

WORKSHOP

The workshop and workshop discussion were the biggest sources of data for the design of the park. The subsequent pages will explain how they were and how the design team used the data to inform their design of the park.

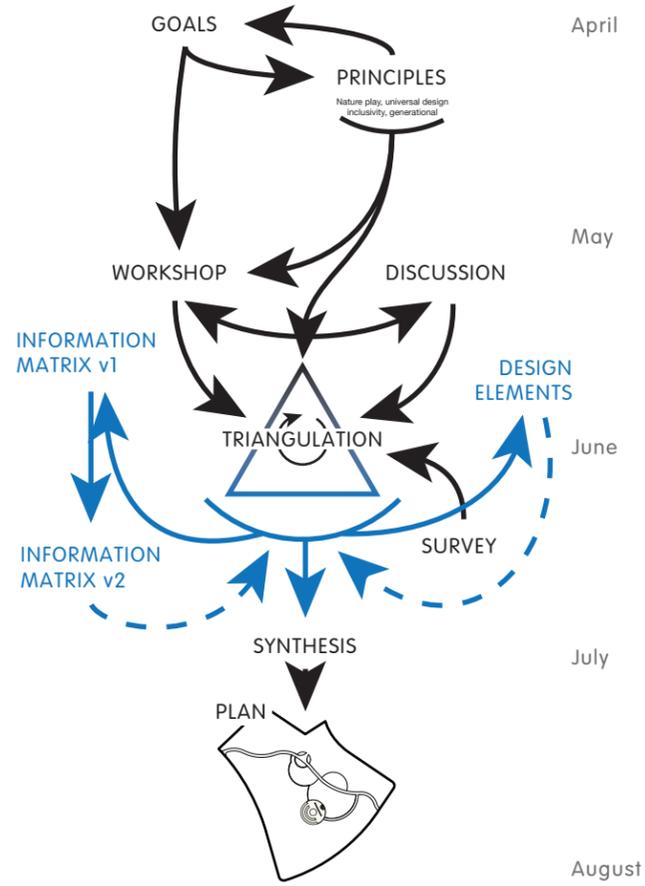
WORKSHOP



DISCUSSION



DESIGN PROCESS



SAMPLE DATA

This is a sample of the data used to inform the matrices. This is where the keywords and thus the "points" were derived from. This was created by extracting keywords from the posters that each group created at the workshop. Here groups are referred to as Tables.

Viewpoint	Issues	Skatepark	Performance	Top 3	5-12 Features	2-5 Features	Not Possible	Park Features	Outreach Strategy	Public Participation
Table 1		Divided age group 5-8, 9+	Cement Seating	1-Divided Skatepark, 2-cement seating for performance, 3-climbing features	Climbing, slide, structure, tunnel	Digging, swinging, climbing, spinning, see-saw	Skate bowls	Picnic Area, Paths, Bike Racks.	May 9 Public Meeting	May 9 Public Meeting
Table 2	Consider wildlife and native plants.	Support	can't read the note	1-climbing structure, 2-zip line, 3-go cart track	Climbing, structure, zip line, rope jump, swing	climbing,		Bike racks, chess table.	May 9 Public Meeting	May 9 Public Meeting
Table 3	preserve views by being considerate where trees go, crosswalk, respect bees	n/a	n/a	1-shade structure, 2-dry creekbed look, 3-table mesa barrier.	tunnels, shade, climbing	climbing, water		shade trees,	May 9 Public Meeting	May 9 Public Meeting

INFORMATION MATRIX v1

Data for the Information Matrix v1 was extracted from each of the ten posters created at the May 9th Design Workshop. Eight categories were created; Top 3 picks, 5-12 features, park features, and so on. Then keywords within categories were counted as "points". For example if a table put a picture of climbing equipment on the 2-5 playground, that would count as 1 "point" for climbing features on the 2-5 playground. Each "point" was added up into totals within each cell and then into rows and columns on the side and bottom. Finally a color gradient was applied to create a "heat map" to indicate where most interest was. Dark blue/high numbers being intense interest.

There were several problems identified with this; opinions were mixed in with elements and the top 3 choices didn't receive greater weight though they should. So the Information Matrix v2 was created.

	Responses								Mentioned	Percent
	Performance	Skatepark	Issues	2-5 Features	Top 3	Park Features	5-12 Features			
Climb				6	4		8		18	17.6%
Shade	1		1		3	6	1		12	11.8%
Structure					3		5		8	7.8%
Tunnel				2	1		4		7	6.9%
Against Skate		3	2		1				6	5.9%
Bench				2	1	2	1		6	5.9%
Picnic Area						5			5	4.9%
Swing				2			3		5	4.9%
For Skate			3		1				4	3.9%
Boulder Seats	4								4	3.9%
Zipline				2	2				4	3.9%
Bike Park		1			2	1			4	3.9%
Bike Racks						3			3	2.9%
Indiff. Skate		3							3	2.9%
Wildlife			3						3	2.9%
Dig				2					2	2.0%
Spin				1				1	2	2.0%
Native Plants			2						2	2.0%
Slackline						1	1		2	2.0%
Paths						1			1	1.0%
Views			1						1	1.0%
Mentioned	5	7	12	17	18	19	24		102	
Percent	4.9%	6.9%	11.8%	16.7%	17.6%	18.6%	23.5%		100.0%	

Inspired by Alfred H. Barr's 1935 "Cubism and Abstract Art"

INFORMATION MATRIX v2

The data for Information Matrix v2 was the same as v1. The differences are how the data was organized. Each element was categorized into actions, objects, or opinions. Then the elements that were found listed under "Top 3" were given more weight. Opinions--which are comprised of issues, problems, and needs are given their own category which helps clarify the data.

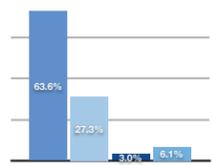
Perhaps the most important thing to note about the matrices is that they are not scientific, though they may appear to be and they were also not the only information used to inform the design. The design team used a sociological method called "Triangulation" to help inform the design. Our method of triangulation used many inputs as indicated on the process diagram; a survey, discussions, emails, phone calls, and our own design training.

Actions	Performance	Skatepark	2-5 Features	5-12 Features	Park Features	Responses	Percent	Top 3	Percent		
Climb			6	8		14	36.8%	4	40.00%		
Dig			2			2	5.3%				
Tunnel			2	4		6	15.8%	1	10.00%		
Spin			1	1		2	5.3%				
Slackline				1	1	2	5.3%				
Zipline			2			2	5.3%	2	20.00%		
Play (Structure)				5		5	13.2%	3	30.00%		
Swing			2	3		5	13.2%				
Responses	0	0	15	22	1	38	100.0%	10			
Percent	0.0%	0.0%	39.5%	57.9%	2.6%	100.0%					
Objects	Performance	Skatepark	2-5 Features	5-12 Features	Park Features	Responses	Percent	Top 3	Percent		
Bench			2	1	2	5	16.7%	1	11.1%		
Picnic Area					5	5	16.7%				
Bike Park		1			1	2	6.7%	2	22.2%		
Go Cart						0		1	11.1%		
Barrier to Mesa						0		1	11.1%		
Boulder Seating	4					4	13.3%				
Bike Racks					3	3	10.0%				
Paths					1	1	3.3%				
Cement Seating	1					1	3.3%	1	11.1%		
Shade	1			1	6	8	26.7%	3	33.3%		
Tennis Seating	1					1	3.3%				
Responses	7	1	2	2	18	30	100.0%	9	100.0%		
Percent	23.33%	3.33%	6.67%	6.67%	60.00%	100.00%					
Opinions	Performance	Skatepark	2-5 Features	5-12 Features	Park Features	Responses	Percent	Top 3	Percent	Issues	Percent
For Skate		1				1	12.5%	1	25.0%	3	21.4%
Against Skate			3			3	37.5%	1	25.0%	2	14.3%
Indiff. Skate			3			3	37.5%				
Rec. Bus Stop					1	1	12.5%	1	25.0%		
Views										1	7.1%
Native Plants										2	14.3%
Bees										2	14.3%
Herbicide Use										1	7.1%
Wildlife										1	7.1%
Shade										1	7.1%
Play Surface										1	7.1%
Natural App.								1	25.0%		
Responses	0	7	0	0	1	8	100.0%	4	100.0%	14	100.0%
Percent	0.0%	87.5%	0.0%	0.0%	12.5%	100.0%					

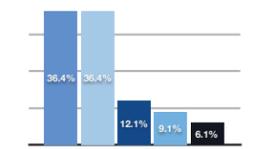
SURVEY

A survey was released in June after the workshop to help further hone our triangulation as well as to make sure we were on the right track.

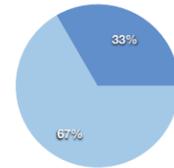
How important is Nature Play to you?



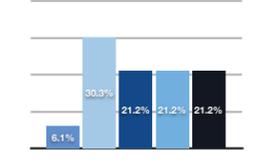
Interest in a community built shade structure



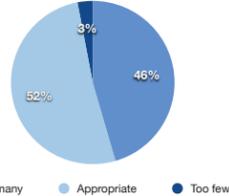
Skate park size



How important is the gathering space to you?



Appropriate amenities



Ranked park elements

Lower is more important

Answer Options	Rating Average
Shade	2.4
Benches	3.1
Playground	4.1
Swing	4.5
Climbing	5.0
Tunnel	5.5
Zipline	6.1
Bike Park Features	6.3
Skate Features	8.1

DESIGN ELEMENTS

These are the design elements that arose from the triangulation. And were later amended based on the survey. The entire process is much more cyclical than it is linear, with changes being made as new information is received. Even this meeting will impact the final outcome.

Active Recreation (Physically active experiences within park.)

- Playground**
 - Tunnels: Tunnels were included in design of the "playground" area in 6 out of 10 tables. Of these tables, 66 percent of the groups thought that tunnels should be in the playground designed for 5-12 year olds.
 - Climbing: During the design charrette, 8 out of 10 groups included a climbing feature within their plan. Four of these groups placed climbing as an element on their "top three" most desired features list.
 - Swinging
 - Digging
 - Traditional Play Structure (Slide, ladders, monkey-bars.)
 - Zipline
- Multi-Use Fields**
 - Soccer
 - Baseball
 - Football
 - Flying (kites, remote controlled planes.)
 - Dog running
- Skate/Bike Park**
 - Skate Park Elements: Skate Park was and extremely popular topic of conversation during the meeting. Some neighborhood members thought this would be a perfect way to engage the teenagers of the neighborhood. Others believed the space would be difficult to maintain and make the younger users uncomfortable.
 - Pump Track
 - Tot-Loop
- Key Issues**
 - Need for crosswalk
 - Address bus stop
 - Buffer noise from performance space

Passive Recreation (Mental or Emotional experiences within Park.)

- Seating**
 - Benches: 6 out of 10 of the groups thought that seating was a design feature that was extremely important. These groups noted the adjacent retirement home as a reason to increase the amount of benches in the park.
 - Boulders
- Shade**
 - Trees: The need for shade features was addressed 12 times by the 10 groups participating. These groups talked about the tremendous need for shade, while not jeopardizing the existing views.
 - Wooden Structures
- Wildlife & Vegetation**
 - Riparian Corridor: community members talked about their desire to simulate a "riparian corridor" as an exploration tool for their children.
 - Stream Bed: These members discussed a creek-bed as a means of climbing, exploring and digging.
 - Native Plants: Several community members expressed their desire for a natural area, that included native vegetation and wildlife. Other community members noted that an abundance of plum trees could cause bears to start visiting the site.
- Movement & Flow**
 - Flow: During the group discussion, several community members discussed the importance of designing circulation in relation to the existing social trails.
- Performance Space**
 - Boulder Seating: 4 out of 10 groups designed boulder seating within the performance area. Some community members expressed their concern related to the amount of noise that could come from a performance space.