

EXPLORATORY ANALYSIS OF THE MOVEMENT PATTERN OF
SKATEBOARDING ACTIVITIES IN KUALA LUMPUR

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ABSTRACT

This study is to reveal the skateboarding subculture as an important urban activity in Sultan Ismail Street, Kuala Lumpur. Furthermore, it is to explore the movement pattern that focuses more regarding the skateboarding movement and behavior from the activities. The understanding of the skateboarder in an urban environment area encourages them to use the skate space for the connectivity and integration according to movement and visibility. Meanwhile, a variety of data collection method was conducted around Sultan Ismail Street, Kuala Lumpur vicinity. The first method that will be used is quantitative method by using a questionnaire and survey. The next method is qualitative method by interview and spatial movement of space together with space syntax in order to know the visibility and movement pattern inside or outside the optional spaces. Therefore, it is expected that an intangible and connectivity of integration along the urban context and streets exists. Hence, more easement towards the skater and pedestrian to use the same space according to the movement pattern that influences the behavior and community in urban environment at Sultan Ismail Street, Kuala Lumpur.

ABSTRAK

Kajian ini adalah untuk mendedahkan kepada orang awam berkenaan dengan cabang kebudayaan dunia papan luncur sebagai aktiviti penting di Jalan Sultan Ismail, Kuala Lumpur. Hal ini bertujuan untuk meneroka beberapa corak pergerakan yang akan memberi tumpuan sepenuhnya terhadap pergerakan papan luncur dan tingkah laku daripada aktiviti tersebut. Pemahaman peluncur di kawasan persekitaran bandar menggalakkan mereka untuk menggunakan ruang papan luncur sebagai saluran dan integrasi mengikut kadar pergerakan dan penglihatan setiap individu. Seterusnya, pelbagai kaedah pengumpulan data telah dijalankan di sekitar Jalan Sultan Ismail, Kuala Lumpur. Kaedah pertama yang digunakan ialah kaedah kuantitatif dengan menggunakan cara soal selidik dan kaji selidik. Kaedah seterusnya adalah kaedah kualitatif dimana cara temubual dan pergerakan spatial ruang beserta ruang sintaks digunakan untuk mengetahui corak penglihatan dan pergerakan di dalam mahupun di luar kawasan pilihan. Oleh itu, tidak dapat disangkal lagi bahawa saluran sesuatu integrasi itu wujud bersama-sama dengan konteks perbandaran yang dimaksudkan dala kajian ini. Kesimpulannya, kepuasan para peluncur serta pejalan kaki dapat dicapai dengan menggunakan ruang yang sama mengikut corak pergerakan yang mempengaruhi tingkah laku dan masyarakat setempat dalam persekitaran bandar di Jalan Sultan Ismail, Kuala Lumpur.

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CHAPTER 1

INTRODUCTION

1.1 Research Background

In urban conjunction of life, it has many purposes such that sociable, entrepreneurial, and the usage of space where the space unleashes desire (Lefebvre, 1991). In spite of the fact that this statement was not proposed to speak to skateboarding, it is a helpful approach to consider what persuades skaters. Skateboarders can conceive another way of using a space and urban texture which vary from the planned or current purposes. They uncover the obstacles and pathways which give others the additional excitement and impressive ways to discover the possibilities of the spaces, and differentiation in skateboarder's tricks. The staircase component were used to be Ollie and jumped over, edges are there not to delimit the edge of usable space but rather surfaces to be grinded along and the balancing challenge of skateboarding were tested out by testing the stability while sliding down on handrails. Only skateboarders did apply the quality of the fabric of the city as pleasure of play and does not apply to others, because it is the perception of skateboarder about the city space outstanding the action (Gibson, 1986).

Accordingly skateboarders could be portrayed as the most requesting of young people as far as space and consideration in the downtown area, in spite of the

fact that they are truly the same as numerous other sub cultures of adolescents in the way that they assert spaces or territory for themselves. There is doubtlessly skateboarders see the city in an alternate way from most other youngsters, however while finding and utilizing the urban condition in their special way they can come into conflict with others. Frequently they are seen as an issue by different clients, the specialists and the business group. Some may even see the action as a social incivility or a public issue or disturbance on account of the likelihood that the movement may make others feel restless or apprehensive about being in a specific place (Oc and Tiesdell, 1997).

In conclusion, the direct experience physical and logical-mathematical, cognitive conflict and social interaction are important factors that help learners construct their own knowledge through informal learning experiences such skateboarder's showed (Piaget, 1964). Based on the social interaction and discourse are highly important to construct the teenager's knowledge (Vygotsky, 1978). Thus, here architecture and urban fabric plays the role to rejuvenate the metropolitan context of Kuala Lumpur in order to inject the informal learning setting and propose the potential public spaces in helping the skateboarder's playground.

1.2 Problem Statement

A common stigma of people mindset do looks down the extreme sport of skateboarding in which youth are mostly involved. Skateboarding is one of the most popular recreational sport, but very little maintenance at the skate park because mostly are outdoor which degrades and rusts the obstacles. Without a proper place to skate and grind, this could make the skate enthusiast playing at the street freely, destroying the property and claim the city as their own playground. Other than that, the safety problem of playing on the street giving a bad expression to the skater and they need the urban space to move freely without worrying the vehicles.

As the skateboarder needs an informality of playground without the discrimination of others, Researching their movement and behavior to make a good skating space that could enhance their skill and give more opportunity for them to further embracement for themselves as a carrier and not just a hobby to play with and also as the communities' connector. Skating facilities creates an informal educational playground for them, not just playing but learning the new experience between physical and mental preparation. It gave the attraction for the society especially the parents, it is hard to convince them but once they have the trust, they give more choice to their children. Other than that, skateboarding became the medium to connect with kids to realize their potential. Skateboarding also could be considered as a process for rethinking urban spaces that manifold possibilities and creates maps composed from the opportunities offered by the physical and emotional contours of the city. Skater do not see as typical pedestrian, but alive to the possibility of space and a collection of tactile surfaces to be jumped on

1.3 Research Aim

The aim of this research is to reveal the skateboarding subculture as an important urban activity in Sultan Ismail Street, Kuala Lumpur.

1.4 Research Objectives

The objectives of the study:-

- i. To identify the different types of skateboarding space in Kuala Lumpur.

- ii. To categorize skaters according to the movement pattern through syntactical variations of axial line and visual graph analysis.
- iii. To correlate between movement pattern of visibility in determining the need for the skateboarder.

1.5 Research Questions

This research attempts to achieve a concept of educational playground through skateboarding for urban kids through variety of method and studies, the related questions are as shown below:

- i. Who are the people that play skateboard around the city and surround the park?
- ii. How space syntax could help to find the movement pattern for skater?
- iii. How does the correlation for movement pattern and visibility connected?

1.6 Research Methodology

This research methodology will discuss on how it is conducted using a different method for data collection. First of all, the method will be using quantitative method by questionnaire around Sultan Ismail Street and Kuala Lumpur vicinity and spatial movement of space. Next, the quantitative method by interview and statistic around Sultan Ismail Street qualitative method, it is involved with interview, and also using space syntax to know the visibility and movement pattern inside or outside the optional spaces, based on primary and secondary data as shown in Figure 1.1 with refer to the page 5.

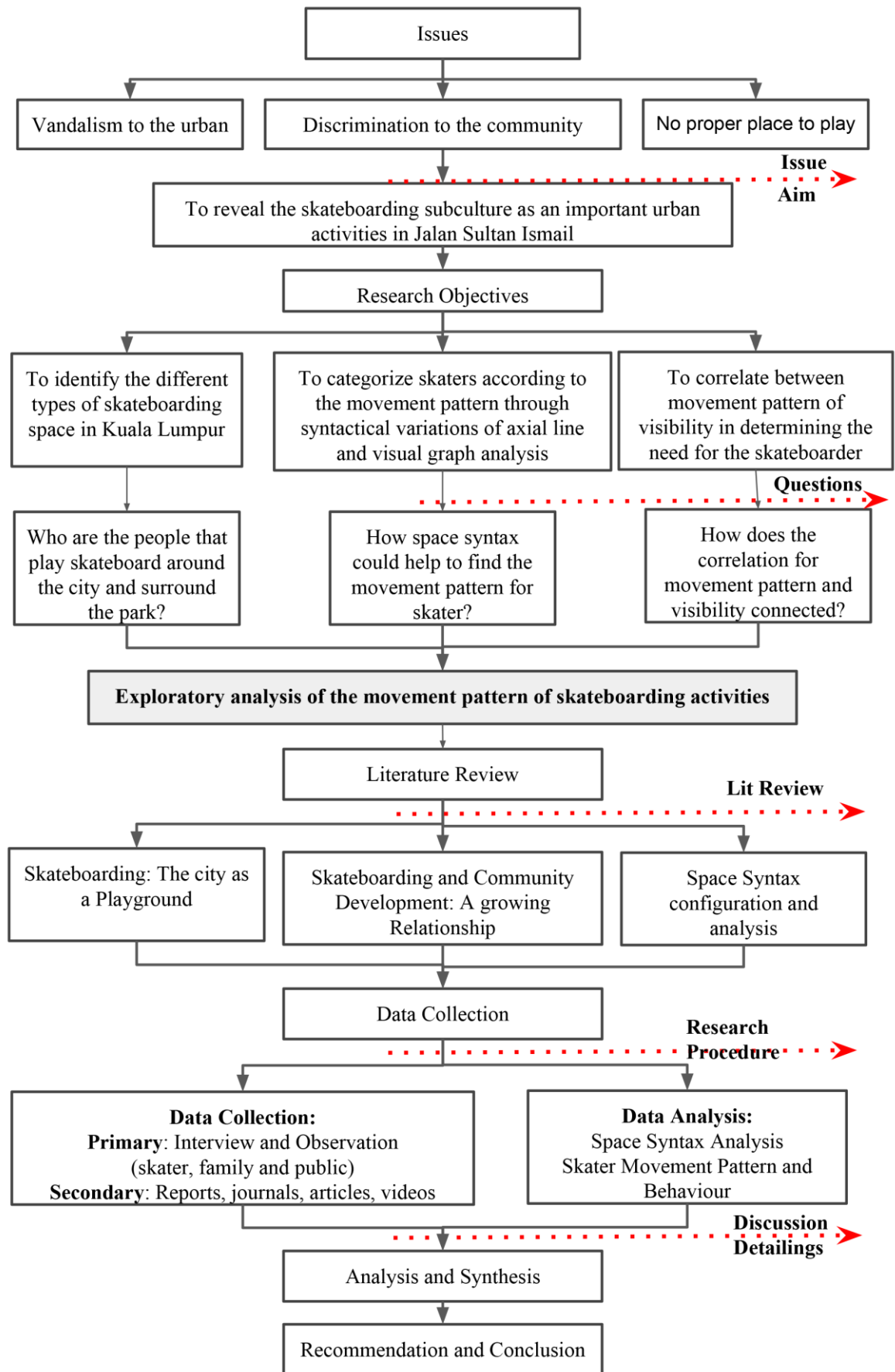


Figure 1.1: Overall Thesis Frameworks.

1.7 Scope of Research

This research studies on the exploratory of movement pattern that focuses on the skateboarding movement and behavior from the activities.

1.8 Significance of Research

This research studies on the exploratory of movement pattern that focuses on the skateboarding movement and behavior from the activities were related to final design thesis as refer to appendix d. The understanding of the skateboarder in an urban environment area encourages them to use the skate space for the connectivity and integration according to movement and visibility. The research is organized as follows:

- i. Understanding the opinions and perceptions of public that influence the skateboarder through statistical data and questionnaire;
- ii. Examining the literature and space syntax that shows the issues and guidelines towards the different categorization of movement pattern;
- iii. Identifying the movement pattern and behavior of skateboarder within the research area by observation survey;
- iv. Analyze the correlation and relationship between movement pattern and the visibility that connected as the catalyst for social gathering and skate space.

1.9 Expected Findings

This research studies is expected that more intangible and connectivity of integration along the urban context and streets. This could give more easement towards the skater and also the pedestrian to use the same space according to the movement pattern that influences the behavior and community in urban environment.

1.10 Thesis Structure

This thesis is structured in accordance to the overall thesis framework in Figure 1.1. Subsequently, the overall summarizations above are as the following.

Chapter 1: Introduction

Overview of the research background, problem statement, research aim, research objectives, research questions, methodology, scopes of research, and expected findings.

Chapter 2: Literature Review

This chapter focused on the space syntax theory of using axial analysis, and literature review that focus on the issues of skateboarding movement and the different types of skateboarder that reflect to a different kind of language and behavior.

Chapter 3: Research Methodology

This chapter discussed the methodology of the research, in a form of research conceptual framework. Lastly the conceptual framework becomes detailed into summarization of literature review, space syntax analysis, observation, setting and questionnaire.

Chapter 4: Analysis and Findings

This chapter discussed the data collectivity based on primary data as well as secondary data. These findings will be synthesized in the form of design strategies that explore the significant of the skateboarder movement and behavior.

Chapter 5: Conclusion and Recommendation

This chapter concludes the analysis and findings and gives some recommendation of what it should be as it encourages the skateboarder and improve the quality of social gathering.

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