

STREAKY BAY YOUTH PRECINCT

PRE-DESIGN CONSULTATION SUMMARY REPORT

DISTRICT COUNCIL OF STREAKY BAY

SEPTEMBER 2022



CONVIC

PREPARED BY



FOR



QUALITY INFORMATION

PROJECT NAME Streaky Bay Youth Precinct
PROJECT NO. 21106
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ACKNOWLEDGEMENTS

CONVIC Pty Ltd. acknowledge the contributions of all those who participated in the concept design of the Streaky Bay Youth Precinct, including the District Council of Streaky Bay staff and residents, community groups and other stakeholders who responded to the various opportunities for input and/or who provided advice and information where required.

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REVISION HISTORY

REVISION	REVISION DATE	DETAILS	AUTHORISED	
			NAME / POSITION	SIGNATURE
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INTRODUCTION

PRE-DESIGN CONSULTATION

The consultation process is an integral component of the development of youth spaces and skate facilities. In order to ensure the success and longevity of these key community assets it is crucial to engage with the future users of the space.

The pre-design consultation comprised of two in person workshops for members of the Streaky Bay community to provide feedback on the proposed works and existing skatepark. The workshop attracted community members with a vested interest in the project; including current users, stakeholders and local residents. Precedent imagery of contemporary facilities were on display where attendees were encouraged to share ideas in an open discussion CONVIC designers.

Community workshops included:

DROP IN SESSION

Attendance at the existing skatepark on July 26th from 12pm - 2pm. This session was informal and saw a range of verbal discussions with local community members.

COMMUNITY WORKSHOPS

Community and Stakeholder Workshop at Streaky Bay Visitor Center from 4:00pm - 6:30pm on 26th of July 2022. Council also undertook a secondary School Workshop at the Streaky Bay Area School.

THE CONSULTATION WORKSHOP AIMED TO:

- Engage with community members and key stakeholders before the design of the facility;
- Inform participants about the project's time line;
- View previous exemplar designs to inform and inspire the participants;
- Gather user information and build user profiles;
- Discuss user requirements to aid the future design;
- Highlight other facilities in the area to indicate the vision for the new facility and avoid double ups
- Have community and users take ownership of the consultation process outcomes;



Consultation flyer created and distributed on various platforms by Council.

PROMOTIONAL SCOPE

The consultation aims to increase the community awareness of the proposed Streaky Bay Youth Precinct and to do so in an open, public and transparent process. Promotional tools to encourage involvement and comments included physical and online advertising targeting skate park users, youth groups and local residents.

DATA HANDLING AND ANALYSIS

The data handling and analysis has been carried out by CONVIC. The workshops were designed to increase inclusiveness and generate data for analysis into themes and direct design response. All participants were initially informed of workshop objectives and how the information provided will then be used.

All responses are treated in confidence, to ensure the anonymity of respondents. In line with our privacy policy, no identifying information is included with any responses for this report.

REPRESENTATION

The views collected in this report are not statistically validated, however they represent the views of user groups and community members. Themes presented in this report are derived from workshop contributions.

METHODOLOGY

Workshop sessions will build a sense of community and are a useful tool to seek the opinions of a community group, allowing many differing contributions. Unlike a survey, they enable the discussion of complex issues and any possible underlying concerns.

The workshops were semi-structured to allow the process to unfold freely and invite users to make commitments, suggestions and comments towards a common and collective design vision. The workshops were structured as follows:

CONSULTATION METHODOLOGY

PRESENTATION (INFORM AND INSPIRE)

- Present the project parameters, including project brief, site opportunities and constraints and project overview. This informs residents and stakeholders of what is included in the project.
- View and assess existing skate parks in the municipality so as not to replicate existing facilities and to create a site responsive and unique space.
- Present a selection of 'things to consider' in order to inspire and inform the potential options and capabilities that are possible within the youth facility.
- Illustrate the nature of contemporary skate parks with a variety of integrated, broader community usage options. To show not just skater only facilities, but to include a variety of elements such as, social gathering spaces, sculptural elements and other additional recreational opportunities, as well as illustrating the potential for activation and other community events.

QUESTIONNAIRE (DEVELOPING USER PROFILES)

- Develop an understanding of the participants demographic.
- Understand user skill level, facility type and frequency of usage.
- Understand local park usage and user location preferences to understand user needs and requirements based on their current habits.
- Collate feedback analysis into representative outcomes.

PICTURE VOTING (GATHER IDEAS)

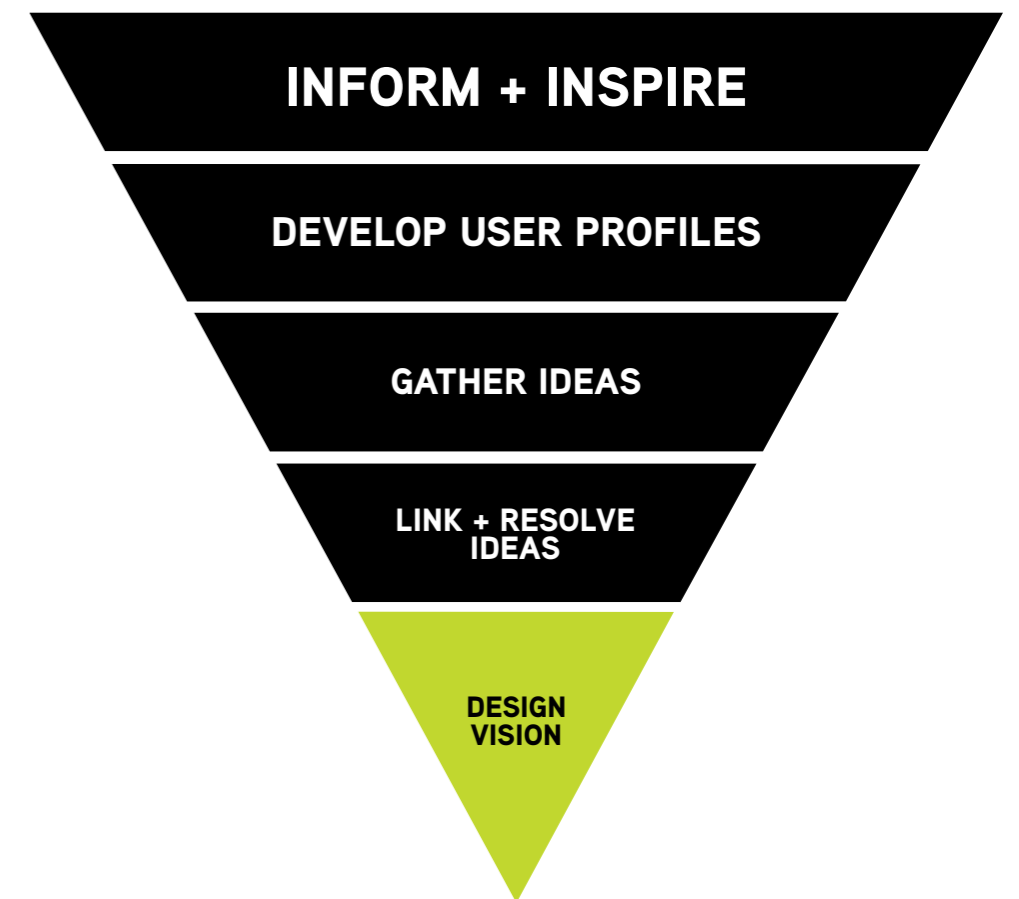
- Starts the process of decision making and illustrates individual preferences and "wants".

DESIGN WORKSHOP (LINK AND RESOLVE IDEAS)

- Collaboratively explore and resolve individual ideas through group discussion and creativity, resulting in collective group theme, by developing spatially located design responses.
- Workshop participation and presenting the results to an open forum and wider group discussion.

Utilising this workshop method ensures the evolution of a highly resolved and informed design outcome that is unique to the community. The consultation process encourages the local community to take an active role upon completion of the built outcome to become guardians of the space and most importantly activate the facility.

The following pages summarise the feedback and key themes gathered through this consultation methodology.



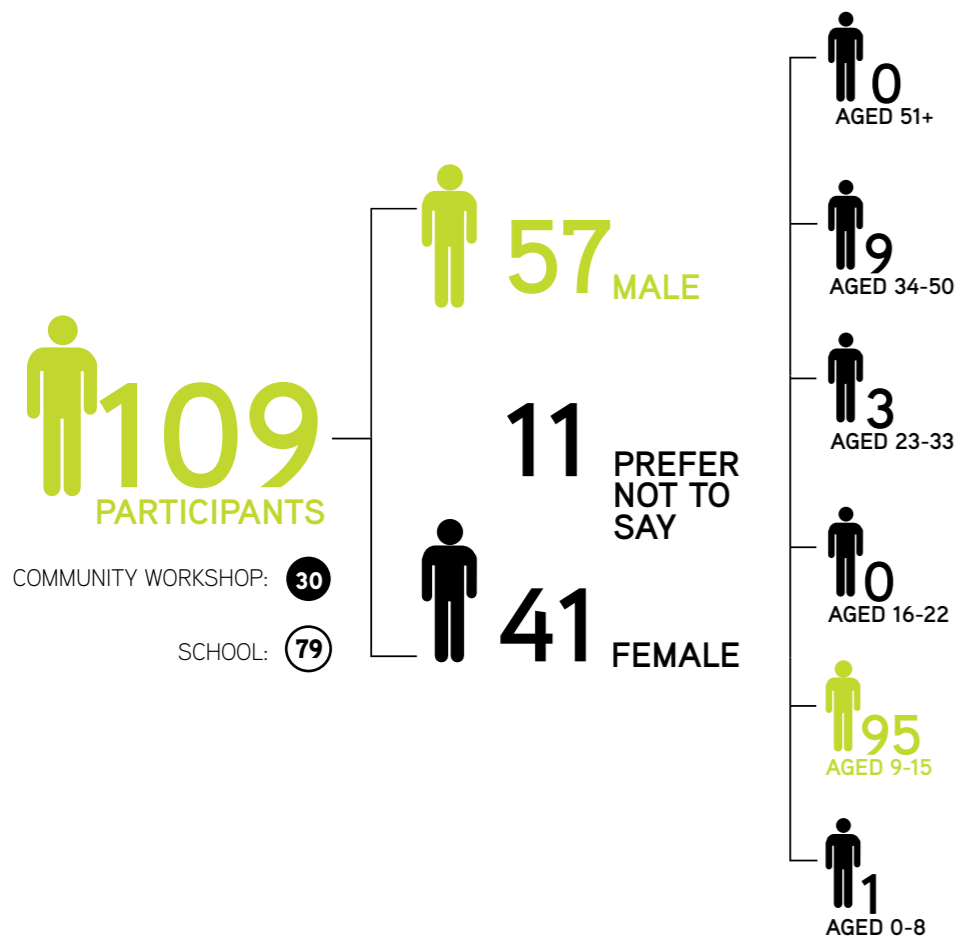
DEVELOPING USER PROFILES

QUESTIONNAIRE SURVEY RESULTS

The following results are an overview of the community profile of users. Understanding the demographic patterns and trends within the community via the analysis of this data helps to inform the vision and typology of the proposed skate facility.

The pre-design questionnaire saw a total of **109 RESPONSES**. The following info graphics represent the information collected through the consultation sessions.

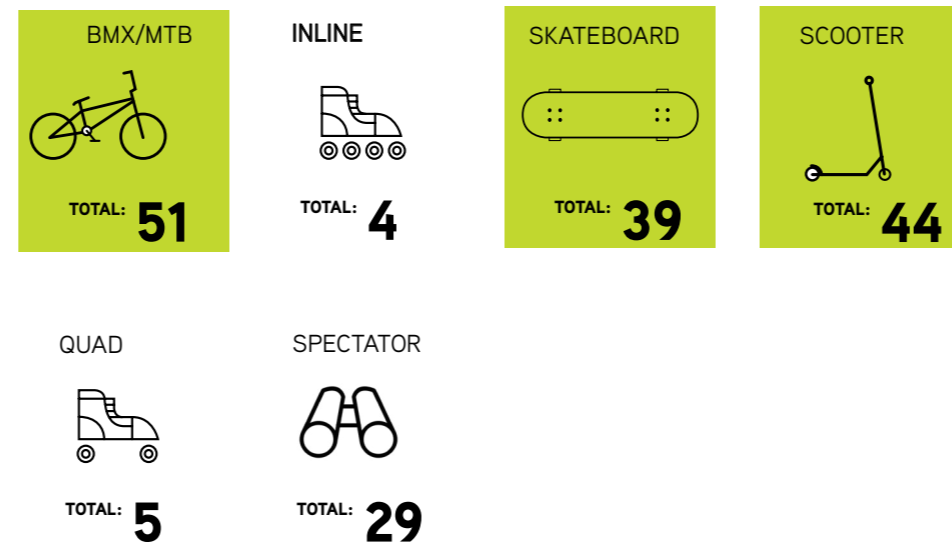
The vast majority of responses came from the ages of 9 - 15.



HOW DO YOU ENGAGE WITH THE PARK?

Different parks may favour different users. As an example, jump boxes more often appeal to scooter and BMX riders, where as ledges, rails and bowls often appeal more to skateboarders. With this understanding, the questionnaire identified **BMX, SKATEBOARDS AND SCOOTERS AS THE MAJORITY**.

Outside of skate park use the results demonstrate many local community members are interested in other forms of recreation and activation as well as parents and spectator provisions.

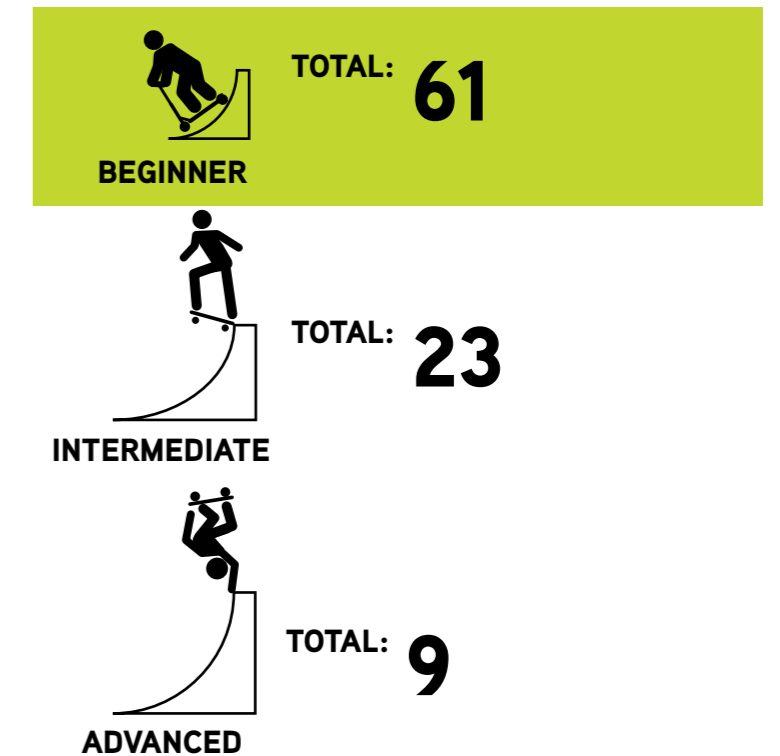


*Participants were allowed to vote more than once.

HOW WELL DO YOU RIDE?

THE MAJORITY OF PARTICIPANTS INDICATED THEY ARE AT A BEGINNER LEVEL. This is a consideration for the development and may manifest as responses focusing on smaller/more accessible obstacles for users to learn on.

KEY TO PROVIDE FOR SKILL PROGRESSION WITHIN ANY SKATE FACILITY. This is to allow for beginner users and future generations to learn and continue ongoing progression up to an advanced skill level and for advanced users to continue to be challenged. This is achieved by providing a number of multi- purpose features and obstacles that have both beginner to advanced applications.



DEVELOPING USER PROFILES

WHAT IS YOUR FAVOURITE STYLE OF SKATE PARK?

Participants were asked to vote for which style of park they prefer the most, with a majority selecting BOTH (STREET + TRANSITION). Looking at park styles in more detail it appears that **RESPONSES FAVOURED TRADITIONAL AND FLOWY TRANSITION** for different skate typologies.

The design will look to incorporate a typology that is a combination of both styles of skate. It is also important to consider what other facilities in the region already provide as to not replicate features and ensure the proposed design fits into the existing skate park network.

STREET + PLAZA
TOTAL: **13**

STREET + TRANNY
TOTAL: **44**

BOWL + TRANSITION
TOTAL: **12**



DEVELOPING USER PROFILES

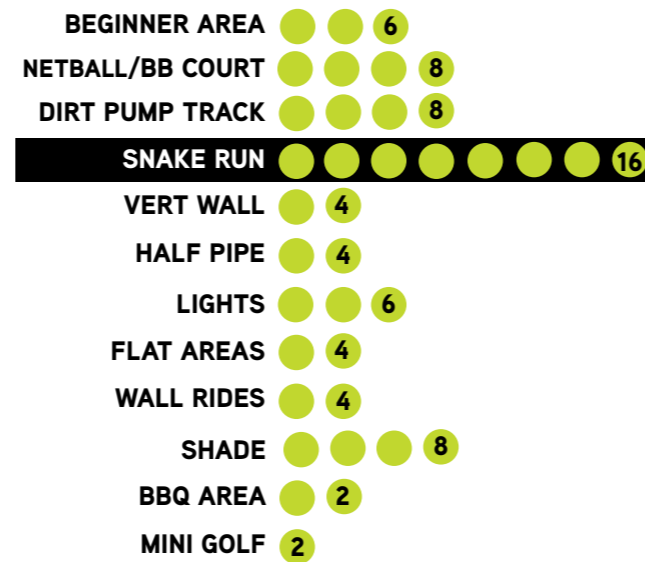
WHAT DO YOU THINK OF THE EXISTING SKATE PARK AND WHY?

There was a mixed range of results with most participants describing both positive and negative points about the existing skatepark. Common trends amongst respondents were described their like for the flow of existing park with comments on how some repairs are needed. Many noted that the park was too small and not having enough features. Further comments are outlined below:

- Too small, cant hold large capacity
- Flows good, just needs repairs
- Fun ramps with sizes for all skill levels
- Not enough places to sit
- Not enough shade
- Ramps too big
- Boring, nothing to do outside of skating

IF YOU COULD HAVE ONE FEATURE IN THE DESIGN WHAT WOULD IT BE?

Participants were asked to nominate one feature to include in the design. A mix of skate features were suggested where many attendees showed a preference for **TRANSITION-BASED FEATURES**. Outside of skate elements many participants highlighted other forms of recreation such as half court, BBQ and shade areas. Stand out skate features have been listed below.



WHAT DO YOU FIND SPECIAL OR ICONIC ABOUT STREAKY BAY THAT SHOULD BE CONSIDERED IN THE DESIGN?

There was a huge variety of replies to this question with many participants coming up with unique and creative responses. **MANY DISCUSSIONS REFERENCED THE BAY AND SEA-LIFE WITH SUGGESTIONS ON COLOURS AND SCULPTURAL ELEMENTS.** Stand out ideas have been listed below.



*Participants were allowed to vote more than once.
 *Not all participants answered the question.

DEVELOPING USER PROFILES

WHAT ACTIVITIES/AMENITIES WOULD YOU LIKE TO SEE INCLUDED IN THE NEW SKATE SPACE?

HANG OUT SPACE AND SHADE were seen as a high priority by members of the community with a number of attendees highlighting them as an integral inclusion within the space. This highlights the desire for users to want to stay for long periods and be comfortable. Many participants also raised other items such as fitness gym and trampolines as activities missed in the options.

DEMO'S AND COMPETITIONS



TOTAL:

7

LIGHTS / NIGHT TIME USE



TOTAL:

42

HANG OUT SPACE



TOTAL:

55

SHADY GREEN RETREAT



TOTAL:

28

PARKOUR



TOTAL:

26

BOULDERING / CLIMBING



TOTAL:

18

MULTI-COURTS / BASKETBALL



TOTAL:

33

TABLE TENNIS



TOTAL:

10

SHADE



TOTAL:

48

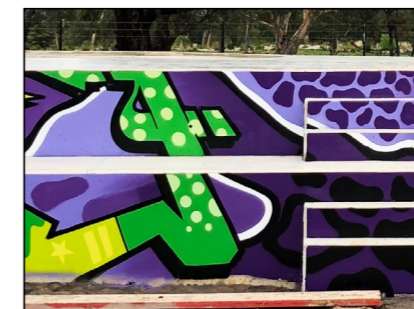
SEATING FOR SPECTATING



TOTAL:

22

ART PROGRAMS / ART WALL



TOTAL:

13

SKATE WORKSHOPS



TOTAL:

8

*Participants were allowed to vote more than once.

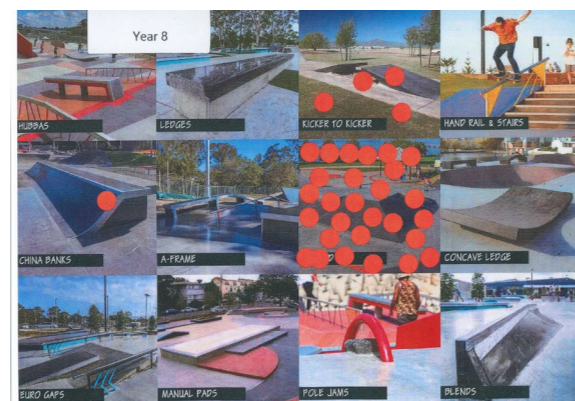
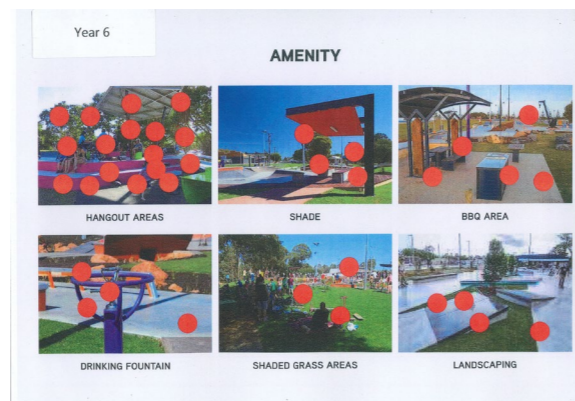
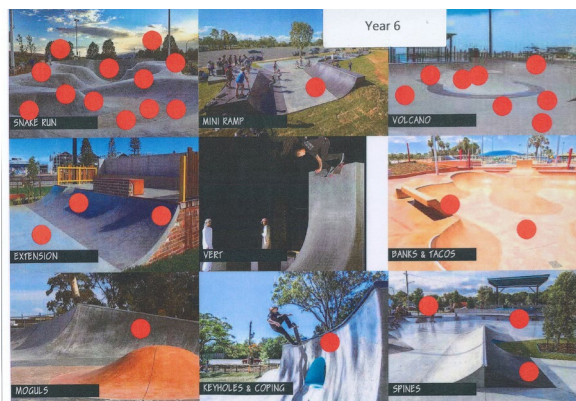
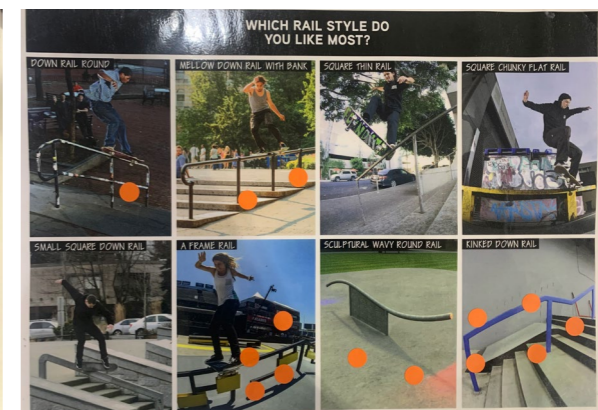
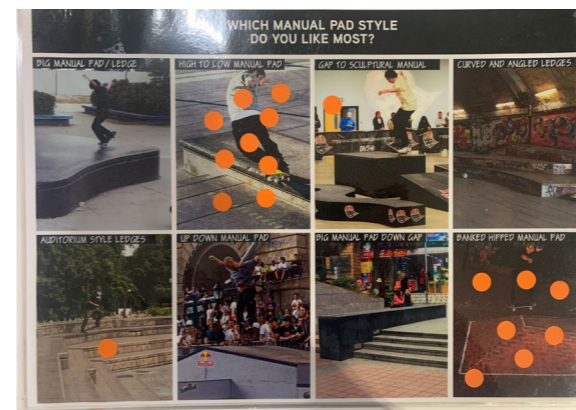
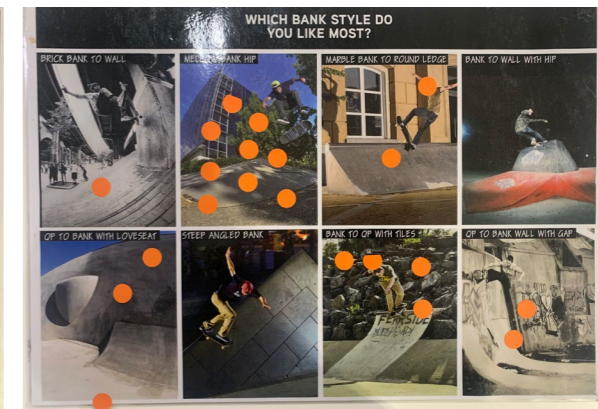
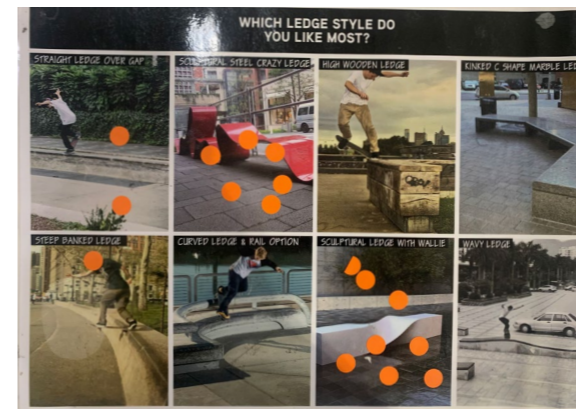
GATHERING IDEAS

PICTURE VOTING RESULTS

Following the workshop presentation and questionnaires, participants voted on a range of visual choices of inspirational images. This allows participants the opportunity to choose their favourite features and elements by attaching stickers to an image corresponding to their preferred idea.

The participants were given five stickers each of which they could put all five on one choice or spread the stickers amongst other pictures if they had more than a single 'favourite' response.

Most of the attendees voted for combination of skate elements. These included a mix of features from various different typologies with a focus on transition elements, **SNAKE RUN AND FLOW HIPS** were stand outs. Others noted the importance of social spaces and voted highly for hangout and shade areas.



*School Session Boards.

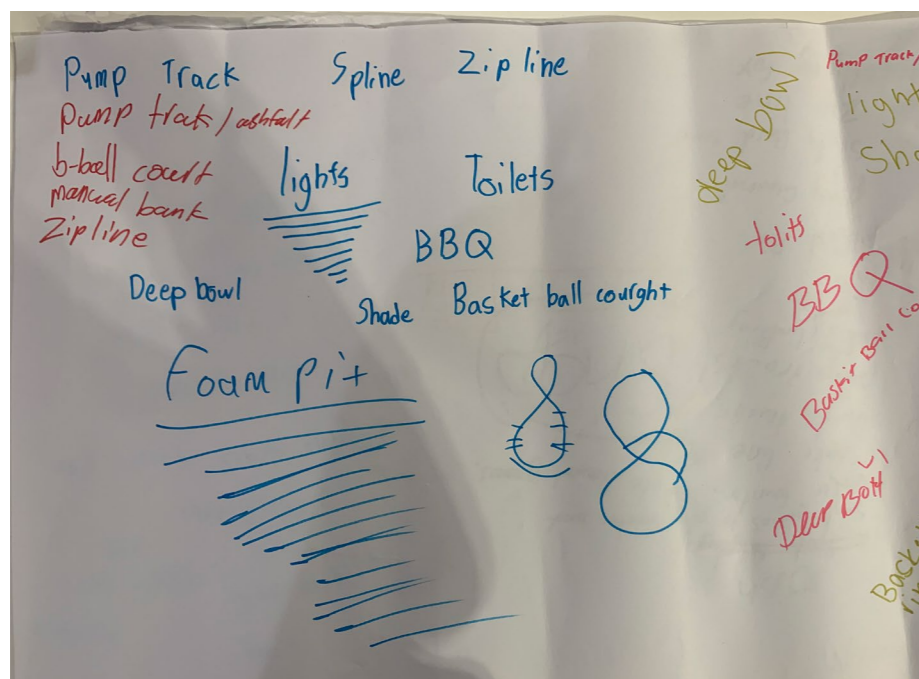
*Workshop Session Boards.

DESIGN WORKSHOP

The design workshop is an essential component of the community consultation and engagement process. At this point, participants are immersed in the consultation process and directly involved in creating ideas and presenting them. This builds a community-based response to the process and develops a sense of value in ideas, opinions and feedback that engenders ownership of the process.

Participants were formed into small groups and asked to collaborate, working together to develop ideas for the Youth Precinct. The aim was for participants to take inspiration from items and features discussed earlier in the presentation and develop the design within their group.

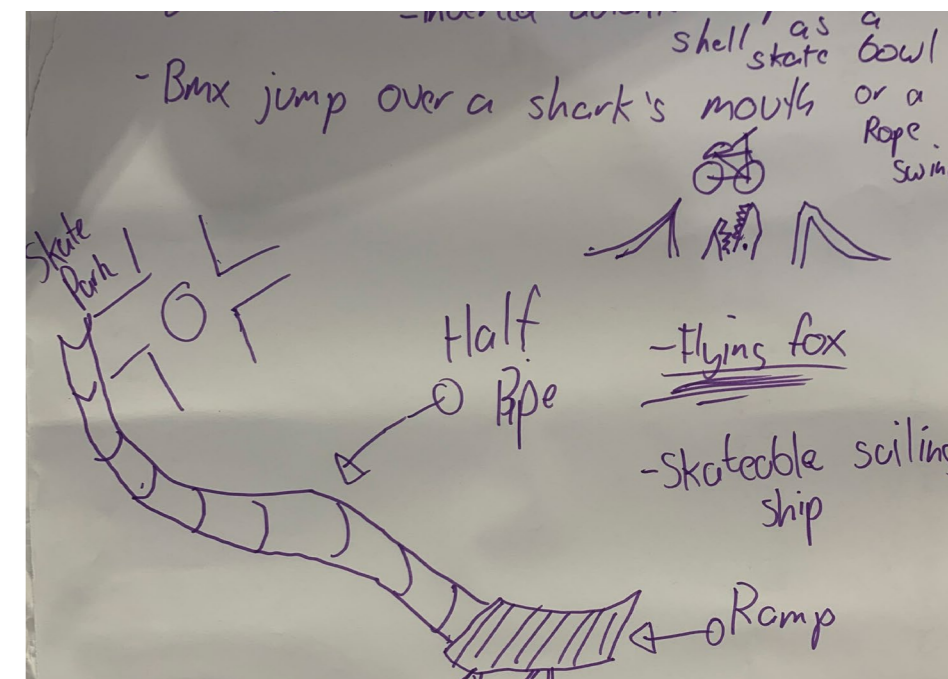
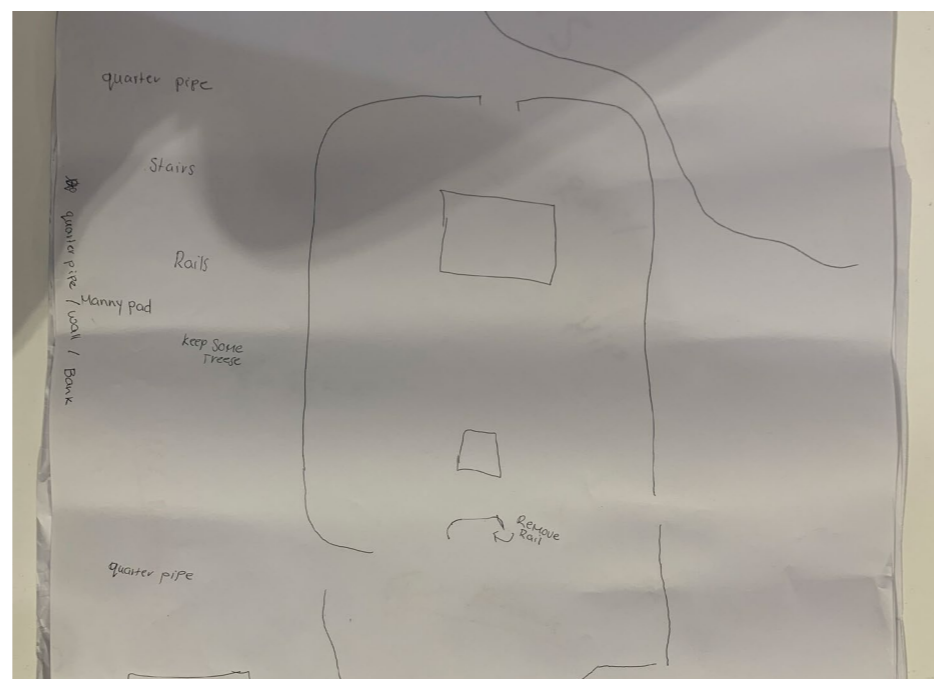
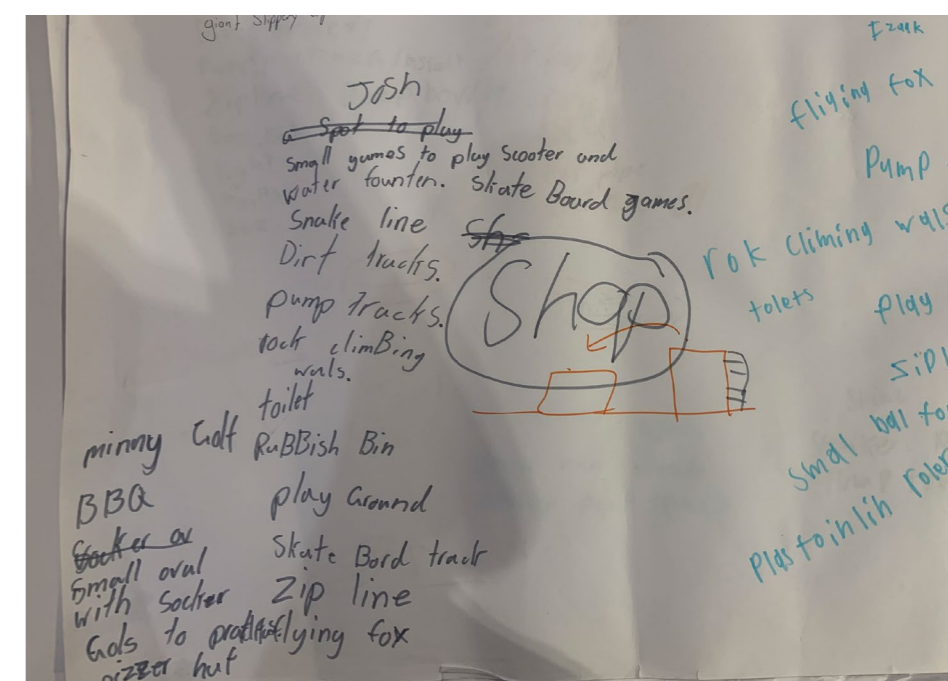
The groups saw a mix of young participants of both sexes engaging with one another around a table. Each were provided pens and paper asked to draw or brainstorm their ideas in which ever medium they felt most comfortable. The result saw a range of written, verbally discussed and illustrated creative responses.



DESIGN WORKSHOP SUMMARY

STAND OUT IDEAS CENTRED AROUND THE FOLLOWING KEY THEMES

- Beginner focused areas with some provision for larger features/transitions to allow future progression.
- Green surrounds providing shade and a natural aesthetic to the space were popular.
- Jetty themed obstacle. Discussions around how a pump track could integrate timber and raised platforms were shared.
- Including spectating and rest areas with supporting amenities was important, in order to appeal to a wider audience.
- Simple fundamental amenity items such as shade shelters, BBQ and drinking fountains were featured in some models and discussions.
- Sculptural skate element. Sharks, shells and dolphin fins were some ideas shared amongst groups.



THE STREAKY BAY YOUTH PRECINCT WILL PROVIDE A FLOWY TRANSITION SKATE EXTENSION CATERING FOR ALL SKILL LEVELS. THE SPACE WILL EXTEND ON EXISTING SKATE WITH VARIOUS PLAY AND COMMUNITY INCLUSIVE ELEMENTS. IT WILL BE AN INVITING, FAMILY FRIENDLY AND CELEBRATE THE LOCAL COMMUNITY OF STREAKY BAY.

THE NEW PRECINCT WILL CELEBRATE LOCAL NATURAL LANDSCAPE AND CREATE A VIBRANT AND ENJOYABLE SPACE WITHIN THE COMMUNITY'S PUBLIC REALM.

CONSULTATION SUMMARY

The pre-design consultation outcomes have been summarised to inform a community driven design brief for the Streaky Bay Youth Precinct. The information collected from the pre-design consultation have informed this brief. These are all outlined thematically and will be used as the foundation for the creation of the concept design.

TARGET USER GROUP

The community workshop feedback has highlighted BMX, scooter riders and skateboarders as the majority of users. It will however, cater to all user groups including those participating in roller skating, quad and all other active wheeled sport disciplines, as well as those non active participants looking to spectate or hang out within the space.

SKILL LEVEL PROVISION

The majority of participants listed themselves as beginner riders. The skate park design will consider obstacles targeted towards beginner and intermediate skill levels however the design of the new space will provide opportunities for skill progression to an advanced level of riding.

SKATE TYPOLOGY

From the survey results a preference developed for transition elements, focusing on snake runs and flowy style typologies. However, the sticker voting and design workshop discussions also revealed a desire for mini street and rail elements. These items will be explored throughout the design process and will be accommodated where project parameters will allow.

SKATE VISION

Discussions around the existing park showed that it is still much loved and used by the community. The need for minor repairs was highlighted, along with how the extended skate may compliment the existing bowl provision with flowy street and pump elements. This will result in a facility that combines both street and transition and allows for end users to flow between features. If project parameters allow, the facility will be designed to include a number of different zones that can be utilised individually when busy or connect together to be used as one when there is a smaller number of end users.

USER + SPECTATOR AMENITIES

To ensure a central community space that can be used by a variety of different user groups the facility must integrate recreation programs outside of skate space. Elements such as a fitness gym, half court and nature play will be explored in the design.

The provision for areas of refuge and shade throughout the day is to be considered, whether purpose built or looking to utilise natural shade. Many highlighted the need for breakout spaces to allow for social hangout zones and spectating areas, this will be considered when developing the concept design.

NEXT STEPS

The next steps for the project will involve Convic implementing the community feedback throughout the conceptual design phase. Convic will consider feedback from the workshop surveys ensuring that, where possible, the community's input has been accommodated in the design of the facility. The draft concept design will be submitted to council for comment before additional consultation with the community is undertaken.

As well as creating a truly relevant design, this will ensure the final skatepark design reflects community needs, user requirements and the project vision. This continued involvement connects the community with the project design process and ultimately having a vested interest in the final outcome.

At the completion of the final concept design and upon endorsement from the council, Convic will commence the detailed design phases of the project and complete documentation that will enable construction to follow.

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