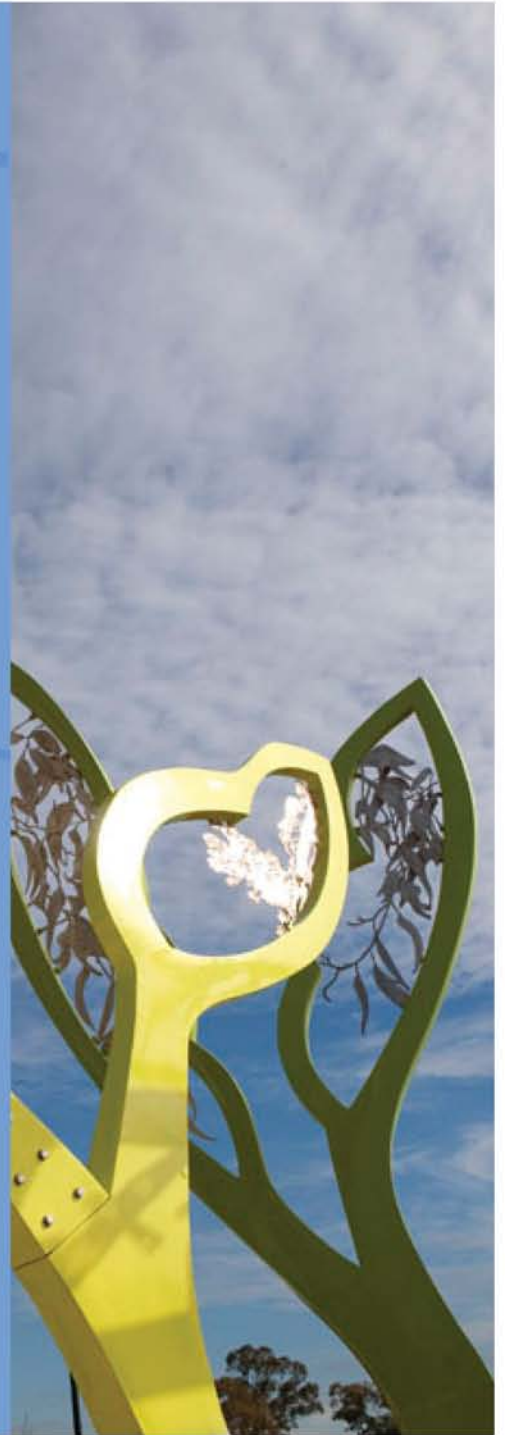


Development Area 6
Community Reference Group
Placemaking Exercises

OUTCOMES REPORT



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1 INTRODUCTION

On the 20th April 2015 the Community Reference Group for DA6 were provided with a short presentation on the “Power of 10”, a place making principle which is based upon the notion that a great Community includes at least 10 great things to do or reasons to be there. These could include:

- A place to sit
- Playground to enjoy
- Art to touch
- Music to hear
- Food to eat
- A cultural experience, and
- Meeting friends and family
- Many other things

Ideally some of these activities and experiences will be unique and will be interesting enough to keep bring people back to visit. For example a park should not only be a park, but a park with a fountain, playground, food vendor, nearby library and so on.

The presentation reminded attendees of the Vision Plan based upon the information provided to the wider community at the Community Open day on 7th March 2015.

The Community Open Day Plans were made available to the attendees and they were asked to identify 10 activities or experiences for the various Public Open Spaces, Station Plaza and within the Movement Network proposed for the DA6 Vision.

The attendees were split into two groups to complete the exercises. The exercises were facilitated by Taylor Burrell Barnett and other members of the DA6 Steering Group and Technical Working Group as required, the results are contained in the following pages.

2 PLACE MAKING EXERCISE RESULTS

2.1 EXERCISE 1 – PUBLIC REALM

Name 10 things that you would like to do in DA6 under the vision plan, can you find a place on the plan for this activity, are there any unique experiences?

Table 1	Table 2
<p>PART 1: PARKS AND OPEN SPACES</p> <ol style="list-style-type: none"> 1. Dog walking area 2. Skate Park 3. Community Garden – Central 4. Allotments 5. Kids Play – Nature Playground 6. Picnic/Barbeque 7. Walking Trail 8. Outdoor Exercise Equipment 9. Basketball/Tennis wall/tennis court 10. Native Parkland 	<p>PART 1: PARKS AND OPEN SPACES</p> <ol style="list-style-type: none"> 1. Community Garden 2. Covered Seating and Other Seating – for the oldies and mums 3. Community Workshop 4. Retain Natural Bushland 5. A place to relocate indigenous flora (esp. orchids) 6. Interpretive content along a living stream 7. Open-air theatre 8. Art exhibition space – open air 9. Dog park – fenced (~1500m²) 10. Walk trails
<p>PART 2: STATION SPACES</p> <ol style="list-style-type: none"> 1. Alfresco dining/Café 2. Outdoor Movies/Outdoor Television Screen 3. Farmer’s Market 4. Convenience Shopping 5. Bars 6. Street Art/Artists 7. Free WiFi 8. Stage 9. Trees & Garden Spaces 	<p>PART 2: STATION SPACES</p> <ol style="list-style-type: none"> 1. Trendy and simple cafes – a café strip] 2. Gallery space 3. Farmers market – or in parks 4. Music 5. Kid-interactive activities (educational) 6. Big screen 7. Showcase lighting on buildings 8. Shops and groceries – village feel 9. Places to dine and gather

Other key values identified were:

- A cluster of activities in the parks and station would be of greater benefit rather than dispersed.
- “Bring the School into the Community”. The school could be included in the development of a place making strategy and could include a community garden or similar.
- The ‘buffer’ landscaped areas along the perimeter should be designed to be as usable as possible.

DA6 Place Making Group Activity Exercise 1 – Public Realm (15 mins)

The Power of 10

Name 10 things that you would like to do in DA6 under the vision plan, can you find a place on the plan for this activity, are there any unique opportunities?

Part 1: Parks and Open Spaces

Part 2: Station Spaces

DA6 | COMMUNITY OPEN DAY
7B

PUBLIC REALM



NOTES
■ Active Play
■ Community
■ Green
■ Passive
■ Living Stream
■ Urban Plaza
■ Green Link
■ Landscape Frame

Comparison of site between Village Green and Quaker Park (see page 10) - (see page 10)
 Comparison of site between Village Green and Quaker Park (see page 10) - (see page 10)
 Comparison of site between Village Green and Quaker Park (see page 10) - (see page 10)

<p>ACTIVE PLAY</p> <ul style="list-style-type: none"> • GRASSY AREAS FOR INFORMAL ACTIVE RECREATION • AREAS FOR PLAY-EQUIPMENT AND/OR INFORMAL ADHOC RECREATION ACTIVITIES • RECREATION FACILITIES FOR DIFFERENT AGE-GROUP ACTIVITIES • RETENTION OF EXISTING TREES WHERE POSSIBLE AND EFFECTIVE 	<p>PASSIVE</p> <ul style="list-style-type: none"> • AREAS FOR SEATING AND RESTING • AREAS FOR SAFE YOUNG CHILD PLAY ACTIVITIES • RETENTION OF EXISTING TREES WHERE POSSIBLE AND EFFECTIVE • OPPORTUNITIES FOR COMMUNITY-ORIENTED OUTDOOR PURSUITS 	<p>URBAN PLAZA</p> <ul style="list-style-type: none"> • ENABLE SAFE, APPEALING PEDESTRIAN/CYCLIST MOVEMENT • FLEXIBILITY TO ACCOMMODATE ORGANISED, EVENTS/ACTIVITIES • EDGES AROUND BUILDINGS CAN ACCOMMODATE OUTDOOR DINING • HIGH QUALITY LANDSCAPING, INCLUDING POSSIBLE RETENTION OF EXISTING TREES 	<p>GREEN LINK</p> <ul style="list-style-type: none"> • ACCOMMODATE PEDESTRIAN AND CYCLIST THROUGH VEGETATED AREAS AND KEY URBAN STREETS • SAFE, CONVENIENT PATHS THAT MEANER THROUGH TREES TO CREATE AN URBAN PROMENADE • SHADE, LIGHTING AND FOUNTAINS OF INTEREST ARE KEY FEATURES • INTEGRATING IMAGES TO THE SWAN RIVER AND LARKY PARK 	<p>LIVING STREAM</p> <ul style="list-style-type: none"> • ACCOMMODATE REQUIREMENTS FOR THE SOUTHERN WARD URBAN • SOFT EDGES TO BLEND INTO OPEN SPACE AREAS AND CREATE ATTRACTIVE LANDSCAPE • HARD EDGES WHEN OPEN SPACE USE/ACTIVITIES CAN BESET • PATHWAYS COULD POSSIBLY BE INCORPORATED ALONG LIVING STREAM ROUTE
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2.2 EXERCISE 2 – MOVEMENT NETWORK DESIGN

Name 10 qualities and/ or uses that you would like your street(s) to have /be used for.

Table 1	Table 2
<p>PART 1: NAME 10 QUALITIES/USES THAT YOU WOULD LIKE YOUR STREET(S) TO HAVE/BE USED FOR</p> <ol style="list-style-type: none"> 1. Endemic trees – tall storey/under storey 2. Underground power 3. Single side footpath 4. Cycle lane 5. Zebra crossings 6. Meandering roads rather than speed humps 7. Better street lighting 8. Kids able to play on slow streets 9. Coolgardie as a slow street (east of First) 	<p>PART 1: NAME 10 QUALITIES/USES THAT YOU WOULD LIKE YOUR STREET(S) TO HAVE/BE USED FOR</p> <ol style="list-style-type: none"> 1. Indigenous street trees 2. Fruit trees and vegetable gardens 3. Productive streetscapes 4. Safe place for games – have some straight bits 5. Underground power 6. Occasional seats and sheltered seating 7. Munzee activity – interaction educational experiences 8. Resident-only parking 9. Adequate on-site parking – don't fill the streets with cars 10. Minimise lawned verges
<p>PART 2: WHAT ASPECTS OF THE MOVEMENT CHARACTER PLAN ARE SATISFACTORY OR NOT SATISFACTORY?</p> <ol style="list-style-type: none"> 1. Unsatisfactory: Left in-left out, out GEH 2. Unsatisfactory: Another entry/exit along GEH (full intersection?) 3. Satisfactory: Local traffic emphasis 	<p>PART 2: WHAT ASPECTS OF THE MOVEMENT CHARACTER PLAN ARE SATISFACTORY OR NOT SATISFACTORY?</p> <ol style="list-style-type: none"> 1. First Street (Central-Kanowna) = slow street

Other key values identified were:

- Link adjacent communities with DA6, for example the community north of the Great Eastern Highway and the workforce employed at the Airport

DA6 Place Making Group Activity Exercise 2 – Movement Network Design (15 mins)

Part 1: Name 10 qualities/uses that you would like your street(s) to have/be used for.

Part 2: What aspects of the Movement Character Plan are satisfactory or not satisfactory?

DA6
COMMUNITY OPEN DAY
6B

MOVEMENT : STREET CHARACTERISTICS

SLOW STREETS

- DESIGNED FOR VEHICLES TO TRAVEL 20KPH TO 40KPH.
- DESIGNED TO DISCOURAGE NON-LOCAL THROUGH-TRAFFIC.
- FOCUS ON CREATING CHILD-SAFE ENVIRONMENTS.
- STREET TREES AND LANDSCAPING ARE A MAJOR FEATURE.

CONNECTING STREETS

- DESIGNED FOR VEHICLES TO TRAVEL 40KPH TO 50KPH.
- SAFE, GENEROUS PATHS FOR PEDESTRIANS AND CYCLISTS.
- PROVISION OF FREQUENT, SAFE CROSSING POINTS.
- ATTRACTIVE STREET LANDSCAPE DESIGN.

BUS STREETS

- DESIGNED TO ACCOMMODATE BUSES AND 'KISS AND RIDE' PARKING.
- SAFE, GENEROUS PATHS FOR PEDESTRIANS AND CYCLISTS.
- PROVISION OF FREQUENT, SAFE CROSSING POINTS.
- ATTRACTIVE STREET LANDSCAPE DESIGN.

3 CONCLUSIONS

The participants engaged in these exercises confirmed that the process had been very useful to the Consultant Team, Steering Group and Technical Working Group.

The information gained from the place making exercises will be used to inform the finalisation of the Vision Plan. The activities identified will also assist in the implementation process as development occurs to ensure that community needs are being fully considered.