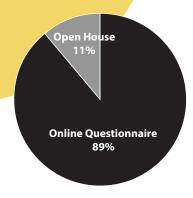
SUMMARY

PUBLIC CONSULTATION FINDINGS



Consultation Overview

This summary provides an overview of feedback from community members on the proposed design of the Clark Park East playground located in the NE corner of Clark Park. The Vancouver Park Board proposed to remove the play structure on the east side of the park in the spring of 2016 due to its age, condition and safety concerns.

Members of the public were asked to provide feedback about design options for the site in an open house on December 6th, 2016 and in an online questionnaire that ran from December 6th, 2016 to January 7th, 2017.

The Open House saw a showing of 25 community members while the online questionnaire was completed by 210 respondents.

Here are some of your general comments and concerns:

SAFETY

Clear away some of the bushes and clip back some trees to open the space up and let more light in. The reason many locals don't use that playground is because it feels unsafe and unseen, plus needles have been found up there because people are hidden from view."

'Sight-lines and lighting important for community safety."

'Night time lighting"

ALL AGES PLAY

"It is important that the playground be suited to kids of multiple ages (not just toddlers)."

'Please ensure there is an element of risk play. Children need to learn how to assess danger and be adventurous and challenge themselves, and playgrounds are not just for kids under 8."

"A fitness facility for adults"

INCLUSIVENESS

Let's make the park inclusive."

YOUR COMMENTS

MAKE IT BEAUTIFUL

This area is used multiple times daily by many children from the school across the street, as well as local neighbourhood children and toddlers. It is also a major commuting pathway for local pedestrians. This playground is special to many people: please make it beautiful, as it will always be in the hearts of the people who pass through and use it."

I hope a new playground is ready as soon as possible"





RELAXATION/SITTING

'More seating around the edges!"

"Adding more strategically placed bench areas for parents to monitor child activities. Add water fountain."

PLAY EQUIPMENT

"As a kid, the big 5-12 climbers were the best because they had more options for different kinds of games."

"Iconic play structures"

"I like nature inspired play best. We live on the other side of the park, so would have to be significantly different from the west side to make us walk up the hill."

VEGETATION

"Keep it as green as possible."

"Please make sure that it remains dog friendly and that we keep as many of the beautiful trees as possible."



MAINTENANCE

Garbage bins and a washroom facility

'It needs to be resilient as possible."











RESPONDENT

DEMOGRAPHICS

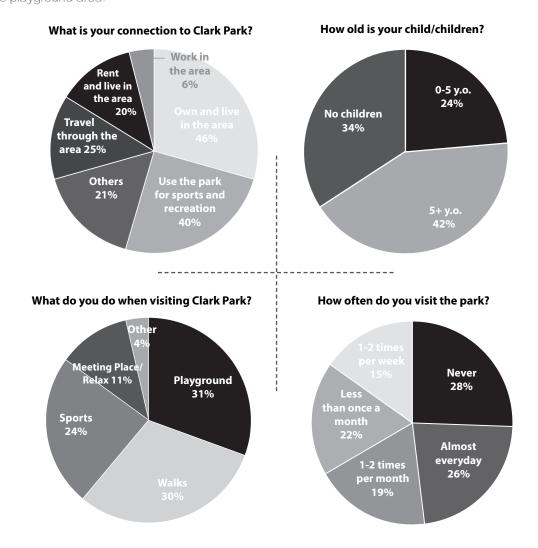
Reaching Out

Residents were notified using multiple forums about the openhouse and online questionnaire, including:

- Large posters at the playground site;
- Flyers distributed throughout the neighbourhood proximate to the site (2-block radius); and
- Advertising on City of Vancouver Park Board website.

Some Logistics

The respondent demographic data was only available for the online questionnaire respondents. However, the demographics provide a glimpse into the primary users, age group, and uses for the playground area.





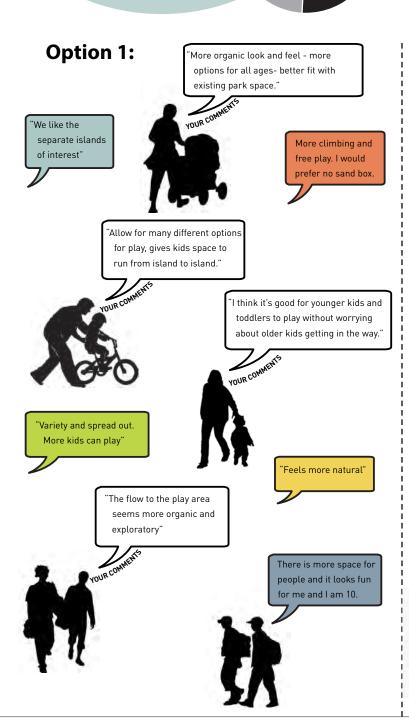


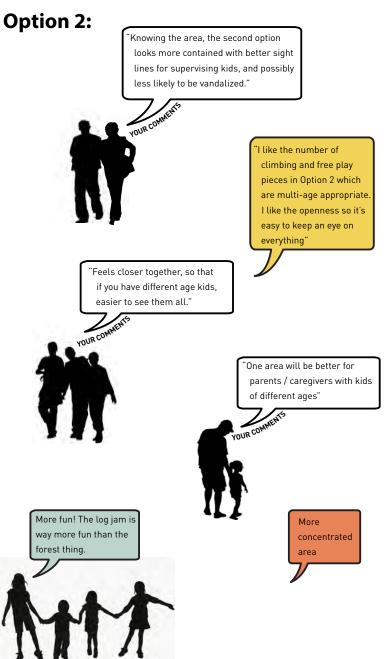
OPTIONS No Preference 18% Option 1 51%

Your Preferences

Of the 12 respondents from the Open House and the 210 respondents from the Online Questionnaire, an overwhelming 51% prefers option 1 over option 2, while 18% had no preference over either options.

Here are some of your reasons for preferring one option over the other.









PLAY FEATURES

Play Structures

Respondents were asked to choose their top five play features that could potentially be in the playground.

The results were tallied and combined into a bar graph and the top five choices were determined.

Below are your top fives!

Your Top Five!

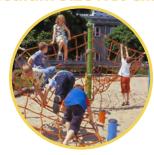
1. Log Climber



3. Nature Play



5. Medium Size Net Climber



2. Sand and Water Play



4. Parkour Course



The Logistics

