



Westmoreland Riverfront Park Playground Design





Introduction

•
Thank you for joining us tonight to help in
designing a new playground for
Westmoreland Riverfront Park

Playground Design Team

LandscapeDE
Landscape Architecture



- South Florida based
- 12 years experience in landscape architectural design (24 years combined)
- Focus on parks and public spaces
- Strong playground design experience



Douglas Thompson



Ebru Özer

Recent Projects

Norman and Jean Reach Park



Redesign of playground
Miami-Dade County, FL
Completed 2017

Recent Projects

Biscayne Shores and Gardens Park



New playground with mix of traditional and nature-based play
Miami-Dade County, FL

First playground with nature-based play elements in Miami-Dade County
Completed 2019

Recent Projects

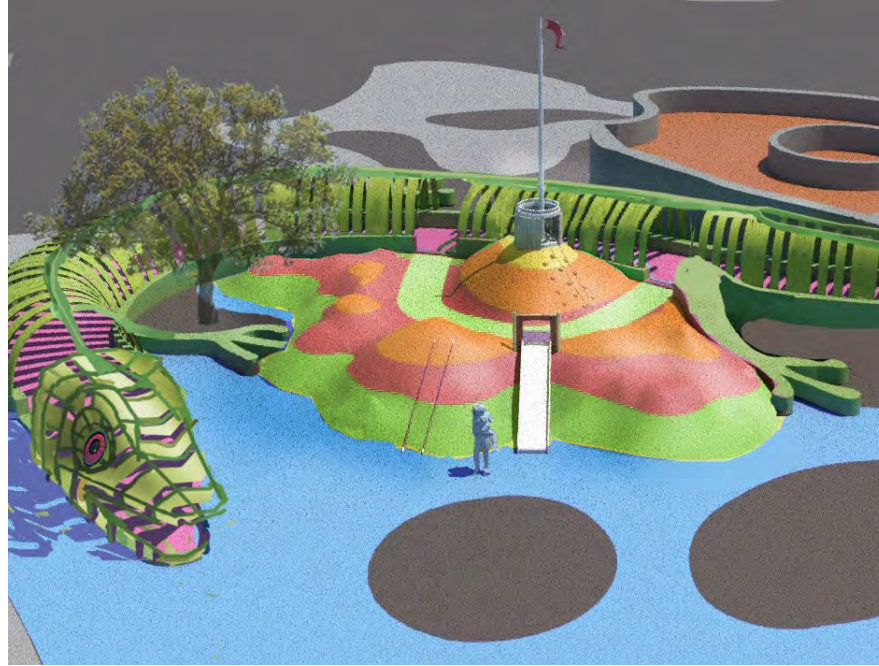
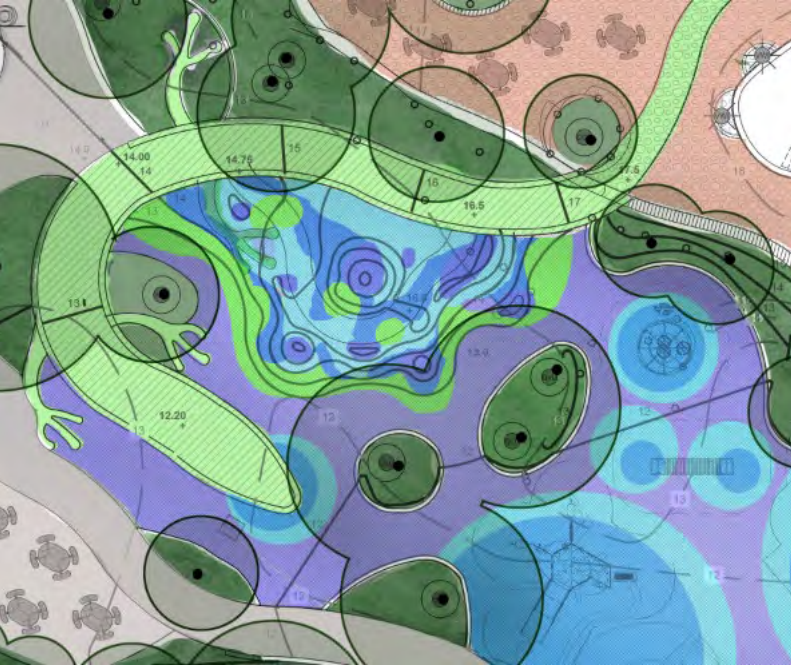
Camp Matecumbe Park



Playground design with mix of traditional and nature-based play(2019)
Miami-Dade County, FL
Under construction

Recent Projects

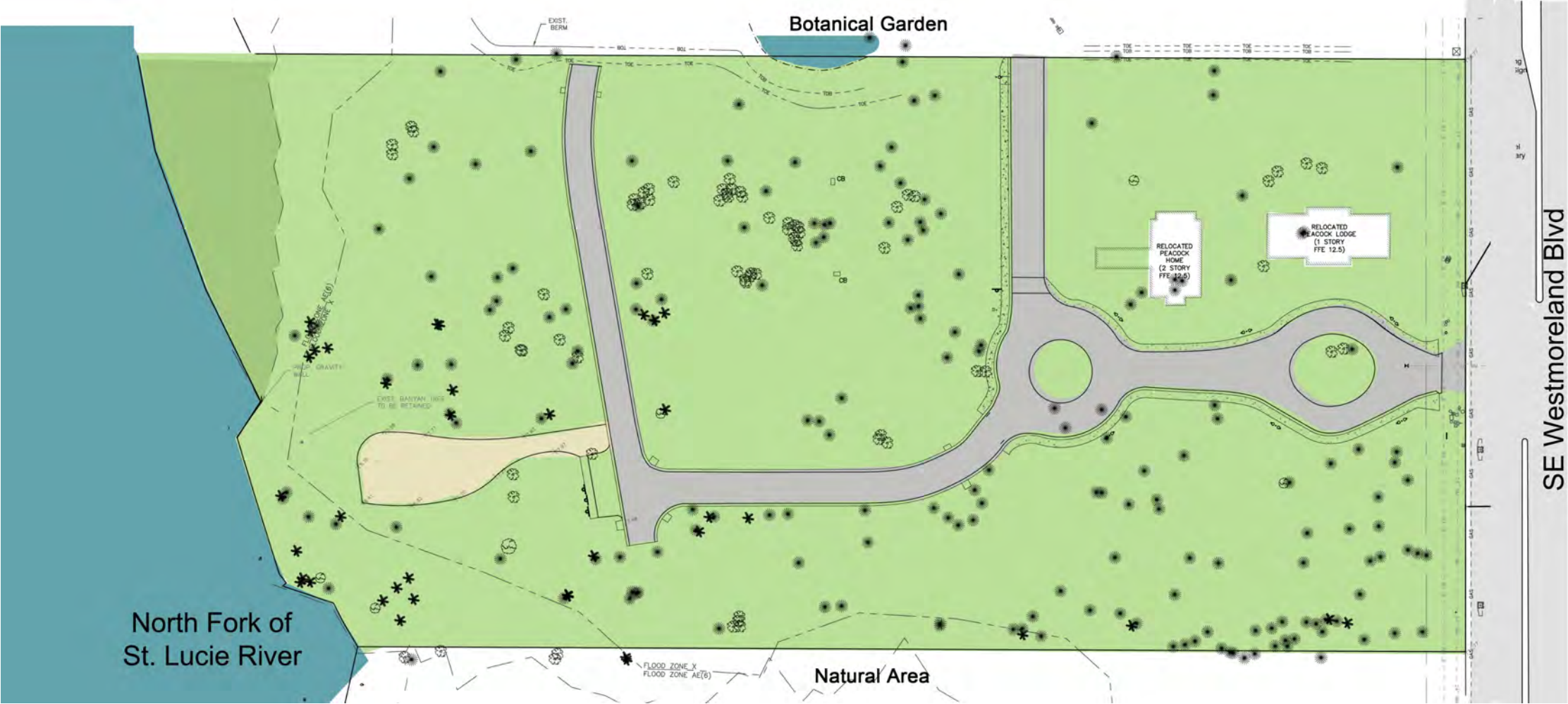
Pinecrest Gardens – Upper Garden



Inclusivity focused playground design with sculptural nature-theme play elements(2020)
Pinecrest, FL
Under development

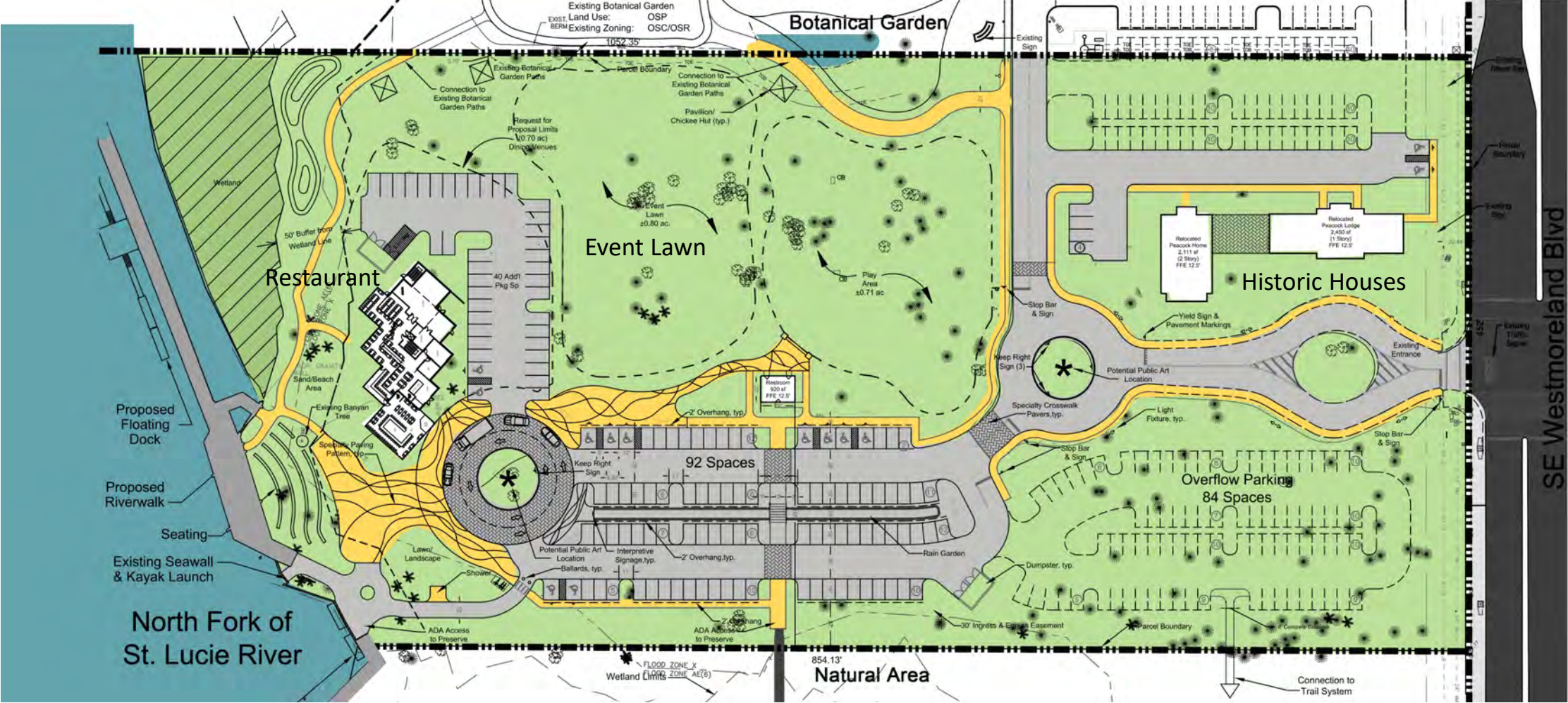
Project Site

Westmoreland Riverfront Park



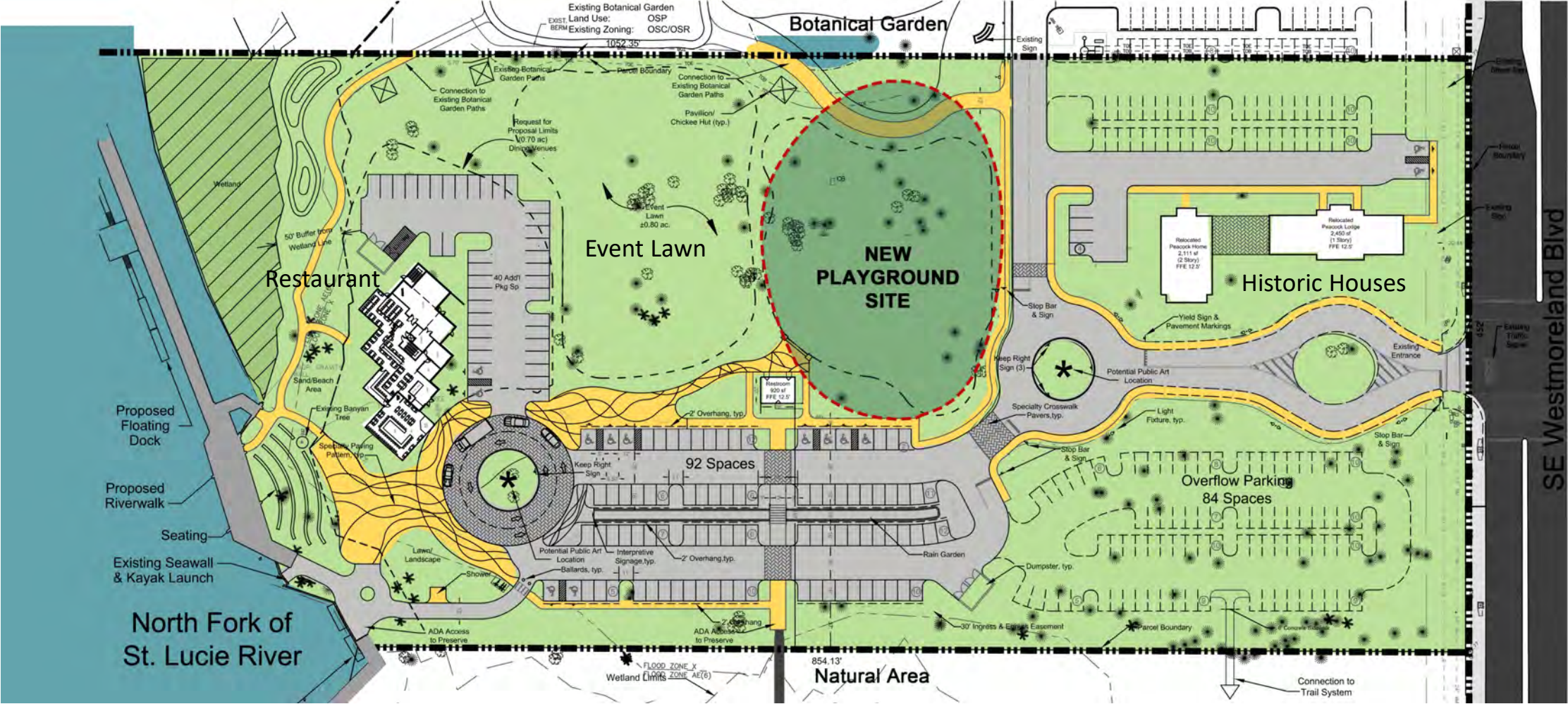
Project Site

City Master Plan for the Westmoreland Riverfront Park



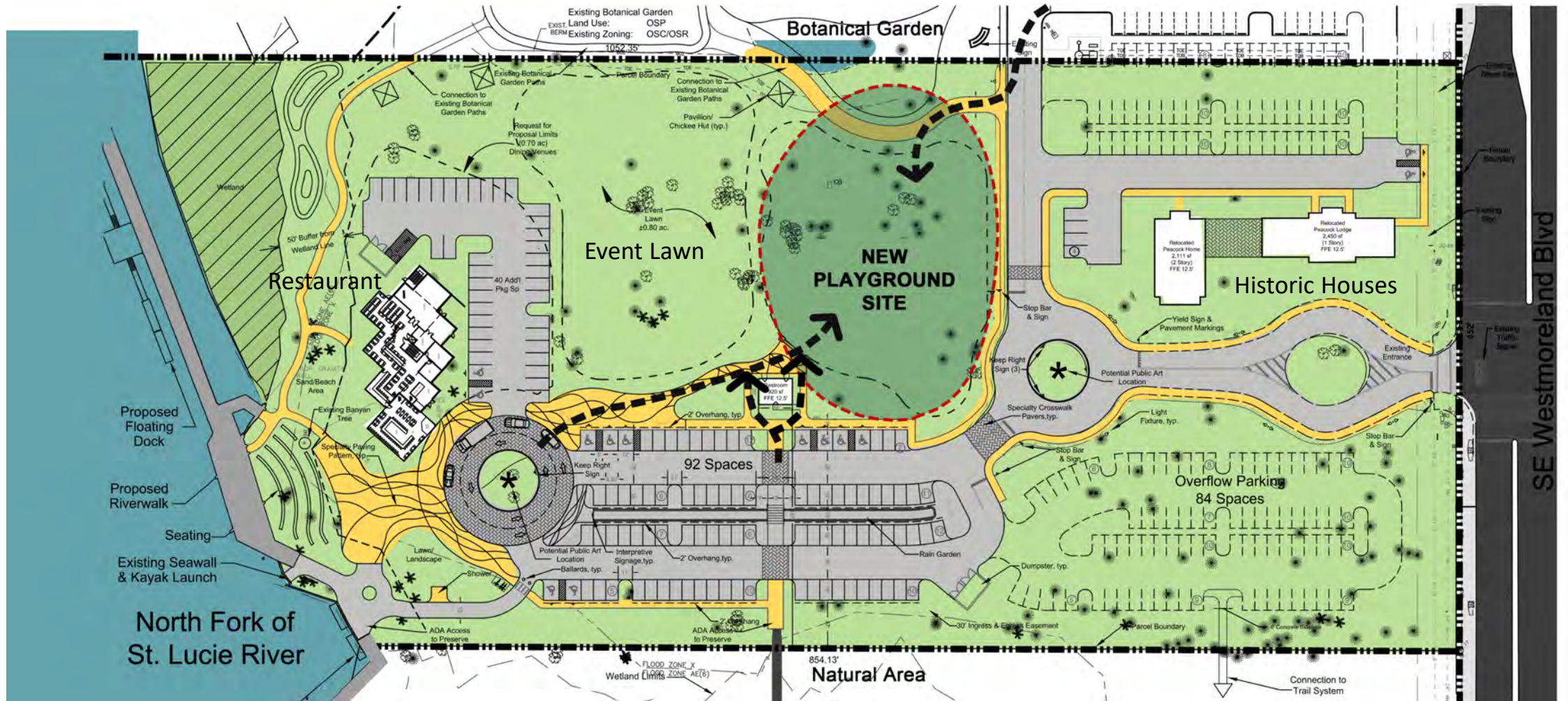
Project Site

New Westmoreland Riverfront Park Playground Location



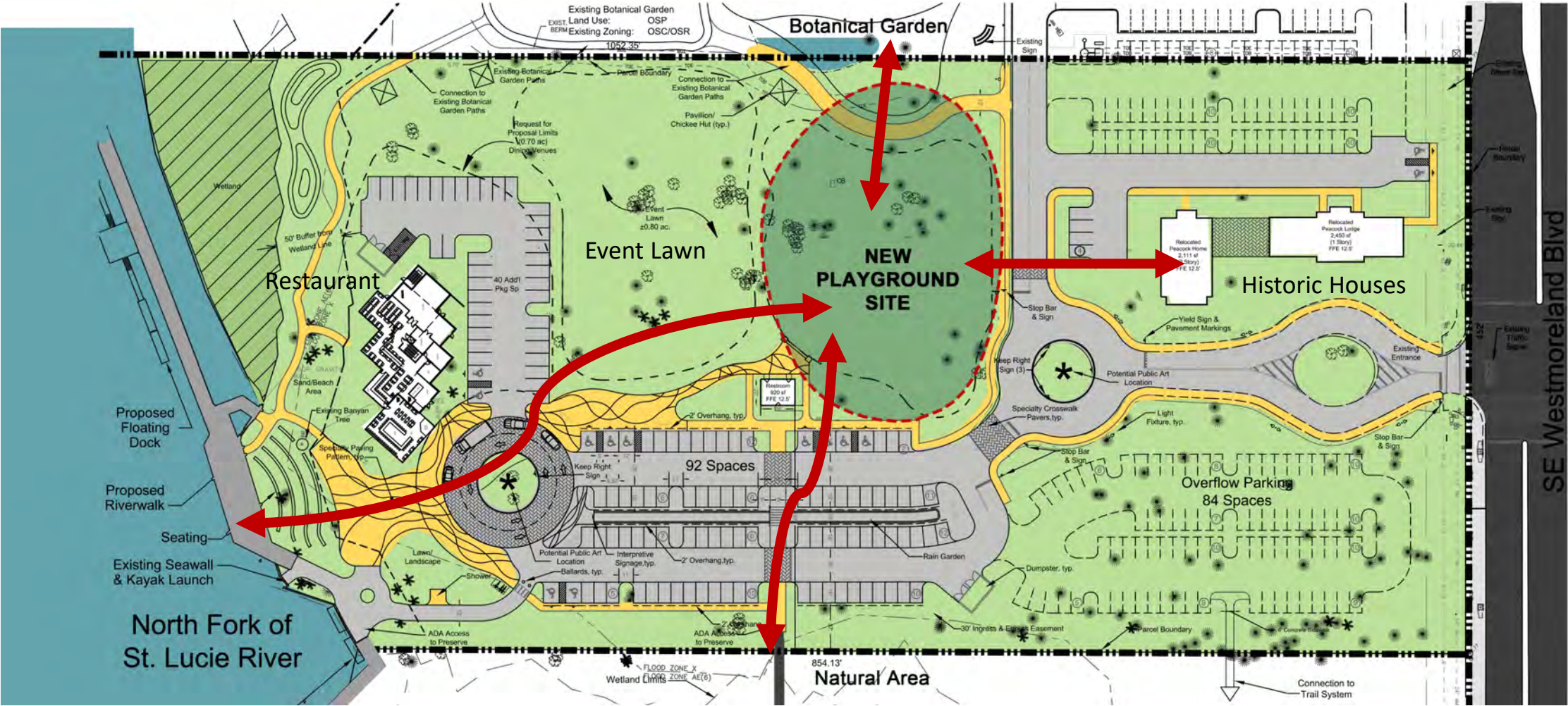
Project Site

Playground Location Entry Points



Project Site

Key Connections



SE Westmoreland Blvd

Task: Create a 'WOW' Playground for Westmoreland Riverfront Park

Guiding Goals for Design

1. Creating site-unique play experience with unique equipment and structures that connect to the site
2. Connection with native ecosystem and local materials
3. Visual and symbolic connections to the river
4. Connection to the botanical garden
5. Link with historic site elements
6. Inclusive design (we will talk more about this shortly)

Guiding Goals for Design

Create site-unique play experience with unique equipment and structures that connect to the site



- Custom play items that connect with site
- Incorporate topography, geography, and geology

Guiding Goals for Design

Connection with Native Ecosystem and Local Materials



- Connect children with our native south Florida environment
- Attract small wildlife (like birds and butterflies)
- Use of materials that are unique to our region will help children to build connections to nature

Guiding Goals for Design

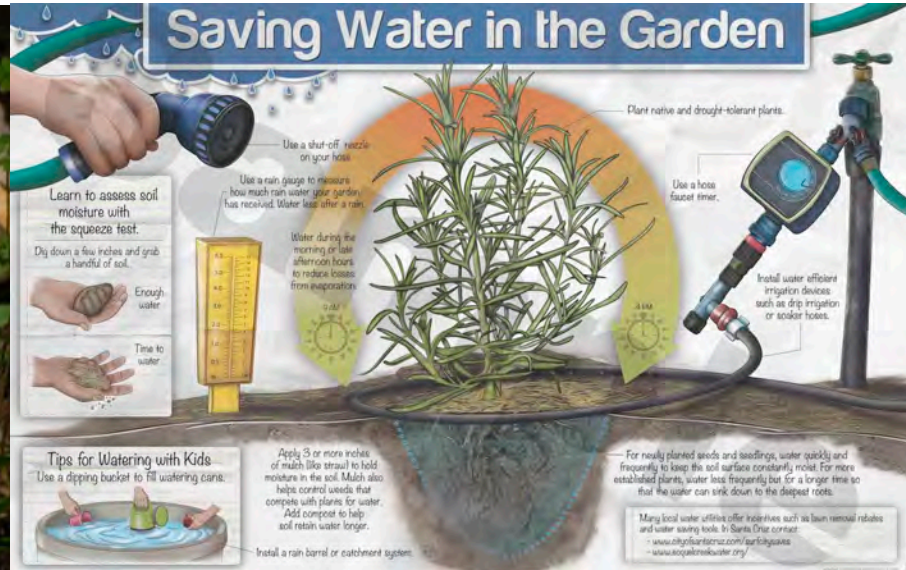
Connection to the River



- Connect by invoking local animals and river forms into design language
- Water flow play area with instructional elements and signage tying into the river

Guiding Goals for Design

Connection to the Botanical Garden



- Playground planting as extension of the botanical garden
- Plant labels
- Educational signs explaining local ecology and environment

Guiding Goals for Design

Link with Historic Site Elements



- Connect with historic houses
- Infuse design elements with the language of the historic houses
- Play structure, playhouse, or concession building with architecture similar to houses
- Signs about houses and directions

Guiding Goals for Design

Inclusive Design



Presentation by Cindy Burkhour

Think Inclusion!



Playgrounds are for everyone...together, right?

Except my daughter??

Any question on how she feels about this design?

How do you know if it's inclusive and accessible?



- Can they get to it?
- Can they get on it?
- Can they do it with others or alone?
- Can they get off it?
- Can they get back to an assistive device left behind?

Multiple levels of challenge side by side



Spinning...



Spinning...



Swinging...



Swinging...



Climbing and cozy spaces...



Balance...



Ramps and routes...



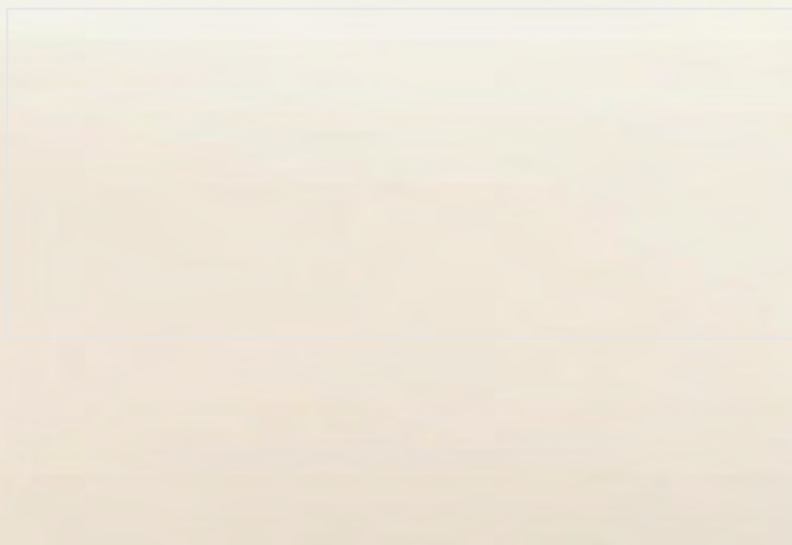
Rocking...



Rocking...



Musical play...



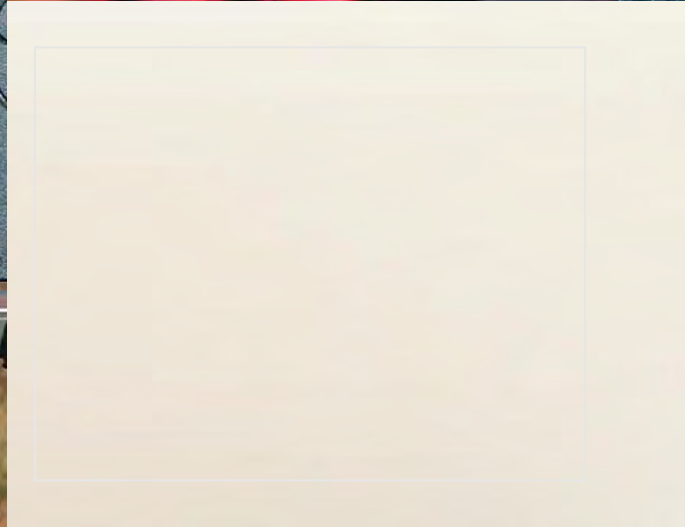
Sliding...



Roller table play



Sensory rich play...



Unitary & sanitary surfacing with directional and safety cueing



Shading...



Which inclusive play experience commitments will you make?

- The ‘coolest things’ accessible for everyone to experience together
- Lots of different spaces to choose from...quiet, noisy, up high, down low, next to & out of reach
- Social and interactive opportunities that are “with” or “next to”
- Sensory rich experiences...spinning, swinging, jumping, hanging, rocking, sliding, climbing, balancing, musical...
- Multiple levels of challenge to experience side by side
- Accessible routes to the getting on and getting off spot of every play experience
- Unitary & sanitary surfacing with directional and safety cueing
- **FUN FOR EVERYONE TOGETHER!!**



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Design Process

1. Concept Design

Public Workshops

- Work with citizens to cultivate design ideas
- Use idea from workshop to develop a concept plan for playground
- Present ideas for feedback
- Develop design concept

2. Detail Design Development

3. Construction Documents

4. Bidding and Contractor Selection

5. Construction

Key Program Elements:

1. Playground Area
2. Water Play Area

Playground Precedent Projects



Adelaide Zoo Playground

LOCATION:
Australia

KEY POINTS:

1. Interconnectedness with nature
2. Distinctive and unique play elements
3. Flexible play
4. Accessible features like lift to upper levels of play structure



The Gathering Place

LOCATION:
Tulsa, Oklahoma

- KEY POINTS:
1. Custom sculptural elements
 2. Distinctive thematic zones
 3. Highly visual



New Grange Art Playground

LOCATION:
Toronto, Canada

KEY POINTS:

1. Visually iconic
2. Abstract and sculptural
3. Traditional play activities in non-traditional forms



Magical Bridge Playground

LOCATION:
Palo Alto, California

KEY POINTS:

1. Designed around inclusivity
2. Challenging to a variety of abilities
3. Inclusivity feels natural



Let's All Play Place

LOCATION:
Salem, Oregon

- KEY POINTS:
1. Designed around inclusivity
 2. Open walkways
 3. Open circulation



Community Input: Playground

- Quick view of various playground elements from projects throughout the world.
- After review, the audience will be asked to select images that would be part of the “WOW” playground.







































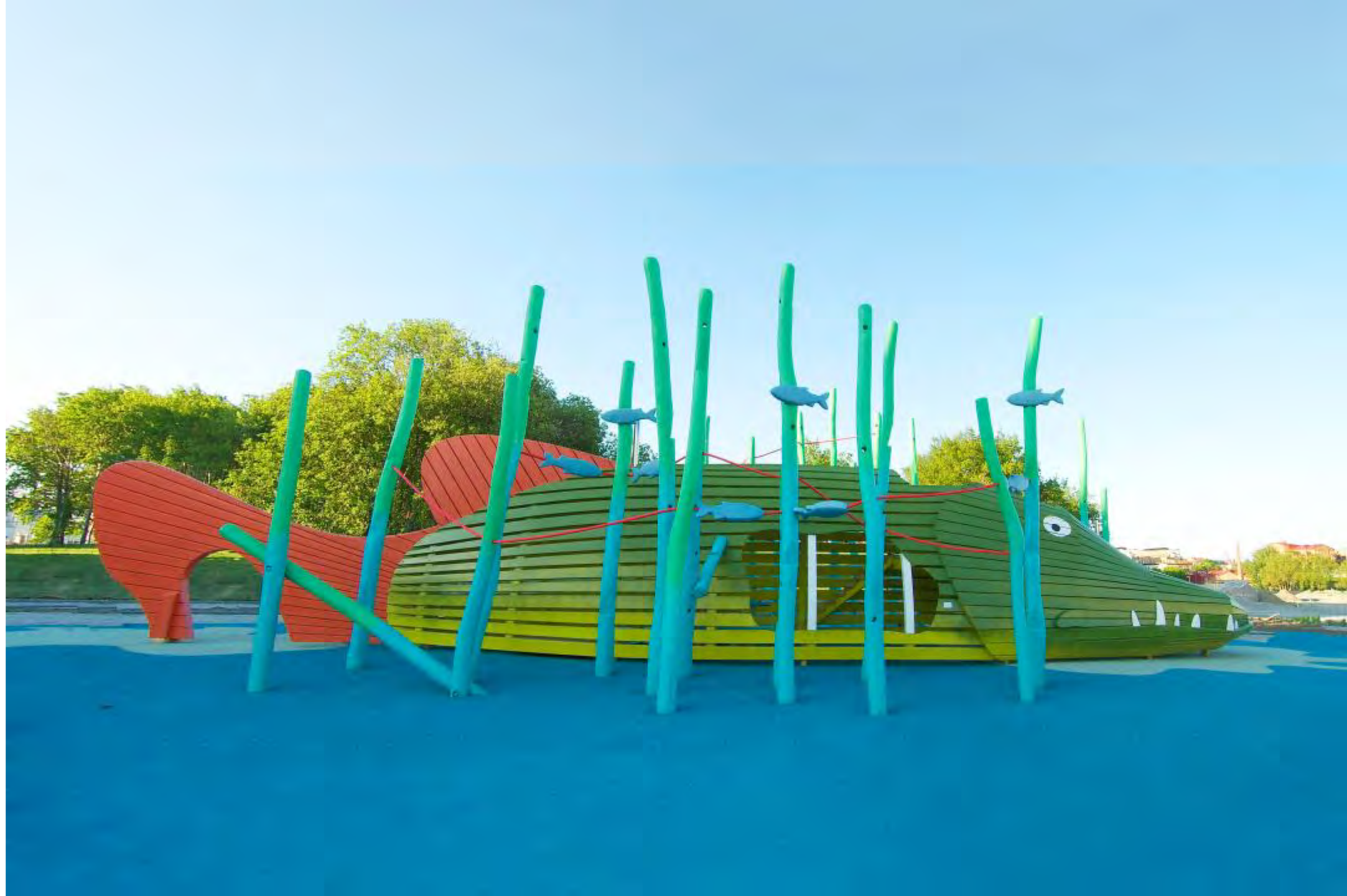








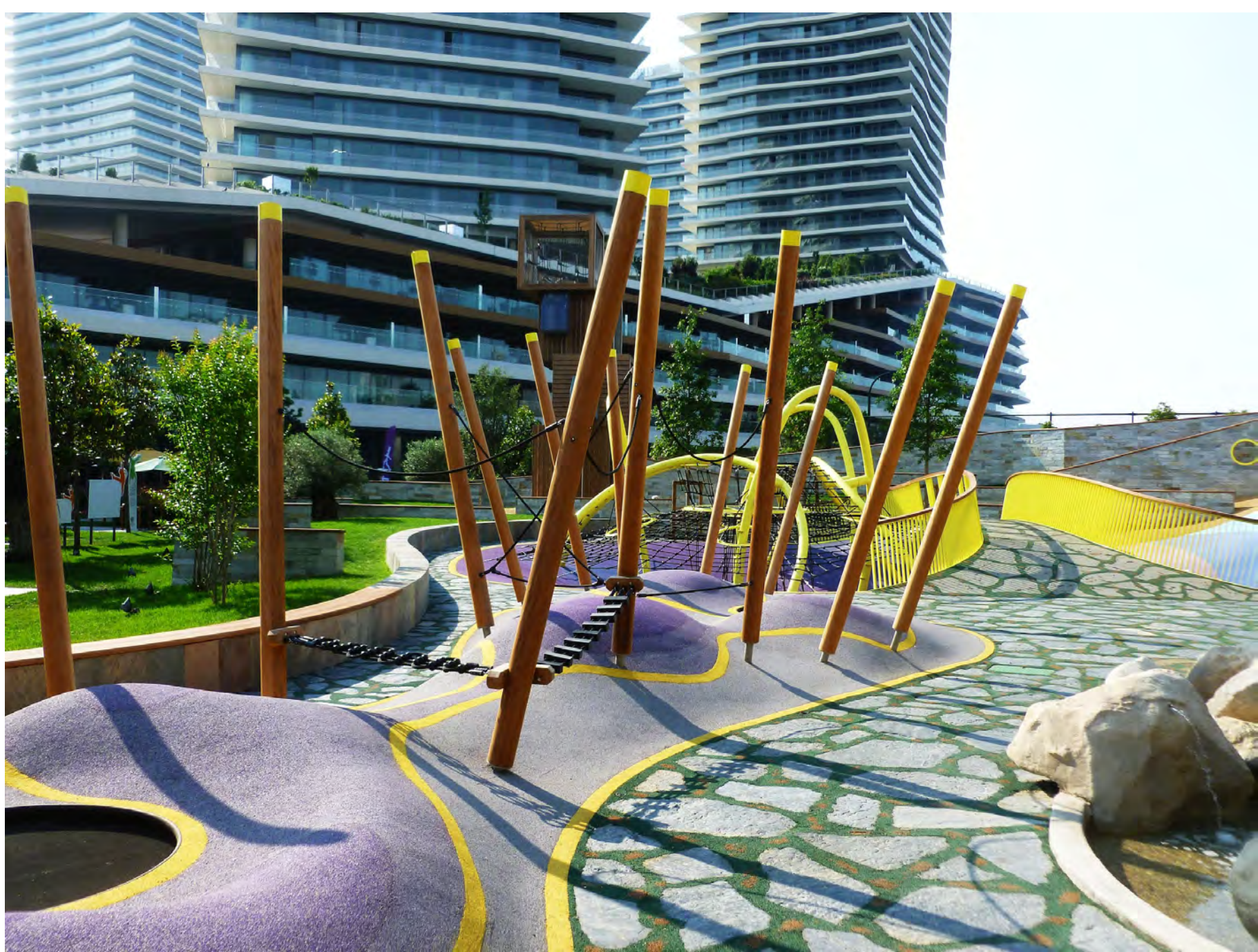
















































Community Input: Water Play





















Thank you!

Now from you!

