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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Design Limits

- Neighborhood Park!
- 2.2 Acres
- Parking dedicated to community center
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.
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
PROGRAMMING AND CONCEPT DESIGN

**Community Outreach Survey Overview / Respondents**

- **Residents**
  - Live in South Norwalk: 40%
  - Live elsewhere in Norwalk: 38%
  - Out-of-Town: 22%

- **When do you Visit?**
  - Frequently: 68%
  - Occasionally: 22%
  - Not Often: 10%

- **Time of Day**
  - Morning (7am - 11am): 36%
  - Midday/Early Afternoon (11am - 2pm): 24%
  - Afternoon/Early Evening (2pm - 5pm): 32%
  - Evening (5pm or later): 8%
**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**

<table>
<thead>
<tr>
<th>Feature</th>
<th>Percentage</th>
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</thead>
<tbody>
<tr>
<td>Location</td>
<td>43%</td>
</tr>
<tr>
<td>Playground</td>
<td>34%</td>
</tr>
<tr>
<td>Basketball Court</td>
<td>31%</td>
</tr>
<tr>
<td>Multi-Purpose Play/Lawn</td>
<td>29%</td>
</tr>
<tr>
<td>Baseball Field</td>
<td>20%</td>
</tr>
<tr>
<td>Seating/Picnic Benches</td>
<td>17%</td>
</tr>
<tr>
<td>Amphitheatre</td>
<td>14%</td>
</tr>
<tr>
<td>Walking Paths</td>
<td>14%</td>
</tr>
<tr>
<td>Other</td>
<td>14%</td>
</tr>
</tbody>
</table>
### 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**

<table>
<thead>
<tr>
<th>Category</th>
<th>Percentage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Safety/Security</td>
<td>66%</td>
</tr>
<tr>
<td>No Restrooms</td>
<td>63%</td>
</tr>
<tr>
<td>Aesthetics/Conditions</td>
<td>54%</td>
</tr>
<tr>
<td>Programming</td>
<td>29%</td>
</tr>
<tr>
<td>Walking Paths/Fitness</td>
<td>26%</td>
</tr>
<tr>
<td>Playground Amenities</td>
<td>26%</td>
</tr>
<tr>
<td>Multi-Purpose/Open Play Area</td>
<td>23%</td>
</tr>
<tr>
<td>Too Much Pavement</td>
<td>11%</td>
</tr>
<tr>
<td>Amphitheatre</td>
<td>11%</td>
</tr>
<tr>
<td>Connectivity to Neighborhood</td>
<td>6%</td>
</tr>
<tr>
<td>Other</td>
<td>14%</td>
</tr>
</tbody>
</table>
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

- Lighting: 69%
- Provide Restrooms: 60%
- Programming/Maintenance: 54%
- Upgrade Basketball Courts: 46%
- New Landscaping/Trees: 40%
- Splash Pad/Water Play Element: 34%
- Site Furnishings and Amenities: 34%
- Walking Paths/Fitness Loop: 31%
- Designate Multi-Purpose Play: 29%
- Parking Area Enhancements: 29%
- Upgrade Playground: 29%
- WiFi Hotspot: 23%
- Upgrade Amphitheatre: 20%
- Community Garden Plots: 17%
- Educational/Historic Element: 14%
- Other: 17%
Outreach Summary

- **Community Meetings**
  - September 2015
  - October 2015

- **Online Community Input Survey**
  - (50 responses)

- **City Staff Meetings & Advisory Committee**

- **Enhancement Strategy/Program & Concept Design Diagrams**
## DESIGN OF RYAN PARK
### Programming and Concept Design

<table>
<thead>
<tr>
<th>Enhancement Strategy / Program</th>
<th>Active Recreation</th>
<th>Passive Recreation/Leisure Amenities</th>
<th>Connectivity and Accessibility</th>
<th>Safety and Security</th>
<th>Maintenance and Operations</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Improved playability, integration and increased play value &amp; opportunities</td>
<td>More diverse site amenities for a more enjoyable park experience</td>
<td>Neighborhood connectivity and a more welcoming, inviting appearance</td>
<td>Increased user safety and enhanced security measures</td>
<td>Easily maintained and improved aesthetics</td>
</tr>
</tbody>
</table>
DESIGN OF RYAN PARK
Programming and Concept Design

Preliminary Concept Diagrams

Alternative ‘A’

Alternative ‘B’
DESIGN OF RYAN PARK
Programming and Concept Design

Preliminary Concept Diagrams

Modified Concept Alternative
DESIGN OF RYAN PARK

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DESIGN OF RYAN PARK
Preliminary Design

Preliminary Design Plan
DESIGN OF RYAN PARK
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
DESIGN OF RYAN PARK
Preliminary Design

Active Recreation: Play Environment
DESIGN OF RYAN PARK
Preliminary Design
Active Recreation: Water Play / Sculpture Garden

- Sculptural water play and interactive experience
- Highly visible and accessible from street
DESIGN OF RYAN PARK
Preliminary Design

Active Recreation: Water Play / Sculpture Garden

Sculptural Play Elements

Ground Sprays
DESIGN OF RYAN PARK
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
DESIGN OF RYAN PARK
Preliminary Design

Active Recreation: Basketball and Fitness

Improved Basketball Court

Fitness Stations – Step, Resistance, Cardio, Stretch
DESIGN OF RYAN PARK
Preliminary Design

Active Recreation: Walking Loop and Open Play

- 1/10th mile walking loop
- 1/3+ acre open/free play area
DESIGN OF RYAN PARK
Preliminary Design

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
DESIGN OF RYAN PARK
Preliminary Design

Passive Recreation/Leisure: Picnic Pavilion

- Shaded seating and larger group gatherings
- Community event programming & performance space
- Easily accessible from play environments and lawn area
DESIGN OF RYAN PARK
Preliminary Design

Passive Recreation/Leisure: Seating and Amenities

New Site Furnishings – comfort, convenience, interaction and aesthetics
DESIGN OF RYAN PARK
Preliminary Design

Perspective Rendering – View from Raymond St.
DESIGN OF RYAN PARK
Preliminary Design

Perspective Rendering – Gateway/Entry at Day St. and Raymond St.
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)
DESIGN OF RYAN PARK
Preliminary Design

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
DESIGN OF RYAN PARK  
Preliminary Design

Safety and Security

Pedestrian Lighting  
High Visibility and Limited Barriers
**DESIGN OF RYAN PARK**

**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
Questions?

Thank you for participating!