



KILBIRNIE DESTINATION SKATEPARK + YOUTH SPACE

FINAL CONCEPT DESIGN REPORT

NOVEMBER 2024

CONVIC



PREPARED BY

CONVIC

FOR

**Absolutely Positively
Wellington City Council**
Me Heke Ki Pōneke

QUALITY INFORMATION

PROJECT NAME Kilbirnie Destination Skatepark + Youth Space
PROJECT NO. 23909
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ACKNOWLEDGEMENTS



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REVISION HISTORY

REVISION	REVISION DATE	DETAILS	AUTHORISED	
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EXECUTIVE SUMMARY

Wellington City Council have engaged CONVIC as a specialised skatepark, youth space and active recreation design and construction company, to provide consultation, concept and detailed design services for the new Kilbirnie Destination Skatepark & Youth Space.

This report outlines and summarises the findings from the site analysis, project background investigations and pre-design community engagement to form a return brief that will enable the development of a community and site responsive design. The report outlines and identifies items that require to be further investigated throughout the concept design phases to provide resolutions to site constraints and opportunities. Background investigations have included the current active recreation occurring within the region with a focus on purpose built skateparks and skateable infrastructure within public spaces. The investigation outcomes identifies gaps within the provision of these spaces and builds a return brief to ensure the proposed Kilbirnie Destination Skatepark & Youth Space project objectives are met and the community is provided within a unique, iconic and functional space to enjoy now and into the future.

In the later part of the report Convic outlines our design process that has been researched and undertaken to inform the development of the active and passive spaces for the skatepark precinct ensuring that our design proposals provide a family friendly and aesthetically pleasing space that responds to the existing site constraints and opportunities, and enhances the existing public realm landscape characteristics of Kilbirnie Park and surrounding parkland setting while forming social and cultural connections to the public realm. In addition to this, the skatepark and youth space development will cater to a variety of user styles, support a wide range of users and continue to build and enhance the ongoing active recreation culture of Wellington City.



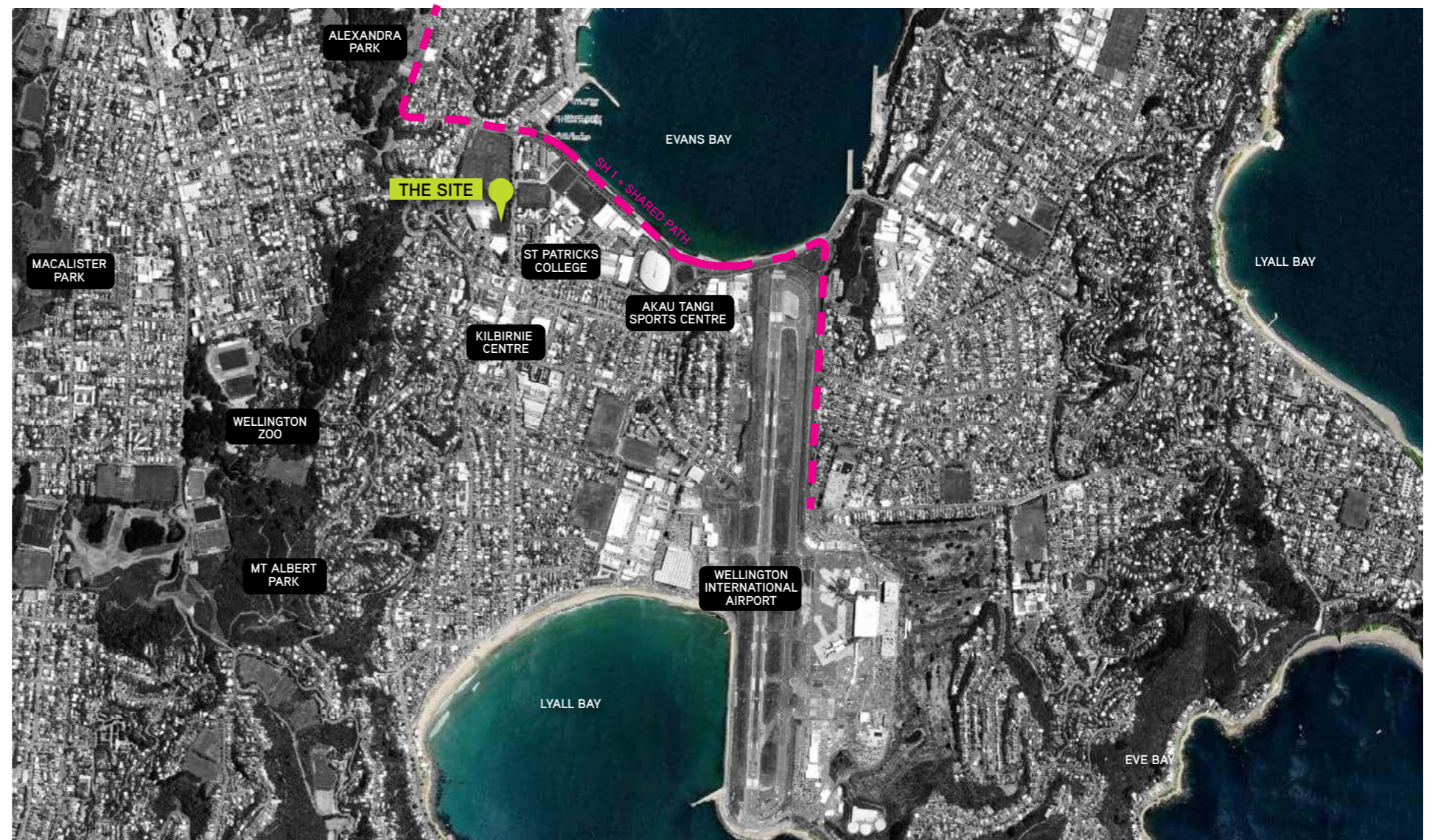
KILBIRNIE DESTINATION SKATEPARK + YOUTH SPACE SITE LOCATION

UNDERSTANDING SITE CONTEXT

Wellington City Council are proposing to create a new destination skatepark and youth space as a part of the masterplan development of the Kilbirnie Park. This precinct is set to revitalise youth recreation and active wheeled sports participation in Wellington and the surrounding region. Kilbirnie Park is already a well activated space with a variety of public assets, indoor recreation facilities, public library, play space, sporting fields, shared use paths, car parking areas, toilet and open space infrastructure. The redevelopment of the site presents an opportunity for Wellington City Council to introduce a new youth and family space in an area of the park that is under utilised and in need of urban regeneration. Easily accessible by vehicle and public transport, the park is available to all demographics and the redevelopment will lift the public profile of youth.

Kilbirnie Destination Skatepark & Youth Space will provide a strategic public space for Wellington and play an important role within the community as both a social and active environment. The prominent location forms a part of Wellington's recreation and sporting precincts and is already popular with a wide demographic of the community. Located within walking distance of several local schools, Bay Road retail, Lyall Bay Beach and the Great Harbour Way walking and cycling track. The Kilbirnie Park site has been selected for its opportunity to improve social, environmental, and cultural integration within the urban fabric and to increase accessibility and form a wider appeal to local and regional users.

With the existing site features the facility will create a dynamic and activated central community hub to offer recreational and social experiences for all members of the community; from day to day usage to larger community events. As one of the foremost youth spaces within the area it will be a strategic public realm hub for Wellington and the wider region, becoming a destination for local and national youth.

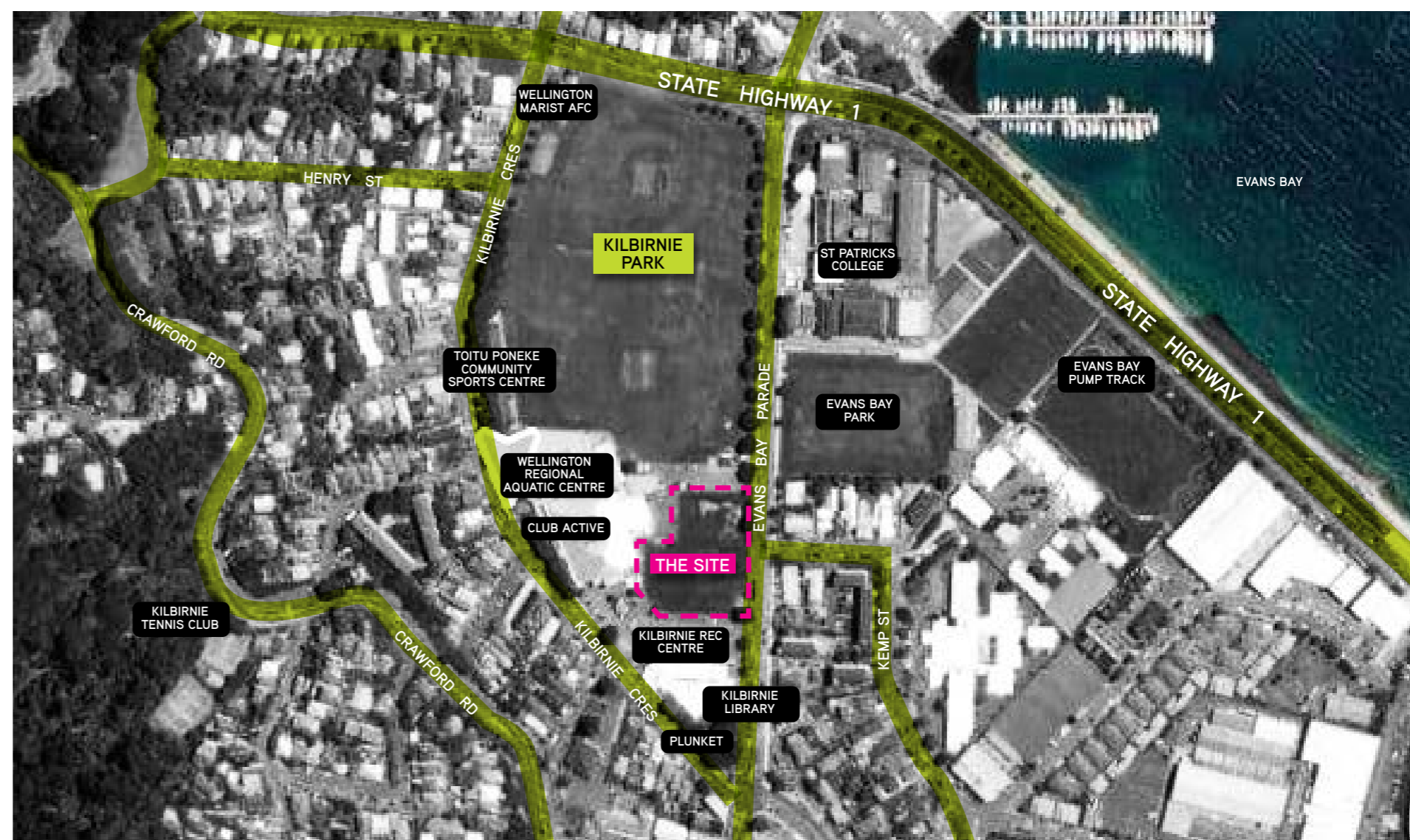


SITE STUDY

The proposed site is located in the southern portion of the park along the eastern edge adjacent to Evans Bay Parade. The opposite side of the site borders Kilbirnie Crescent which is a popular transport link to the city centre and provides key public transport links.

All edges of the site are highly activated. To the north a car park services the hydrotherapy pool and sports oval which is especially busy on weekends/ during events. The Evans Bay Parade edge interface directly connects with the site and includes an avenue of mature street trees. The Southern interface faces the rear of the Kilbirnie Recreation Centre which currently houses a linear car park. The library and play space are located on the corner of Kilbirnie Crescent and Evans Bay Parade. The play space is currently in an undesirable location and is not utilised by the community on a regular basis. The western edge is mixed with additional car parking, the regional aquatic centre and the Kilbirnie Crescent which is a highly activated and complex roadway. The congested edge conditions along the west and south of the site create a 'back of house' feel that will be addressed in the concept development.

The existing master plan will form the frame work for the concept design works setting out the active and passive inclusions that need to be considered as well as opportunities to improve existing site conditions and connectivity.

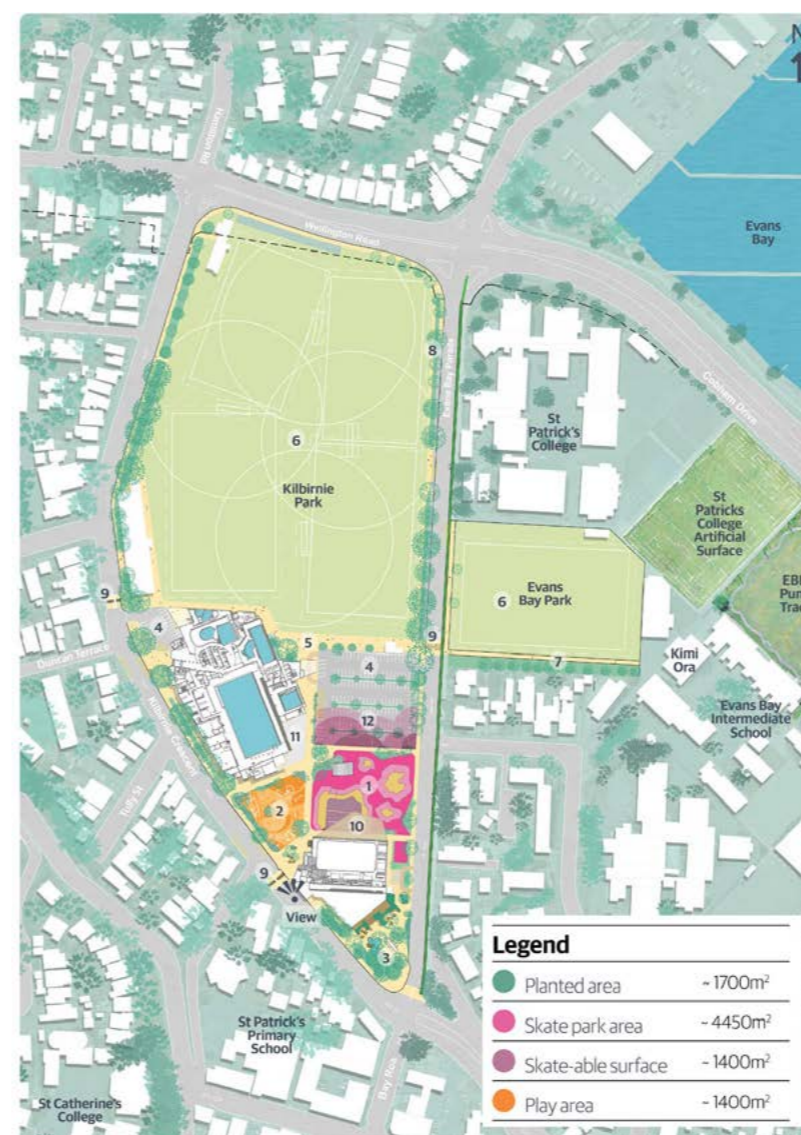


MASTERPLAN INTEGRATION

The proposed destination skatepark and youth space will be developed in conjunction with Isthmus' broader Masterplan works for Wellington City Council. It is integral that the youth space design is integrated into this approach and as such will take on key design principles for this area and the broader precinct plans.

The Spatial Design prepared by Isthmus considers the whole of Kilbirnie Park and nearby recreation and proposes a wide range of additional recreation and improvements to infrastructure. The focus on the southern portion includes further pedestrian networks, better connections to buildings, a destination skatepark, car parking, refreshed play space, additional planting, and general park infrastructure improvements.

It is vital that the skate and youth space integrates seamlessly into this recreation framework, ensuring that a consistent design language is evident throughout Kilbirnie Park.



1. Destination skate park
2. Refreshed play area
3. Community gathering space
4. Parking
5. East-West shared path
6. Sports Pitches
7. Potential new pedestrian connection and opening up of Evans Bay Park
8. Informal North-South pedestrian connection and improved bus stop access
9. Improved crossings
10. Potential shelter
11. Future degasification plant and storage
12. Peak parking overflow, shared skate and flexible use zone, such as markets / events

View option 2 - Before



View option 2 - After



KILBIRNIE PARK

The site comprises a large open playing field and two asphalt car parking areas. A footpath runs parallel to the eastern edge and several mature trees sit sparsely around the edge of the site which present a good opportunity to harness some natural shade for proposed amenity.

Sitting in close proximity to built form and two roadways, a number of existing services are located within the site that will be need to be considered within the proposed redevelopment. These services are predominately located around the perimeter of the site.

The site is boarded to the south and west by built form but offers open views to the north and east across the low lying site and surrounding areas. The site is largely flat and with the exception of the buildings allows open views across the space. Maintaining open views and activating the built form interfaces will be crucial to the future design of the space.

The central site offers a prominent location and provides good connectivity to the surrounding active recreation facilities, schools, shared use paths and shopping areas. An existing pedestrian crossing is located nearby opposite the recreation centre and library and the entry from the car park provide key entries into the site. In addition there is an existing footpath located adjacent to the Evans Bay Parade that offers further opportunity for connections.

Consolidating the existing passive and active recreation program and better connecting these spaces with the built form will be a key design driver to provide a successful outcome for the Kilbirnie Destination Skatepark & Youth Precinct.



1: Car Park along Northern edge
2: Northern Interface
3: Trees along Evans Bay Parade

4: Eastern entry from Evans Bay Parade
5: Rec Centre on Southern edge
6: Service Pits in SE corner

7: SE entry from Evans Bay Parade
8: Existing play space south of site
9: Car parking from Kilbirnie Crescent






10: Aquatic Centre exterior facing site
11: Looking South along Western interface
12: Hydro Pool entry at NW corner of site

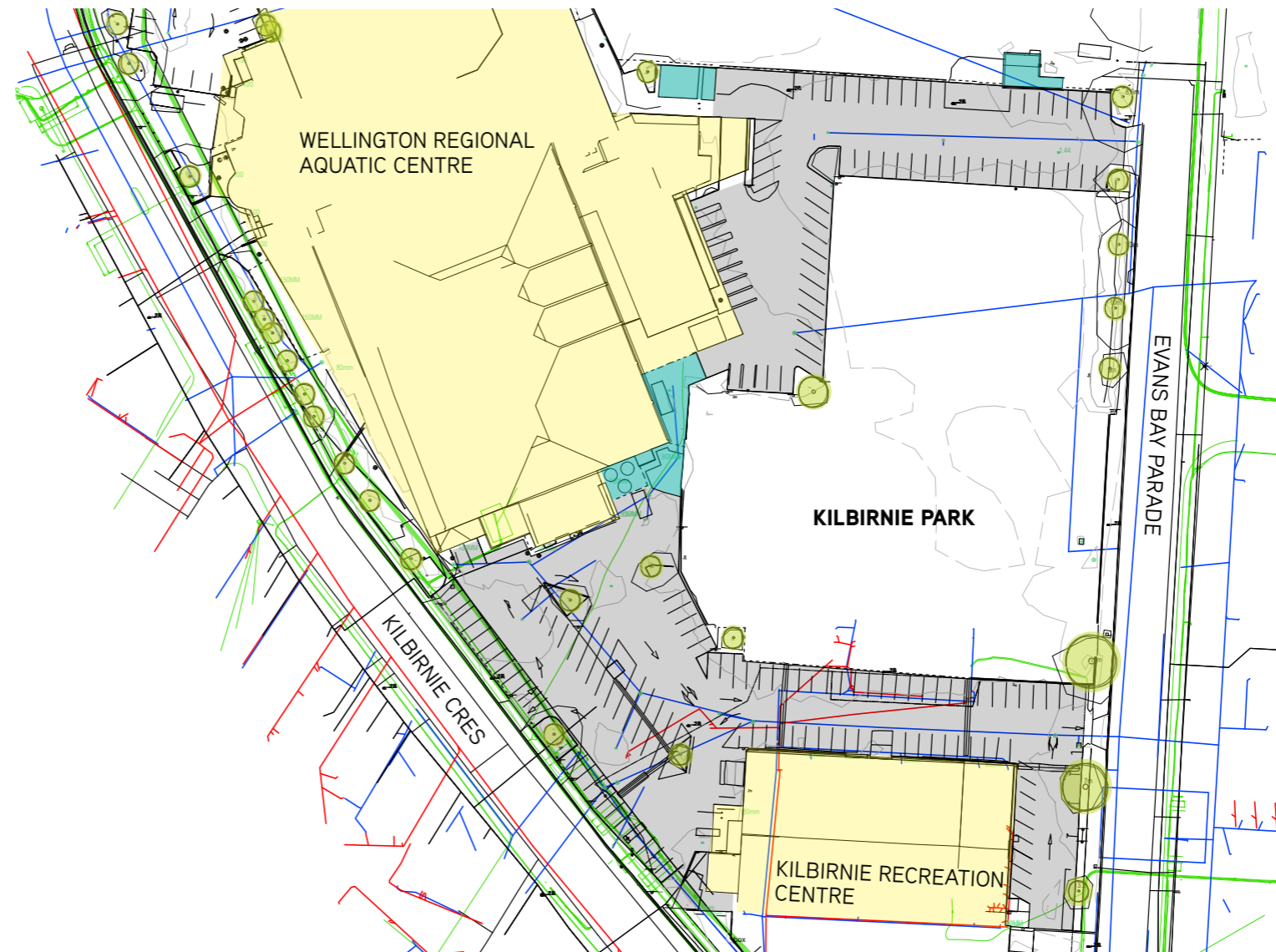
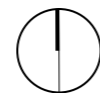
SITE FEATURES

The proposed site for the Kilbirnie Destination Skatepark & Youth space is located in the southern portion of Kilbirnie Park, between the aquatic centre and recreation centre. The site currently comprises a large open lawn area, asphalt carparks and various storage and plant facilities. This area of Kilbirnie Park is short walk to retail and hospitality venues on Bay Road and is well connected to the nearby beaches and Wellington CBD through public transport links and shared cycle and walking paths.

The site contains several existing mature trees that punctuate the hardstand areas and provide a buffer to the western edge of the site adjacent to Evans Bay Parade. The trees provide good natural shade and will be retained where possible throughout the design process.

SITE FEATURES

-  EXISTING HARDSTAND/ CAR PARKING
-  EXISTING VEGETATION
-  0.2m CONTOURS
-  EXISTING STORAGE & PLANT
-  BUILT FORM



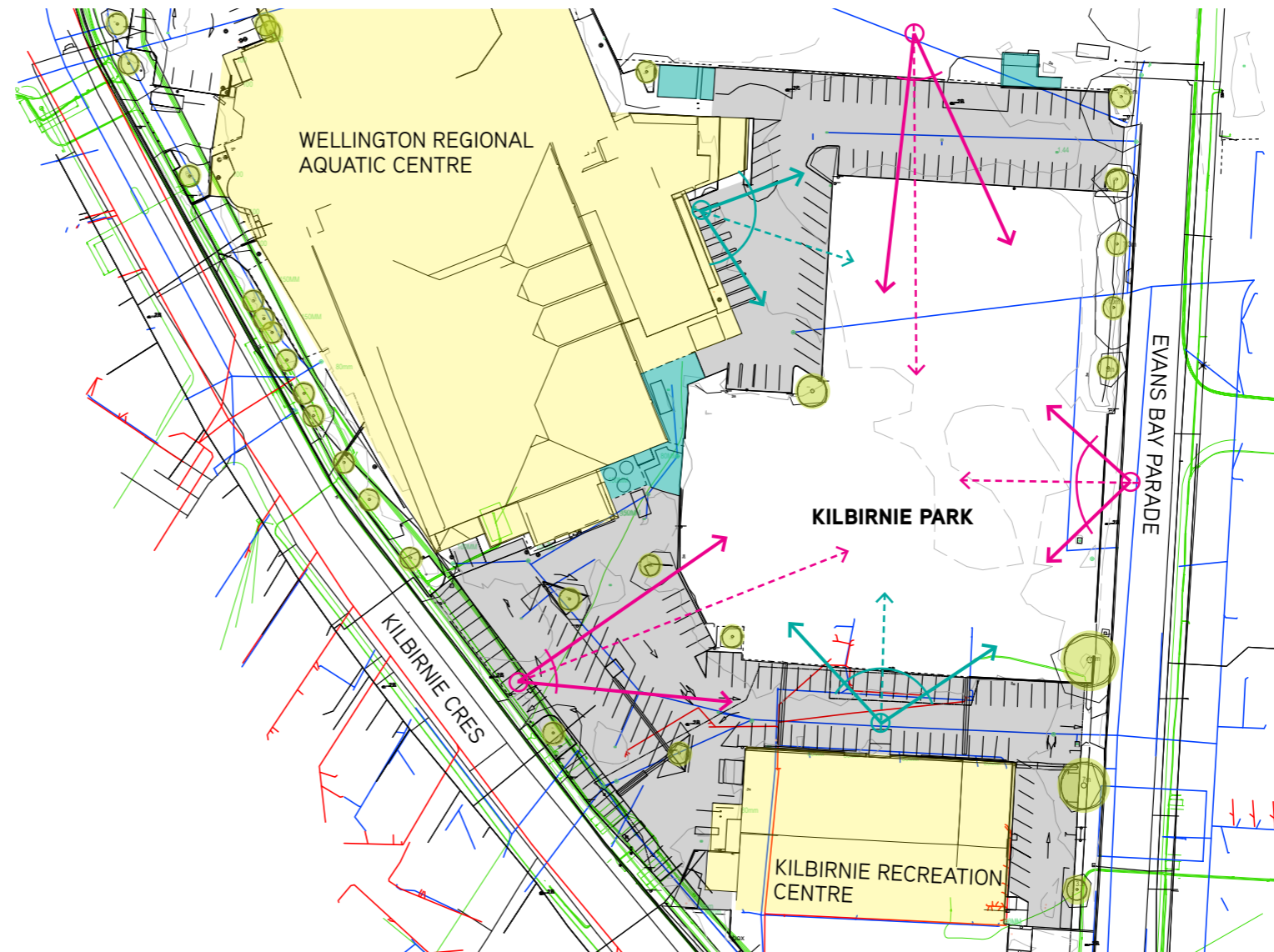
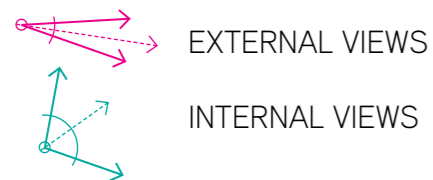
VISUAL CONNECTIONS + CPTED PRINCIPLES

It is essential for the design of any youth facility to allow for and encourage clear views into, across, from and through the site.

This promotes passive and natural surveillance for the space and discourages anti-social behaviour. There are a number of vantage points into and out of the site that allow these effects to take place, particularly along the eastern interface with Evans Bay Parade and from the sports pitches to the north, however several of the larger trees along the roadside impede on some of the key sight lines in isolated areas. Views also exist from the south western edge along Kilbirnie Crescent, however these are defined by the two buildings either side and can be further impeded when the car park is busy. These sight lines are to be kept open and clear as much as possible to avoid any enclosed or out of site areas within the site. The north western and southern interfaces along the edges of the buildings offer some views from within however, require much improvement to better activate and enhance the visual connections.

Views within the site towards the surrounding roads and adjacent sports pitches are to be maintained and enhanced throughout the conceptual development phase. Some vegetation may require crown lifting or removal to improve visual surveillance into the space especially from the carpark and roadside edges.

VISUAL CONNECTIONS



TOPOGRAPHY, HYDROLOGY + ASPECT

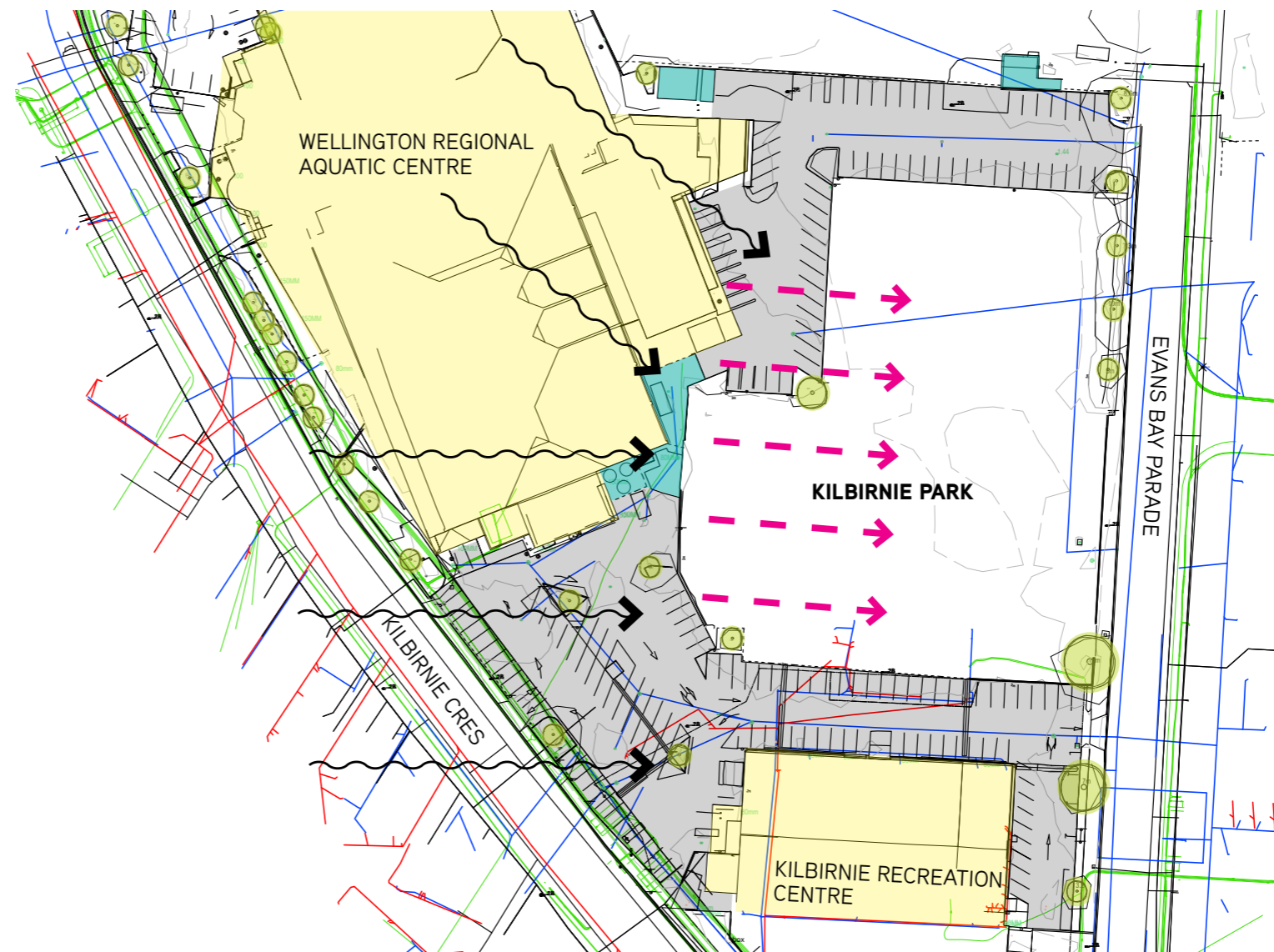
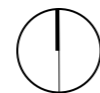
The site is generally flat with minimal changes in grade except around isolated pockets of planting in the north east corner where the site builds up around tree roots. With such minimal fall the site has no defining direction of grade except in the asphalt car parks where falls grade locally toward drainage pits. With the low laying ground levels and moderate proximity to the ocean, key consideration will be given to a spatial arrangement that responds to grading, earthworks and drainage strategies.

Wellington is renowned for it's strong winds and as such wind direction will need to be factored into design resolutions. The prevailing wind comes from the west with a frequent shift to more north westerlies. The two buildings on site will also have an impact on wind, causing a wind tunnel effect on occasions but also offering some shelter from stronger winds.

The direction of the afternoon sun is from the west, therefore shade / shelter design will aim to reduce solar impact and allow airflow to release and ventilate the space.

TYPOGRAPHY

- 0.1M CONTOURS
- - - -> AFTERNOON SUN
- ~> GRADE DIRECTION



CIRCULATION + ACCESS

The site is highly accessible for pedestrians with roadside pavements located along both the east and west edges. However, the site has no formal pedestrian path network except along the northern edges of the Aquatics centre that provides entry to the Hydrotherapy pool. Two zebra crossings opposite the Aquatic Centre and Recreation Centre allow good connections across Kilbirnie Crescent to the car parks. The majority of pedestrian connections into the site are informal and pedestrians appear to access the site at various points along the edges using the most direct route possible. This seems especially evident for children accessing the nearby schools.

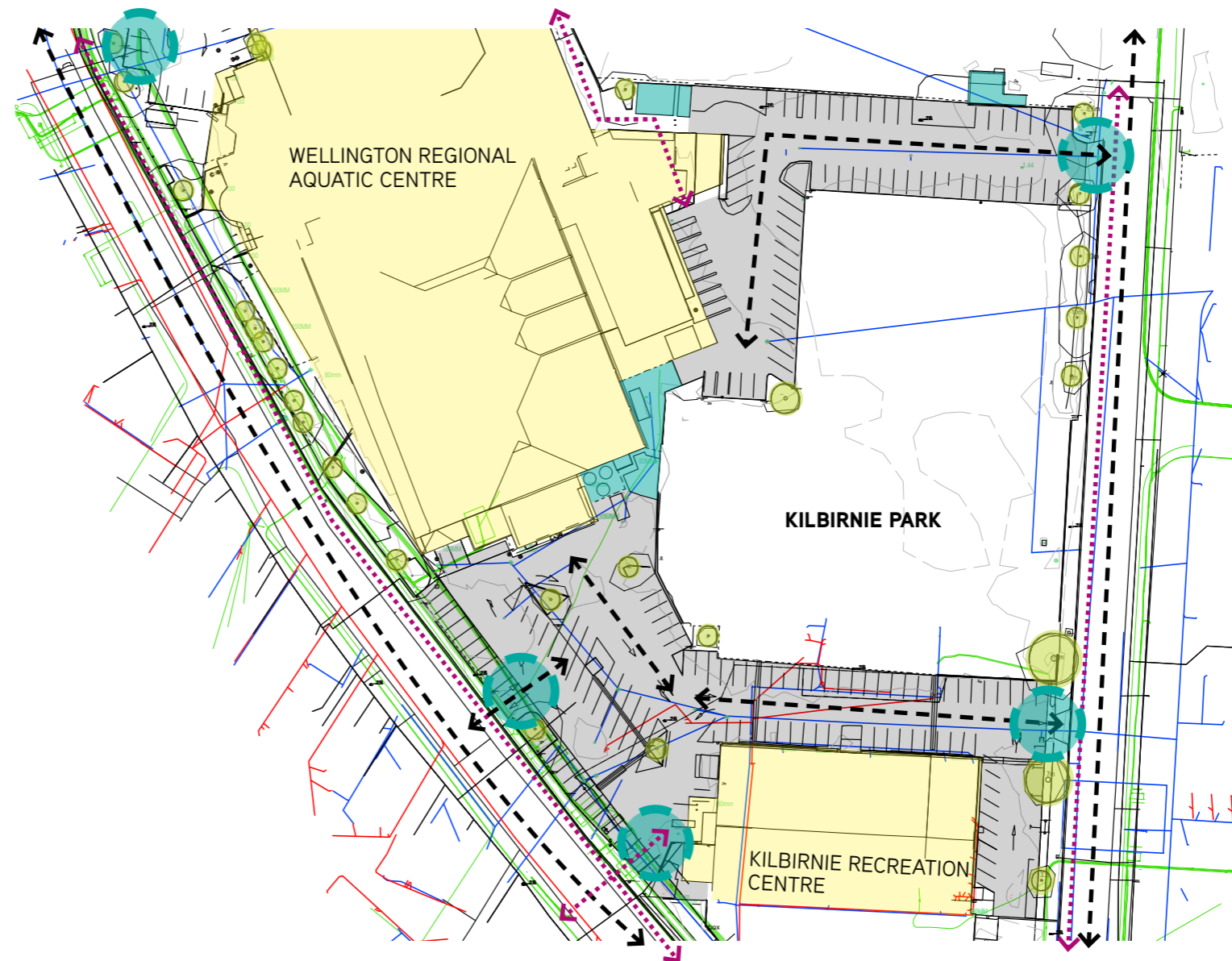
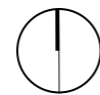
Current vehicle access is primarily from the carparks to the north, south and west, there is additional on street parking located along much of Kilbirnie Crescent and Evans Bay Parade although parking is in high demand throughout the local area. Locating active and passive nodes to ensure walking distances are manageable and providing good access to the nearby public transport connections will enhance visitation and use of the facility.

MOVEMENT + CIRCULATION

← - - - - - → PEDESTRIAN

← - - - - - → VEHICLE

● ENTRY NODES



SERVICES

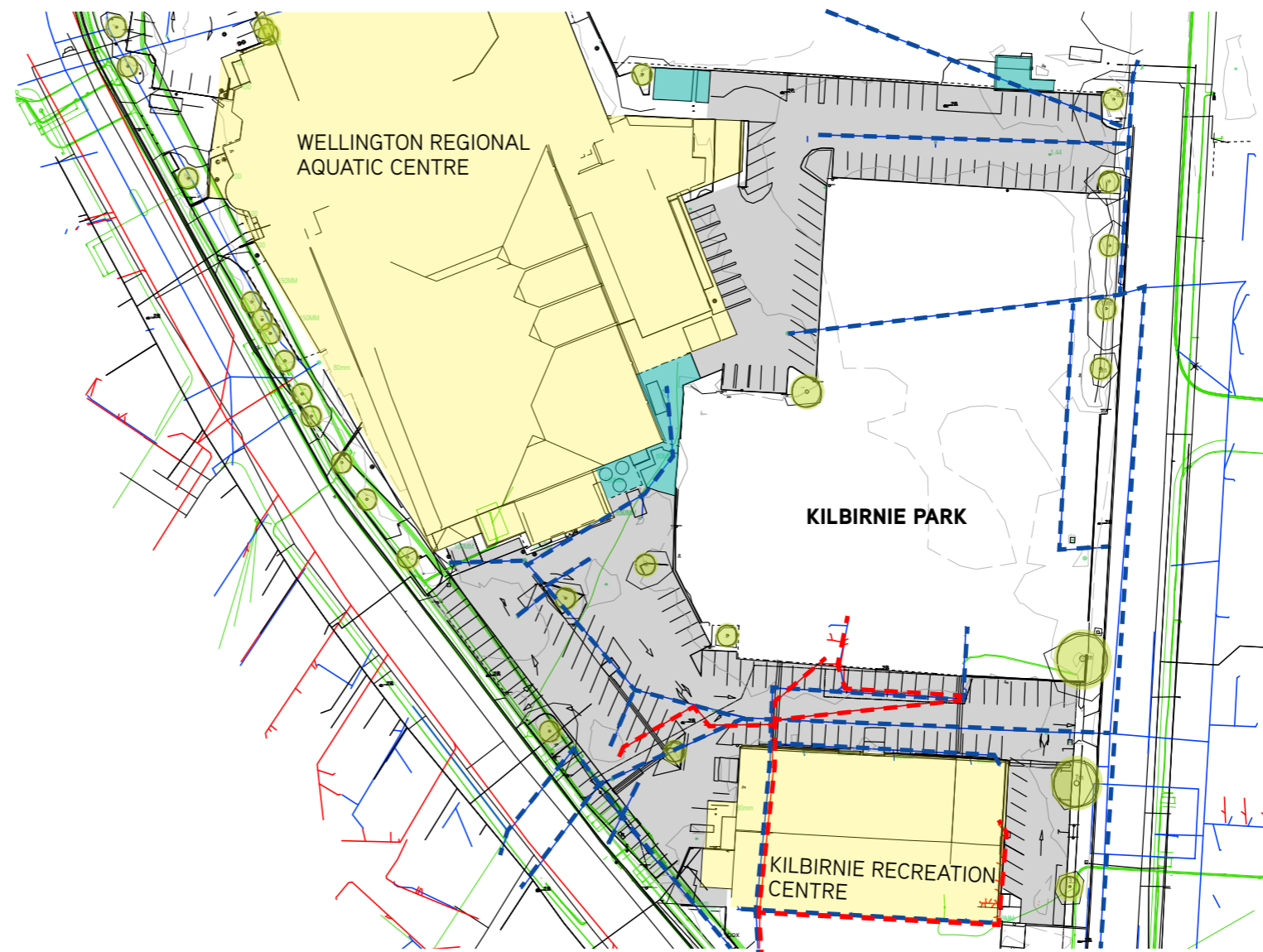
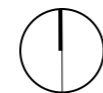
The site is relatively free of major underground services throughout the space. There is a network of underground storm water and sewage pipes predominantly located under the asphalt car parks and along the south and eastern edges of the site. Some of these are likely linked to the old bowling club that once sat on the site but are now discontinued. However any critical services still in use will have to be avoided or may require build over consent from Council if the facility needs to push into these areas of the site.

The existing storm water infrastructure within the car parks will require further investigation as these services will likely need to be removed or realigned once a design proposal has been formalised.

The eastern edge of the site has a number of unknown service pits that will need to be further investigated when undertaking a spatial analysis for the design of the space.

SERVICE LEGEND

- STORM WATER
- SEWER



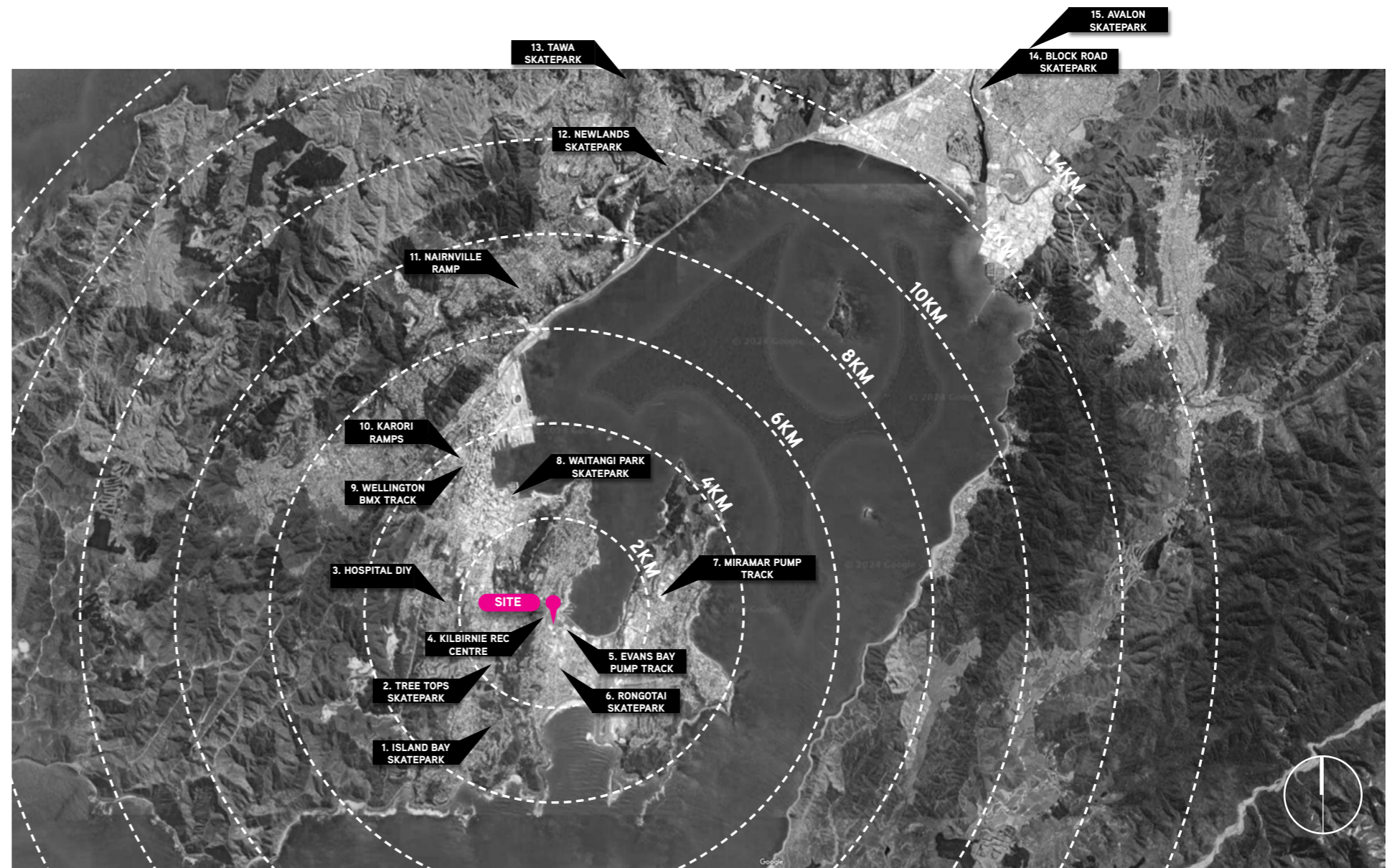
SKATE CONTEXT

In order to determine the gaps in provision and form a complementary skate style for the Kilbirnie Destination Skatepark & Youth space development it is important to first undertake a study of the key skate facilities within the Wellington Region. This investigation reviews the park typology and identifies gaps in the surrounding regions skatepark provision. Skate facilities consist of three distinct styles: plaza, transition and combination.

While many skate facilities have a number of similar features, due to their diversity of use it is important to undertake a study of parks within a close proximity of the proposed facility. This helps develop the typology of the proposed facility while identifying possible gaps in provision within the local skate park network.

This study has identified that the region consists of a mixture of all style parks, though they are predominantly aging facilities with traditional early 2000 designs or smaller facilities completed more recently. The Waitangi Park facility in Wellington CBD is the only facility in the area to host regional scale competitions - Bowlzilla. The study also looks at two key DIY skate facilities which have been installed by community as a direct response to the gaps and lack of adequate skate provision they have identified in Wellington and the surrounding region.

The following map identifies the location of these facilities in relation to Kilbirnie Park. Some skate facilities in this area have not been considered due to their scale, age, popularity or condition.



ACTIVE RECREATION CONTEXT

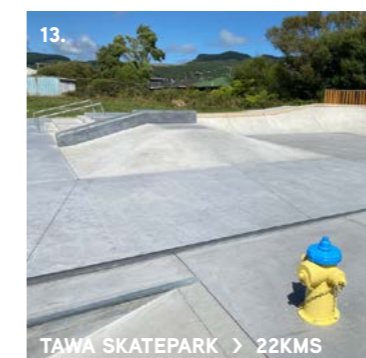
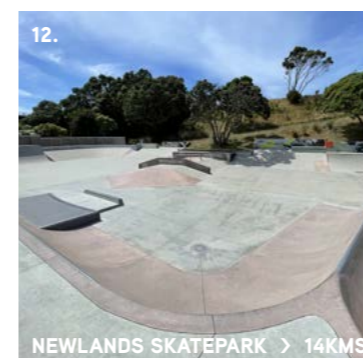
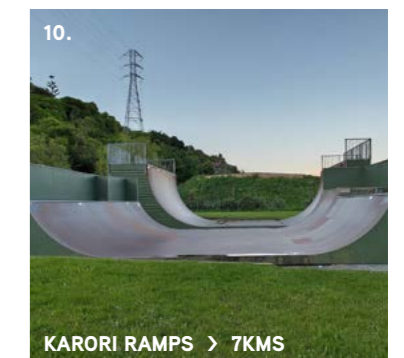
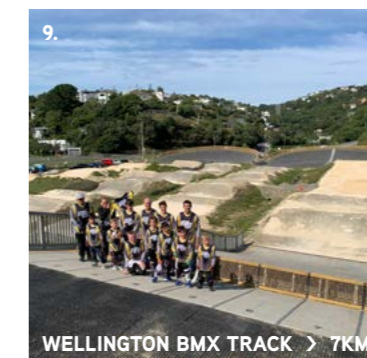
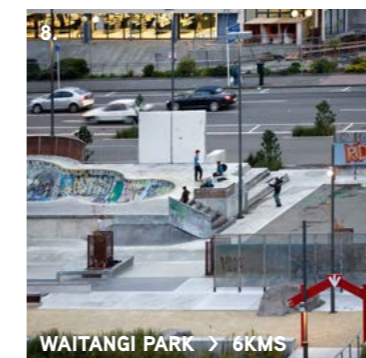
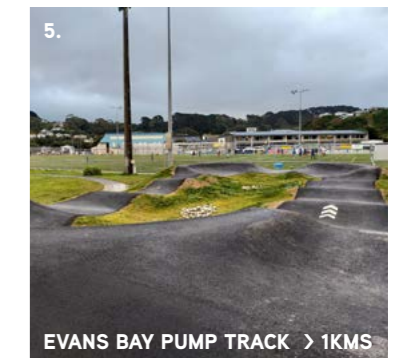
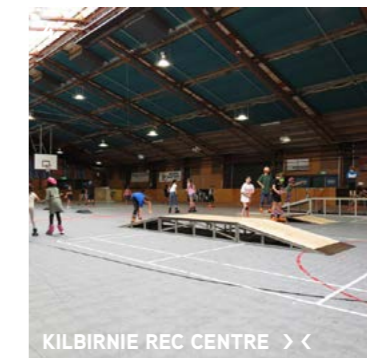
EXISTING SKATE NETWORK

The existing skatepark analysis shows that there are a variety of mostly older parks and some new in the area and due to the urban setting are all within approx. 30mins drive of the proposed facility and each other. It should also be noted that a new facility is currently proposed in Avalon and an additional mini ramp has been installed in Rongotai. The new design for Avalon (Te Awa) is currently ongoing but is understood to be a large district sized facility so must be considered as part of the development of the Kilbirnie Destination Skatepark & Youth space as it will become one of the largest and most contemporary in the area.

There are mainly small scale facilities in the region with a mix of transition and street style layouts. The exception to this is the Waitangi Park Skatepark, which at the time set a precedent for a contemporary regional facility with a focus on more advanced features as well as a combination of transition and street plaza features. Due to its age and poor construction quality it has become less popular in more recent years as it has fallen behind with the expectations of contemporary skate and youth recreation spaces.

Both DIY skate facilities recently gained protected status by council so will become permanent skate facilities for the foreseeable future and as such form a key part of the skate network in Wellington.

With this in mind the proposed Kilbirnie Destination Skatepark & Youth Space will need to reestablish a standout community youth space for Wellington to form a regional destination facility that will be inviting to all and attract a range of events and competitions to the region.





WATERFRONT SKATEPARK - MANDURAH, WA

Site Size: 5,000 sq m.
 Active Program Size: 3,000 sq. m.
 Program: Skate, BMX, Scooter. 3X3 Basketball. Spectator, Lighting & Supporting amenity.
 Capacity: 2,000 Active & Passive users per day

Description:
 This Regional Youth Space has been inspired by the estuarine environment and the many changes the local Estuary has been through. The facility has four key zones that terrace down towards the estuary. An advanced competition bowl is at the rear of the site that forms level pedestrian access to the iconic Mandurah Bridge. This benched platform creates views across the facility with the scenic estuary as the backdrop. An intermediate transition flow area is located centrally, and a low-level street plaza and half basketball court sits at ground level and allows open views through to the estuary.



JARJUMIRR PARK - BYRON BAY, NSW

Site Size: 6,000 sq m.
 Active Program Size: 2,000 sq. m.
 Program: Skate, BMX, Scooter. Passive Recreation, Event Space, Climbing & Native Planting.
 Capacity: 1,500 Active & Passive users per day

Description:
 The Byron Bay Skate & Recreation Space provides a dynamic and activated central community hub for all members of the community within a beautiful natural setting. It is the first skatepark in Australia to incorporate local indigenous dialect throughout the precinct including the facility name, 'Jarjumirr Park' with each area of the park having both a local indigenous dialect and English name. In addition, throughout the precinct, bush tucka plant species paired with interpretive signage educates youth to use the local Aboriginal dialect and learn about cultural heritage in a place of play.



THE SUGAR BOWL - MACKAY, QLD

Site Size: 5,500 sq m.
 Active Program Size: 1,600 sq. m.
 Program: Skate, BMX, Scooter. Parkour & Climbing, Multi-Court, Shelters, Integrated Landscape
 Capacity: 1,800 Active & Passive users per day

Description:
 Centrally located in Mackay, the Sugar Bowl is a regional level recreational and public open space precinct for the greater Mackay region. The facility has activated the region for youth and young families within Mackay, filling a large gap within the community's skate provision. Situated adjacent to the Mackay PCYC, the location has created the opportunity for the facility, in combination with the existing facilities to become a centre for youth engagement, where regular activation and events will contribute to the ongoing success of the facility.

PRE-DESIGN COMMUNITY CONSULTATION

The consultation process is an integral component of the development of youth spaces and community recreation facilities. In order to ensure the success and longevity of these key community assets it is crucial to engage with the future users of the space.

The pre-design consultation process took place between the 20th - 22nd March and comprised of the following in person workshops -

- A reference group workshop with WSG (Wellington Skate Group) held at Toitu Poneke.
- Two community workshops open to all members of the local community held at Akau Tangi Sports Centre.
- Two School workshops at Haitaitai School & Kilbirnie School.

Each of the workshops invites participants to become involved through the design process and provide feedback on their individual needs and requirements.

An online survey was also made available for those who could not attend any of the in person workshops. This was facilitated through 'SurveyMonkey' and open between the 23rd April - 8th April.

This feedback collected informed the development of a community responsive design brief. The workshop attracted community members with a vested interest in the project; including current skate park users and key community stakeholders.

THE CONSULTATION WORKSHOP AIMED TO:

- Engage with end users and key stakeholders before the design of the facility commences;
- Inform participants about the project's constraints and opportunities.
- View previous exemplar projects to inform and inspire the participants;
- Gather user information and build user profiles;
- Discuss user requirements to aid the future design;
- Highlight other recreational spaces in the area to indicate the vision for the new facility and identify gaps within active recreation;
- Have community and users take ownership of the consultation process and outcomes.



Pre-design Consultation Flyer created to advertise community consultation events.

PROMOTIONAL SCOPE

The consultation aims to increase the community awareness of the proposed Kilbirnie Destination Skatepark & Youth Space development and to do so in an open, public and transparent process. Promotional tools to encourage involvement and comments included physical and online advertising targeting skatepark users, youth groups and local residents.

DATA HANDLING AND ANALYSIS

The data handling and analysis has been carried out by CONVIC. The workshops were designed to increase inclusiveness and generate data for analysis into themes and direct design response. All participants were initially informed of workshop objectives and how the information provided will then be used.

All responses are treated in confidence, to ensure the anonymity of respondents. In line with our privacy policy, no identifying information is included with any responses for this report.

REPRESENTATION

The views collected in this report are not statistically validated, however they represent the views of user groups and community members. Themes presented in this report are derived from workshop contributions.

COMMUNITY ENGAGEMENT PLAN

METHODOLOGY

Workshop sessions will build a sense of community and are a useful tool to seek the opinions of a community group, allowing many differing contributions. Unlike a survey, they enable the discussion of complex issues and any possible underlying concerns.

The workshops will be semi-structured to allow the process to unfold freely and invite users to make commitments, suggestions and comments towards a common and collective design vision. The workshops will be structured as follows:

PRESENTATION

(INFORM AND INSPIRE)

- Present the project parameters, including project brief, site opportunities and constraints and project overview. This informs end users and stakeholders of what is included in the project.
- View and assess existing active recreation spaces within the region so as not to replicate existing facilities and to create a site responsive and unique space.
- Present a selection of 'things to consider' in order to inspire and inform the potential options and capabilities that are possible within in the youth facility.
- Illustrate the nature of contemporary recreation spaces with a variety of integrated, broader community usage options. To show not just skater only facilities, but to include a variety of elements such as, social gathering spaces, sculptural elements and other additional recreational opportunities, as well as illustrating the potential for activation and other community events.
- Present the revised design to the community to obtain detailed feedback on skate obstacle and supporting amenity inclusions.

QUESTIONNAIRE

(DEVELOPING USER PROFILES)

- Develop an understanding of the participants demographic.
- Understand user skill level, facility type and frequency of usage.
- Understand local park usage and user location preferences to understand user needs and requirements based on their current habits.
- Collate feedback analysis into representative outcomes.

PICTURE VOTING

(GATHER IDEAS)

- Starts the process of decision making and illustrates individual preferences and "wants".

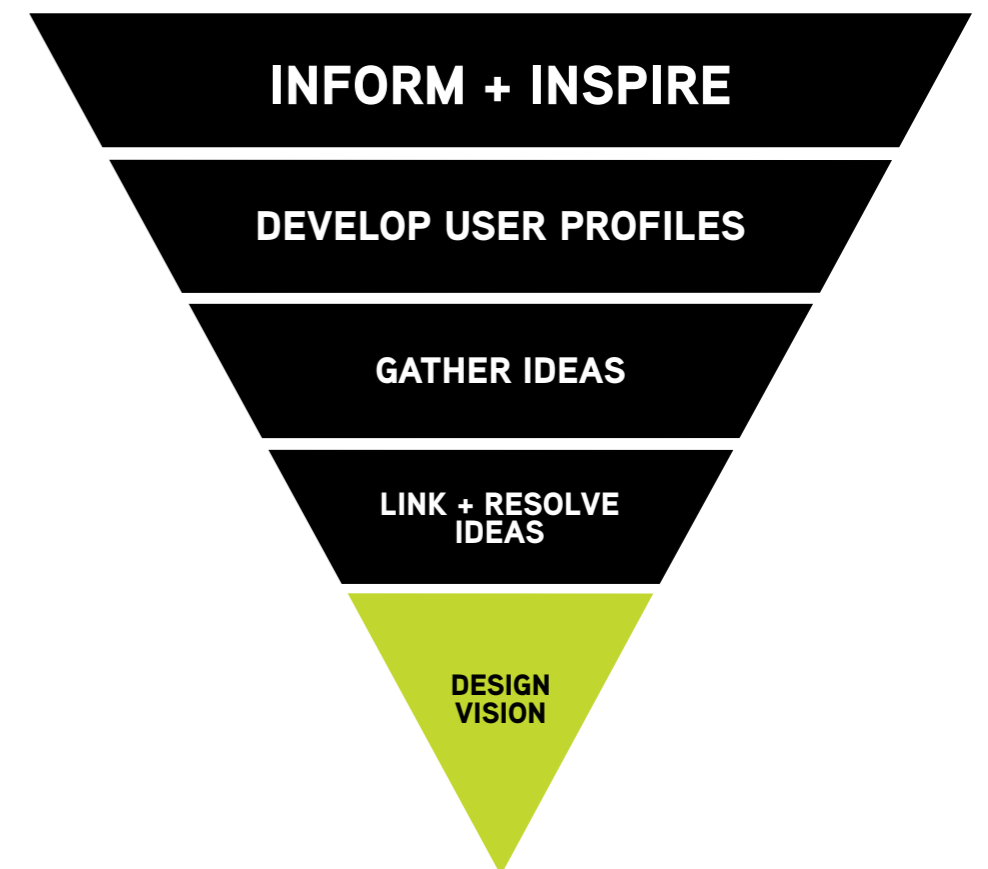
DESIGN WORKSHOP

(LINK AND RESOLVE IDEAS)

- Collaboratively explore and resolve individual ideas through group discussion and creativity, resulting in collective group theme, by developing spatially located design responses.
- Workshop participation and presenting the results to an open forum and wider group discussion.

Utilising this workshop method ensures the evolution of a highly resolved and informed design outcome that is unique to the community. The consultation process encourages the local community to take an active role upon completion of the built outcome to become guardians of the space and most importantly activate the facility.

The following pages summarise the feedback and key themes gathered through this consultation methodology.



PICTURE VOTING OUTCOMES

Participants were instructed to select their four favourite images and specific obstacles from all the precedent skatepark imagery laid out in front of them. This exercise also sort to foster conversations amongst participants prompting them to discuss their aspirations for the project.

Once completed, clear trends emerged, complementing the data and feedback collected from the surveys. A mix of skate styles and inclusions were highly popular, notably, street skate features, urban materials and varying transition heights. Competition skatepark features also gathered votes in both street and transition areas, specifically with the ability to attract and host events within the park.

Con conversationally participants discussed how the park should allow for day to day general use forming a centralised hub for the Wellington skatepark community as a priority but also attract those at an advanced level of riding locally and from further afield; reestablishing Wellington as a skate destination. When discussing more conceptual themes a lot of comments focused around material use and the influence city skateparks could play, as well as local identity and DIY skatepark culture but emphasised that any theming should not be at the expense of functionality.



THE KILBIRNIE DESTINATION SKATEPARK & YOUTH SPACE WILL REVITALISE THE SITE TO CREATE A STANDOUT CONTEMPORARY FACILITY THAT IS ICONIC, INVITING AND A DRAW CARD THROUGHOUT WELLINGTON AND THE REGION.

PRE DESIGN CONSULTATION SUMMARY

The pre-design consultation outcomes have been summarised to inform a community driven design brief for the Kilbirnie Destination Skatepark & Youth Space. The information collected from the design consultation process have informed this brief. These are all outlined thematically and will be used as the foundation for the development of the concept design options.

TARGET USER GROUP

The community workshops has identified a mix of users that are interested in the future of the space, with skateboarders being the most common response. The age group of 23-33 and 34-50 were the most represented groups. A number of responses also made note to say the space needed to better cater toward not just current users but younger children and future generations.

SKATE TYPOLOGY

A clear preference for a mixed facility of street and transition style elements were indicated by participants with a preference for a street and plaza style. This will provide a facility that can cater for all riding styles and appeal to a wider catchment of end users as well as host competitions and events.

SKILL LEVEL

A mix of responses were received for all skill levels, with intermediate being the most common response. The facility will focus on intermediate skill level uses but cater toward all skill level users allowing for beginner to advanced level use also. This will ensure the longevity of the space but also make it welcoming and inviting for all skill uses.

ICONIC ELEMENTS

To celebrate Wellington and give the precinct its own identity and connection to place the design should reflect the unique surrounding landscape and location, such ideas are to be reflected in the facility to provide users with a sense of ownership of the space. This will be developed further in the next stages of the design.

USER + SPECTATOR AMENITIES

To ensure a central community space that can be used by a variety of different user groups, the facility must tie into several other social opportunities within it's surrounds. The provision for areas of refuge and opportunities to spectate were mentioned frequently. Many highlighted the need for ongoing activation to allow for a range of events and competitions to take place at the park, this will be considered when developing the concept design options.

To support the development of the skatepark a number of additional passive recreation will be included to form a well rounded community precinct. These will include shelters, seating, drinking fountains and a shared use footpath network.

ADDITIONAL REQUIRMENTS

One of the most popular requests from community centred around the inclusion of covered skatepark areas, allowing for use in winds and rain events; something that is not currently available within the local area. This will be explored throughout the development of the design. Careful consideration will also be given to the current layout and planned future works to ensure the new development builds for the current masterplan and utilises the opportunities and constraints in place where it is appropriate to do so.

DESIGN VISION

The aim of the Kilbirnie Destination Skatepark & Youth Space Precinct is to bring contemporary youth and recreation space design to the region and integrate a vibrant recreation precinct within the iconic surrounds. The facility will draw inspiration from the local landscape character and natural wonders and set out to celebrate, activate and inspire young people amongst the wider community.

The design will directly respond to feedback received throughout the pre-design community consultation process. The proposed facility will focus on a new skatepark upgrade with the ability to facilitate a range of ongoing activation, improve and introduce more active recreation

facilities, increase shade, social opportunities and supporting passive infrastructure. A key objective for the design will be to strengthen the internal and external connections throughout the precinct and integrate both the proposed and existing recreation facilities together to provide a cohesive and considered space that is inviting to all members of the community.

To support and ensure the success of the active areas a number of passive elements will allow for spectators and provide a space for respite and social interaction amongst peers to occur. Further the ability to cater for small and large scale events will also be a key consideration throughout all phases of the design.

Each of the active and passive recreation inclusions will represent the regions natural landscape character and consider the cultural overlays. Through this ideation the facility will provide a diverse recreation program that is unique to the region.

The new skate park will cater to all abilities and offer a range of more contemporary skate features that mix street features with beginner and advanced bowls. These elements will reflect those highly requested by the community during the pre-design consultation engagement workshops.

Improvements will be made to ensure CPTED principles are realised and the precinct is safe, inviting, family friendly and inclusive.



KILBIRNIE DESTINATION SKATEPARK + YOUTH SPACE WILL BE AN INVITING COMMUNITY SPACE FOR THE WHOLE COMMUNITY. A DESTINATION SKATEPARK THAT PROVIDES FUNDAMENTAL FEATURES FOR DAY TO DAY USE WHILST ALSO CREATING OPPORTUNITIES TO ATTRACT EVENTS. THE DESIGN WILL DRAW ON LOCAL INFLUENCE TO CREATE A SPACE THAT REFLECTS THE DIVERSE AND VIBRANT NATURE OF KILBIRNIE AND WELLINGTON.

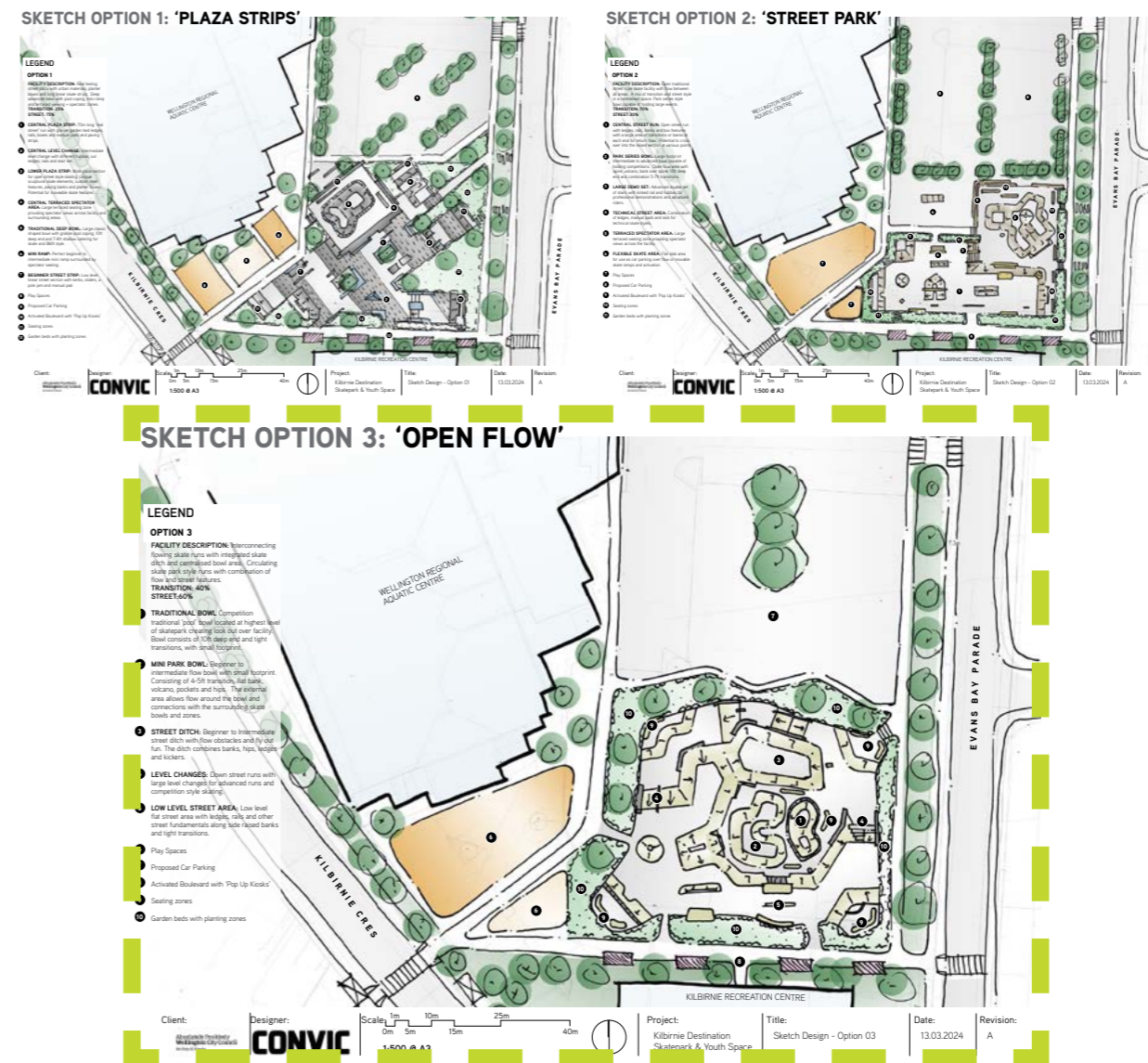
SKETCH DESIGN OUTCOMES

Three high level sketch design options were presented to a stakeholder reference group; WSG (Wellington Skate Group). The purpose of the workshop was to explore the concept design opportunities as a group and discuss the 'pros & cons' of each one.

Participants were instructed to select their favourite option and comment on specific obstacles from each that they thought would be successful for the park and with the wider community. Group conversations was encouraged in attempt to form consensus ideas and group aspirations for the project which could be developed as part of the design.

Elements from all options were popular including: the plaza features and materials of Option 1, the flow bowl and shared skate car park use of Option 2 and the layout and flow of Option 3.

Overall Option 3 emerged as the most popular sketch concept however, should look to include popular elements from Options 1 & 2. This will form the basis for the development of the draft concept design.





1. WELLINGTON'S NOT SQUARE!

Bordered by a number of existing infrastructure and built form, the southern Portion of the Kilbirnie Park is a large parcel of square land. The design looks to break out from this rigid and square space to create a space that is vibrant and contemporary, reflecting the reputation of Wellington as a modern and cultural hub.

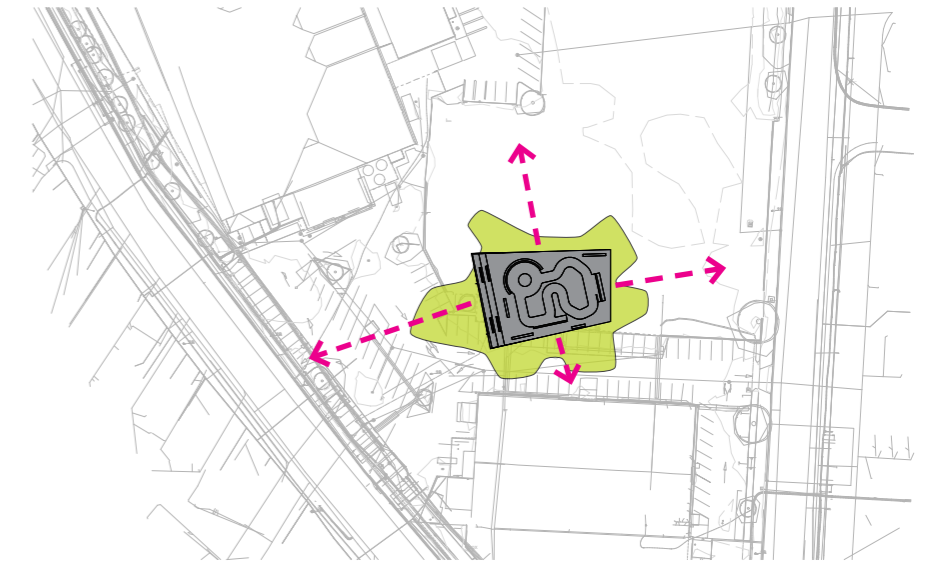
This will ultimately attract more people into the space and create a place that is iconic and eye catching, fostering a sense of local pride and putting Wellington back on the map.



2. LAND FORMATION THEMING.

The formation of the site has formed the basis for the project theming. Formally underwater the land has been formed through several interesting events and takes on a number of stories including earthquakes, tectonic movement, mythical maori taniwha and land reclamation. All of which result in how the earth has moved up through the water to create the land in which the site now sits.

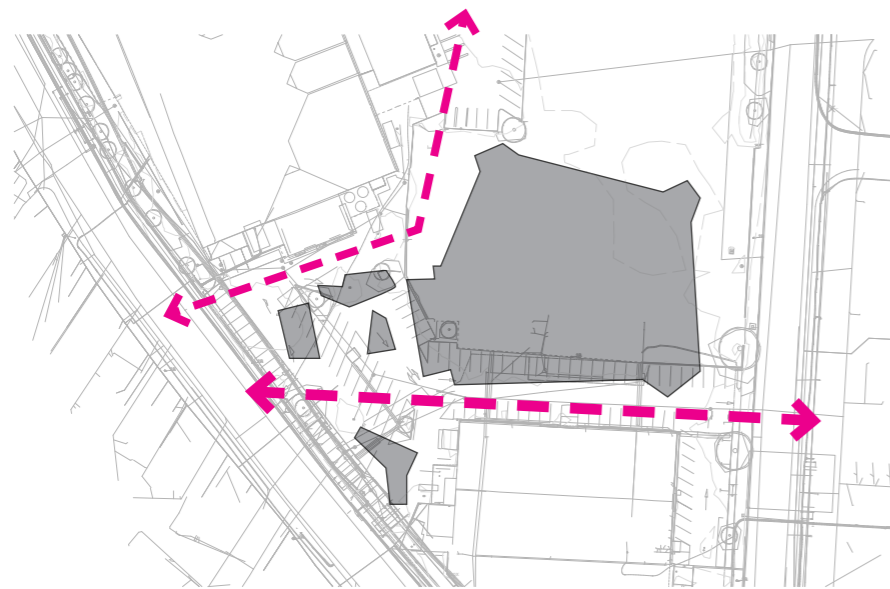
The theming looks at how the movement and energy of geometric forms rising up from the ground create reactions across the surface exploring the contrast of rigid vs organic form and the result in active and passive use of space.



3. CENTRALISED BOWL.

With poor ground conditions across the site the requested bowl must be raised up above the existing ground levels. The raised bowl has been positioned in the centre of the site to ensure it speaks to the surrounding areas of active and passive recreation as well as providing clear lines of sight across the main skate park without creating any 'back of house' areas up against the existing buildings.

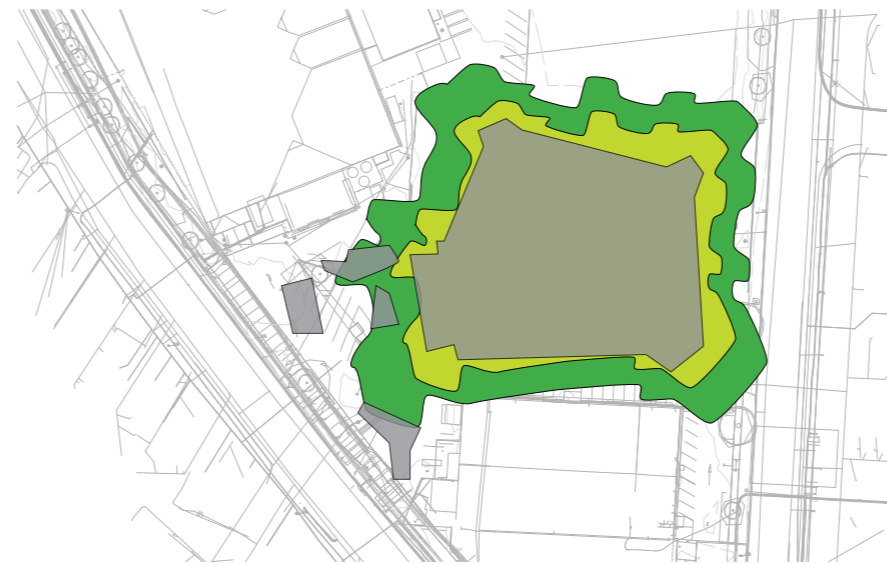
The centralised bowl will form a key gesture within the site creating a raised platform that allows 360 views across the park from a key vantage point. The terracing around the platform celebrates views into the mini ramp, stage & play spaces and the bowl platforms showcases the main skate areas, providing safe and connected views throughout the space.



4. CONNECTED CIRCULATION.

East - West and North - South connections have been prioritised to make inviting and activated connections. The East West connection forms the primary link across the site allowing direct access from Kilbirnie Crescent to Evans Bay Parade. A secondary North - South connection will link the space to the north portion of the Kilbirnie Park, the aquatic centre and the car park.

The footpaths are broken up by areas of green reprieve and hang out spaces where visitors are encouraged to stop and take in the views.



5. LANDSCAPE LAYERING.

The landscaping follows the theming bringing in soft and organic finishes in the intended areas of 'reaction' around the geometric uplift of the skatepark. This creates a number of smaller green islands which will be densely planted to help provide shade and protection to the skatepark from the frequent wind and rains.

The landscaping also considers the existing mature trees to make sure clearance is given around TPZs and footpaths and seating areas take advantage of the natural shade provided.

Each of the new layers of landscaping around the skate park will help to create an inviting and family friendly community space softening the hardstand areas and providing shaded areas of respite to spectators and users at rest.



6. SKATE ZONES.

Five key skate zones form the skate park to reflect the community feedback and maximise capacity in a safe and functional layout. Each can be used individually on busier days or combined on quieter days to allow flow around the whole park.

Space and simplicity trump complexity and overcrowding to create a spacious skate design that will allow for a high capacity of users and events. Generous platform spaces and good functional run up and landing areas will allow users to safely pass one another and wait in turn whilst also allowing areas for spectating in a safe space.

DRAFT DESIGN CONSULTATION SUMMARY

The draft concept design was presented back to the community through several workshop sessions which included a reference group workshop, public workshops, x2 school sessions and a wahine workshop. And was also made available online for anyone who could not attend one of the in-person workshops.

Alongside detailed feedback from WCC the information collected from the community consultation process has been used to inform the final concept design outcome. This has been summarised in the following pages.

PUBLIC DESIGN WORKSHOP FEEDBACK

SUMMARY OF KEY COMMENTS FROM DESIGN WORKSHOPS

- Approximately **40 - 50 attendees**
- Most comments focused on the skate inclusions which were popular
- Younger participants at the school workshops liked the separation of play elements and inclusion of green spaces
- Many comments were around the bowl - increasing height, functionality and the ability for it to host competitions
- Street/ plaza features were well received and the material textures were popular
- A number of community members wished to see the cultural design elements developed further with the aim of creating a more unique outcome
- The inclusion of trees within the street area was controversial

WAHINE WORKSHOP FEEDBACK

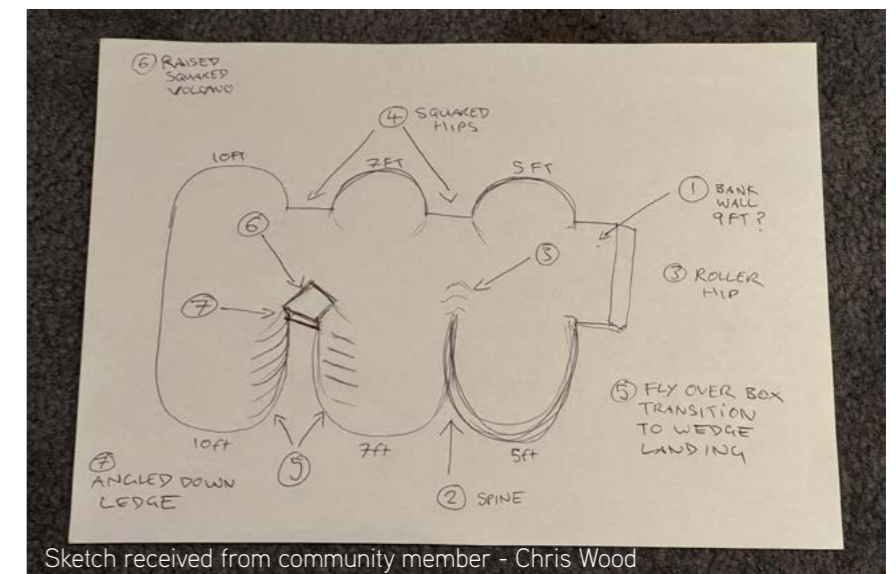
SUMMARY OF KEY COMMENTS FROM WAHINE WORKSHOP

- Approximately **10 - 15 attendees**
- Separate areas of skate and seating for socialising were popular
- Multiple entry points were seen as high priority for safety
- Mini ramp was most popular skate feature
- The inclusion of multiple banks and areas to 'roll in' were well liked
- Would like to see more entry level features to allow progression
- New toilets very popular

ONLINE FEEDBACK - ALL

SUMMARY OF KEY COMMENTS FROM ONLINE PARTICIPANTS

- Total of **217 responses**
- The design was positively received
- The standout popular feature was the bowl & mini ramp
- Although the bowl was a popular feature, many had comments and feedback around the functionality of the flow bowl
- Comments favoured the varied approach to mixed recreation and supporting passive amenity as well as the large size of the skatepark
- Plaza features were popular
- Requests for more shade were received
- More swings and seating for girls
- Inclusion of sculptural element
- Improve DDA access



Sketch received from community member - Chris Wood

FINAL CONCEPT **VISION**

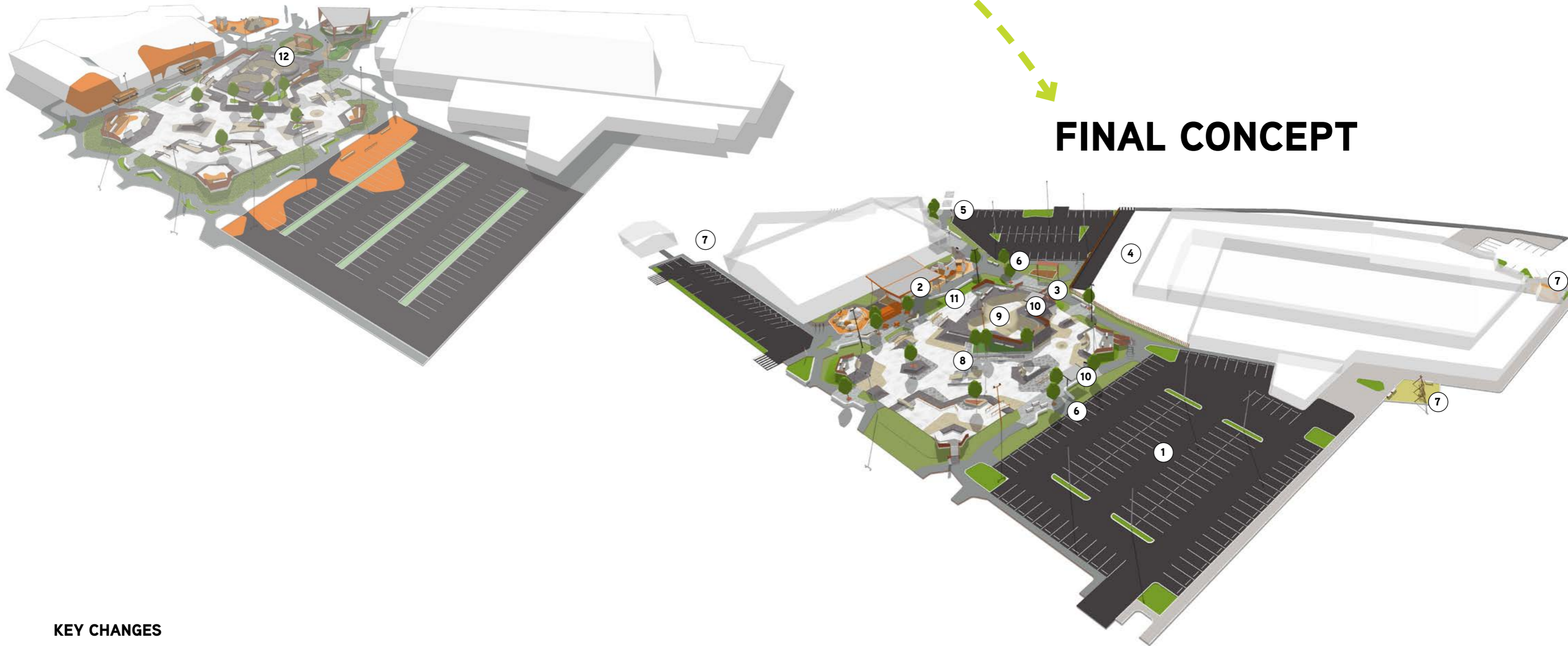
- INCREASE FUNCTIONALITY + DEPTH OF BOWL
- RATIONALISE LAYOUT OF STREET/ PLAZA AREA
- INCLUDE 'FLOW ZONE'
- ADDITIONAL BEGINNER FEATURES + ROLL IN POINTS
- MORE SHADE OPPORTUNITIES
- FURTHER DEVELOP CULTURAL DESIGN WITH MANU WHENUA
- BETTER CONSIDER LANDSCAPE INTEGRATION
- OPTIMISE FOOPATH NETWORK

14

DRAFT CONCEPT

CONCEPT DEVELOPMENT SUMMARY

FINAL CONCEPT



KEY CHANGES

- ① CAR PARK REARRANGEMENT
- ② RELOCATE YOUTH SPACE INCLUSIONS
- ③ REFINE FOOTPATH LAYOUT W FOCUS ON N-S CONNECTION
- ④ PROVIDE OFFSET FROM BACK OF WRAC CENTRE
- ⑤ DEVELOP KILBIRNIE CRESCENT FRONTAGE
- ⑥ ENHANCE ENTRIES ESP AROUND NEW CAR PARKS
- ⑦ INCLUDE ADDITIONAL PLAY LOCATIONS
- ⑧ RELOCATE SKATEPARK
- ⑨ NEW BOWL DESIGN
- ⑩ ADDITIONAL SHADE SHELTERS
- ⑪ INCLUDE DDA ACCESS RAMPS TO BOWL AREA
- ⑫ REDUCED TERRACING

LEGEND

PRECINCT WORKS

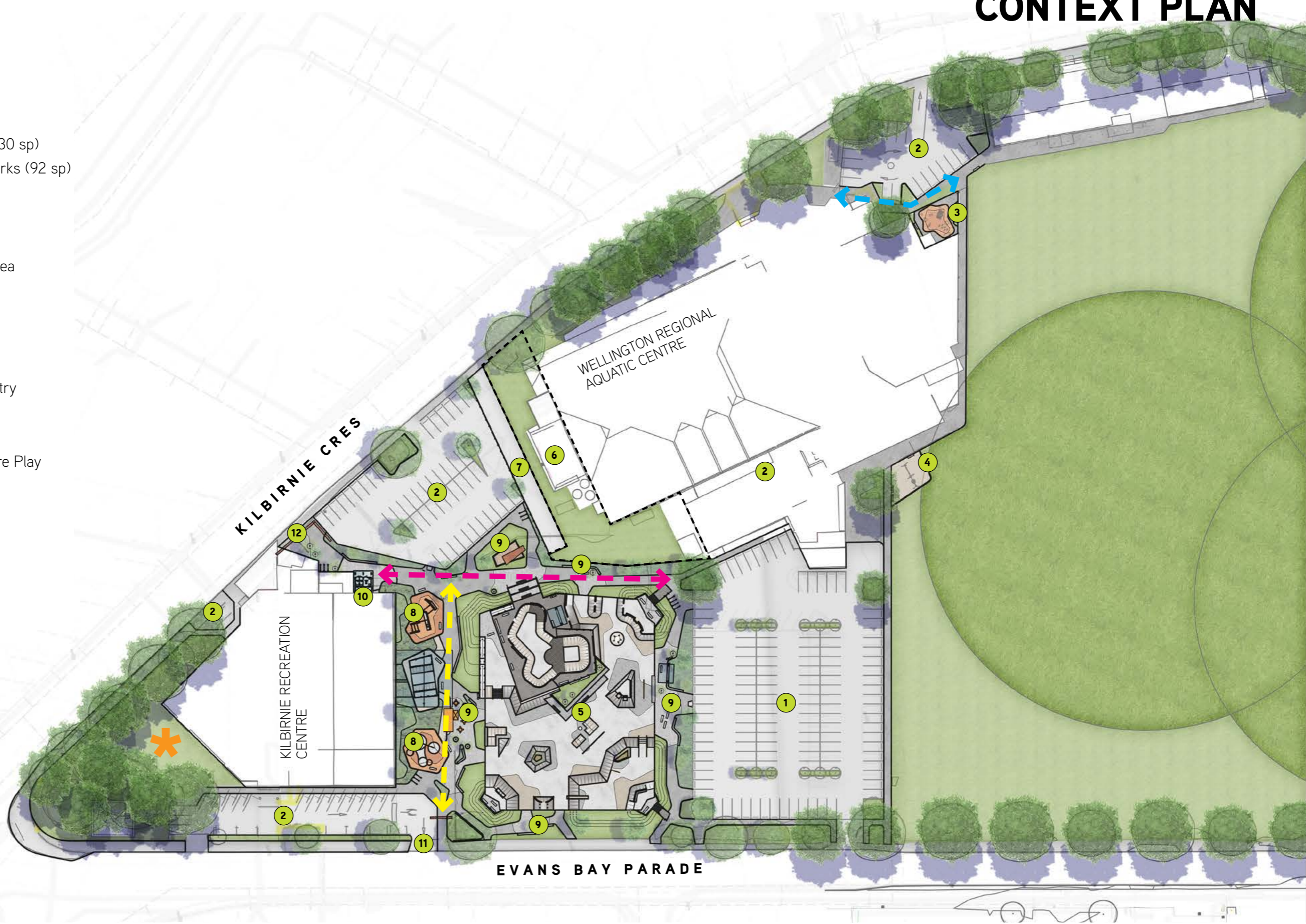
- ① New Asphalt Carpark (130 sp)
- ② Redevelop Existing Carparks (92 sp)
- ③ Toddler Play Area
- ④ Junior Swing Area
- ⑤ Destination Skatepark
- ⑥ WRAC Degasification Area
- ⑦ Access Road w Fence
- ⑧ Youth Play Spaces
- ⑨ Hangout Spaces
- ⑩ Toilet Block
- ⑪ Rationalised Carpark Entry
- ⑫ Entrance Plaza

✱ Softlandscaping & Nature Play

↔ N-S Connection

↔ E-W Connection

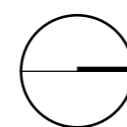
↔ Carpark Connection



Client:
Absolutely Positively
Wellington City Council
Me Heke Ki Pōneke

Designer:
CONVIC

Scale: 0m 10m 20m 30m 50m 80m
1:1000 @ A3



Project:
Kilbirnie Destination Park

Title:

Date:
31.10.2024

Revision:
A

LEGEND

PRECINCT WORKS

- 1 New Asphalt Carpark (130 sp)
- 2 Northern boulevard w pedestrian carpark connections, bike parking, signage and shaded seating opportunities
- 3 N-S shared use path (min 2.5m w)
- 4 Skatepark w competition bowl, plaza and flow sections
- 5 Viewing Terraces
- 6 Stage & Hangout Lawn
- 7 DDA Access Ramps
- 8 Southern boulevard w spectator seating, signage, bike parking and an area for cafe/ kiosk inclusion
- 9 Youth play - two individual areas to represent Ngake + Whataitai Taniwha. One more active; the other more passive.
- 10 Covered Mini Ramp Area
- 11 Evans Bay footpath connections, leading off existing pavement, retaining large exiting trees and providing spectator seating along E edge
- 12 Redevelop existing Carparking (92 combined spaces)
- 13 Toilet Block
- 14 Feature Planting
- 15 Kilbirnie Crescent Frontage w new landings, signage, bike parking and connections to existing Rec Centre entry & road crossing

CONTEXT PLAN

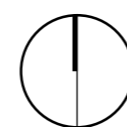


EVANS BAY PARADE

Client:
 Absolutely Positively
 Wellington City Council
 Me Heke Ki Pōneke

Designer:
CONVIC

Scale: 1m 10m 25m
 0m 5m 15m 40m
 1:500 @ A3



Project:
 Kilbirnie Destination Park

Title:
 Final Concept Design

Date:
 31.10.2024

Revision:
 A

CONTEXT PLAN

LEGEND

SKATE WORKS

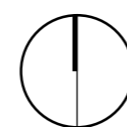
- 1 900H - 1800H Transition Pocket
- 2 900H Spine w Roller
- 3 Transition Step Up
- 4 1500H Quarter Pipe
- 5 500H Mogul
- 6 3500H Vert Wall
- 7 Granite Ledge
- 8 Flat Bar
- 9 Slappy Bank w Granite Kerb
- 10 Down + Out Rails
- 11 4 Stair
- 12 Planter Ledge
- 13 450H Banks
- 14 900H Transition Hip
- 15 400H Terrace Ledge
- 16 750H Terrace Out Ledge
- 17 Feature Sculpture (TBC)
- 18 Kickers
- 19 375H Granite Slider Ledge
- 20 Lightning Rail
- 21 600H Hipped Banks
- 22 Hubba + Out Ledge
- 23 2100H Taco Corner w Pool Coping
- 24 1500H Bowl Area
- 25 2400H Extension w Pool Coping
- 26 Mogul to Waterfall Blend
- 27 2850H Deep End w Pool Coping
- 28 1050H Slappy Bank
- 29 750H Transition Island
- 30 900H Taco w roll-over
- 31 7 Stair w Hand Rails
- 32 A Frame Wedge w Rail & Hubba
- 33 1050H Double Hip
- 34 J Barrier w Inverted Pool Coping



Client:
 Absolutely Positively
 Wellington City Council
 Me Heke Ki Pōneke

Designer:
CONVIC

Scale: 1m 10m 25m
 0m 5m 15m 40m
 1:500 @ A3



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3D VISUALIZATIONS - OVERVIEW 02



3D VISUALIZATIONS - BOWL AREA



3D VISUALIZATIONS - BOWL AREA



3D VISUALIZATIONS - STREET SECTION



3D VISUALIZATIONS - BOX SECTION



3D VISUALIZATIONS - TECH SECTION



3D VISUALIZATIONS - BANK + PLAZA SECTION



3D VISUALIZATIONS - NORTHERN CARPARK ENTRY



3D VISUALIZATIONS - SW CAR PARK ENTRY



3D VISUALIZATIONS - SE CAR PARK ENTRY



3D VISUALIZATIONS - 'POP UP' KIOSK + PLAY BOULEVARD



3D VISUALIZATIONS - VIEWING TERRACES + STAGE AREA



3D VISUALIZATIONS - KILBIRNIE CRESCENT FRONTAGE



3D VISUALIZATIONS - EVANS BAY PARADE FRONTAGE



CONVIC + MANA WHENUA

Convic have developed a working relationship with Mana Whenua to facilitate a process where heritage, culture and story telling are interpreted in the skatepark and landscape design outcome in a meaningful and respectful way that is endorsed by local Iwi. Key design ideas are:

1. Naming of the facility – covering off the skatepark and wider park precinct.
2. Develop overall layout and theming to play with idea of ‘aggressive vs calm’ Ngaki and Whataitai. Seismic movement and displacement – obstacles emerging from the ground.
3. Different mediums to explore – Sand blasting, steel work, balustrade, art, pouwhenua, sculptural posts referencing embattlement fence of Pa.
4. Educational signage and storytelling, potential for QR codes that link to further elaboration and Mana Whenua website.
5. Colours to reference earthy tones and natural setting of the area.
6. Look to integrate Riverstone and local rock in the design.
7. Potential for vertical sculptural elements such as pouwhenua.

The current concept design is indicative, final Mana Whenua cultural design input is still to be finalised in the next phase of design works.



KEY CONSIDERATIONS

Some key design considerations have been developed to inform the design principles for disability and neurodivergent users. These principles will be applied through the detailed design where possible.

Accessibly:

- Whilst not all areas will be accessible there will be entry points at key Skatepark areas that meet the NZ Landscape standards DDA access requirements (1:20) These will be located away from high paced obstacles to avoid safety hazards.

Features:

- Wide platform areas for wheelchair users
- Potential for roll on skate obstacles for wheelchair users will be considered.

Amenities:

- Spaces between seats and park furniture to allow for movement of wheelchair users.
- Wheelchair accessible picnic tables
- Safe and easy to use pathways

Neurodivergent and vision impaired skaters:

- Sensory safe zones - separating some seating and shelter areas away from the main skatepark area.
- Separating areas of use within the facility that provide safe zones away from busy zones for disabled and neurodivergent users.
- Other usable spaces such as the Basketball half court will also provide a flat concrete area away from the busy skatepark for different zone of use.

Lighting:

- Night time lighting of 150 lux average to achieve an elevated level of lighting for visually impaired users as well as meeting safety requirements of skatepark use.
- Good lighting to minimise shadows of obstacles and users i.e. lighting from all angles.

Contrast:

- Adding colour change for ramps and transition to help users distinguish change.
- Textural change from footpath to skatepark area to feel the difference under foot.
- A contrast paint strip behind the coping of ramps (circular metal pipes) to highlight the change from flat to ramp

Visualizing form:

- Small replica versions of the skatepark for finger boarding can help visually impaired users feel what the facility is like before entering

Safe spaces:

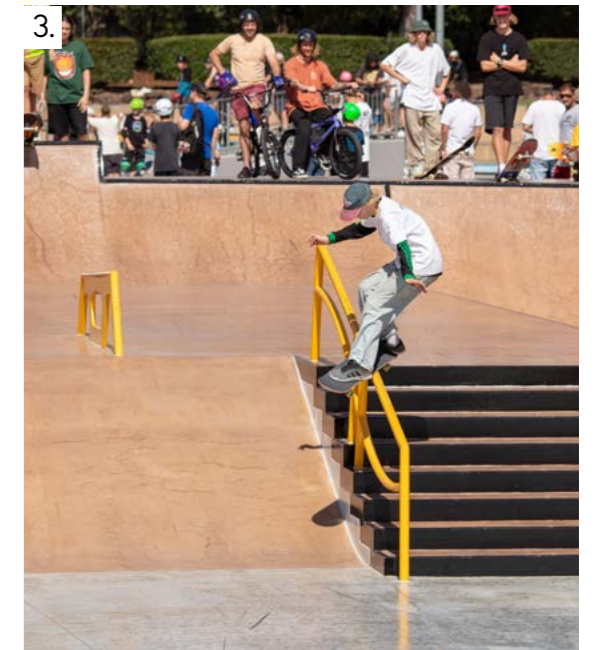
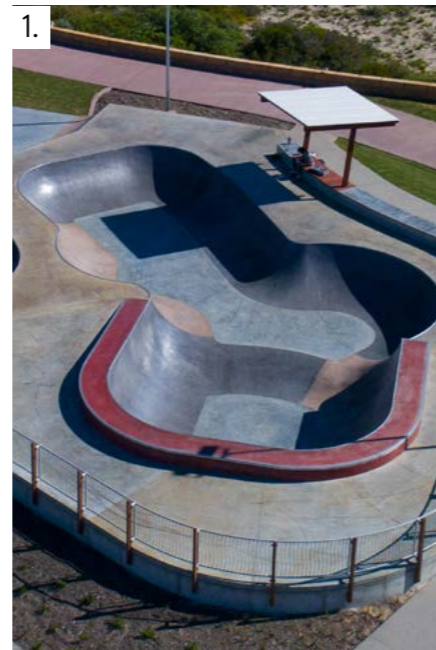
- CPTED principles (Crime prevention through environmental design) that provide safe views in and out of the facility so all users feel safe and not hidden away from sight.



SKATE PARK PALETTE

A variety of skate areas and obstacles seamlessly integrate within the space, suitable for all skill levels and user types. The layout and features within it have been carefully programmed to provide a unique user experience, different from any other facility in the area. The inclusions are a direct reflection of the community consultation outcomes and further connect the community with the space while offering a vibrant and exciting space for the wider region.

1. Flow Bowl
2. Standalone Mini Ramp
3. Big Stair Set
4. Combination Ledges & Manual Pads
5. Temporary Skate Features



LANDSCAPE PALETTE

A vibrant and energetic landscape palette compliments the active recreation areas delivering a textural experience that guides pedestrian movement and enhances the user experience. Material changes help to clearly identify social and spectating spaces and planting areas provide protection and shade to skate and social spaces.

The careful and controlled use of bold colours and graphic treatments reflects Wellington's famous arts and cultural industry and allows the space to interact with the surrounding building interfaces and car park.

1. Footpaths with Planting Islands
2. Plaza areas with Raised Planters
3. Super Graphic on Asphalt Carpark
4. Vibrant Paint Treatment on Building Frontage
5. Textural Material Changes



MOVING FORWARD

Upon Council endorsement of the final concept design, the design and cost estimate will form part of WCC's business case proposal.

It is anticipated that should the business case be successful the Kilbirnie destination park will progress into a detailed design and construction process in early 2025.

CONVIC

CREATE COMMUNITY

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