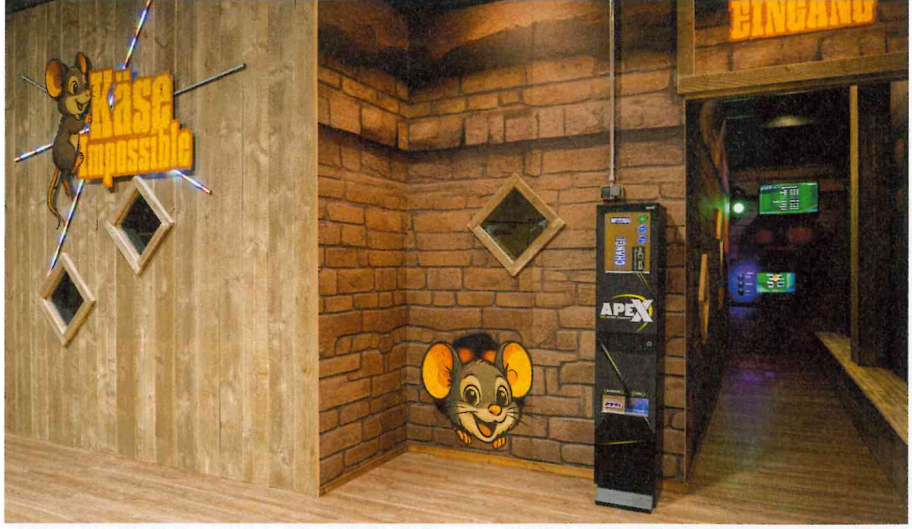


Mit dem Laser Mission-Game „Käse Impossible" gibt es in der Käse-Fabrik auch ein technologisch gestütztes Angebot.

cushions: in other words, "classics" for large playgrounds which – in addition to, but especially in the absence of rides – can form the core of a leisure facility. In fact Karls also has themed family rides and even roller coasters, but the ratio of themed play attractions to mechanical rides is more balanced than in other amusement parks.

A dragon village with role-playing action

The two BillyBird parks in the Netherlands also focus on play facilities, each in addition featuring a swimming lake instead of the typical amusement park rides. On 1 February this year, BillyBird® Park Drakenrijk in Beesel (province of Limburg) opened its "Drakendorp", an indoor playground that now rounds off the park's facilities with an all-weather attraction and can be considered a best-practice example when it comes to modern play areas in leisure parks.

A medieval village setting has been created on an area of more than 2,200 square metres. A dragon figure (by Jora Vision) breathes fire here, and threatens to set the surrounding buildings ablaze. It is the shared task of children and adults to slip into the role of firefighters and extinguish the fire with water hoses.

A gameplay system (Lagotronics) is connected to the dragon, consisting of interactive screens that are integrated into the scenery as windows and respond to the jets of water from the water cannons. The more water guests spray onto the screens, the smaller the fire becomes until finally – fortunately – only smoke can be seen.

In addition to this technology-based action mission, Drakendorp offers further play options that also come from the category of tried-and-tested classics: there is a family slide, a ball pit, XXL building blocks and a large climbing frame. A separate area has been set up for infants and toddlers, while parents can relax on a spacious indoor terrace.

Ton Derks, founder of the family-run BillyBird parks, explains: "We primarily target families with children up to the age of twelve. The focus of our offering is on playgrounds, which sets us apart from larger leisure and amusement parks, which often also feature a large number of rides and shows. We want to give parents the opportunity to play together with their children. That's how our new Drakendorp is designed: so that both our young guests and adults can actively participate together, for example by spraying the fire-breathing dragon with water cannons," says Derks. Parents are thus able to take on active roles, in addition to passively looking on from the café, which is of course also available.

At the same time, Drakendorp serves as a concrete example of how modern technologies (projections and special effects, for example) can be integrated into analogue play worlds to enhance the staging and thus the overall experience, and to stimulate children's curiosity even more. Derks emphasises this last aspect: "Physical play opportunities are very important. Without them, children can't develop their physical awareness optimally. However, digital elements can provide additional stimulation for play. For example, we also have a course made up of soft play obstacles, which is

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