

SCHOONER COVE
NEIGHBOURHOOD PLANNING PROCESS

DESIGN WORKSHOP #1
OCTOBER 18TH, 2008



EKISTICS arrisARCHITECTURE

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Public Design Workshop: *Schooner Cove*

Saturday October 18th, 2008

9:30 – 4:00 in the Anchor Room

The first workshop for Schooner Cove introduced participants to a comprehensive yet condensed exploration of placemaking for a waterfront village at Schooner Cove. Discussions explored community values, identified key elements to consider in the planning concepts, covered a basic understanding of the physical constraints of the Schooner Cove Lands, and considered how to “make it fit”.

Similar to the workshop for the Lakes District, the workshop was quite long (lasting until just after 4pm), but well attended and full of engaging discussion.

This booklet provides a brief summary of the event, with snapshots of the products generated by participants during the various exercises undertaken throughout the day.

MORNING SESSION

- **Introductions**

The workshop began with an overview of the day's events and an opportunity for each of the workshop participants and project team members to introduce themselves and provide background as to individual interests in the planning & design for Schooner Cove. A brief review of guiding policies from the Regional District of Nanaimo clarified Schooner Cove's role with respect to designated urban growth areas & regional sustainability targets before beginning the first exercise of the day.

- **Schooner Cove “Look & Feel”:** *Visual Preference Exercise*

(see the results on page 3)

Participants were provided coloured dots (green = good, red = not so good) to identify precedent images they preferred and those they did not, with respect to future form and character imagined for Schooner Cove. A large scale model of the Schooner Cove area (and surrounding residential hillsides) was on display to aid participants throughout the day in considering physical relationships and various issues of height & scale.

Over the course of fifteen minutes, more than 1,200 ‘votes’ were cast for “the good, the bad and the ugly” example images. In some instances, comments were also recorded to further explain individual preferences... but for the most part, patterns emerged as participants placed their dots, chatted and moved about.

Clarifying Community Values & Defining Program: *World Café Exercise*

(see the results on page 13)

The World Café exercise continued the recording of preferences/ideas in a more specifically articulated way, exploring issues and topics related to Residential Housing Choice & Character; Streets, Sidewalks, Trails & Transit; Neighbourhood Shops & Village Amenities; Plazas, and Park Spaces & the Waterfront Experience. The “Vagabond” table recorded additional topic areas related to many of those already mentioned and often focused on larger issues of development servicing, alternative technologies and innovation.

Facilitators presented the collective brainstorm maps (the annotated table tops) from each group discussion, revealing a comprehensive exploration of themes as well as an emerging consistency among key ideas.

AFTERNOON SESSION

- **Exploration & Conceptual Design: *Community Mapping Exercise***

(see the results on page 19)

The afternoon session began with an overview of the site analysis of Schooner Cove completed to date, including basic bio-physical constraints, as well as identifying attributes which support neighbourhood design and placemaking.

The design exploration divided participants into four groups in order to further apply the morning exercises to an exploration of site planning. Each group considered a siteplan for Schooner Cove based on the themes of the morning exercises. The two-hour exercise concluded with a series of concepts articulated in drawings, photographs and annotations. Short presentations followed in which highlights of each of the plans were discussed and compared with other concepts presented.

- **Workshop Wrap-Up**

A final discussion focused on next steps in the process, including the neighbourhood plan process, public consultation, as well as commitment of the Fairwinds’ ownership to realize the eventual plan. The floor was opened to general comment and Q&A from participants and the workshop was adjourned at approximately 4:00 pm.

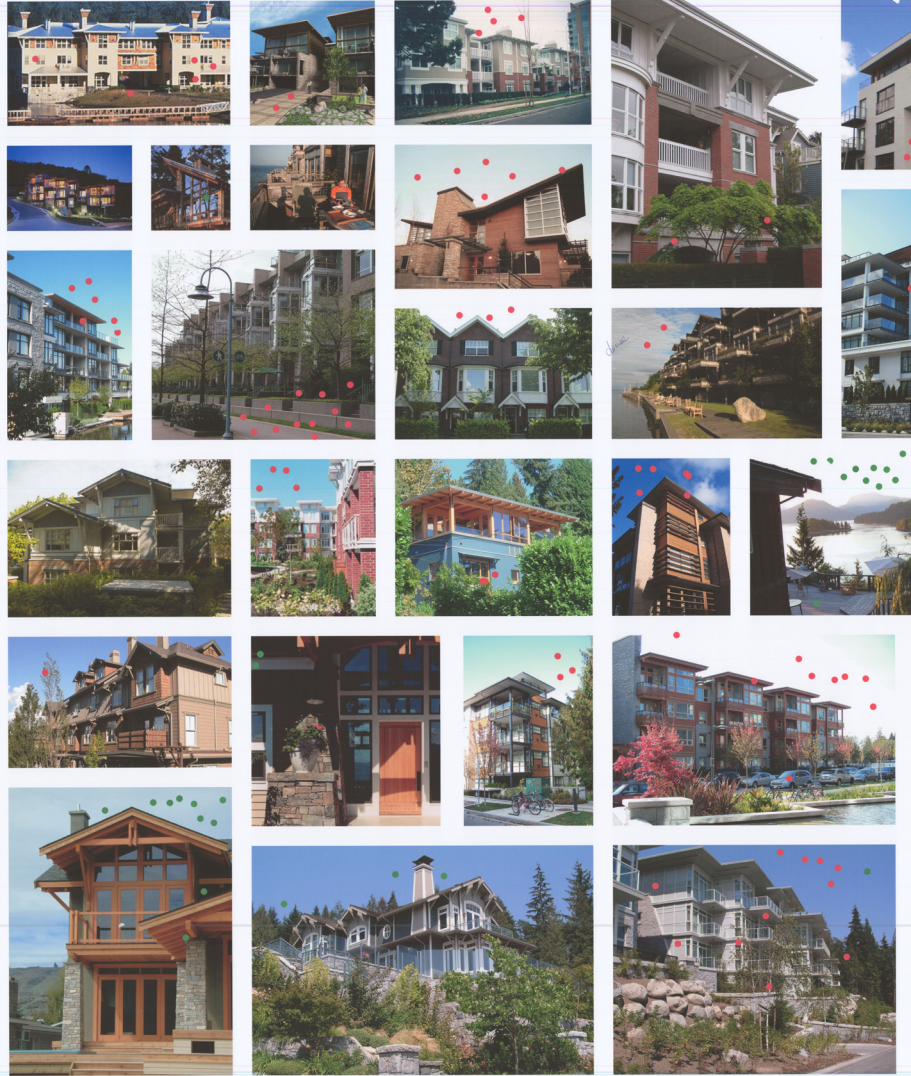
SCHOONER COVE “LOOK & FEEL”

Visual Preference Exercise

The following section summarizes observations from the morning session’s Visual Preference Exercise. Participants were provided with two sets of coloured dots to place on the images to indicate their preferences: green dots for most-preferred examples and red dots for least-preferred examples. More than 1,200 dots (votes) were cast over a period of 20 minutes. Here, the individual photo sheets are scanned to record the patterning of preferences and emerging themes are explored and noted accordingly.

RESIDENTIAL HOUSING CHOICE & CHARACTER

FAIRWINDS



RESIDENTIAL HOUSING CHOICE & CHARACTER

SCHOONER COVE

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The *integration of housing* into the surrounding landscape emerged clearly as a preferred characteristic of housing types at Schooner Cove - in particular, housing which *preserves views* and *natural vistas*, and makes use of *native building materials*. While some *multi-family* and other *compact forms* of housing are acknowledged to be desirable at Schooner Cove, it is clear that people are concerned with *building height* and *neighbourhood character* where apartment housing is involved.

PLAZAS, PARK SPACES & THE WATERFRONT EXPERIENCE

FAIRWINDS



PLAZAS, PARK SPACES & THE WATERFRONT EXPERIENCE

SCHOONER COVE

Design Workshop #1 : October 18th, 2008



The preservation of the *natural setting* and *maritime character* of Schooner Cove received highest marks: the most-preferred images featured *wooden boardwalks*, *natural parks* and the opportunity for people to *enjoy the waterfront*. Least-preferred examples included manicured lawns, man-made water features, and concrete pavement. Both *passive* and *active activities*, including *walking*, *fishing* and *kayaking* were identified as positive activities. *Buildings and boardwalks on the waterfront* were appreciated by many, particularly when *integrated with natural features* such as rocks and native plantings.

NEIGHBOURHOOD SHOPS & VILLAGE AMENITIES

FAIRWINDS



NEIGHBOURHOOD SHOPS & VILLAGE AMENITIES

SCHOONER COVE

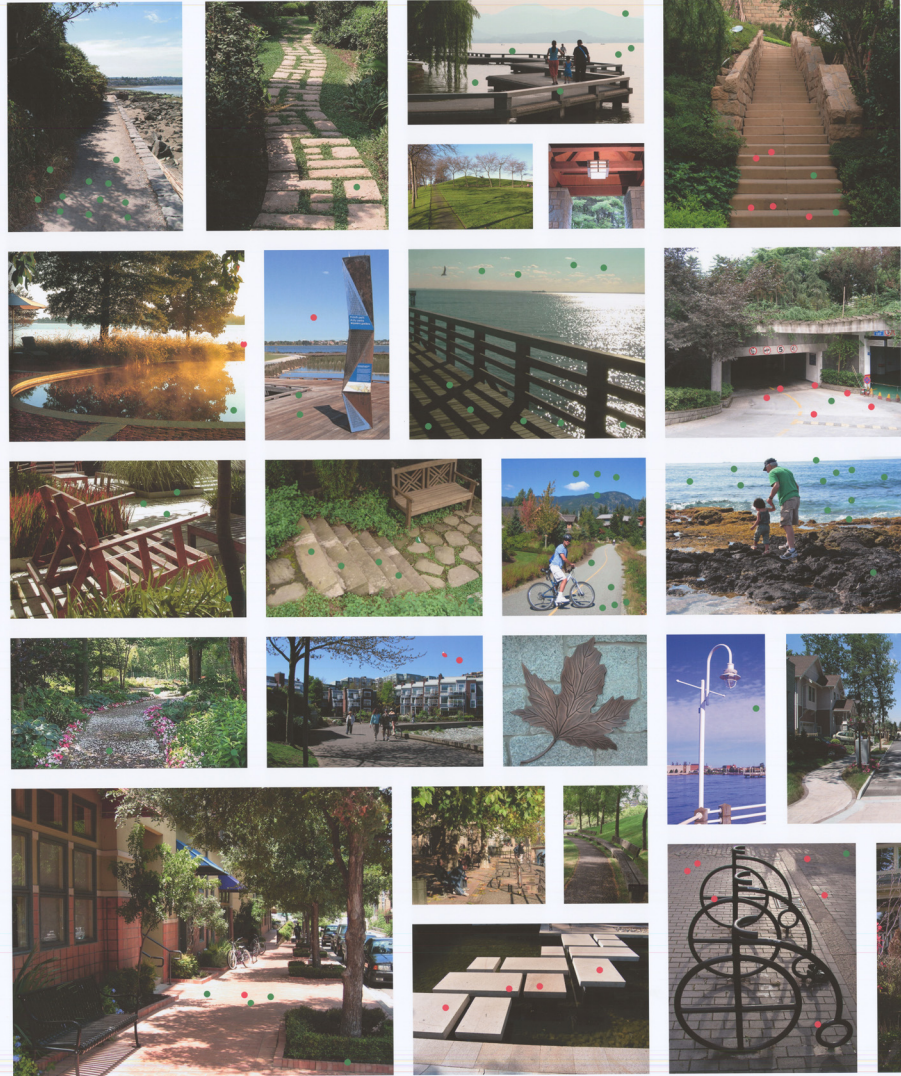
Design Workshop #1 : October 18th, 2008



The overall preference for community amenities emphasized **community gathering spaces** and for building character composed of **native materials**. Most preferred examples included a **small, local café and market**, **relaxed waterfront dining** and **natural walkways** well integrated with the small village environment. Least preferred examples were generally related to more intensive and/or “urban” land uses as well as more contemporary building forms.

STREETS, SIDEWALKS, TRAILS & TRANSIT

FAIRWINDS



STREETS, SIDEWALKS, TRAILS & TRANSIT

SCHOONER COVE

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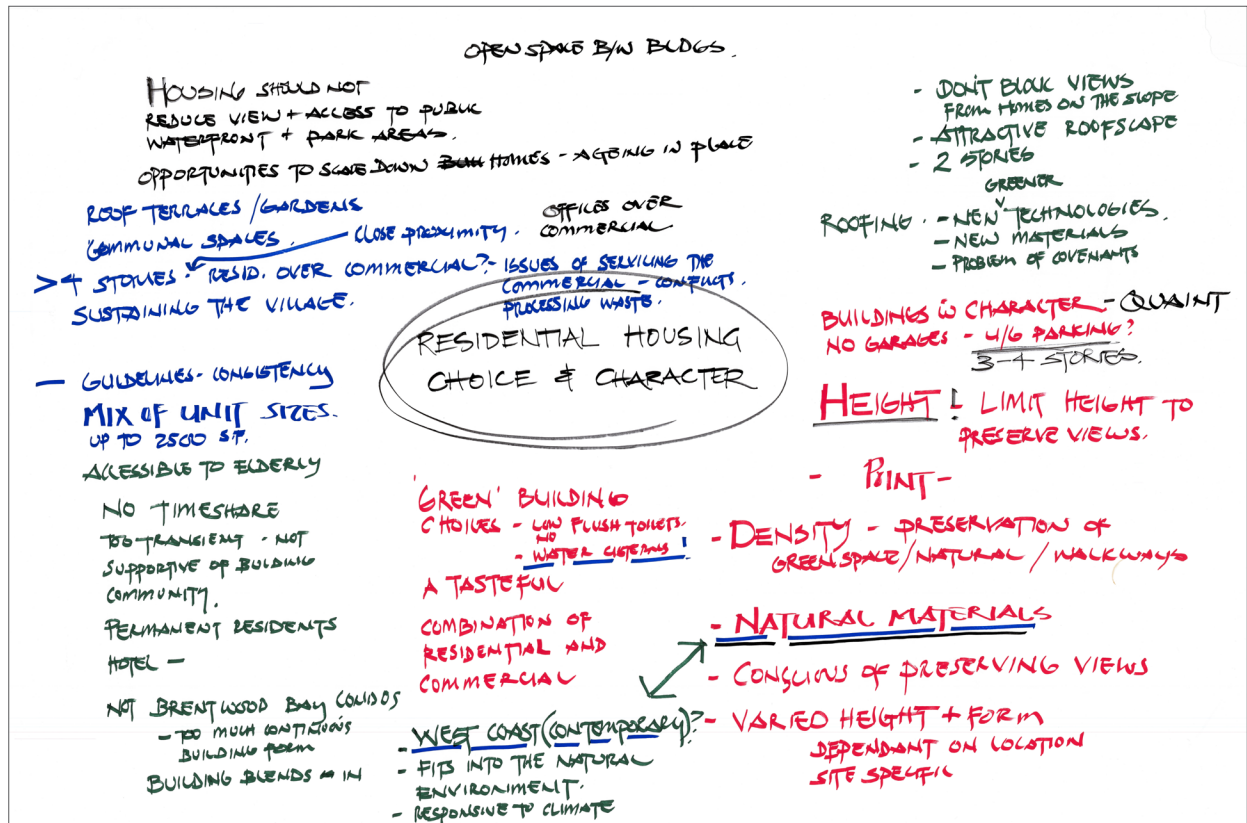


Participants generally preferred more **rural and natural** examples of streets, sidewalks, trails & transit features. Most preferred examples included **tree-lined streets, sidewalks and bike paths**, and **rustic waterfront trails and boardwalks**. Least preferred examples represented repetitive streetscapes, and large extents of hard surfaces, including asphalt paving, sidewalks and bikeways. Interestingly, the concrete seawall was identified fairly equally as both a positive and negative element.

CLARIFYING COMMUNITY VALUES & DEFINING PROGRAM

World Cafe Exercise

The following section reveals the results of the World Café exercise. Each page of conversation mapping represents a 50-minute collective brainstorm session where ideas regarding future physical form were recorded and built upon through rotating sessions of active listening and note-taking. Emerging themes help distill and articulate community values as a means to better develop site programming opportunities as part of the design process.



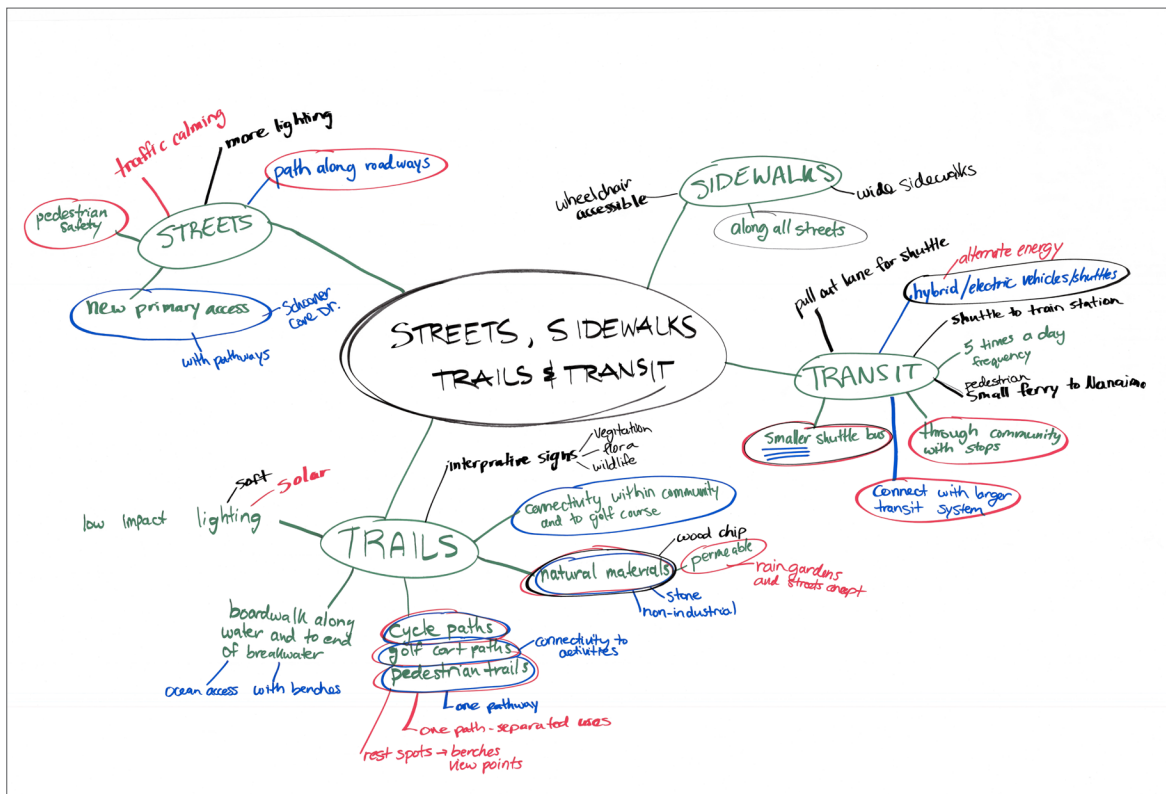
RESIDENTIAL HOUSING CHOICE & CHARACTER

Discussion at the Housing table focused on housing form, character, type, building height and density. Participants expressed interest in a mix of housing types and styles to create a diverse community of residents, including opportunities for seniors to age-in-place. Housing forms are encouraged to use natural materials, green technologies and architectural guidelines, while limiting density and building heights. Most often emphasized was that planning and construction of housing should be careful to preserve views and public access to the waterfront.



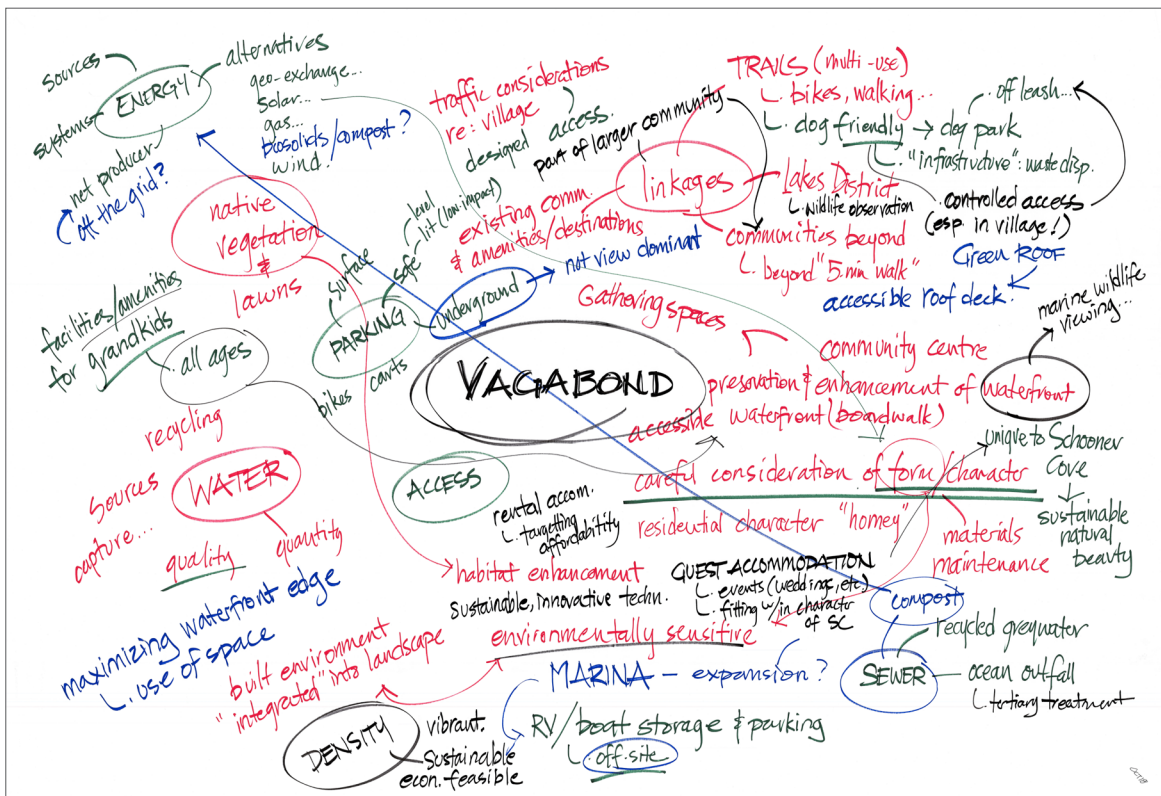
PLAZAS, PARK SPACES & THE WATERFRONT EXPERIENCE

Participants developed a wide variety of ideas for the waterfront experience at Schooner Cove. Plazas and parks were identified as important community spaces, holding opportunities for walking, community gatherings, small markets and entertainment. Whatever the form and mix of development at the waterfront, participants emphasized the desire for natural, informal and marine-oriented village character. Most agreed that a preferred waterfront experience should cater to a variety of needs within the community.



STREETS, SIDEWALKS, TRAILS & TRANSIT

Creating a safe, reliable, connected network for all modes of transportation was the emphasis of discussion surrounding mobility. Creating a trail & sidewalk network that is accessible to all and provides opportunity for pedestrian travel was a particular focus of participants. In general there was enthusiasm for an accessible, pedestrian-focused experience utilizing natural materials, interpretive signs and low impact lighting. A desire for better transit facilities with connections to larger transit systems was identified. There was also support for alternative means of transport such as car share programs and bicycling.



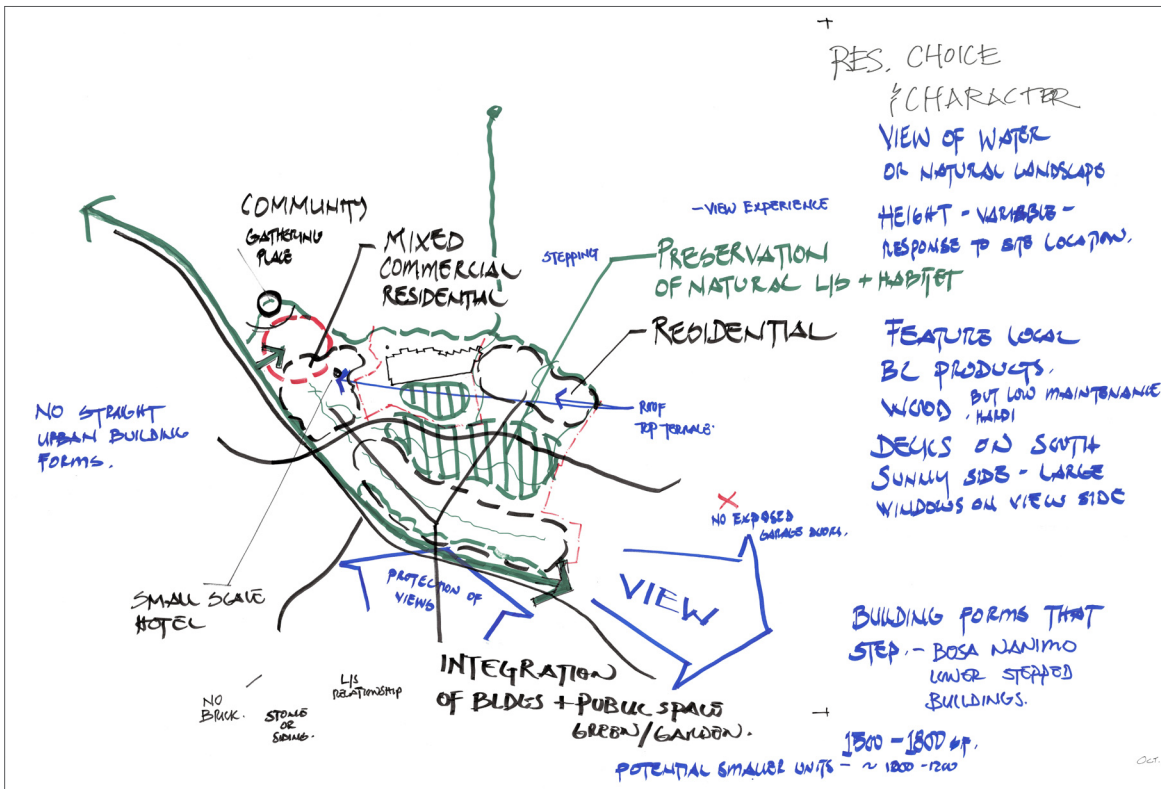
VAGABOND

The Vagabond table was a catch-all table to allow participants to voice ideas and concerns not addressed by the other tables. Many of the concepts that were voiced were transitional between topics, such as maintenance of physical form and character of both the built and natural environment; promoting sustainable initiatives; protecting and enhancing water quality; sensitively incorporating density; and working with the public to accommodate changing values and technologies.

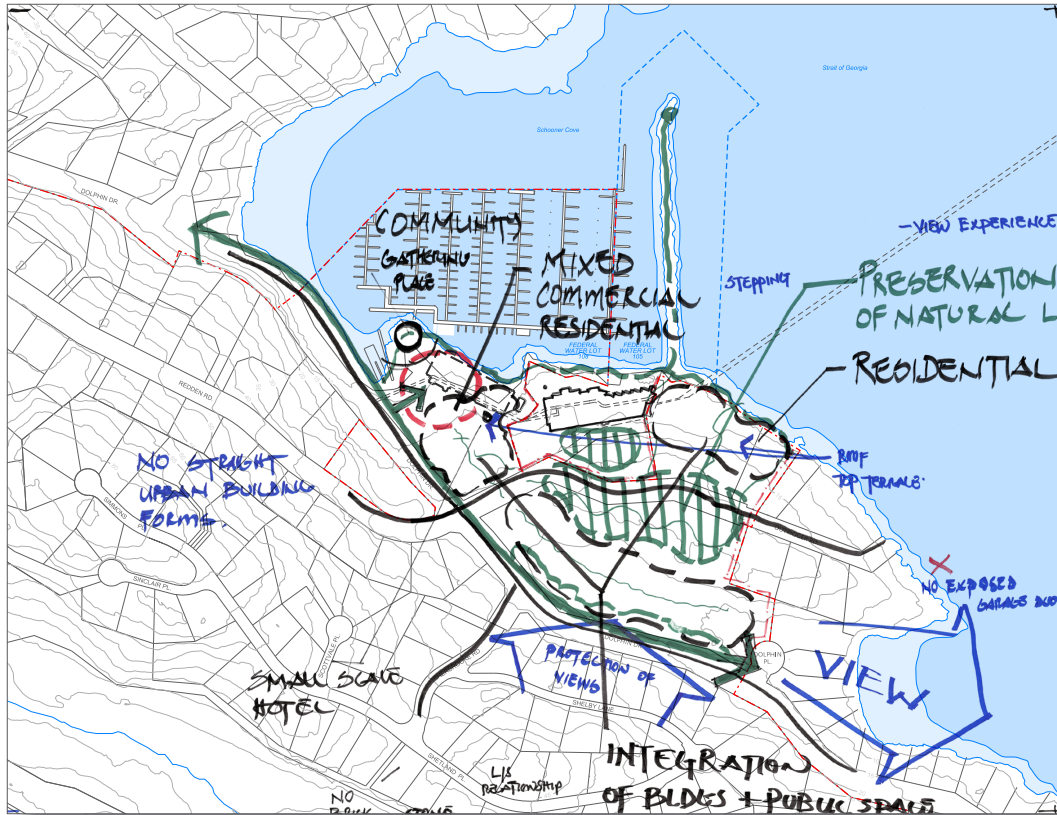
EXPLORATION & CONCEPTUAL DESIGN

Community Mapping Exercise

The following section illustrates the process and results of the “Exploring the Edges” community mapping exercise. Participants were divided into teams to develop design concepts related to the themes explored during the morning sessions. The intent of the exercise was to translate many of the ideas into basic structuring concepts. At the end of the exercise the concept plans were displayed together and short presentations highlighted the key ideas of each.



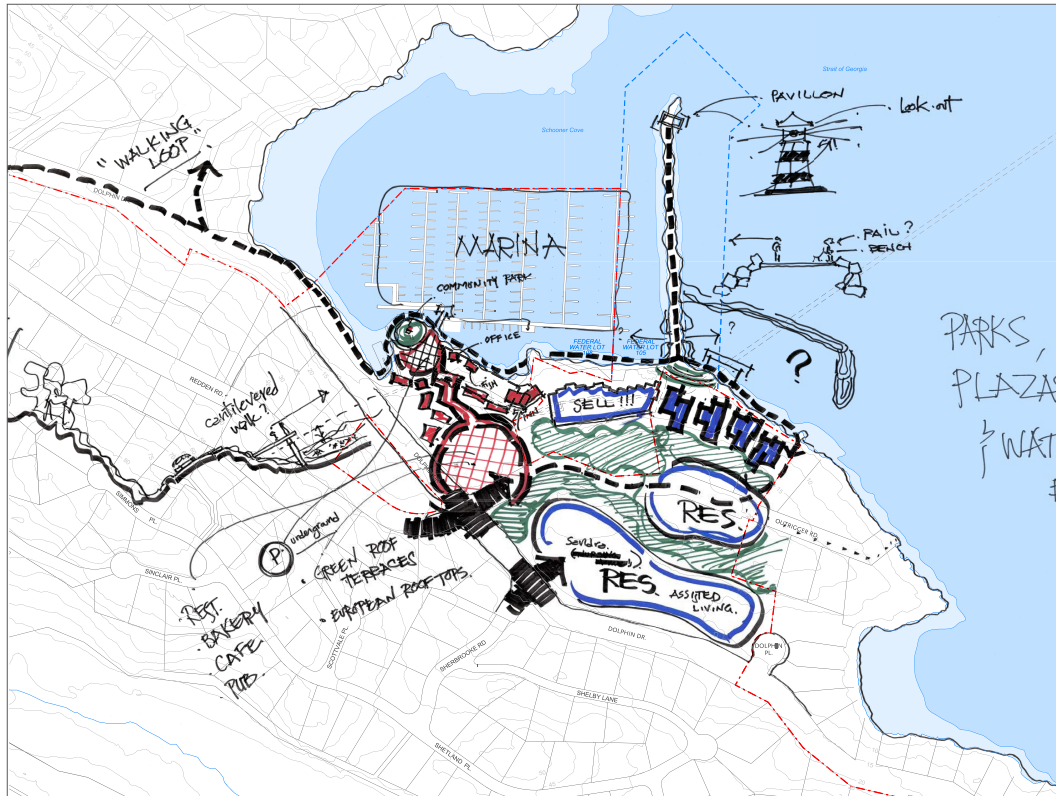
* Example images from the morning's Visual Preference Exercise were cut out and attached to some plans to exemplify preferred form and character.



RESIDENTIAL HOUSING CHOICE & CHARACTER

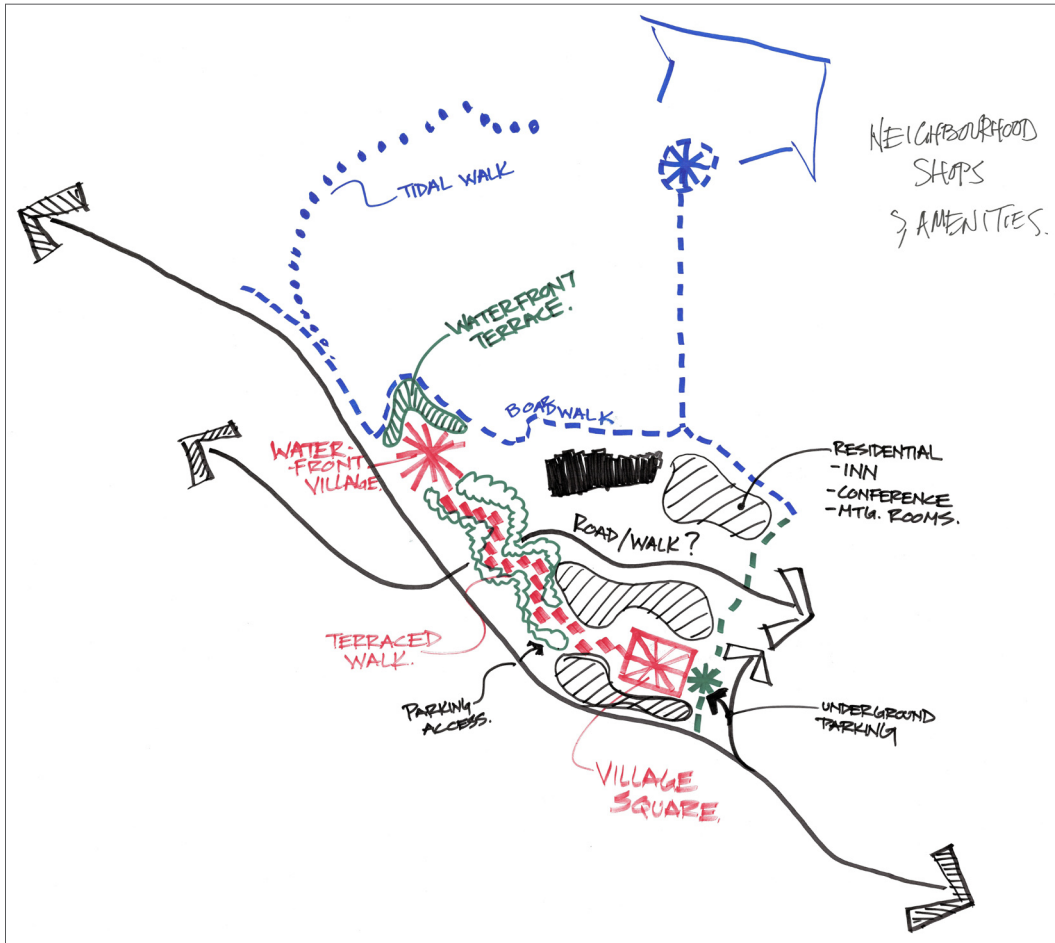
In this concept, the heart of Schooner Cove was identified at the marina's edge, with an emphasis on mixed residential and commercial uses focused on a community gathering space. Surrounding pockets of development respond to their context, maximizing views while leaving important areas of natural landscape and habitat. An integration of buildings, public spaces, natural green areas and gardens was seen to be the ideal to strive for. Building height, form and density should be variable in response to location and views, particularly the preservation of views from surrounding homes. Building forms should step, with terraces and roof top gardens, and a range of unit sizes. Discussion about materials revealed preferences for 'west coast' style, featuring local BC products that are low maintenance. Stone and wood as well as Hardi-siding were suggested. 'Urban materials' such as brick or concrete were considered inappropriate.





PLAZAS, PARK SPACES & THE WATERFRONT EXPERIENCE

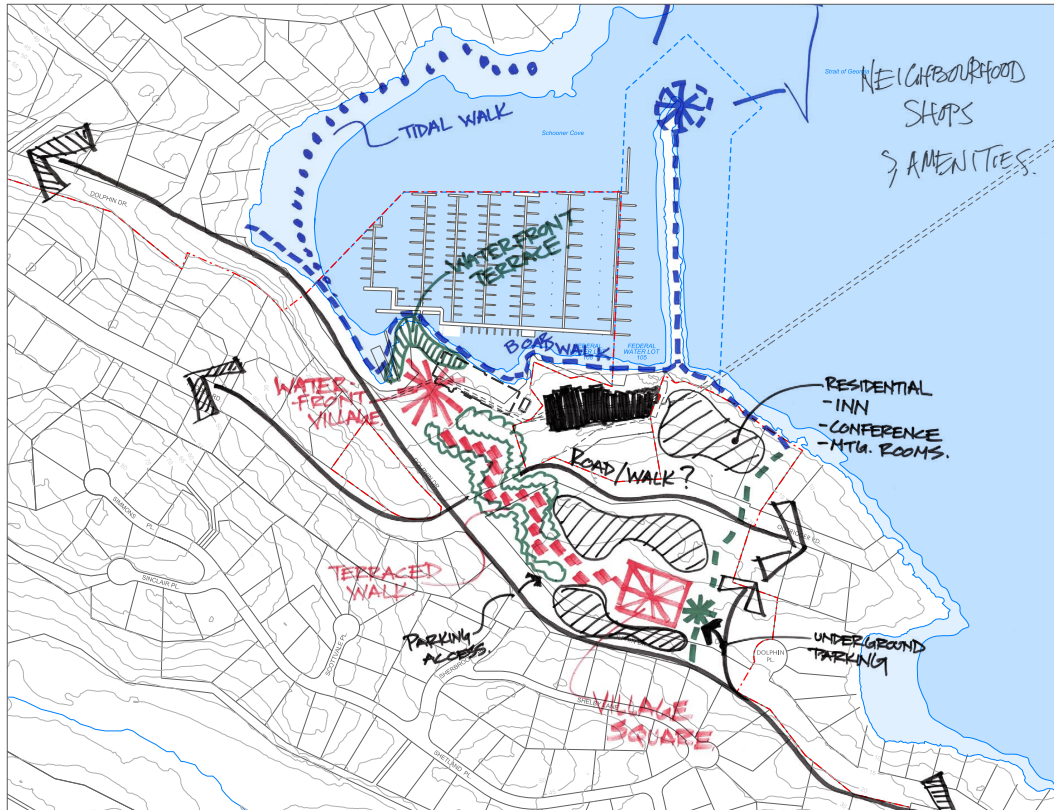
In this concept, commercial uses were focused around the current marina location, with space designed to accommodate a variety of village uses. Residential uses were placed on the uplands along Dolphin Drive including seniors/assisted living, as well as multi-family/townhomes closer to the waterfront. Park & green space was identified throughout the village, creating a natural buffer between homes and the village, as well as being a feature of the village plaza and boardwalk. The concept featured a public waterfront walk extending along Dolphin Drive, the retention of a “green” point park at the waterfront, a pedestrian loop with access to a breakwater point pavilion and discussion of an enlarged marina with a new eastern breakwater.



* Example images from the morning's Visual Preference Exercise were cut out and attached to some plans to exemplify preferred form and character.

SCHOONER COVE

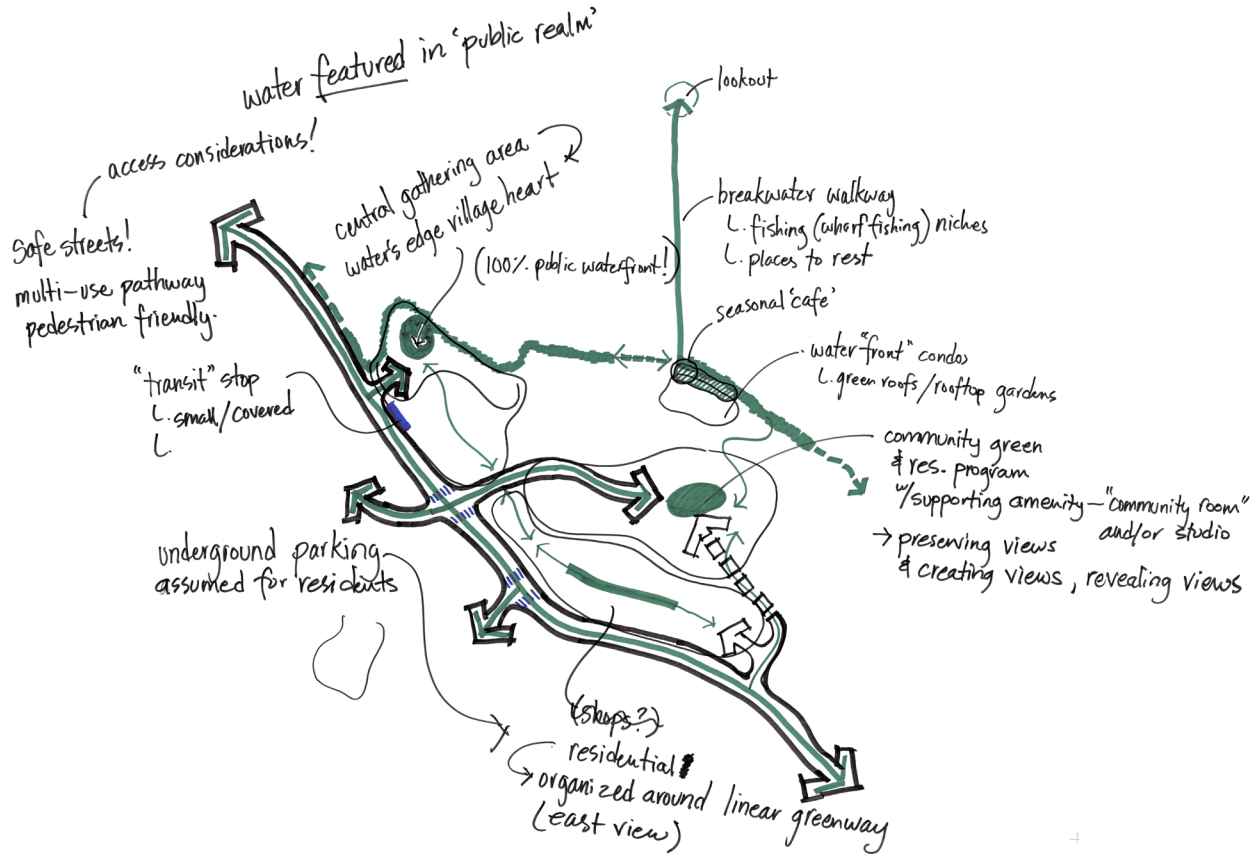
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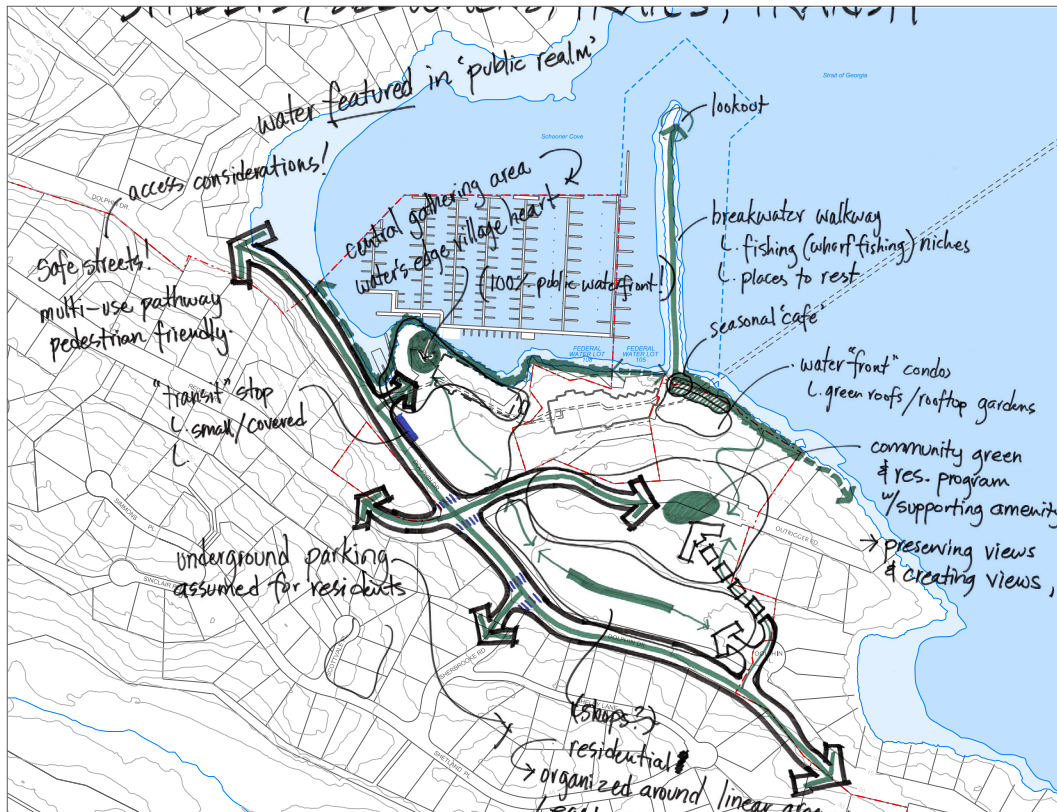


NEIGHBOURHOOD SHOPS & VILLAGE AMENITIES

This concept was defined by two primary principles. The first involved the creation of two distinct village centres, connected by a pedestrian friendly terraced walk. The first “Waterfront Village” in the northeast corner of the site takes advantage of views, vehicle access and relatively flat land. This village would act as the primary access to the marina/waters edge and would provide a space for outdoor dining and gathering. The second village, located in the inland bowl would accommodate mixed-use development with underground parking and form a pedestrian friendly “Village Square.” The second principle involved pedestrian circulation, connecting the villages to each other and the larger Fairwinds community. A trail network would link the villages to a waterfront boardwalk, the breakwater and into the interior portions of the site, providing a complete loop system. External connections were also discussed, including improvements to Dolphin Drive and a potential “tidal walk” around the northern shore of Schooner Cove.

STREETS, SIDEWALKS, TRAILS, TRANSIT





STREETS, SIDEWALKS, TRAILS & TRANSIT

The development of the above concept began with a general organization of “developable areas” based on the biophysical inventory mapping and the fundamental organizing structure of a 100% public waterfront edge, “village heart” at the waterfront and the desire to have an interconnected set of “trails” and/or pathways/sidewalks to connect all areas of the Village. Individual development areas were organized around central (public) greens and/or amenity spaces, connected by the pathway system. All residential parking was assumed to be underground and the idea of commercial spaces was primarily considered as part of the waterfront, although some discussion explored the inclusion of street-oriented commercial along the south-easternmost portion of the site, adjacent to Dolphin Drive. All streets were assumed to be safe and pedestrian-friendly.

EAR TO THE GROUND PLANNING

The Saturday session of the Schooner Cove Design Workshop was recorded in documentary video by Ear to the Ground Planning. The video record of the event will become a key feature of the larger public consultation story. For more information please contact Edward Porter, Ekistics Town Planning (porter@ekistics.ca).



Workshop participants began the day with a short introduction of the day's events before beginning the Visual Preference Exercise seen in the background of this photo. In the foreground, two participants discuss the newly unveiled Schooner Cove model.

EVENT PHOTOGRAPHS

Two participants identify positive and negative precedent images during the Visual Preference Exercise to articulate a vision for Schooner Cove based on real world examples. Positive images were marked with green dots, while negative images were marked with red dots.



Arris Architecture Principal, Ron [redacted], leads a group through the Exploration and Conceptual Design Exercise. This exercise allowed participants to experience first-hand the process and inherent challenges of multi-disciplinary design and planning.





The Exploration and Conceptual Design Exercise gave participants a chance to literally draw in their hopes and values for Schooner Cove on four Community Maps.



Ekistics Principal, Paul Fenske, leads another group through the Exploration and Conceptual Design Exercise at a different themed table.

APPENDICES

Public Design Workshop: *Schooner Cove*

Friday, October 17th and Saturday, October 18th
9:30 – 4:00 in the Anchor Room

This workshop is intended to introduce participants to a condensed yet comprehensive exploration of placemaking, including a discussion of community values, identification of key elements in the development of planning concepts, basic understanding of physical constraints and the challenge of 'making it all fit.' Please note – given the dynamic nature of the event, all associated times represent a best approximation.

Introductions: Participants & The Day's Event(s) (~30 minutes)

The workshop begins with introductions and a review of the process to date & the objectives of the day's event, including an overview of guiding Regional District of Nanaimo with respect to designated urban growth areas & sustainability targets. A general overview of the workshop agenda is reviewed to clarify expectations for the day.

'Warm-Up' Preference Exercise: Schooner Cove "Look & Feel" (~20 minutes)

Workshop participants are invited to identify preferences with respect to form & character of example/precedent images for physical design elements related to the development of Schooner Cove. Contact sheets of photos – organized thematically by element and/or context – will be displayed on the wall. Using coloured dots, participants can cast a limited number of votes for their most- and least-preferred examples. Participants are also encouraged to 'note their vote,' adding specific reasons for preferences. (Images presented within this exercise will be used to help formulate design concepts during the afternoon exercise.)

Clarifying Community Values & Defining Program (~70 minutes)

This exercise is intended to engage participants on a personal level around non-technical issue areas of "placemaking." General objectives of this hour include discussion, active listening, and recording of issues that are meaningful to individual participants. Here we ask the fundamental question: *"What makes a great waterfront village?"*

"World Café" roundtable discussions (50 min) - A brief introduction to the "World Café" exercise clarifies the roles & responsibilities of participants & facilitators. Participants visit each of the 4 or 5 topics/tables set up in the room & discuss issues related to:

- Residential Housing Choice & Character
- Streets, Sidewalks, Trails & Transit
- Neighbourhood Shops & Village Amenities
- Plazas, Park Spaces & the Waterfront Experience
- "Vagabond" – specific topic(s) to be determined...

Participants are encouraged to share any and all ideas, recommendations, concerns, etc. related to the relevant topics. Facilitators are located at each table as a means to encourage sharing of ideas & assist in the recording of stated values. A record is kept of all input on tabletops.

At the end of the allotted time (approximately 10 minutes), participants change tables to continue conversations, building upon previous group discussions.

Distillation of Key Messages (20 min) - Facilitators & participants are invited to share key findings, observations and/or conclusion from their 'tour' of the topic areas. Common themes are noted for consideration in the refinement of the afternoon workshop "rules." Participants are asked to identify any gaps in thinking and/or issues not discussed during the roundtable discussion sessions.

Lunch & Design Briefing

(~45 minutes)

During the break, workshop facilitators & participants alike will breathe deeply and re-fuel for the challenge of the afternoon design session: while the morning exercise was based on preference exercises, the afternoon design exercise will explore larger, functional systems at a landscape scale – including street & trail networks, a range of housing types, commercial services, plazas & parks, and community amenities.

Exploration & Conceptual Design

(~145 minutes)

The afternoon session will explore design concepts for Schooner Cove through a participatory role-playing exercise and design workshop. As an introduction, basic site analysis & design principles will be presented. At the end of the session, a collection of exploratory concepts will illustrate a range of options which attempt to articulate and balance values and issues communicated in the morning session.

Site Analysis & Community Design 101 (45 min) – As a means to orient participants to the physical constraints of site design, a short tutorial in site analysis will cover basic mapping literacy, concepts & principles of landscape-scale, physical planning, design & placemaking.

"Exploring the Edges" (60 min) – Participants will resume the groups from the morning discussions to begin a role-playing & design exercise. Each group will be given a set of design directives (rules) and objectives (performance criteria) to guide their individual explorations for Schooner Cove. Knowingly, each team will prepare concepts based on the prescribed emphasis within each set of directives & objectives.

Break (10 minutes) – a short break following the above exercise allows time to pin up all four concepts for discussion, reflect on larger issues covered in the course of the day & dig deep for that last bit of attention span...

Finding a Balance (30 min) – The concepts developed in the previous exercise will be considered and compared as a means to understand the range of possibilities (i.e. the “edges”) in village design. Similarities will be discussed as a means to further identify emerging themes. Drawing on the discussion from the morning sessions and the “Exploration of Edges,” areas requiring additional exploration will be identified explored as a means to best weave together considerations of community values, physical attributes and the functional systems (linkages) that create great places.

Workshop Wrap-Up

(~20 minutes)

Following a review of the day and key findings/observations (as summarized in flip charts), participants will be briefed again on next steps in the planning & design process and all participants will be given the opportunity to provide comment/feedback on the workshop.

Attendance Summary

Participants		26
Fairwinds Residents		14
Nanoose Residents (beyond Fairwinds)		8
Non-residents or unknown		4
Participant Affiliations		
Community Advisory Group		4
Fairwinds Community Association		3
Schooner Cove Yacht Club		1
NPORA Representatives		0
Nanoose Naturalists Representatives		1
Nanoose Parks & Open Spaces Committee Representative		1
Fairwinds Golf Society		1
Regional District of Nanaimo Staff		0
Regional District of Nanaimo Board Members		2

Fairwinds Staff and Consultants			11
Russell Tibbles	Bentall	VP, Development and Operations	
Dave Scott	Fairwinds	Development Manager	
Greg Dunn	Fairwinds	Marina Manager	
Paul Fenske	EKISTICS	Principal	
Edward Porter	EKISTICS	Project Manager	
Ron Baerg	Arris Architecture	Principal	
Mark Blackwood	Arris Architecture	Principal	
Chuck Brook	Brook + Associates	Principal	
Sasha Lauzon	Brook + Associates	Planner	
Veronique Turner	Brook + Associates	Planning Assistant	
Jonathan Franz	Ear to the Ground Planning	Principal	

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