

Public Information Meeting

Cedar Falls Inclusive Playground Preliminary Concepts

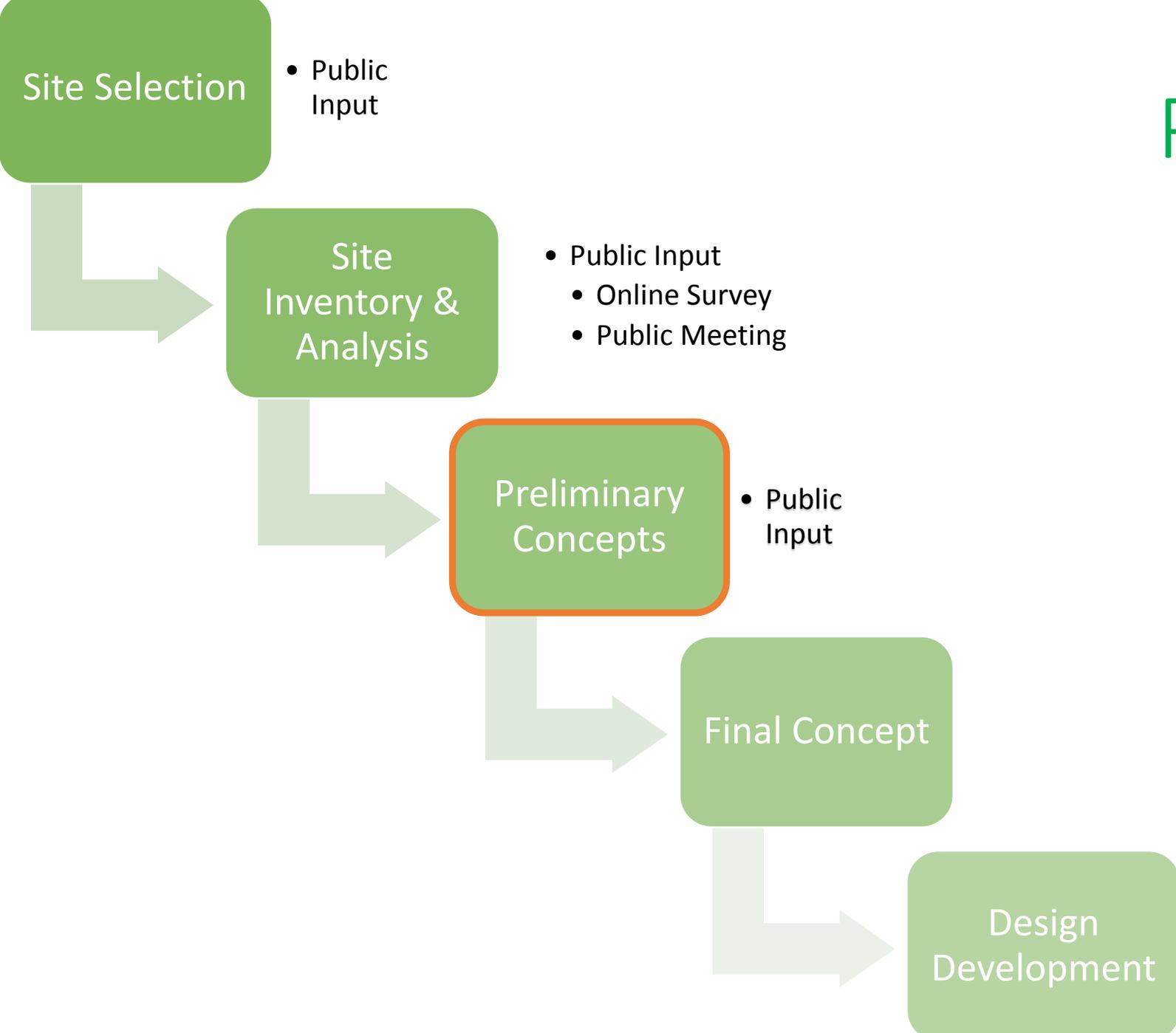
October 09, 2017



WithersRavenel
Our People. Your Success.



Project Progress



Seven Principles of Universal Design

**The Center for Universal Design (1997). [The Principles of Universal Design](#), Version 2.0. Raleigh, NC: North Carolina State University*

Principle*	The Design	Examples for Play Spaces
Equitable Use	Is useful and marketable to people with diverse abilities	Motion-operated automatic doors
Flexibility in Use	Accommodates a wide range of individual preferences and abilities	Equipment, benches, chairs, etc. of different heights and sizes
Simple and Intuitive Use	Easy to understand, regardless of users experience, knowledge, language skills, or current concentration level	Simple signage easy for all people to interpret
Perceptible Information	Communicates necessary information effectively to the user, regardless of ambient conditions or the user's sensory abilities	Wall, floor, and sidewalk art communicates location
Tolerance for Error	Minimizes hazards and the adverse consequences of accidental or unintended actions	Paint splatters on the art room wall allows for children's mistakes
Low Physical Effort	Used effectively and comfortably with a minimum of fatigue	Seamless transition in flooring and playground surfacing
Size and Space for Approach and Use	Provides appropriate size and space for approach, reach, manipulation, and use regardless of users body size, posture, or mobility	Extra-wide doorways and entries to equipment

Inclusive Design (Universal Design/ Accessible Design)

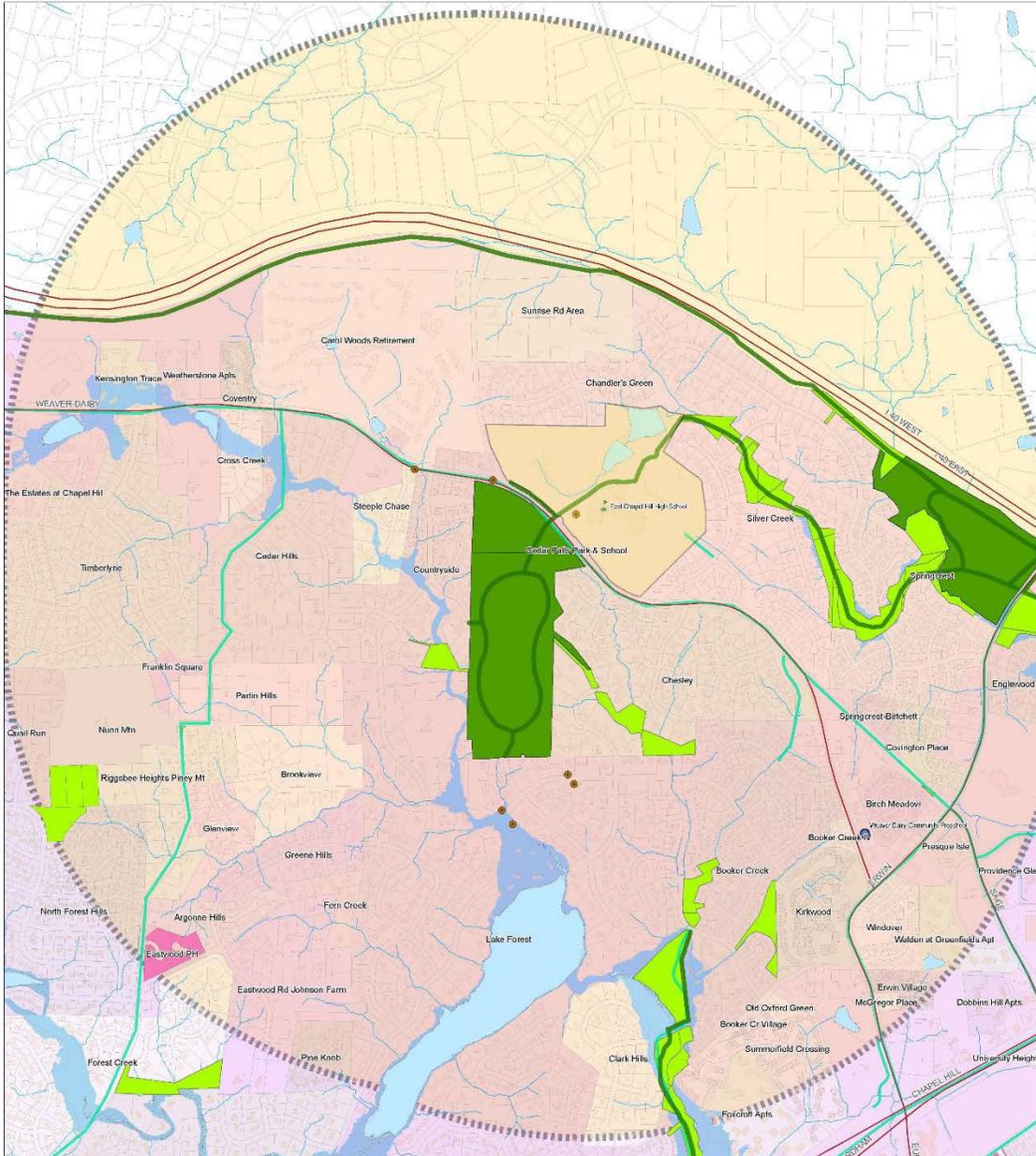
Accessible Design: The Americans with Disabilities Act (ADA) + Accessibility Guidelines for Outdoor Play Area

Universal Design: Design of accessible products usable by wide range of users.

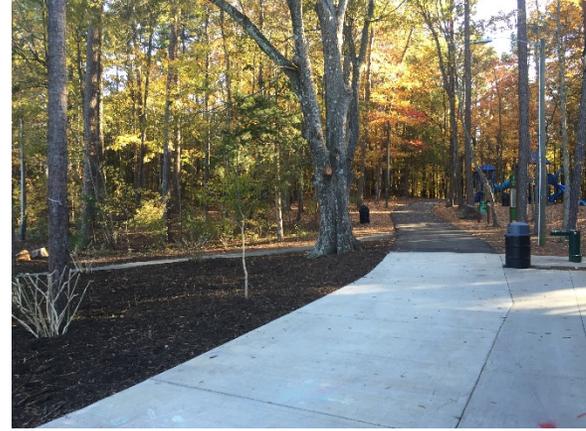
Inclusive Design: Diversity with respect to ability, language, culture, gender, age and other forms of human difference

Cedar Falls Park

- 66.26 Acres
- Existing amenities:
Restrooms, Parking
- Existing vegetation
- Accessibility-Transportation
- Challenging topography- some ramps, walls, terraces
- Limited future expansion due to topography
- Development Costs



Cedar Falls Park



Q4 What playground features are most important for you and your children?

Answered: 57 Skipped: 1



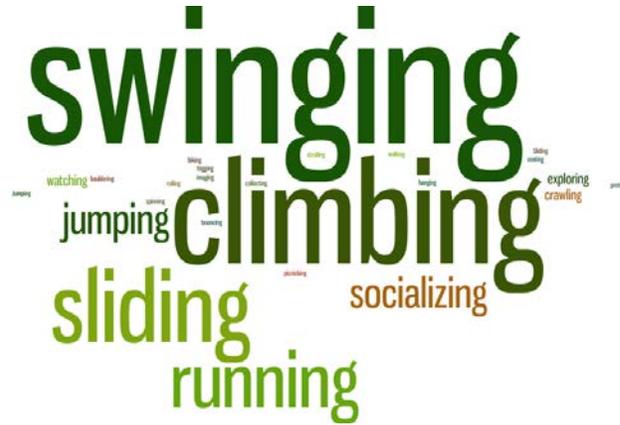
3. SWINGS

2. PHYSICAL ACTIVITY

1. SHADE

Community Survey Findings

Kids' Favorite Activities



Parental Preferences:

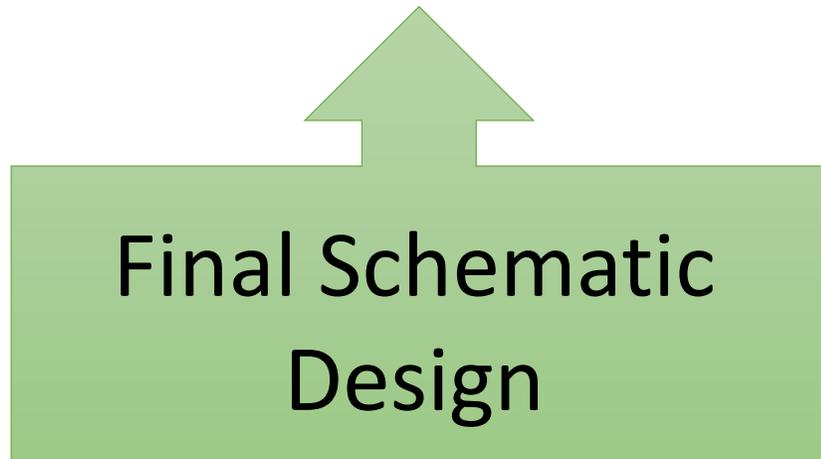
- Range of special needs
- Shade
- Choice of play equipment
- Special features
- Nature Play
- Water element

For parents, grandparents, & caregivers:

- Shade
- Seating
- Restrooms

3 Preliminary Concepts

- Concept # 1: Compact Traditional
- Concept # 2: Ram's Horns
- Concept # 3: Tucked in the Woods



Design Elements

- Open space with defined boundary (fence)
- Full Body Movement (passive -swing and interactive -climbing)
- Socially inclusive play structures
- Pathways
- Nature
- Loose Parts
- Prospect & Refuge
- Pressure Sensory Areas (roller slide)
- Colors (combination of muted + bright)
- Sensory elements- plants, mazes, patterns

Concept # 1: Compact Traditional

- Smallest footprint
- One main entrance and one maintenance vehicular entrance
- Two age appropriate active play areas
- Swings area
- Nature Play
- Imagination Play at Johnson House
- Tree top walk
- Large Picnic shelter
- Refuge- sand play, sensory plantings, music
- Water element- splash pad, dry creek bed



Concept # 1: Compact Traditional



Concept # 2: Ram's Horns

- Medium size footprint
- Two main entrances and one maintenance vehicular entrance
- Accessible strolling path
- Boulders stairs
- Age appropriate play along winding path
- Public Art opportunity as focal point
- Additional thematic play structures
- Structured water element
- Willow sculptures
- Swings area
- Picnic Shelter at Johnson House



Concept # 2: Ram's Horns



Concept # 3: Tucked in the woods

- Largest footprint- minimum impact on existing vegetation
- Two main entrances and one maintenance vehicular entrance (to be routed with tennis courts project)
- Accessible boardwalk
- Boulders stairs
- Age appropriate 'Play Rooms'
- Public Art opportunity as focal point
- Refuge areas- sand play, music, cozy corner
- Tree top walk
- Topography adventure play
- Picnic Shelter
- Undisturbed Johnson House footprint



Concept # 3: Tucked in the woods



Examples of Inclusive Settings



Examples of Water Play



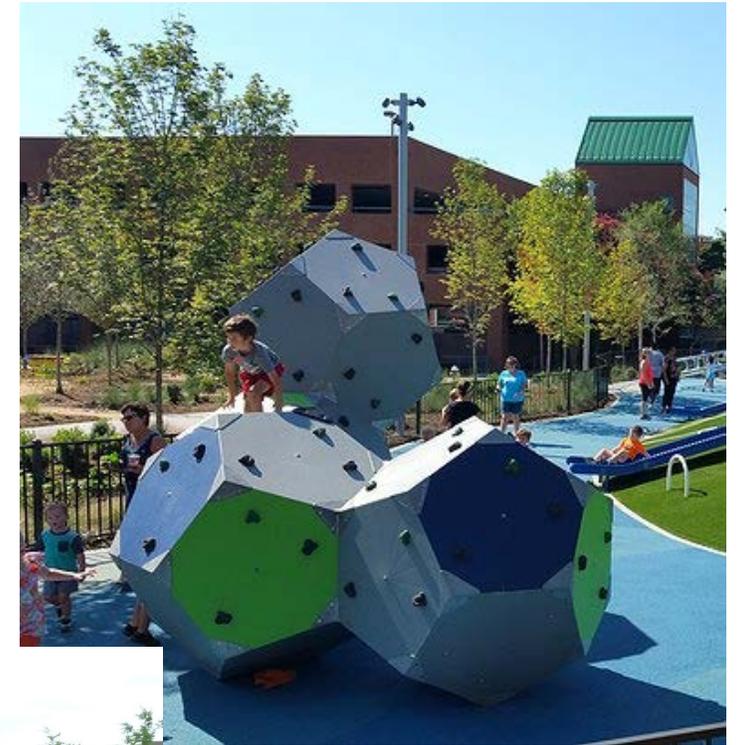
Examples of Play Structures: 2-5 Years Olds



Boulder Play



Examples of Play Structures: 5-12 Years Olds



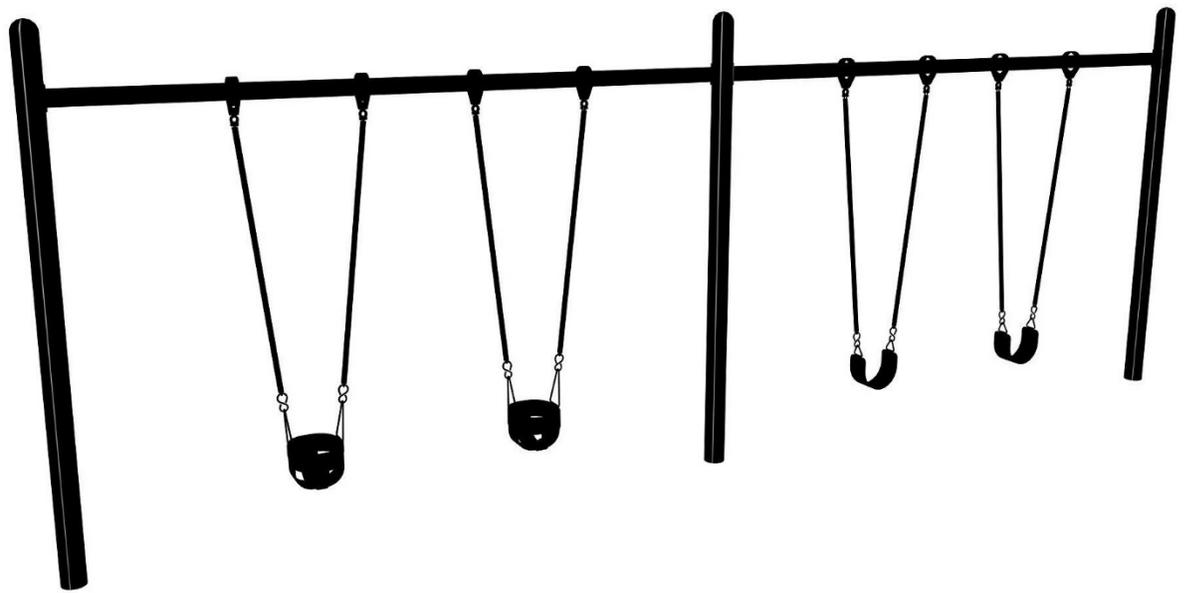
Zip Line



Music Play



Swing & Spin Area



Cozy Corner



Embankment Play



Interactive Public Art Settings





Thank You!

