

DESTINATION PLAYSPACES OPTIONS REPORT

Department: Parks and Recreation

EXECUTIVE SUMMARY

- 1 This report responds to a Council resolution requesting options for the development of a new destination playspace.
- 2 The report also provides a destination playspace and provision assessment for Dunedin, which includes relevant New Zealand example projects and associated costs.

RECOMMENDATIONS

That the Council:

- a) **Considers** the options for Destination Playspaces.

BACKGROUND

- 3 Council, at its meeting of 31 May 2021 resolved:

Moved (Mayor Aaron Hawkins/Cr David Benson-Pope):

That the Council:

- a) *Supports, in principle, the development of a new destination playground; and*
- b) *Requests an options report in time for consideration as part of the Draft Annual Plan 2022-2023.*

Motion carried (CNL/2021/130) with Cr Andrew Whiley recording his vote against

- 4 This report responds to that resolution.

DISCUSSION

- 5 Prior to considering what would be required in a new destination playspace if one were to be developed, it was important to understand what was already provided for in Dunedin and what investment options Council has.
- 6 Staff commissioned consultants Bespoke Landscape Architects (BLA) to undertake a destination playspace provision assessment for Dunedin and provide relevant New Zealand examples of destination playspace investment (Attachment A).

- 7 Destination playspaces are broadly accepted in the recreational industry as having supporting infrastructure, features, and amenities such as (but not limited to): large gathering spaces, picnic and BBQ facilities, toilets (with baby change facilities), built and natural shade areas, drinking fountains and a variety of park furniture. They typically include at least one large multi-play centrepiece feature.
- 8 Based on this definition, Dunedin has three playspaces with a mix of these features: Marlow Park, Woodhaugh Gardens and Mosgiel Memorial Gardens and all three are managed as destination playspaces.
- 9 BLA's assessment of Dunedin's destination playspaces showed some deficiencies in providing for current play trends such as inclusive play, adventure and natural play, age-appropriate play, self-directed/challenging play, and accessibility.
- 10 Their assessment of Marlow Park found that while serviced by facilities and amenities, the play equipment is scattered and the use of space inefficient. The equipment provides for a baseline level of play experience for those aged 0 – 14 but that significant improvements could be made to improve multiple use, connected and self-directed play, in addition to providing for the older demographic of 10 – 14+ years of age. The equipment at Marlow Park is considered old and outdated compared to modern standards.
- 11 Woodhaugh Gardens was found to provide a basic level of service but requires investment to provide meaningful destination-level provision across all age ranges and play value attributes. Accessibility is limited due to lack of all-weather surfaces and inclusive play elements that encourage social interaction are lacking.
- 12 Mosgiel Memorial Park was shown to provide a good range of equipment and level of service, but the layout is scattered and is an inefficient use of space which limits the park's ability to reach its maximum potential. The layout provides challenges for caregivers supervising several children of varying ages. BLA suggest that significant improvements could be made to improve multiple use, connected and self-directed play.
- 13 BLA's report shows a good distribution of existing destination playspaces in Dunedin (shown at Attachment B) covering the main catchment areas of the city.
- 14 The assessment showed that the layout at all three playspaces does not support contiguous play and does not provide for easy parent/caregiver observation of children at play.

Green-Fields Investment

- 15 Establishing a new destination playspace at a green-fields site would potentially require investment in supporting infrastructure such as toilets, BBQ's, paths, fences, and water supply. This would result in higher site establishment costs than an existing site that already has all or some of that supporting infrastructure.
- 16 A suitable site would need to be identified. Ideally the site would be flat, easily accessible, be on or close to public transport routes and have sufficient carparking available.
- 17 The destination playspace map (Attachment B) indicates that the development of a new "green-fields" destination playspace would service areas already provided for, or within a short commute of existing destination playspace.

- 18 Based on BLA's level-of-provision assessment and the catchment distribution of existing destination playspaces, investment in a new, fourth destination playspace is not the recommended investment option at this time. On that basis staff considered what the various upgrade options were for the existing destination playspaces.
- 19 There are three options for Council to consider: investment in one destination playspace, invest in all three destination playspaces or create a new destination playspace.
- 20 Investment in one or more existing playspaces would address the deficiencies identified by the BLA report. Some existing equipment could be retained at all three destination playspaces; for example, Marlow Park is colloquially known as the "Dinosaur Park", so that is a piece of equipment that could be retained and refurbished. Spreading investment across all three sites may attract localised community fundraising.
- 21 Each of the three-existing destination playspaces offer a unique setting, being coastal (Marlow Park), woodland (Woodhaugh Gardens) and suburban (Mosgiel). There is an opportunity to create three different 'destination' experiences working with the unique settings of each.

Indicative costs

- 22 Establishing destination playspaces typically attract high capital cost.
- 23 The BLA report includes several New Zealand examples of destination playspace development projects, ranging from large scale to small scale and associated levels of investment for reference.
- 24 The per-metre development costs for four relative projects across New Zealand range from \$411 per m² (Avalon Playspace, Wellington 2016) to \$923 per m² (Kopupaka Playspace, Auckland 2021).
- 25 Christchurch's Margaret Mahy playspace was completed in 2015. It covers an area of 6,000 m² and had a construction cost of \$4 million (playground construction only).
- 26 A more recent example is Auckland's Kopupaka playspace. This was completed in 2021, cost \$6 million (\$923 per m²) and covers an area of 6,500 m². This was a green-fields development.
- 27 For reference, Mosgiel Memorial Park playground occupies an area of 5,500 m², Woodhaugh Gardens playground occupies an area of 4,300 m², and Marlow Park playground occupies an area of 3,500 m² (with an additional 5,700 m² of open/greenspace and hard surface "learn-to-ride" amenity).
- 28 The current 10-year plan includes budgets for minor renewal and upgrade work at each of the three destination playspaces. However, in order to raise the quality of the facilities to an appropriate standard an estimated total capital investment of \$4 to \$6 million spread across the three destination playspaces would be required. Any increased operational costs are difficult to quantify at this stage without knowing the type of play equipment or facilities.

OPTIONS

Option One – Spread investment across all three existing destination playspaces

- 29 The destination playspace and provision assessment shows that each of the existing destination playspaces have some deficiencies in providing for current play trends, accessibility and that some equipment is outdated and old.
- 30 However, with investment each of the three-existing destination playspaces provide an opportunity to create three different ‘destination’ experiences working with the unique settings of each.

Advantages

- All existing destination playspaces are upgraded to provide for current trends in play and accessibility.
- Outdated and old equipment is replaced at all three locations.
- Each main city catchment area receives investment in a destination playspace.

Disadvantages

- No disadvantages identified.

Option Two – Invest in one existing destination playspace

Advantages

- The scale of investment is focussed on one site so allows for greater provision of equipment and play experience in a single location than would be possible by spreading investment.

Disadvantages

- Deficiencies in play provision and accessibility already identified is not remedied at all three locations.

Option Three – Develop a new “green-fields” destination playspace

Advantages

- The community is provided with a new destination playspace at a new location.

Disadvantages

- Deficiencies in play provision and accessibility already identified are not remedied at any of the three existing destination playspaces.

NEXT STEPS

- 31 The Play Space Plan 2021 requires consultation with the community regarding the development of playspaces.
- 32 The next steps will be informed by the particular option chosen by Council.

- 33 If Council choses to invest in all three playspaces, consultation will be undertaken to understand community views including the relative development priorities of each playspace. If Council choses to invest in one playspace or in a new green-fields development, staff will consult on these options.
- 34 The consultation results will be presented back to Council. This would include a costed plan and a proposed staging of the investment.
- 35 Staff will continue to implement the Play Space Plan 2021.

Signatories

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Attachments

	Title	Page
A	Bespoke Landscape Architects Destination Playspace Assessment	54
B	Destination playspace distribution map	75

SUMMARY OF CONSIDERATIONS
Fit with purpose of Local Government

This decision promotes the social well-being of communities in the present and for the future.
This decision relates to providing a public service that is considered good-quality and cost-effective.

Fit with strategic framework

	Contributes	Detracts	Not applicable
Social Wellbeing Strategy	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Economic Development Strategy	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Environment Strategy	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Arts and Culture Strategy	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3 Waters Strategy	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Spatial Plan	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Integrated Transport Strategy	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Parks and Recreation Strategy	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Other strategic projects/policies/plans	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>

Providing Destination Playgrounds aligns with the Parks and Recreation Strategy. It also promotes community well-being and provides an opportunity to include art in infrastructure.

Māori Impact Statement

Equitable access for all will be included in any playspace upgrade. Māori will be engaged to provide input into accessibility and cultural play value.

Sustainability

There are no known implications for sustainability. Sustainable solutions will be included as part of any procurement of new playground assets.

LTP/Annual Plan / Financial Strategy /Infrastructure Strategy

Depending on the decision of Council, investing in destination playground will have budget implications.

Financial considerations

Capital and the associated increased operational budget for investment in destination playgrounds is not currently provided for in the 10 Year Plan.

Significance

This decision is considered low in terms of Council's Significance and Engagement Policy.

Engagement – external

Consultation would be required with the community in line with the Play Spaces Plan 2021.

Engagement - internal

Relevant teams will be engaged throughout any development of destination playgrounds.

Risks: Legal / Health and Safety etc.

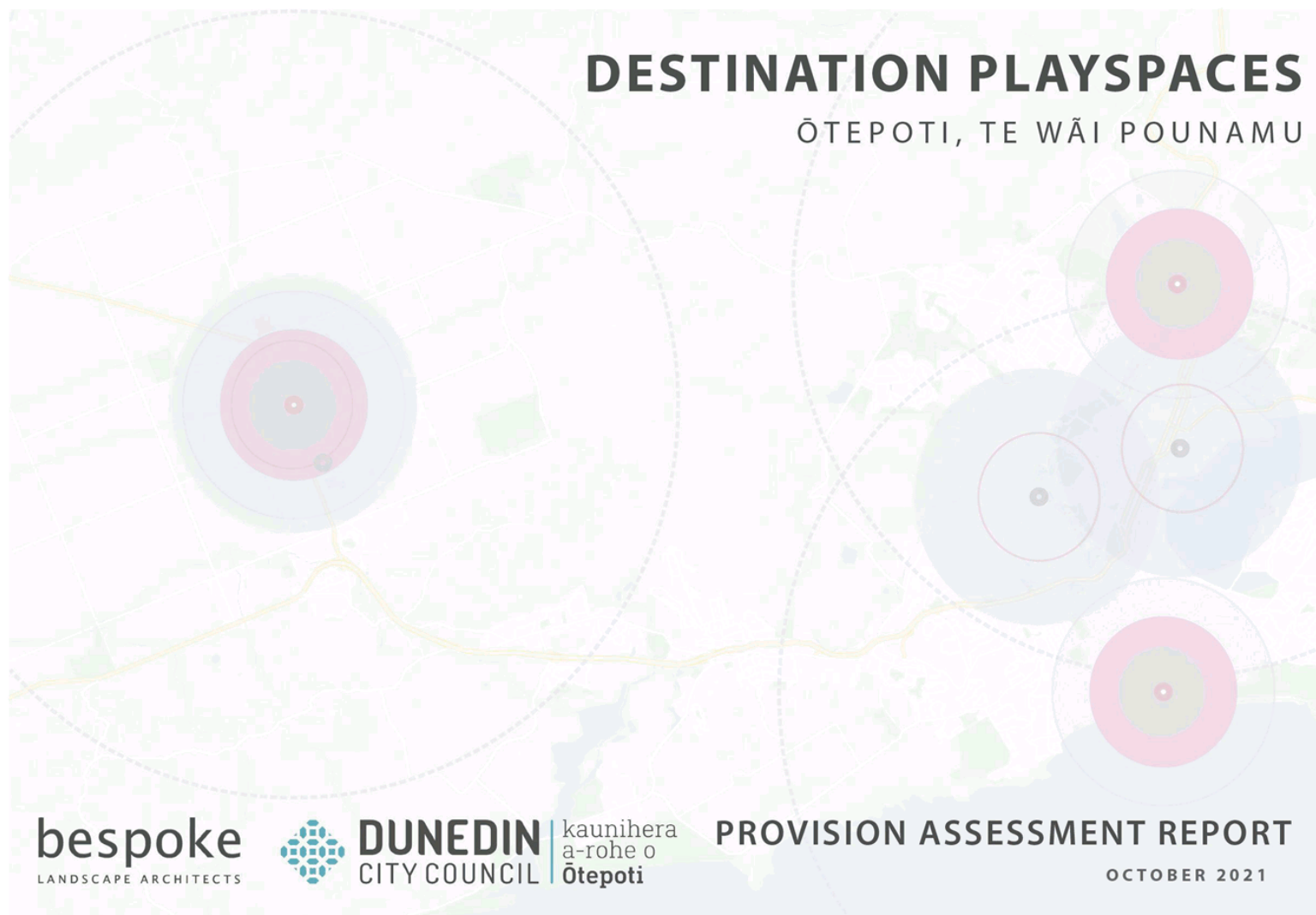
There are no identified risks

SUMMARY OF CONSIDERATIONS***Conflict of Interest***

There are no known conflicts of interest.

Community Boards

Mosgiel Memorial Park is within the Mosgiel-Taieri Community Board area. All Community Boards may be interested in the outcome of this decision.



ASSESSMENT PARAMETERS AND CONTEXT

Overview

Social stimulation and competition from the digital milieu has placed increased pressure on open space, and in particular recreational play environments to extend beyond traditional provision and provide more diverse experiences that enable children to burn energy and explore their physical and mental capabilities in addition to having fun.

Elements of play must be compelling and encourage direct involvement to have true play value and ideally, provide new discoveries, adventures or experiences in subsequent sessions of play.

Development of amenable environments that support traditional play elements and encourage wider exploration in an unstructured / incidental manner also facilitates learning of how to work in groups, share, negotiate, manage conflict, and learn self-advocacy skills.

It is acknowledged that trends in play equipment and design are continually evolving, and although modular equipment generally provides good value for money with regard to activity provision and experience, children are increasingly captivated by challenging play equipment that stimulates physical and mental activity.

In this context, the 'plonk and play' approach of applying similar modular playground equipment across all parks without giving consideration to network dynamics, optimization and activity provision is no longer valid or sustainable in the context of current trends and economic climate.

In addition, many smaller local playgrounds accommodate a limited range of experiences, and anecdotal evidence suggests children quickly lose interest in this type of facility. Popular playspaces also provide a range of recreational opportunities and extend beyond equipment provision to include supporting amenities (such as seating, landscaping, flexible social areas, toilets, shade, parking and the like) in an integrated setting.

It must also be noted that socialising forms an important part of day to day routines for caregivers and children. This often requires travel to predetermined destinations that are likely to be further than the closest playground. Older children and youth also have increased independence and will often travel distance via bike, skateboard or car / bus to quality facilities. On this basis, it is therefore important to remember that people will visit locations outside of their immediate neighbourhood to play and socialise if offered unique, quality experiences.

For Dunedin City Council to continue sustainable investment in the establishment, maintenance and upgrade / renewal of network playspaces to the (typically high) standards expected by the community, open space and associated playspace development must concentrate on providing quality experiences in strategic locations, and leverage off natural environments and incidental open space play opportunities in lieu of providing ubiquitous formal playspace's in every park or reserve.

This is especially important in urban areas where the opportunity exists to rationalise open space provision, opportunities for playspace development and the establishment of a quality, evenly distributed network with a range of complementary activities and experiences.

Purpose and Assessment Process

Purpose

This report has been commissioned by Dunedin City Council (DCC) to review Dunedin's existing destination playspace provision and provide recommendations to guide future investment decisions, and enable meaningful dialogue to achieve desired network outcomes.

Reporting and associated mapping therefore focuses on the review of existing facilities and potential provision to establish an holistic understanding of relationships between:

- Population dynamics and associated density
- Play space distribution, area allocation and associated catchment level of service
- Required function, programming, range of experiences and development potential in relation to the above

Assessment Process

Network assessment is executed in stages to establish potential provision and priorities at playspace and network level:

- Prepare catchment map and conduct high level analysis of geographic distribution to assess network coverage and establish potential complementary relationships between facilities
- Review existing sites against DCC Playspace Plan 2021 definitions to establish current level of service provided and any gaps in provision
- Execute a comparative scale and cost study to clearly articulate feasible outcomes and level of investment required to achieve defined outcomes based on precedent

Analysis is then concluded by the provision of high level investment options and recommendations to guide investment and decision making.

Assessment Context

The following commentary defines destination playspace requirements and assessment parameters at a high level.

Destination Playspaces

Facilities and Amenities

Destination playspaces are typically, although not always, located within destination parks. Destination playspaces require the spatial capacity, infrastructure / facilities and amenity to accommodate many visitors for extended duration (>3hrs).

Supporting facilities may include, but are not limited to:

- Large event / significant gathering spaces including flexible grassed areas, picnic and barbeque (BBQ) facilities
- Car parking provision

- Toilets close to the key amenities including baby-change facilities
- A mixture of built shade structures and natural shade providing shade to play equipment and areas for socialising / respite as applicable
- Furniture elements including lighting, picnic tables, barbecues and drinking water fountains
- Walking and / or cycle trail network connecting the wider catchment and park with key facilities
- Public transport links

Playspace Scale

- Destination playspaces that accommodate an acceptable baseline provision of challenging experiences in a consolidated manner are typically 2500m² - 6000m² in scale depending upon context and association with court, skatepark and required landscape setting to support social interaction and connectivity

Baseline Play Provision

- Destination playspaces should provide comprehensive and unique play experiences to a wide range of children and teenagers of different abilities and interests as a baseline minimum
- They are usually cohesively themed, socially engaging and challenging
- Play experiences typically accommodate all age groups (0-14+) and abilities, including specific accessible play elements
- Play surfacing may include extensive areas of wetpour to improve all abilities access to play equipment and social areas to enhance amenity and functional values

Specialised Play Provision

- Destination playspaces typically accommodate several specialist play elements. These may include music, water, sand and nature play elements integrated within a cohesive playspace or series of playspaces to provide opportunities for unstructured and accessible creative play experiences
- Informal court spaces such as basketball half courts and wheeled play facilities (skateparks, learn to ride tracks, pump tracks and mountain bike tracks) should also be considered to complement baseline provision and accommodate all age groups
- Other play / fitness elements like petanque, table tennis and fitness equipment can also be considered to provide additional play value
- Art installations or designed features providing informal play opportunities

Catchment Area

Destination playspaces also function as neighbourhood and / or suburb playspaces for those living in their immediate vicinity. Consequently, the catchment areas identified for these can also be applied to understand localised network provision for destination playspaces in urban areas. In this regard:

- Pedestrian radial catchment distances for playspace provision have been determined based on a 10 min. average walking distance for neighbourhood playspaces, a 20 min. for suburb catchment and 30 min. for destination catchment
- Radial catchment distances for skate / wheeled play facilities have been determined on a 5- 10 min. skate / cycle for neighbourhood facilities, and 10 - 15 min. for suburb facilities
- Vehicular radial catchments have been based on a 5 - 10 min. drive depending upon traffic conditions

The above is in line with widely-held walkability principles, average pedestrian and recreational cycle / skate speeds in residential and suburban areas.

It is acknowledged that many destination facilities will be patronised by individuals that will travel by vehicle and this is acknowledged in review of vehicular catchment area identified above. However, it is still important to assess relevant non vehicular catchment distances for destination facilities, as they may enable optimisation of other adjacent playspaces to avoid over investment and / or to establish complementary relationships.

Play Value

In addition to the above, play elements must be compelling and encourage direct involvement to have true play value and ideally, provide new discoveries, adventures or experiences in subsequent sessions of play.

Maximising play value in design requires consideration of the following attributes:

- Multiple Use Play; playspaces have high play value when individual elements, or a collection of elements can be used, engaged and interacted with in several ways for a wide range of play experiences
- Self-directed and Challenging Play; play is more effective if children have the freedom to form their own ideas, are challenged to develop and practice skills and use elements at their own speed
- Inclusive Play; provision of elements that appeal to more than one age, or stage of development, or ability
- Connected Play; provision of elements that offer a variety of different connected structures increase play value by making play more complex and cyclic, usually with complementary improvements in functionality
- Social Interaction; provision of elements that accommodate group activities and / or require cooperation to operate facilitates social interaction, exchange and development

These attributes align with the seven types of play experiences identified within DCC's Play Space Plan. In principle, a destination playspace that addresses the above and provides an excellent level of play value should:

- Have a good level of complexity or interest, and accommodate meaningful provision across nearly all play value attributes / experiences
- Facilitate engagement and interaction through deliberate inclusion of imaginative changes in materiality and level, interactive or loose play components, sculptures and planting to encourage role-play and intuitive creative play
- Include play experiences for all age groups, stages of development and / or ability in an integrated and inclusive manner

The above attributes should form the basis of qualitative play value assessments in the review of individual playspaces with a view to achieving maximum play value within playspace typology and budget.

Location and Access

Location is an important factor in how playspaces are used, with relevance at wider network and local playspace scales. In this regard we note the following:

- Children enjoy playing where they can see and meet others as well as be seen. Closeness to community and commercial amenities such as schools, community centres, recreation facilities and shops and cafés increases the likelihood of social interaction, informal gathering and use
- Playspaces requiring children and caregivers to cross busy roads or other hazards, or playspaces with limited experiences located significantly far from residential and community amenities will typically be under utilised
- A well located playspace with very similar play provision to others is more likely to be frequented over others in close walking distance
- Equally, a playspace with unique play provision will likely be more frequented over others in close walking distance, and people will travel further to get to it
- Children with mobility aids, or caregivers with buggies require formalised access paths and / or ramps to ensure access over uneven ground. Not providing these elements may discourage and / or preclude use
- Visibility and oversight from passers-by and surrounding properties ensures children and caregivers feel safe, encouraging a sense of ownership and increasing use. Clearly defined and signposted entrances are important to ensure the playspace is easily locatable within a park or reserve

Population Dynamics

Population in the Dunedin City constituency (as defined by StatsNZ territorial boundary) is projected to remain relatively stable at +/-140,000 residents based on 2018 - 2048 medium statistical projections.

Currently, 53.1% of Dunedin's population is recorded as under the age of 39, 42.1% of which is represented by individuals under the age of 25. This indicates a significant proportion of the population is relatively active.

Assuming fluctuation in line with 2048 NZ Stats projections;

- A minimum baseline of 0-14 year olds constituting 15% of the population is expected by 2048
- Population age range within the 0-14 year age bracket will remain relatively consistent and evenly distributed at:
Age 0-4 years 32.47%
Age 5-9 years 32.94%
Age 10-14 years 34.47%
- 47% of the population would be under the age of 39 and relatively active
- Remaining age brackets will constitute a significant proportion of the population and require the provision of age appropriate amenities
- Significant growth that may have driven investment decisions in associated urban areas is not anticipated

At present there is no universally accepted ratio of playgrounds (or destination playgrounds) per 1000 children under the age of 15.

Recreation industry organisations (such as Yardstick) do however undertake annual benchmarking of provision. In this regard it is noted that 3 - 4 no. playgrounds per 1000 children has consistently been the national average over the last several years to address social / recreational requirements.

This would equate to the provision of approximately 68 playgrounds to accommodate the under 14 population (at projected 17000 individuals) within the Dunedin City constituency. Current provision exceeds this requirement in the central urban and settlement areas of Dunedin.

Optimisation could therefore be considered for local and community parks that fall within walking distance of destination facilities to avoid over investment and / or the establishment of complementary facilities.

With regard to the distribution of destination facilities, our research conducted as part of assessing several play networks (over a range of demographic) urban areas indicates the following depending upon nuances of geographic context:

- Networks typically have 1 destination facility per 16 playspaces which equates to approx. 6% of network provision
- Distances between destination or elevated community facilities range between 2-5km, and on average approx. 3.6km.

On this basis 3-4 destination facilities, or destination facilities supported by additional elevated community facilities in strategic locations, would be considered an appropriate level of provision for Dunedin to address demographic and growth requirements.

It is also noted that statistics from the 2018 census indicate the average household income is approximately \$25,000 in the Dunedin City constituency which places more emphasis on providing quality public amenities to improve quality of life.

General research also suggests that the vast majority of adults who attend playgrounds have familial or caregiver relationships with the children they accompany. Destination playspaces are therefore an important (and free) public site for family time and interaction.

All of the above Assessment Context parameters have been considered in the Provision Assessment section below.

Scope and Limitations

The following outlines scope and associated limitations associated with this play provision assessment:

- Playspace assessments and network relationships have been assessed within the urban areas of Dunedin North - South and Mosgiel Area only as identified in DCC Playground Type and Distribution Map in Appendix 01
- Note that radial distance proxies have been adopted in lieu of defining extensive walking distance 'pedsheds'. This approach is aimed at providing an informed understanding of geographic provision only, with assessment considering any topographical constraints and physical barriers that may affect access and connectivity in walking catchments at a high level only
- Community consultation was not conducted in the preparation of this report. It is assumed future investigation and consultation will occur to inform design development and implementation

- Population data from Census 2018 information (Stats NZ) medium projection predictions to enable evaluation of specific age group information to determine extent and nature of play provision required to accommodate anticipated age user groups
- Commentary on specific open spaces is based on desktop and high level review of provision in existing facilities. A full audit of equipment has not been conducted and further investigation and rationalisation of approach will be required in design development of facilities
- Precedent projects and associated level of investment provide an indication of the varied scale and elements contained within destination facilities only, and it is important to acknowledge that level of investment has a direct correlation with the scale of facilities

NETWORK ASSESSMENT

Catchment and Distribution

There are currently three facilities (Mosgiel Memorial, Marlow Park and Woodhaugh Park) that have destination playground status in Dunedin.

Collectively these provide good catchment coverage for the Mosgiel - Fairfield and Northern - Southern urban areas. All facilities are within an approximate 10 -20 minute drive of each other.

It is noted that Woodhaugh and Marlow facilities have significant catchment overlap in the central Dunedin area. There is however opportunity to create significantly different / complementary experiences due to location and context, and this would provide diversity and choice for the community which is recommended.

Elevating the existing community facility in the Botanic Gardens was considered as an alternative to Woodhaugh Gardens. A small scale destination facility is feasible, however spatial restrictions would limit opportunities to provide supporting flexible open space for the community. For this reason Woodhaugh Gardens is the preferred location for development in the North.

Overall, retaining facilities in Mosgiel Memorial, Marlow and Woodhaugh Parks provides generous catchment coverage and aligns with distribution requirements in relation to population dynamics.

However, although Woodhaugh and Marlow facilities will provide significant catchment coverage in central areas, elevating facilities at Mornington Reserve in association with skatepark development would provide improved provision for neighbourhood and community level pedestrian catchments and should be considered if funding allows.

Similarly, providing an elevated level of community playspace provision in the Green Island area would improve supplementary provision if funding allows.

Refer to the current DCC Playground Type and Distribution Map, and the Destination Playspace Catchment Map in the appendices for supporting contextual information.

Playspace Overview

Building on the above, the following provides an overview of Mosgiel, Marlow and Woodhaugh facilities that collectively have the potential to provide an appropriate level of destination provision for Dunedin.

Review focuses on identifying existing attributes, evaluating whether existing facilities are achieving, or have the capacity to achieve their potential with investment.

Mosgiel Memorial Park

Play Area: 5500m²

Area assessment is associated with existing playspace elements comprised of:

- 2500m² existing northern tower area
- 600m² existing skate element area
- 950m² recently refurbished central net structure area
- 850m² early childhood area

- 600m² grassed open space area adjacent library car park

Note that area excludes 3500m² associated with flexible grassed open space areas, and does not include area associated with formal gardens.

Play Elements:

The park accommodates the following play elements:

- Fenced early childhood (0-4 age range) play area with proprietary play modules, swing, spinner, and rockers / springers
- Central open space area has, group / social swing, large space net, see saws, rockers, spinners, accessible carousel. Equipment accommodates 5-9+ age range with select elements accommodating older groups including skate facility and associated features
- Area to the north has rockers and a large proprietary play module with slides

Facilities and Amenities:

Public toilets and BBQ facilities exist on site, adjacent library, supermarket, commercial activities and car parking provide good supporting amenities for this facility.

Evaluation:

General equipment provision provides a good range of equipment / level of service at a baseline destination level for 0-14 age range, and the facility is supported by appropriate amenities.

However, equipment is scattered across the park which impacts on surveillance capabilities for caregivers with several children of varying age range. The eclectic mix of equipment, location and arrangement is also an inefficient use of space and impacts on the play spaces ability to reach its experiential potential.

Although equipment provides a good range of options, the opportunity exists to improve play value. In particular, significant improvements could be made to improve multiple use, connected and self directed play.

An improved landscape setting would also improve amenity value and aid in the enhancement and consolidation of the above in addition to improving spaces for social interaction for older age groups.

It is also noted that existing skate elements provide for a low level of interest, excitement and skill development.

Ideally the park would benefit from a master plan to rationalise spatial development that would include giving consideration to upgrade and relocation of skate facility (within the park) to enable the establishment of a central play 'hub'. This would also complement the potential development of a pump track facility in Seddon Park.

Investment:

It is acknowledged that Mosgiel Memorial Park does not require redevelopment in its entirety, and it is recommended that investment should focus on consolidation / reconfiguration of existing elements in an improved arrangement, and supplemented with elements that improve play value.

Assuming equipment can be relocated and consolidated to complement recent upgrade, investment in upgrading the equivalent of 1500m² (minimum) to 2500m² (preferred) play space area is recommended to enable meaningful consolidation and improvement in play value.

This could also be complemented by additional upgrade of skate facilities to provide an elevated neighbourhood level of service / 300m² + facility should funding allow.

Woodhaugh Gardens

Play Area: 4300m²

Area associated with existing playspace elements / amenities comprised of:

- 3500m² existing northern area associated with BBQ and play equipment
- 550m² water / paddling pool and early childhood equipment area
- 250m² threshold transition from toilet and BBQ facilities to grassed open space associated with paddling pool area

Note that area excludes 300m² grassed open space transition / spill out space to BBQ and 650m² to toilet facilities as it is assumed this would be retained in principle.

Play Elements:

The park accommodates the following play elements:

- Area to north associated with BBQ facility has a flying fox, swing bank (with belt and toddler provision and slide structure).
- Area to the west of the facility has an eclectic mix of see saw, 2 additional sets of swings, monkey bars, and a slide
- Basic equipment provision provides for the 5-9+ age range with flying fox, swing and slide elements accommodating older children.
- Area associated with existing paddling pool has spinner and small slide
Equipment primarily aimed at 0-4 age range provision.

Facilities and Amenities:

Public toilets and BBQ facilities exist on site in tandem with flexible grassed open space and seating adjacent paddling pool area provide essential baseline amenities.

On street car parking available along Duke Street, but limited in capacity on Queen and Inverleith Streets adjacent main entrance, likely due to residents utilising on street parking.

Evaluation:

General equipment provision provides a basic level of service that would be expected for elevated neighbourhood or low investment community facilities, and requires investment to provide meaningful destination level provision across all age ranges and play value attributes / experiences.

It is also noted that all weather surfaces that enable access and use of equipment are limited, as are inclusive / accessible play elements that encourage social interaction and exchange.

Equipment is scattered in three general locations and requires consolidation to minimise duplication of elements. An improved landscape setting building on existing natural values would also improve amenity value and aid in the enhancement and consolidation of the above in addition to improving spaces for social interaction for older age groups.

Investment:

In principle, Woodhaugh Gardens requires the creation of a new, consolidated playspace to improve the range of equipment and experiences required of destination facilities.

Investment in upgrading the equivalent of 2500m² (minimum) to 3500m² (preferred) playspace area is recommended to enable meaningful consolidation and improvement in play value.

Marlow Park

Play Area: 9200m²

Play area associated with existing playspace elements / amenities comprised of:

- 3500m² primary existing playspace area
- 700m² basketball court area
- 950m² hard court associated with skate elements
- 1050 associated with flexible grassed open space between courts and primary play equipment and social seating area
- 3000m² learn to ride facility

Note that area does not include grassed open space transition to southern embankment in acknowledgment of potential dune restoration / fortification requirements long term.

Play Elements:

The park accommodates the following play elements:

- An extensive learn to ride facility (microcosm of a road environment complete with signaled intersections) is located in the western section of the park.
- The central area of the park provides a significant, flat all weather surface that accommodates skate elements and a full sized basketball court in tandem with flexible grassed open space.
- Primary equipment areas in eastern and southern extent of the park accommodate a range of proprietary and unique play elements (swings, slides, seesaw and modules with platforms, tunnels and agility / climbing elements).
- Equipment provision provides for the 0 - 9+ age range, with swing bank, basketball and skate elements accommodating older children.

Facilities and Amenities:

Public toilets exist on site in tandem with flexible grassed open space, seating areas and associated shade structures provide essential baseline amenities.

On street car parking available along John Wilson Ocean Drive with good visibility and access to the park.

Complementary mini golf, railway and model engineering society, scout group, surf club and beach offer synergies with the park as destinations in their own right.

There are several other destinations and recreational facilities in the vicinity that also contribute to the area as a destination and St Claire Cafes are a short drive to the south east.

Evaluation:

General equipment provision provides a basic level of service at a community / baseline destination level for 0-14 age range, and the facility is generally well serviced by facilities and amenities.

However, as consistently observed across Dunedin's play network, equipment is scattered across the park which is an inefficient use of space, and impacts on the play spaces ability to reach its experiential potential.

Although equipment provides a basic level of provision, the opportunity exists to improve play value and quality of facilities. As with Mosgiel, significant improvements could be made to improve multiple use, connected and self directed play in addition to elevating experiences for the 10 - 14+ age range.

An improved landscape setting would also improve amenity value and aid in the enhancement and consolidation of the above in addition to improving spaces for social interaction for older age groups.

It is also noted that existing skate elements provide for a low level of interest, excitement and skill development. Given proximity to Mornington Park skate facility the development of a small pump track facility to enable skill progression in association with learn to ride is recommended, as this accommodates all wheeled recreation aspects (scooter, skateboard, bike) and value relative to investment.

Investment:

It is acknowledged that Marlow Park does not require redevelopment in its entirety, as upgrade can leverage of existing provision and rationalised retention of unique elements to elevate play value and improve social areas, with revitalisation achieved through surface upgrades and inclusion of new play structures.

Investment in upgrading the equivalent of 3000m² (minimum) to 3500m² (preferred) playspace area is recommended to enable meaningful improvement in play value, and consideration of including a complementary small scale pump track facility and upgrade of basketball surface.

Investment Options

Destination playspace precedents over a range of scales and complexity, indicate that on average facilities cost 500 / m² to deliver. Refer to appendices for a select range of scale and investment precedents.

At the time of this report, the impact of COVID-19 on material supply and distribution networks is adding 15 - 30% to costs depending upon use of wet pour and the nature of equipment selections.

It is important to note that the process and cost of customisation over selection of proprietary elements can also be significant. Including specialised play elements (like water play and imported percussion play) in playspaces will also incur additional cost.

Given the above a moderated cost allowance of 650/m² minimum is recommended for destination facilities in the current economic climate.

Based on review of existing destination playspaces and required adjustments to improve or establish facilities. The following outlines potential options for investment:

Option One:

Preferred optimum investment in Marlow Park, Mosgiel Memorial Park and Woodhaugh Gardens:

- 1.5M Mosgiel War Memorial Park to facilitate consolidation of playspace and upgrade of existing skate facility (± 2500m²)
- 2.5M Woodhaugh Gardens for consolidation of existing play elements and creation of new facility with social play 'hub' and water play area in association with natural setting and existing amenities (± 3500m²)
- 2M for Marlow to enable upgrade of facilities to improve quality, play value and reconfiguration in an integrated manner (± 3500m²). Includes allowance for upgrade of basketball surface and inclusion of small scale pump track.

A total of 6M investment to elevate facilities in line with quality precedent destination facilities of medium - large scale. This option would enable facilities to meet their development potential.

Option Two:

Baseline investment in Marlow Park, Mosgiel Memorial Park and Woodhaugh Gardens:

- 1M Mosgiel War Memorial Park to facilitate consolidation of playspace and improvements to landscape setting (± 1500m²)
- 1.5M Woodhaugh Gardens for consolidation of existing play elements and creation of new small - medium scale facility in association with existing amenities (± 2500m²)
- 1.5M for Marlow Park to enable upgrade of facilities to improve quality, play value and reconfiguration in an integrated manner (± 2500m²)

A total of ± 4M investment to elevate facilities in line with quality precedent destination facilities of medium scale. This option would also ensure quality outcomes are achieved, noting that this is facilitated by a reduction of scale and investment in landscape amenity / setting.

Option Three:

Minimum investment in Mosgiel Memorial Park, and reduction in scale of interventions in Marlow Park and Woodhaugh Gardens:

- 650K Mosgiel War Memorial Park to consolidate central play area and improve landscape setting (\pm 1000m²)
- 1M Woodhaugh Gardens for development of elevated community / baseline level destination level facility and small scale water play area (1,500m²)
- 1M for Marlow for consolidation of eastern playspace area and minor investment in landscape setting (1,500m²). Allowance excludes upgrade to basketball facility or inclusion of small scale pump track facility

A total of \pm 2.7M investment to elevate facilities in line with quality destination precedent projects of small scale. As with option two, this is facilitated by further reduction in scale of facilities and investment in landscape amenity / setting.

Investment Priority

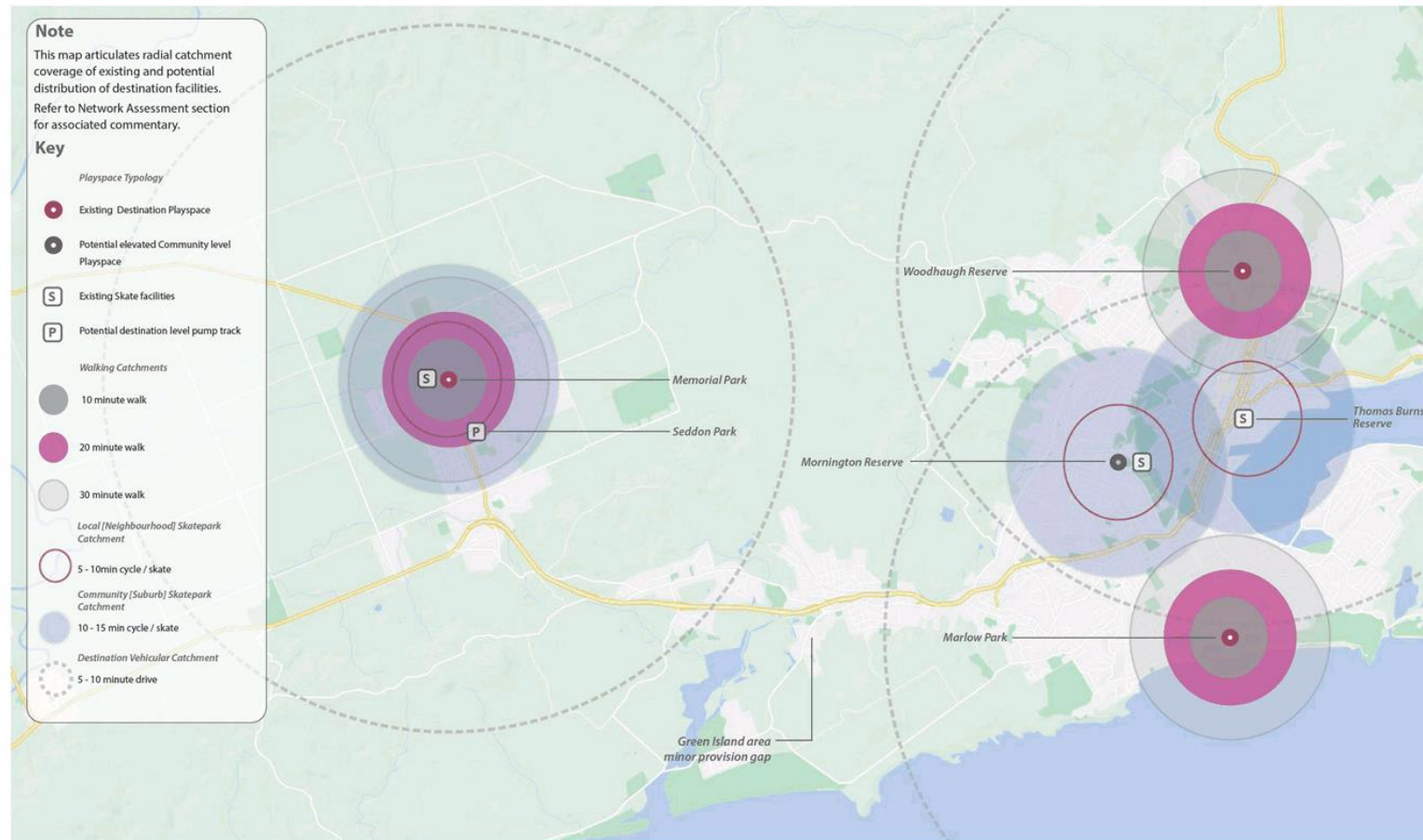
As Mosgiel Memorial and Marlow Park have baseline provision and a range of equipment that provides a basic level of provision, it is recommended facilities are implemented in the following order:

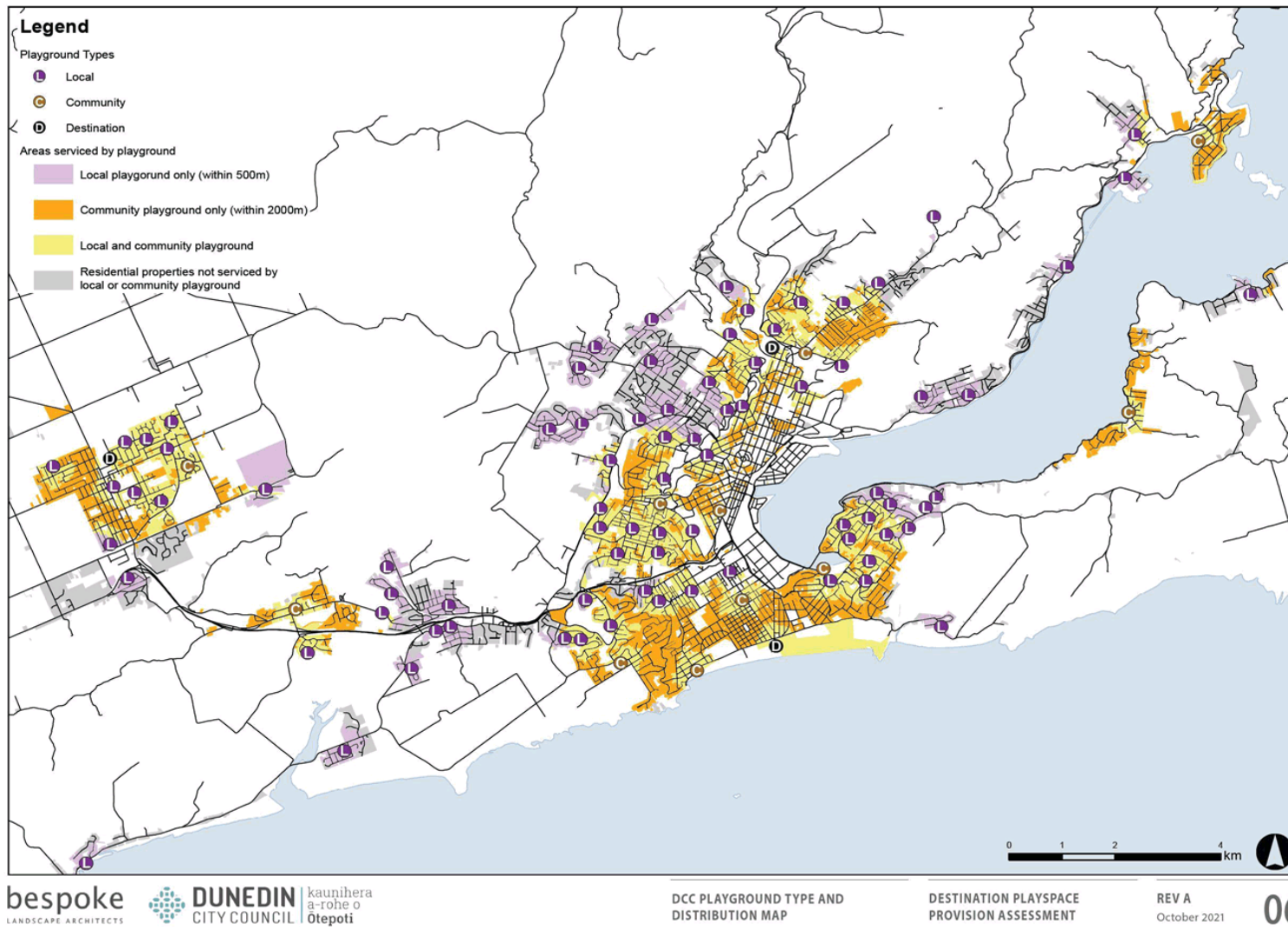
- Woodhaugh Gardens (to provide catchment coverage in northern areas)
- Marlow Park (to improve southern provision and complement Woodhaugh)
- Mosgiel Memorial Park (to elevate existing facilities as funding allows)

It is acknowledged that final level of investment and priorities will be informed by further investigation and consultation. In this regard, it is reiterated that the required level of investment in playspaces has a direct correlation with the scale of facilities, and extent of investment in peripheral amenities.

APPENDIX 01

PLAYGROUND TYPE, DISTRIBUTION AND CATCHMENT MAPS





APPENDIX 02

PROJECT SCALE AND LEVEL OF INVESTMENT PRECEDENT EXAMPLES

LARGE SCALE INVESTMENT EXAMPLES



Royal Reserve Playspace
Location: Auckland
Area: 7500m²
Status: Complete 2019
Construction Cost: \$4.1 million
Cost / m²: \$547



Avalon Playspace
Location: Wellington
Area: 9000m²
Status: Complete 2016
Construction Cost: \$3.7 million
Cost / m²: \$411



Margaret Mahy Playspace
Location: Christchurch
Area: 6000m²
Status: Complete 2015
Construction Cost: \$4 million
Cost / m²: \$666



Kopupaka Playground
Location: Auckland
Area: 6500m²
Status: Complete 2021
Construction Cost: \$6 million
Cost / m²: \$923

MEDIUM SCALE INVESTMENT EXAMPLES



Tongoriro Domain Playspace
Location: Taupo
Area: 2500m²
Status: Completion October 2022
Construction Cost: \$1.2 million
Cost / m²: \$480



Hare Puke Playspace
Location: Hamilton
Area: 3500m²
Status: Complete 2018
Construction Cost: \$1.3 million
Cost / m²: \$371

SMALL SCALE INVESTMENT EXAMPLES



Lake Rotokaeo Playspace

Location: Hamilton
Area: 1910m²
Status: Complete 2015
Construction Cost: \$620,000
Cost / m²: \$325



Craigavon Park Playspace

Location: Auckland
Area: 1350m²
Status: Complete 2018
Construction Cost: \$600,000
Cost / m²: \$444



Te Aka Mauri - Jean Batten Square Playspace

Location: Rotorua
Area: 725m²
Status: Complete 2018
Construction Cost: \$400,000
Cost / m²: \$552



Jim Barker Memorial Playspace

Location: Otorohanga
Area: 2500m²
Status: Complete 2018
Construction Cost: \$650,000
Cost / m²: \$260



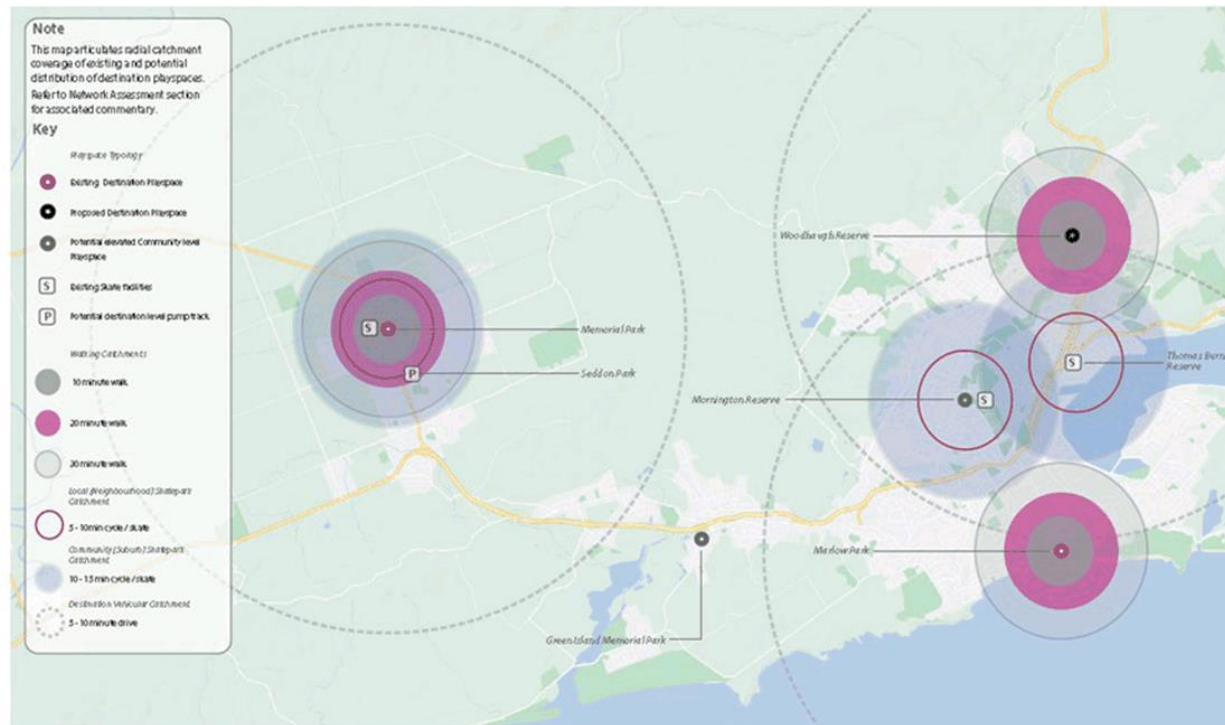
Manuka Reserve Playspace

Location: Auckland
Area: 750m²
Status: Complete 2019
Construction Cost: \$450,000
Cost / m²: \$600



Milford Reserve Playspace

Location: Auckland
Area: 870m²
Status: Complete 2017
Construction Cost: \$380,000
Cost / m²: \$437



Dunedin Destination Playspace distribution