YOUTH WORKSHOP DOWNCITY DESIGN - DESIGN BUILD STUDIO AUGUST 05, 2024

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Understanding the importance of youth in the design of public spaces - and in response to community feedback - the Sustainability Department and the design team (Fuss & O'Neill, Design Under Sky, CIVIC) met with students in a design program at DownCity Design on August 5, 2024. The team shared a design presentation and engaged 15+ youth in a conversation about the project design. Their feedback can be organized into the following categories:

Environment

- Habitat + Vegetation
- Odor Control
- Noise Level
- Solar/wind Energy
- Lighting

Accessibility + Community

- Transportation safety
- Parking consideration (vehicles & bikes)
- Educational material
- Suggestions for recreational activities

Design Elements

- Seating
- Mapping & signage
- Organic shapes and bold colors
- Visual Art (murals)
- Aesthetics



Habitat + Vegetation

- Vegetation to improve flooding conditions and possible water irrigation system
- + Include native flowers and attract local wildlife
- + Interest in **floating islands idea**.
- Accountability of pollinator-friendly plants & addition of bird feeders

Odor + Noise Level

- Suggestion for natural odor repellent (placed in trash cans or benches)
- + Concern for **noise level** disruption

Lighting

- Suggestion of solar or wind powered lighting
- Consideration for lighting the space at night
- + Interesting lighting could attract people



ENVIRONMENT



Transportation + Parking

- + Provide **safety** from vehicles
- + Desire for **paths and parking** for bikes
- Offer parking for civilians and include dedicated space for larger trucks

Education

- + Incorporate etched **educational material** on surfaces
- Possible educational opportunities with interaction of the wildlife and natural environment

Activites

- Opportunity for festivals, yoga classes, painting classes, book reading and any outdoor activities
- + Prioritization for **meeting and hang out area**
- Suggestion for recreational activities and interactive games

ACCESSIBILITY + COMMUNITY

Design Elements

- + Provide comfortable **seating**, opportunity to look out at the water and relax
- + Include a **map** of the area (you are here!)
- + **Interactive signs** for animals and plants
- + Shapes of the elements should be **organic** and could perhaps resemble nature

Visual Art

- Attention grabbing art from **local artist** (murals and sculptures)
- + Interest in fish or ocean related **mural for the underpass** (community involvement)

Overall Aesthetic

 Teens desire a visually appealing space that can support photography and social media involvement



DESIGN ELEMENTS

