

## Community Meeting #2 Meeting Minutes

Date: March 13<sup>th</sup>, 2018

Location: Stedman Elementary School



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These meeting minutes summarize the community meeting held on March 13<sup>th</sup>, 2018 with the Greater Park Hill community.

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### Welcome and Introductions

- Steve Charbonneau welcomed the community on behalf of Denver Parks and Recreation (DPR) and reiterated the purpose of this process.
  - The purpose of the second meeting is to discuss programming elements, the purpose of the April 3<sup>rd</sup> meeting is to share concepts and the purpose of the April 17<sup>th</sup> meeting is to share the preferred concept and discuss locations.
  - Based on feedback received at the February 22<sup>nd</sup> meeting and the report that the Greater Park Hill Community put together, the project team has synthesized the main ideas and identified overlap that will inform the process moving forward.

### Collective Vision Development

- Jesse Clark, a principal at Stream Landscape Architecture and Planning, highlighted ideas captured in the Greater Park Hill Community report and at the first meeting. Reoccurring themes include:
  - Inviting space that is welcoming to all residents.
  - Quiet and active (multigenerational play) spaces
  - Meeting/gathering/event spaces
  - Seating
- The overlapping ideas can be categorized as:
  - Playful activity
  - Gathering
  - Aesthetic
  - Interpretive/cultural elements
- Community members participated in two activities:
  - Activity 1 – Dots were used to indicate preferences for program elements.

- Activity 2 – Participants divided into small group and discussed what types of elements they wanted to see in the park. Relationships between elements and the potential for overlap/multi-use features.
- Participants were invited to share the “big ideas” discussed in their groups. These ideas are summarized below.
  - Design could blend different elements together for multiple uses – gathering space could also be play space. A water feature may be a play element to one person and provide white noise to another person.
  - A sculptural element could be interactive/play and serve as art/iconic image of park.
  - Park design should not repeat amenities that are close by in the neighborhood. Park should provide unique amenity/setting.
  - Park should include green space and not only hardscape.
  - Art piece could represent neighborhood/history.
  - Programming/park features shouldn't overwhelm the space.
  - A buffer zone between adjacent development is desired.
  - Opportunities to gather are important.
  - Nature play or some other type of immersive/interactive play is desirable.
  - Park should be accessible to everyone.
  - Access to alleyway should be explored. It should be controlled to keep people from running into alley but provide another entrance for community/option to retrieve a ball that may go over fence.
  - Park should be safe.
  - Hopscotch and marbles!

### **Closing/Next Steps**

For the next meeting, the project team will develop concepts that reflect community desires. Meeting participants were asked to help DPR to get the word out to their community for the next meeting. Participants provided contact information to receive additional flyers and will be able to pick flyers up at the Great Park Hill office.