58 - LEISURE FACILITIES AND SOCIO-CULTURAL ANIMATION

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Introduction/Justification

Society, in the last decades, has undergone great transformations, and these transformations have direct effects in the population's way of living. Among these changes, the lack of opportunities to physical leisure deserves special attention. It may happen due to the scarcity of informal places, for instance, streets, no-man's lands, arboreal areas and squares (MARCELLINO, 2002; CARLOS NETO, 2003).

It is partly attributed to the fact that the street, that had long been the place where children and adults would play (ARIÈS, 1981), became a space destined to traffic (PIRES, 2002; CORREA, 2004); it is also attributed to the unplanned architectural development, to people from rural areas moving to big urban centers (MARCELLINO, 2002; CARLOS NETO, 2003; CORREA, 2004; MARCELLINO, BARBOSA e MARIANO, 2006) and to the overrated values of urban sites. Conversely, public spaces have been losing their identity. These places used to be regarded as sites for leisure, pleasure and fun (MARCELLINO, BARBOSA e MARIANO, 2006).

In an attempt to minimize these problems, public leisure policies have been developed in some Brazilian cities, and leisure facilities have been built. Even with the building of these sites, other problems are still identified.

Melo (2003), when referring to the geographical distribution of cultural wealth, shows that leisure possibilities are the first to be left behind by population, once leisure facilities are within areas where people from higher social ranks dwell, setting an obstacle to those who dwell in shantytowns.

To Marcellino (2002), the centralization of leisure facilities is a serious barrier to their effectivity, mainly among populations of a lower rank and besides having to afford transportation, the journey is usually very tiresome.

Lack of conservation and social adherence is also pointed by Bramante (1992) as factors to inhibit leisure activities. According to that author, 80% of the resources destined to recreational and leisure areas are invested in the building of physical resources, which leaves just a patty amount to be invested in maintenance and animation. To Marcellino, Barbosa and Mariano (2006), maintenance and socio-cultural animation of leisure facilities may be primordial tools to give urban spaces a new meaning.

Bearing in mind the factors that may be considered as setbacks to leisure opportunities, the objective of this study was to analyze the availability, geographical distribution an socio-cultural adherence to public parks (specific equipment) in the city of Campo Grande - MS. More specifically, the objective was to evaluate the activities offered and to what walks of life they were designed for.

Methodology

This research was characterized as an exploratory study. According to Oliveira (2002), the exploratory research makes the finding of habits that need to be changed and alterations to be made possible.

The evaluation of the availability or unavailability of leisure facilities and their distribution was carried out through a non-structured interview (MARCONI e LAKATOS, 2002), study carried out in the first semester of 2006, with a representative from Fundação Municipal de Esportes of Campo Grande, and with a representative from Fundação Estadual de Esportes of Mato Grosso do Sul.

To analyze Socio-cultural animation programs, public parks administrators were interviewed, but this time a structured pattern of interview was used. A form, especially developed to meet the needs of the study was used. This form comprised questions concerning socio-cultural animation towards the whole community and specific groups - children, the elderly and handicapped people.

Results

Though the absence of physical spaces have been taken as one of the main setbacks to leisure opportunities (MARCELLINO, 2002; CARLOS NETO, 2003), it was verified that the city of Campo Grande has no problems concerning lack of leisure facilities, seeing that, though having the atmosphere of a countryside town, it has five parks. Three of them are administrated by the State (Parque Airton Senna, Parque Jacques da Luz e Parque das Nações Indígenas) and two are run by the municipality (Parque Belmar Fidalgo e Parque Soter).

We owe it to the fact that even being the capital of Mato Grosso do Sul, Campo Grande is not an industrial city, which minimizes the rural population's going to the urban area. The efforts of the State and municipal government during the past eight years concerning leisure also play an important role.

In geographical distribution, it was observed that there was a concern regarding spatial democratization, once three out of the five available leisure facilities lie in the outskirts - Parque Airton Senna (Bairro Aero Rancho), Parque Jacques da Luz (Bairro Moreninha) e Parque Soter (Bairro Carandá Bosque) and two are centered-located - Parque Belmar Fidalgo (Bairro Centro) and Parque das Nações Indígenas (Bairro Santa Fé).

According to Marcellino (2002), the democratization of public leisure facilities is very important to make the access to them easier, mainly among less privileged social ranks, while the centralization of these facilities minimizes attendance. The author theorizes that attendance drops because people who belong to lower social ranks have to rely on the public mass transportation system, which brings expenses with tickets and tiredness. The fact that buses and the like are always crowded also contributes to this drop.

Concerning socio-cultural animation, all parks offer the population at least one type of activity. Among these activities, gymnastics was present in all parks. Axé and hydro gymnastics (Airton Senna e Jacques da Luz) and jogging (Jacques da Luz e Belmar Fidalgo) were present in only two parks; sports activities (indoor soccer, handball, volleyball and basketball) are offered only at Parque Ayrton Senna e Jacques da Luz.

When analyzing socio-cultural animation directed to specific populations, it was verified that only two parks - Jacques da Luz e Airton Senna - offer activities to children and adolescents (indoor soccer, handball, volleyball, Olympic gymnastics, swimming and basketball) and only one - Parque Airton Senna - assists handicapped people (adapted basketball).

Although there is an effective policy concerning spatial democratization, socio-cultural animation policies lack. This fact may be restricting leisure opportunities of children/adolescents and handicapped people from Campo Grande, negatively contributing to the right to leisure conferred on children (Universal Declaration of Human Rights, 1948; Declaration of Children's Rights, 1959; Brazilian Federal Constitution, 1988; Children and Adolescents' Guideline Book, 1990; and handicapped people's (Universal Declaration of Human Rights, 1948; International Physical Education Letter, 2000; Federal Decree 914/1993; Law 9.615/1993; Decree 3.298/1999).

Summarizing, this inefficiency featured in socio-cultural animation may be connected to the fact that children are not considered "human beings with self value". When Marcellino (2002:23) mentions the barriers to leisure, he affirms: "Children, due to the fact they aren't inserted in the 'productive market', have *their stage of life considered as just a preparatory phase for the future, not a*

stage to be fully experienced (…)".

The almost inexistency of animation directed to handicapped people may be related to a general animation policy, once, according to Pinheiro (2003), public leisure policies tend to be generalist so that a larger public is assisted, harming those individuals who are not classified as being part of the standard population. Yet, it may be related to a incapacity of society in recognizing there people's needs (MUNSTER, 2004).

Even though Marcellino (2002) theorizes that leisure opportunities for older adults are sometimes limited, the elderly people from Campo Grande are the most benefited population concerning park animation programs, provided that four out of the five assessed parks held activities directed to this population.

This availability of activities to the elderly may be linked to the growing attention destined to this population during the last years, mainly after the elaboration of Estatuto do Idoso in 2003. Furthermore, it may be the result of a increasing life span Life span in 2002 was 67,8 and it must be 74 years in 2020 (VERDERI, 2002). According to Lorda (2001), more than longevity itself, the quality of these extra years must be taken into consideration.

The program offered to this population - stretching exercises, guided walks, resistance and strength training (Parque Sóter, Belmar Fidalgo, Airton Senna, Jacques da Luz) and hydro gymnastics (Parque Jacques da Luz) - suggest that the local and State authorities are concerned about the quality of life and health conditions of this population.

According to Rauchbach (2001), the regular practice of physical activities in the third age protects one's health and contributes to the recovery of some inter-dependents organic functions.

Though the program offers destined to the third age cannot be consider a problem, it is still necessary that local and State administrators developed a permanent program to assist others somehow.

Final Considerations

Bearing in mind the low offer of leisure activities in Campo Grande, mainly the ones directed to children and handicapped people, it is necessary that public authorities - local and States - revise and restructure the sectional policies concerning animation in leisure facilities.

It is also necessary that, during this reorganization process, the targeted population be heard and that their cultural profile be respected, so that there are no future restrictions to the right to leisure.

The intensification of interfaces between local and State administrations and universities through well-structured programs may be one of the possible alternatives to make leisure facilities more attractive and colorful.

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LEISURE FACILITIES AND SOCIO-CULTURAL ANIMATION
Abstract

Society, in the last decades, has undergone great transformations, and these transformations have direct effects in the population's way of living. In an attempt to minimize these problems, public leisure policies have been developed in some Brazilian cities, and leisure facilities have been built. The objective of this study was to analyze the availability, geographical distribution an socio-cultural adherence to public parks (specific equipment) in the city of Campo Grande - MS. This research was characterized as an exploratory study, data concerning the availability or unavailability of leisure facilities and their distribution was collected through a non-structured interview with a representative from Fundação Estadual de Esportes of Mato Grosso do Sul. To analyze Socio-cultural animation programs, public parks administrators were interviewed, but this time a structured pattern of interview was used. A form, especially developed to meet the needs of the study was used. It was verified that the city of Campo Grande has no problems concerning lack of leisure facilities, once it has five parks, three in the outskirts and two are centered. On the other hand, it was verified that socio-cultural animation has not been so successful, due to the fact there are activities directed to children in only two parks, and when it comes to the handicapped, there are activities in only one park. Despite the fact that the city has an effective policy regarding the spatial availability, an efficient socio-cultural animation program towards children and the handicapped lacks.

Key words: Leisure. Public parks. Socio-cultural animation.

ÉQUIPEMENTS DE LOISIR ET ANIMATION SOCIOCULTUREL
Résumé

Au cours des dernières décades, la société a subi de gros transformations, surtout par rapport à la disponibilisation et réservation d'espace pour le loisir, ce qui entraîne, par conséquent, des changements significatifs dans le genre de vie des personnes. Pour atténuer cette situation, des politiques publiques, par moyen de la création de parcs publics et d'animation socioculturel, sont mises en questions et sont implantées dans quelques régions du pays. De cette façon, cette étude a eu le but d'analyser la disponibilisation - ou non -, la distribution géographique et l'animation socioculturel dans des parcs d'intérêt physique du loisir dans la ville de Campo Grande - MS. L'étude a été caractérisé comme une recherche exploratoire. Les données liées à l'éxistence ou non des parcs et leur distribution géographique ont été obtenu par moyen d'entretien non structuré avec un réprésentant de la Fondation Municipal des Sports de Campo Grande et avec un réprésentant de la Fondation Étatal des Sports de Mato Grosso do Sul et les données liées à l'animation ont été obtenu avec les administrateurs des équipements. Nous avons utilisé comme outil un formulaire élaboré spécifiquement pour cette étude et composé de questions fermées. Par rapport à la disponibilisation des espaces publics pour le loisir, nous avons vérifié qu'il y a une démocratisation de l'espace dans la ville, étant donné qu'il y a là cinq parcs publics: trois à la banlieue et deux au centre. Cependant, nous n'avons pas observé la même situation par rapport à l'animation socioculturel. Il y a des programmes d'activités pour les enfants dans seulement deux parcs et pour les handicapés dans seulement un parc. Nous avons remarqué que les âgés sont les plus bénéficiés de l'animation socioculturel, vu que quatre parcs offrent des activités destinées à eux. Quoiqu'il y ait une politique effective par rapport à la disponibilisation des espaces dans la ville, il y a encore une impuissance quant à l'animation socioculturel, surtout à l'égard des enfants et des handicapés.

Mots-clés: Loisir. Parcs Publics. Animation Socioculturelle.

EQUIPO DEL OCIO Y DE LA ANIMACIÓN SOCIO-CULTURAL
Resumen

La sociedad, en las últimas décadas, sufrió a las grandes transformaciones, principalmente en lo referente al disponibilização y a la reserva del espacio para el ocio, provocando, consequentemente, cambios significativos en el estilo de la vida de la gente. El buscar para aclarar encima de esta situación, público de la política del ocio, a través de la creación de parques públicos y de la animación socio-cultural, viene siendo discutido y puesto en ejecución en algunas regiones del país. De tal manera, de este estudio que tenía como objetivo para analizar el disponibilização - o no -, de la distribución geográfica y de la animación socio-cultural en parques del interés físico del ocio, en la ciudad del gran campo. El estudio fue caracterizado como investigación del exploratória, siendo los datos relacionados con la existencia o no de los parques conseguidos y de su distribución geográfica con entrevista no structuralized con un representante de la fundación municipal de deportes, del campo Grande, y con un representante de la fundación del estado de deportes, del Mato Grosso del sur, y el referirse a la animación, conseguida con los administradores del equipo. Como de los instrumentos compuesto para las preguntas cerradas y la forma construida para el estudio fue utilizado específicamente. En lo referente al disponibilização de los espacios públicos para el ocio, fue verificado que la ciudad presenta una democratización del espacio, una época que cuenta en cinco parques públicos, siendo tres en la región periférica y dos en la región central. Sin embargo, exatly no fue observado en lo referente al socio-cutural de la animación, por lo tanto la programación de las actividades para los niños existe solamente en dos parques y para los físicos deficientes, solamente en uno. Fue observado que envejecidos están beneficiados en lo referente a la animación socio-cultural una época que cuatro parques ofrezcan a actividades a esta población. Exactamente la consideración de qua la ciudad que presenta una política logra en lo referente al disponibilização de espacios, todavía existe una ineficacia en lo referente a la animación socio-cultural, principalmente en lo referente a los niños y a los físicos deficientes.

Llave de la palabra: Ocio público. Parques. Animación Socio-Cultural

EQUIPAMENTOS DE LAZER E ANIMAÇÃO SÓCIO-CULTURAL
Resumo

A sociedade, nas últimas décadas, sofreu grandes transformações, principalmente em relação à disponibilização e reserva de espaço para o lazer, provocando, consequentemente, significativas mudanças no estilo de vida das pessoas. Buscando amenizar essa situação, políticas públicas de lazer, através da criação de parques públicos e animação sócio-cultural, vêm sendo discutidas e implementadas em algumas regiões do país. Desta forma, este estudo teve como objetivo analisar a disponibilização - ou não -, a distribuição geográfica e a animação sócio-cultural em parques de interesse físico do lazer, na cidade de Campo Grande - MS. O estudo foi caracterizado como pesquisa exploratória, sendo os dados relacionados à existência ou não dos parques e sua distribuição geográfica obtidos através de entrevista não estruturada com um representante da Fundação Municipal de Esportes, de Campo Grande, e com um representante da Fundação Estadual de Esportes, do Mato Grosso do Sul, e os referentes à animação, obtidos com os administradores dos equipamentos. Como instrumento utilizou-se um formulário composto por questões fechadas e construído especificamente para o estudo. Em relação à disponibilização de espaços públicos para o lazer, verificou-se que a cidade apresenta uma democratização do espaço, uma vez que conta com cinco parques públicos, sendo três em região periférica e dois na região central. No entanto, o mesmo não foi observado em relação à animação sócio-cultural, pois a programação de atividades para crianças existe apenas em dois parques e para os deficientes físicos, somente em um. Observou-se que os idosos são os mais beneficiados em relação à animação sócio-cultural, uma vez que quatro parques oferecem atividades a essa população. Mesmo considerando que a cidade apresenta uma política efetiva em relação à disponibilização de espaços, ainda existe uma ineficiência em relação à animação sócio-cultural, principalmente em relação às crianças e aos deficientes físicos.

Palavras Chaves: Lazer. Parques Públicos. Animação Sócio-cultural.