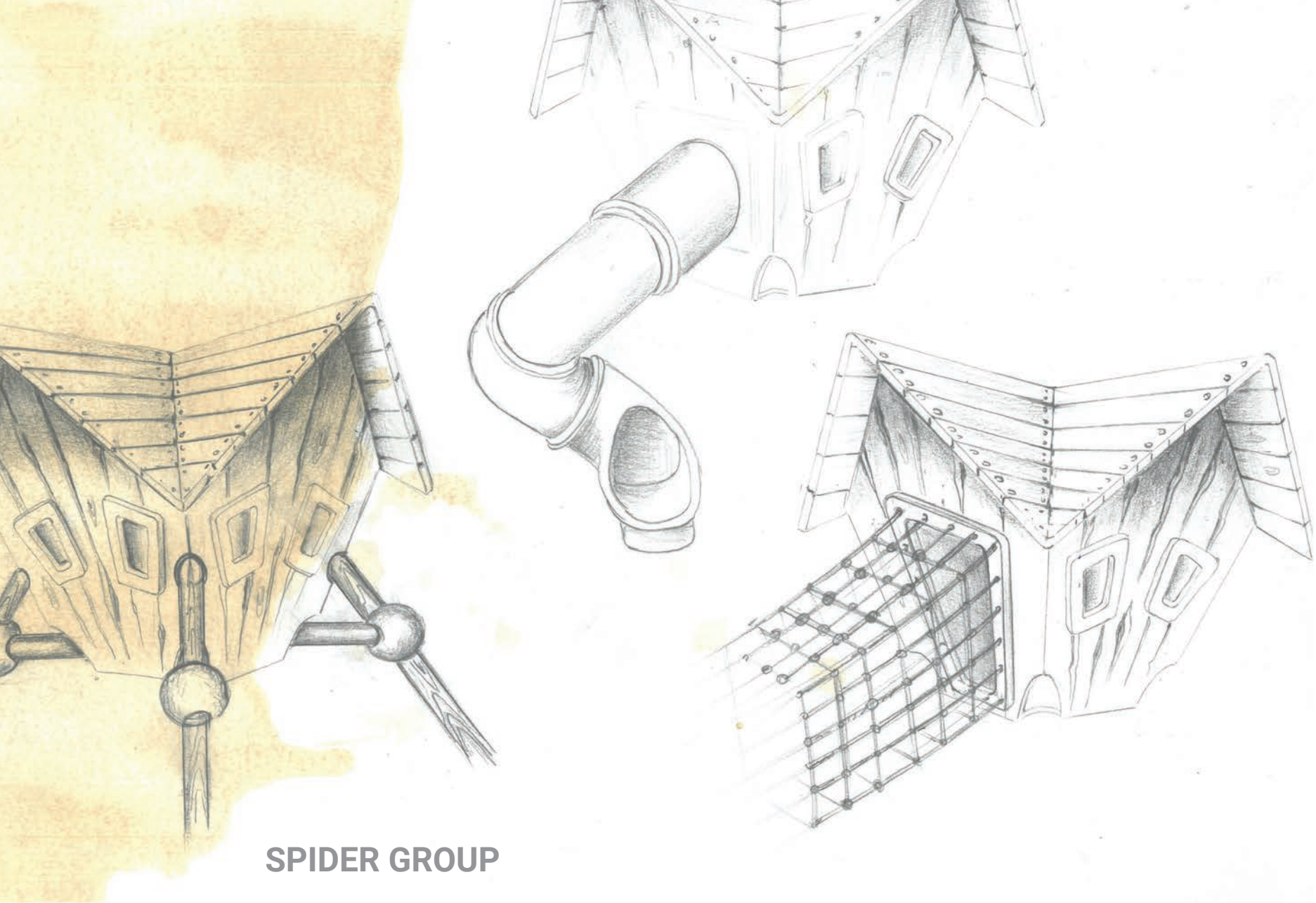
The matching game designed to develop visual memory of children in the 0 to 3 year age group presents a more delightful gaming experience with fun emojis. The bead setting station designed to develop fine motor control skills provides the sense of a cheerful sound and rhythm with the clash of pieces.



The double module including a three dimensional rope climb section creates the personal and private spaces children need. While spider ropes serve as hang bridge passage stations between modules, the transverse spider ropes placed under module platforms provide the real climbing and balancing experience.







SPIDER GROUP

Spider Group takes you to the excitement of climbing and the peaks of entertainment. It was designed to allow children to experience the thrill of climbing while supporting improvement of the physical skills that will contribute to the development of the muscle coordination system. It creates a target for children to climb, allows them to overcome fear of heights. It also contributes to the mental development of children while choosing the path they climb.



CmrRope™ is formed by 6 strands of galvanized wires and a core either steel or fiber. Each strand is tightly braided with Polyester which is adhered to galvanized wires with a patented method to create a solid surface where polyester meets with wires. So extra protection is achieved against friction and vandalism. Surface is extremely abrasion and UV resistant also fire retardant.



Metal pipes and other metal parts are comprised of ST 37 Steel with Metal finish; Sandblasting and treated with solvent-free zinc primer coating which is inherently corrosion resisted under extreme weather conditions and UV.

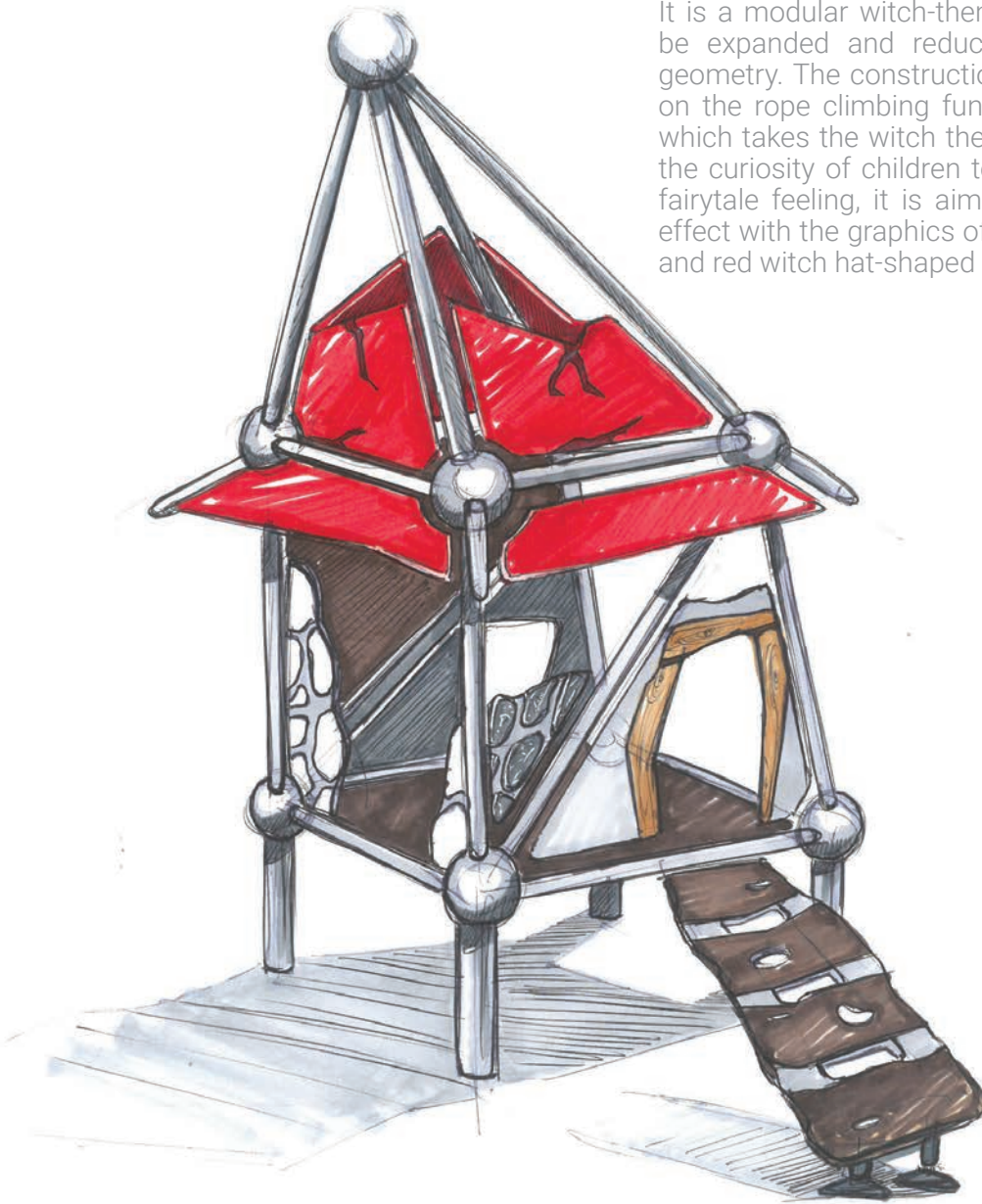
Mats shall be 3-layer textile-reinforced flexible rubber and they are fixed to armed ropes with polyamide connectors either to close entrapments or to create seats and trampolines. High quality panels made of HPL panels are milled to provide a smooth, gently rounded edge. The thickness of the panels varies according to its purpose for floors, roofs, and walls. These panels are connected to steel pipes or profiles with cast aluminum panel clamps or flanges.



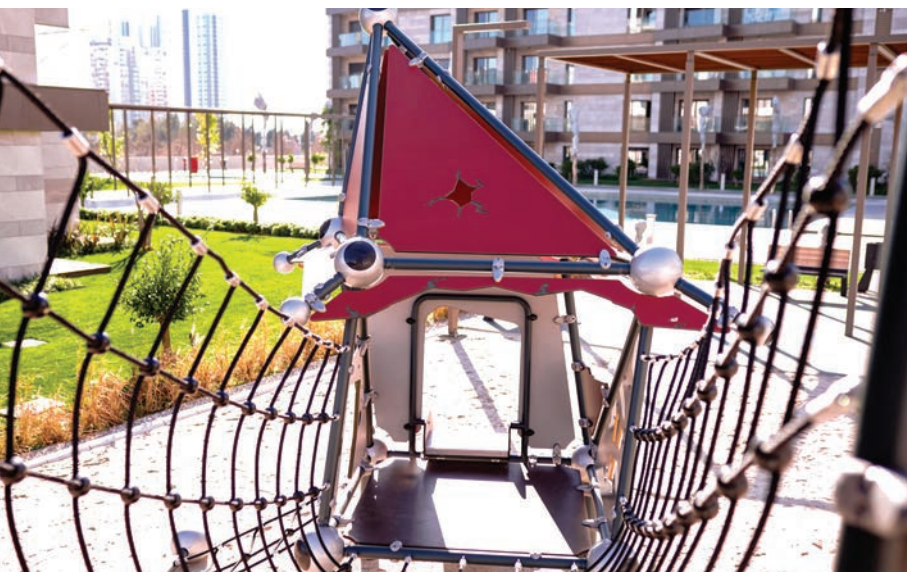


WITCH SERIES

It is a modular witch-themed game series that can be expanded and reduced with its extraordinary geometry. The construction of the product is based on the rope climbing function. In the Witch series, which takes the witch theme as a concept to revive the curiosity of children to discover and to give the fairytale feeling, it is aimed to create a reinforcing effect with the graphics of the theme on the product and red witch hat-shaped roof.







The red roof, providing the name of the product and the starting point of the theme, represents a "witch's hat." All graphics are also designed to create the sense of a witch's hut. The neutral tones used in the project aim to both accentuate the graphics to create the feeling of an eerie hut and to emphasise the iconic red roof.

The cage wires interspersed in the closed, spooky structure, are there to allow children to communicate with the world outside the hut and their parents. Inside of the tower is covered with zigzagging rope ladders. It is not easy to reach the summit, which is the only way to the slides.







MODERNO URBAN EQUIPMENT 71 SERIES

71 Serie, has commenced as a city furniture group, which is designed to be used in marinas, in accordance with the deficiency of identified in the market. They have provided the inspiration for the design line, the dynamic and modern lines of the yachts and gave life to the product. Thus, a product group which has minimal, modern lines and surfaces and that makes a difference in the market, has become acquainted with the reality.

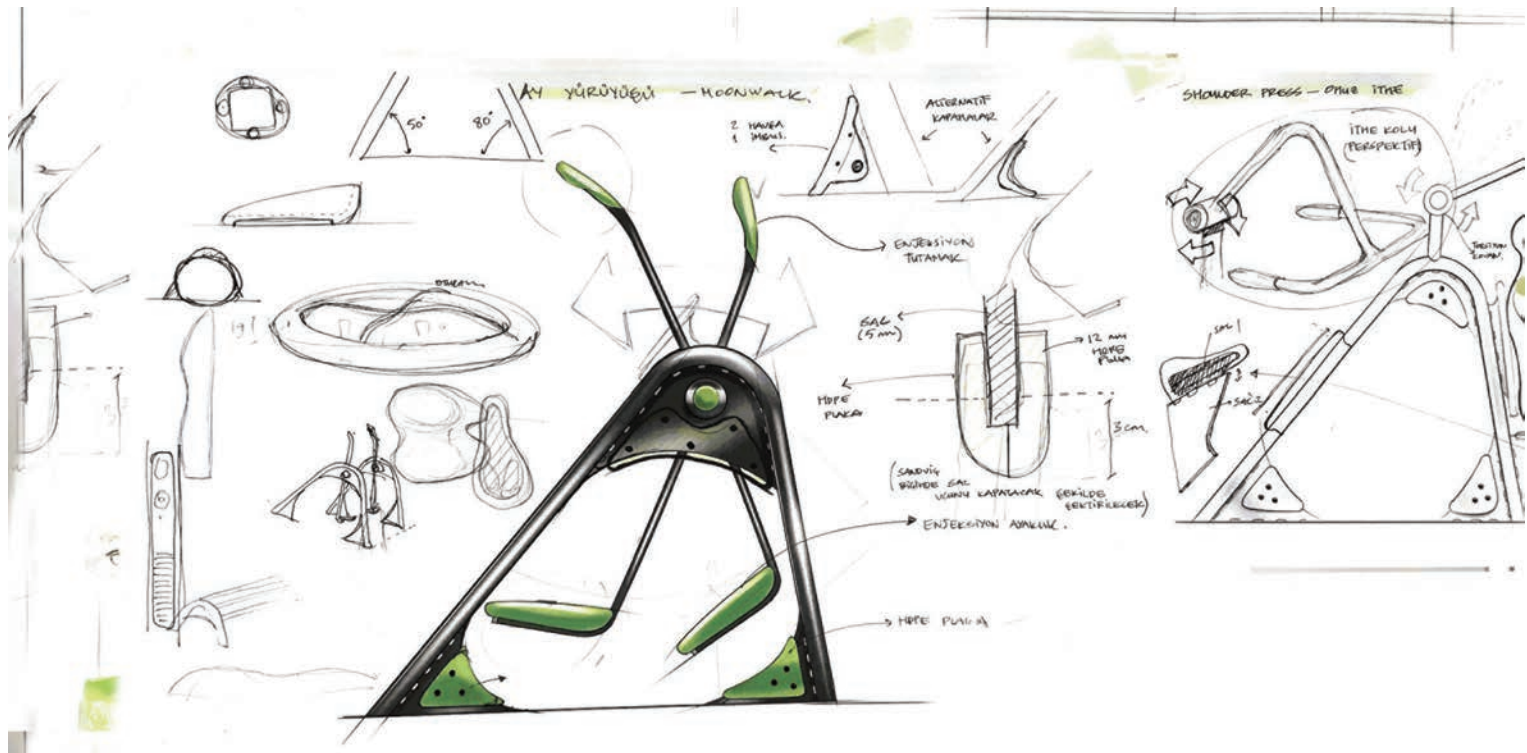






X-ERGONOM FITNESS

X- Ergonom Fitness, is a range of outdoor sports equipment designed to allow the users fully enjoy the product's functions. The product have been designed in co-operation with the experts in the best way to support the user ergonomically and ensure that activities and movement are performed correctly even by new users. It is a product group that aims to provide the most satisfying outdoor fitness experience thanks to its new functions. It perfectly blends in with the landscape of modern cities thanks to the dynamic and modern design of the series.



Ergonomic handles are made using plastic co injection with an elastomer cover. 55-shore elastomer provides a soft feel with UV resistance. 2-layer design has good grip and prevent sweating, making it easy for everyone to use them comfortably.



Exercise panels are made of 12mm HPL panels with high UV resistant and fire retardant. To increase exercise comfort, HPL minimize the generation of electrostatic charge by contact-separation or rubbing with another material. DK – S Rosta Torsion mechanism in X-ergonom series are designed to provide real cycling and swinging experience and durability. Shafts and ball bearings are made of chrome and weather-proof bedding is used to prevent rusting.

Polyethylene injection molded anchorage covers are used to seal the metal anchors and provide a nicer look. Torx panhead bolts are hidden in beddings and do not require any additional covers. They are alkaline coated for high corrosion resistance.











DENMARK/ 2019

Ejby

SPIDER GROUP / SG 4002, SGM 1016D

THINKING 3D

3D rope systems significantly contribute to the development of children's 3D thinking, psychomotor skills, balance and muscular coordination systems. As the risks and heights increase, the senses sharpen, they become more careful and learn to take risks. When they fall, they sometimes experience petty traumas that they overcome but these struggles and experience they deal with give them the power to deal with the major traumas they may experience in the future.

The toys that children play differ in depending on age. When the toys in a playground are designed for children aged 1 to 3 years old, which is the case for most of the parks, the rest of the children cannot play with them in a healthy way and they start to use the toy in a dangerous way to release their energy, leading to serious consequences including vandalism.

When parents try to raise children with excessive protectionism; they are like fish out of water in environments where they are not with their parents. It should never be forgotten that our goal is to raise self-confident, healthy individuals who can cope with difficulties.







TURKEY/ 2020

LİVİN İZMİR MAVİŞEHİR

2043 SOKAK No:7, 35590 KARŞIYAKA/İZMİR

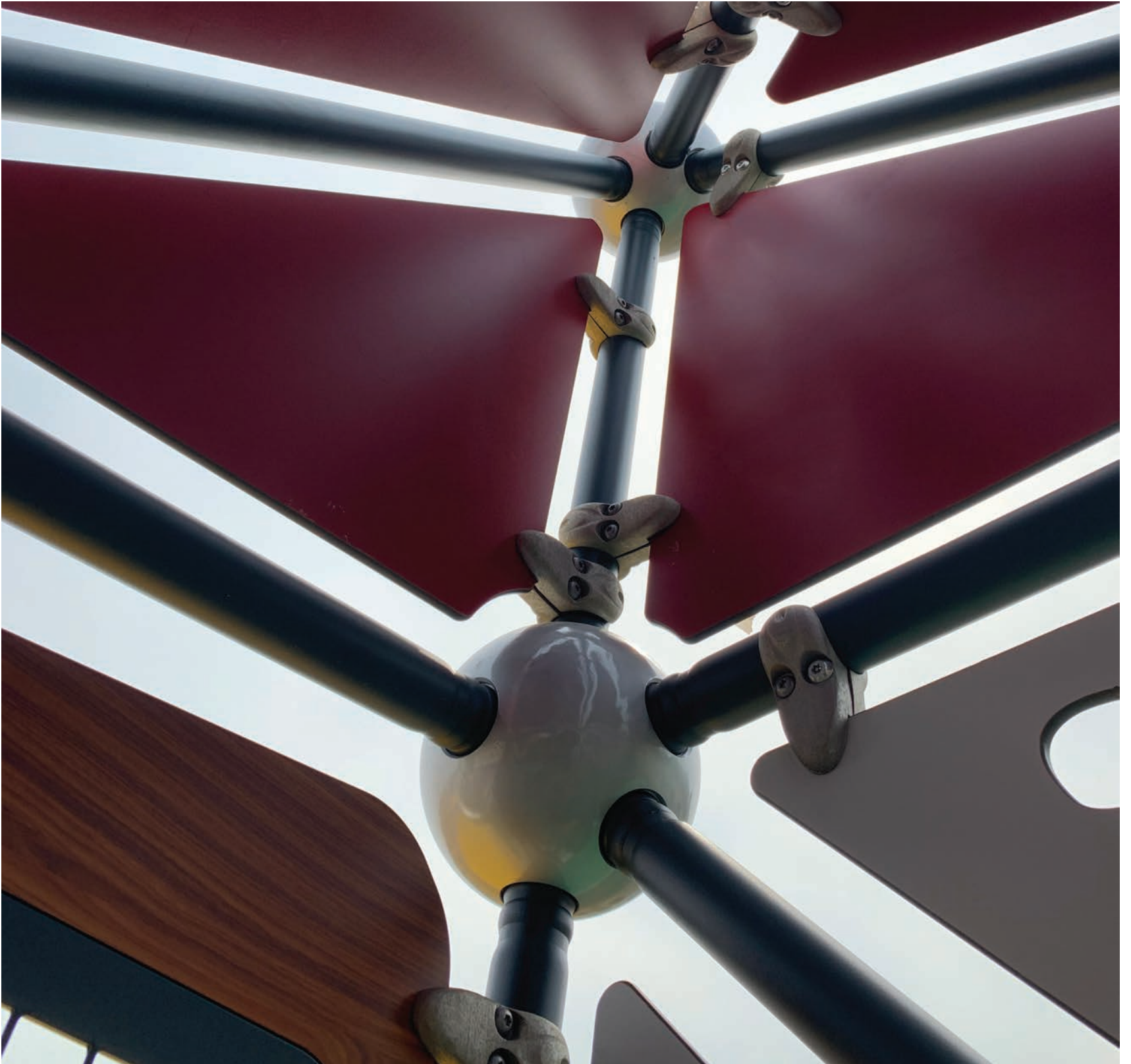
GEO GROUP / GGWS 1006











TURKEY/ 2020

38.CADDE, KÖŞK MAHALLESİ 1631. SOKAK,

TALAS BULVARI, 38030 MELİKGAZİ/ KAYSERİ

DYNAMIC GROUP/ DGSS 104

ADVENTURE GROUP/ AGTS 305

SPIDER GROUP/ SGM 1005

Outside the individual game narrative or each product, the relation between the products and their spatial integrity is also important in design of play areas.

The unity of colour and design language of the products will allow children to create a world of imagination and develop their creativity in the play area.

Children also need empty spaces where they can indulge in activities like running, jumping, hopping and catching and playing together.

Our products, designed, manufactured and installed in accord with rules on safety areas, impact areas and ground preparation according to fall heights as specified under EN 1176 and ASTM 1487, provide children with the opportunity to enjoy such activities.











AUSTRALIA/ 2021

KIA-ORA STATE SCHOOL - Kia Ora, Queensland

GEO GROUP /GGJS 1012-P



TURKEY/ 2020

DEDEMAN OTEL, RİZE

FANTASTIC GROUP / AGFS 401

SPIDER GROUP / SGW 1001

DYNAMIC GROUP / DGCS 1050 A

ACCESSORIES / CA 122, CA 311

Play areas are spaces which are intensively utilised to provide for active recreation needs of children. Products like the Whale and the Tetrawood are more than conventional play equipment, presenting climbing elements compelling physical development of children in a large space. Replacing “directive play” logic with “participative play” these products aim to leave play diversity to creativity of children. The play together approach encouraged by the participative play philosophy not only contributes to social development of children, but also allows them to discover cooperation and solve problems on their own. The working sense of their physical structure is developed during physical activities. During physical activities children unconsciously and aimlessly runs, plays, laughs, shouts and climbs. With these, the play becomes a source of joy and happiness for the child. t













TETRAWOOD

Designed with a natural wooden construction for use of children of age 3 and older, aimed to develop muscle coordination and three dimensional sense as well as support physical, mental and social development of children, the closed geometry three dimensional climbing rope structure Tetrawood, in opposition to conventional play equipment, provides three dimensional climbing rope structure which compels physical development of children in a determined space, replacing “directive play” logic with “participative play” philosophy, leaving play diversity to imagination of children.

The play together approach engendered by participative play philosophy not only contributes to social development of children, but also helps children to learn cooperation and how to solve problems on their own, helping them to discover themselves and contributing to their mental development. The rope assembly manufactured with patented induction technology and the unique structural build contained in a closed wooden geometry provides a unique solution in the domestic market in both durability and aesthetics.

All components of the product being detachable allow logistical convenience, as well as ease of replicability against environmental and human caused damages (vandalism, etc.), providing a sustainable design.













TURKEY/ 2019

TORBALI MİLLET BAHÇESİ / İZMİR

ERTUĞRUL MH. 3001. Sk. No:18 TORBALI

GEO GROUP / GGWS 1009

Research shows in addition to increasing productivity and level of success, decreasing errors and engendering positive behaviour, environmental factors also have a number of other important contributions. It is seen that children can uncover and learn their full potential where they are provided with opportunities to learn. Therefore, it is important to pay serious attention to colour theory and effects of colour on the psyche when selecting colours of play area components.

As environmental factors play an important role in growth, development and education of children, each characteristic of the physical environment provides a contribution for them. Colour of a room, a product, a brand, and even play area equipment can affect their perception. Design, layout, plan and colours of play areas not only contribute to learning of children, but also allow them to discover their inner potential. Therefore, choice of colour is one of the most important elements of play areas designed for children.



TURKEY/ 2021

VADİPARK/ GAZİANTEP

XTREME GROUP / SKATEPARK

Our aim is to provide the urban spaces needed for youth to socialise and take up sports and other activities at every corner of the world. Such spaces wait ready for adventure lovers of all ages in Gaziantep.





TURKEY/ 2019

BALÇOVA CUMHURİYET PARKI / İZMİR

SPIDER GROUP / SGM 1028-1

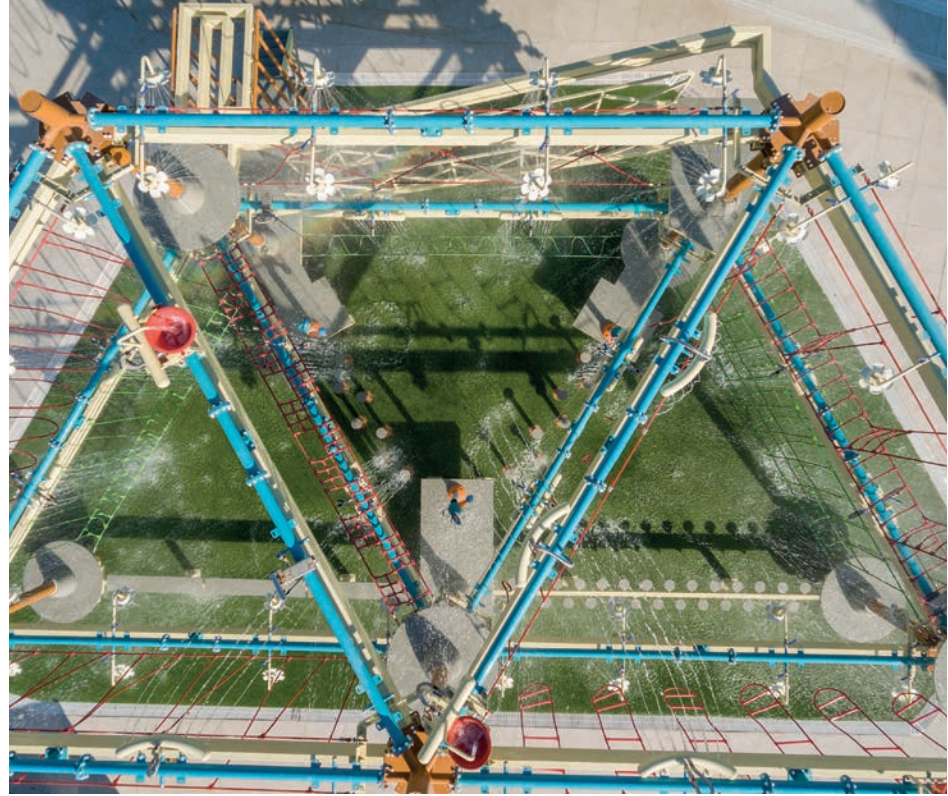
Slides or units providing for sliding action are designed as a reward station. In the SGM 1028-1 product the goal is the large slides which attract attention of children, and the path reaching the main destination of slides are designed as a difficult rope climb. The large rope climb not only contributes to physical development of children, but also provides a steep path children take in collaboration or in competition with each other to reach the goal. The tree house located at the top of the climb symbolises the ultimate destination, while also serving as a hut where children can create their own play world isolated from the outside world.











TURKEY/ 2020

PALOMA BEACH RESORT - ANTALYA

XTREME GROUP / SPLASH ROPE COURSE

XGRC 204-1



We present you with SPLASH COURSE, created together with our project partner Polin. Appealing to all senses to encourage problem solving and achievement drives, water adventure parks are now more fun.



AUSTRALIA/ 2021

KIA-ORA STATE SCHOOL - Kia Ora, Queensland

SPIDER GROUP / SGM 1006









TURKEY/ 2020

ERGİN EVLER / BURSA

AHMET YESEVİ MH. ERGİN SK. NO:4A NİLÜFER

ADVENTURE GROUP / AGHS 01

MODULAR CLIMBING / CA 1855

DYNAMIC GROUP / CSS 67

The Hawaii series is a product line inspired by the tropical concept. All products of the series contain a tropical theme in itself, representing an island consisting of various game stations and three dimensional rope climbing. Continuous play stations that follow each other in a circular fashion are brought together around the three-dimensional rope climbing. The game units designed in accordance with the theme are aimed at developing children's creativity by giving them the feeling that they are on an island and encouraging them to create their own role-playing games in the empty spaces in the product.





Formed by inspiration from palms, iconic trees of tropic islands, the roof of the Hawaii series can be taken as a supplementary figure completing the play stations supported by colours and graphics.



A three dimensional rope climb connects to the delightful slide station by a mini bridge, providing children with the reward of a difficult climb.



Palma Direction Plates is the main module of the Hawaii series. Plates provide thematic figures providing children with the sense of travelling to other islands (Paradiso and Tropica).



ROMANIA/ 2021

Orăștie

SPIDER GROUP / SGM 1032-P

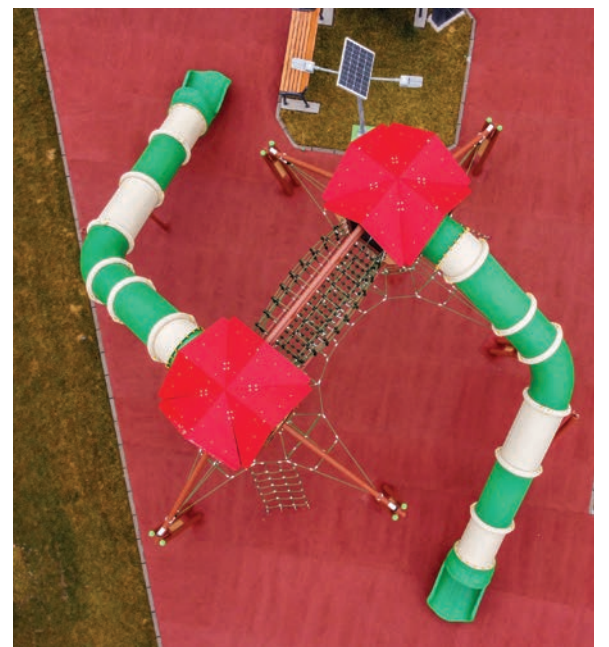
GEO GROUP / GGWS 1001-P

Creativity is the ability to dream, productivity, problem-solving, and create value. It develops quickly until the age of 6, and then even if the development of creativity continues, this process becomes slower. Creativity develops in connection with the education given, the environment in which the child lives, and how the child is supported. Asking questions frequently to children, encouraging their unexpected different responses and encouraging them to experience, supporting their self-confidence, play and education are important in the development of creativity. Playgroups are an important factor in the development of children's learning and creativity. 3D ropes give children the ability to analyze, synthesize and evaluate. In this sense, the designs made contribute not only to the aesthetic development of the city but also to the personal development of the children living in the city.













FRANCE/ 2020

LA MOSELLE

DYNAMIC GROUP / DGSS 106, DGCS 1044

SPIDER GROUP / SGM 1005









TURKEY/ 2020

NEVÇARŞI / İSTANBUL

MİMAR SİNAN, ÇAVUŞDERE CD. No:35, ÜSKÜDAR

ADVENTURE GROUP / AGFS 401







TURKEY/ 2020

ViŞNELİK MH. ODUNPAZARI-ESKİŞEHİR

LAGUNA

We present you with our new product “Laguna”, which is one with the nature. This product includes a rope climb play group consisting of various climb combinations carrying children to the peaks of excitement as they climb, helping develop their balance, motor control and muscle skills, and transverse coordination.







TURKEY/ 2020

2043 SK. NO:7 35590 KARŞIYAKA / İZMİR

MODERNO URBAN EQUIPMENT/ BROTO SERIES

















TURKEY/ 2020

GÜNDOĞDU CAD. UÇBAĞLAR MAH. BATTALGAZİ

MİLLET BAHÇESİ / MALATYA

GEO GROUP / GGJS 1007, GGJS 1023

ADVENTURE GROUP / AGTS 205

ADVENTURE GROUP / AGMS 64, AGMS 63













ISRAEL/ 2021

BASE PARK ELMALIAH

ADVENTURE GROUP / AGFS 401











BIRD TOWER

Bird Tower is designed by inspiration from bird nests. Its magnificent construction and spiral slide provide two paths in the structure to reach the slide, the main attraction for attention of children. The spiral rope path and the vertical rubber rope climb directly ascending at the middle provides diversity by giving children the choice between easy and hard paths. The watchtower at the top provides a space where children can socialise and create their own games in isolation from the outside.







FRANCE/ 2020

LA MOSELLE

GEO GROUP / GGWS 1001

DYNAMIC GROUP / DGCS 1043A

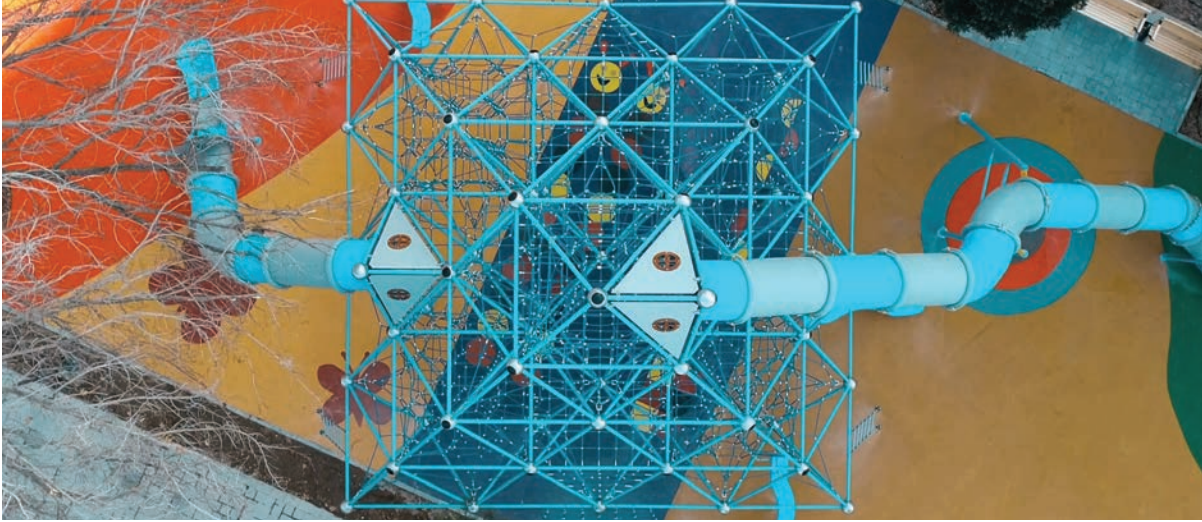


TURKEY/ 2020

ALPARSLAN MAH. PARKI MELİKGAZİ / KAYSERİ

SPIDER GROUP / SGM 1066 - P









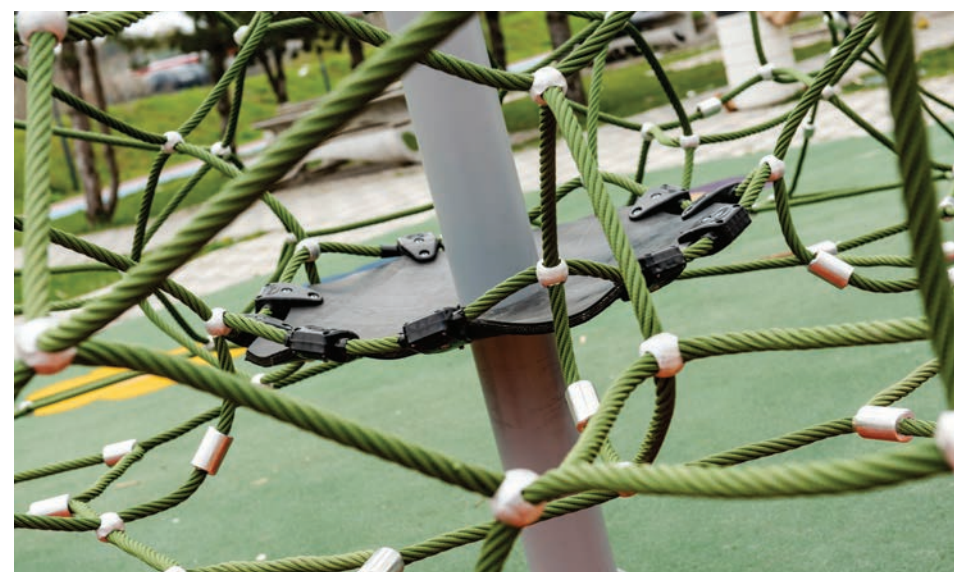
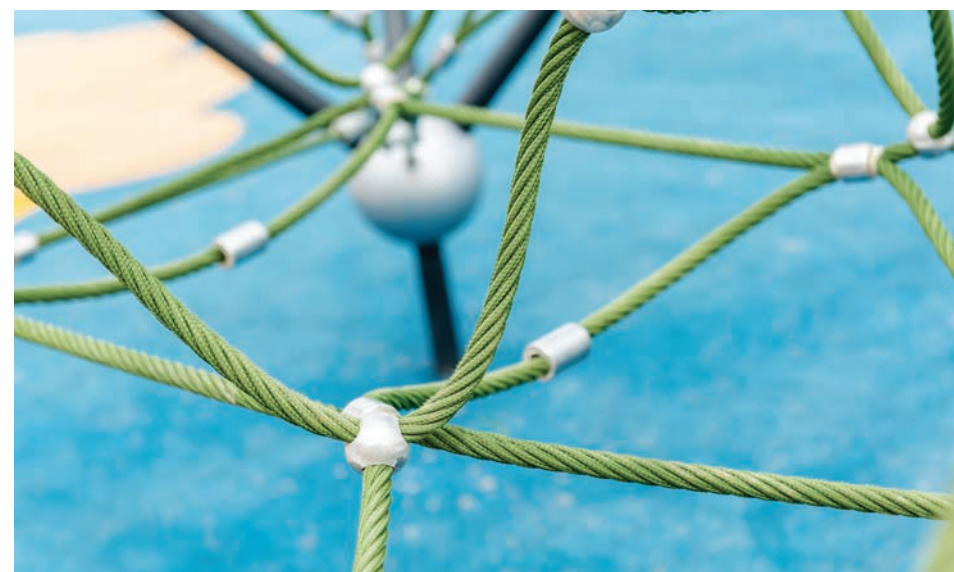
TURKEY/ 2020

PINARÇA PARKI ÇERKEZKÖY / TEKİRDAĞ

SPIDER GROUP / SGM 1007 - 3A

Colour perception has different effects on children and adults. One of the most important building blocks of play area design is colour. Each colour has its effect on child psychology on its own and due to its balance with other colours. Orange and its shades are shown to support socialisation between children, while colours like green and blue create a more soothing and peaceful effect. In many colours a higher white balance is observed to have a more positive effect on children, while a higher black balance is found to result in effects like depression and uneasiness. Colours containing more yellow are seen to have effects like mental acuity and sharpness, leading to a sense of success and bringing a dynamic liveliness. In the product, the colour of the geometric hut serving as the starting point before the climb path is selected to encourage children to set out towards the goal with resolute steps, while lime green is used as the colour of the goal station containing the slides to clearly indicate the goal.





TURKEY/ 2020

PINARÇA PARKI ÇERKEZKÖY / TEKİRDAĞ

ADVENTURE GROUP / AGTS 506, AGMS 53

SPIDER GROUP / SG 1011 - A5













U.A.E / 2020

ABU DHABI

XTREME GROUP / ROPE COURSE

It is time to try something different to get you put of the house and getting some exercise. High rope courses may not be the first thing that comes to mind when thinking about ways to get some exercise, but it could be just the activity you are looking for. Your body will get a full workout, and your mind will thank you for it too.









TURKEY/ 2021

İSTİNYE PARK AVM / İZMİR

ADVENTURE GROUP / AGHS 04







DENMARK/ 2018

COPENHAGEN

SPIDER GROUP / SGM 1007

DYNAMIC GROUP / DGSS 10, DGSS 106







TURKEY/ 2020

KISIKKÖY İZMİR AYDIN KARAYOLU ÜZERİ, 7708

SOKAK NO: 23 MENDERES / İZMİR

SPIDER GROUP / SGM 1007 - 3A

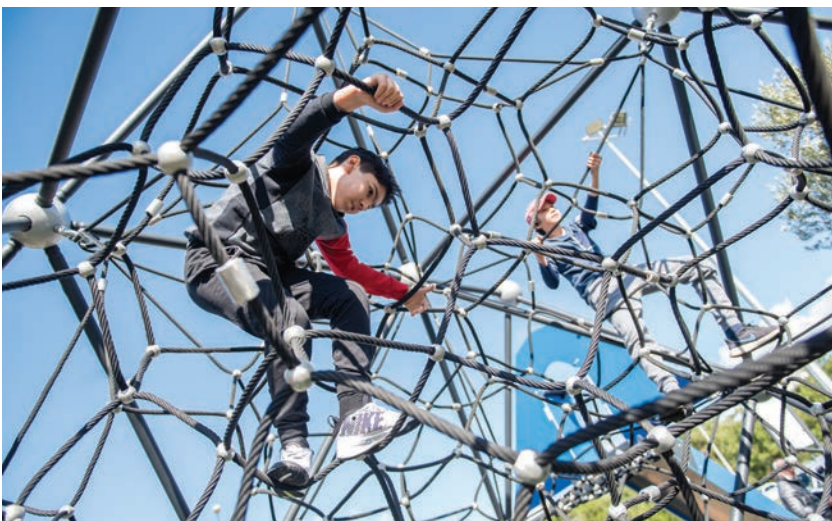
The 5 to 12 years age group is a period wherein children start to become more active. Children start to notice personal and environmental space to move and control their body. The more actively children move, the further their physical motor control abilities develop. In addition, children who take effective part in physical activities also improve their cardiovascular and pulmonary conditioning. Movement activities help children develop fine and large motor control abilities and their ability to use their limbs in coordination. The children improve their strength, improve their responsive abilities, develop static and dynamic balance ability, gain physical flexibility and learn to gather the speed they need in their movements. In the childhood ages development of motor skills which provide physical, emotional and social advantages can help the children achieve a more active and beneficial life standard. Development of motor skills will also lead to improvement of self-confidence of the children.

















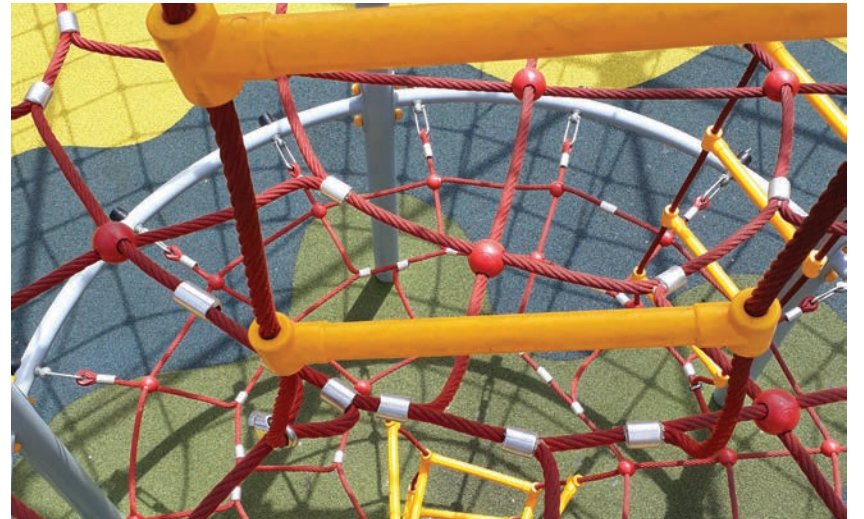
SPAIN/ 2018

VIGO

SPIDER GROUP / SGM 1031

Dome is a vaulted play system containing rope climb units of varying difficulty levels installed in a gigantic space globe system. The challenging rope climbs in the product are expected assist development of both static and dynamic balance and coordination of children. The Dome provides a goal for children to climb towards and helps them overcome their fear of heights. It also contributes to development of their mental abilities through selection of the path to climb. The large chrome slides in the product serve as the reward station for this difficult climb.









TURKEY/ 2020

ESKİŞEHİR MİLLETBAHÇESİ VIŞNELİK MAHALLESİ

ODUNPAZARI-ESKİŞEHİR



TURKEY/ 2021

İSTANBUL

MULTIPLAY GROUP / MGCS 102, MGCS 104,

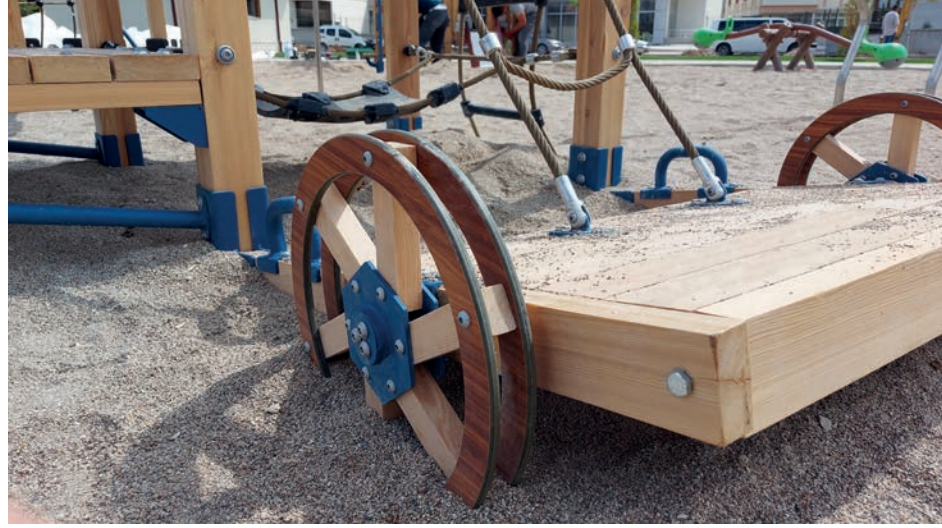
MGCS 104, MGCS 203, MGCS 206

Castlewood is a modular wooden playgroup series that consists of multiple castle and medieval themed play stations. Some elements such as slides, slide poles and ghost slides are designed as target stations and located on semicircle metal balconies. Children are expected to go through rope climbing stations that challenge their physical skills to reach the target play elements. Thanks to the role-playing areas created under the platforms in accordance with the theme, it is aimed to contribute to the social development of children and to provide a fairy-tale castle theme experience.





Hand cart, an important element of middle ages, is used as a role playing design element. The handles are added to provide the sensation of holding up the hand cart. The hand cart station provides a delightful socialisation space which consolidates the castle and middle age theme.



The most distinctive station of the Castlewood play group is its crenelated balconies. The goal and reward stations of the play design always lead to balcony exits. At the same time, they provide the sense of the king giving a speech from the balcony, to provide children with the sense of leadership and self-confidence.



In the Castlewood play group designed for various age groups, the slide of the Supermini module designed for age group up to 3 is purposefully coloured in red. As perception of the 0 to 3 years age group focuses on primary colours and shiny objects, this colour allows this unit to become the focus of children of this age group.



Children enjoy private areas special to them. Knowing this, we created areas enclosed with mini ramparts for children can play with their own games and toys, to provide more closed spaces under the platforms and to ensure there is no unused area.



TURKEY / 2021

BOSTANLI / İZMİR

X-ERGONOM FITNESS









AUSTRALIA/ 2020

BUTTER FACTORY PARK - NANANGO

DYNAMIC GROUP / DGSS 101

The Silver Series is a series of non-platform play equipment for children aged +7, featuring intensive and challenging balance and climbing units and multiple play stations. Inspired by the marine theme, multifunctional units are designed in a modular way and provide easy installation. The purpose of the Silver Series, which is designed by moving away from the ordinary game park logic; is that children discover different uses of the units, come up with their own play to play with it and challenge their imagination while learning to control their movements.

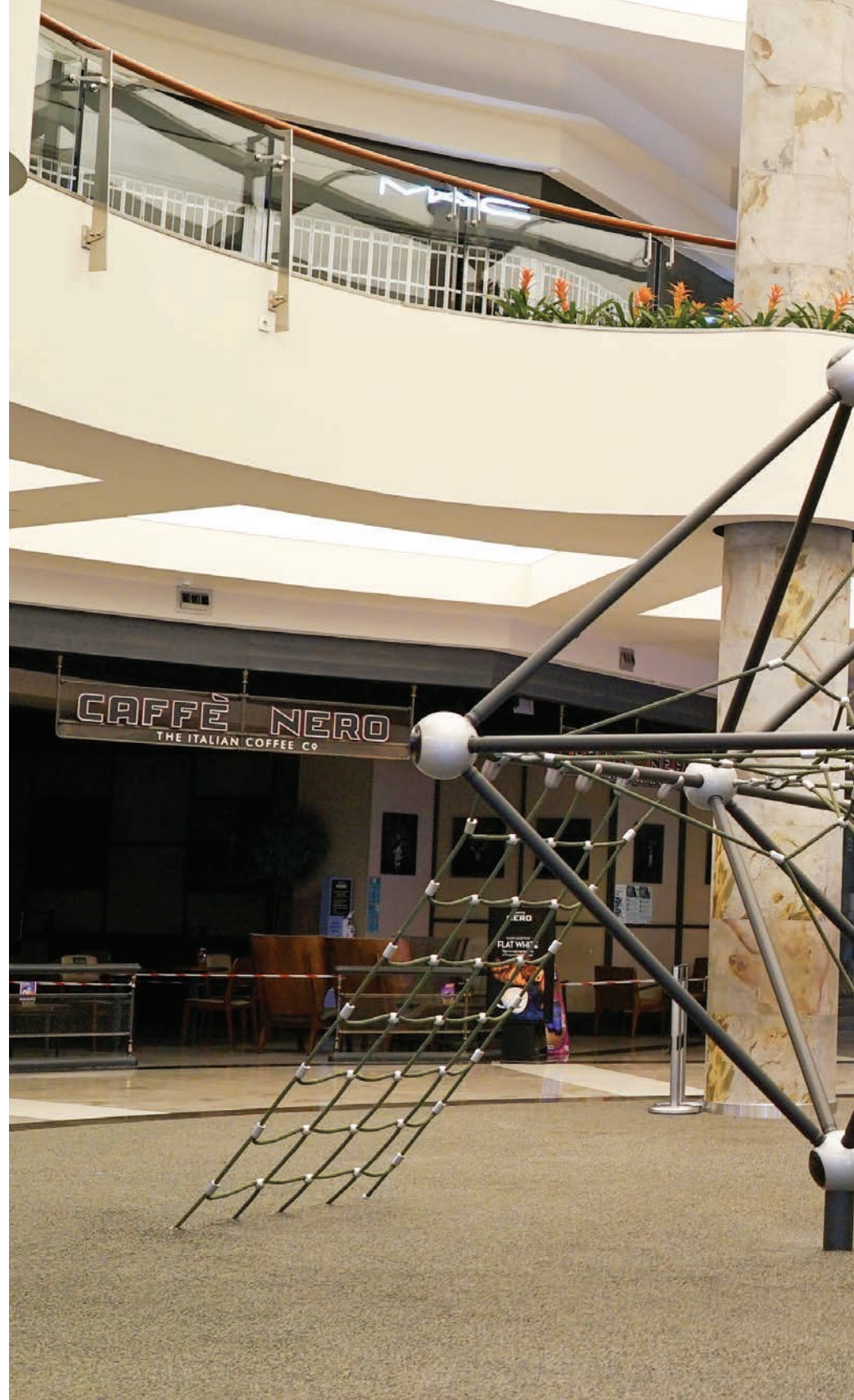


TURKEY/ 2019

PINAR MAHALLESİ KATAR CADDESİ NO:73,

SARIYER / İSTANBUL İSTİNYE PARK

SPIDER GROUP / SGM 1007-3A







TURKEY/ 2020

ALPARSLAN, KAYSERİ

MODULAR CLIMBING / CA 1612





NETHERLANDS/ 2015

SPIDER GROUP / SG 4006



VIETNAM/ 2020

INTERNATIONAL SCHOLL PARK CITY HANOI

MODULAR CLIMBING / CA 1607

ADVENTURE GROUP / AGTS 203

SPIDER GROUP / SG 1003



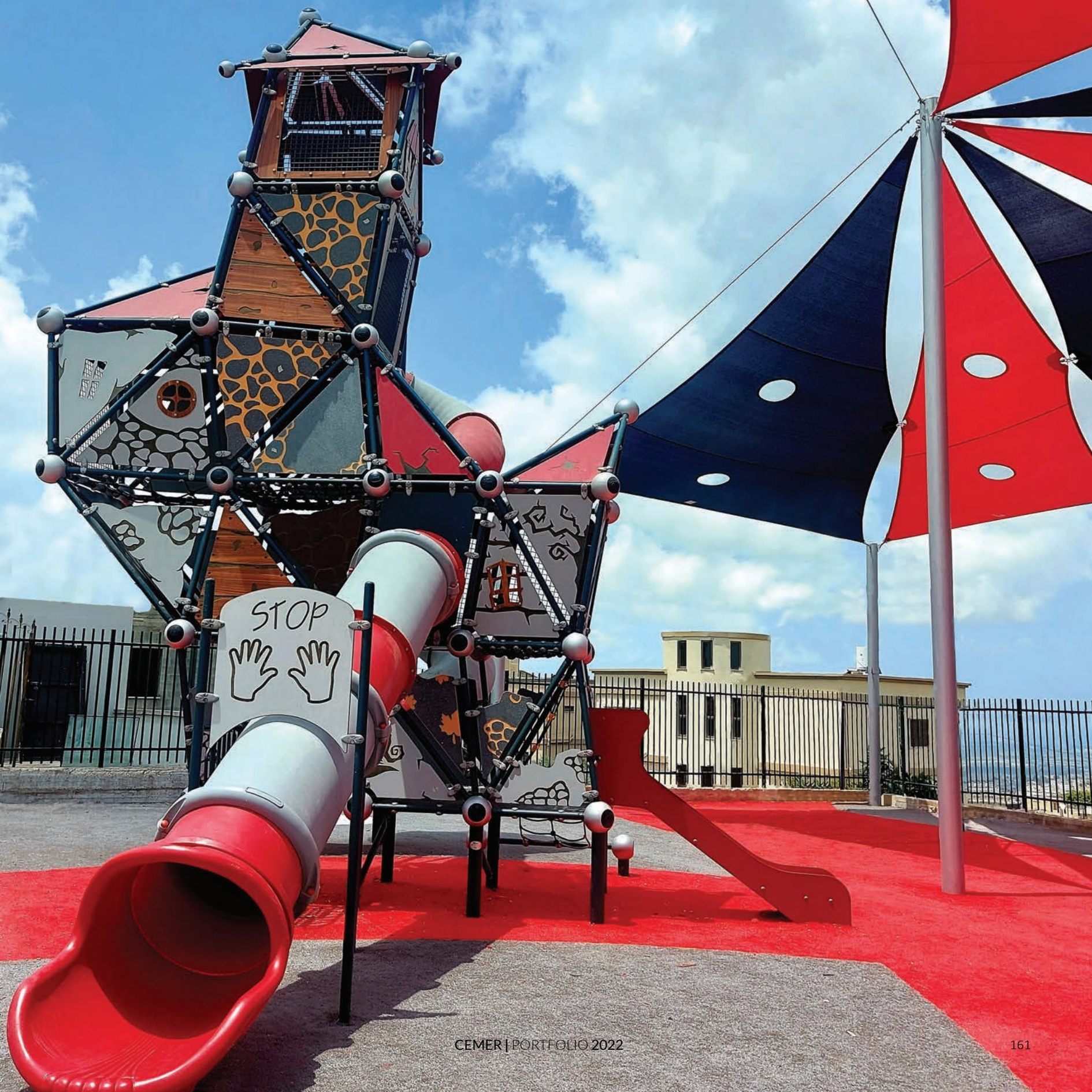


ISRAEL/ 2021

JERUSALEM

GEO GROUP/ GGWS 1009-P SPECIAL







TURKEY/ 2021

DOĞUŞ PARKI/ KONYA

ADVENTURE GROUP / AGHS 04

ACCESSORIES/ CA 311, CA 122



VIETNAM/ 2020

D'EDGE THAO DIEN APARTMENT -

HO CHI MINH CITY

SPIDER GROUP / SGM 1005





POLAND/ 2021

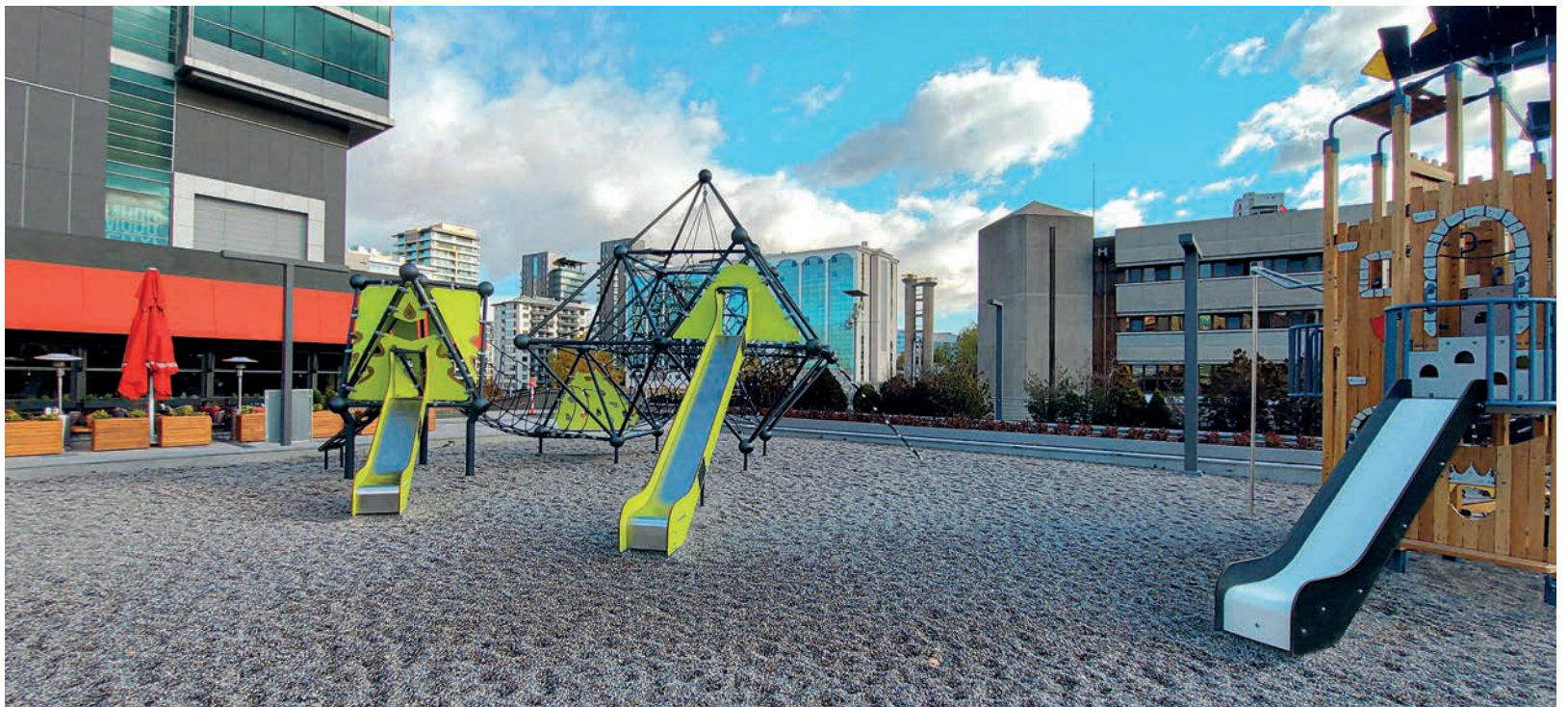
WALBRZYCH

SPIDER GROUP/ SGM 1033

GEO GROUP / GGJS 1003







TURKEY/ 2021

CEPA AVM / ESKİŞEHİR YOLU MUSTAFA KEMAL

MAH. 2123 SK. NO:2 ÇANKAYA - ANKARA

MULTIPLAY GROUP / MGCS 105

SPIDER GROUP / SGM 1007- 3A, SGW 1001

ACCESSORIES/ CA 311, CA 122



FRANCE/ 2020

COMMUNE DE MAIREULLES VEZON, MOSELLE

MODULAR CLIMBING/ CA 929





Another result regarding psychological effects of colours is the result of a field study showing soothing colours decrease vandalism. Blue lights were placed in some neighbourhoods in Glasgow and a significant drop in crime rates was seen in these neighbourhoods.

It is known that the colour yellow provide joy and happiness, as well as having a mental and physical relaxation effect. However, it is also seen that if yellow is too intensively used in the target space or product, it can also lead to anger or stress.

Green can be seen as the most relaxing colour. It is seen that the lighter green shades provided with higher white balance represent nature, thus providing mental clarity and lowering stress.





ENGLAND/ 2021

CAMBRIDGE

DYNAMIC GROUP / DGSS 103



TURKEY/ 2021

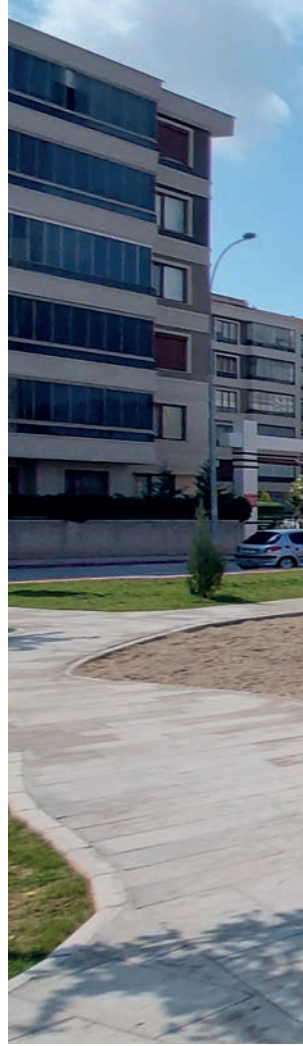
MERCİDABIK PARKI/ KONYA

GEO GROUP /GGJS 1012

SPIDER GROUP / SGM 1007- 3A, SGM 1011 D

MODULAR CLIMBING/ CA 1855

ACCESSORIES/ CA 311, CA 122







AUSTRALIA/ 2021

HANOVER DRIVE PARK QUEENSLAND

SPIDER GROUP/ SGM 1033-P

ADVENTURE GROUP/ AGMS 66











TURKEY/ 2020

FOLKART INCITY/ İZMİR

ADVENTURE GROUP /AGTS 408, AGWS 111

SPIDER GROUP / SGM 1011 D

MODULAR CLIMBING/ CA 1614

ACCESSORIES/ AKS 03, AKS 08





DENMARK/ 2018

COPENHAGEN

SPIDER GROUP /SGM 1007



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