

# Community Engagement

16 MAY 2024

COLLABORATIVE DESIGN PROCESS  
FOR WALTER MILDENHALL PARK

**THIRD STUDIO**  
creating opportunities in design processes

**local**  
local landscape architecture collective limited.

**HUTT CITY**  
TE AWA KAIRANGI

# The Community Engagement Process

The park engagement process is supporting smart design decisions that reflect the diverse needs and aspirations of Naenae communities. To do this, the engagement process is uncovering qualitative data to build on the quantitative information in the Voice of the Community Survey and Voice of Naenae report.

Priority has been placed on going to people and to take direction from community leaders on the best ways to hear from their community. The kaupapa of the workshops, exhibition and travelling exhibition boards has been:

1. To understand why design elements are important to make smart design decisions
2. To test design translations (eg. is this what you mean by 'a quiet space'? Why / why not?)
3. To connect with previously underrepresented communities



## KEY FEEDBACK ABOUT THE PROCESS

### *This is a unique process that is connecting with people*

Numerous people talked about how "cool" the exhibition is and how it is more genuine than the "typical three questions" they have been asked in the past.

### *People open their minds when there's someone to talk to*

Those who came in with strong opinions and concerns felt heard and were more open-minded after having someone to talk to in person. For example, many elderly were opposed to "a skate park" but open to smaller skate elements.

### *People want to stay involved*

Manaakitanga underlines all engagement and is being recognised by the community. There is interest in contributing to the exhibition or attending future public events.

### *People are noticing they can have impact on the park*

People, particularly rangatahi, are starting to see that their feedback is being woven into the park design. It will be really important to continue pointing out where their feedback has had impact.



## WHO WE HAVE HEARD FROM

The Naenae community has impacted the design process via the following:

### Pre-Design Engagement

- Voice of Naenae
- Community Survey
- Workshop with community leaders to establish project core values and engagement priorities

### Phase 1: What components are most important?

- English Language School Workshop with refugee/migrant communities
- Te Wao Workshop with rangatahi
- Oranga Festival public event
- Community Easter Egg Hunt
- Wesley Rata Village workshop with Ageing Well group
- Posters located at Oasis Church Rangatahi group - no feedback
- Board located at Te Wao
- Board located at Te Ngakau Kahukura
- Board located at Kōkiri Naenae Hub
- Library exhibition

### Phase 2: Narrowing down components and locations

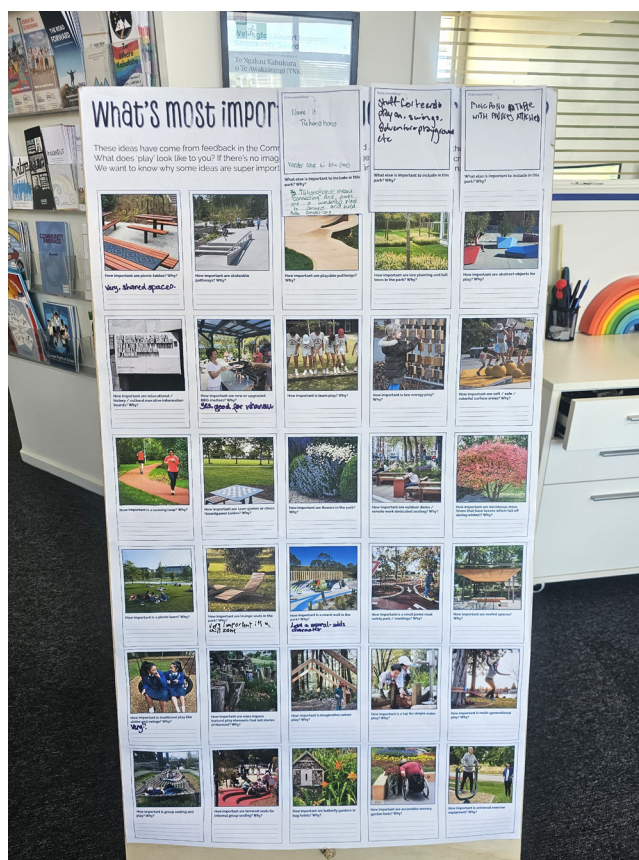
- Online survey
- Library exhibition
- Trade School Kitchen event
- Wesley Rata Village workshop with Wheels & Canes
- CAG workshop
- Board located at Pacific Health
- Board located at Te Wao - no feedback
- Board located at Te Ngakau Kahukura - no feedback
- Board located at Kōkiri Naenae Hub - no feedback

### In Phase 1 and Phase 2 workshops and events we have heard from approximately 160 people:

- 45% adults including parents
- 30% elderly
- 25% young people
- 50% female
- 50% male

\*note all demographic statistics are estimates only as demographic data was not collected.

In addition, people of all demographics have contributed to the online survey, ongoing exhibition and travelling exhibition boards.



Total number of responses	Overall importance rating	Title associated with image	INSIGHTS	
19	18	OTHER		
17	17	Play - traditional slides, swings	<b>Play</b>	
13	13	Trees		
12	10	Skateable elements	<i>Risk</i>	42% Positive 'other' responses related to play elements that provided risk Flying', 'high', 'swinging', 'fast' were key words.
7	7	Play - imaginative		
7	7	Seating - other		
7	7	Water play / fountain	<i>Swings</i>	23% of 'Play' responses were about swings (note there was an image of a swing)
7	6	Seating - group		33% Swing responses relate to height and risk
6	5	Bike elements - junior		47% Swing responses relate to playing with others
5	5	Materials - soft surfaces		Most swing responses were from females
5	5	Play - universal elements		"What is a park without a swing?"
5	5	Roofed spaces		
4	4	Cooking - BBQ	<i>Wheeled</i>	24% of 'Play' responses were positive about wheeled activities
4	4	Garden beds - flowers		66% were about skateable elements
4	4	Layout		2 negative responses talk about it being loud and intimidating;
4	4	Materials - colour		when talked to, the young girl said if there were small, easy
4	4	Quiet spaces		elements that she could try she would want to participate;
4	4	Trees - fruit		and the elderly person said it's too loud and intimidating so it feels
4	4	Art - sculpture		unsafe to walk past. When asked about smaller skating elements
3	3	Mural wall		rather than a large skate park they were more open to the discussion.
3	3	Play - pathways		
3	3	Tables	<i>Imaginative</i>	9% of 'Play' responses were about imaginative play
3	2	Lawn - flat		
3	2	Workout / calisthenics areas	<i>Accessible</i>	9% of 'Play' responses were about universal/accessible play
2	2	Garden beds - native plants		
2	2	Garden beds - rongoā	<i>Water</i>	8% of 'Play' responses were about water play
2	2	Garden beds - sensory		it was noted that Riddiford Gardens is great and "water play is popular with
2	2	Information/signage - cultural		the young kinds but you have to have good water!"
2	2	Performance stage		
2	2	Play - low energy		
2	2	Play - māra hūpara / natural elements	<b>Planting</b>	
1	1	Garden beds - herbs		
1	1	Hang-out spaces	<i>Shade</i>	69% Tree responses relate to shade and shelter, increasing use of the park
1	1	Information/signage - historical		
1	1	Large gathering space	<i>Fruit trees</i>	23% Tree responses were positive about fruit trees - mostly from tamariki
1	1	Lawn - games		1 person: "I like fruit trees but who will maintain it?"
1	1	Lawn/Play - sports		
1	1	Play - multi-generational		
1	1	Play - table tennis tables	<b>Seating</b>	
1	1	Rain gardens		
1	1	Seating - solo	<i>Group</i>	32% of seating and table responses relate to group seating
1	0	Running pathway		
1	0	Seating - terraced	<i>Accessible</i>	26% of seating and table responses relate to accessibility needs highlighting
0	0	Art - digital		the importance of seating to this community
0	0	Bug hotels		
0	0	Desks / work spaces		
0	0	Information/signage - educational	<b>Safety</b>	
0	0	Lawn - sloped		
0	0	Play - team		16% Positive 'other' responses related to lighting and cameras for safety
0	0	Tikanga		
0	0	Universal exercise elements		

## Phase 1: Engagement Coding

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**PROJECT**  
 Walter Mildenhall Park

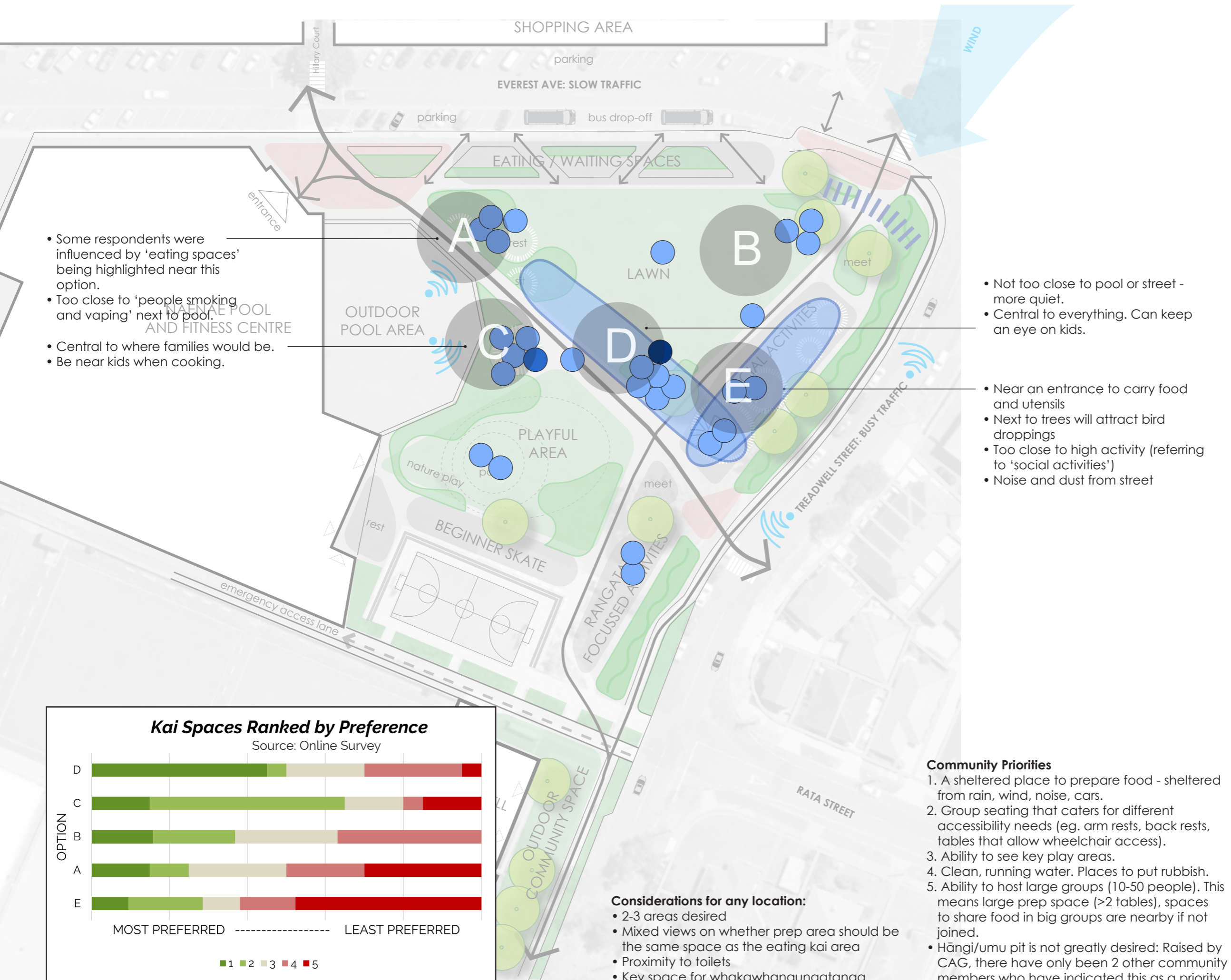
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 Draft

**DRAWING TITLE**  
 Community Feedback Phase 2

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- Some respondents were influenced by 'eating spaces' being highlighted near this option.
- Too close to 'people smoking and vaping' next to pool.
- Central to where families would be.
- Be near kids when cooking.

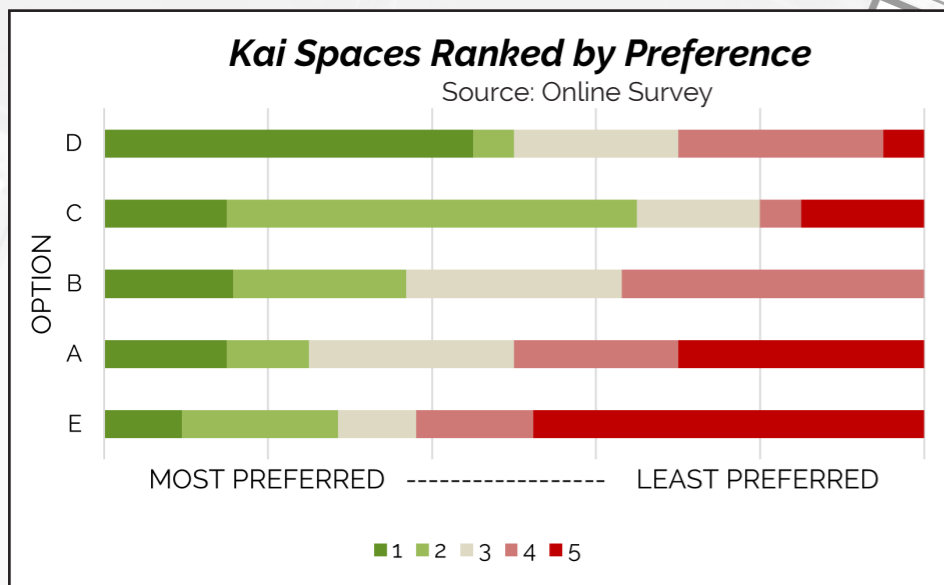
- Not too close to pool or street - more quiet.
- Central to everything. Can keep an eye on kids.
- Near an entrance to carry food and utensils
- Next to trees will attract bird droppings
- Too close to high activity (referring to 'social activities')
- Noise and dust from street

- Considerations for any location:**
- 2-3 areas desired
  - Mixed views on whether prep area should be the same space as the eating kai area
  - Proximity to toilets
  - Key space for whakawhanaungatanga.

- Community Priorities**
1. A sheltered place to prepare food - sheltered from rain, wind, noise, cars.
  2. Group seating that caters for different accessibility needs (eg. arm rests, back rests, tables that allow wheelchair access).
  3. Ability to see key play areas.
  4. Clean, running water. Places to put rubbish.
  5. Ability to host large groups (10-50 people). This means large prep space (>2 tables), spaces to share food in big groups are nearby if not joined.
- Hāngi/umu pit is not greatly desired: Raised by CAG, there have only been 2 other community members who have indicated this as a priority.

**Preferred locations and layout considerations - KAI PREPARATION**

- Key**
- Kai prep preferred area, not including online survey data
  - Most preferred area according to online survey data
  - Second most preferred area according to online survey data




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**Preferred locations and layout considerations - LOW ENERGY PLAY**

**Key**  
 Low energy play preferred area

Good spot for a small fenced area for special needs tamariki.

- There are currently no parks in the area that provide a safe fenced area for tamariki that are 'runners'. Ideally room for 20 kids, but could be smaller.
- Gentle movement helps regulate thier emotions (eg. balancing objects).
- There are opportunities for play to be integrated into the fencing. For example, images, treasure hunts etc.

Path could be slightly moved for 3 reasons:

- To make it less steep and therefore more accessible.
- To increase skate pathways.
- To allow space for increased seating 'amongst play'.

Considerations for any location:

- Low energy play opportunities can go anywhere in this playscape.

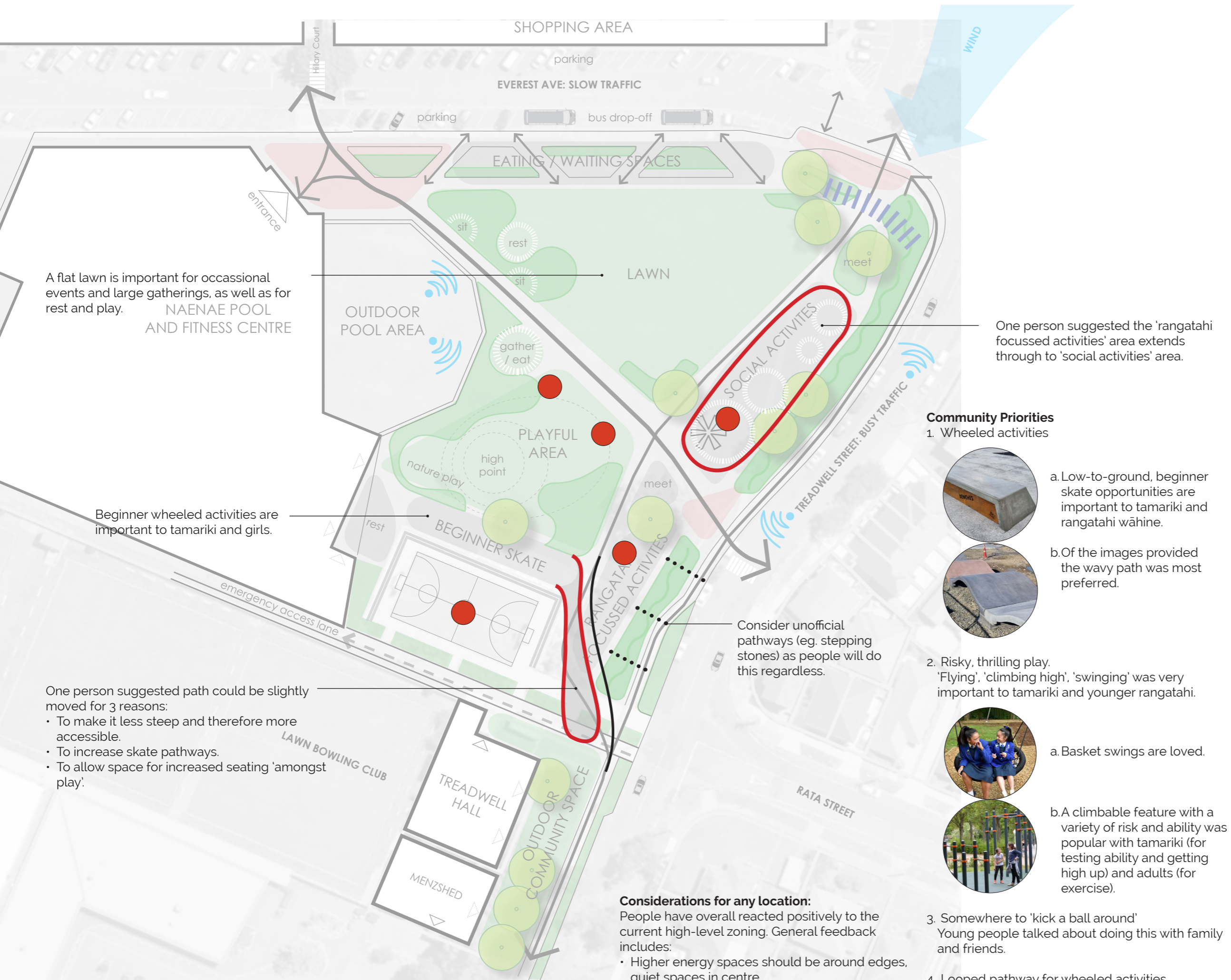
**Community Priorities**

1. 'Scaffolding' for imaginative play.
  - a. Low-to-ground elements that people can walk on, climb on, hop from element to element, spin, rock, balance, or sit. 
  - b. Natural, 'organic' elements that connect people to nature. 
  - c. Sculptural elements that are 'unique to Naenae'.
2. Accessible play.
  - a. A small, fenced area is very much desired from whānau with special needs kids. 
  - b. Wheelchair accessible.
  - c. Visual play elements such as non-verbal boards.
3. Seating as play.
  - a. Basket swings were popular for low-energy play with friends. Also for multi-generational play. 

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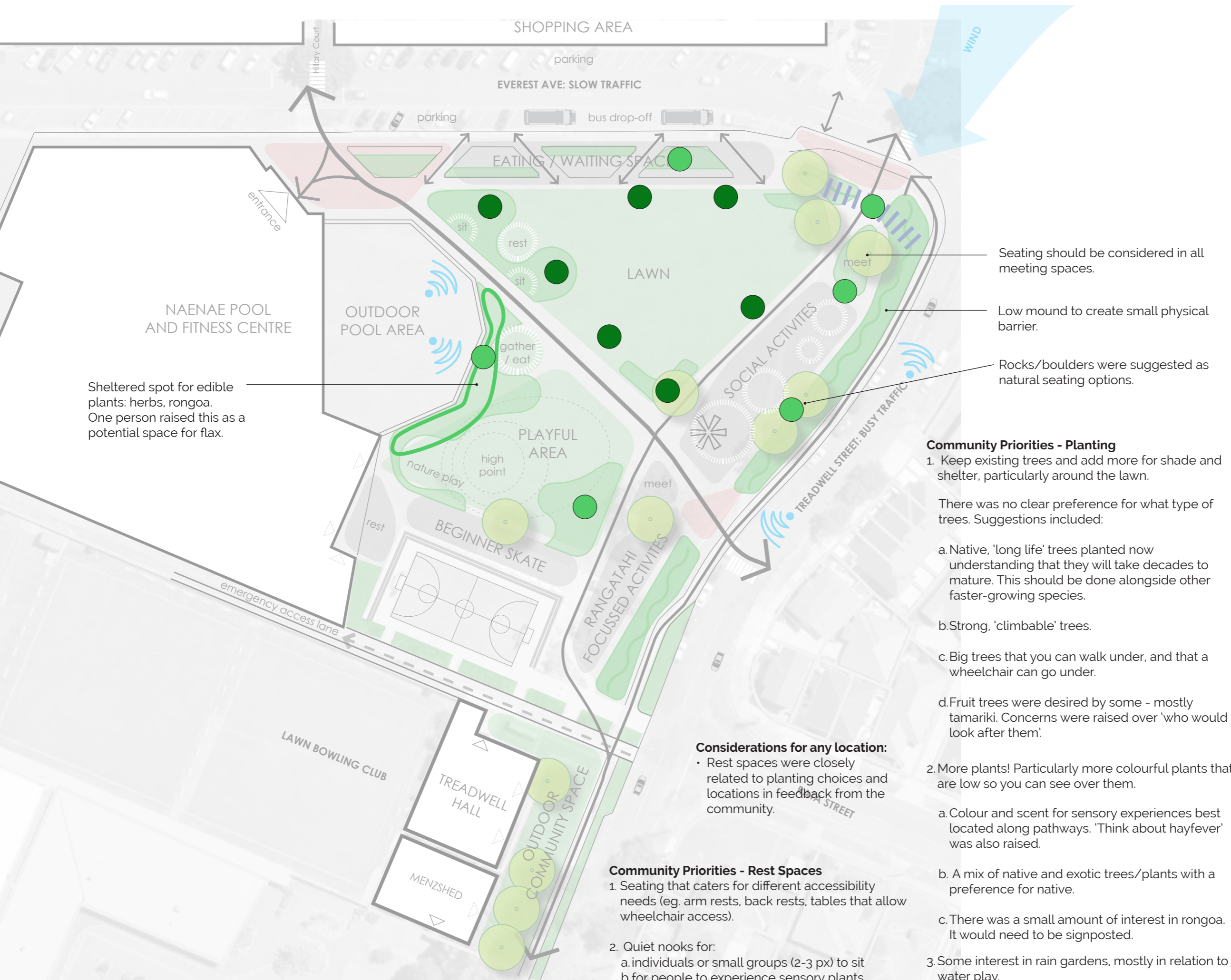
**Preferred locations and layout considerations - HIGH ENERGY PLAY**

**Key**  
 High energy play preferred area



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**Preferred locations and layout considerations - REST SPACES & PLANTING**

- Key**
- Rest space preferred area
  - Preferred new tree location

Sheltered spot for edible plants: herbs, rongoa. One person raised this as a potential space for flax.

- Seating should be considered in all meeting spaces.
- Low mound to create small physical barrier.
- Rocks/boulders were suggested as natural seating options.

**Community Priorities - Planting**

1. Keep existing trees and add more for shade and shelter, particularly around the lawn.
 

There was no clear preference for what type of trees. Suggestions included:

  - a. Native, 'long life' trees planted now understanding that they will take decades to mature. This should be done alongside other faster-growing species.
  - b. Strong, 'climbable' trees.
  - c. Big trees that you can walk under, and that a wheelchair can go under.
  - d. Fruit trees were desired by some - mostly tamariki. Concerns were raised over 'who would look after them'.

**Considerations for any location:**

- Rest spaces were closely related to planting choices and locations in feedback from the community.

**Community Priorities - Rest Spaces**

1. Seating that caters for different accessibility needs (eg. arm rests, back rests, tables that allow wheelchair access).
2. Quiet nooks for:
  - a. individuals or small groups (2-3 px) to sit
  - b. for people to experience sensory plants

2. More plants! Particularly more colourful plants that are low so you can see over them.
  - a. Colour and scent for sensory experiences best located along pathways. 'Think about hayfever' was also raised.
  - b. A mix of native and exotic trees/plants with a preference for native.
  - c. There was a small amount of interest in rongoa. It would need to be signposted.
3. Some interest in rain gardens, mostly in relation to water play.

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Preferred locations and layout considerations - OTHER



**Community Priorities**

1. Lighting for safety at night.
2. Sightlines through park for safety.
3. The park is 'organically Naenae'.
  - a. Contributions from Naenae residents. For example written works from rangatahi incorporated into pathways as artwork.
  - b. Colour and pattern incorporated into the park.
  - c. Natural materials where possible:



4. Accessible pathways
  - a. Wide enough for pram or wheelchair (1.8m) to pass a fast bike comfortably.
  - b. Stepless.
  - c. Barriers between high energy spaces and pathways. For example a lip or planting to stop skateboards from flying onto path.
5. CCTV cameras if and where appropriate.
6. Wayfinding. Particularly signage for toilets and community hub.

**STAGING OF THE PARK**

- The wairua of the park needs to be recognised and shown. It is a living, breathing park that is not static. The community will continue to nurture it.
- Leave space for elements that we can't afford now but can come later.



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