

HILLS SHOWGROUND PARK DESIGN COMMUNITY ENGAGEMENT OUTCOMES REPORT



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REPORT

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Contents

1	INTRODUCTION	5
2	ENGAGEMENT PROCESS	8
3	COMMUNITY FEEDBACK	15
4	CONCLUSION AND NEXT STEPS.....	25
	APPENDIX A: DETAILED ONLINE ENGAGEMENT OUTCOMES	26
	APPENDIX B: PROJECT WEBPAGE	32
	APPENDIX C: ELECTRONIC DIGITAL MESSAGING (EDM).....	34
	APPENDIX D: CONSULTATION LAUNCH POSTCARD.....	36
	APPENDIX E: DISTRIBUTION ZONE FOR POSTCARD.....	37
	APPENDIX F: FACEBOOK CONSULTATION LAUNCH.....	38
	APPENDIX G: ONLINE DESIGN WORKSHOPS.....	47
	APPENDIX H: STAGE TWO ENGAGEMENT OUTCOMES.....	52
	APPENDIX I: IMAGE SELECTION RANKINGS FOR PLAY AND MOVEMENT WORKSHOP.....	61

Tables

Table 1: The six key themes	9
Table 2: Online survey demographic data	10
Table 3: Stage One workshop participants demographic notes.....	12
Table 4: Summary of key outcomes for Play and Movement theme.....	15
Table 5: Summary of key outcomes for Nature theme	16
Table 6: Summary of key outcomes for Discovery theme	17
Table 7: Summary of key outcomes for Creativity theme	18
Table 8: Summary of key outcomes for Relaxation theme	19
Table 9: Summary of key outcomes for Facilities and Services theme	20
Table 10: Feedback on engagement process.....	22
Table 11: Dharug Strategic Management Group meeting feedback.....	22
Table 12: Online community survey outcomes	26
Table 13: Play and movement free text response.....	29
Table 15: Household personas used in all the online workshops in stage one consultation.....	48
Table 14: The Play and Movement specific workshop areas and elements for discussion.....	49
Table 16: Traditional play equipment options.....	61
Table 17: Toddler-play options.....	62
Table 18: Path network options	63
Table 19: Exploration play options.....	64

EXECUTIVE SUMMARY

Landcom and Sydney Metro are working together to plan new places for communities to live, work, shop and play with the easy convenience of the Metro North West Line. The Sydney Metro Northwest Places (SMNWP) program will create around 10,000 new homes over the next 20 years.

The SMNWP program is a catalyst for urban renewal, as the government-owned land adjoining eight of the metro stations has been made available for development that supports the NSW Government's priorities of housing affordability, local infrastructure delivery and economic development.

The Hills Showground Precinct East Park (the park) will be one of the first public assets to be delivered by Landcom as a part of the SMNWP program. The park will be close to the station and is adjacent to Carrington Road.

The vision for the Hills Showground Station Precinct is a thriving local mixed-use centre; a walkable, lively place with strong connections to world class transport and cultural and recreational activities at the Castle Hill Showground. The park will provide an important local open space for existing and future residents to enjoy, supporting the creation of a liveable mixed-use neighbourhood and creating a shared backyard for residents in high density housing.

With the assistance of RPS, between August and October 2021, Landcom sought community feedback to help inform the design of the park.

The engagement process sought feedback as the design evolved, including:

- Stage one: a broad community consultation focused on the initial park design (referred to by the technical team as the 50% initial design); and
- Stage two: community workshops with adults with an interest in play and movement elements and a teenager workshop focusing on the updated design (referred to by the technical team as the 75% revised design).

This iterative design process supported genuine, accessible and meaningful engagement.

Key outcomes from stage one of community consultation were:

- Overwhelmingly positive feedback about the initial park design;
- Play and movement garnered the most discussion and interest;
- Participants want the park to be accessible, inclusive, flexible and shady;
- Nature, nature play, and education about nature through signage are all highly valued;
- Participants value parks as a place to relax alone or in group;
- People support the concept of a performance amphitheatre and want to use this space for social and community gatherings and school performances;
- Good facilities and services are very important in a park as they enhance usability and safety; and
- Commonly requested design updates included fitness equipment, toilet with baby changing, waterplay and skating facilities.

Key outcomes from stage two of community consultation were:

- Inclusivity and accessibility are highly valued;
- Participants want the park to be used for group play and social activities;
- Adequate shade and weatherproofing are important;
- Materials used should be durable, sturdy and heat proof, and incorporating natural materials where possible was desired;
- Equipment like swings and slides proved popular, whilst see-saws and springers were not popular;
- Equipment that is multi-purpose and incorporate elements of play for children of all ages (also great for parents watching the play) are preferred;
- Teenagers are more likely to use and value a kickabout space than older participants;

REPORT

- Equipment that encourages group play and child development are preferred; and
- Teenagers are less likely to use the amphitheatre and value areas that facilitate social interaction, passive recreation, and relaxation.

RPS has considered the community feedback received when updating the park design. Landcom will update the SMNWP program website to inform the community about what we heard and how it was considered during the development of the final park design.

Landcom now seeks approval from The Hills Shire Council for the design and construction of the park. Landcom's development application includes information about the park layout, landscaping, materials and facilities, as well as the technical studies undertaken to inform the design.

1 INTRODUCTION

1.1 Project background

Landcom on behalf of Sydney Metro received a concept State Significant Development Application (SSDA) approval for the Hills Showground Station Precinct (the Precinct) by the Department of Planning, Infrastructure and Environment (DPIE) in January 2021.

The precinct will be a thriving local mixed-use centre; a walkable, lively place with strong connections to world class transport and cultural and recreational activities at the Castle Hill Showground.

The concept SSDA approval included:

- A maximum of 1,620 homes, including a minimum of 5% of Affordable Housing;
- A mix of housing for people with different lifestyles, including one, two and three bedroom homes;
- A maximum of 14,000m² for retail, commercial and community uses, including a new supermarket;
- Green open spaces that encourage people to connect with the views over Cattai Creek and the wider Garden Shire; and
- Improved connections and access to new open space including a village plaza and a neighbourhood park.

Development in the Precinct will be delivered in line with the approved concept SSDA and guided by a range of relevant documents including the Design Excellence Strategy, Urban Design Guidelines and the Sydney Metro Northwest Places Public Art Guidelines to ensure high-quality architectural and urban design outcomes.

1.2 Site and context

The site, Lot 56 in DP 1253217, is located to the east of Hills Showground Station at 3 Andalusian Way, Castle Hill (the site). It is located in the eastern part of the Precinct, known as Hills Showground Precinct East. It is boarded by Showground Road to the northeast, Carrington Road to the south and southeast, Andalusian Way to the southwest and De Clambe Drive to the northwest.

The site is 25 kilometres northwest of the Sydney CBD and is connected by Metro North West Line to existing employment and retail centres at Castle Hill, Norwest Business Park, Rouse Hill Town Centre, Macquarie Park, Chatswood, St Leonards, North Sydney and the Sydney CBD.

The site is approximately 2.82ha and was the location of the former Baulkham Hills Shire Council Chambers and Administrative building. This building was demolished in 2020. The site is currently vacant and includes trees and a concrete ground level slab of the former Council building.

1.3 Summary of the development

Landcom is preparing a development application for a new road that will provide vehicular access to and from future residential development lots within the site between De Clambe Drive and the intersection of Mandala Parade and Andalusian Way and a neighbourhood park (the park).

The park will be a focal point for the Precinct providing a new local park to meet the passive recreational needs of the community, whilst retaining some existing trees on the site.

The proposed development follows the approval to the concept SSDA and includes:

- The subdivision of Lot 56 in DP 1253217 into five lots which is consistent with the approved concept subdivision of Hills Showground Precinct East:
 - Three lots for future development lots in accordance with the concept DA consent;
 - One lot for a neighbourhood park;
 - One lot for a local road;

- Subdivision works comprising:
 - The construction of a local road from De Clambe Drive to Andalusian Way;
 - Provision of utility services to each lot including water sewer, energy telecommunications;
 - Earthworks associated with the subdivision;
 - Public domain works on the new road;
- Public domain works including:
 - A new neighbourhood park of around 3,200m² located on Lot 2 in the proposed plan of subdivision of Lot 56 in DP 1253217;
 - Public Art
 - Landscaping to the new road.

1.4 Purpose of report

The purpose of this outcomes report is to outline the communications and engagement approach delivered and feedback received to help shape the design of the park.

The audience of this report is the wider community and The Hills Shire Council.

Undertaking extensive community engagement has ensured the final park design aligns with the vision of the existing community and supports the area's diverse and evolving community. The engagement also supported positive community relations for the ongoing development in the area.

This community engagement outcomes report details the feedback captured during a series of online workshops in August and online community consultation held 3 to 31 August (stage one) and October 2021 (stage two).

1.5 Engagement Overview

Communication and engagement objectives were developed to guide the engagement process.

1.5.1 Communication objectives

The communication objectives were to:

- Inform the community of the park design process;
- Clearly explain the elements of the park that the community can provide feedback about during the consultation process;
- Educate the community about the SMNWP and explain Landcom's role in delivering new communities and open spaces as the NSW Government's master developer; and
- Provide feedback about how community feedback influenced the park design.

1.5.2 Engagement objectives

The engagement objectives were to:

- Hear from a broad range of community members, including those living in the Hills and those who reflect the demographics of the future community (i.e., those who will live in the Hills Showground Station Precinct);
- Maintain effective engagement to inform design workshops;
- Involve Council in the detailed design process for the park;
- Consult the community on elements of the detailed design process for the park; and
- Create ongoing strong relationships with the community.

1.6 Engagement with local Aboriginal representatives

Landcom and RPS invited local Aboriginal community representatives to participate in the consultation. We tested and practiced engagement approaches that reflect and consider the principles of resilience, culture and identity, as set out in the Government Architect NSW's Design with Country approach and draft Design and Place State Environmental Planning Policy (SEPP). Landcom is also coordinating broader engagement and placemaking conversations with Aboriginal stakeholders in the broader geographic area and are mindful of coordinating the approach so as not to 'over-consult'.

1.6.1 Objectives for project engagement with Aboriginal representatives

1. To demonstrate engagement with Traditional Custodians of Country that reflects both Landcom's engagement commitments and the approach set out in the Design and Place SEPP, Connecting with Country Draft Framework, Designing with Country discussion paper (noting that these documents and approaches remain at consultation stage and haven't been finalised).
2. To proactively create opportunities for Aboriginal representatives to inform aspects of the park design.
3. To provide opportunities for Aboriginal representatives who have a connection to the Hills Showground area to participate.
4. To use the information gathered through conversations to integrate elements of Aboriginal connection and reconnection into the park design.
5. To have development strong relationships with local Aboriginal representatives so they can provide input as the design evolves.

RPS engaged Muru Mittigar to provide consulting and contracting services focused on Darug/Dharug culture. Muru Mittigar acted as a conduit with Dharug Strategic Management Group, who they met with on 1 September 2021 to discuss the concept design of the park and 25 October 2021 to discuss the revised design. This feedback is outlined in section 3.10.

1.7 Iterative design process – Design workshops

This project was an exciting challenge because the project team had to:

- Understand the views and aspirations of a community that hasn't yet moved to the area; and
- Design and deliver a park that will serve a new housing typology such as apartments for the local area.

It was decided to take an iterative design approach to allow time for the design to be refined through community input, and for workshop participants to hear how their input had shaped the detailed design.

Further information about this approach is in appendix G.

2 ENGAGEMENT PROCESS

2.1 Stage one – broad consultation

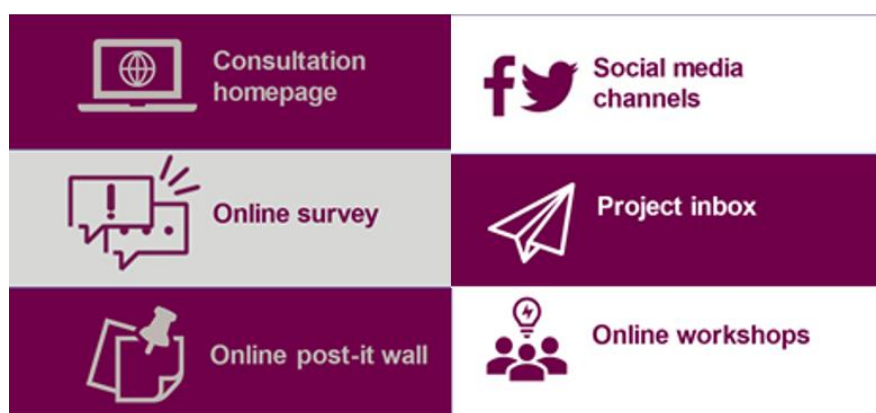
Stage one consultation was live from 3 to 31 August 2021. The aims of this stage were:

- Build project awareness;
- Gain feedback from targeted groups of community members to reflect the ‘voice of the future’; and
- To ensure that the wider community were able to provide feedback on the initial park design.

The project team used a range of tools to promote the consultation, depicted in below.

Consultation was held on online due to stay-at-home orders that the NSW Government enacted on 26 June 2021.

Image 1: List of all the engagement tools used on the project.



Further information on these activities follows.

The feedback received in the stage one consultation period helped shape the 75% design and further refine elements for development application (DA).

2.1.1 Online consultation

Online consultation was hosted on Landcom’s website between 3 and 31 August 2021. The promotional communications directed the community to the consultation homepage, to complete the online survey including demographic questions, and to share their ideas using the online post-it notes wall feature.

The consultation homepage featured a rendered image of the initial design concept map of the park and community members were able to explore different park themes by hovering over them with their mouse. Hovering pins for park ‘opportunities’ were strategically positioned on the image to help visitors understand where there were spaces to influence or comment on park design. See Appendix B for an image of the project webpage during Stage One consultation phase.

After exploring the consultation homepage, the community were given an opportunity to complete the online survey. The survey was organised into the six key themes which underpinned Stage One consultation. The themes were used to obtain feedback of specific areas of the park and highlight the ways that the park could be used. Further detail of the key themes is detailed below in Table 1. In the survey, the themes allowed participants to answer specific engagement questions that helped guide the development of landscape design functional requirements.

Table 1: The six key themes

Key theme	Description of key theme	Programming space
Play and Movement	We want to create a park to support play and movement for people of all ages. Our park design includes play areas, outdoor fitness equipment and open green space.	Feedback will help inform the design of a play area, the desire for outdoor gym equipment and the importance of open green free-play space.
Relaxation	We want to create a park where locals can relax, meet friends and enjoy green open space.	Feedback will help inform the importance of spaces to relax and remain static in the park. It will help to shape what these spaces could look like.
Nature	The park will provide an important local green space and act as a shared backyard for local residents. The existing mature trees along Carrington Road are included in the initial designs and we are looking to include new trees and plants.	Feedback will provide insights into what type of flora and fauna is valued by residents and potential park users.
Discovery	We want the park to be a place of discovery for people of all ages and have incorporated a few features to support this.	Feedback will help inform how to ensure the park is a place of discovery and engaging to people of different ages and interests.
Creativity	We want the park to be a place where people can be creative and have incorporated a few features to encourage this.	Feedback will help capture the interest in creative elements incorporated into the park. It will highlight places where people think creative elements could be incorporated.
Facilities and service	We want to create a park that appeals to many different people and includes a range of facilities and services.	Feedback will assist the project team prioritise facilities and services that are important to the community.

While navigating the survey, the community were shown images of different elements of park design related to the respective theme. They were asked to interact with these images in one of three ways:

- Select all that apply. Free text option available;
- Rank from most important to least important; and
- Select the answer that applies the most.

This data, including the free text, was collected, analysed and used to demonstrate community preferences to the landscape design team.

To take part in the survey, participants were asked to fill out a demographic profile questions to gain a better understanding of whose views were being captured and represented and whose were not.

Table 2 contains a breakdown of the demographic data captured in this survey and image 3 depicts the typical profile of someone filling out the online survey. The demographic profile of the typical online survey respondent was also reflective of the average participant in the first round of online design workshops.

Image 2: Online survey on screen

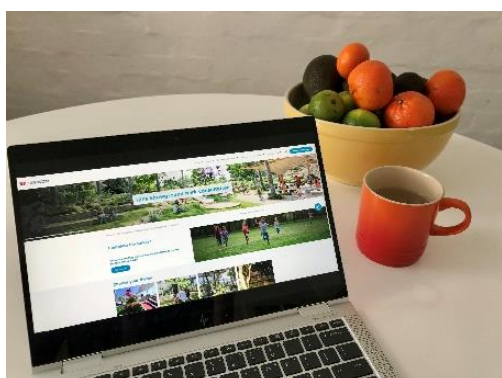


Image 3: Typical profile of a survey respondent

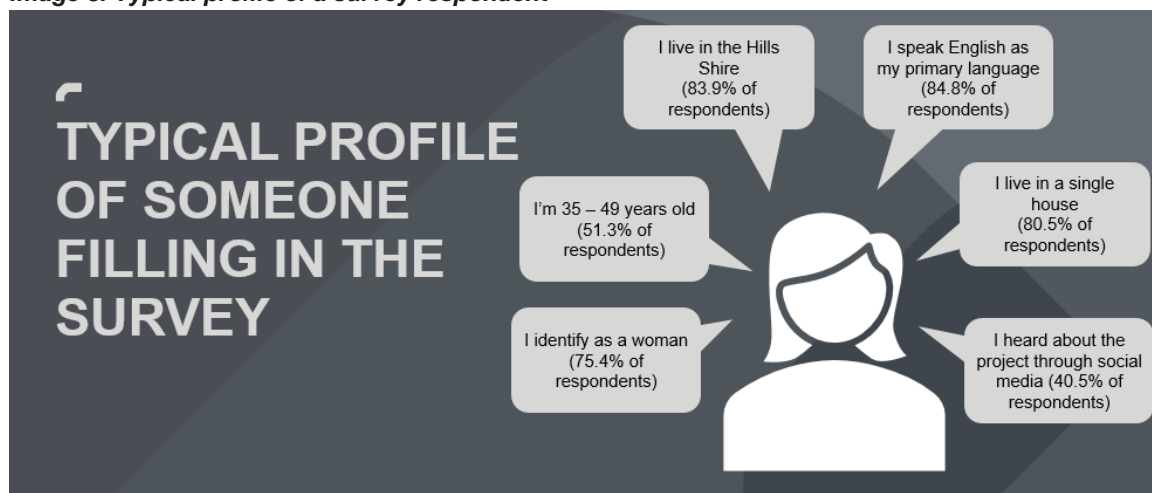


Table 2: Online survey demographic data

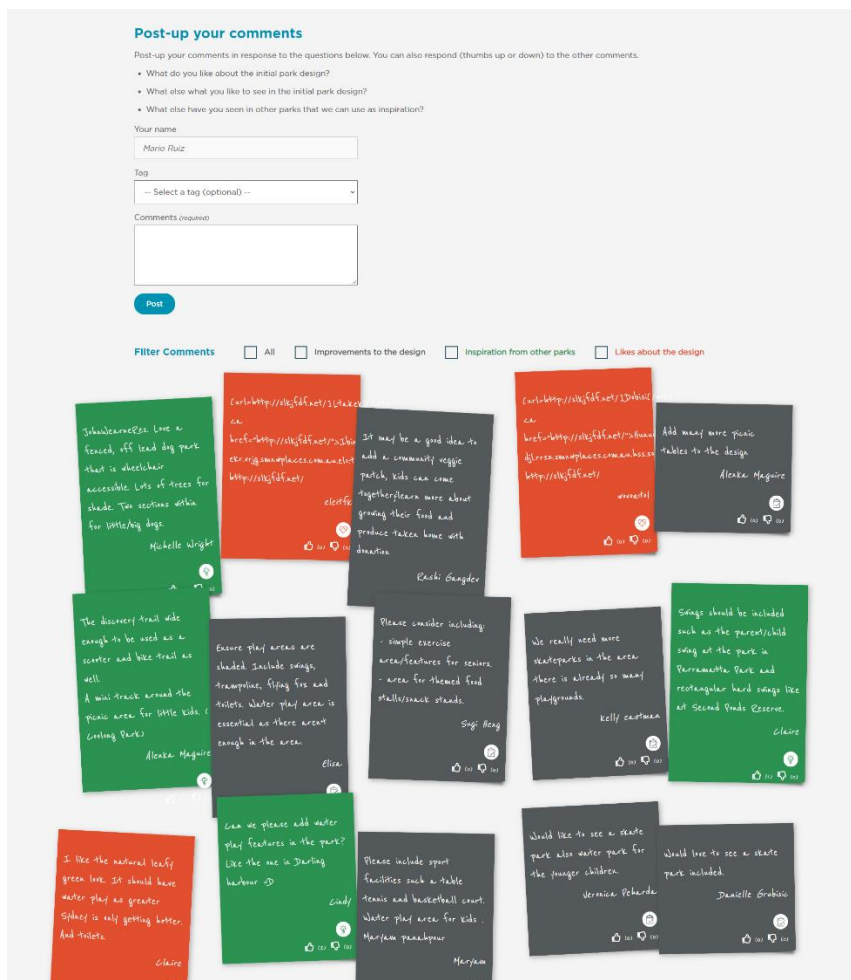
Online survey demographic data		
Gender:	Number	Percentage
Woman	277	75.4%
Man	68	22.6%
Prefer not to say	5	1.7%
Prefer to self-describe	1	0.3%
Total	301	100%
Age:	Number	Percentage
13-17 years	12	4%
18-34 years	68	22.5%
35-49 years	155	51.3%
50-69 years	52	17.2%
70 plus years	9	3%
Prefer not to say	2	0.7%
Total	302	100%
Primary language spoken at home:	Number	Percentage
English	256	84.8%
Other	25	8.3%
Mandarin	8	2.6%
Korean	5	1.7%
Cantonese	4	1.7%
Identify as having a disability:	Number	Percentage
Yes	7	2.3%
No	289	96%
Prefer not to say	5	1.7%
Total	301	100%
Heard about the survey through:	Number	Percentage
Social media	123	40.5%
Flyer in my post box	80	26.3%

Online survey demographic data

Email	40	13.2%
Word of mouth	19	6.3%
Website	13	4.2%
Prefer not to say	2	0.7%
Other	10	3.3%
Total	304	100%

After completing the online survey, the community were able to share more specific ideas through an online post-it wall. This encouraged the sharing of other images or descriptions of other playgrounds and park elements replicated or incorporated into park design at the Hills Showground Station park. The shared post-it were visible to the community and they were able to 'up'- or 'down'-vote an idea, acting as a barometer for community sentiment and ensuring that an individual's view was not taken as indicative of the entire community. Image 4 shows half the post-it note wall, community members comments and the up and down votes on individual post-its.

Image 4: Post-it note wall



2.1.1.1 Online design workshops

Four online workshops were held via Zoom between Wednesday 18 and Tuesday 25 August. To ensure that community members were not discouraged from participating due to time constraints, there were two evening and two daytime workshops.

The workshops sought to collect information about the behaviours, needs and attitudes of future park users, and to gauge opinions about the key themes. Rich qualitative and quantitative data was captured through engagement activities that took place using interactive online tools including MURAL and Sli.do.

RPS ensured a diverse range of voices at the workshops to reflect Castle Hill’s current and future community. Demographic information and desktop research into local community organisations was used to recruit participants. As an incentive to participate, people were offered a \$50 Mastercard e-gift voucher for their contribution and time.

Engagement activities for the online design workshop were framed around the six key themes detailed in Table 1 above. Both the online survey and the online workshops generated the most feedback for the project team and gave them valuable insights.

The typical profile of the workshop participant was a woman, aged between 35-39 years who spoke English at home. A more detailed breakdown of workshop demographics is depicted in Table 3.

Table 3: Stage One workshop participants demographic notes

Area	Number of participants
Gender identity	
Woman	29
Man	7
Age	
18-34 years	8
35-49 years	20
50-69 years	6
No response	2
Identify as Aboriginal or Torres Strait Islander	1
Primary language other than English spoken at home	
Persian	4
Sinhala	1
Malaysian	1

2.1.2 Stage two – targeted engagement

The stage two workshops were decided upon through collaboration with the design team to focus on more specific areas and elements of the design process.

The stage two workshops, held on 14 and 19 October 2021, were designed to help further refine the design from 50% concept to 75%, particularly around the play and movement theme which ensured young people’s voices were included in the design.

As some restrictions still applied to public events from stay-at-home orders issued by the NSW Government on 26 June 2021, the engagement was still digital. For the stage two consultation period we:

- Updated the online consultation page;
- Designed and held two workshops:
 - One with previously registered participants who have caring responsibilities / interest in play and movement, and
 - One with young people (who registered for the first workshop).

Again, all participants were offered an incentive to participate and to thank them for their contribution and time. For the adult workshop, participants received a \$50 Mastercard e-gift voucher. For the teenage workshop, participants received a \$40 UberEATS gift voucher.

REPORT

The first workshop was held on 14 October, 6pm – 7.30pm, with participants who had an interest in play and movement and focused on specific elements in the park. It aimed to support the iterative design process, whereby participants from the first round of consultation could bring their pre-existing knowledge about the park and help further inform the design. Recruitment targeted participants from stage one of online consultation who had unique experience, knowledge or insights (e.g., parents) into the theme of play and movement. Participants were asked to self-nominate based on their interest and participants were selected to ensure a range of demographics were present.

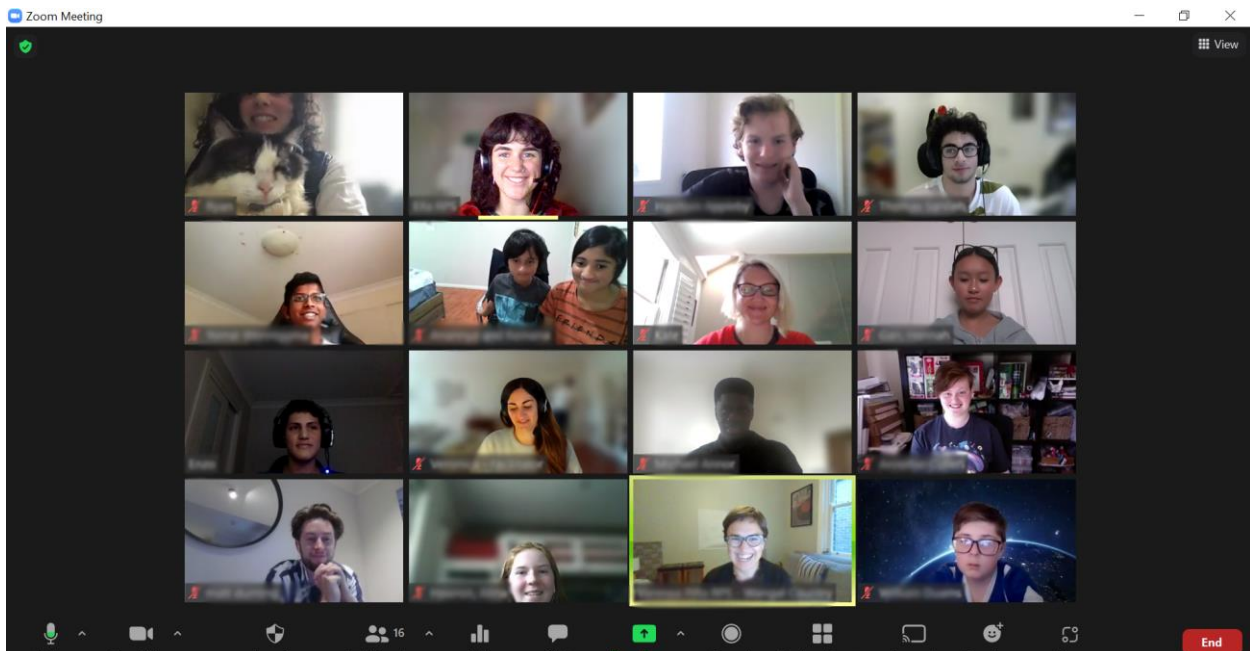
The workshop was designed to collect information about different elemental options focusing on different types of play options that could be included in the park. To gauge specific insights, participants ranked photo options, listed in Appendix I.

The second workshop was held on 19 October, 4.30pm – 6pm, with young people aged between 12 and 17 years of age to get specific feedback about sections of the park including:

- Kickabout space;
- Amphitheatre terrace;
- Discovery trail;
- Outdoor rooms;
- All abilities play space; and
- BBQ and seating area.

The aim of this workshop was to develop high-level insight into how young people would use the park and what specific areas would encourage use and what areas would not. Participants were encouraged to say what they did and did not like about the design of each area, what would deter them from using the area and how they thought the area could be improved.

Image 5: Participants of the teenager workshop



2.2 Spreading the word

The consultation was hugely successful, with 2,065 visits to the online consultation homepage between 3 and 31 August, and a total of 458 responses (433 during stage one and 25 during stage two).

Image 6: Stage one consultation statistics

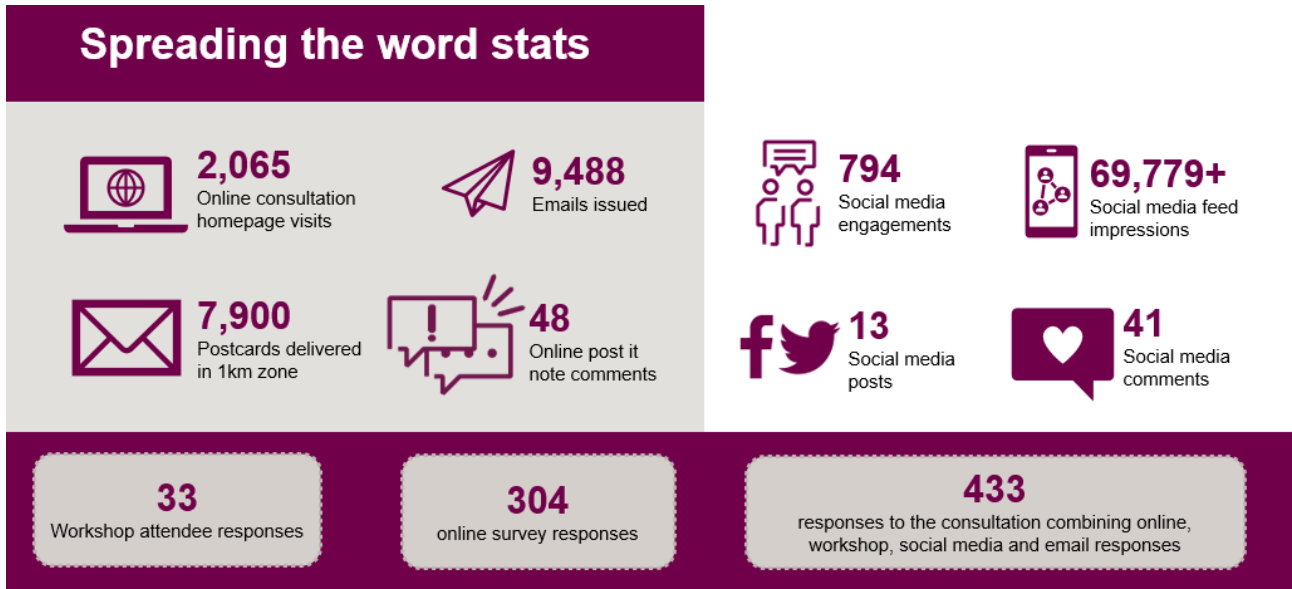
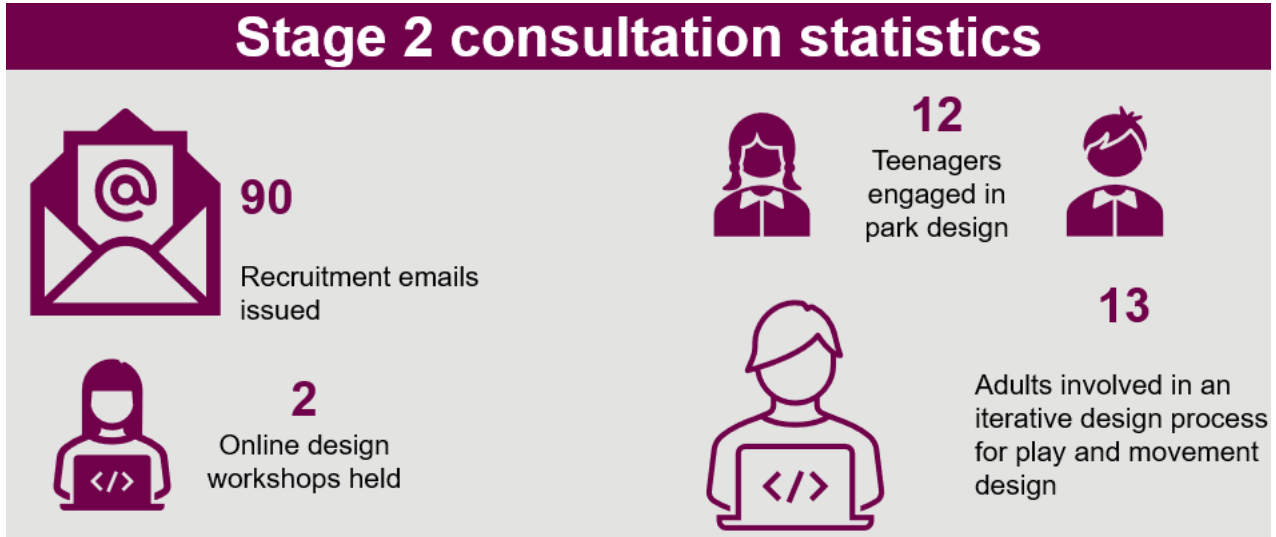


Image 7: Stage two consultation statistics



3 COMMUNITY FEEDBACK

Overall, community feedback on the initial concept design was overwhelmingly positive. Participants indicated that they were very satisfied with the community engagement process, as detailed in Section 3.9.

3.1 Initial Design

The six key themes were selected to help clarify the elements for community feedback and to support the review of community engagement outcomes. This section describes the feedback received in relation to each theme.

3.2 Play and movement

Overall feedback for play and movement focused on:

- Providing inclusive, accessible and durable equipment and infrastructure;
- Designing for all ages and families;
- The inclusion of outdoor exercise equipment was important;
- The inclusion of bike riding and/or skateboarding facilities would be valued;
- Providing play elements that are unique to the park;
- Waterplay or water features as possible additional play features; and
- Toddler-play that prioritises play and child development.



Table 4: Summary of key outcomes for Play and Movement theme

Consultation stage	Engagement activity	Outcomes	Data collected
Stage 1	Online survey	<ul style="list-style-type: none"> • Question 1 asked to rank play elements from 1 to 6, participants listed 'Nature play' first, followed by climbing and swings. • Question 2 asked participants to rank fitness equipment from 1 to 4. Of the options listed, a 'fitness circuit' and 'multiuse equipment' was the most common. • Question 3 asked participants what activities that can imagine using in an open space. Of the options listed, footy and cricket were the most popular activities respondents wanted to do in the kickabout space • Open text responses indicated that play spaces for older kids needed further consideration • Bike paths were popular in the free text response 	<ul style="list-style-type: none"> • Question 1 top three answers: Nature play (2.3), climbing (2.7), and swings (3.5). <i>Note- in rank questions, the lower the score the more popular the answer.</i> • Question 2 top three answers: fitness circuit (2.0), multiuse equipment (2.0), and balance and climbing (2.5). • Question 3 top three answers: 51.9% said 'Footy', 28.6% said Cricket and 6.3% said 'Frisbee'
Stage 1	Online design workshop	<ul style="list-style-type: none"> • Inclusive accessible and durable equipment and infrastructure • Family and all-ages friendly design 	<ul style="list-style-type: none"> • "Walking-frame access (no steps to access pathways or destination points)."

- Outdoor exercise equipment
- Bike riding and/or skateboarding facilities
- Play elements that are unique
- Waterplay and water features
- “Consider older needs when designing play equipment to keep up with the grandkids.”
- “Equipment for activity- free attendance- no gym memberships.”
- “Bike tracks/scooter track with stop signs and road rules.”
- “Unique play equipment that it will be well known for.”
- “Waterplay and water features to reduce heat.”

Stage 2	Play and Movement workshop	<ul style="list-style-type: none"> • The kickabout space received a mixed reception. Some participants felt that children would not utilise this space, while others were enthusiastic about its inclusion and valued an open-space area. • Traditional play equipment to facilitate group play, is accessible and inclusive, and sustainable and environmentally friendly. • Toddlers play that prioritises safety and child development. • Path network was popular and noted as important for socialisation and learning • Exploration play was popular and with an emphasis on discovery through nature 	<ul style="list-style-type: none"> • “Too many people/activities happening at the same time.” • “Activities multiple children can use.” • “Multipurpose and incorporate elements of play for children of all ages (good for parents watching).” • “Learning road safety is important.” • “Little climbing wall with rocks.”
Stage 2	Teenager workshop	<ul style="list-style-type: none"> • Kickabout space would be used for group sport and exercise. • The kickabout space could be used for recreational activities and using phones. 	<ul style="list-style-type: none"> • “Mostly ball sports or active movement in general.” • “Socialise with friends and maybe have lunch.”

3.3 Nature

Overall feedback for nature focused on:

- The inclusion of education elements like signage about the local planting;
- Participants valued the idea of a ‘green experience’ that was immersive and allowed users to reconnect with nature; and
- The importance of nature in creating liveable public spaces, especially if the park is to be used by residents of high-density housing.



Table 5: Summary of key outcomes for Nature theme

Consultation stage	Engagement activity	Outcomes	Data collected
Stage 1	Online survey	<ul style="list-style-type: none"> • Question 1 asked people to what extent they like the concept of nature play. 92% of survey respondents loved or liked the concept of nature 	<ul style="list-style-type: none"> • Question 1 top three answers: 75.8% ‘love it’,

Consultation stage	Engagement activity	Outcomes	Data collected
		<ul style="list-style-type: none"> play as a more active, experimental and challenging type of play Question 2 asked if participants would like to see educational signage about flora. 91% of people wanted to see educational signage. 	<ul style="list-style-type: none"> 16.5% 'like it' and 5.5% think 'it's okay'. Question 2 top three answers: 91% yes, 3.4%, 5.6% unsure, and 3.4% no.
Stage 1	Online design workshop	<ul style="list-style-type: none"> Participants wanted educational elements to assist with learning for school aged children and the community. Participants wanted the park to provide a green experience that can act as a shared backyard. 	<ul style="list-style-type: none"> "Local plants with graphics and information for visitors to learn." "Enjoy some beautiful flowers and singing birds."

3.4 Discovery



Overall feedback for discovery focused on:

- Providing educational elements and signage to reference the history, heritage and culture of the area;
- The inclusion of play elements that incorporate discovery, such as sensory and tactile play elements; and
- Having adequate meeting points and social areas.

Table 6: Summary of key outcomes for Discovery theme

Consultation stage	Engagement activity	Outcomes	Data collected
Stage 1	Online survey	<ul style="list-style-type: none"> Question 1 asked participants the extent to which they liked the idea of creating spaces for discover. 96% of survey respondents 'loved' or 'liked' the idea. 	<ul style="list-style-type: none"> Question 1 top three answers: I love it (75.8%), I like it (19.7%), 4.5% think 'it's okay'. Nobody answered negatively.
Stage 1	Online design workshop	<ul style="list-style-type: none"> Discovery through knowledge and understanding of the history Hills Shire. Play elements that incorporate discovery 	<ul style="list-style-type: none"> "Education about the heritage could be [through] interactive sculptures." A treetop walking path but a wide ramp to fit wheelchair..."
Stage 2	Teenager workshop	<ul style="list-style-type: none"> Participants liked the idea of the discovery trail and could see themselves using it at night. Participants liked the integration of education about nature into discovery the discovery trail. 	<ul style="list-style-type: none"> "If lit up at night and less busy more likely to use (especially during COVID)." "Labels of what the trees/plants are so that people can learn what Aussie plants do."

3.5 Creativity



Overall feedback for creativity included:

- The inclusion of public art as a key feature;
- The amphitheatre and performance space was popular, with community groups and individuals suggesting several opportunities to use this space;
- Suggestions for public activities like a pop-up cinema or light festivals; and
- Comments that creative spaces and elements are important for community building.

Table 7: Summary of key outcomes for Creativity theme

Consultation stage	Engagement activity	Outcomes	Data collected
Stage 1	Online survey	<ul style="list-style-type: none"> • Question 1 asked if participants like the inclusion of a performance space in the initial design. 70% of respondents liked the idea of a performance space but there was some skepticism. • Question 2 asked respondents to imagine how they would use the meeting space. Participants could imagine themselves using the amphitheater space primarily as an outdoor cinema. • Question 3 asked if participants liked the idea of a grass Amphitheatre seating area. 74% of respondents loved or liked the inclusion of grass amphitheater seating. • Question 4 asked participants how they can imagine using the amphitheatre. Out of 5 options, participants voted 'outdoor cinema' first, followed by 'pop-up creative activities'. 	<ul style="list-style-type: none"> • Question 1 top three answers: 40% 'love it', 26.4% 'like it, and 16.5% think 'it's okay'. • Question 2 top three answers: 74.7% said 'gatherings with friends and family', 72.5% said 'community group activities and performances', and 61.5% said school events and performances. • "Unless it is an area that is commercialised...then it will be a waste of space." – <i>response from question 2 free text option.</i> • "I would say it would be used mainly by the people living in the proposed apartments as a substitute for their backyard which they would normally have had if it was a house on a block of land."- <i>response from question 2 free text option.</i> • Question 3 top three answers: 45.1% said 'I love it', 28.6% said 'I like it', and 17.6% said 'it's okay'. • Question 4 top three answers: 83.5% said 'outdoor cinema', 69.2% said 'pop-up creative activities, and 61.5% said 'local markets.'
Stage 1	Online design workshop	<ul style="list-style-type: none"> • Participants were very enthusiastic about the idea of public art being incorporated into the park. • There were suggestions that the public art reflect local history and artists. 	<ul style="list-style-type: none"> • "Playground could be artwork." • "Sculptures/figures-treasure to engage grandkids. Look out for wildlife." • "Mural that could reflect the history."

Consultation stage	Engagement activity	Outcomes	Data collected
		<ul style="list-style-type: none"> Participants like the idea of creative spaces fostering community building and bringing the community together. 	<ul style="list-style-type: none"> “Movie specific night catering to boomers.” “Seating that encourages interaction.”
Stage 2	Teenager workshop	<ul style="list-style-type: none"> Participants were not certain they would utilise the amphitheatre and terraces. There was an acknowledgement that younger children, parents and community groups would find use in it. 	<ul style="list-style-type: none"> “Wouldn’t use this part of the park.” “It’d be fun to use for the children. I would definitely use it if I was a child.”

3.6 Relaxation



Overall feedback for relaxation included:

- The park was marked as an important place where people could slow down and relax;
- Areas for people to relax, sit and read;
- Water features and proximity to water were noted as enhancing relaxation; and
- Social areas for people to catch up with friends were also highlighted.

Table 8: Summary of key outcomes for Relaxation theme

Consultation stage	Engagement activity	Outcomes	Sample of data collected
Stage 1	Online survey	<ul style="list-style-type: none"> Question 1 asked participants which spaces they would use to relax. Of the five options, barbeque and picnic setting were the preferred spaces to relax in. In the free text option for question, 3 participants shared that they would like water elements incorporated into the park. Question 2 asked participants to select who they would ‘enjoy’ the park with. People were most likely to enjoy the park with family and then friends. Question 3 asked participants to rank three different types of shade elements. Robust shade like weatherproof sails structures were highly desired. 	<ul style="list-style-type: none"> Question 1 top three answers: 93.2% said Barbeque space, 77% said picnic seating, and 60.8% said a quiet space. “Water or lake. The Hill’s lacks water-ways and it is evident throughout these lockdowns.” -question 1 open text ‘other’ submission. Question 2 top three responses: 95.9% said ‘family’, 68.9% said ‘friends’, and 45.9% said ‘myself’. Question rankings: weatherproof shade structures (1.7), natural shade structures (1.9), ‘non-weather proof sail structures’ (2.4).
Stage 1	Online design workshop	<ul style="list-style-type: none"> The new park filled a ‘green prescription’ that would enable users to slow down and relax. The incorporation of water features was popular. Areas to socialise and relax were important. 	<ul style="list-style-type: none"> “Places to stop and relax.” “Incorporating water into design.” “Spaces to catchup with friends.”

- | | | | |
|----------------|--------------------------|---|---|
| Stage 2 | Teenager workshop | <ul style="list-style-type: none"> • The outdoor rooms were popular as a social destination or to relax. • There was concern that there was not adequate shelter for extreme weather. | <ul style="list-style-type: none"> • “Chill with friends, as it is more shady.” • “Doesn’t provide shelter during bad weather.” |
|----------------|--------------------------|---|---|

3.7 Facilities and Services

Overall feedback about facilities and services included:

- Support for spaces for gatherings, from large-scale community events to small family gatherings;
- Making the park safe through adequate lighting and fencing;
- Ensuring all facilities and services are accessible;
- Requests for parent-friendly facilities and services; and
- Suggestions to include recycling bins and dog waste bags.



Table 9: Summary of key outcomes for Facilities and Services theme

Consultation stage	Engagement activity	Outcomes	Sample quotes
Stage 1	Online survey	<ul style="list-style-type: none"> • A water fountain, Wi-Fi and phone charging and dog station were ranked as most important in the survey. 	<ul style="list-style-type: none"> • Not applicable
Stage 1	Online design workshop	<ul style="list-style-type: none"> • Toilets and baby changing facilities (particularly disabled/ambulant) were popular. • It was important that the park had facilities for social and community gatherings. • It was important that the park was safe for children while playing and at night. • General facilities that were accessible, inclusive and sustainable in design to cater for a broad range of future users. 	<ul style="list-style-type: none"> • “Community hub for events.” • “Shaded area big enough for 50 people.” • “Footpath lighting to make it feel safe to walk through.” • “Fencing along the main road to improve safety.” • “Seating environmentally friendly/season friendly- no metal seating.”
Stage 2	Teenager workshop	<ul style="list-style-type: none"> • Although no engagement activity focused on it, participants were wanted to ensure that there were adequate services and facilities throughout the park. • Services that mitigated the spread of COVID were mentioned like hand-washing stations. • Facilities that were dog-friendly were mentioned. 	<ul style="list-style-type: none"> • “Hand-sanitiser stations.” • “Mark dispenser.” • “Water bowls for doggies.”

3.8 Other emerging themes

Participants were asked to 'share their ideas' for the park. Waterplay and water features were the most frequently mentioned, with comments including:

- "Waterplay area is essential as there aren't enough in the area."
- "It should have waterplay as greater Sydney is only getting hotter."
- "Waterplay area for the summer."
- "Would love to see a water feature like a creek or pond."
- "Please add a waterplay area. Blacktown Council and Parramatta Council have so many waterplay parks. We are missing out in the Hills."
- "Definitely needs waterplay!!!!"

Participants also felt it important that the park is accessible and inclusive:

- "Would love to see more accessible equipment not only for children but for young adults and adults with disabilities and special needs e.g., Livvi's place."
- "Livvi's Place has a great park and is all abilities playground."
- "I would like the park to have outdoor exercise equipment and wheelchair swing like Crestwood reserve."
- "Simple exercise area/features for seniors."
- There were also several mentions of skate facilities:
- "Please include a skatepark. The Hills Shire is lacking in skate parks. There are already too many children's parks, we need something for older kids."
- "Would like to see a skate park."
- "Would love to see a skate park included."

Other emerging issues received were:

- Overwhelming positive sentiment about the initial design.
- Accessibility inside the park and to be able to get to the park.
- Fencing areas in the park for safety.
- Pets allowed to use the space.
- Access to a café and / or kiosk food outlet.
- Shade in the park was particularly important.
- Parks from across the country and globally were mentioned.

Aboriginal connection was mentioned in several survey responses and during the stage one online workshops.

Below is feedback raised:

- Consider using a Darug/Dharug name or dual language name for the park and incorporate and respect Aboriginal people as the traditional custodians;
- Desire to incorporate First Nations history, particularly through signage on the surrounding area and flora uses; and

REPORT

- Consider integrating spaces like an Aboriginal yarning circle, a bush tucker garden and/or Aboriginal art and drawings as a way to respect the traditional custodians of the land.

A more detailed report is in Appendix A, including a snapshot of the online community survey engagement outcomes in Table 12.

3.9 Feedback on the workshops

After the online design workshops, participants were asked to complete a Sli.do informing us on their experience with the engagement activities.

48 participants chose to complete the Sli.do. Overall, participants had a very positive experience with the engagement activities and were positive about the park's initial concept design. The average responses from the 6 workshops are displayed below in Table 10.

Table 10: Feedback on engagement process

Feedback on engagement process	
Question	Average response out of 5 (1 being not at all and 5 being excellent)
How relevant was the information provided today and was it easy to understand? (1 star = not at all and 5 stars = very relevant)	4.8
How easy was the technology to use in the session?	4.3
How easy was the workshop to participate in?	4.7
To what extent do you feel your views were heard?	4.5

3.10 Aboriginal stakeholder engagement outcomes

The project team met with Dharug Strategic Management Group on 1 September and 25 October 2021 to discuss the initial and revised designs.

RPS engaged Muru Mittigar to provide consulting and contracting services focused on Darug/Dharug culture. Muru Mittigar attended the second meeting.

Table 11: Dharug Strategic Management Group meeting feedback

Themes	Feedback received	Responses provided during the meeting
Meeting 1- concept design feedback 1 September		
Respect and culture <i>Acknowledging and paying respect to the traditional custodians of the land and the ongoing connection Country.</i>		
	The use of Darug/Dharug language throughout the park.	Consideration for Darug/Dharug/dual name put forward this will be an ongoing process. Opportunity to incorporate Darug/Dharug language in the artwork, subject to further discussion with the selected artist.
	A river sand base and possibility of hidden fire pit within the amphitheatre	Yarning circle to be considered in the design –seating with carvings

REPORT

Themes	Feedback received	Responses provided during the meeting
	area - for use of cultural gatherings and events.	representing significant stories, plants, or animals.
Nature and play <i>Planting native flora that thrives in its native habitat and paying homage to native flora and fauna before colonisation and industrial development.</i>	Natural play, bush play and other forms inquisitive play areas.	Nature play included in the design, provision for interaction with planting, as well as an educational garden.
	Play equipment that could have native animal themes and natural landscape features.	Nature play integrated into existing native trees, with natural local materials.
Education <i>Help visitors learn more about Native Australian flora and rediscovering utility within nature.</i>	Cultural interpretations- e.g., signage of the area, history and significance. Could include use of animals and waterway interpretations along the natural swale.	Opportunity to integrate into art, as well as signage strategy will be developed with the help of Indigenous culture consultants focusing on local fauna, flora and landforms.
	Community usage of Bush plant walks- a mixture of native edible plants and other resource plants with traditional uses could be identified. Could be added to the existing nature trail.	An educational garden may be possible but is subject to further discussion.
Non-cultural ideas for the precinct and its surrounds	Toilet amenities	Toilets may be included as a provisional item in the final design.
	An activity space for teenagers- sports courts, stake parks etc.	Targeted engagement taking place with teenagers to discuss possible play area and seating options to allow for group gathering and socialising.
	Activity space for all ages	The design includes spaces for different age groups.
	A space for interchangeable themes (possible along the discover or nature trails) for school holiday fun and ideas.	The proposed open lawn could provide space for a range of events. If approved, the educational garden could allow for bush tucker education, or weaving classes.
	Water refill stations situated throughout the precinct.	Water refill stations have been included in the design.
	Edible/fruit trees.	Edible plants are proposed in the educational garden but the use of these is yet to be agreed.
	Is the shaded picnic and play area weatherproof or just slat shade?	The design proposes waterproof barbecue spaces to and playgrounds with shade covers.
Meeting 2- revised concept design 25 October		
Maintenance	Management and maintenance of certain 'bush tucker' plantings will need to be further discussed with Council.	Agree, discussion required.
Future community use and access	A key consideration for Aboriginal Elders using the park is suitable access.	The Park is located in front of a shared way with street parking available.
Park naming	The significance of a place, its history, and what it is today or in the future needs to be considered when deciding the name. the name should have purpose and meaning.	Landcom is doing further work to determine the name of the park.
	One comment made was that 'the park will be a shared space and sanctuary, a small green space, and a <i>diamond in the rough.</i> '	Yes, this is Landcom's vision for the park.

REPORT

Themes	Feedback received	Responses provided during the meeting
Public art	It would good if the name tied in with the public art meaning and style because it would tell a story of place.	There will be an opportunity for DSMG to be consulted during the public art community engagement process and this may provide further opportunity for discussion about the park name.
	Having a combination of short English or Darug/Dharug text and pictures would be good because some people have low literacy.	This feedback will be considered when Landcom develop the artwork.
	Incorporation of QR codes next to Darug/Dharug language signs so when people scan the code, they hear the correct pronunciation of words.	This feedback will be considered when Landcom develop the artwork.
Water	Will water features be included in the design?	A natural swale has been included in the design to support nature play and discovery and act as an additional natural drainage solution.
	f 'Water connectivity' and wildlife corridors are important to consider	The concept of connection will be considered in the design.

4 CONCLUSION AND NEXT STEPS

There was overwhelming support from the wider community for this new park in the Hills Showground area.

Key outcomes from stage one of community consultation were:

- Overwhelmingly positive feedback about the initial park design;
- Play and movement garnered the most discussion and interest;
- Participants want the park to be accessible, inclusive, flexible and shady;
- Nature, nature play, and education about nature through signage are all highly valued;
- Participants value parks as a place to relax alone or in groups;
- People support the concept of a performance amphitheatre and want to use this space for social and community gatherings and school performances;
- Good facilities and services are very important in a park as they enhance usability and safety; and
- Commonly requested design updates included fitness equipment, toilet with baby changing, waterplay and skating facilities.

Key outcomes from stage two of community consultation were:

- Inclusivity and accessibility are highly valued;
- Participants want the park to be used for group play and social activities;
- Adequate shade and weatherproofing are important;
- Materials used should be durable, sturdy and heat proof, and incorporating natural materials where possible was desired;
- Equipment like swings and slides proved popular, whilst see-saws and springers were not popular;
- Equipment that is multi-purpose and incorporate elements of play for children of all ages (also great for parents watching the play) are preferred;
- Teenagers are more likely to use and value a kickabout space than older participants;
- Equipment that encourages group play and child development are preferred; and
- Teenagers are less likely to use the amphitheatre and value areas that facilitate social interaction, passive recreation, and relaxation.

The project team refined the detailed design based on the feedback received during the consultation process. A separate summary document will be prepared to summarise the aspects of the design that were updated as a result of community feedback. This will be added to the Sydney Metro Northwest Places website.

The feedback will be included in Landcom's Development Application to The Hills Shire Council seeking approval for the design and construction of the park.

APPENDIX A: DETAILED ONLINE ENGAGEMENT OUTCOMES

Appendix A details a detailed report community engagement outcomes from the online consultation survey run from the 3 to 31 August, 2021. The outcomes are separated by engagement theme. Table 12 provides a high-level summary of the online community survey.

Table 12: Online community survey outcomes

Question number	Question	Question type	Options	Most common response
Play and movement				
1	The park could include play equipment. What type of equipment would you like to see in the park?	Rank from most important to least important.	<ul style="list-style-type: none"> • Nature play • Climbing • Swings • Balance • Toddler play • Mouse wheel 	Nature play
2	What types of outdoor fitness equipment would you like to see in the park?	Rank from most important to least important.	<ul style="list-style-type: none"> • Fitness circuit • Outdoor training • Footy • Cricket • Kite flying • Yoga • Other. 	Fitness circuit and multiuse equipment were ranked most important.
3	What types of activities can you imagine doing in the open recreation space?	Select all that apply. Free text option available.	<ul style="list-style-type: none"> • Frisbee • Outdoor training • Footy • Cricket • Kite flying • Yoga • Other. 	Footy
Relaxation				
1	Which of these spaces can you imagine yourself using to relax?	Select all that apply. Free text option available.	<ul style="list-style-type: none"> • Quiet space • Barbeque space • Picnic seating • Grass • Amphitheatre • Other 	Barbeque space
2	Who would you enjoy the park with?	Select all that apply. Free text option available.	<ul style="list-style-type: none"> • Myself, for some alone time • Colleagues • Friends • other 	Family
3	What type of shade would you like to see in the park?	Rank from most important to least important.		Weatherproof sail structures.

REPORT

Nature

1	To what extent do you like this idea?	Select the answer that applies the most.	<ul style="list-style-type: none"> • I love it • I like it • It's ok • I don't like it • I hate it • I am unsure 	I love it
2	We are considering including informational signagemoost. about the plants in the park. Would you like to see this?	Select the answer that applies the most.	<ul style="list-style-type: none"> • Yes • No • unsure 	Yes

Discovery

	To what extent do you like this idea?	Select the answer that applies the most	<ul style="list-style-type: none"> • I love it • I like it • It's ok • I don't like it • I hate it • I am unsure 	I love it
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Creativity

1	We have included a performance space in the initial design.	Select the answer that applies the most.	<ul style="list-style-type: none"> • I love it • I like it • It's ok • I don't like it • I hate it • I am unsure 	I love it
2	How can you imagine locals using this meeting space?	Select all that apply. Free text option available	<ul style="list-style-type: none"> • Gatherings with family and friends • School events and performances • Community group activities and performances • Cultural activities • Other 	Gatherings with family and friends
3	We have included a grass Amphitheatre seating area in the initial design	Select the answer that applies the most	<ul style="list-style-type: none"> • I love it • I like it • It's ok • I don't like it • I hate it • I am unsure 	I love it

REPORT

4	How can you imagine locals using the Amphitheatre space?	Select all that apply. Free text option.	<ul style="list-style-type: none"> • Local markets • Outdoor cinema • Informal community meetings • Pop-up creative activities other 	Outdoor cinema
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Facilities and services

1	Here are some facilities and services that are often included in local parks of similar size and location.	Rank from most important to least important.	<ul style="list-style-type: none"> • Water fountain • Wi-Fi and phone charging • Dog station fountain and cleaning • Bike stands • Security cameras 	Water fountain
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Other feedback

N/A	Share your ideas	Free text.	N/A	Most common responses were water play & water features, skateboarding facilities, and accessibility and inclusivity.
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Play and Movement

The play and movement questions received the most responses from online survey participants. A total of 189 survey submissions were received for this theme.

The survey asked participants to answer three questions, the first two were rank from most important to least important and the final was a 'select all that apply' question with an option for free text should the multiple-choice options did not fit the participants requirements.

Question 1

Participants were asked to rank the following types of equipment that they would like to see the most in the park. Their options were:

- Nature play
- Climbing
- Swings
- Balance
- Toddler play
- Mouse wheel.

The survey data collected gave every option an average score out of 6. A score of 1 would mean that everyone selected it as their first choice and a score of 6 would mean that everyone selected it as their sixth. Of the options available, Nature Play had the lowest score with an average of 2.3, meaning that it was considered the *most important* for participants answering the survey. This was followed by 'climbing', with a score of 2.7 and then 'swings', with a score of 3.5.

The two types of equipment which respondents considered to be *least important* were toddler play (4.0) and a mouse wheel (4.5). The low ranking of young children's play equipment foreshadowed community sentiment expressed during the design workshops- that equipment design which did not preclude older children was important in the Castle Hill and Hills Shire area.

Question 2

Participants were asked to rank the following types of outdoor fitness equipment they would like to see in the park. The same ranking system applied to this question, only this time out of four. Respondent's options were:

- Bodyweight bar
- Multiuse equipment
- Balance and climbing
- Fitness circuit.

Respondents felt that the option of the 'fitness circuit' and the 'multiuse equipment' were the *most important* options, with a score of 2. Following this was 'balance and climbing' with a score of 2.5 and the option of a 'body weight bar' was ranked as *least important* with a score of 3.5

Question 3

The final question respondents were asked was 'what types of activities can you imagine doing in the open recreation space?' with the option to select all that applied to them. These options were:

- Frisbee

Table 13: Play and movement free text response

Free text response	Count
Bike path/riding	12

REPORT

- Outdoor training
- Footy
- Cricket
- Kite flying
- Yoga
- Other [free text submission].

98 respondents (51.9%) ranked 'Footy' as the activity they can most imagine enjoying. Following this was cricket (28.6%) and then 'Frisbee' (6.3%).

49 participants also chose to fill in the free text option. From these responses arose a few new themes. The counts of which are represented in Table 13.

12 respondents mentioned wanting to use the space for bike-riding or scootering, mentioning the need for a bike path to accommodate this. Another 5 respondents mentioned using the parks to play with their dogs. One participant mentioned an enclosed area specifically for off-leash dogs.

Picnicking, playing basketball on a court or halfcourt, skateboarding and footy were also mentioned four times. Evidently, respondents expect that the open recreation space will cater to a multitude of needs.

Off-leash dog area	5
Picnic area	4
Basketball court	4
Skating	4
Footy	4
Family friendly	3
BBQ	3
Basketball	3
Pilates/yoga	2
Table tennis	2
Scootering	2
Walking	2
Cultural activities	2
Running	2
Boule	1
Tai chi and Qigong	1
Badminton	1
Judo and/or bootcamps run by 1 local organisations	1
Grand Total	58

Relaxation

74 respondents answered this section of the survey.

When asked the spaces that they could imagine themselves using to relax, 93% (69) of respondents voted for a barbeque space, followed by 77% (57) picturing themselves relaxing at picnic seating. This correlated with who respondents would imagine themselves enjoying the park with, with the option selected by 95.9% (71) of voters being 'Family'. This was followed by 68.9% (51) of respondents choosing 'Friends'.

Participants were also offered the opportunity to submit ideas they would like to see included for relaxation. A popular submission was water, with one respondent submitting:

- "Water or lake. The Hill's lacks water-ways and it is evident throughout these lockdowns."

The mention of water and water features in the online survey was not isolated, as participants in the online design workshops also discussed that proximity to water was useful in relaxation.

When asked to rank what type of shade they would like to see in the park, respondents ranked 'weatherproof sail structures' as the most important and 'non-weatherproof sail structures' as the least important. 'Natural shade structures' scored a 1.9, highlighting that natural shade is still important to respondents, as a score closer to 1 denotes the more important the option was perceived to be.

Nature

Nature and nature play was received very well in the online survey. 91 people submitted responses to the questions and 92% of respondents either liked or loved the concept. Furthermore, the inclusion of informational signage about the flora in the park was positively received, with 91% of people stating that they would like to see signage included. This was heard again in the online design workshops with both adults and teenagers.

Discovery

The Park as a vehicle for 'discovery' was also received well by online respondents. 67 people answered the survey and 96% of respondents loved or liked the idea of creating spaces for discovery.

Creativity

Respondents were asked questions about the inclusion of a performance space in the initial design as well as a grass amphitheatre seating area. While 70% of survey respondents loved or liked the inclusion of a performance space, some respondents left comments that indicated they were sceptical about how much value, in practice, such an area would entail:

- “Unless it is an area that is commercialised i.e., rented out by council, then it will be a waste of space. The one in Parramatta is like that.”
- “Given that there is proposed apartments to be built up to 20 Storeys high, how much sunlight will there be during the day, or will the apartment blocks block most of the sun and simply cast a shadow over the park for most of the area.”

However, other left comments that indicated that such an area would be great for those living in the high-density housing being built adjacent to the park and an opportunity for personal and community gatherings. Comments included:

- “I would say it would be used mainly by the people living in the proposed apartments as a substitute for their backyard which they would normally have had if it was a house on a block of land. Also, possibly will be used by adults as a place to exercise in.”
- “Famous singers / groups make it more appealing to more famous performers and add value to the hills community by giving us the opportunity to host festivals etc. of music.”
- “Carols by Candlelight.”
- “Weddings.”

Similarly, 74% of respondents loved or liked the inclusion of grass amphitheatre seating. When asked how they could imagine locals using the amphitheatre space, 83.5% said an outdoor cinema, followed by ‘pop-up creative activities’ (69%) and then ‘local markets’ (61%).

Facilities and Services

The facilities and services survey received 129 responses, making it the second most answered survey after ‘play and movement’ and highlighting the relevancy of high-quality facilities and services to liveable and usable public spaces.

The options, ranked from most important to least important, are:

- Water fountain
- Wi-Fi and phone charging
- Dog station fountain and cleaning
- Bike stands
- Security cameras.

APPENDIX B: PROJECT WEBPAGE

Image 8: Project webpage during Stage One consultation phase and online survey

We want to understand how you would want to use the park including play equipment, open spaces and facilities. Your ideas will help shape the park design.

An artist impression of the initial park design is shown below.



How to share your Ideas

Online consultation is open until 31 August 2021. You can:

- complete a short survey by selecting a tile below – you will be entered into a prize draw to win local business vouchers to use in The Hills Shire to the value of \$200*. [View terms and conditions](#) and [information collection notice](#).
- provide your suggestions on the initial design on our [post-it wall](#) and tell us what you like about other local parks.
- register your interest in participating in a short online workshop. All participants who attend the full workshop will receive a \$50 e-gift Mastercard.

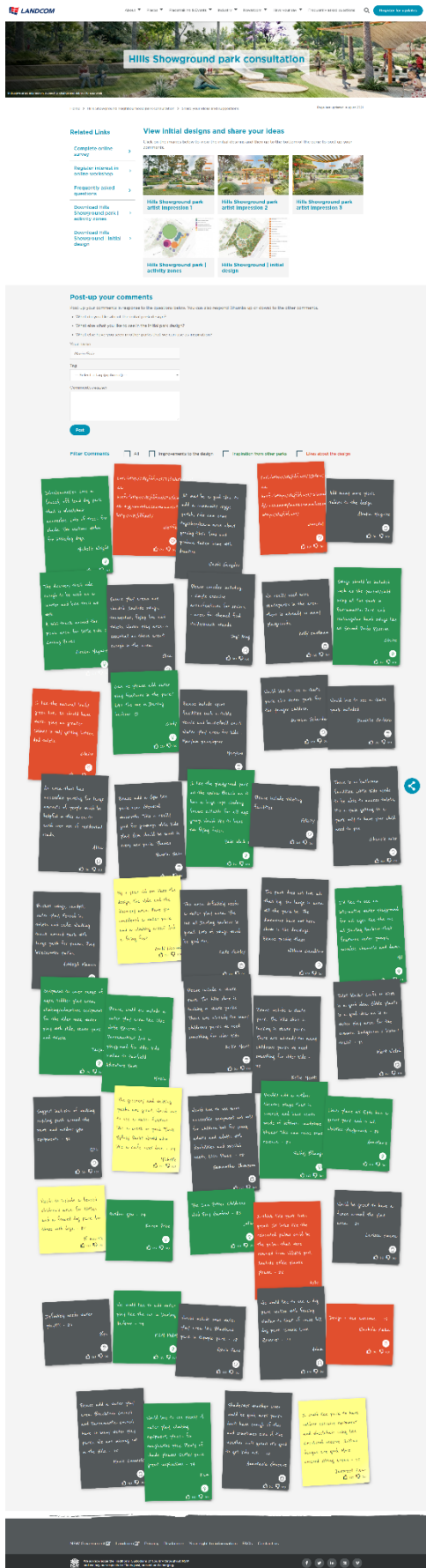
Online survey

[Start the online survey](#)

Our initial park design includes six theme areas for you to explore and provide us with feedback on:



Image 9: Online post it note wall



APPENDIX C: ELECTRONIC DIGITAL MESSAGING (EDM)

Image 10: EDM on Tuesday 3 August for consultation launch

The image shows a screenshot of an email from Sydney Metro Northwest Places. The header features the Sydney Metro Northwest Places logo and a photograph of a park area. The main body of the email is titled "Help design a new park at Hills Showground" and includes the following text:

August 2021

Help design a new park at Hills Showground

Landcom invites you to help design a new park in the Hills Showground Station Precinct. The park will be about 350 metres from the station and, adjacent to Carrington Road.

The park will be a 'half-shared backyard' where nearby residents and the community can relax, exercise, play, be creative or meet with friends and family.

This is your chance to share your ideas and help shape the design of new public space for the current and future community.

[Visit online consultation >](#)

During the online consultation you can:

- view the initial designs and give your feedback
- complete a short online survey
- register your interest to attend an online workshop.

If you complete the online survey, you will be entered into a prize draw to win local business vouchers to use in The Hills Shire to the value of \$300.

Online consultation is open until 31 August 2021.

We will keep you updated as the project progresses and let you know how feedback has been considered in the park design.

*Terms and conditions apply.

About the new Hills Showground Precinct

Landcom and Sydney Metro are planning a new local mixed-use centre close to the Hills Showground Station. The neighbourhood will be a walkable, lively place with strong connections to world class transport and cultural and recreational activities at the Circle Hill Showground.

Contact us

Telephone: 1800 712 292
Email: publicinquiries@landcom.nsw.gov.au
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Image 11: EDM on Wednesday 1 September for consultation close

SYDNEY METRO NORTHWEST PLACES

September 2021

Thank you to the many people who shared their thoughts about the design of our new park at Hillc Showground.

The consultation period has now closed and we are currently reviewing your feedback.

We loved receiving all your ideas and suggestions. Our online consultation page was viewed 2,065 times, we received 304 survey responses and 43 comments on our digital post-it wall! We'll be in touch with the winner of the survey prize draw in the next week.

Once we have reviewed the feedback, we will prepare a consultation report summarising what you told us and how this feedback shaped the park design.

We are expecting to submit the development application for the park to The Hills Shire Council in early 2022. Once the development application is submitted, Council will place it on public exhibition for further community feedback. The exhibited package will include the final proposed design and a copy of the reports and studies (including the consultation report).

For project updates visit www.hillc.com.au/showold.

About the new Hillc Showground Precinct
Landcom and Sydney Metro are planning a new local mixed-use centre close to the Hillc Showground Station. The neighbourhood will be a walkable, lively place with strong connections to world class transport and cultural and recreational activities at the Castle Hill Showground.

Contact us
Telephone: 1800 712 252
Email: metrostationdevelopment@landcom.com.au
Website: www.sydneyplaces.com.au

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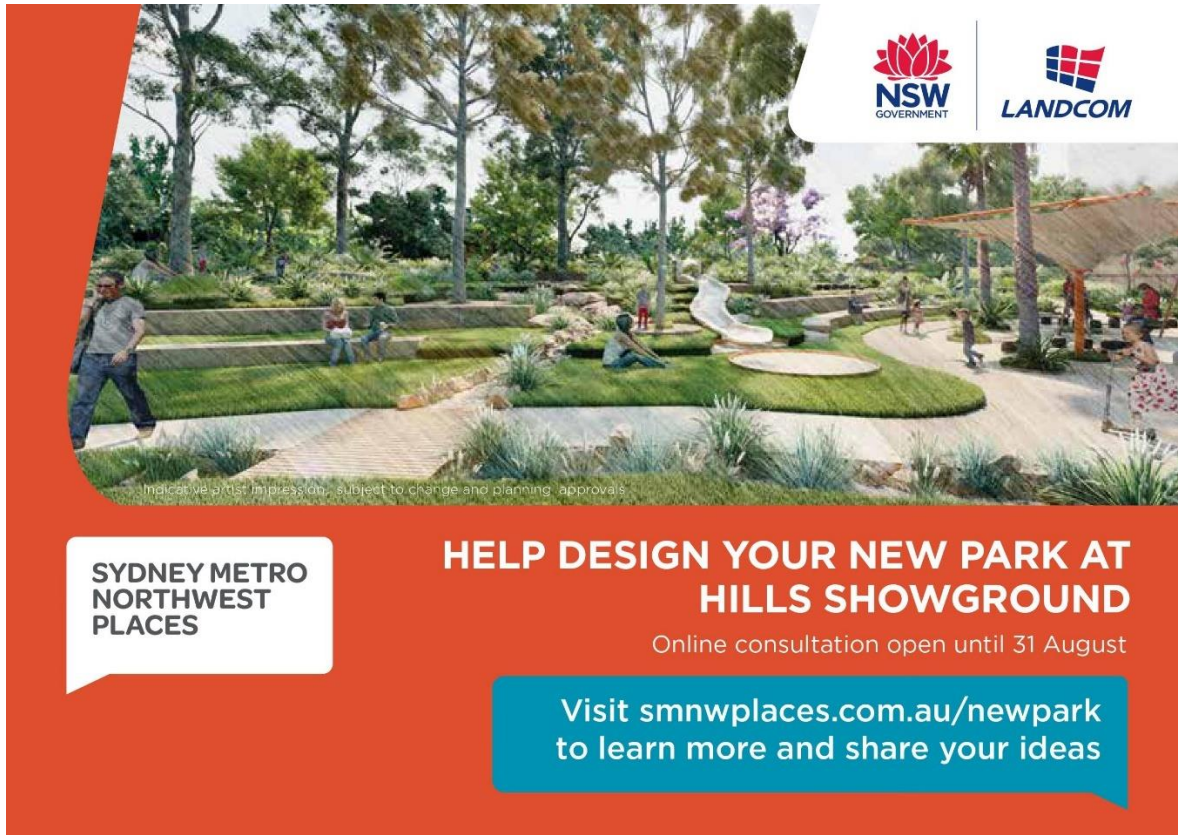
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APPENDIX D: CONSULTATION LAUNCH POSTCARD

Image 12: postcard for stage one consultation launch



Indicative artist impression, subject to change and planning approvals

NSW GOVERNMENT | **LANDCOM**

SYDNEY METRO NORTHWEST PLACES

HELP DESIGN YOUR NEW PARK AT HILLS SHOWGROUND

Online consultation open until 31 August

Visit smnwplaces.com.au/newpark to learn more and share your ideas



Indicative artist impression, subject to change and planning approvals

SYDNEY METRO NORTHWEST PLACES

Complete the online survey by 31 August to have a chance of winning local business vouchers to use in The Hills Shire to the value of \$200.*

Help design a new park in the Hills Showground Station Precinct.

The park will be a 'leafy shared backyard' where residents and the community can relax, exercise, play, be creative or meet with friends and family.



Scan the QR code or visit smnwplaces.com.au/newpark

Contact us
Call 1800 712 292
Email sydneymetronorthwest@landcom.nsw.gov.au

 Call 13 14 50 if you need an interpreter and ask them to call Landcom on 02 9841 8600.

*Terms and conditions apply and are available at smnwplaces.com.au

APPENDIX E: DISTRIBUTION ZONE FOR POSTCARD

There were 7900 postcards distributed to community members. Postcards were distributed to residents who lived within a 1km radius of the park and to residents who resided in high-density housing units around Castle Hill Station to capture the 'voice of the future' i.e., the people to whom the park will become their backyard. These apartments included:

- Northpoint Apartments
- Atmosphere Castle Hill
- Grand Reve
- Sorrento Gardens

Image 13: 1km distribution drop zone for postcard for stage one consultation launch

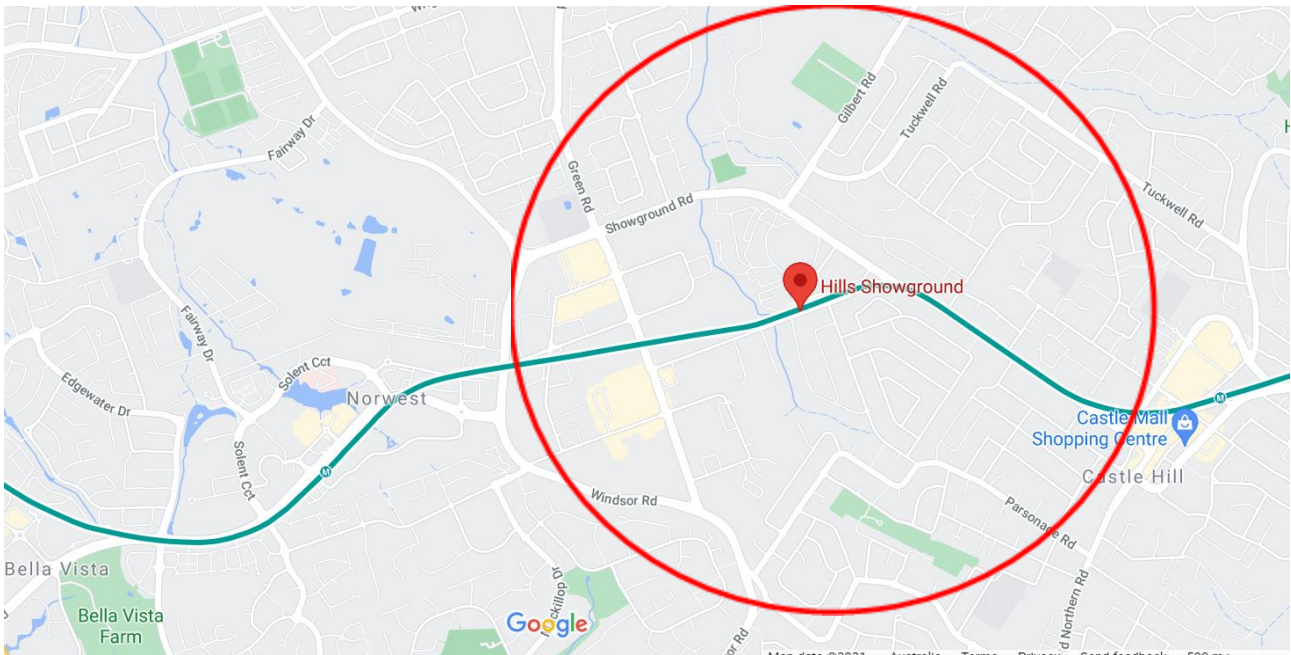
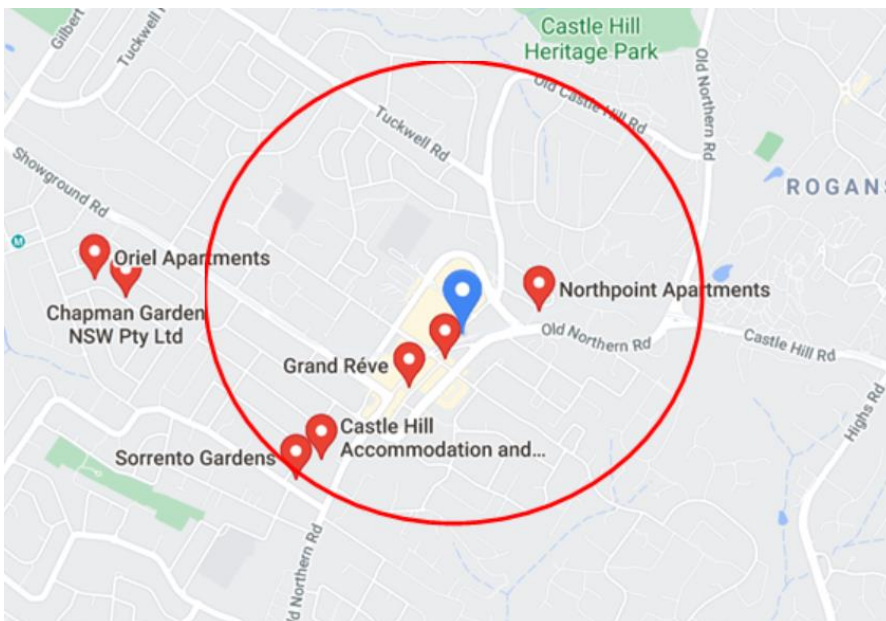


Image 14: 1km radius around Castle Hill Station capturing medium and high-density housing types



APPENDIX F: FACEBOOK CONSULTATION LAUNCH

Image 15: Facebook post on Landcom Places account launching consultation, 3 August

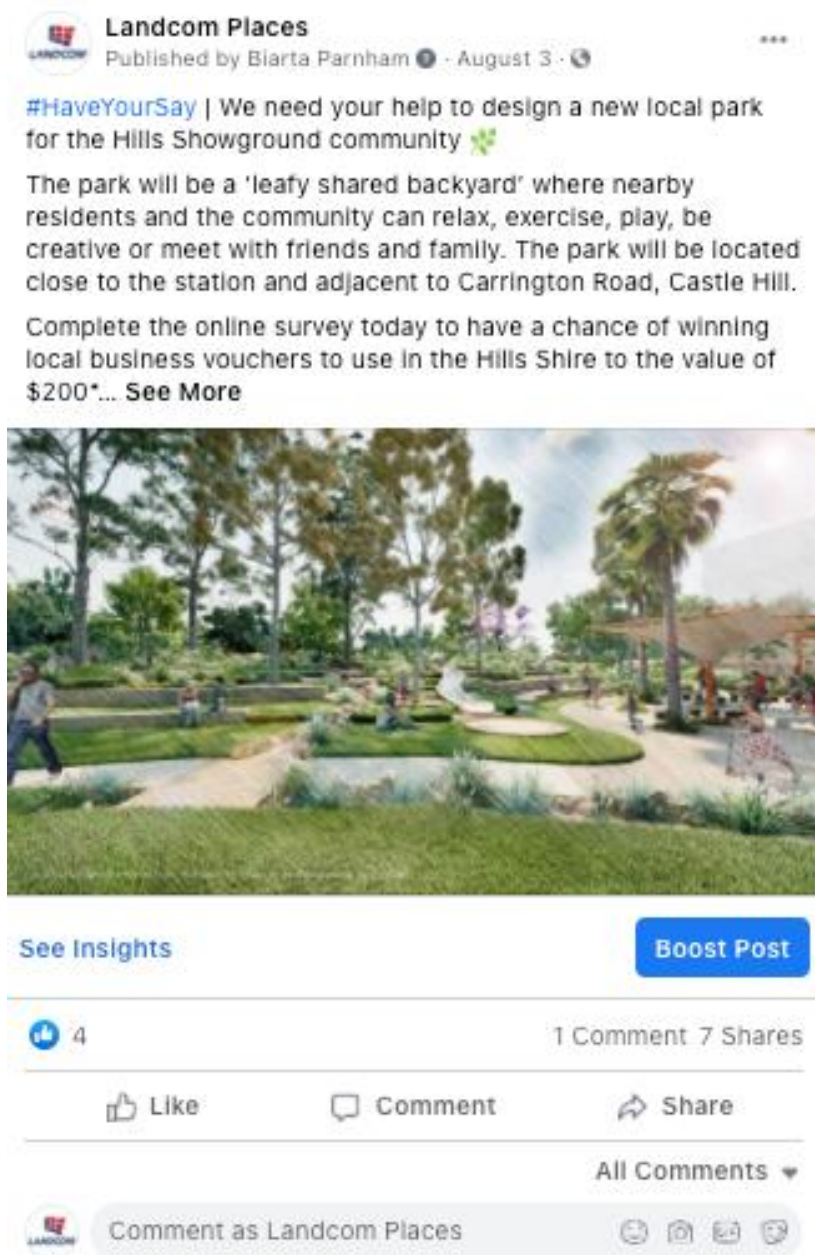


Image 16: Facebook post on Landcom Places account asking for signups to the workshops, 10 August

Landcom Places ★ Favourites · 10 August at 11:08 · 🌐

#HaveYourSay | Attend an online workshop to help shape a new park at Hills Showground 🗣️

We need your help to design a new local park for the Hills Showground community. Our initial designs for the park include formal and informal play spaces for people of all ages to enjoy such as open green spaces, nature play, play equipment and fitness equipment.

Visit smnwplaces.com.au/newparkworkshop to register your interest in attending a small online community workshop to have your ... See more

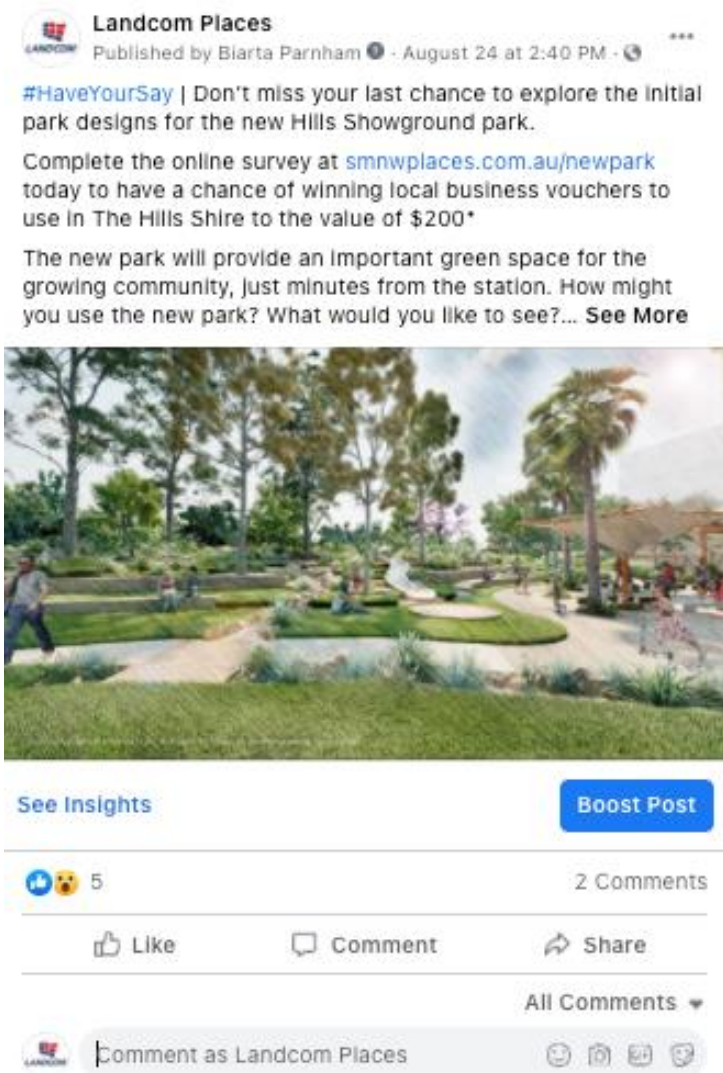
4 1 share

Like Comment Share

Most relevant ▾

Write a comment...

Image 17: Facebook post on Landcom Places account with survey closing soon, 24 August



NOTE: Instagram posts mirrored Facebook posts, are not included in this document.
No comments were made on the Instagram posts.

Image 18: LinkedIn post on Landcom account on the project, August 2021

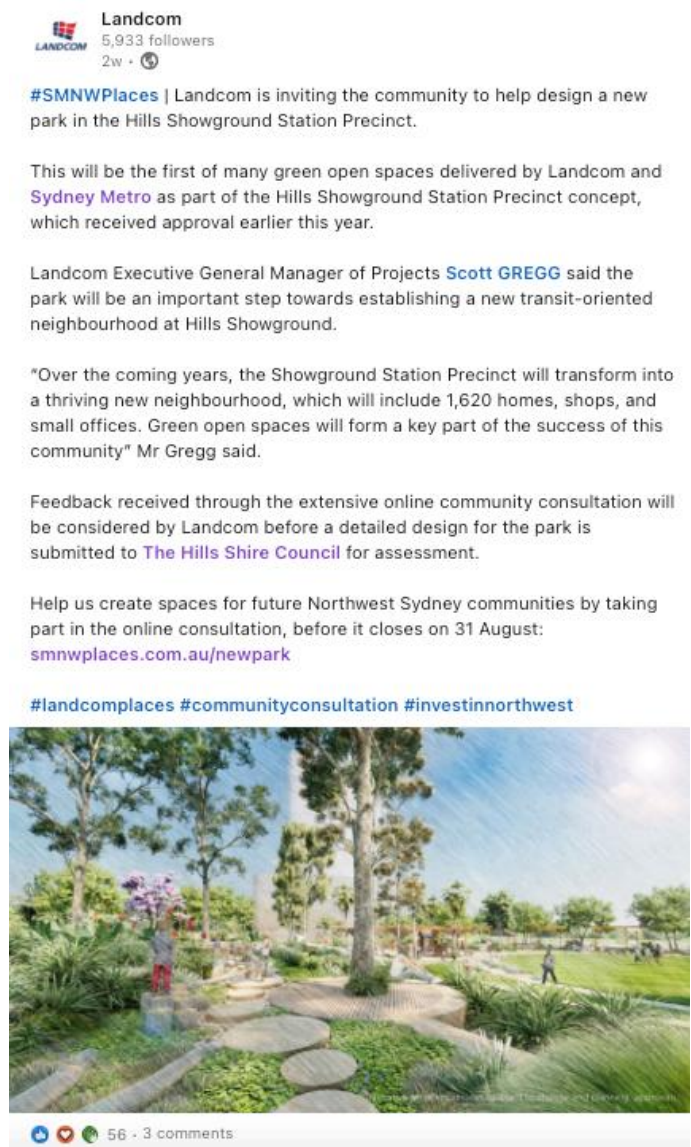


Image 19: Facebook post by the Hills Shire Council on their page launching consultation, 5 August 2021

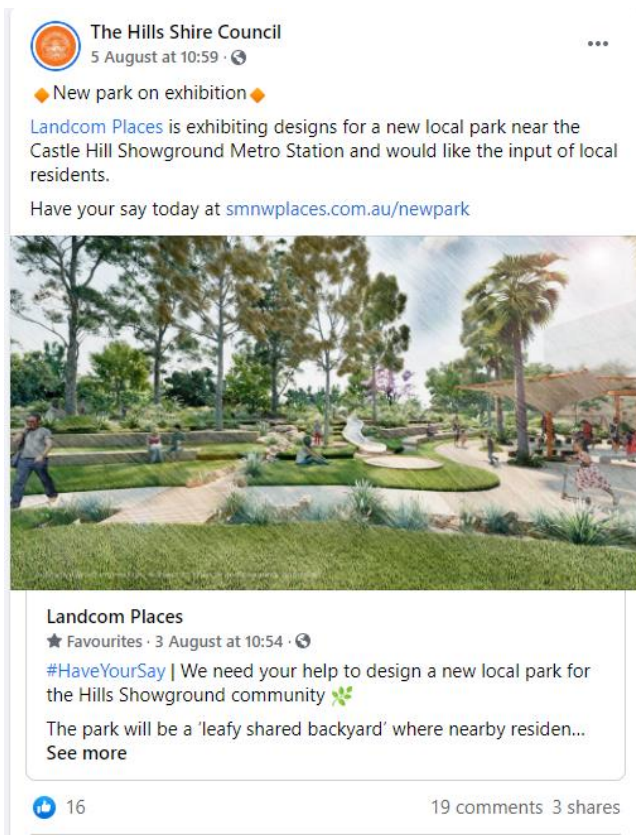


Image 20: Facebook post by Cllr Dr Peter Gangemi launching consultation on their page, 9 August 2021

 Councillor Dr Peter Gangemi - North Ward, The Hills Shire Council is at **Castle Hill Showground**.
August 9 at 7:32 AM - Castle Hill, Sydney

 Help design a new park in the Hills Showground Precinct

Landcom invites you to help design a new park in the Hills Showground Station Precinct. The park will be about 350 metres from the station and adjacent to Carrington Road and be available for all members of the public to enjoy.

The park is visioned as a 'leafy shared backyard' including play equipment for younger and older children as well as informal nature play areas, a discovery trail and an amphitheatre. The park is also proposed to include shaded areas, a BBQ, sheltered seating and relocation of existing on site Ilivistona palm trees into the park.

Community consultation takes place at this page until 5pm on Tuesday the 31st of August 2021 <https://smnwplaces.com.au/hills-showground-neighbourhood.../>

The final park design, including proposed uses, facilities and trees will be shaped by community feedback, views from Council and the outcomes of technical studies that are underway. Landcom will then lodge a development application with Council seeking approval for the design and construction of the new park.



11 1 Comment

 Like  Comment  Share 

Image 21: Facebook post by Hills District Mums launching consultation on their page, 3 August 2021

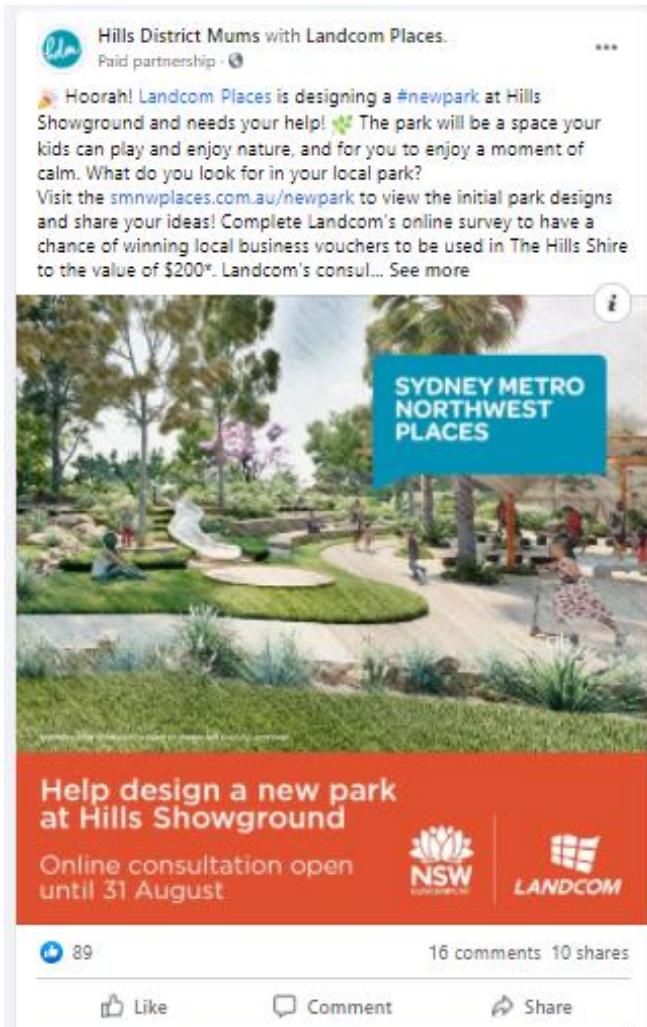


Image 22: Facebook post by Hills District Mums encouraging the community to have their say, 10 August 2021

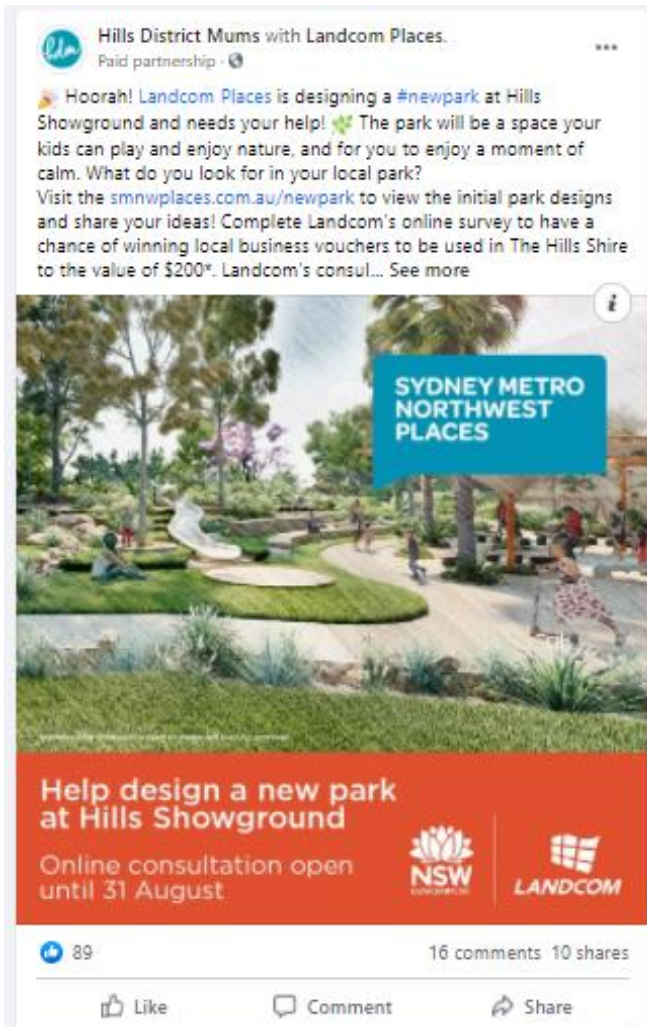


Image 23: Facebook post by Hills District Mums encouraging the community to have their say before consultation closes, 24 August 2021



APPENDIX G: ONLINE DESIGN WORKSHOPS

Stage one

Before the consultation started, the project team had to pivot to online engagement because of the stay-at-home orders issued by the NSW Government on 26 June 2021. RPS used MURAL, an online whiteboard tool, for workshoping and collecting insights from participants. As a digital workspace for visual collaboration, it allowed us to quickly capture ideas and issues, then sort, rank and maintain workshop momentum.

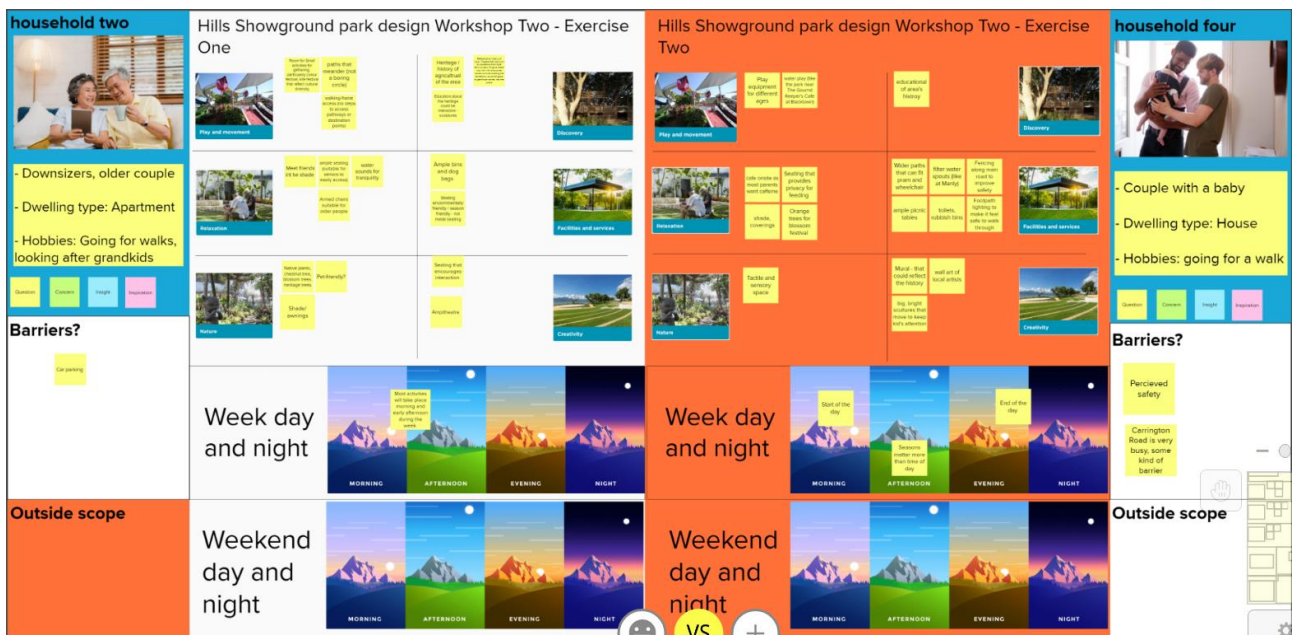
The aims of the stage were:

- Build project awareness.
- gain feedback from targeted groups of community members to reflect the ‘voice of the future’.
- To ensure that the wider community were able to provide feedback on the initial park design.

This was achieved by:

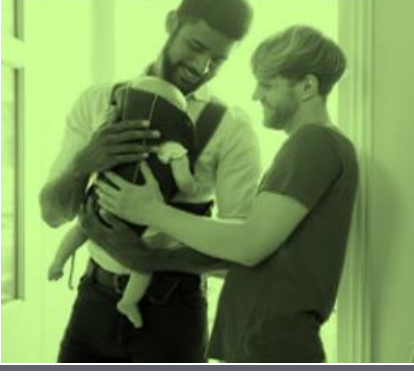
- Workshops, social media, EDMs and other partner-channel promotions were used to direct the community to Landcom’s website to gather information on themes and how they would see themselves using the park
- We used data from relevant State Significant Development Application (SSD-9653), reports (such as the Social Impact Assessment) and data from the census to develop four household personas to inform the workshops
- The workshops focused on ‘the voice of the future’ and ensured all community members had an opportunity to participate.

Image 24: MURAL board used during stage one consultation online workshop



Each household was chosen to represent current and future voices of the Hills Shire community and to represent their diversity.

Table 15: Household personas used in all the online workshops in stage one consultation.

Household no.	Household image	Household description
1		<p>Family with one young person with a disability. A four-person family living in a small house and one of the older children has a physical disability.</p>
2		<p>Empty nesters who have downsized to an apartment. A two-person family living in a new apartment. They have been in the area for 1+ years and like to keep active, looking after their grandchildren.</p>
3		<p>Flat share with young professionals. A group of young professionals who live in an apartment together. All four are very active and involved in sports and recreation.</p>
4		<p>Couple with a new baby. A (now) three-person household, with a new baby. The couple had been both very active before the baby.</p>

The four online workshops:

1. Were 1.5 hours (same format, participants picked the date that suited them) with a maximum of 15 participants.

2. Invited participants drawn from similar communities in other LGAs and recruited via partner organisations to draw in local young people, older people, people with a disability and their carers, those from Culturally and linguistically diverse (CALD) backgrounds.
3. Set the scene about being ‘the voice of the future’ using masterplan imagery, demographics, Design with Country guidelines, the Urban Design Guidelines and other relevant contextual documents.
4. Introduced the future community by introducing the household personas.
5. Explained what we were asking feedback on (and having a ‘parking lot’ for ideas and comments that were out of scope).
6. Included breakout rooms to split the workshop group in half to generate discussions around two of the household personas.
7. Used a morning, afternoon, evening and night image to ask what each household would be using the space.
8. Discussed with the entire workshop group on how the household personas differ from theirs and to capture any missed information.

Stage two

During the stage two consultation period, the project team used digital engagement because of the restrictions issued by the NSW Government on 26 June 2021.

The stage two workshops were held to in response to comments and feedback received in the stage one consultation. We:

- Invited back selected participants from the stage one consultation workshops to participate in a play and movement theme specific workshop.
- Invited young people under 18 years of age that showed interest in participating in the stage one workshops to a youth specific engagement workshop.

For the play and movement workshop we:

1. Presented updated design concepts, explaining what we heard and how their feedback was incorporated into the design.
2. Outlined areas as part of the play and movement theme we were seeking feedback on – the kickabout space, traditional play equipment, toddler play, path network, exploration play. Please see **table 2** for further information.
3. Asked participants to prioritise images under each area and report back to the wider group.

Table 14: The Play and Movement specific workshop areas and elements for discussion

Area of discussion	Elements for discussion
The kickabout space	The open grass element in the park
Traditional play equipment	<ul style="list-style-type: none"> • Slides • Swings • Spinners • See-saws • Springers
Toddler play	<ul style="list-style-type: none"> • Toddler station • Grouped items • Themed items • Climbing items • Inclusive items e.g., for kids and adults

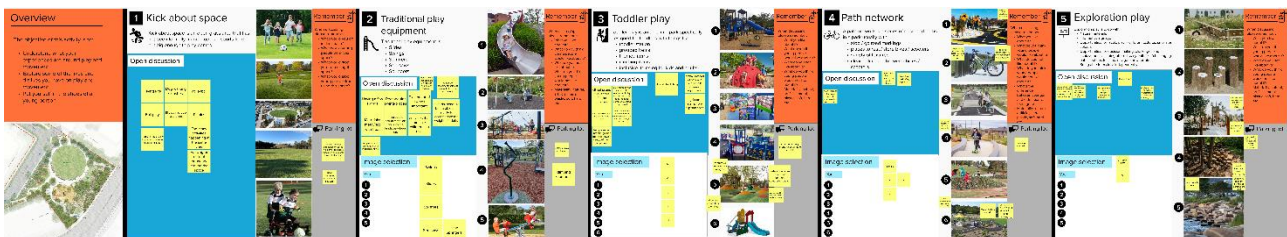
Path network

- Stop / go road markings
- Places to rest / store bikes / scooters
- Variety of textures
- Clear delimitation between bikes / scooters
- Obstacles

Exploration play

- Natural materials
- Informative signage
- Opportunities for tactile play – different textures, smells or colours
- Opportunities for decision making, challenges and achievements – being offered ‘easy paths’ or ‘challenging paths’ options to climb, navigate new terrain
- Being able to explore independently

Image 25: MURAL board used during play and movement workshop



For the youth engagement workshop, we:

1. Noted that during stage one consultation, spaces in the park for young people was identified as an area for further consideration, and we received a lot of interest to attend the workshops from under 18-year-olds.
2. Presented 75% design concepts, explaining the latest design.
3. Outlined areas as part of the park we are seeking feedback on – the kickabout space, amphitheatre terrace, discovery trail, outdoor rooms, all abilities play space, BBQ and seating area.
4. Asked participants to answer a series of questions:
 - What you'd do in the park?
 - What wouldn't you do in the park?
 - Who you'd hang out with?
 - When you'd use the park?
 - How do you look at the park differently due to COVID?
 - How you'd improve the park?

Image 26: MURAL board used during youth engagement workshop

Remember

We want to know:

- What you'd do in the park
- What you wouldn't do in the park
- Who you'd hangout with
- When you'd use the park
- How do you look at parks differently due to COVID
- How would you improve the park

Parking lot

skateboards	baseball	water	chess	bike racks	new benches	recycle	disabled
Full court basketball court	Spider web climbing thing	Gym equipment	Water thing	art murals	dog bowls	hand sanitizer	hand sanitizer
possibly a mist dog park thing	possibly a mist dog park thing	possibly a mist dog park thing	possibly a mist dog park thing	possibly a mist dog park thing	possibly a mist dog park thing	possibly a mist dog park thing	possibly a mist dog park thing
possibly a mist dog park thing	possibly a mist dog park thing	possibly a mist dog park thing	possibly a mist dog park thing	possibly a mist dog park thing	possibly a mist dog park thing	possibly a mist dog park thing	possibly a mist dog park thing

APPENDIX H: STAGE TWO ENGAGEMENT OUTCOMES

Play and movement iterative online design workshop

The second round of consultation focused on further refining elements. The focus on 'play and movement' was based on the overwhelming amount of feedback provided on this theme during the first stage of engagement. It was important to develop a more enriched and nuanced understanding of play and movement elements that would benefit the community and users of the park.

These areas were:

- A kickabout space
- Traditional play equipment
- Toddler play
- Path networks
- Exploration play.

In each area, participants were shown a variety of images depicting what the area could look like. At the end of the open discussion, participants voted for their preferred option from the various images. For image rankings and comments, see Appendix I.

Throughout the discussion, participants were prompted by the following questions:

- What do you like about it?
- What do you think young people would like about it?
- What do you not like about it?
- What do you think young people would not like about it?
- Materiality: natural, artificial, metal, plastic, soft, hard, etc.?
- The engagement outcomes have been delineated by finding motifs and sub-themes across the two engagement groups under each of the five areas.

Kickabout space

Participants expressed some hesitancy surrounding the kickabout space:

- "Too many people activities happening at the same time."
- "Turf/drainage really important/potential to use artificial turf."
- "Potentially no kickabout space- invasion of space."
- "Younger people may not want to use this space."
- "Too small of a space."

The concern that 'younger people may not want to use this space' was a misplaced assumption, as in the teenager workshop the participants were particularly keen on the ways that they could use the area.

Moreover, while hesitant, most participants saw the area as an opportunity for sport and recreation. Some ideas included:

- Dog walking
- Kite flying
- Ball play
- Birthday parties and picnics
- Frisbee.

Some other comments included ensuring that there was adequate drainage and fencing around the space to ensure that balls and children do not run onto roads.

An interesting note is that just like ideas expressed by teenagers in the youth led workshop and captured in the online survey, there were suggestions to include a basketball court or half-court:

- “Potentially changing to a basketball space.”

Traditional play equipment

Participants were enthusiastic about the traditional play equipment being incorporated into the park.

- “Park to focus on play equipment.”

The image selection options generated a lot of discussion around what was important to participants in traditional play elements. These are recounted below.

Group play

Participants felt it was important that traditional play equipment facilitated group play between multiple children.

- “Activities that multiple children can use.”

There were suggestions to go beyond traditional one-seater swings to incorporate basket swings that could hold multiple children at once:

- “Round swings that can hold 3-4 (basket and bucket swings).”
- “Basket swing.”
- “Have a few swings.”

Another idea was sandpits:

- “Sandpits- kids can play together or independently”

The desire for group play was conjoined with participants being concerned that children were not precluded by the types of play equipment in the park as well.

Accessible and inclusive play

It was important to participants that there were accessible play elements. This included accessible swings for children of all different abilities:

- “Rectangular swing/braces.”
- “Being inclusive: especially with swings.”

One participant shared photos of an accessible rectangular swing for infants that is in Appendix I.

Participants also stressed the importance of inclusive play, including ensuring that older children and adults could utilise the equipment to play with their children or relatives:

- “Materials need to be durable and sturdy to accommodate the weight of adults.”

Participants cared about the quality of the materials and wanted assurance that they would be durable and sustainable.

Sustainable and environmentally friendly materials

Participants expressed that they would like materials and traditional play equipment to be:

- “Environmentally friendly.”

And for:

- “Traditional play spaces [to use] more natural materials.”

A more natural and seamless blend between nature and play equipment was also suggested:

- “Incorporate natural materials and into the lanscape/trees etc.”

Furthermore, participants wanted to ensure that materials were not susceptible to extreme weather, like high temperatures:

- “Materials: metal/hot with heat.”
- “Very important materials: particularly on metals.”

Toddler play

Participants liked that there were considerations for different types of play equipment to accommodate for different ages. Participants suggested ideas like trampolines set into the ground, tunnels and themed equipment. However, the discussion focused on ensuring that the play was safe and encouraged child development.

Safety

A top priority for participants while discussion toddler play was the issue of safety. It was important to mitigate the risk of injury during play in all types of weather:

- “Softfall instead of bark and shade sails covering equipment.” “Grip on stairs/non-slip surfaces.”
- “Softfall.”

Furthermore, parents wanted to be able to observe their children playing without having to intervene:

- “Multipurpose and incorporate elements of play for children of all ages (good for parents watching.)”
- “Parents have visibility for safety.”
- “Parents having a break while kids are playing.”

Child development

While concerned about safety, participants also felt it was important that the equipment challenged toddlers and encourage growth and development. This was why participants in Group 1 were drawn to option 1 (Appendix I), as it allowed for creative play that encourage children to use their own imagination to play. Some comments included:

- “Motor skills/climbing.”
- “Climbing and challenges for the children.”

Path network

Participants liked the option of a path network:

- “Need space to have this.”

The perceived value-add of the path network was because of its educational addition and how it contained bikes, scooters and skateboards to one area of the park:

REPORT

- “Learning road safety is important.”
- “Won’t impact other park users if contained to bike paths.”

Suggestions to enhance the experience included:

- “Make sure there is enough bike/scooter storage.”
- “[A] variety of textures.”
- “Clear markings and signage.”
- “Kids love tunnel.”

More comments on the specific path network options are in Appendix I.

Exploration play

Exploration play areas were also embraced widely by participants. Participants were particularly drawn to the image selection options where exploration play intersected with nature.

- “Interaction with nature.”

This is consistent with sentiments shared in the first round of design workshops, where participants associated the concept of ‘discovery’ with education about the natural environment through interaction and signage for children. Comments included:

- “Little climbing wall with rocks.”
- “Climbing is fun no matter what material they are climbing over.”
- “Signage/arrows to help kids navigate between and create interest.”
- “Use plants from the council’s nursery to decorate the shade area/buffer.”

Participants also felt that it was important to consult with indigenous communities whose Country the park is situated on to discover more about the history and importance of the area and build exploration play that educates and fosters respect to Aboriginal children who played in this area in the past and continue to do so.

- “Talking to Indigenous communities.”

Youth led online design workshop

Due to overwhelming interest from people aged under 18 in the initial online design workshop expression of interest, a youth led online design workshop was held to allow younger participants share their thoughts on the 75% park design concept.

Participants used MURAL to share their thoughts on six areas of the park:

1. Kickabout space
2. Amphitheatre terraces
3. Discovery trail
4. Outdoor rooms
5. All abilities play space
6. Barbeque and seating area.

There was a ‘parking lot’ section that allowed participants to share ideas that were situated outside of these six areas. During this activity, participants were encouraged to answer with the following questions in mind:

- What would you do in the park?

REPORT

- What would you not do in the park?
- Who would you hang out with in the park?
- When would you use the park?
- How do you look at parks different due to COVID?
- How would you improve the park?
- The outcomes from this session have organised common ideas and motifs and sub-themes from participants under each of the six engagement areas listed above.

Kickabout space

Participants were enthusiastic about the kickabout space pictured in the 75% concept design. Participants shared varied ideas about how they would use this area, including uses that were not discussed in adult workshops like using your mobile phone as a form of passive recreation.

Group sport and exercise

Participants supported the idea of an active recreation space that allowed for casual sport. Participants shared that they would use the area to play sports like soccer, football and frisbee.

- “Mostly ball sports or active movements in general.”
- “Playing outdoor games.”
- “Rugby/soccer field posts.”

Several participants also said that they would use the area to jog and take part in independent exercise:

- “Go on a jog.”
- “Fly a kite.”

Participants also liked the idea of a turf cricket pitch centred in the middle of the kickabout space for informal games:

- “Cricket turf pitch.”

Another idea that was mentioned on the MURAL board and popular with participants was a bike track:

- “Bike track around the outside.”

Recreational activities and using phones

While not all participants were interested in playing sport, they indicated that they would still value the area for other activities like picnics:

- “Socialise with friends and maybe have lunch.”
- “Markets.”
- “Balancing picnics [and] active sports.”
- “Picnic- section that is designated for it.”

Participants suggested elements like shade, public Wi-Fi and wireless charging to aid with using their phone while hanging out on the oval:

- “Wireless charging for phones.”
- “Wi-Fi”
- “Wireless charging (you can use after you download an app).”
- “Sit on my phone.”
- “Shade for no glare on screen.”

Amphitheatre and terraces

Participants were not as enthused by the idea of an amphitheatre in the park.

- “People would be like ‘oh cool tiered seating, I am never coming back to this place.’”
- “Wouldn’t use this part of the park.”
- “I’m not sure it’ll be used for its ‘intended’ purpose.”

Despite their scepticism, participants could also see how it would be used by other age groups and for other purposes that were not exclusive to their age group:

- “It’d be fun to use for the children. I would definitely use it if I was a child.”
- “Might be used by schools for off-campus events.”
- “Community events.”
- “Provide enough space to allow for small performances.”
“Small group parties.”

Thus, while participants did not see the value-add for themselves directly, they understood that it was an element of the park which would provide value and add experience for other users from different demographics.

Discovery trail

Participants liked the idea of nature encroached discovery trails that they could use for a variety of purposes:

- “Discovery, relaxing walks.”
- “Climbing trees.”

Participants noted that they wanted to feel safe while using the discovery trail, including aspects like good and aesthetic lighting and lack of crowds would make the trail more appealing:

- “Would use the park if it was less busy.”
- “If there was sufficient lighting it would feel safe to come in the evening.”
- “Nice walk at night if there are lights.”
- “If lit up at night and less busy more likely to use (especially during COVID).”
- “Glowing mushroom lamps.”

Participants also expressed a desire to see flora and fauna throughout the discovery trail, with a feeling that it would add to the ambiance and discovery through education element.

- “Native plants.”
- “A variety of plants would make it more attractive.”
- “Discovering native plants and their uses.”
- “Brightly coloured flowers.”
- “Labels of what the trees/plants are so that people can learn what Aussie plants do what.”

Outdoor rooms

Participants also liked the idea of outdoor rooms and identified some ways through which they would use it:

REPORT

- “Chill with friends, as it is more shady.”
- “Sit and draw on my iPad.”
- “Would sit here with a group of friends and just hang.”
- “Sit and talking with friends after playing on the kickabout space or basketball courts.”

However, they also noted that it would be ideal if the space was to provide adequate space and shelter for unpleasant weather conditions like heat or rain:

- “Doesn’t provide shelter during bad weather.”
- “[overhead] wouldn’t provide shade.”

All abilities play space

Participants liked the idea of an all abilities play space. While it was acknowledged that it would not be as utilised by their age group, participants still noted down some play elements that would be more likely to be used by them:

- “Ride bike on pathway.”
- “Swing sets.”
- “Skating area.”
- “Zip line/flying fox.”
- “Those microphone things that travel through the ground.”
- “Rope climbing structure.”

Participants also noted that it was important to them that the play space was accessible and inclusive:

- “Wheelchair access.”
- “Ramps and stairs.”
- “Disability swings/slide etc. for all so that everyone can have fun.”
- “Sensory play.”
- “Handrails.”

Moreover, participants noted that they wanted the equipment and materials to be safe and environmentally sustainable:

- “Use environmentally sustainable materials.”
- “Avoid material that gets hot.”
- “Environmentally sustainable materials.”

One participant noted that seating around the equipment was important and could be innovative in their design to reduce sound pollution across the rest of the park:

- “Wedge/different shaped chairs to absorb sound.”

Barbeque and seating area

Like the amphitheatre and terraces, the participants felt that the barbeque and seating area would be utilised less by people in their age group. However, there were several caveats to this that centred around family and community occasions:

REPORT

- “To eat and have family BBQ.”
- “I would use it in a friend and family gathering and after playing sport.”
- “Used for birthdays.”
- “Would possible use it but make it easier to use so that people can learn how to use [the BBQ].”

As the last comment segues to another issue identified by participants, that people might be discouraged from using the barbeque facilities if they are left dirty by other users:

- “Other people don’t clean up after themselves.”

However, the participants also put in some solutions to make the barbequing experience more user-friendly:

- “Put more trash bins around the area.”
- “Shade that comes out wide enough for coverage.”
- “Could incorporate a booking feature to utilise BBQs.”
- “Bottle filler.”
- “Solid chairs so small animals can sit, dogs.”
- “Seating area that faces the park, not a wall.”

One participant suggested that the barbeque could be portable:

- “Make the BBQ portable/able to get rid of as we tend to only use on special occasions.”

The motif of sustainability emerged in this section as well. As participants suggested that solar panels be utilised for lighting and electricity:

- “Solar panels for lights and electricity.”

Other ideas

Participants were encouraged to share any other ideas that they did not feel fell under the six headings in a parking space. These generally centred around activities that they would be more likely to engage in- sport and social activities- and facilities and services that they believed were essential for the park.

Sport and social activities

As one participant voiced, it would be nice to:

- “Make it [the park] more teenager friendly and active friendly.”

Popular ideas for facilitating this included:

- A basketball court
- Gym equipment
- Play equipment that was still stimulating to older children e.g., climbing elements
- Chess boards
- Hammocks.

One participant though the park would be a good space for outdoor community events like open air cinema:

- “Movie nights on the field.”

Facilities and services:

Participants liked the idea of the park being dog-friendly and suggested:

REPORT

- “Possibly a mini dog park.”

Another participant noted down that adequate facilities were an important accompany to this:

- “Poop bag disposers and specific bins.”
- “Water bowls for doggies.”

Participants were also weary of public spaces after the spread of COVID-19. This led to participants suggesting that the park supply users with adequate hygiene services to prevent the spread of COVID for park-users:

- “Hand-sanitiser stations.”
- “Mask dispenser.”

General facilities that were also mentioned included:

- Water bubblers, taps and water refill stations
- Bike racks
- Toilets.

Art and celebration of the local community was also suggested:

- “Art murals by local artists.”
- “Our names on a brick in the path for helping.”

Participants valued the aesthetics of the park and indicated that water elements would be nice:

- “[Water] fountain.”
- “Pond near the trail.”

APPENDIX I: IMAGE SELECTION RANKINGS FOR PLAY AND MOVEMENT WORKSHOP

Table 16: Traditional play equipment options


















Option #	Element pictures	Ranking group 1	Ranking group 2
1		2	1
2		1	2
3		1	2
4		3	4
5		4	3

Table 17: Toddler-play options

Option #	Element pictures	Ranking group 1	Comments
1		5	
2		3	<ul style="list-style-type: none"> • Softfall instead of bark and shade sails covering equipment
3		2	
4		4	
5		1	<ul style="list-style-type: none"> • Open ended and naturally coloured/creative • Can be used for multiple activities and group play • They can create their own play • Captures a wide variety of ages
6		5	






REPORT

Table 18: Path network options

Option #	Element options	Group 1 ranking	Comments
1		2	<ul style="list-style-type: none"> • Signs add visual stimulation and nod to native fauna.
2		2	<ul style="list-style-type: none"> • Important because of the location [close to the metro] as well as locals using bikes in the park. • Parking important if you are encouraging bike play/paths.
3		3	<ul style="list-style-type: none"> •
4		1	<ul style="list-style-type: none"> • The raised levels are fun and challenging.
5		5	
6		1	<ul style="list-style-type: none"> • [Like that there is] lots of nature around it. • Curves and the round-about stimulating and challenging. • Dual purpose- kids can learn road safety.

REPORT

Table 19: Exploration play options

Option #	Element options	Group 1 ranking	Comments
1		N/A	
2		N/A	
3		1	<ul style="list-style-type: none"> • Love the natural materials, there are lots of plants and shade. • Sand as Softfall (solves environmental issue).
4		N/A	<ul style="list-style-type: none"> • Fun with the up-and-down and climbing play.
5		2	<ul style="list-style-type: none"> • Water can be nice for children with autism to help with sensory stimulation. • Sandstone gives the grandma's somewhere to sit • Sandstone is nice!