



NARARA SKATE PARK REDEVELOPMENT

PRE-DESIGN CONSULTATION SUMMARY REPORT

7 NOVEMBER 2019

CENTRAL COAST COUNCIL

CONVIC



PREPARED BY

CONVIC

FOR



QUALITY INFORMATION

PROJECT NAME NARARA SKATE PARK
PROJECT NO. 19088
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ACKNOWLEDGEMENTS

CONVIC Pty Ltd. Acknowledge the contributions of all those who participated in the pre-design consultation of the Narara Skate Park, including the Central Coast Council 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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01

INTRODUCTION

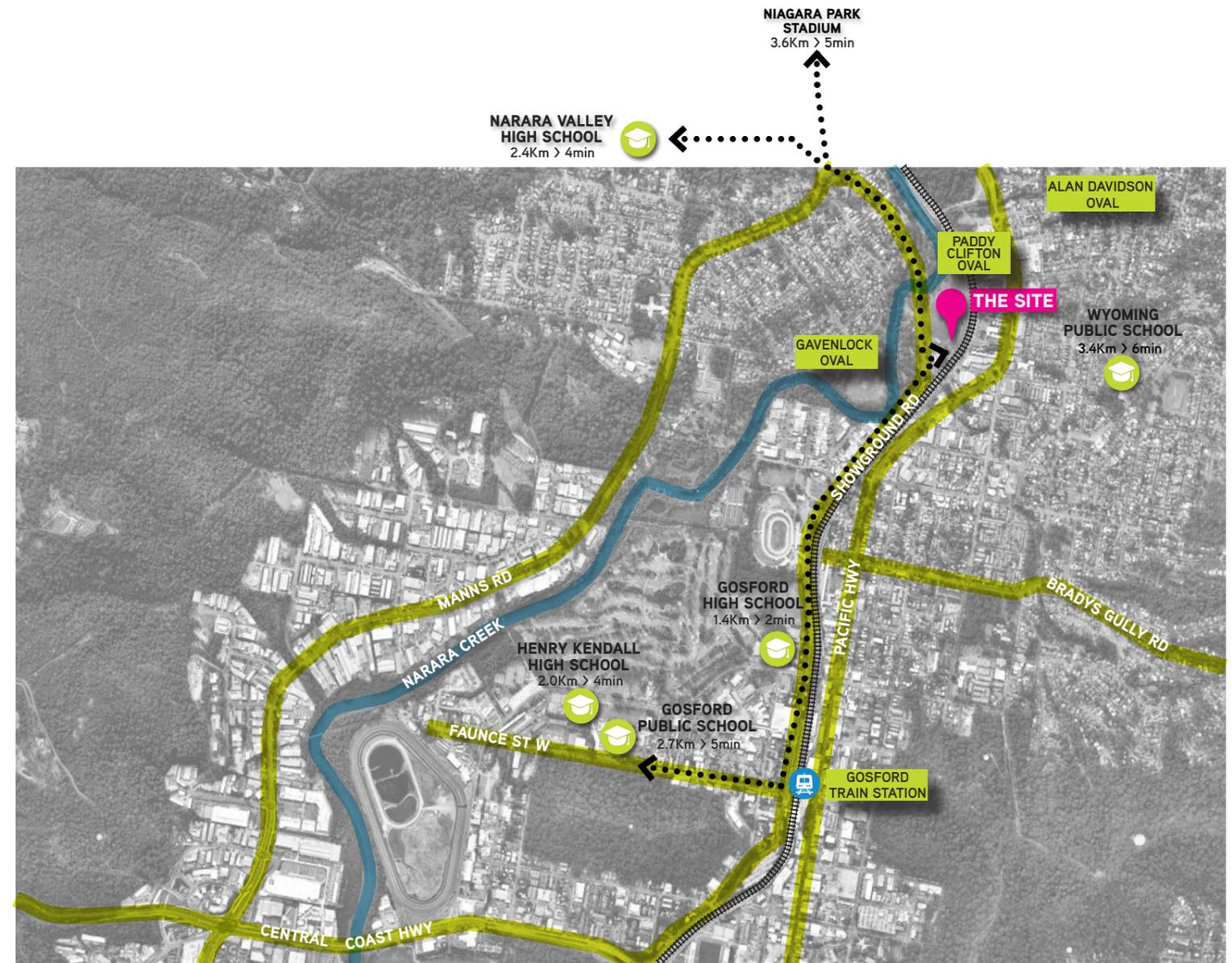
UNDERSTANDING SITE CONTEXT

The Central Coast Council are proposing the redevelopment of the existing Narara Skate Park located adjacent to the Paddy Clifton Oval. The existing district level park is located on Showground Road and was originally built by Gosford City Council in 1996.

The skate park was last upgraded in 2014 however due to its age and condition is nearing the end of its lifecycle. Council has allocated funding to develop a concept design for the redevelopment of the district level facility and undertake consultation with the community throughout this design phase.

The skate park is bordered by Showground Road a train line and Paddy Clifton Oval with clear internal and external view lines, that allow for natural surveillance to occur. The site is currently an active hub given its proximity to supporting recreation facilities such as sportsgrounds, Sensory Park and a dog off-leash area. Additionally, the site contains many mature trees including a stand of endangered species *Melaleuca Biconvexa* which provide shade throughout the warmer months as well as a noise and visual buffer from the nearby rail line.

The project presents an opportunity for Council to upgrade the current facility, creating a youth and family space which connects existing park infrastructure with the proposed development, making a truly iconic and appealing destination for both the Narara and broader Central Coast community.



02

CONSULTATION METHODOLOGY

APPROACH

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 consultation comprised of six separate engagement events/workshops:

- Erina Fair Drop In Session from 10am - 1pm on the 8th October;
- Gosford Public School from 10am-11am on the 16th October, aimed at targeting the area's younger demographic;
- Narara Valley High School from 12:50pm-1.30pm on the 16th October, aimed at targeting teenage demographic;
- Narara Valley Youth Frontiers Initiate (Narly Narara Crew) at Narara Valley High School from 1:30pm-2:30pm;
- Niagara Park Stadium community drop-in session from 5pm-7pm and
- An online survey from 4th October to 21st October.

THE DESIGN WORKSHOP AIMED TO :

- Engage with community members and key stakeholders before the design of the new skate space.
- Inform participants about the project's time line.
- View previous exemplar design examples and precedents 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 up.
- Have community and users take ownership of the consultation process outcomes.

THE DROP-IN SESSIONS AIMED TO :

- Inform community members of the direction for the Narara Skate Park
- Capture opinions and discussion from the wider community.
- Ask fundamental questions to generate clear and direct feedback.

PROMOTIONAL SCOPE

The consultation aims to increase the community awareness of the proposed redevelopment of the Narara Skate Park 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. There was also a key stakeholder group from previous consultation that were informed of events directly.



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

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 and development into themes and direct design response. All participants were initially informed of workshop objectives and how the information provided would be utilised to inform the concept design process.

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

REPRESENTATION

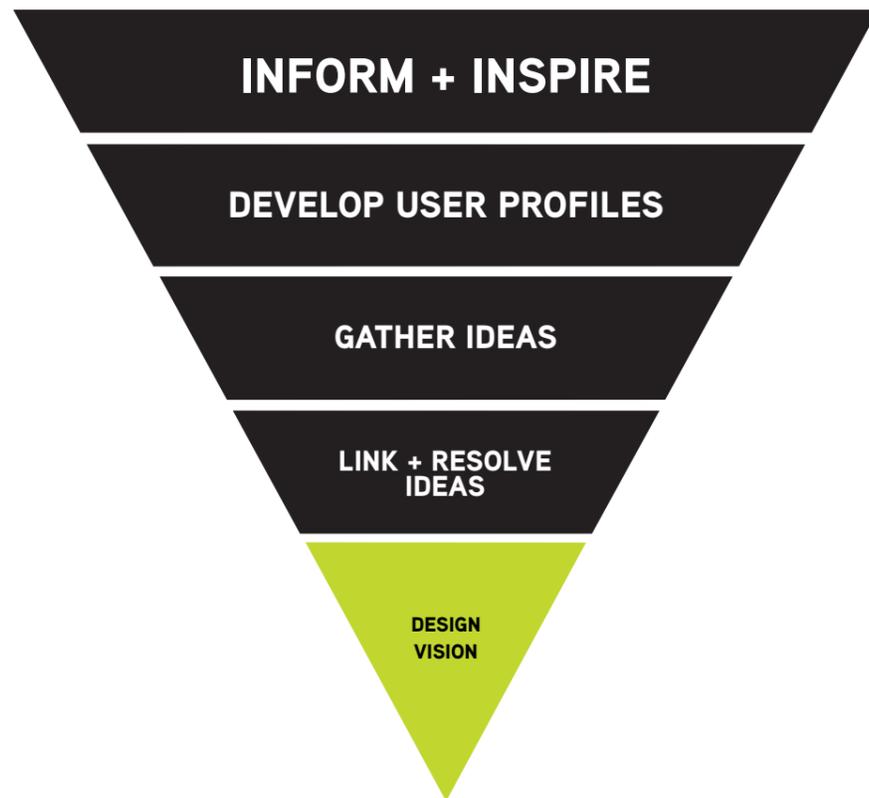
The views collected in this report are not statistically validated, however they represent the views of user groups and community members. Themes presented in this report are derived from workshop contributions.

METHODOLOGY

The workshop session helps build a sense of community and is a useful tool in obtaining qualitative data through seeking 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 held were semi-structured to allow the process to unfold freely and invite users to make suggestions and comments towards a 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 in 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 gathered via the workshops, drop-in sessions and online survey.

03

DEVELOPING USER PROFILES

QUESTIONNAIRE SURVEY RESULTS

The following pages summarise the key results derived from the questionnaire undertaken by community members as part of the pre-design workshop.

The results are an overview of the community profile of participants. 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 questionnaire saw a total of **241 RESPONSES**. The following infographics represent the information collected through the pre-design consultation session's, drop in's and online survey.

The majority of users who attended the workshop were 9-15 years of age. Whilst the online survey captured a majority of 23+ and reflected key stakeholders with a long time connection to skateboarding within the Narara Community.



241
PARTICIPANTS



SCHOOLS: 24
DROP IN'S: 7
ONLINE: 44



SCHOOLS: 29
DROP IN'S: 11
ONLINE: 104



SCHOOLS: 1
DROP IN'S: 0
ONLINE: 4



SCHOOLS: 0
DROP IN'S: 9
ONLINE: 38



SCHOOLS: 1
DROP IN'S: 0
ONLINE: 43



SCHOOLS: 18
DROP IN'S: 1
ONLINE: 30



SCHOOLS: 37
DROP IN'S: 10
ONLINE: 29



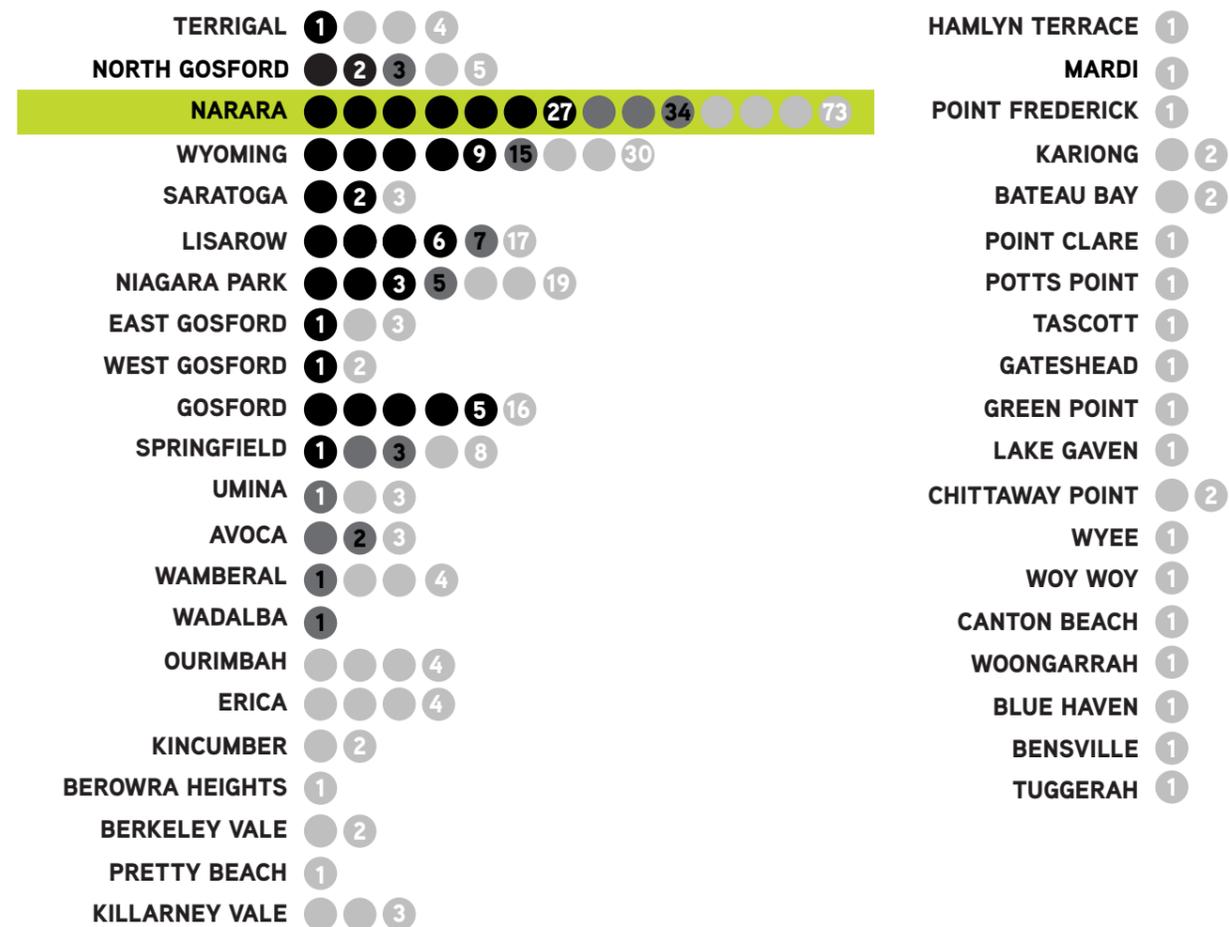
SCHOOLS: 0
DROP IN'S: 4
ONLINE: 5

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 all **WITHIN A 30MIN DRIVE** from the skate park.

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



DEVELOPING USER PROFILES

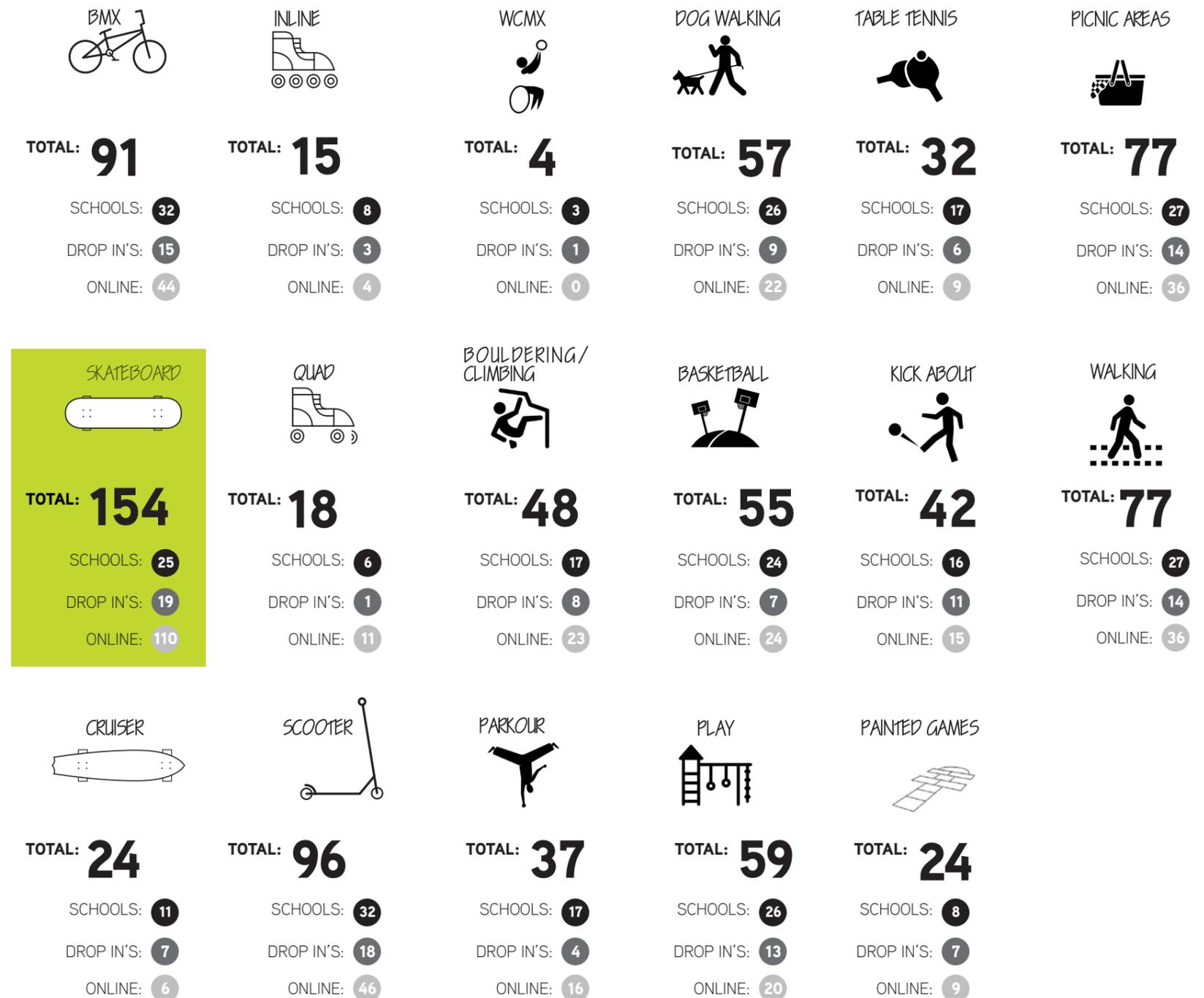
WHAT ACTIVITIES WILL YOU BE INVOLVED IN?

Different skate parks may favour different users. As an example, jumps boxes more often appeal to scooter and BMX riders, whereas ledges, rails and bowls often appeal more so to skateboarders. With this understanding, the questionnaire identified the **MAJORITY OF RESPONDENTS AS SKATEBOARDERS**. There were also a number of BMX and scooter riders. This indicates that the park may take on a skate orientated style that also considers and appeals to the needs of other rider user groups.

Many forms of supporting passive recreation are also important to participants. Opportunities for walking and picnic areas highlight the need to make the facility inclusive for all members of the family, not just active participants of the youth space.

*Participants were allowed to vote more than once.

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

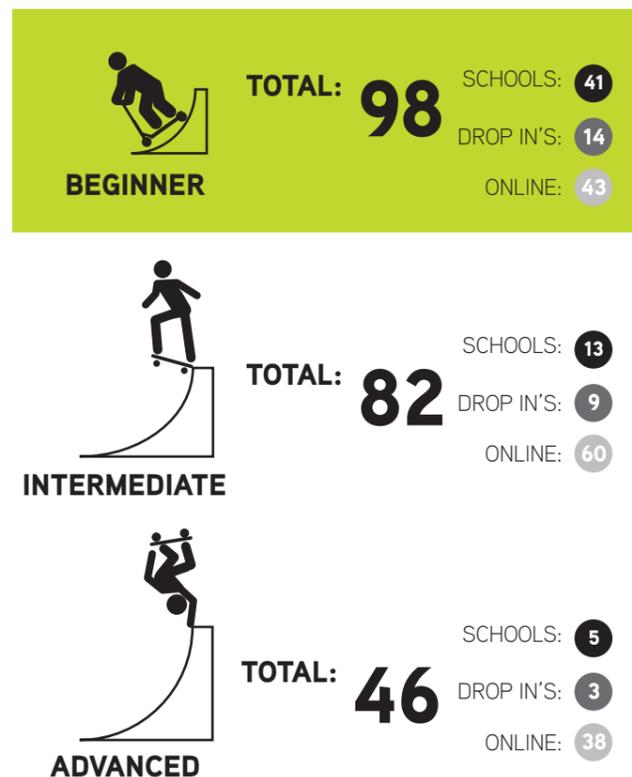


DEVELOPING USER PROFILES

HOW WELL DO YOU RIDE?

There was a relatively **EVEN SPREAD OF USER ABILITIES** within the consultation, while beginner was the most common response, intermediate and advanced level users received high numbers of responses.

It is however, 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.

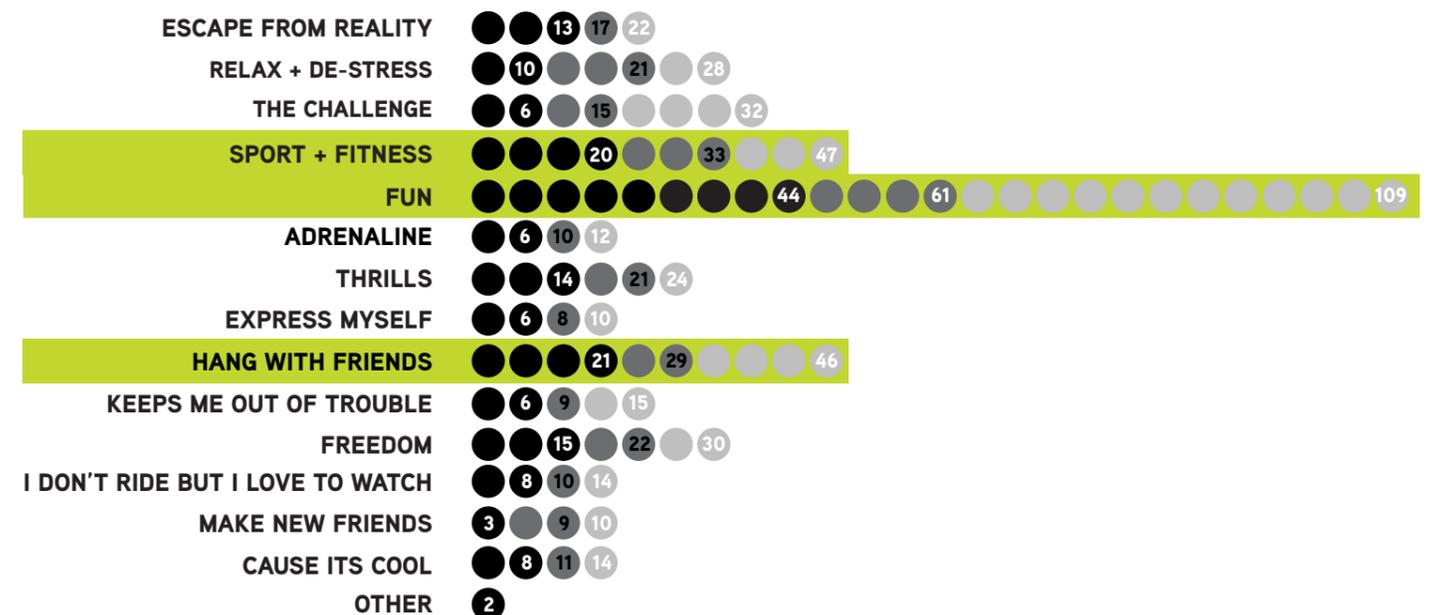


WHY DO YOU RIDE?

The following results indicate words that appeared most frequently from the participant's answers. Most answers included; **FUN, SPORT + RELAX AND THE CHALLENGE.**

This illustrates that participants enjoy the fun and relaxed vibe of using the facility the most. As well as the fun, there was a high interest shown in the **HANG WITH FRIENDS AND FREEDOM** aspects associated with the space. This indicates how much users value the social interaction and friendships they form around youth/skate facilities. This shows the necessity to allow for social and gathering spaces within the development and associated seating opportunities.

The below information indicates the proposed facility needs to cater for more than just a traditional skate park; providing a social space for people to hang out with friends, opportunities for healthy competition amongst peers and for users to have fun in a safe environment.



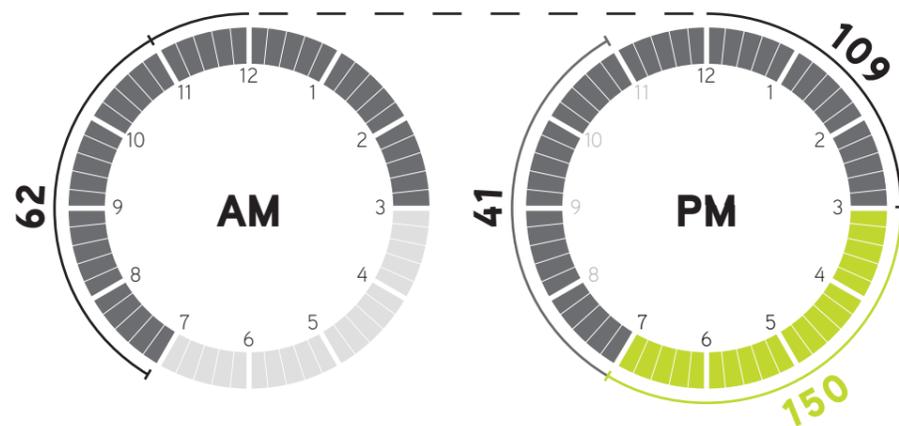
*Participants were allowed to vote more than once.

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

DEVELOPING USER PROFILES

WHAT TIME DO YOU RIDE?

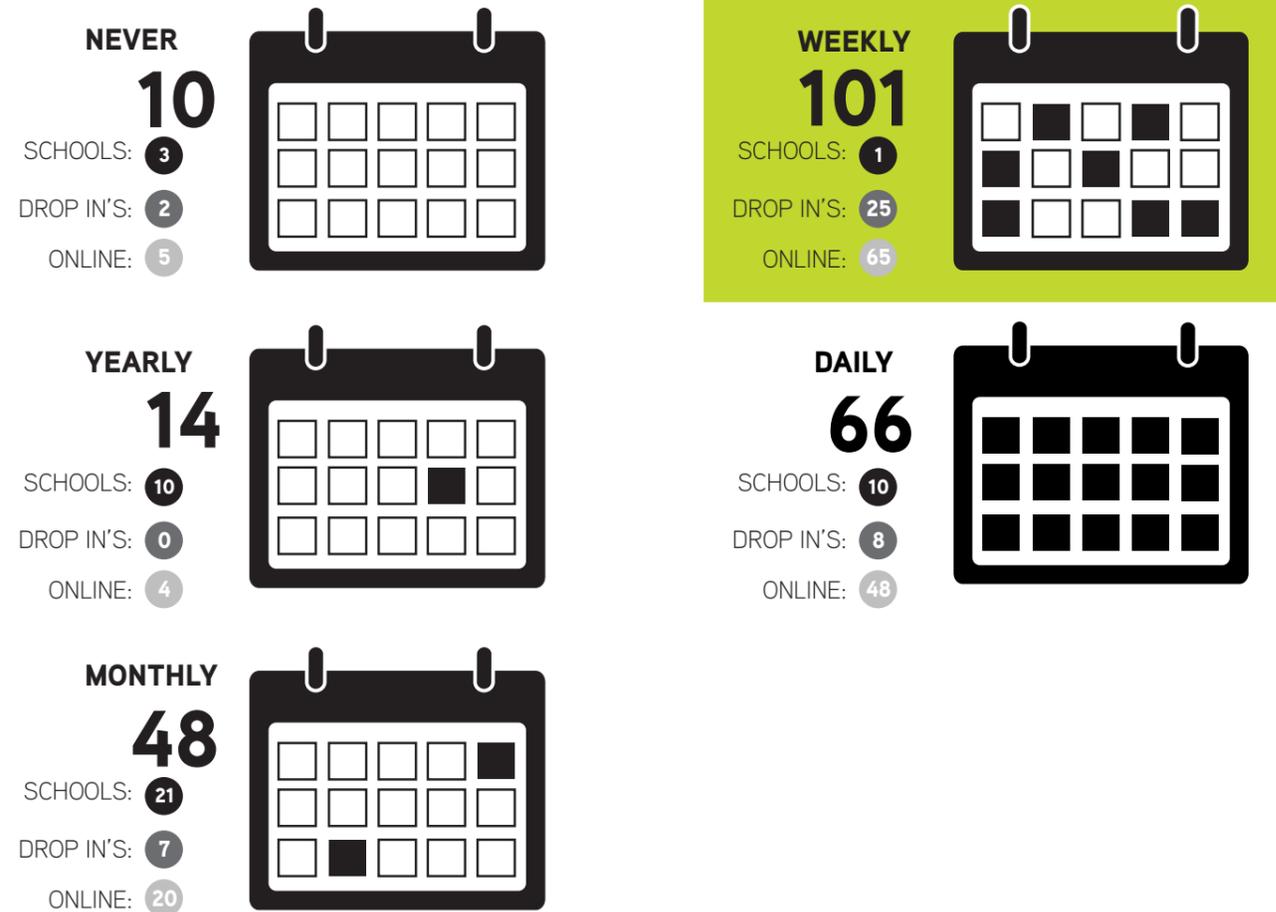
The results show participants would typically utilise the facility between **3PM AND 7PM**. Generally the questionnaire has identified that local facilities are in constant use throughout the day by different user groups, illustrating that the proposed skate space design will need to consider provision for amenity to support functionality throughout the day and night.



7AM - 11AM	11AM - 3PM	3PM - 7PM	7PM - 11PM
SCHOOLS: 17	SCHOOLS: 31	SCHOOLS: 30	SCHOOLS: 1
DROP IN'S: 18	DROP IN'S: 17	DROP IN'S: 17	DROP IN'S: 7
ONLINE: 27	ONLINE: 61	ONLINE: 103	ONLINE: 33

HOW OFTEN DO YOU RIDE?

The majority of participants have been identified as active users, with **MOST RIDING ON A WEEKLY BASIS**. Daily use of the facility also featured highly amongst response. This illustrates a high number of participants that will directly utilise the facility regularly in the future and the high volume of users will need to be considered during the design phases.



*Participants were allowed to vote more than once.

DEVELOPING USER PROFILES

WHERE IS YOUR FAVOURITE PLACE TO ROLL AND WHY?

The results show each location that was mentioned within the participants answers - the bigger the text the more times it was mentioned. Participants were allowed to detail a number of different parks and locations that they currently consider their favourite.

Many of the responses outlined the existing Narara Skate Park as their favourite, this is most likely due to it being relatively close by. Many participants mentioned **they liked the new Bato Yard park as it has loads of different features to ride.**

Other comments outside of specific skate parks included street and flowing facilities.

*Participants were allowed to answer more than once.



GATHERING IDEAS

WHAT IS YOUR FAVOURITE STYLE OF SKATE PARK?

Participants were asked to vote for which style of park they prefer the most, with majority selecting bowl and transition or **A COMBINATION OF BOTH STYLES**.

Looking at park styles in more detail it appears that **RESPONSES FAVOURED SKATE PLAZA, SEPARATE STREET/TRANSITION AND FLOWY STREET** 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.

BOWL + TRANSITION
TOTAL: **84**
SCHOOLS: 6
DROP IN'S: 2
ONLINE: 76

STREET + PLAZA
TOTAL: **67**
SCHOOLS: 25
DROP IN'S: 7
ONLINE: 35

STREET + TRANNY
TOTAL: **48**
SCHOOLS: 18
DROP IN'S: 5
ONLINE: 25

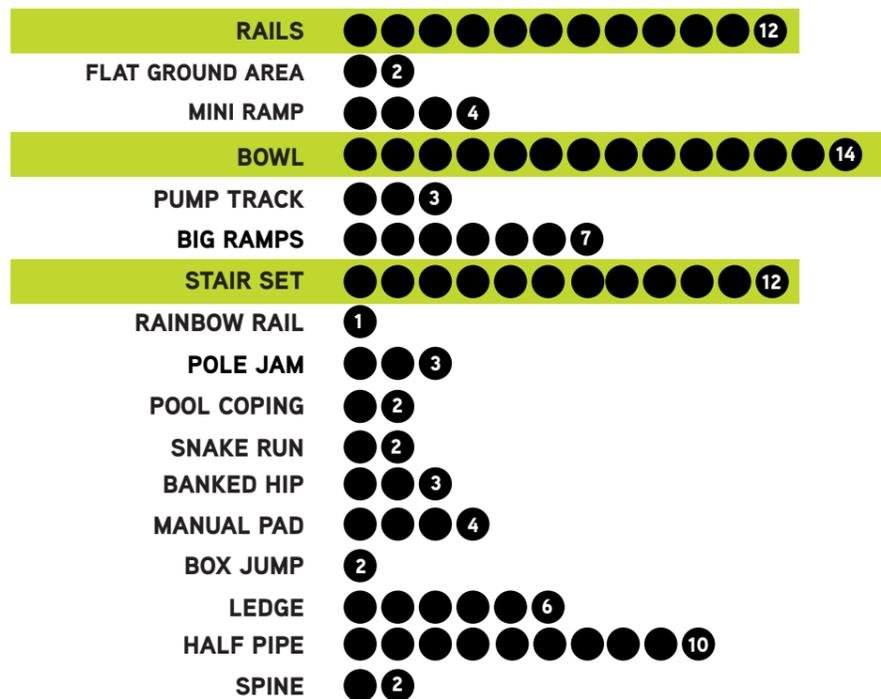


*Results combined from community workshops, drop in sessions and online survey.

GATHERING IDEAS

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

A mix of features were suggested but the majority showed a **PREFERENCE FOR STREET AND TRANSITION-BASED FEATURES SUCH AS A BOWL, RAILS AND STAIR SETS.** Standout skate features have been listed below.



*Participants were allowed to vote more than once.

*Not all participants answered the question.

*Results combined from community workshops, drop in sessions and online survey.

WHAT DO YOU FIND SPECIAL OR ICONIC ABOUT THE LOCAL NARARA COMMUNITY THAT SHOULD BE CONSIDERED IN THE DESIGN?

There was a variety of replies to this question with many participants coming up with unique and creative responses. Many ideas discussed concepts around the significance of the word Narara **WHICH WAS THE NAME OF A SMALL BLACK SNAKE-OR WORM** native to the area. The word itself is believed to mean 'rib bones' and refers to the smallness and nimbleness of the worm. Other comments are expressed in the word cloud below:



GATHERING IDEAS

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

SHADE AND LIGHTING WERE SEEN AS A HIGH PRIORITY by many members of the community with a number of participants highlighting them as an integral inclusion within the space now or within future stages. Seating and hang out spaces, art and climbing and parkour were also seen as important to workshop participants.

SKATE DEMO'S



TOTAL: **75**
 SCHOOLS: 15
 DROP IN'S: 9
 ONLINE: 51

LIGHTING FOR NIGHT TIME USE



TOTAL: **144**
 SCHOOLS: 23
 DROP IN'S: 15
 ONLINE: 106

SEATING & HANG OUT SPACE



TOTAL: **123**
 SCHOOLS: 23
 DROP IN'S: 16
 ONLINE: 84

LINED COURTS



TOTAL: **16**
 SCHOOLS: 10
 DROP IN'S: 6
 ONLINE: 0

CLIMBING & PARKOUR



TOTAL: **79**
 SCHOOLS: 23
 DROP IN'S: 16
 ONLINE: 40

COMPETITIONS



TOTAL: **57**
 SCHOOLS: 12
 DROP IN'S: 10
 ONLINE: 35

BASKETBALL COURT



TOTAL: **74**
 SCHOOLS: 17
 DROP IN'S: 15
 ONLINE: 42

TABLE TENNIS



TOTAL: **50**
 SCHOOLS: 18
 DROP IN'S: 13
 ONLINE: 19

SHADE



TOTAL: **153**
 SCHOOLS: 35
 DROP IN'S: 22
 ONLINE: 96

BBQ'S



TOTAL: **46**
 SCHOOLS: 32
 DROP IN'S: 14
 ONLINE: 0

ART PROGRAMS / ART WALL



TOTAL: **92**
 SCHOOLS: 26
 DROP IN'S: 9
 ONLINE: 57

SKATE WORKSHOPS



TOTAL: **69**
 SCHOOLS: 12
 DROP IN'S: 14
 ONLINE: 43

*Participants were allowed to vote more than once.

DO YOU THINK MORE AMENITIES ARE REQUIRED

A mix of amenities were suggested but the majority showed a **PREFERENCE FOR TOILETS, DRINKING FOUNTAINS AND BINS** as the most important supporting amenities for the facility redevelopment. However, participants also mentioned the need to consider security, safety and CCTV cameras within the space to avoid issues with antisocial behaviour. Furthermore, many participants spoke about the need for lighting in the skate park. Standout amenity items have been listed below.

A word cloud of amenities requested by participants. The most prominent words are 'TOILETS' and 'SHADE', both in large green letters. Other words include 'DRINKING FOUNTAINS', 'BINS', 'SEATS', 'LIGHTS', 'PICNIC TABLES', 'BBQ', 'ALL INCLUSIVE AMENITIES', and 'SHADE'.

CAN YOU THINK OF ANYTHING WE HAVE MISSED?

There was a variety of replies to this question with many participants reinforcing previous comments which were made or sharing their excitement and support for the project. Ideas discussed concepts around **COMPETITIONS, FAMILY FRIENDLY, SKILL PROGRESSIVE, RESPECTFUL TO TOWN AND ENVIRONMENT**. Additional comments are expressed in the word cloud below:

A word cloud of suggestions for things that were missed. The most prominent words are 'COMPETITIONS' and 'CAN'T WAIT!', both in large green letters. Other words include 'FAMILY FRIENDLY', 'JULIAN'S MEMORIAL', 'DRINK FOUNTAINS', 'COMMUNITY', 'LOTS OF RAILS!', 'STREET OBSTACLES', 'FLOW', 'AMENITIES!', and 'AREAS FOR BEGINNERS & ADVANCED SKATERS'.

04

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 stickers that they could use to vote on play, landscape features and skate and other wheeled sports features.

Many of the design workshop attendees voted on a mixture of features relating to transition and flow skate - indicating that the redevelopment of the Narara Skate Facility will need to cater to predominantly transition riders. These features could include a bowl, flowy transitions, mini ramp, spines, moguls and volcanos

The inclusion of a unique feature, such as art or a sculptural element within the space was also highly favoured by the community and the integration of these into the skate park will be considered throughout the initial design phases.



05

WORKSHOP

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 skate facility concept. 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 riders of both sexes engaging with one another around a table. Each were provided with pens, paper and plasticine and asked to draw or model their ideas in which ever medium they felt most comfortable. The result saw a range of written, verbally discussed, plasticine modelled and illustrated creative responses.

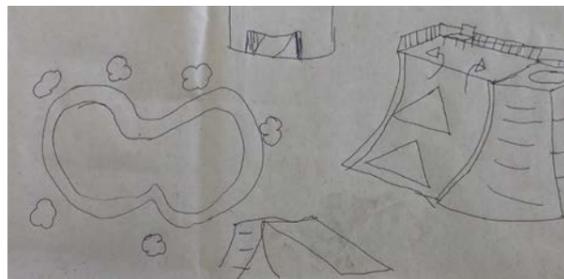
DESIGN WORKSHOP SUMMARY

STANDOUT IDEAS CENTRED AROUND THE FOLLOWING KEY THEMES

- Focus the skate area on a combination of bowl, transition and street style riding with obstacles suited to all wheeled sport disciplines.
- Look at separating street and transition areas to avoid conflicting lines. Many groups modelled and drew similar curved transition/bowl style features.
- Beginner focused areas with some provision for larger features/transitions to allow for future progression.
- Facility to be bright colours and fun. Many participants enjoyed the idea of having a theme, which would make the facility distinct to the region and inviting.
- Including spectating and rest areas with supporting amenities was important as to appeal to wider audience as possible.
- Simple fundamental amenity items such as shade shelters and drinking fountains were featured in some models and discussions.



Gosford Public School - Discussion



GOSFORD PUBLIC SCHOOL



Workshop Activity - Design the Skate Park



Workshop Activity - Model the Skate Park



NARARA VALLEY HIGH SCHOOL

Workshop Activity - Questionnaire



Narara Valley High School - Discussion

06

SUMMARY

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

THE NEW SKATE SPACE WILL CELEBRATE THE CULTURAL HERITAGE OF NARARA, PLAYING AN IMPORTANT ROLE WITHIN THE COMMUNITIES PUBLIC REALM.

THE SUCCESS OF WHICH WILL BE EVIDENT THROUGH ACTIVATION PROGRAMS ENJOYED BY A MIXED DEMOGRAPHIC.

CONSULTATION SUMMARY

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

TARGET USER GROUP

The community feedback has highlighted skateboarders as the majority of users. It will however, cater to all user groups including those participating in BMXing, scooter, roller skating and all other active wheeled sport disciplines, as well as those non-active participants looking to spectate and enjoy the public space.

SKILL LEVEL PROVISION

There was a relatively even spread of abilities within the consultation while beginner was the most common response, intermediate and advanced level users were also well represented. It is key to provide for skill progression within the facility. This will 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 remain interested.

SKATE TYPOLOGY

A clear preference for a mixed facility of street and transition style elements was indicated by the majority of participants. Research into surrounding local skate parks has shown most of the existing skate provision to be ageing. However, the design will look to work in conjunction with the features found at existing facilities to help form a complimentary skate park network throughout the Central Coast region.

SKATE VISION

The majority of riders favour a combination of bowl, transition and skate plaza style. The facility design will therefore respond to community desires, offering a variety of features that cater to all styles of skate. With flowing transition, street, an intermediate bowl and some advanced features being incorporated as a key design consideration.

Standout features highlighted by the community were a bowl, rails and stair sets. Furthermore, an interest in future competitions and learn to ride workshops was also highlighted as desirable. The space must consider connecting elements suitable for the provision of such events.

USER + SPECTATOR AMENITIES

To ensure a central community space that can be used by a variety of different user groups, the facility will offer a number of social opportunities. 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.

ICONIC ELEMENTS + LOCAL IDENTITY

To celebrate Narara and give the park its own identity the design should reflect the surrounding contextual character and environment. An example of this was the suggestion that investigated into how the black snake can be included with the design of the facility. This will form a cultural identity for the space and provide local riders with a sense of ownership and reflect the local context of Narara.

07

MOVING FORWARD

NEXT STEPS

The next steps for the project will involve CONVIC preparing a draft concept design report that will consider and respond to gathered feedback from the consultation workshops, drop-in sessions, online survey results and Central Coast Council's brief. This ensures that, where feasible, the community's input has been accommodated in the design of the facility.

As well as creating a truly relevant design, **THIS PROCESS WILL ENSURE THE FINAL CONCEPT DESIGN REFLECTS COMMUNITY NEEDS, USER REQUIREMENTS AND COLLECTIVE PROJECT VISION.** This continued involvement connects the community with the design process and ultimately forms a vested interest in the delivered outcome. This engenders community pride and ownership in both the process and the public facility, creating a strong sense of stewardship of a key youth space within Narara's public urban realm.

Once completed the draft concept, Convic will return to Narara to meet with the community. This will provide further opportunity for community involvement in the design process.

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