



Parks for People

Phase 2 Engagement Outcomes Report

Appin Road, Appin

Final

18 January 2021

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All care has been taken to prepare this report for the NSW Department of Planning, Industry and Environment.

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Photography by Being Agency.

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Acknowledgement of Country

This document acknowledges that Appin is on Aboriginal land where the traditional custodians have been caring for Country for more than 70,000 years.

We pay our respects to the Traditional Owners of this land, their Elders past, present and emerging, and acknowledge the continued rich culture and heritage of all Aboriginal people on this land.

Executive summary

The New South Wales Department of Planning, Industry and Environment (DPIE) has commissioned JOC Consulting to assist with the delivery of community engagement for the creation of a new park in Appin (the Park) as part of the Parks for People Program.

The community's input during the first phase of engagement (September 2020) helped to shape a vision for the future park and guided some of Australia's best designers and landscape architects to create a draft Concept Design that builds on the rich natural, cultural, and social features of the area (see below).

This Engagement Outcomes Report presents the results from the second phase of consultation that sought community feedback on the draft Concept Design. The consultation period was 30 November 2020 to 18 December 2020.

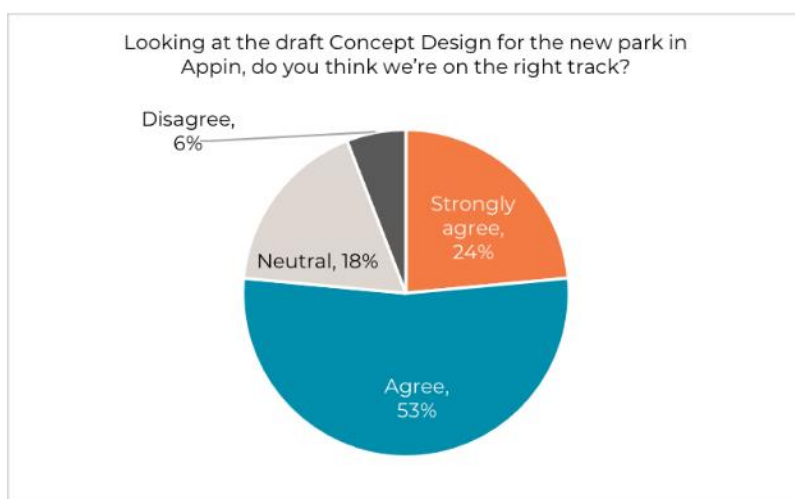
Figure 1: Draft Concept Design presented to the community during phase 2 community engagement



“It appears to consider the aspects raised by the community and has a lovely environmental feel”
– Online survey participant

What we heard

Overall, participants confirmed that the design team is on the right track, with only one participant disagreeing with this statement. Participants felt as though ideas raised by the community had been incorporated into the design and appreciated that the design maintained the majority of existing large trees and further enhanced the natural qualities of the site.



Most importantly, all participants felt that the proposed design gave appropriate consideration for the care of the neighbouring bushland and koala population. This high regard for nature was a theme that was further reflected in phase 2 participants' preferences for the design of public art and play spaces within the Park.

However, some participants noted that the draft Concept Design (and accompanying media) failed to mention the role of the Park in the wider open space network in the Local Government Area, and the opportunity for the Park to act as an entrance point for the extensive trail networks in the region. These comments commonly noted the need for links to Marhneys Waterhole and the banks of The Georges River.

44

Community members participated

1,694

visits

684

unique visits

Ranging from under 18 to 75 years of age

71% female, 29% male

94% local residents

88% living within 10 minutes' walk of the site

47% care for a child

21

Design Board participants

17

Online survey responses

5

Written Submissions

“Koala”
“Splash”

Popular words used in the Design Board

Feedback on the design features

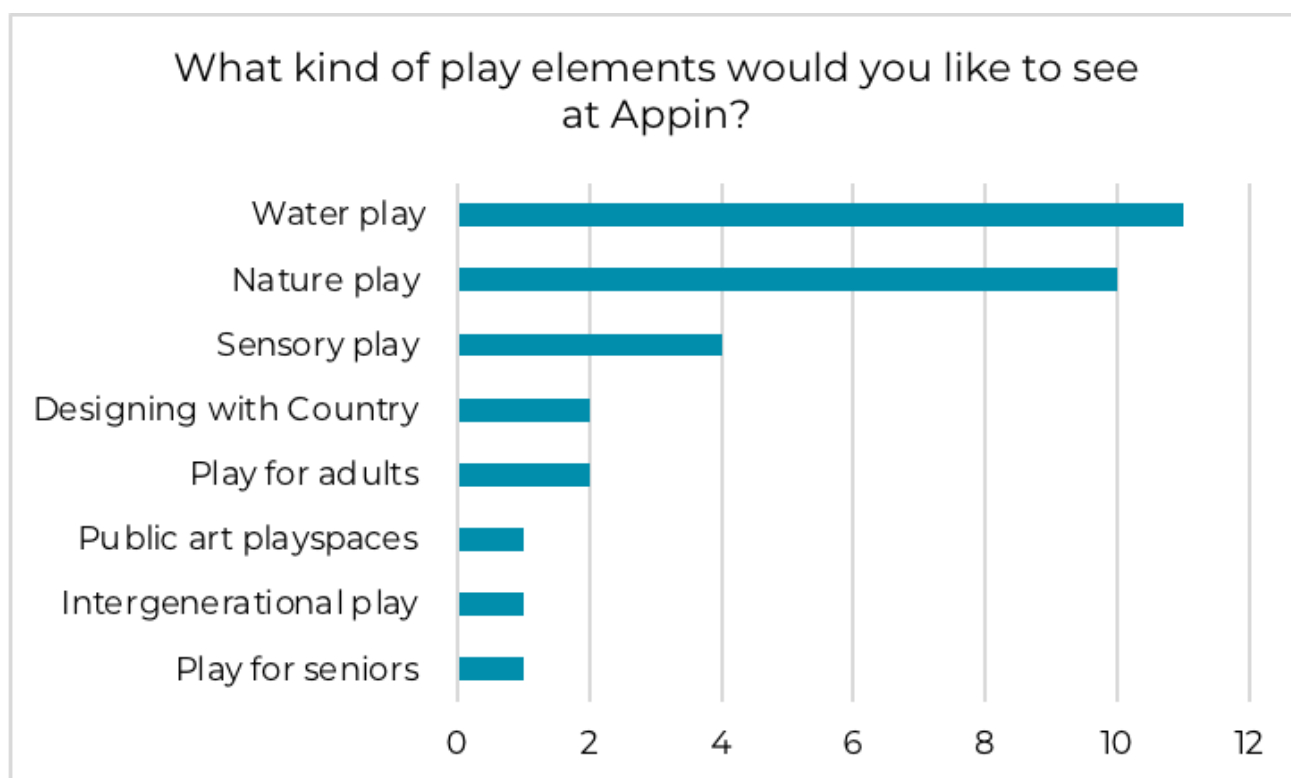
Beyond the high level of support for the overall draft Concept Design, phase two engagement participants were also asked to provide further input on a number of key design features that we heard the community wanted to see during the phase 1 engagement. The following table outlines feedback that was captured for each of these design features on the Design Board.

Design feature	What did the community like?	Additional ideas from the community
<p>Play in Nature</p> <p>(An inclusive nature playspace that offers play opportunities for children of all ages and a space for carers to relax and enjoy)</p>	<ul style="list-style-type: none"> Abundance of open space allowing room for activities A themed nature play space, that encourages children to explore, discover, and create in the space 	<ul style="list-style-type: none"> Natural style stepping stones, balancing and natural climbing equipment Water play or a small splash park (e.g. Camden/Oran park) Adventure playground with water play to accommodate young people and families
<p>A place to relax</p> <p>(Peaceful locations within the new Park to take timeout and read a book or absorb the natural surroundings)</p>	<ul style="list-style-type: none"> Maintained natural feel of the park 	<ul style="list-style-type: none"> Educational signage/pieces about local flora and fauna Signage depicting the history of the area including that of the traditional Aboriginal people of the area, and European settlers
<p>Picnic areas for gathering</p> <p>(Shaded picnic areas for everyone to meet and spend time with family and friends)</p>	<ul style="list-style-type: none"> Amenity blocks and picnic areas 	<ul style="list-style-type: none"> Shelters distributed across the Park Locate picnic areas further to the east in the Park

<p>The Central Lawn</p> <p>(A large central lawn as a gathering place, surrounded by informal play, picnic areas, park amenities and landscape planting)</p>	<ul style="list-style-type: none"> ▪ Abundance of central open space ▪ Allows park users to spread out, avoid overcrowding 	<ul style="list-style-type: none"> ▪ Reflect the koala identity and provide a koala hospital ▪ Park to act as an entrance point to existing bushland/landscape
<p>Bike Track</p> <p>(A shared bike track that provides safe spaces for beginners to experienced riders)</p>	<ul style="list-style-type: none"> ▪ Inclusion of mountain bike tracks 	<ul style="list-style-type: none"> ▪ Wide footpaths allowing bikes and pedestrians to pass (e.g. M7 Cycleway, Minto Sports park, Macquarie Road Reserve)
<p>New Bushland Areas</p> <p>(Place where bush regeneration and revegetation will be undertaken to create improved habitat for flora and fauna)</p>	<ul style="list-style-type: none"> ▪ The 'environmental' and 'natural' feel of the Park 	<ul style="list-style-type: none"> ▪ Integration of ponds, dams, or water ecosystems
<p>Meadow Plantings</p> <p>(The Meadows is a place including walking trails and informal cycle paths that preserve the area's flora and fauna)</p>	<ul style="list-style-type: none"> ▪ Inclusion of walking tracks ▪ Looking after the flora and fauna of the area ▪ Likened the Park to a large botanical garden 	<ul style="list-style-type: none"> ▪ Pram-friendly walking tracks ▪ Running tracks through the bushland or elevated over the top of scrubland (e.g. Bundeena walk track) ▪ Walking areas with wooden walkways to preserve fauna and ensure people both young and old can enjoy the space

Feedback on elements of play in the Park

Participants were asked which types of play elements they would like to see in the new Park. *Water play* and *Nature play* were, by far, the most popular preferences, receiving 11 votes and 10 votes respectively (a point of view that closely mirrors the original insights captured during the phase 1 engagement, as illustrated in the table below). Play considerations for all ages, such as *Play for seniors* and *Intergenerational play* were less popular.

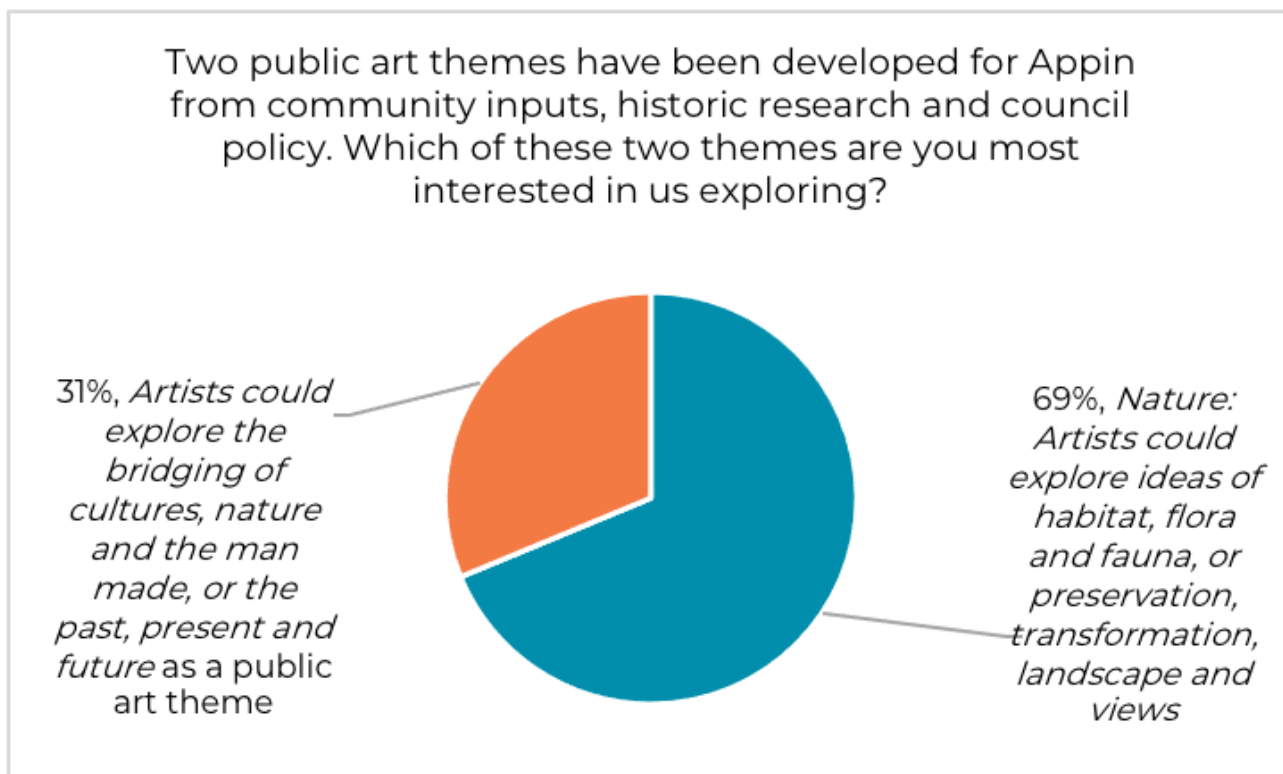


What we heard during the Phase 1 Community Engagement:

- The inclusion of play was a top three priority for the community
- The inclusion of waterplay was the most commonly recommended feature in the Social Pinpoint exercise
- Participants wished to see a play space that was nature themed and harmonious with the natural landscape
- The play space should encourage children to explore the landscape and create a sense of discovery

Feedback on public art

Participants were asked to indicate their preference between two public art themes which have been developed based on community inputs, historic research, and council policy. In total, 11 participants nominated 'Nature' and 5 participants nominated 'Artists' as a public art theme for the new park in Appin.



Participants were also asked to select which three examples of public art best reflect the type of art that excites them the most.



The most popular images (1 - 7 votes, 6 - 6 votes, and 2 & 3 - 5 votes each) ranged in materials and medium, but all aimed to provide a sensory experience. Interestingly, those images that depicted an interactive artwork, did not receive a particularly high number of votes.

What we heard during the Phase 1 Community Engagement:

- When asked if they would like to see Public Art in the Park, 45% of participants were supportive. 42% of whom nominated Indigenous culture as a suitable theme, and 36% recommended using the environment as inspiration for public art
- Participants commonly nominated the local Koala population as a suitable theme for any art in the Park
- Participants wished to see art that contained an education element for park users

Issues and considerations

Participants identified the following issues for the design team to consider when finalising the draft Concept Design:

- **Number of facilities:** While the inclusion of a picnic area was met with enthusiasm by many participants, two responses highlighted the need for more than one picnic facility in the Park. This was believed to help park users spread out and ease overcrowding demand and congestion in particular areas.
- **Location of facilities:** Seven comments across both platforms critiqued the placement of these facilities. Participants expressed a desire to locate built elements, especially picnic facilities, further to the east of the site away from existing homes. Given these comments were made on the Design Board, it is unclear whether this was an issue for neighbouring residents or something expressed by those outside of the area.
- **Existing site tenants:** During the draft Concept Design community consultation period, DPIE received 4 separate submissions from local residents who expressed a desire to see the existing onsite house and “house paddock” retained, along with the “care-taker” responsibilities of the tenants who live there. All four submissions noted the health concerns of the current tenants, along with the need for a koala sanctuary and education centre on the proposed park site.
- **Retaining the existing house:** A single submission, received from the Appin Historical Society (AHS), expressed a desire for the on-site house to be retained, and gifted to the AHS for the purpose of a local museum and history research facility.

Where to from here

The vision and draft Design Concept for the new park in Appin has been well received by participants. Through the course of community engagement, valuable feedback on the draft park was captured along with additional design ideas and elements for consideration.

Next steps

The findings from this report will be used to inform the final plan for the Park in Appin. In 2021, an online information session will illustrate the key features of the plan, and highlight how community input has helped shape the design.

“Looking after the flora and fauna of the area. Perhaps there could be boards scattered throughout the park giving locals and locals information or history about such”

- Online survey participant

“I believe there should be more than one picnic facility to use in the park. More facilities in the park will help the people spread out and ease overcrowding the picnic areas”

- Social Pinpoint participant

Appendix A – Online Survey Analysis

Overview

A total of 17 people participated in the survey.

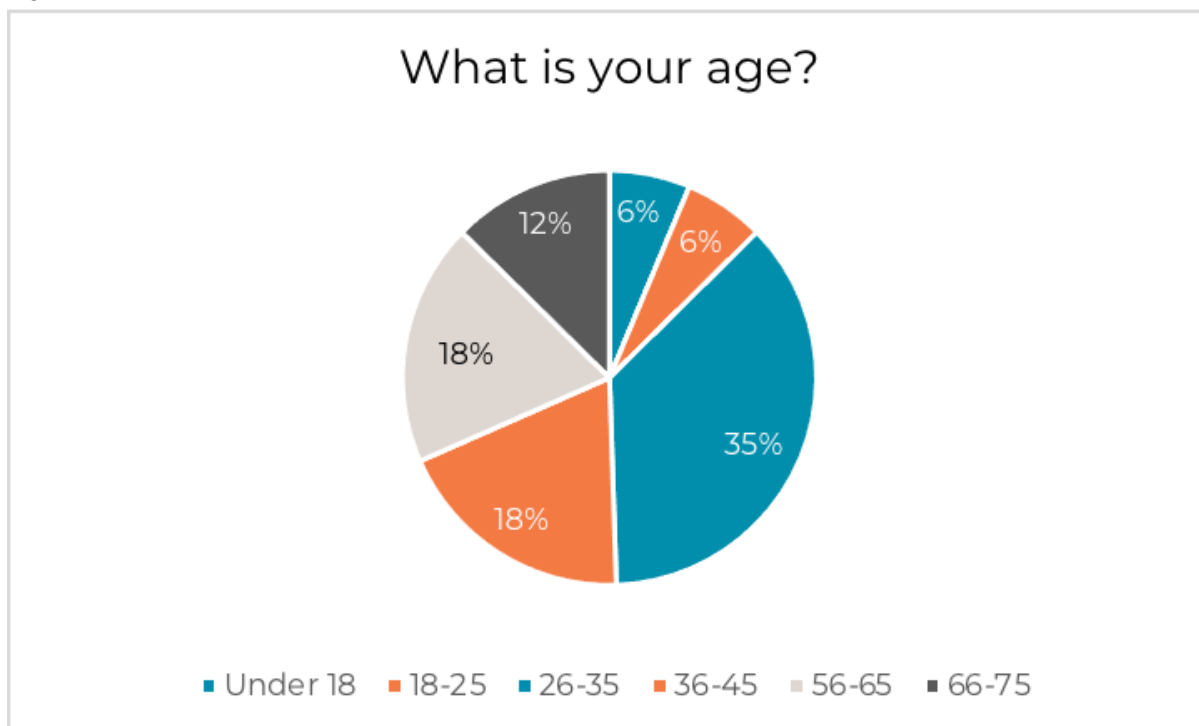
Demographics

What gender do you identify with? (Q14)

The majority (71%) of participants were female. Only 29% of participants were male. No participants identified as non-binary.

What is your age? (Q11)

The largest age group among participants was 26-35 year olds (35%). 18% of participants were each aged 36-45 and 56-65. 12% of participants were aged 66-75, and 6% were each aged under 18 and 18-25.



Where do you live? (insert suburb name or postcode) (Q12)

The vast majority (94%) of participants live in Appin (2560). One participant lives in Maldon/Mowbray Park/Razorback/Picton (2571).

Do you live within 10 minutes walk of the Park? (Q13)

88% of participants live within 10 minutes walk of the Park.

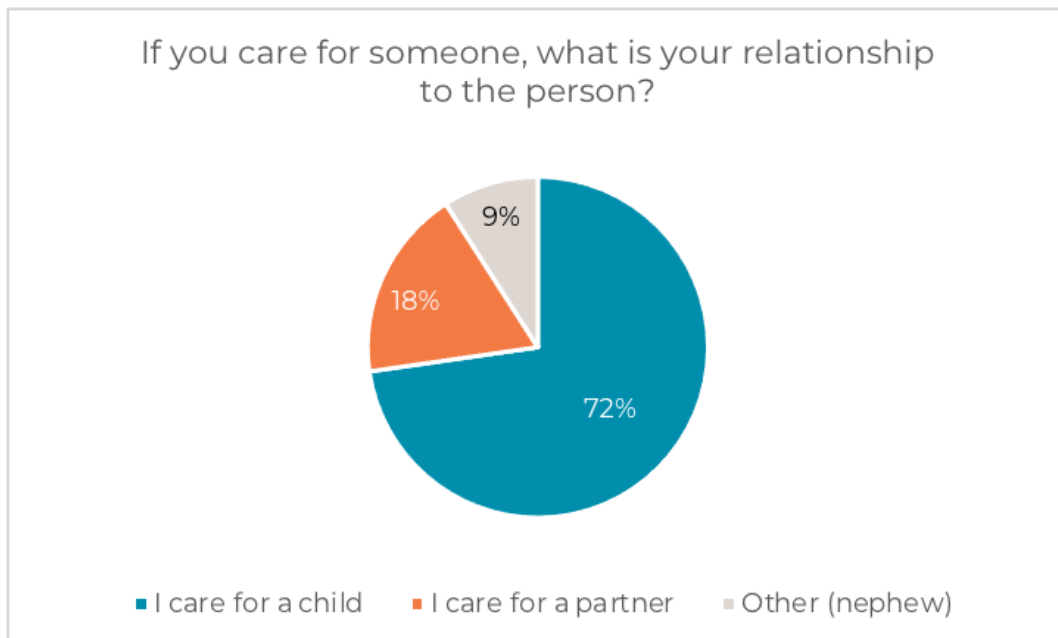
Do you identify as Aboriginal and/or Torres Strait Islander? (Q17)

One participant identified as Aboriginal. One participant also preferred not to answer this question.

If you care for someone, what is your relationship to the person? (Q18)

65% of participants care for someone. Out of these participants, 72% care for a child, 18% care for a partner and 9% care for other (nephew).

Nearly half (47%) of all 17 participants cared for a child.



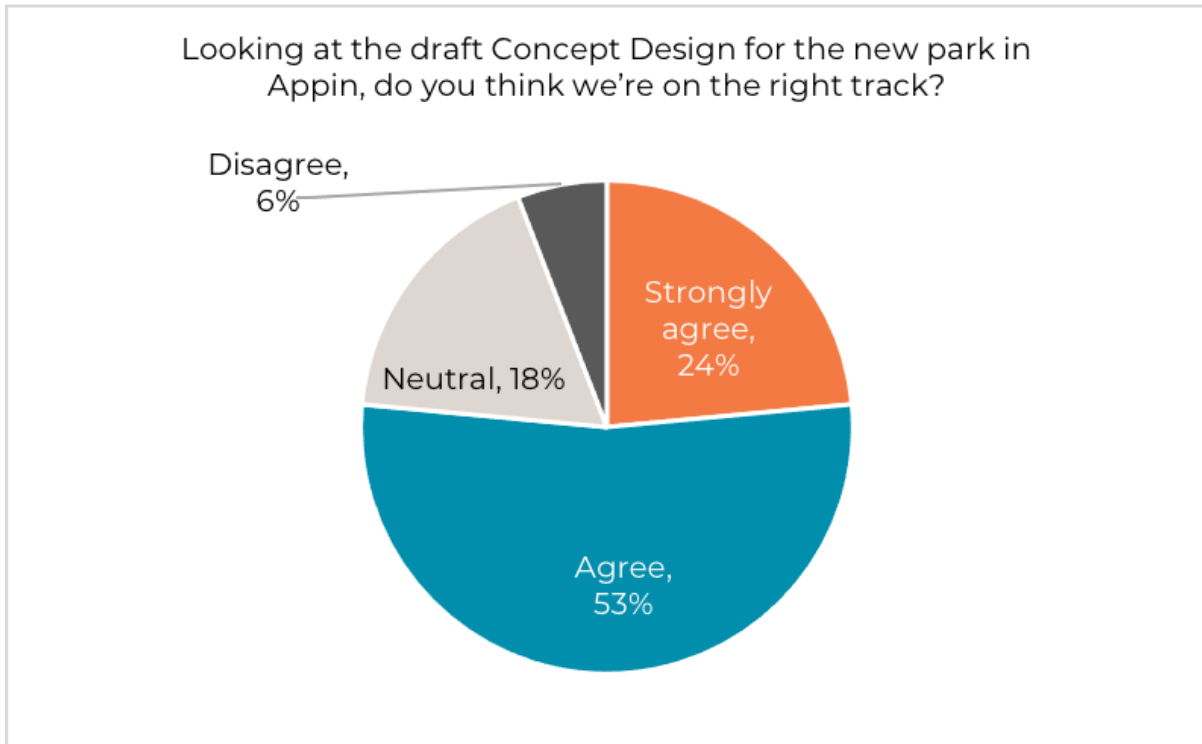
Do you speak a language other than English at home? (Q15)

No participants spoke a language other than English at home.

Community aspirations

Looking at the draft Concept Design for the new park in Appin, do you think we're on the right track? (Q2)

13 participants agreed or strongly agreed with this statement. Three participants were undecided, and only one participant disagreed.

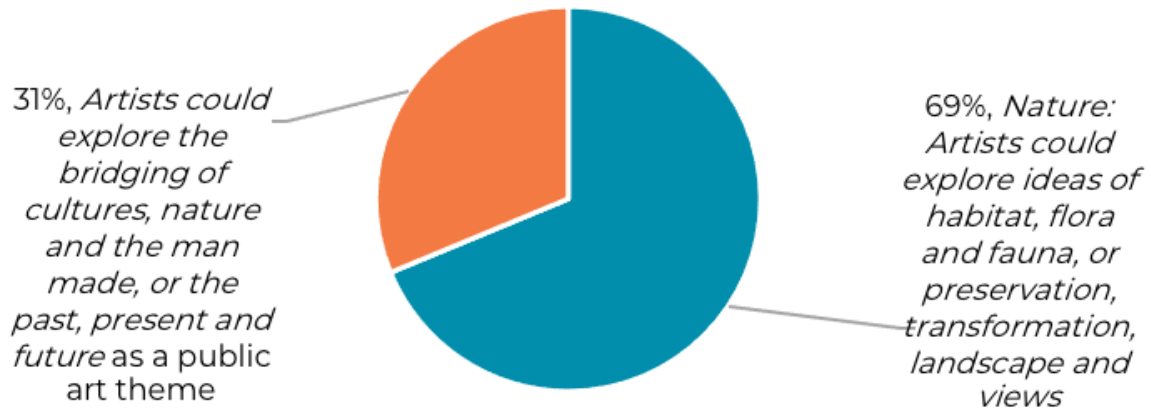


Two public art themes have been developed for Appin from community inputs, historic research and council policy. Which of these two themes are you most interested in us exploring? (Q5)

Participants demonstrated a clear preference for public art that explored the theme of nature.

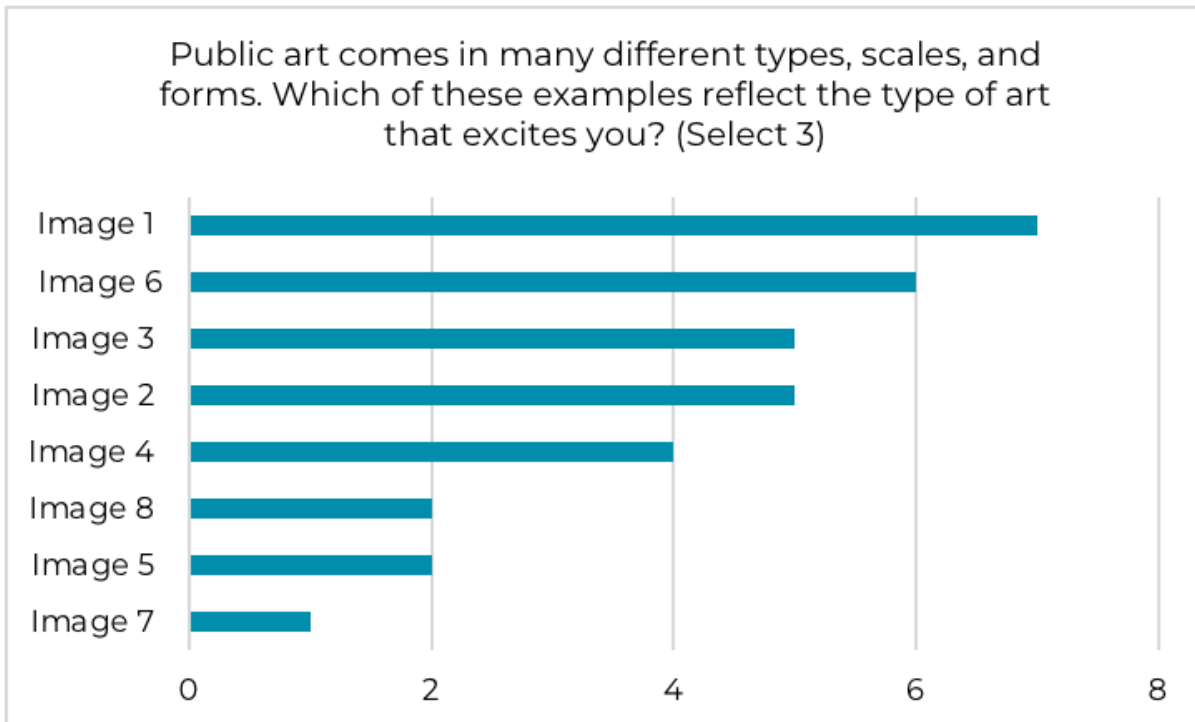
Nature: Artists could explore ideas of habitat, flora and fauna, or preservation, transformation, landscape and views received 11 votes, whereas Artists could explore the bridging of cultures, nature and the man made, or the past, present and future received 5 votes.

Two public art themes have been developed for Appin from community inputs, historic research and council policy. Which of these two themes are you most interested in us exploring?



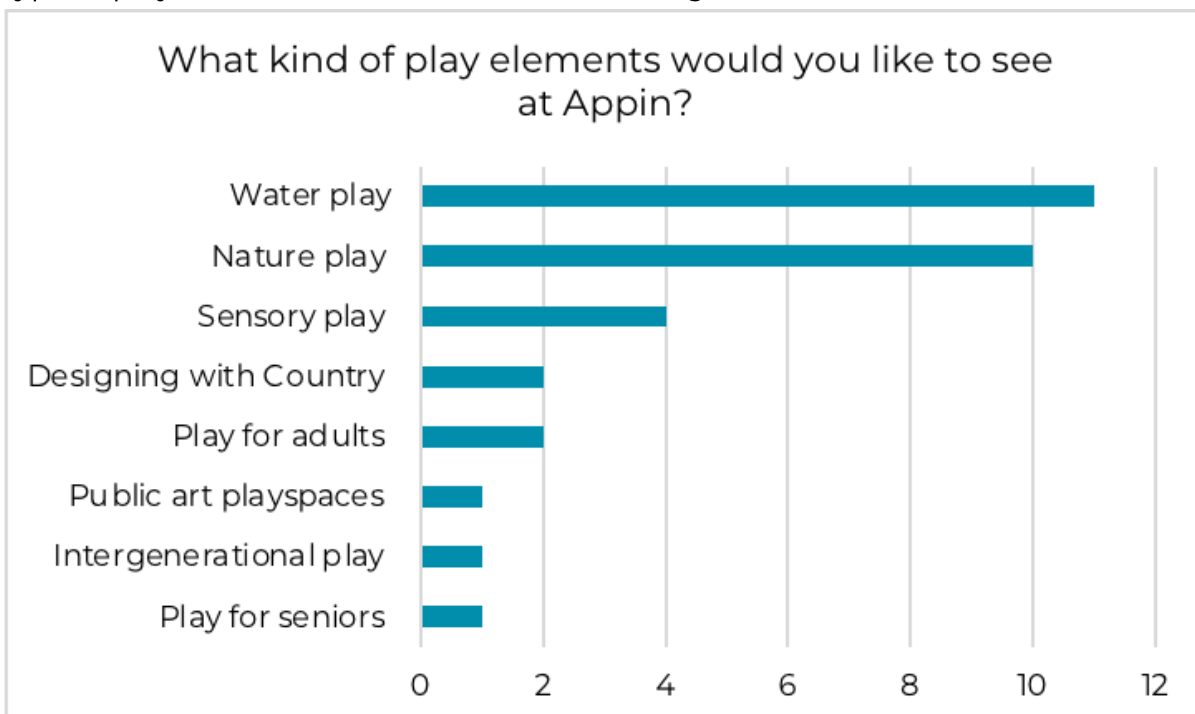
Public art comes in many different types, scales, and forms. Which of these examples reflect the type of art that excites you? (Select 3) (Q6)

Image 1 was the most popular selection among participants, followed by Image 6, receiving 13 votes together. Image 7 was the least popular image, receiving only one vote.



What kind of play elements would you like to see at the new Park? (Q8)

The majority of participants nominated *Water play* and *Nature play* as their preferred type of play element for the new Park, receiving a combined total of 21 votes.

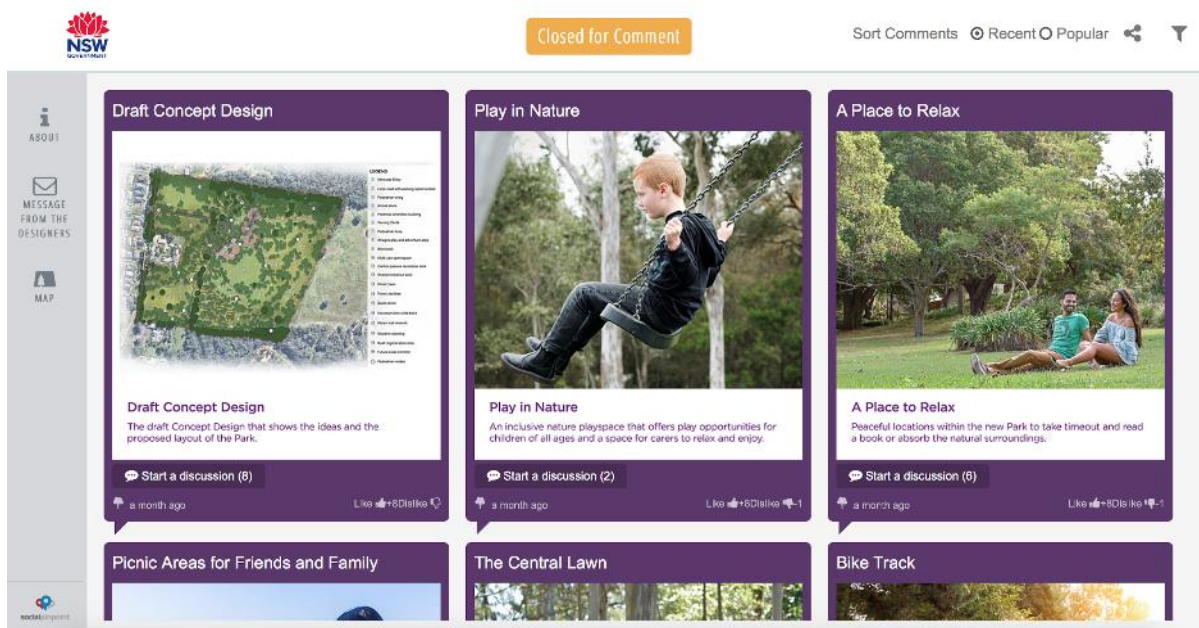


Appendix B – Social Pinpoint Design Board Analysis

Overview

A total of 21 responses were recorded on the Design Board:

- 8 (38%) 'Draft Concept Design' comments
- 6 (29%) 'A Place to Relax' comments
- 3 (14%) 'Picnic Areas for Friends and Family' comments
- 2 (10%) 'Play in Nature' comments
- 1 (5%) 'Bike track' comments
- 1 (5%) 'New Bushland Areas' comments



Overall sentiment

Community members were very passionate in their responses on the Design Board. The majority of comments had a neutral sentiment, though few were positive especially concerning the need for a water splash park in Appin.

The following word cloud was created using the most common phrases on the Design Board, to convey the community's feedback for the design of the new Park.



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