

DESIGN OF RYAN PARK

PRELIMINARY DESIGN REVIEW

Public Forum #3

City of Norwalk, CT

July 19, 2016



NORWALK  DEVELOPMENT AGENCY



DESIGN OF RYAN PARK

Tonight's Agenda....

- **Introduction**
- **Programming and Concept Design**
 - **Goals and Objectives**
 - **Public Engagement and Community Outreach**
 - **Enhancement Strategy/Program and Concepts**
- **Preliminary Design**
 - **Overall Site Plan**
 - **Area Enlargements**
 - **Precedents / Materials**
- **Group Q&A**
- **Next Steps**

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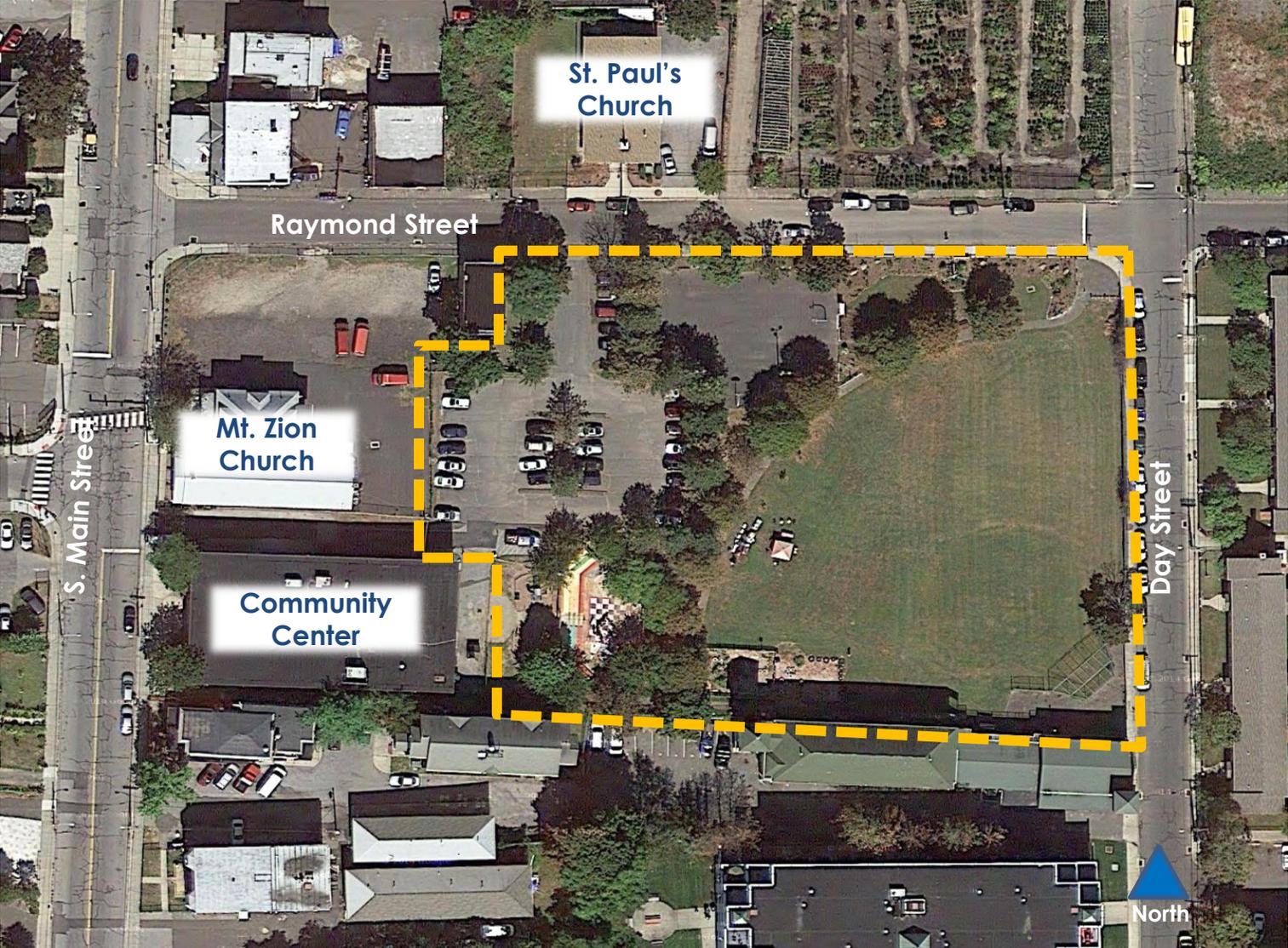
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Programming and Concept Design

Design Limits



- Neighborhood Park!
- 2.2 Acres
- Parking dedicated to community center

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Programming and Concept Design

Goals and Objectives

- Engage the community
- Determine needs and priorities
- Establish a park program
- Identify physical park improvements
- Provide an accessible, welcoming and safe recreational experience, and unique neighborhood destination.

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Programming and Concept Design

Community Outreach / Public Engagement

City Staff Meetings (9/2/15)

Community Meeting #1 (9/10/15)

- Group discussion / S.W.O.T. Assessment

Community Input Survey (9/16/15 - 10/5/15)

- Online survey / S.W.O.T Assessment

Community Meeting #2 (10/20/15)

- Park Program and Enhancement Strategy

Ryan Park Advisory Committee Meetings



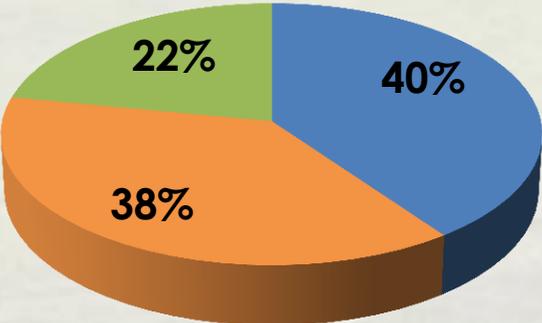
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Programming and Concept Design

Community Outreach Survey Overview / Respondents

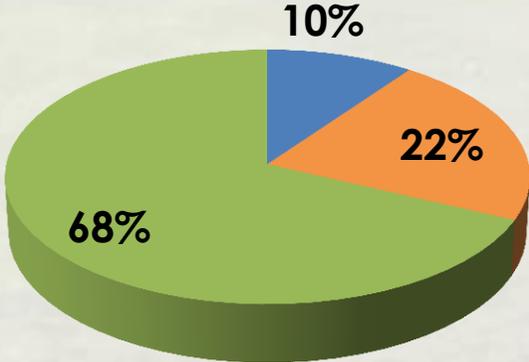
Residents

- Live in South Norwalk
- Live elsewhere in Norwalk
- Out-of-Town



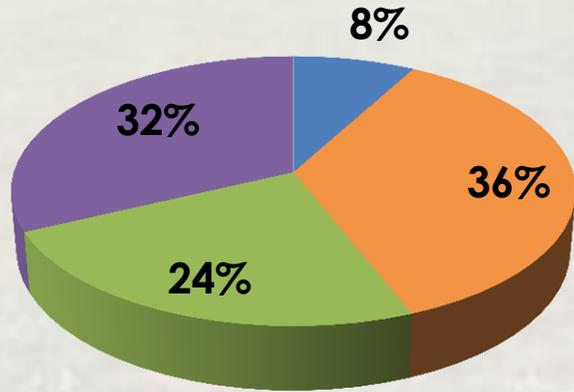
When do you Visit?

- Frequently
- Occasionally
- Not Often



Time of Day

- Morning (7am - 11am)
- Midday/Early Afternoon (11am - 2pm)
- Afternoon/Early Evening (2pm - 5pm)
- Evening (5pm or later)



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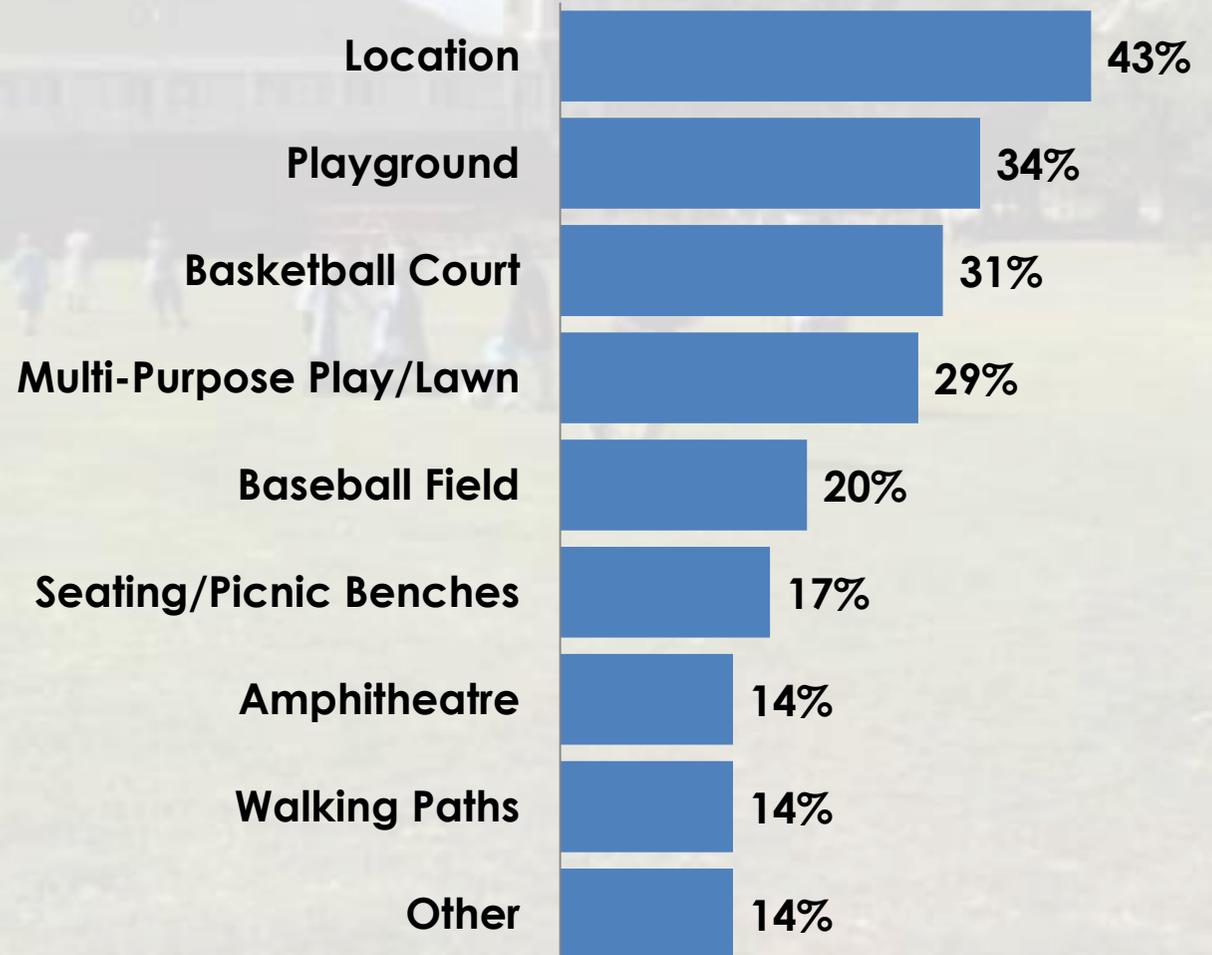
Programming and Concept Design

Outreach: Greatest Strengths and Recreational Assets

Community Meeting #1

- Location
- Community Park!
- Recreation for neighborhood children (typically in AM)
- Accessible – relatively flat
- Basketball Court
- Open lawn / green space
- Amphitheatre
- Lack of violence

Online Community Input Survey



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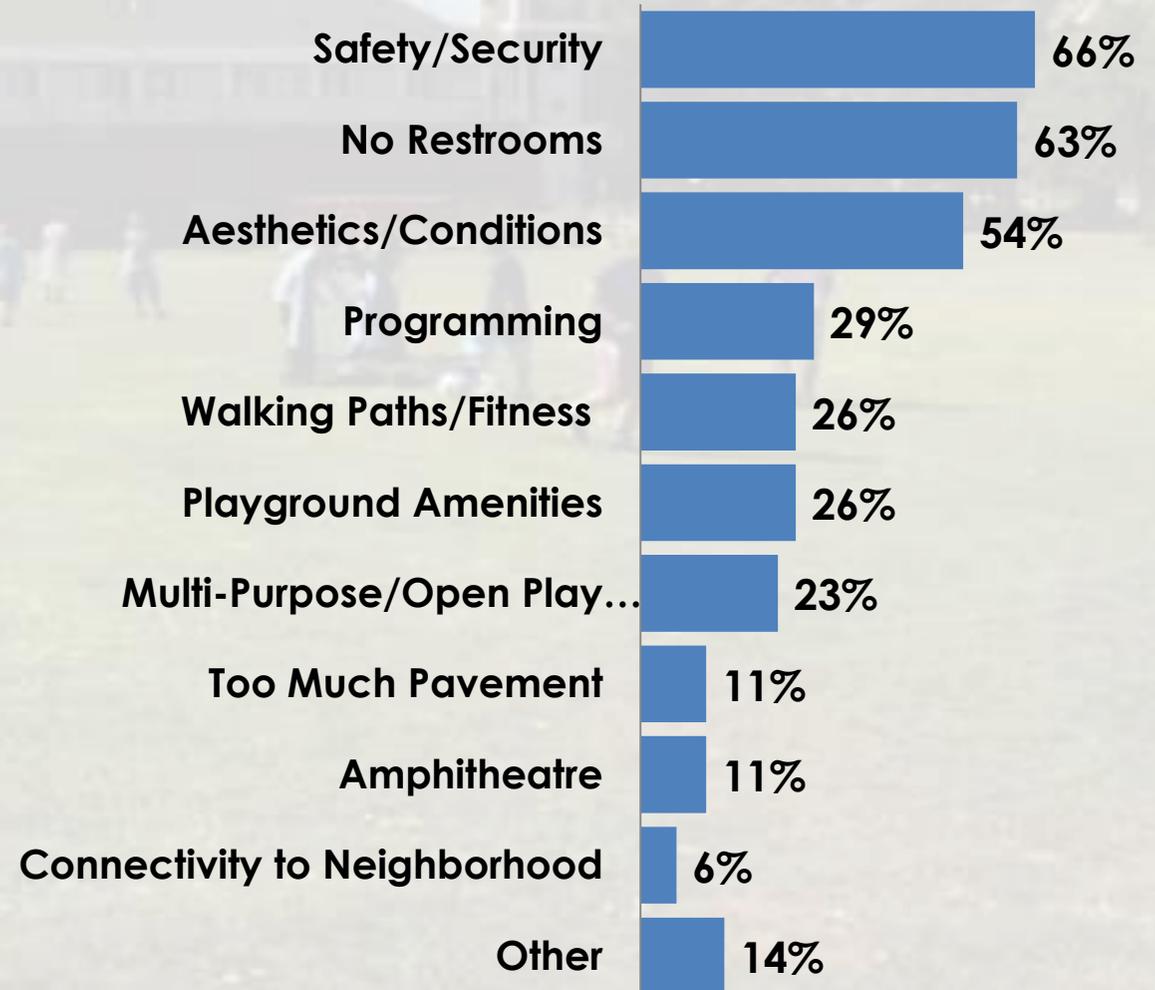
Programming and Concept Design

Outreach: Greatest Issues and Weaknesses

Community Meeting #1

- Location
- Size of park/usable space
- Not cohesive/defined
- Lack of “welcome factor”
- Maintenance
- Lack of facilities/restrooms
- Programming/variety
- Playground/Amphitheatre
- Lack of lighting
- Undesirable activity
- Places to hide/lack of visibility
- Lack of police presence
- Raymond Street
- Designing for safety – not use!
- Lack of identity
- Environmental concerns
- Dry egress
- Lack of City/Political “buy-in”

Online Community Input Survey



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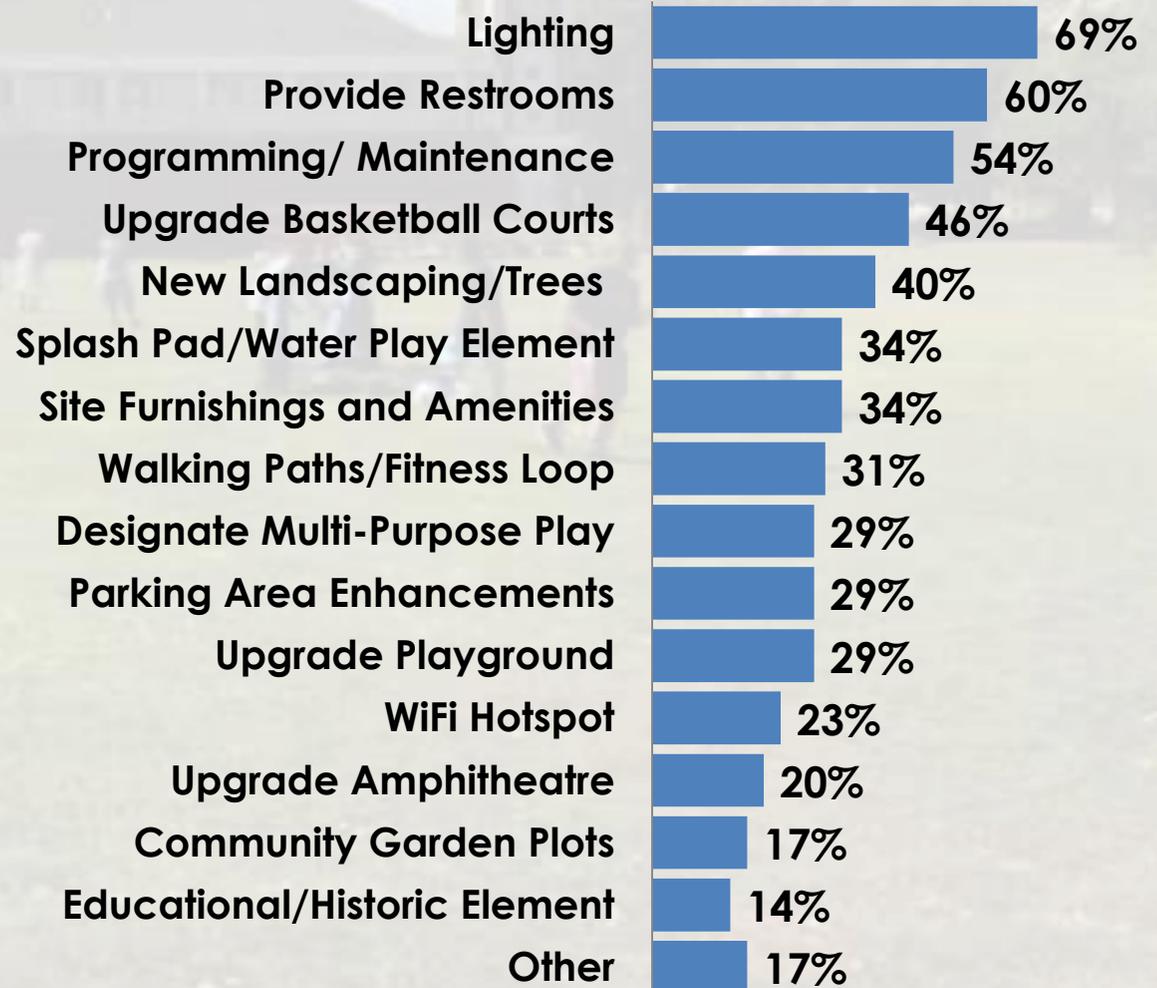
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Outreach: Opportunities/Improvements to Best Enhance User Experience

Community Meeting #1

- Connection to S. Main St. and Water St.
- Gateway entrance/inviting edges
- Remove fencing
- Wayfinding/signage
- Community garden plots
- Education/outdoor learning
- Multi-purpose field/free play
- Basketball court upgrades
- Exercise/fitness loop
- Playground expansion
- Amphitheatre upgrade
- Splash pad/water play
- New site furnishings
- Electrical/water connections
- Restrooms
- Security lighting/cameras
- Solar/renewable energy
- WiFi Hotspot

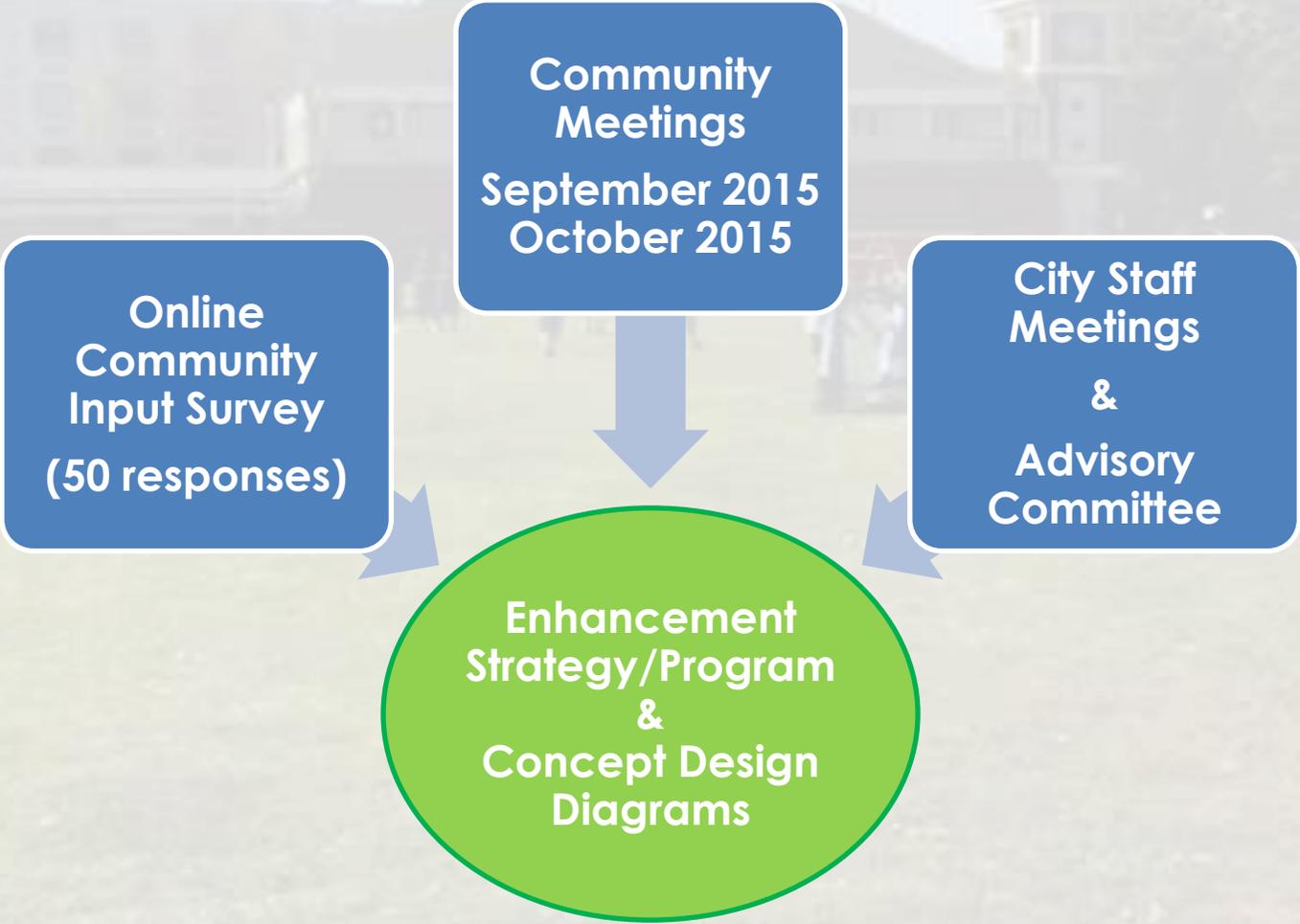
Online Community Input Survey



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Programming and Concept Design

Outreach Summary



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Programming and Concept Design

Enhancement Strategy / Program

Active Recreation

Improved playability, integration and increased play value & opportunities

Passive Recreation/Leisure Amenities

More diverse site amenities for a more enjoyable park experience

Connectivity and Accessibility

Neighborhood connectivity and a more welcoming, inviting appearance

Safety and Security

Increased user safety and enhanced security measures

Maintenance and Operations

Easily maintained and improved aesthetics

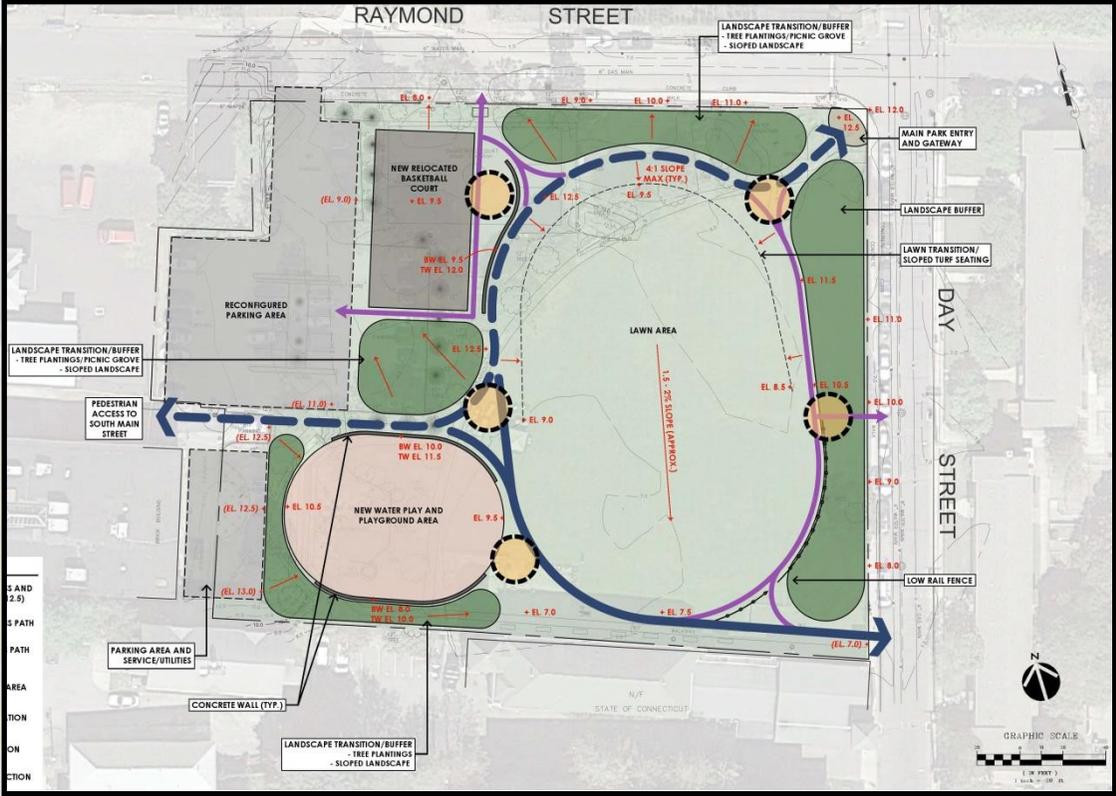
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Programming and Concept Design

Preliminary Concept Diagrams



Alternative 'A'



Alternative 'B'

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Programming and Concept Design

Preliminary Concept Diagrams



Modified Concept Alternative

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Preliminary Design



Preliminary Design Plan

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Preliminary Design

Active Recreation: Play Environment



- Play areas shifted east for better accessibility
- Age appropriate play areas and structures
- Landform/play mounds and natural features for unique, diverse play and definition of space



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Preliminary Design

Active Recreation: Play Environment



2-5 Year



5-12 Year

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Preliminary Design

Active Recreation: Water Play / Sculpture Garden



- **Sculptural water play and interactive experience**
- **Highly visible and accessible from street**



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Active Recreation: Water Play / Sculpture Garden



Sculptural Play Elements



Ground Sprays

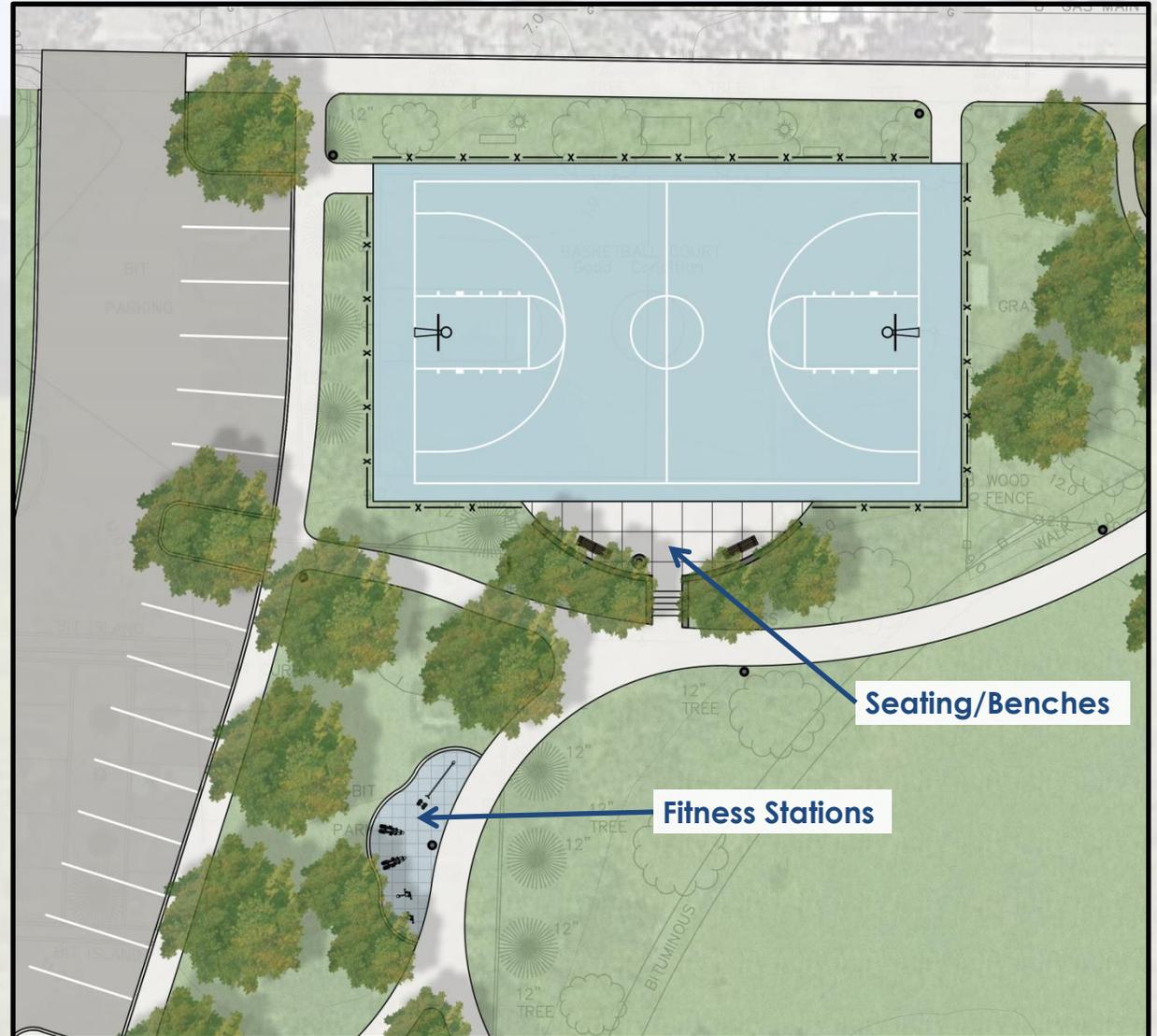
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Preliminary Design

Active Recreation: Basketball and Fitness



- **Basketball**
 - Renovated court and informal spectator/team seating
 - Improved safety, appearance and overall user experience
- **Fitness**
 - Stretching and exercise equipment stations located on walking loop



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Preliminary Design

Active Recreation: Basketball and Fitness



Improved Basketball Court



Fitness Stations – Step, Resistance, Cardio, Stretch



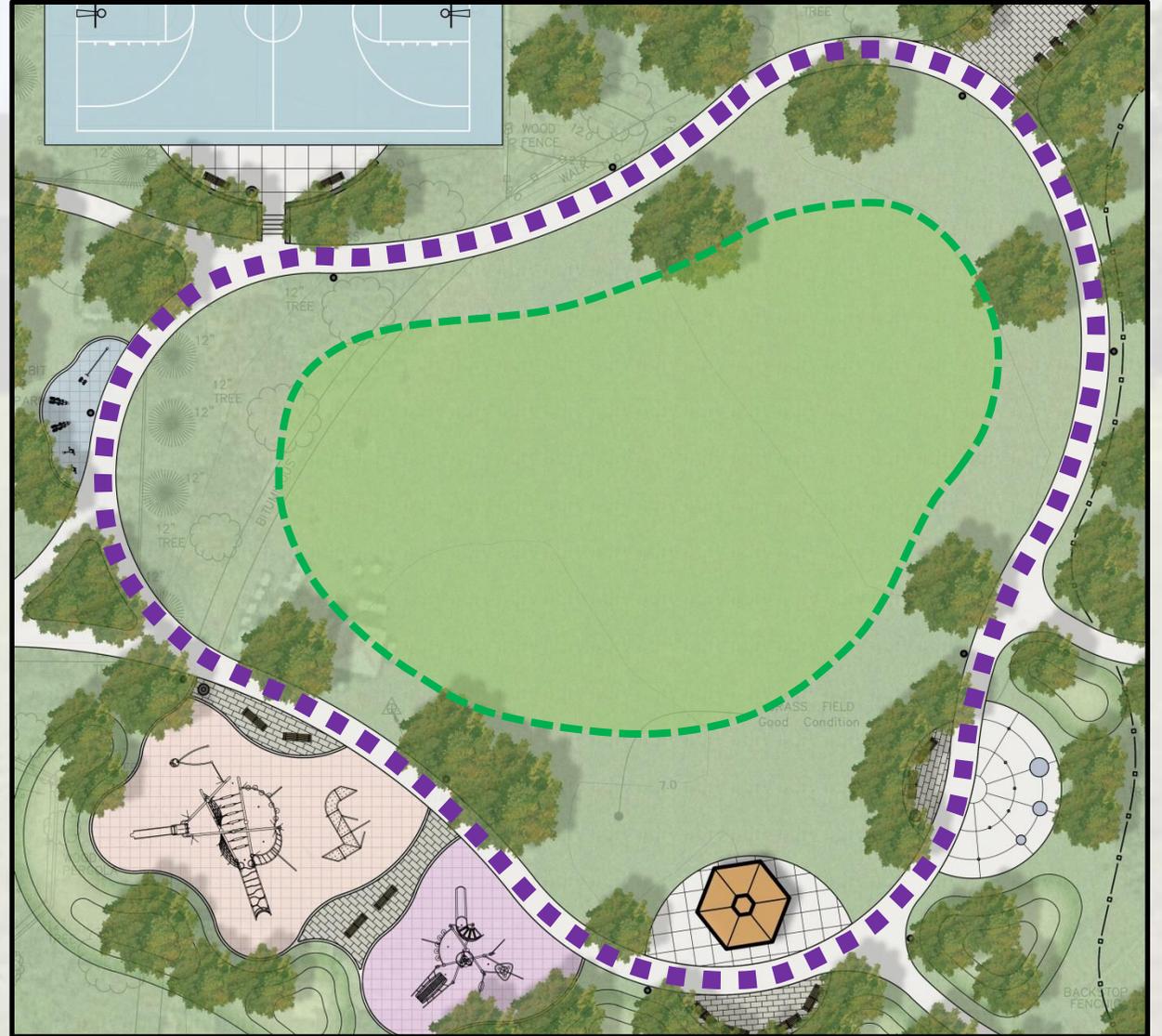
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Active Recreation: Walking Loop and Open Play



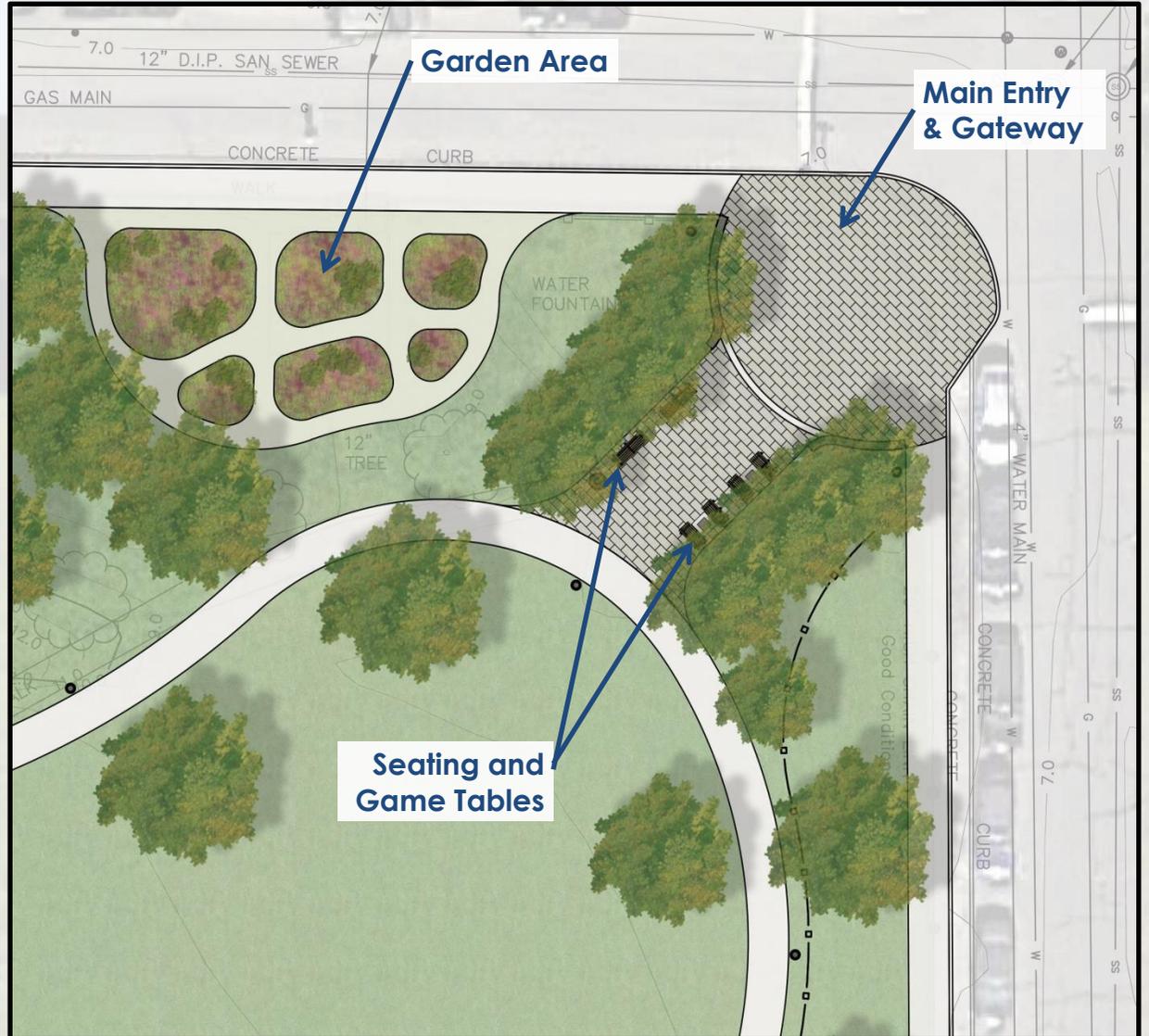
- 1/10th mile walking loop
- 1/3+ acre open/free play area



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Passive Recreation/Leisure: Gateway Seating and Garden

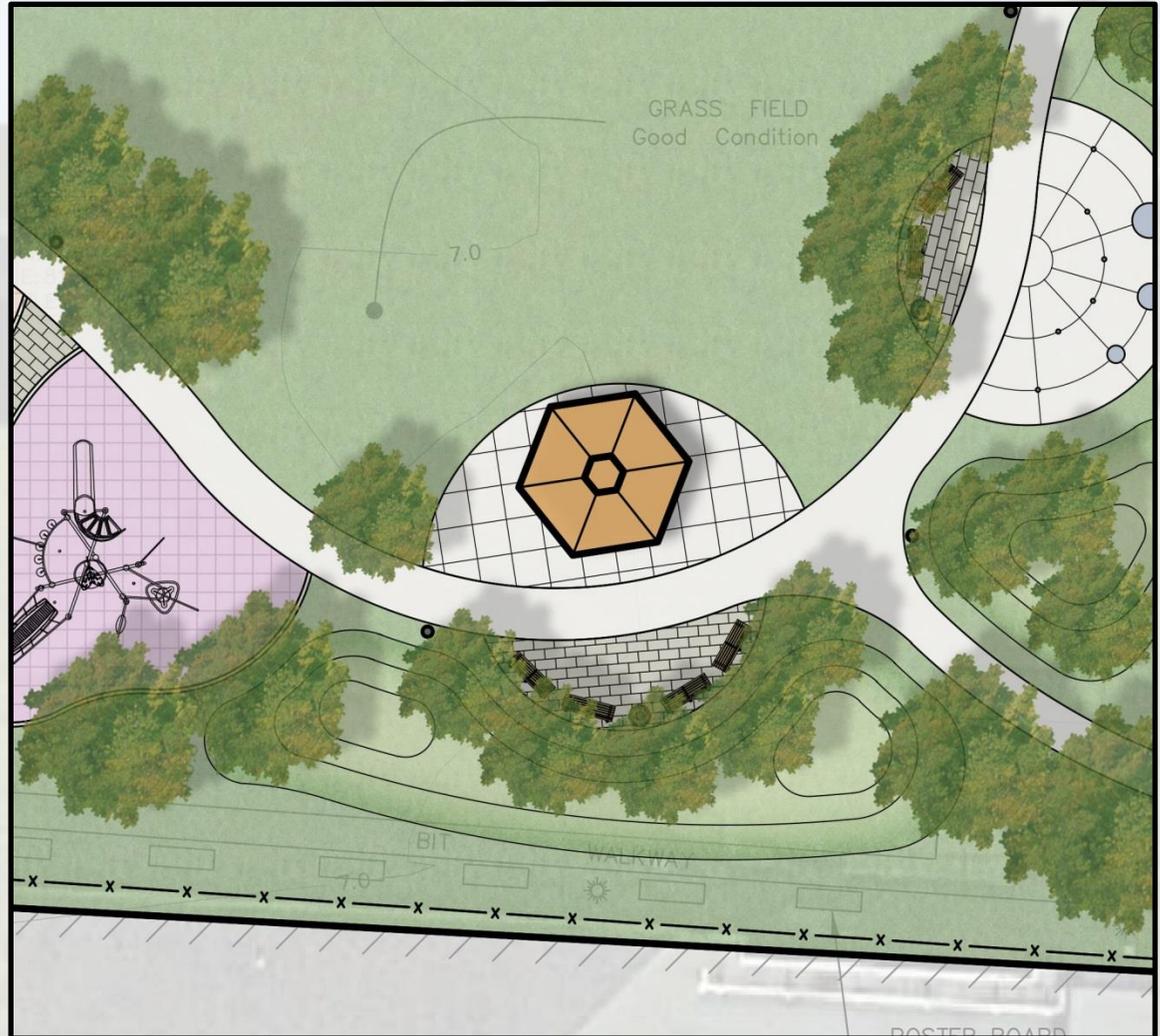


- **Main Park Entry and Gateway**
 - Inviting and welcoming
 - Highly visible community and group gathering space
 - Opportunity for public art cultural displays
 - Quiet seating & game tables
- **Garden Area**
 - Formal garden plots
 - Educational opportunities

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Passive Recreation/Leisure: Picnic Pavilion



- Shaded seating and larger group gatherings
- Community event programming & performance space
- Easily accessible from play environments and lawn area

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Passive Recreation/Leisure: Seating and Amenities



New Site Furnishings – comfort, convenience, interaction and aesthetics

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Perspective Rendering – View from Raymond St.

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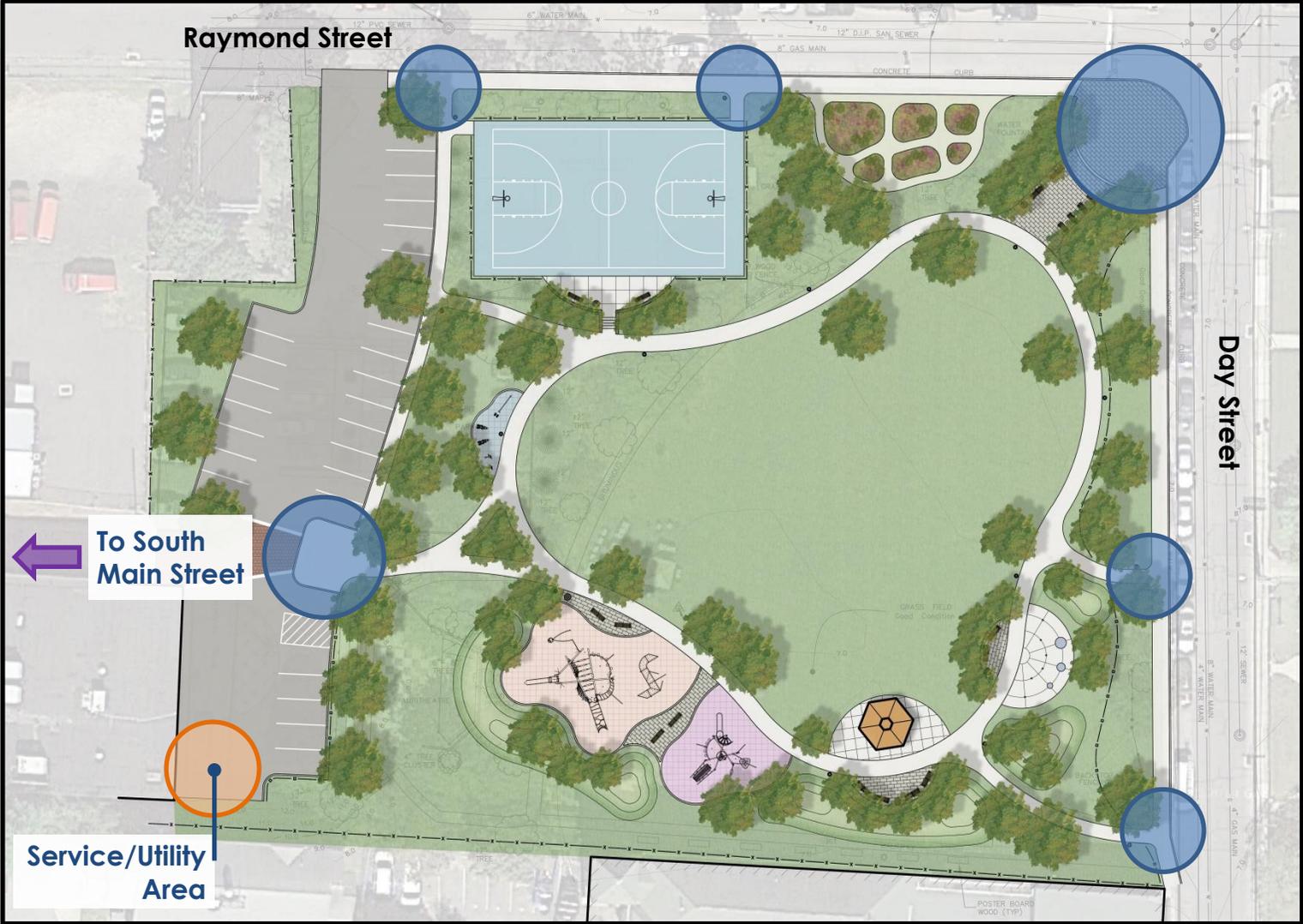
Perspective Rendering – Gateway/Entry at Day St. and Raymond St.

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Connectivity and Accessibility

- Multiple park entry points/connections from surrounding streets
- Easy access to all park destinations
- Reconfigured parking and service/utility area (reduced paving)

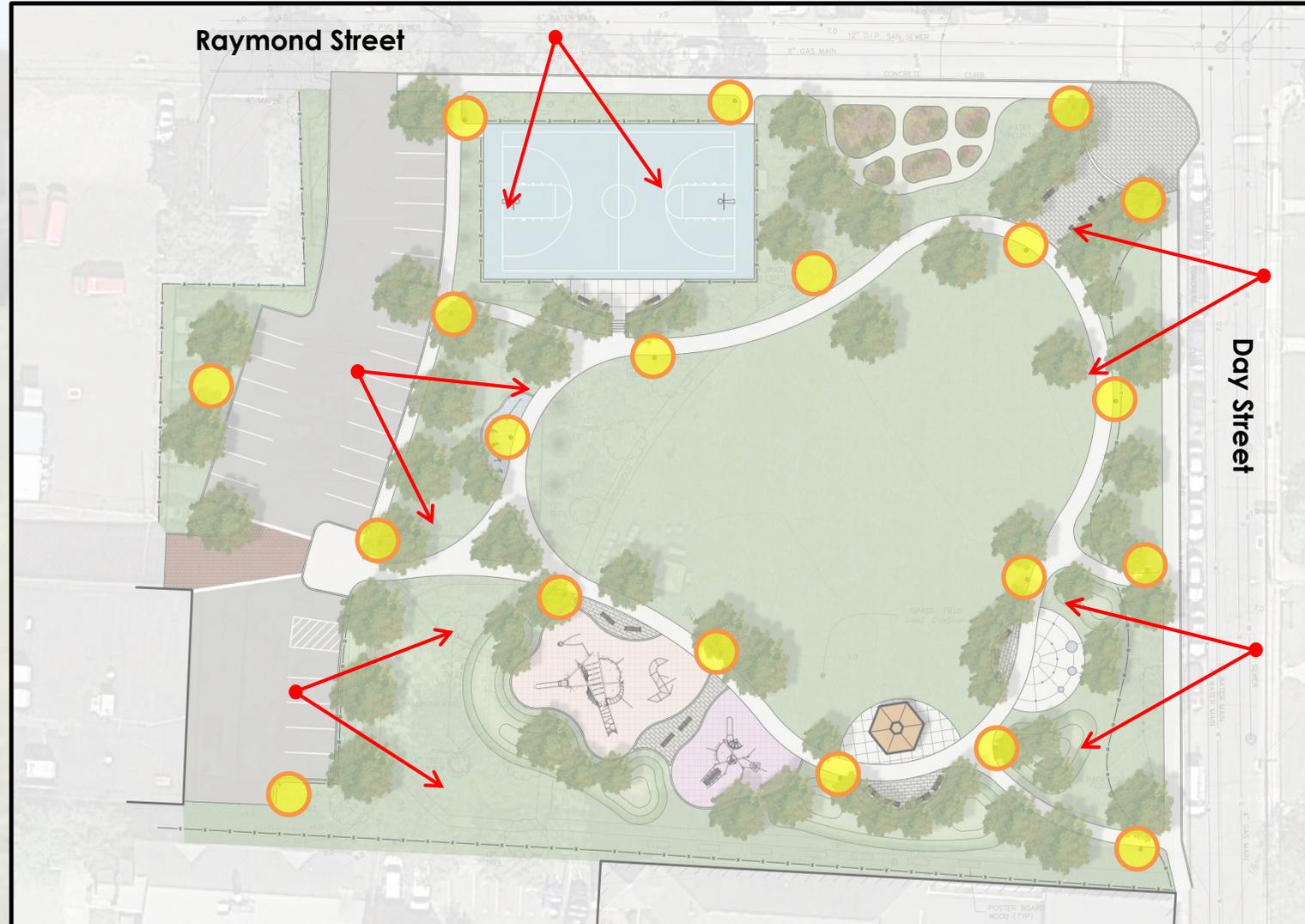


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Safety and Security

- Pedestrian path and parking area lighting
- Clear views into park
 - High branching deciduous trees
 - Minimal low plantings
 - Open views through perimeter fencing
- Parking area visibility



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Preliminary Design

Safety and Security



Pedestrian Lighting



High Visibility and Limited Barriers



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Preliminary Design

Maintenance and Operations

- Moderate turf slopes
- Limited edges and fencing for easy mowing
- Hardy, low-mess tree plantings
- Low maintenance plantings
- Durable materials and finishes



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Next Steps

- **Present final Preliminary Design for approval to the Common Council**
- **Develop complete set of bid and construction documents for successful implementation of park improvements**

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Questions?

Thank you for participating!

