Abstract

The game of golf faces serious concerns in the coming years. It has an aging population base, consumes large amounts of land and time, and can be cost prohibitive, but the game also provides many benefits to those who play it. This document puts forth a proposal that will explore how alternative golf facilities can provide wider access to the game of golf while addressing some of the challenges it faces.

By examining principles of good golf course design and analyzing alternative golf courses and learning programs, this document hopes to ascertain the characteristics that draw individuals to the game while making the most efficient use of land.

This creative project hopes to determine that accessible golf and interesting, strategic architecture are not mutually exclusive and can instead work together to help preserve the sport for future generations. The findings of this research will lead to a model for a progressive golf facility in Indianapolis, Indiana encompassing the conceptual redesign of the existing Douglass Park Golf Course along with the development of a learning facility at the old Monon Railyard.