

ITEM STCSC2 (1)
SALISBURY TOWN CENTRE SUB-COMMITTEE

DATE 10 April 2012

HEADING Civic Square Redesign and Playspace

AUTHOR Greg Waller; General Manager - City Development; City Development

REPORT

The civic square has been identified in the draft Salisbury City Centre Master Plan as the central focus of community activity. Throughout the community engagement process, numerous comments have been made about the lack of functionality and vitality of the current civic square design.

An opportunity exists to revisit the civic square design to achieve multiple objectives consistent with the Salisbury City Centre Revitalisation Project.

Attached is a project brief for the civic square design which outlines the project objectives including functional considerations, design principles and design elements.

It is important to note that considerable community and stakeholder engagement is proposed throughout the design process.

The new State Member for Ramsay, Zoe Bettison has been able to secure \$400,000 of funding being \$50,000 for design of the civic square and implementation of a playspace within the square (\$350,000). The playspace funding will only develop a portion of the square necessitating the design to be capable of implementation over stages.

The timeframes detailed in the project brief are achievable.

RECOMMENDATION

1. The advice is received.
2. The project brief be endorsed.

CO-ORDINATION

Officer:	GMCiD	GMCD	CEO
Date:	04.04.12	04.04.12	04.04.12

This document should be read in conjunction with the following attachments:

1. Project Brief

Project Name:	Salisbury Town Centre - Civic Square Design
Project Number:	
Project Sponsor:	Greg Waller
Project Manager:	Nichola Kapitza
Project Team Members:	

1. Description of Project:

The Civic Square has been identified as a key public space within the Salisbury Town Centre. In accordance with the results of the community engagement process for the Salisbury Town Centre Renewal Project, the Draft Structure Plan for the Salisbury Town Centre is highly likely to have recommendations to locate complimentary land uses such as civic, cultural, cafes/shops immediately adjacent to the Civic Square and also to redesign the Square to enhance its useability and user comfort.

The aim of the project is to prepare a design of the Civic Square to become a focal place in the Salisbury Town centre, that considers the integration of play within this space, encourages passive community use and that functions as a cultural heart for events and other cultural activities.

Background

Until recently, the City of Salisbury did not have a Civic Square or other identifiable 'third place' to function as a focal point or heart of the City. Land was purchased in the 1990's to create a public space as a cultural heart and meeting place for events and performances, dining and alfresco and for people to stop, gather and enjoy the space. Whilst the community acknowledges the function and potential of this space, it is underutilised as it lacks significant shade, green relief, has limited seating and lacks interface with the surrounding Town Centre.

Purpose of the Civic Square

The purpose of the Square is to provide a focal point and a multipurpose space that the community can use as a passive place for going about day to day business and that connects with surrounding civic functions of the Town Centre and also interfaces with surrounding dining, retail and commercial functions. The design must also consider the use of the Square as an active space for events and in supporting cultural activities.

The design of the Civic Square must consider multiple uses to attract and retain a multitude of cohorts including children, young people, families, workers, visitors, shoppers and other legitimate users. These features are important to any well designed public space and facilitate interaction and a desire to visit by a wide range of age groups.

A City Play Space

The City of Salisbury Play Space Action Plan identifies the need for a 'youth friendly' play space within the Salisbury Town Centre. A play space does not necessarily have play equipment, however may provide an area of interest that supports interaction between groups and the space. Play may take the form of interacting with sculpture and other features of the space, sitting, reflecting and socialising. Free access to technology may also feature in the design.

Project Area

The project area includes the current Civic Square and a portion of adjoining car park owned by the City of Salisbury.

Strategic Links and Complementary Projects

The Civic Square Design will draw information from:

- overall Salisbury Town Centre Renewal Project; and
- Council's Built Form Assets Scoping Study.

2. Project Objectives

The objective of the project is to undertake the redesign of the Civic Square. This work is to include cost estimates.

This will be achieved through aged friendly design that provides the necessary features and supporting infrastructure to invite people to use and interact with the space and support civic and cultural activities.

The resulting design will identify funding opportunities via existing Council programs such as the Public Art Strategy, Play Space Action Plan, Street Furniture Program and other allied programs. It will also identify external funding via grants.

Functional considerations of design

The new design of the Civic Square will need to:

- acknowledge the heritage and the future of the Salisbury Town Centre;
- promote a sense of vibrancy at all times and encourage the public to ‘linger longer’;
- celebrate water capture and ingenuity;
- include ‘green space’, natural shade and places to sit;
- combine hard and soft interactive elements that capture and create a ‘sense of place’ as well as facilitating intergenerational play that stimulate senses and interaction; elements that have dual purpose eg planter boxes that double as informal seating;
- include areas suitable for performance, events and other community activities;
- include the cemetery in sympathy with the overall design; and
- connect the built form and provide extension to performance, civic, retail and dining areas.

Design principles

The design should also comply with essential legislation as well as address inclusive community design principles including:

- Disability Discrimination Act;
- age friendly environments;
- child friendly by design;
- universal design; and
- Crime Prevention Through Environmental Design.

Design Elements

The design should include the following discernable components:

- interactive elements that may include play and public art;
- soft and hardscape elements and communal spaces;
- water feature;
- event space; and
- alfresco / performing / display space.

3. Deliverables (Details of Required Project Outputs)

Project Deliverables:

- Staged master plan for a revitalised civic square including artist’s impression?
- Order of magnitude cost estimates for staged implementation
- Identification of potential funding sources including engagement of City Partners

Project Management Deliverables:

- Risk management Plan
- Project Charter
- Acquisition Plan
- Project Reports
- Project Closure

4. Description of Project Constraints:

- Timeliness
- Competing priorities
- Community apathy
- Sensitivities surrounding cost of development
- Change management
- Long time frames for implementation
- Attraction of investment

**5. Establish Link to strategic goals
Justification/Comments supporting the Project:**

- 30 Year Plan for Greater Adelaide
- State Strategic Plan
- Salisbury City Plan 2020
- Living City - Salisbury Community Development Strategy
- The Game Plan
- Salisbury Play Space Action Plan
- Public Art Strategy

6. Project Stakeholders (Internal and External People and Organisations Affected Positively and Negatively by Project Activities and Outcomes)**Internal Stakeholders**

- City Development
- City Projects
- Community Development
- Asset Services
- CEO
- Executive Group
- Elected Members
- Salisbury Town Centre Subcommittee

External Stakeholders

- Salisbury Town Centre Association
- Retail / trade Salisbury Town Centre
- Parabanks Shopping Centre
- SAPOL
- Anglican Church - Salisbury Parish
- Salisbury Historical Society

7. Program & Milestones (Dates for Key Events/Outputs)**Phase 1: Master Planning the Civic Square**

The project is broken in to the following key events:

- March 2012 - Finalise project brief, sign off by Executive Group
- April 2012 - Acquisition plan
- May 2012 - Tender process commences
- June 2012 - Tender closes, consultant appointed and project commencement
- June - August 2012 - Elected Member engagement, staff consultation, community engagement exercises
- September - Draft master plan presented for comment
- Presentation to subcommittee and then Council for endorsement

- November - Project closure

Phase 2: Implementing the Civic Square Design

To be covered in a separate brief at the conclusion of Phase 1.

8. Estimated Project Cost (Include Order of Accuracy)

Consultancy services for the development of a master plan for the Civic Square is estimated to cost in the vicinity of \$50,000.

9. Project Governance (include if known)

Project Sponsor:	Greg Waller
Project Board:	Executive Team
Project Manager:	Nichola Kapitza
Project Team:	Craig Johansen, Michelle Tucker, David Clayton, Nichola Kapitza, Luke Gray
Project Assurance:	
Specialist Assistance:	Andrew Coulson

10. Risk Management Approach (Management approach to managing risks that may affect successful project completion)

To be completed as part of Project Charter.

Project Brief Sign-Off

This document must be signed off in Dataworks by the **Project Manager** and **Project Sponsor** by adding an electronic note.

e.g. Fred Bloggs has approved this project brief on 1 January 2021

(Technically, the name and date are not required because Dataworks tracks these but it makes it simpler).