

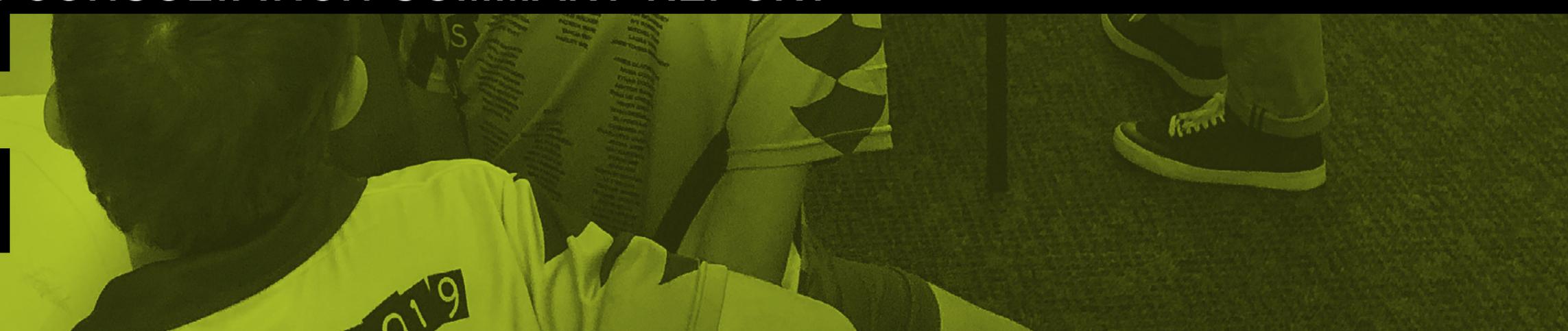


NARARA SKATE PARK REDEVELOPMENT

DRAFT DESIGN CONSULTATION SUMMARY REPORT

DECEMBER 2019

CONVIC



PREPARED BY



FOR



QUALITY INFORMATION

PROJECT NAME Narara Skate Park Redevelopment
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ACKNOWLEDGEMENTS

CONVIC Pty Ltd. Acknowledge the contributions of all those who participated in the concept design of the Narara Skate Park Facility, including the Central Coast Council staff and residents, Gosford Public School staff and pupils, Narara Valley High staff and pupils, Niagara Park Stadium staff, 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

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01

INTRODUCTION

APPROACH

In order to see the consultation process come full circle, it's vital to return to those engaged at the pre-design stage and present the progress and design development from the first round of consultation.

Prior to the second round of consultations, Council displayed flyers in the local area and the event was advertised on their website and across social media platforms as well as on Convic's social media pages.

Similar to the pre-design stage, the consultation comprised of a number of different community workshops held at Gosford Public School, Narara Valley High School and a drop-in session which took place at the Niagara Park Stadium, which aimed to capture a range of different age groups and interests. The workshops took place during school hours and the drop in session was held during the evening after average school and working times. The first workshop was well attended by pupils of both sexes, most of whom had attended the first round of consultation. The second was attended by a core group of frequent skate park users who were all present at the pre-design consultation also. The drop in session attracted community members with a vested interest in the project; including future users, families, stakeholders and local residents. Following a presentation of the initial consultation findings, the design process to date, design theming and eventually the draft concept itself, attendees completed questionnaires and took part in a design workshop session where all ideas and comments were recorded in various forms, including sketches, modelling and group discussions. To further capture as many interested parties as possible, the design was displayed online and participants were encouraged to complete an online survey and provide feedback on the draft concept design displayed.

THE DESIGN WORKSHOP AIMED TO :

- Present the community with the project background, design approach, draft concept design, project goals and aspirations.
- Gather user information and feedback.
- Generate original local community thinking, particularly in regard to colours, theming and unique aesthetics around the facility.
- Have community and future users take ownership of the project and have a vested interest in the final outcome.

HAVE YOUR SAY

Central Coast Council

NARARA SKATE PARK

Central Coast Council is redeveloping Narara Skate Park as part of its commitment to provide and maintain quality sporting and recreation facilities to promote active and healthy lifestyles.

Convic, a specialist skate design consultant, has developed a draft concept design on behalf of Council based on recent community consultation . You can have your say on the draft concept design by attending the Design Workshop or providing feedback online.

HAVE YOUR SAY!

- **ONLINE:** 25 November - 6 December, go to yourvoiceourcoast.com/Narara-skate-park
- **COMMUNITY DESIGN WORKSHOP:** Niagara Park Stadium (18 Washington Ave) Wednesday 27 November, 6pm to 7pm

Your input will play an important part in the next step of developing final concept plans, for the skatepark redevelopment.

Council will then use the final concept design to secure funding and move forward to deliver a built-for-purpose, safe and engaging skate park at Narara.

Go to yourvoiceourcoast.com/narara-skate-park

Consultation flyer created and distributed on various platforms by Convic and Central Coast Council.

PROMOTIONAL SCOPE

The consultation aims to increase the community awareness of the proposed Narara Skate Park redevelopment 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

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.

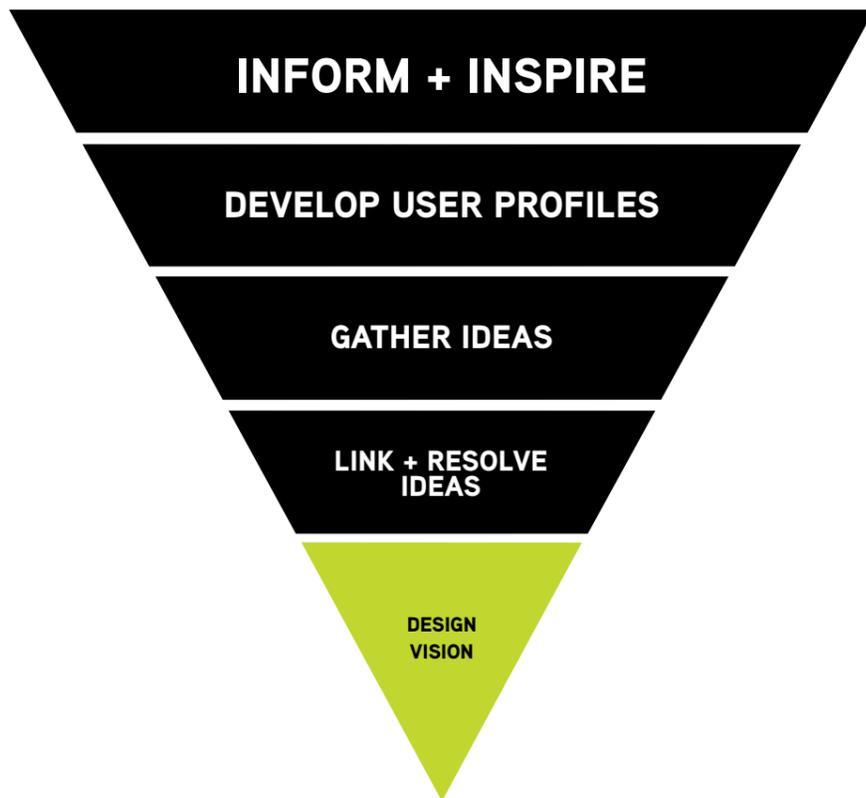
METHODOLOGY

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:

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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.
- Overview of the pre-design consultation findings and how they have been used to inform the design development.
- Explain the design process CONVIC have followed in order to shape the outcome of the design concept.
- Present the draft design concept to showcase the various inclusions and explain the rationale behind them.

DESIGN WORKSHOP

- Each participant was asked to complete a questionnaire in order to give individual and direct feedback on the design as presented.
- Collaboratively explore and resolve individual ideas around the draft concept, through group discussion and creativity, resulting in a greater understanding of the needs and wants of community.
- Allowing participants to vocalise their opinions and feedback in various forms in a wider group discussion.
- Display of individual ideas through sketching and collaboratively, by way of applying descriptive notes onto the concept visuals as a group exercise.

Utilising this workshop method ensures the evolution of a highly resolved and informed design development that directly responds to the opinions of the community and user group. The consultation process further 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. It was encouraging to see participants of the first workshop already taking ownership of design features they recognised as responses to their initial input and ideas.

DROP-IN SESSION

- Discuss and explain the project objectives and the inputs that have lead to the design outcome.
- Participants were asked to complete a questionnaire in order to give individual and direct feedback on the design as presented.
- Informal conversations around the proposed design providing information and guidance on the skate park design and the surrounding integration.
- Allowing participants to vocalise their opinions and feedback
- Large images of the design concept were put up on display and attendees encouraged to sketch ideas over them or add text and 'post it' notes to demonstrate their feedback for wider group discussions.

03

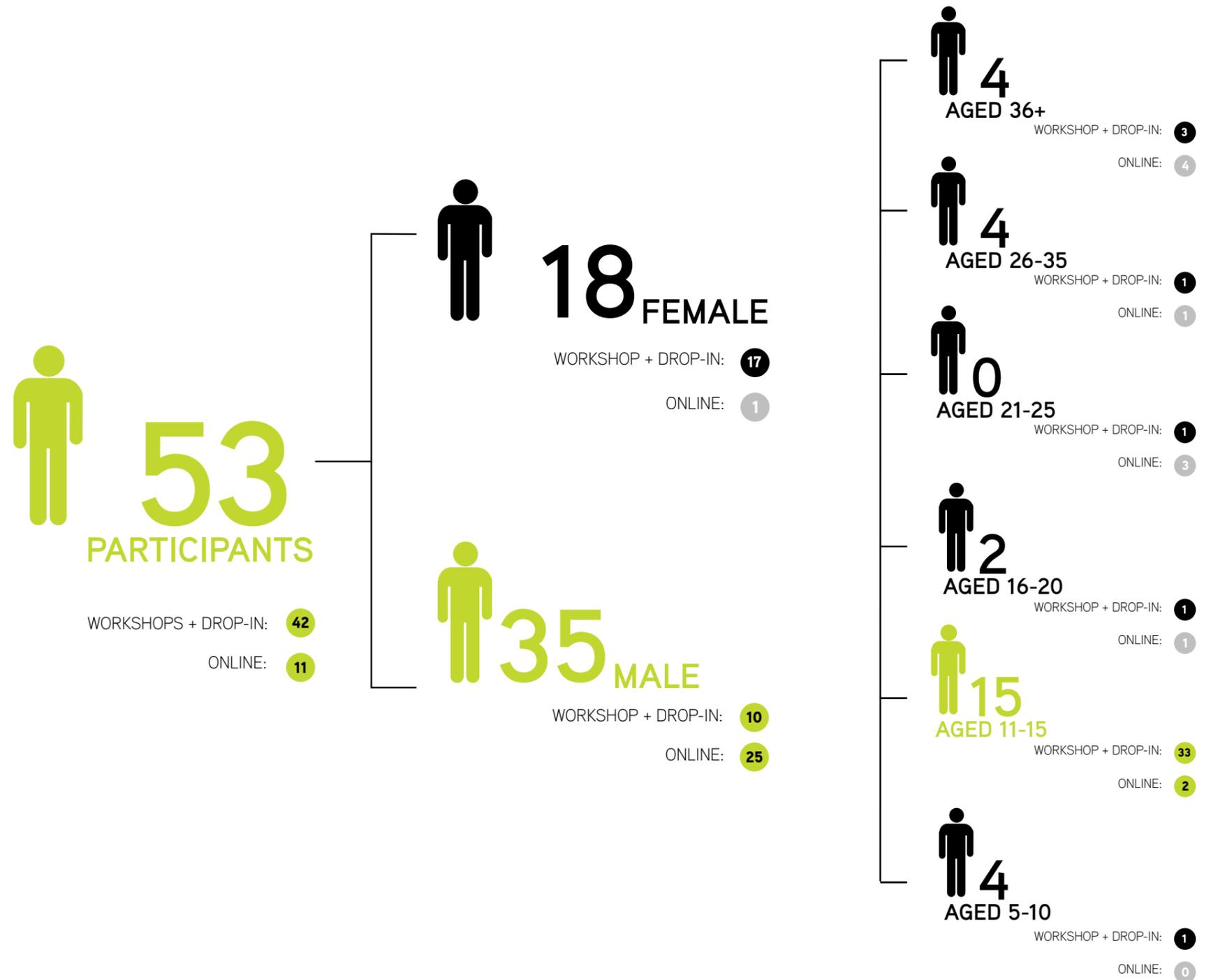
DEVELOPING USER PROFILES

QUESTIONNAIRE RESULTS

In total approximately **50 PEOPLE** attended the design workshop consultations and drop-in session, with around 20 attending the first workshop, 10 attending the second and approximately 20 attending the drop-in session. Of which 42 completed a questionnaire. The online survey was completed by a further 11 people.

Of the **53 RESPONSES TO THE QUESTIONNAIRE**, the majority of responses were between the ages of 11 and 15 and were mostly males with around a third in attendance being female. However from observation, it's worthy to note that the drop-in session saw several females in attendance who didn't complete a questionnaire.

It is also worthy of note, that of those who didn't complete the questionnaire, comments and conversations were positive and majority were very pleased to see a proposal to update and modernize the space, introducing a wider range of activities and inclusions within the park. Particularly from non-skate focused participants, there were a number of comments around how useful the basketball court and seating/ shade spaces would be to the community as a whole.

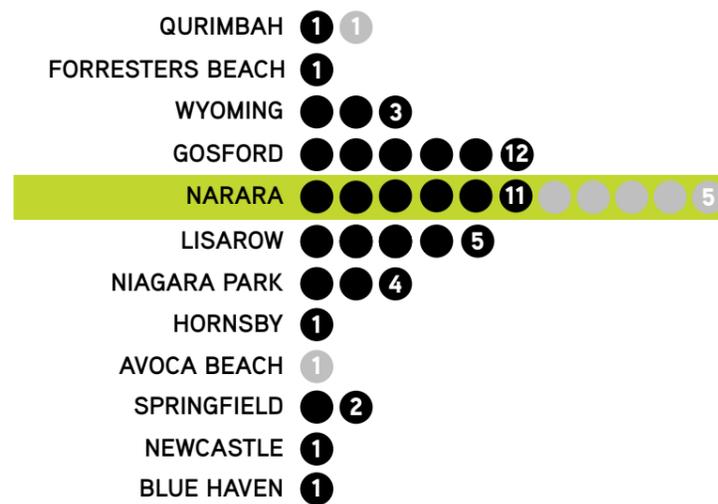


*Not all participants choose to provide all the details requested in the survey.

DEVELOPING USER PROFILES

WHERE DO YOU LIVE?

The majority of participants live within Narara, in close proximity to the site. There is also an even distribution of participants spread throughout the Central Coast region, with nearly all located **WITHIN A 30MIN DRIVE** from the skate park site.



*Not all participants choose to provide all the details requested in the survey.

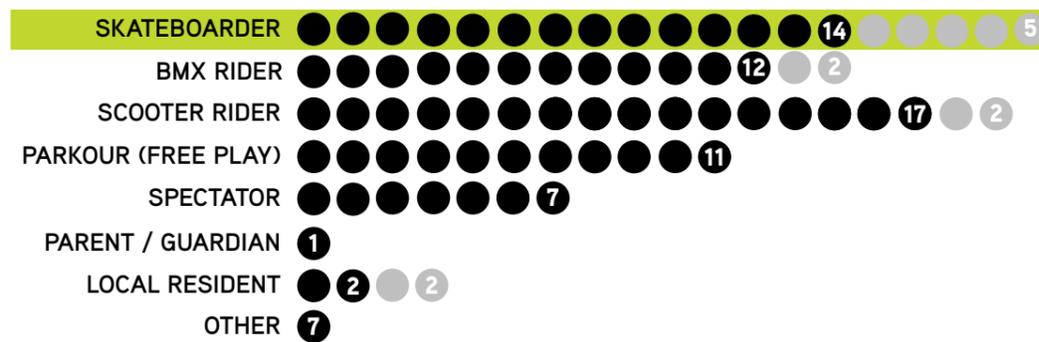
*Accumulative totals between community workshop's + drop in sessions (in black) and online survey results (light grey).

DEVELOPING USER PROFILES

ARE YOU A ?

It is important to understand the different active user types that are planning to use the space and if they feel the draft design is catering to their needs. Participants were asked to indicate how they would likely use the proposed design. The questionnaire identified the **MAJORITY OF RESPONDENTS AS SKATEBOARDERS**. There were also a high number of BMX and scooter riders and some also answering as roller bladers when asked to specify their 'other' response.

Many forms of supporting passive recreation have also been highlighted as important to participants both in the draft design consultation and pre-design consultation stages. A number of responses showed people would like to be able to spectate, hang-out and feel welcomed into the facility. This further indicates the need to make the facility inclusive for all members of the family and not just the active participants of the youth space.



*Participants were allowed to vote for more than one option.

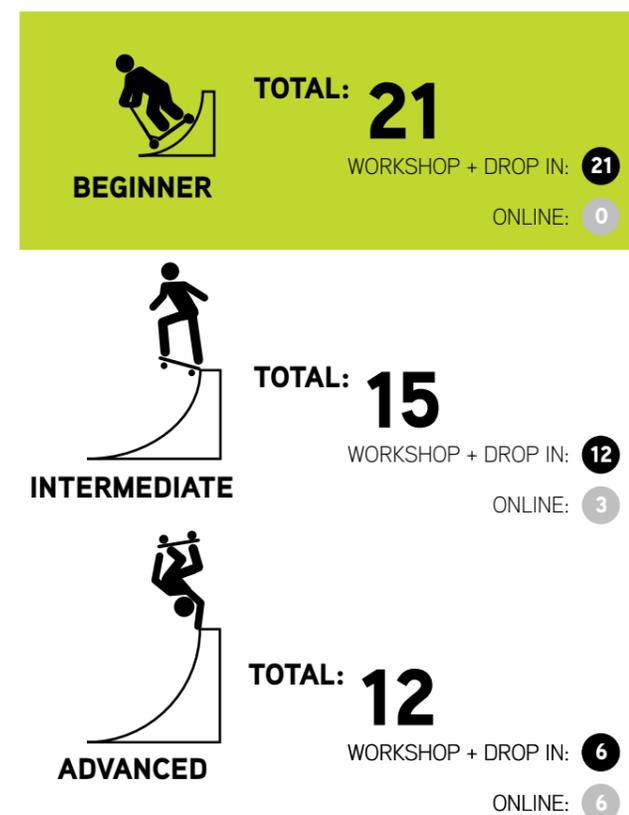
*Accumulative totals between community workshop's + drop in sessions (in black) and online survey results (light grey).

DEVELOPING USER PROFILES

HOW WELL DO YOU RIDE?

There was a relatively **EVEN SPREAD OF USER ABILITIES** at both the pre-design and draft design consultation events. While beginner was the most common response overall, intermediate and advanced level users received high numbers of responses especially online where all the responses were from beginner and intermediate users.

It is 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 and maintain interest. This is achieved by providing a number of multi- purpose features and obstacles that have both beginner to advanced skill level applications as demonstrated in the draft design proposal.



*Not all participants choose to provide all the details requested in the survey.

WHAT IS YOUR FAVOURITE PART OF THE SKATE PARK?

There was a wide variety of replies to this question with many participants favouring the **BLACK SNAKE** aesthetic despite it not being a traditional skate feature. Many all listed the re skinned **DRIVEWAY/PYRAMID**, noting how it could be skated in a variety of manners and paid a great homage to the existing and well loved skate park. Further comments included the street style features, the mini ramp area and the ramps. Overall the features included were well received, with participants reinforcing the importance of including elements which cater to a variety of different skill types and active users.



WHAT IS YOUR FAVOURITE NON-SKATE FEATURE AND WHY?

Participants were asked to identify their favourite skate and **NON-SKATE FEATURES** within the draft concept design. This helps to prioritise individual features and inclusions within the design, when moving forward into the final concept design.

The results identified the most favoured non-skate feature as the **BASKETBALL HALF COURT**. This was popular with a wide range of respondents, those not listing a wheeled sport interest stated it provided an activity that would attract them to the facility and those engaged with wheeled sports saying it was great to cater to other forms of recreation and would also appeal to them in-between skate park usage. Shade and seating were also very popular responses, with many noting clear views toward both the skate space and basketball court were attractive to non-active participants looking to spectate. Further suggestions included lighting and the art/ graffiti walls.



WHAT'S MISSING?

The majority of participants felt as though the draft concept pretty well encompasses the majority of inclusions they were looking for. However, there was a wide range of other additions suggested, many of which focused around **PARKOUR** and **CLIMBING** and play areas. Some skate focused inclusions suggested were a **BOWL** or bowled end. Others mentioned additions centring around increasing the amount of social and hangout inclusions, suggesting **BBQs** as well as more shade, picnic spaces and toilets.

PARKOUR
PLAY AREA MORE AREAS OF ACTIVATION
 WEDGE/ KICKERS
BOWL **BBQS** **MORE SHADE**
 BOX JUMP BOWLED END/ POCKET
PICNIC AREAS **CLIMBING**

THE SKATE PARK NEEDS A NAME, ANY IDEAS ON SOMETHING MEANINGFUL TO NARARA?

By providing a name for the space this further engenders the communities sense of pride and ownership in it. Many suggestions were received, but standout responses all focused on the **BLACK SNAKE** theme and local meaning of Narara. Some also included mention of the existing skate park and it's legacy, and others suggested something meaningful to the original owners of the land.

A number of participants also mentioned naming the skate park after a local skate park user who passed away - Julio's.

JULO'S **SNAKE PIT** OLD FAITHFUL
 NARARA SKATEPARK
BLACK SNAKE SKATE PARK
 RARA PARK SKATE SNAKE
 SNAKE PARK **BLACK SNAKE PARK**

WHAT WOULD BE YOUR UNIQUE SNAKE HEAD FEATURE?

The draft design included a distinctive *'Snake Head'* feature in response to pre-design consultation feedback suggesting such a feature could create a strong theme, unique to Narara. The draft design consultation questionnaire asked participants to make comments and suggestions on the feature proposed.

Many participants thought the concept was exciting however could be improved upon and made more functional. A popular idea was to create **MORE HEIGHT + PLATFORM SPACE** within it to allow better run-up to the driveway and reflect the current banks at the existing skate park. Other suggestions included extending the snake to wrap around more features, changing the line patterning on it and the inclusion of some indigenous artwork along it.

ANY OTHER COMMENTS?

The majority of participants didn't provide a response to this question or simply responded no. Some suggestions echoed some of the previous responses to the *'what's missing'* question about including additional activation such as parkour and climbing and others made comment about including some bigger faster features.

In addition to this a few participants made suggestion about including a small standalone quarter pipe in memory of a local skater who passed away - Julo's. Some of the local skate park users currently hold a competition in honour of his memory and suggested a more permanent feature would be a great tribute. This has also been suggested in direct emails to CONVIC and throughout conversations at the drop-in session.

DIRECT DESIGN FEEDBACK

The draft design questionnaire asked participants to provide some direct comments and feedback under images of specific areas of the design. People were given the option to draw over the images or provide ideas underneath.

MINI RAMP AREA - COMMENTS & FEEDBACK?

This area of the design received many positive comments, however some suggestions for additions were also made. The majority of these focused around **BOWLING** the end of the mini ramp out (closing off the end with a transition pocket) and also adding an **EXTENSION** which could help to bring some additional height and therefore challenge into the area. Others mentioned adding some more colour to increase the vibrancy of the aesthetic.



STREET & PLAZA AREA - COMMENTS & FEEDBACK?

The street and plaza area of the design also received many positive comments but also received some mixed responses. The most common suggestion included **REMOVING THE RAINBOW RAILS** some felt these feature could hinder some of the lines to the driveway. Other suggestions included adding a wedge or kickers to kickers to this area and how both the snake head feature and ledge area could be further developed.

Some non-skate focused comments mentioned adding in more seating and shade to the area.



SUPPORTING AMENITY & REC - COMMENTS & FEEDBACK?

The supporting amenity and surrounding areas of recreation have received frequent comments and popularity throughout the consultation process, so it is important to capture the communities thoughts at the draft design stage. Common responses were how popular the shade, seating and basketball areas were as well as the art and graffiti walls. Some comments mentioned how these areas could be expanded on particularly in regards to the seating and shade. Participants also mentioned that **BIKE RACKS** and **PICNIC AREAS** would be a popular and well used addition.



OVERALL PLAN - COMMENTS & FEEDBACK?

The overall plan was well received, with many comments highlighting how the mix of facilities and features will increase the activation of the current park. Some feedback mentioned how the concrete steppers could be replaced by a smooth concrete path and the smaller green areas filled out with hardscape. Others mentioned how additional seating under the natural shade of the trees would complement the design well.



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WORKSHOPS

DESIGN WORKSHOPS

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 and design.

Participants were formed into groups and asked to collaborate and work together to develop draft design ideas and feedback. 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 result saw a range of written, verbally discussed and drawn innovative responses, with participants strongly engaging in the activity.

Further to developing the draft concept, participants were asked to present their ideas to the other groups within their workshop. This task allows the group to come together as a whole and agree on a future direction for the design as a majority. The key themes and ideas from this were then summarized and displayed over a large image of the draft design for the whole group to see.

DESIGN WORKSHOP SUMMARY

Development to the design centred around the following key themes:

- Snake head feature to be replaced/ developed to allow more speed and waiting spaces.
- Removal of rainbow rail style features.
- Develop the flat ledge/ space around it to potentially include a wedge or kicker to kicker style feature.
- Bowling/ closing out the mini ramp area.
- Introducing some faster and higher transition elements.
- Potentially removing or replacing the volcano feature.
- Building on the 'Black Snake' theme and aesthetic.
- Addition of further amenity items including more shade and seating. Many suggested the inclusion of a BBQ and picnic areas would also be highly favoured.
- Replacing the concrete steppers with a smooth path.
- Enhance lines to re skinned driveway feature.



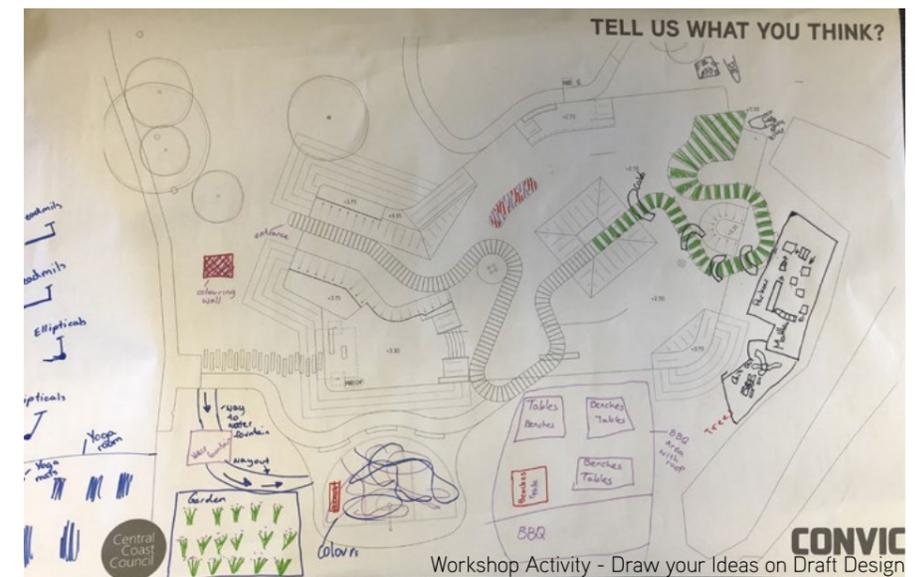
Workshop Activity - Describe and label ideas on Draft Design



Workshop Activity - Group Presentation and Summary



Workshop Activity - Group Development of Draft Design



Workshop Activity - Draw your Ideas on Draft Design

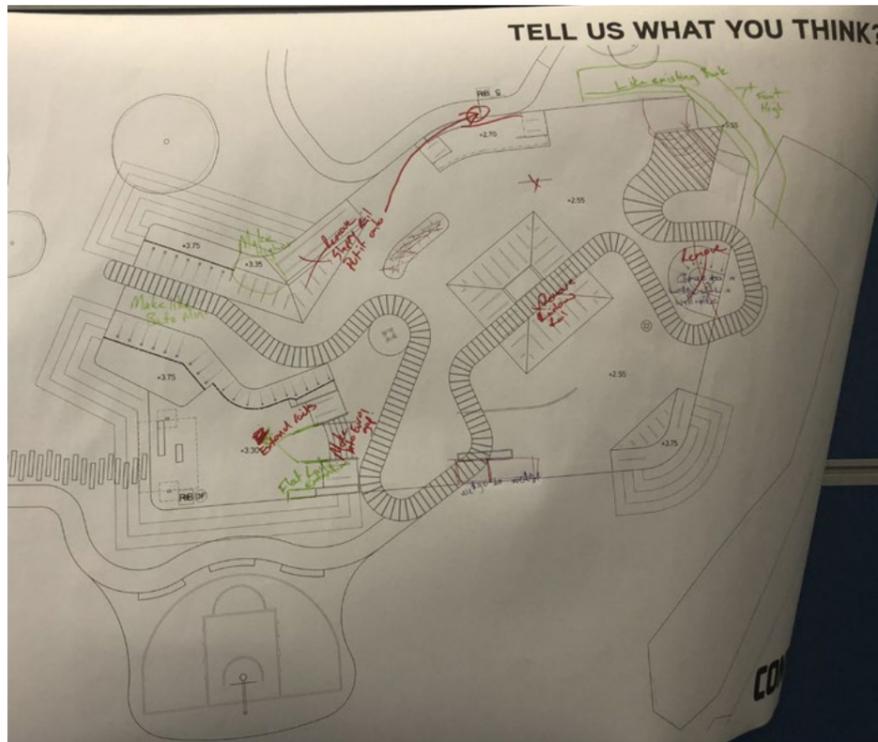
05

DROP-IN SESSION

DROP-IN SESSION

The drop-in session was held on Wednesday 27th of November between 6pm to 7pm. This was a more informal arrangement to the design workshop sessions and aimed to capture feedback from the wider community and inform them of the project direction to date.

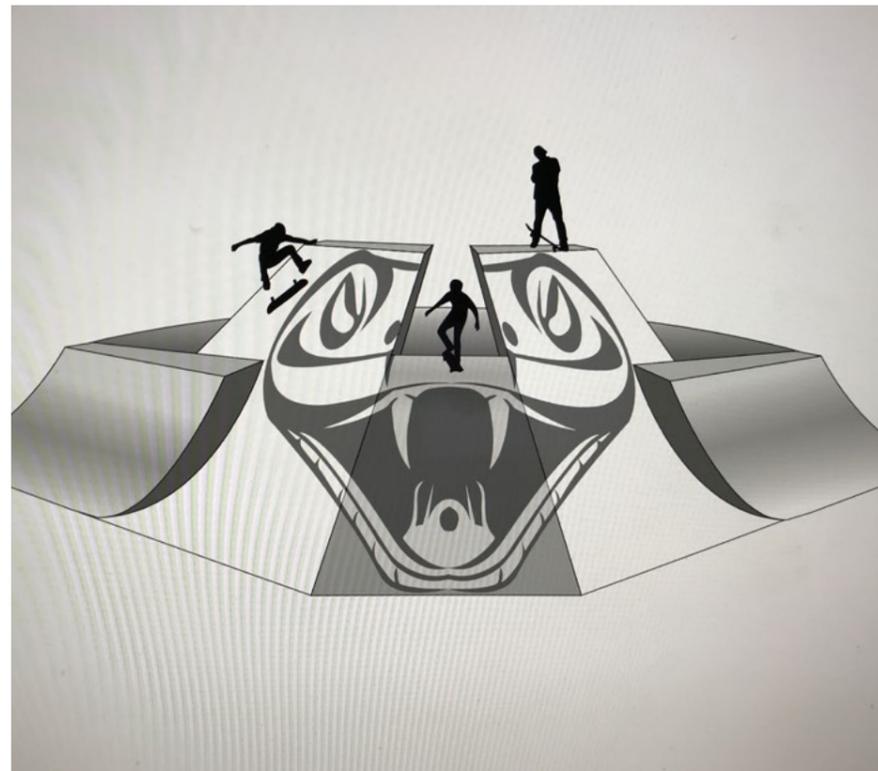
The drop-in setup included several image boards of the draft concept design as well as the design presentation on a laptop for reference. This format aimed to provoke discussion and ideas from local community members. The participants mainly consisted of older local riders who have used the current skate park since its installation, young families and other nearby residents. Questionnaires were made available for response but some of the attendees felt more comfortable giving verbal feedback and contributing to small group discussions, which resulted in a range of questions and ideas as well as sketches.



DROP-IN SUMMARY

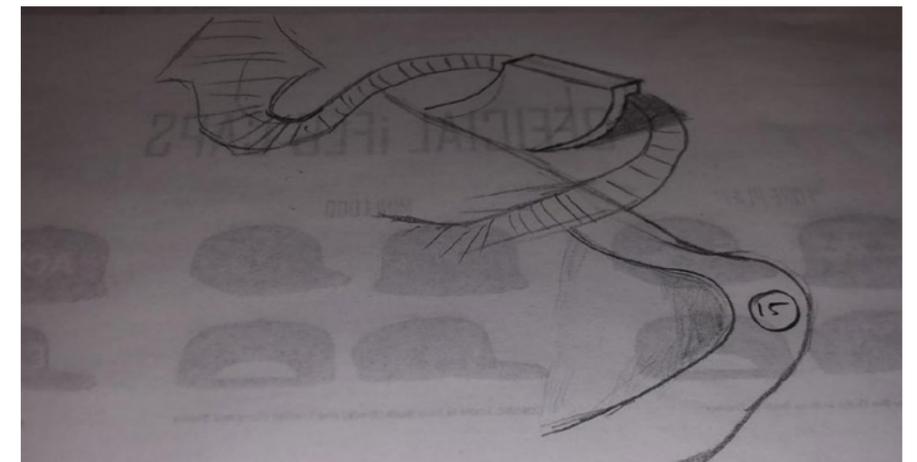
Development to the design centred around the following key themes:

- Removing the Volcano and rainbow rails.
- Developing some of the ledges in the design.
- Repositioning some of the flat ground features to clean up some of the lines around the pyramid / driveway.
- Creating a 'Snake Head' feature with more platform space and options for faster more direct lines.
- Expanding the platform space around the hip to ledge feature.
- To explore theming further, whether that be through line marking, super graphics, skate elements or additional colours etc.

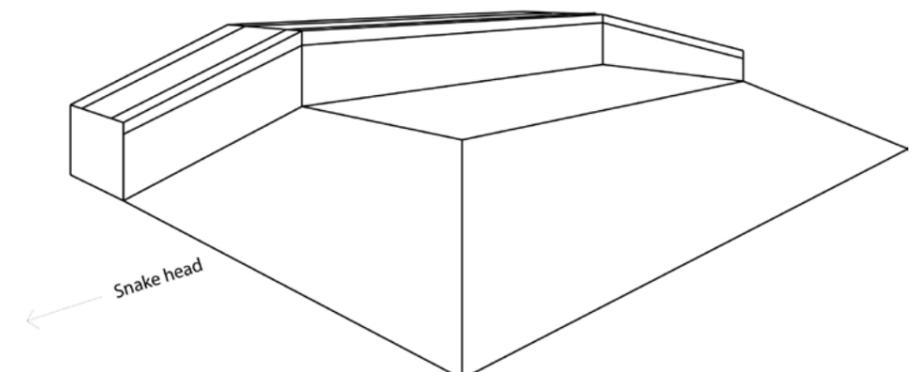


Since the drop-in session, some of the attendees have since provided sketch ideas, 3D images and detailed descriptions via email to CONVIC. These focus around building on ideas discussed in groups at the event. These users were so enthused and passionate they wanted to build on these discussions and ideas and at home, allowing them a little more time to express their thoughts and ideas in more detail.

During these email correspondents the idea of including a stand alone quarter pipe in memory of Julo's was again discussed.



Half Funbox + Ledge
To replace Half Volcano



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SUMMARY

THE NARARA SKATE PARK REDEVELOPMENT WILL BE A UNIQUE, FAMILY FRIENDLY AND DISTRICT DESTINATION THAT PROVIDES A MULTI-DISCIPLINE STREET AND TRANSITION STYLE SKATE FACILITY CATERING TO ALL SKILL LEVELS AND SPECTATORS.

THE NEW SKATE SPACE WILL CELEBRATE THE CULTURAL HERITAGE OF NARARA AND IT'S TRADITIONAL MEANING AS BLACK SNAKE.

CAPTURING A MIXED DEMOGRAPHIC, THE SPACE WILL PROVIDE A VARIED ACTIVATION PROGRAM CREATING AN INVITING SPACE THAT WILL PLAY AN IMPORTANT ROLE WITH THE COMMUNITIES' PUBLIC REALM.

CONSULTATION SUMMARY

The draft-design consultation outcomes have been summarised to inform a community driven design brief for the Narara Skate Park Redevelopment. The information collected from the draft design workshops has informed this brief. These are outlined thematically and will be used as the foundation for the development of the draft design to a final concept design.

TARGET USER GROUP

The community workshop feedback has highlighted skateboarders as the majority of users. It will however, cater to all wheeled sports disciplines including those participating in BMX riding, scooter riding, roller skating and other active wheeled sport disciplines. It will also provide infrastructure to other active and non-active participants looking to use the space such as basketball enthusiasts, spectators and those wanting to socialise with friends.

SKILL LEVEL PROVISION

Most participants felt as though the draft concept design considers a wide range of obstacles well, providing for all skill levels and especially for those at a beginner to intermediate level. Whilst there is provision to allow for opportunities of skill progression, some felt this could be increased especially to those looking to progress on to an advanced level of riding.

SKATE TYPOLOGY

A mixed inclusion of transition and street style elements was indicated by the majority of participants at the draft design workshop. Research into surrounding local skate parks has shown some of the existing skate provision to be outdated and obsolete and some to be quite advanced in it's provision. The final concept design will look to work in conjunction with the features found at the existing facilities in the surrounding area to help form a complimentary skate park network throughout the Gosford area and greater Central Coast region.

SKATE VISION

The community was largely pleased with the diverse range of skate elements included within the draft concept. However, many requested there be some additional higher-level transition and although the concept of a 'snake head' feature was popular, there were several conversations around developing it to provide something that would be more functional, allowing more speed and providing more platform space.

The removal of the half volcano and rainbow style rails and the repositioning of some of the flat ground features around the pyramid/driveway was highly favoured by participants also. Many participants proposed an extension within the mini ramp area to give a more advanced transition style feature and also suggested the idea of closing off the mini ramp with a bowled end - however this would impede some of the external sight lines from Showground Road.

The introduction of a kicker or wedge style feature was also a popular request from the community.

ICONIC ELEMENTS

The inclusion of a bold 'black snake' graphic flowing through the skate park was very well received by community at the draft concept consultation events. However, participants suggested this could be built on to wrap around more features, direct more lines and create a larger feature at the snake head end. Further suggestions included the integration of standalone quarter pipe in memory of a local skater who passed away called Julo's.

USER + SPECTATOR AMENITIES

The community were pleased with the several inclusions of seating areas and shade shelters in the draft concept design. However, there were many requests for more seating and shade amenity in the final concept design and to also consider the inclusion of a BBQ, bike racks and a picnic area. The proposed basketball half court and toilet block were popular with community, as were the art/graffiti walls. The replacement of the concrete steppers with a smooth entry path was a frequent request.

07

MOVING FORWARD

NEXT STEPS

The next steps for the project will involve CONVIC preparing a final concept design and report that will consider feedback from the consultation workshops and the brief.

This ensures that, where possible, the community's input has been accommodated in the design of the facility. **THIS PROCESS WILL ENSURE THE FINAL CONCEPT DESIGN DIRECTLY REFLECTS COMMUNITY NEEDS, USER REQUIREMENTS AND PROJECT VISION.** The continued involvement of community throughout the process connects them to the space and ultimately results in a sense of pride and ownership around it.

Once complete, the final design concept report will be submitted for review by Council. Upon approval of the final design concept works will be complete ahead of the anticipated design and construct tender process.

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CREATE COMMUNITY

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