



ALDINGA SKATEPARK

DRAFT DESIGN REPORT

CITY OF ONKAPARINGA

FEBRUARY 2024

CONVIC

PREPARED BY

CONVIC

FOR



QUALITY INFORMATION

PROJECT NAME ALDINGA SKATEPARK
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ACKNOWLEDGEMENTS

CONVIC Pty Ltd. Acknowledge the contributions of all those who participated in the consultation of the Aldinga Skatepark, including the City of Onkaparinga staff and residents, community groups and other stakeholders who responded to the various opportunities for input and/or who provided advice and information where required.

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REVISION HISTORY

REVISION	REVISION DATE	DETAILS	AUTHORISED	
			NAME / POSITION	SIGNATURE
A	09.02.2024	Draft Concept Design	BRYCE HINTON / DESIGN MANAGER	
B	27.02.2024	Draft Concept Design	BRYCE HINTON / DESIGN MANAGER	

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UNDERSTANDING SITE CONTEXT

The City of Onkaparinga are proposing a major upgrade to Aldinga Sports Park. Along with upgrades and extensions to existing recreation infrastructure a new skatepark and youth hub will be created.

The site is in close proximity to Payinthe College and residential areas. Main South Road is located to the East of the site with open space to all other edges.

The site is currently relatively flat and barren with a central vegetation line of mature trees and shrubs posing both opportunities and constraints within the broader park development.



MASTERPLAN

The precinct masterplan developed by Inside Edge, JPE and the City of Onkaparinga will be a significant recreation space for Aldinga and broader community. Facilities to compliment the skatepark include sports courts, spectator seating, picnic area, flexible open space and regional playground.

City of Onkaparinga have a number of project objectives that have been identified early within the project design phases that include:

- Satellite skate facility with the ability to host events, competitions or demonstrations.
- Lighting for night time use.
- Incorporate CPTED principles.
- Provide a safe and challenging facility for users of all ages and of a beginner to intermediate level.
- Consider integration with adjacent facilities including car parking, future toilet and future regional play space.

ALDINGA SPORTS PARK MASTER PLAN

MASTER PLAN LAYOUT



City of Onkaparinga Masterplan.

EXISTING SKATE CONTEXT

While many skate facilities have a number of similar features, due to their diversity of use it is important to undertake a study of parks within a close proximity of the proposed facility. This helps develop the typology of the proposed facility while identifying possible gaps in provision within the local skatepark network.

Within recent years South Australia has undergone a boom in delivering spaces tailored for alternative recreation including skateboarding, BMX, roller blading and scootering. An investigation of nearby facilities has shown a mix of both older and contemporary skateparks. Although some nearby parks show signs of wear, they all offer a variety of riding experiences.

In order to compliment this network, Aldinga Skatepark should look to accommodate a new and contemporary skatepark style. Avoiding duplication of nearby provision, Aldinga should develop as a point of difference facility which will offer local riders from Aldinga and the wider region a unique experience and attract end users.



01 Aldinga



02 McLaren Vale



03 Sellicks Beach



04 Seaford



05 Willunga



06 Flagstaff Hill



07 Oaklands Reserve



08 Hallet Cove



09 Christies Downs

APPROACH

The consultation process is an integral component to the development of youth spaces and skate facilities. In order to ensure the success and longevity of these key community assets it is critical to engage with the future users of the space.

The consultation comprised of a community workshop event taking place after school hours at the Payinthe College. The workshop attracted community members with a vested interest in the project; including skatepark users, stakeholders and local residents. Precedent imagery of contemporary facilities were on display where attendees were encouraged to share ideas in an open discussion with Council and CONVIC project staff.

In addition to the face to face workshop an online survey was undertaken. This was done to provide opportunity to capture a wider catchment of possible end users. The online survey was open for 2 weeks and received 124 responses.

THE CONSULTATION WORKSHOP AIMED TO :

- Engage with community members and key stakeholders before the design of the facility;
- Inform participants about the project's time line;
- View previous exemplar designs to inform and inspire the participants;
- Gather user information and build user profiles;
- Discuss user requirements to aid the future design;
- Highlight other facilities in the area to indicate the vision for the new facility and avoid double ups
- Have community and users take ownership of the consultation process outcomes;

HAVE YOUR SAY!

NEW ALDINGA SKATEPARK

We need your help to design the **NEW ALDINGA SKATEPARK!**
Come along to the pre-design workshops listed below and let us know your thoughts on what you want to see in the new space!

HOW CAN I GET INVOLVED?

DESIGN WORKSHOPS: Tuesday 5th December Aldinga Payinthe College 150 Quinliven Road Aldinga SA 5173 Workshop 1: 3.30pm - 5.30pm Workshop 2: 6.30pm - 8.30pm	ONLINE FEEDBACK: If you cant make it to one of the in person workshops, an online survey will be open from: Tuesday 5th December - Wednesday 20th December
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Come along and get involved to help shape the future of this exciting new community space!!

FOR ALL ENQUIRIES PLEASE
CONTACT CITY OF ONKAPARINGA:
P: (08) 8384 0666

onkaparingacity.com/yoursay





Consultation flyer created and distributed on various platforms by CONVIC and City of Onkaparinga.

PROMOTIONAL SCOPE

The consultation aims to increase the community awareness of the proposed Aldinga Skatepark development and to do so in an open, public and transparent process. Promotional tools to encourage involvement and comments included physical and online advertising targeting skatepark users, youth groups and local residents.

DATA HANDLING AND ANALYSIS

The data handling and analysis has been carried out by CONVIC. The workshops were designed to increase inclusiveness and generate data for analysis into themes and direct design response.

All responses are treated in confidence, to ensure the anonymity of respondents. In line with our privacy policy, no identifying information is included with any responses for this report.

REPRESENTATION

The views collected in this report are not statistically validated, however they represent the views of user groups and community members. Themes presented in this report are derived from workshop contributions.

METHODOLOGY

Workshop sessions build a sense of community and are a useful tool to seek the opinions of a community group, allowing many differing contributions. Unlike a survey, they enable the discussion of complex issues and any possible underlying concerns.

The workshops was semi-structured to allow the process to unfold freely and invite users to make suggestions and comments towards a common and collective design vision.

PRESENTATION (INFORM AND INSPIRE)

- Present the project parameters, including project brief, site opportunities and constraints and project overview. This informs residents and stakeholders of what is included in the project.
- View and assess existing skate parks in the municipality so as not to replicate existing facilities and to create a site responsive and unique space.
- Present a selection of 'things to consider' in order to inspire and inform the potential options and capabilities that are possible within in the youth facility.
- Illustrate the nature of contemporary skate parks with a variety of integrated, broader community usage options. To show not just skater only facilities, but to include a variety of elements such as, social gathering spaces, sculptural elements and other additional recreational opportunities, as well as illustrating the potential for activation and other community events.

QUESTIONNAIRE (DEVELOPING USER PROFILES)

- Develop an understanding of the participants demographic.
- Understand user skill level, facility type and frequency of usage.
- Understand local park usage and user location preferences to understand user needs and requirements based on their current habits.
- Collate feedback analysis into representative outcomes.

PICTURE VOTING (GATHER IDEAS)

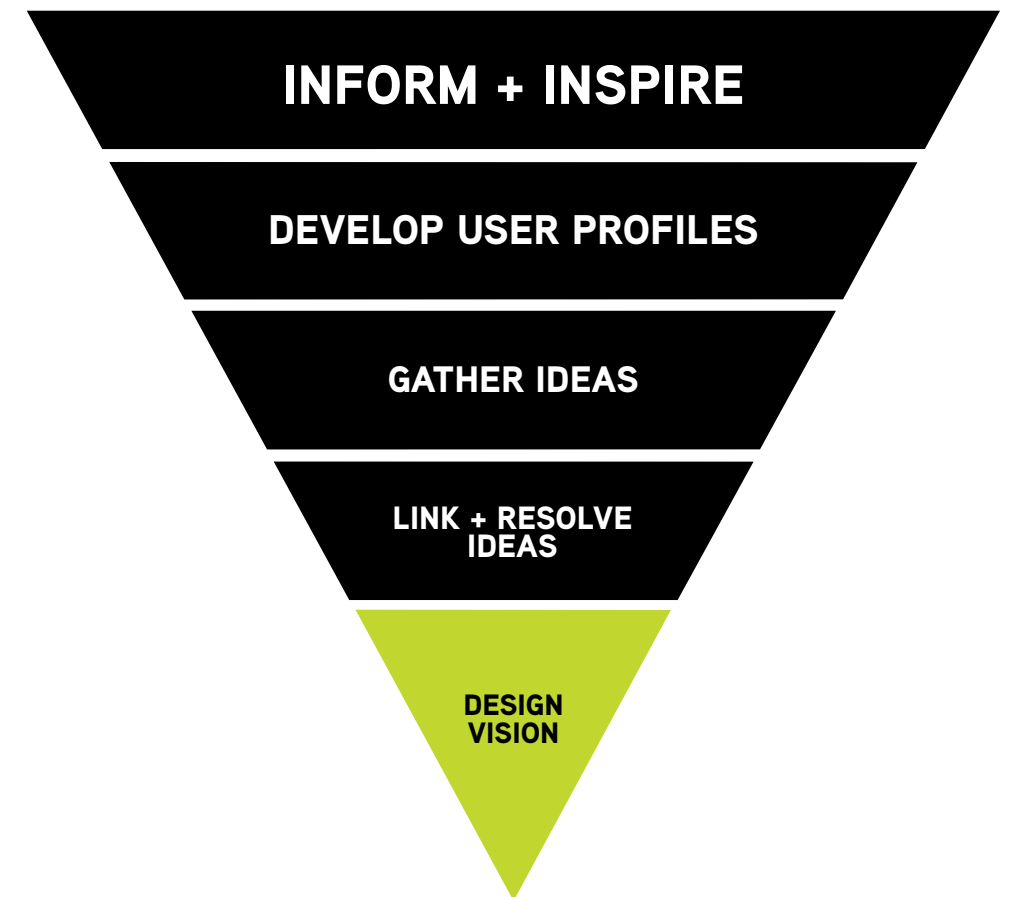
- Starts the process of decision making and illustrates individual preferences and "wants".

DESIGN WORKSHOP (LINK AND RESOLVE IDEAS)

- Collaboratively explore and resolve individual ideas through group discussion and creativity, resulting in collective group theme, by developing spatially located design responses.
- Workshop participation and presenting the results to an open forum and wider group discussion.

Utilising this workshop method ensures the evolution of a highly resolved and informed design outcome that is unique to the community. The consultation process encourages the local community to take an active role upon completion of the built outcome to become guardians of the space and most importantly activate the facility.

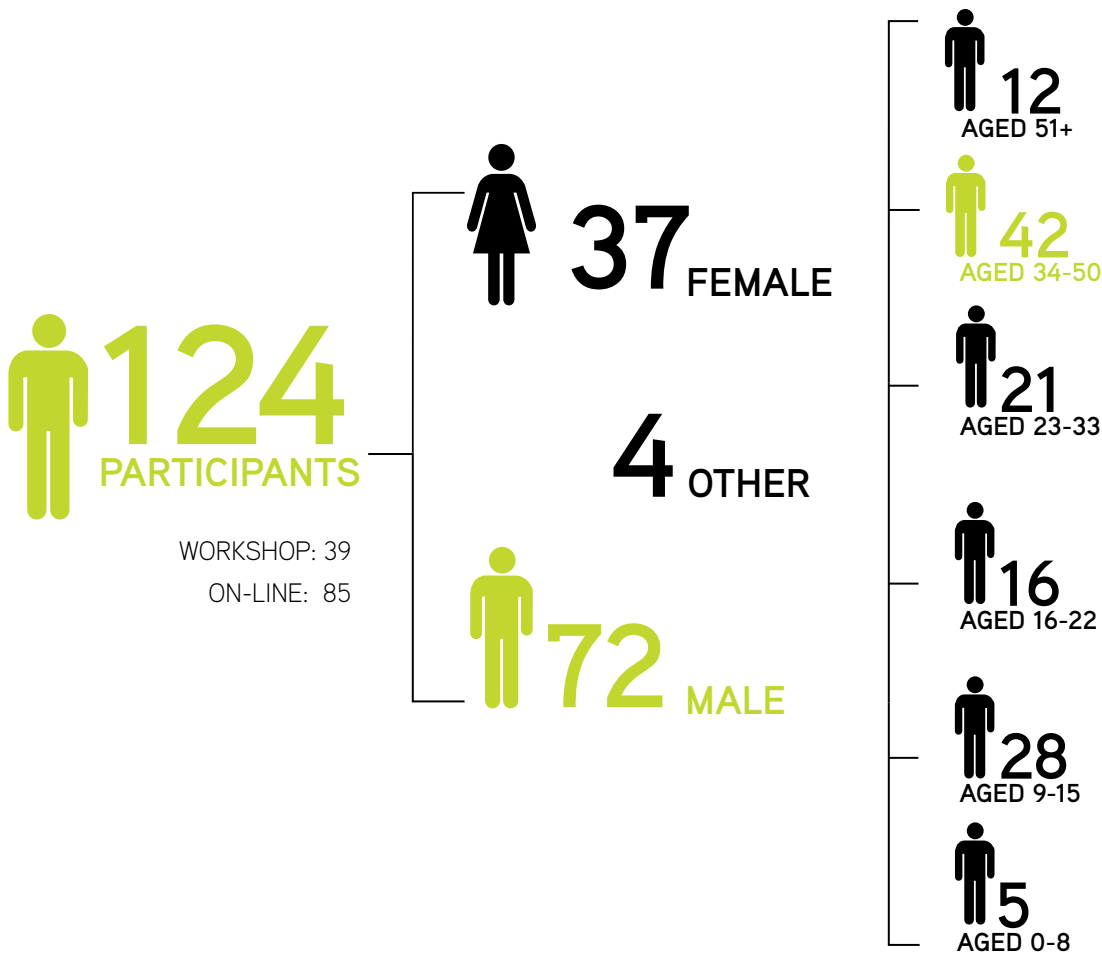
The following pages summarise the feedback and key themes gathered through this consultation methodology.



QUESTIONNAIRE SURVEY RESULTS

The results are an overview of the community profile of participants. Understanding the demographic patterns and trends within the community via the analysis of this data helps to inform the vision and typology of the proposed skate facility.

The questionnaire saw a total of **124 RESPONSES**. The following infographics represent the information collected through both in person workshop and on-line events.



*Not all participants answered

WHERE DO YOU LIVE?

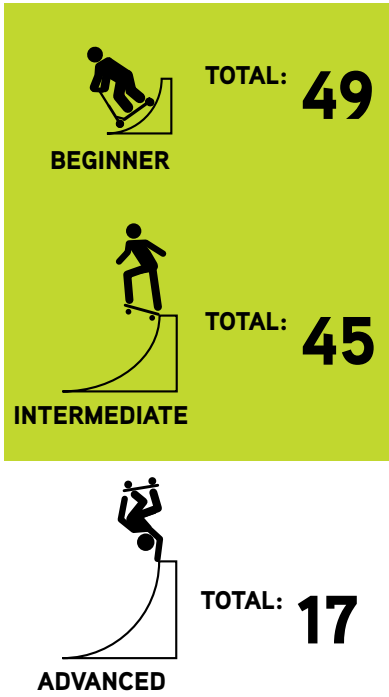
The results show standout locations that were mentioned within the participants answers - the bigger the text the more times it was mentioned. The majority of participants live within a close proximity to the proposed site. However there was also an even distribution of participants spread throughout the wider Adelaide area with some participants living over an hours drive from the proposed site.



HOW WELL DO YOU RIDE?

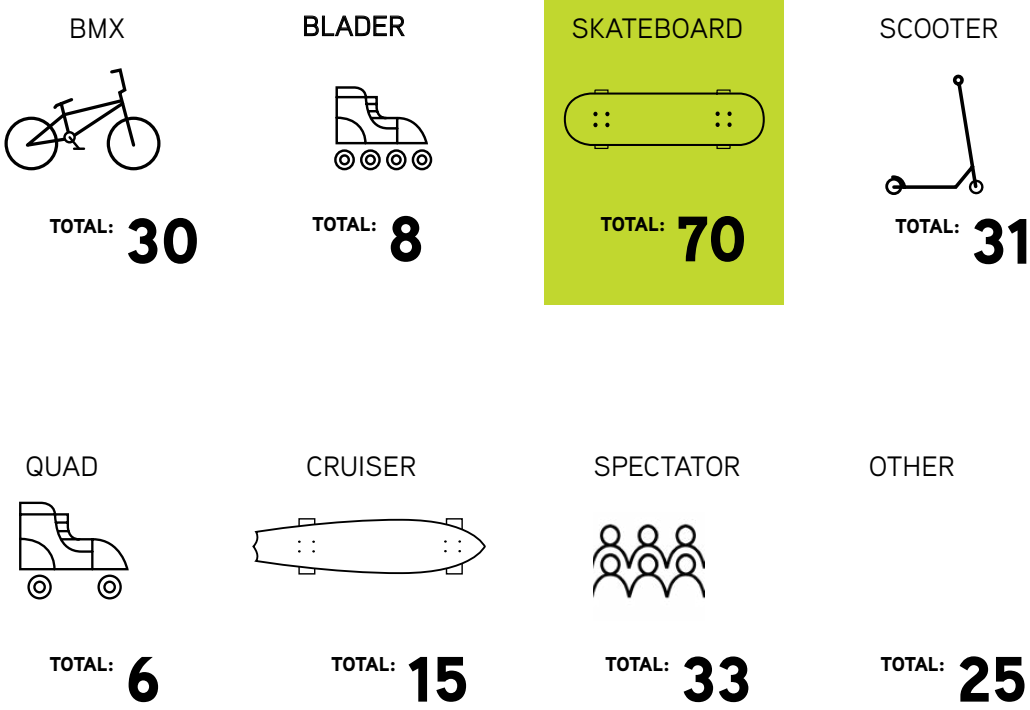
Most participants associated with a beginner to intermediate skill level. However advanced level users were also common.

It is key to **PROVIDE FOR SKILL PROGRESSION** within any skate facility. This is to allow for beginner users and future generations to learn and continue ongoing progression up to an advanced skill level and for advanced users to continue to be challenged and maintain interest. This is achieved by providing a number of multi-purpose features and obstacles that have both beginner to advanced applications.



HOW DO YOU ENGAGE WITH THE PARK?

Different parks may favour different users. As an example, jump boxes more often appeal to scooter and BMX riders, where as ledges, rails and bowls often appeal more to skateboarders. With this understanding, the questionnaire identified **SKATEBOARDERS as the stand out majority**, with Scooter and BMX riders also being present within the community.



*Participants were allowed to vote more than once.
*Not all participants answered the question.

WHERE IS YOUR FAVOURITE PLACE TO ROLL
AND WHY?

The results show each location that was mentioned within the participants answers - the bigger the text the more times it was mentioned. Participants were allowed to detail a number of different parks and locations that they currently considered their favourite place to ride.

Many of the responses outlined Seaford and Adelaide City Park as their preferred facility to ride. Many participants mentioned they liked **LARGE BOWLS** and **GOOD FLOW** of these parks.

Other comments outside of specific skateparks included smooth concrete, combination parks and a variety of obstacles.

*Participants were allowed to answer more than once.



WHAT IS YOUR FAVOURITE STYLE OF SKATEPARK?

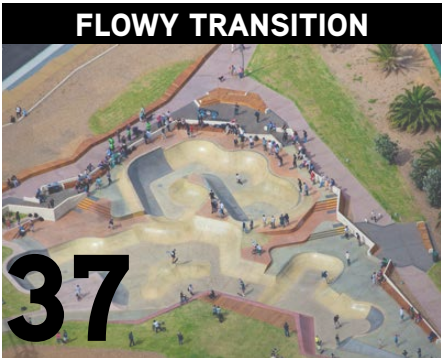
Participants were asked to vote for which style of park they prefer the most, with a majority selecting **BOWL + TRANSITION** in the written response and **DEEP BOWL** in the picture option. Looking at park styles in more detail it appears that **RESPONSES FAVOURED FLOWY TRANSITION, TRADITIONAL AND MINI BOWL** for different skate typologies.

The design will look to incorporate a mixture of features that responds to these typologies. It is also important to consider what other facilities in the region already provide as to not replicate features and ensure the proposed design fits into the existing skatepark network.

STREET + PLAZA
TOTAL: 13

STREET + TRANSITION
TOTAL: 26

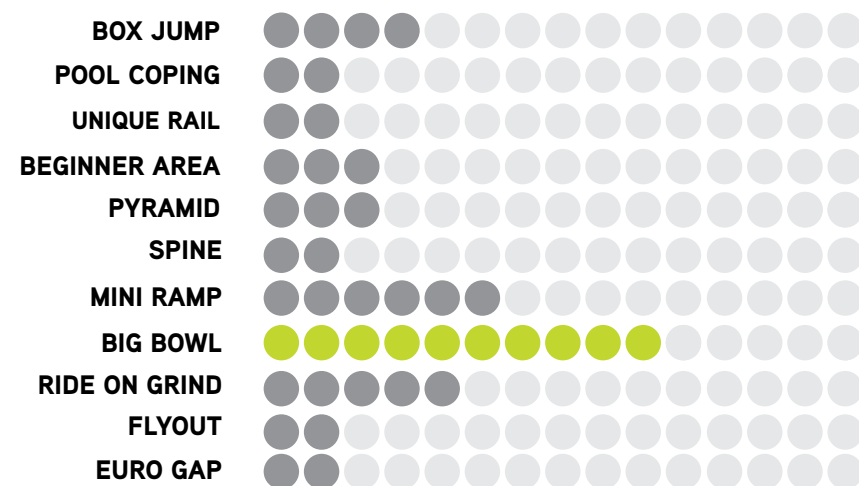
BOWL + TRANSITION
TOTAL: 69



*Participants were allowed to vote more than once.
*Not all participants answered the question.

IF YOU COULD HAVE ONE SKATE FEATURE IN THE DESIGN WHAT WOULD IT BE?

A mix of features were suggested but the majority showed a **PREFERENCE FOR TRANSITION BASED FEATURES WITH A BIG BOWL TO COMPLIMENT FLOWY TRANSITION.** Standout skate features have been listed below. The inclusion of a variety of features and catering to different skill levels was also a common theme.



WHAT DO YOU FIND SPECIAL OR ICONIC ABOUT THE AREA THAT SHOULD BE CONSIDERED IN THE DESIGN?

There was a variety of replies to this question with many participants providing unique and creative responses. Many ideas discussed concepts around the significance of the areas **ROLLING HILLS CONTEXT.** Other comments are expressed in the word cloud below:

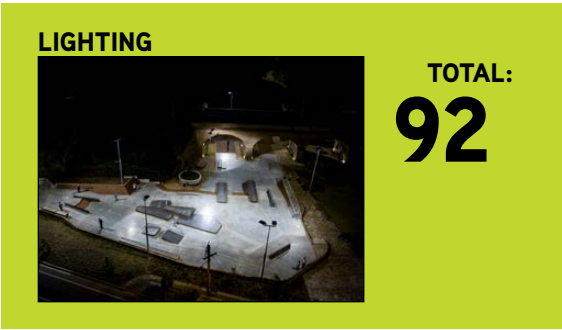
TRADITIONAL OWNERS
 BEACH CULTURE COLOURS IN NATURE
ROLLING HILLS
 SELICKS CLIFF SURF CULTURE
 VINE YARDS

*Participants were allowed to vote more than once.

*Not all participants answered the question.

WHAT ACTIVITIES/AMENITIES WOULD YOU LIKE TO SEE INCLUDED IN THE NEW SKATE SPACE?

Lighting, shade and community events were seen as a high priority by many members of the community with a number of attendees highlighting them as an integral inclusion within the space, as **TO CREATE A SHADED COMMUNITY SPACE FOR SOCIALISING AND SPECTATING ALIKE**. The want for skate workshops was also a standout response further highlighting the desire for the space to be activated with community driven events.



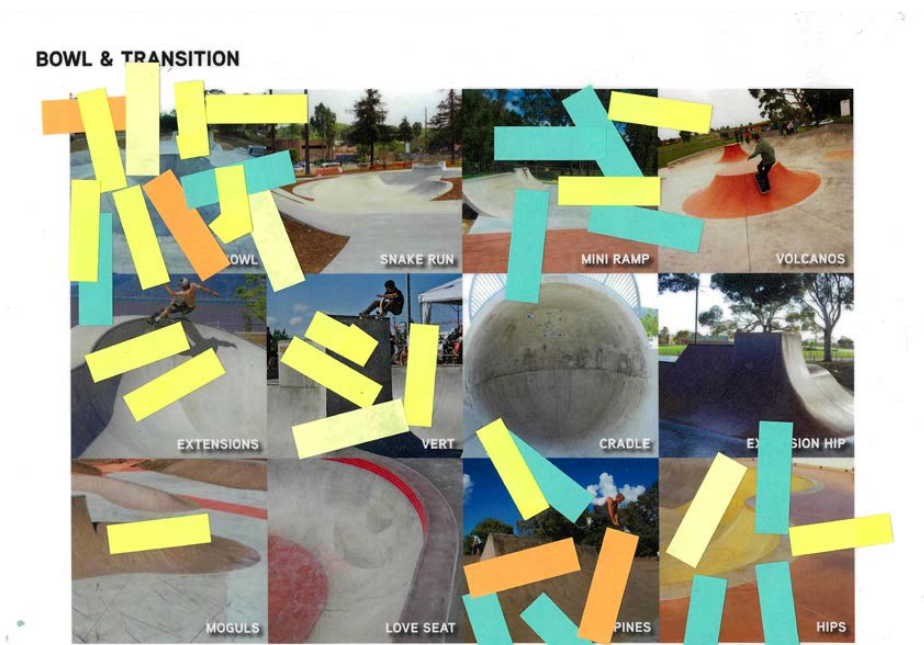
*Participants were allowed to vote more than once.
*Not all participants answered the question.

PICTURE VOTING

Following the workshop presentation and questionnaires, participants voted on a range of visual choices of inspirational images. This allows participants the opportunity to choose their favourite features and elements by attaching stickers to an image corresponding to their preferred idea. In addition, the exercise provides an opportunity for attendees to be inspired on the possibilities and opportunities for the facility, creating inspiration for the design workshop.

The majority of votes highlighted features relating to bowl style obstacles, indicating that the design will need to cater transition disciplines. Unique and sculptural transition elements were favoured, standout votes included a **DEEP BOWL, HIPS, VERT WALL AND FUN BOX.**

The inclusion of unique features, such as a sculptural element within the space was also highly favoured by the community and the integration of these into the skatepark will be considered throughout the design phases.



DESIGN WORKSHOP

The design workshop is an essential component of the community consultation and engagement process. At this point, participants are immersed in the consultation process and directly involved in creating ideas and presenting them. This builds a community-based response to the process and develops a sense of value in ideas, opinions and feedback that engenders ownership of the process.

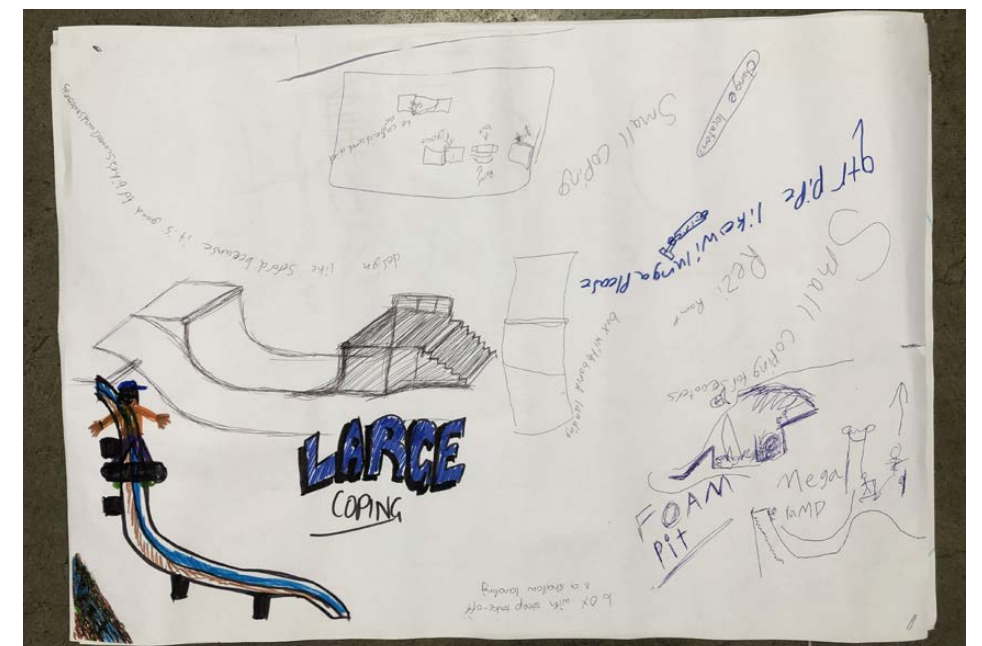
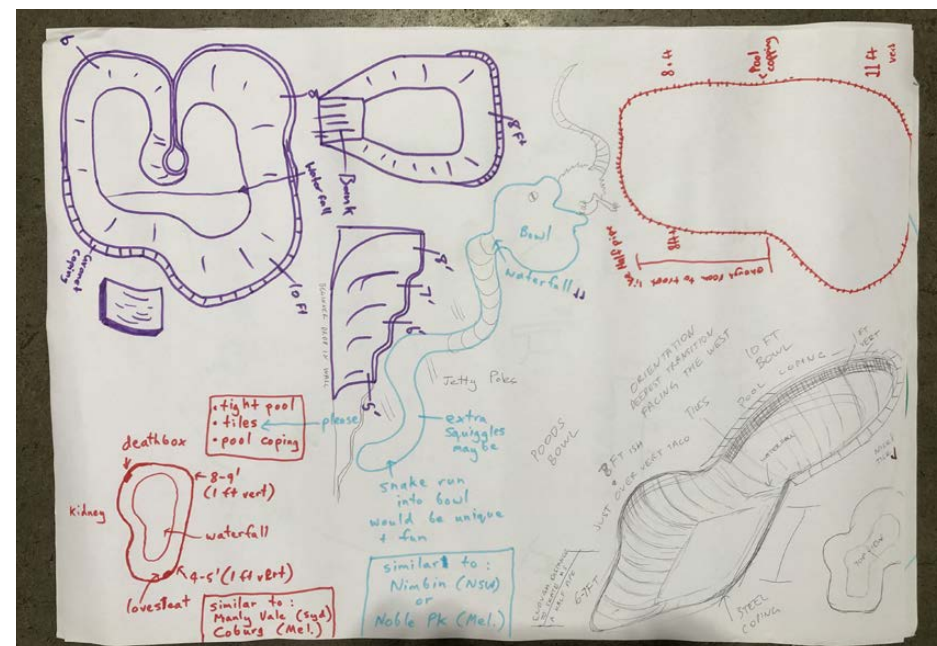
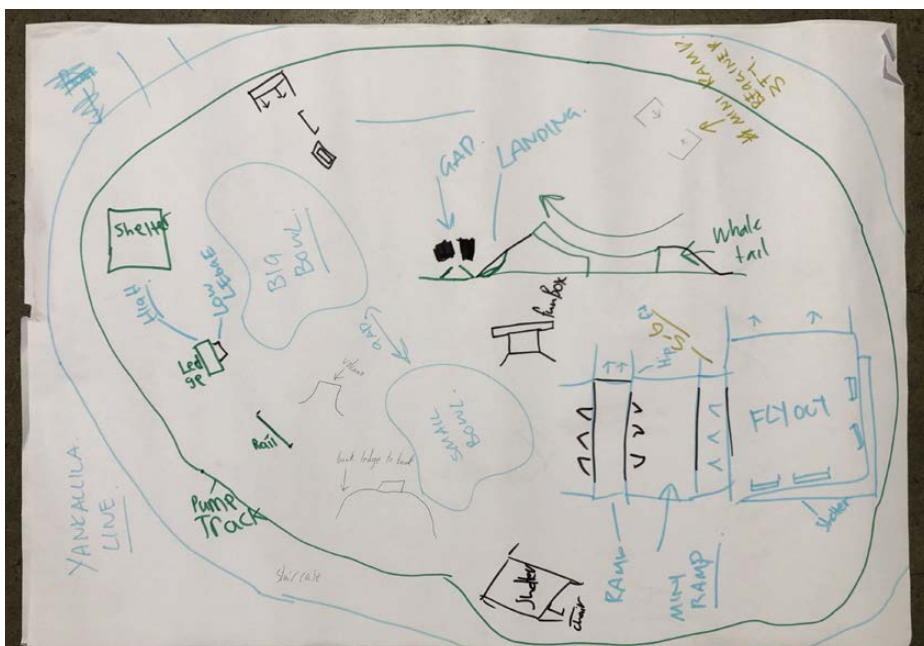
Participants were formed into small groups and asked to collaborate, working together to develop ideas. The aim was for participants to take inspiration from items and features discussed earlier in the presentation and develop the design within their group.

The groups saw a mix of young participants of both sexes engaging with one another around a table. Each were provided pens and paper asked to draw or brainstorm their ideas in which ever medium they felt most comfortable. The result saw a range of written, verbally discussed and illustrated creative responses.

DESIGN WORKSHOP DISCUSSIONS

STANDOUT IDEAS DURING THE CONSULTATION CENTRED AROUND THE FOLLOWING KEY THEMES

- Lots of flow with a variety of lines.
- Deep bowl with classic shape.
- Mini ramp and pump style obstacles.
- Round flat bars preferred at lower than standard heights for learning and developing tricks.
- Provide some 'grind on' features.
- Unique transition obstacles varying in height and skill level.



THE ALDINGA SKATEPARK WILL PROVIDE A FLOWY TRANSITION FACILITY CATERING FOR ALL SKILL LEVELS. CREATING A POINT OF DIFFERENCE IN THE LOCAL NETWORK IT WILL PROVIDE A CONTEMPORARY ADVANCED BOWL AND UNIQUE FLOW STYLE ELEMENTS.

THE PRECINCT WILL CELEBRATE ITS LOCAL NATURAL LANDSCAPE AND CREATE A VIBRANT AND ENJOYABLE SPACE FOR THE CITY OF ONKAPARINGA.

DESIGN VISION

The pre-design consultation outcomes have been summarised to inform a community driven design brief. The information collected from the design workshop and online survey has informed this brief. These are all outlined thematically and have been used as the foundation for the development of the concept design.

TARGET USER GROUP

The community workshop feedback has highlighted skateboarders as the majority of users. It will however, cater to all user groups including those participating in BMXing, scooter, roller skating and all other active wheeled sport disciplines, as well as those non-active participants looking to spectate.

SKILL LEVEL PROVISION

There was a relatively even spread of abilities within the consultation, while beginner and intermediate were the most common response advanced level will still need to be catered for - it is key to provide for skill progression within the facility. This will allow for beginner users and future generations to learn and continue ongoing progression up to an advanced skill level and for advanced users to continue to be challenged and remain interested.

SKATE TYPOLOGY

Participants favoured transition style obstacles with a preference for an enclosed deep bowl and flow. Considering this, as well as surrounding skateparks an enclosed bowl with surrounding flow features is proposed.

SKATE VISION

The community workshop had an open forum for the skate typology discussion, with the majority of riders favouring an interesting creative facility with obstacles that are unique and quirky. Some key features included a deep bowl, mini ramp, easy transition obstacles and grind on elements ensuring the overall layout encourages flow and creative riding.

USER + SPECTATOR AMENITIES

To ensure a central community space that can be used by a variety of different user groups, the facility will offer a number of social opportunities. The provision for areas of refuge and shade throughout the day is to be considered, whether purpose built or looking to utilise existing natural shade. Many highlighted the need for breakout spaces to allow for social hangout zones and spectating areas, this will be considered when developing the concept design.

ICONIC ELEMENTS + LOCAL IDENTITY

To celebrate Aldinga and give the park its own identity the design should reflect the surrounding hill side landscape. Creating a connection between this unique vista within the design will be explored.

SITE FEATURES

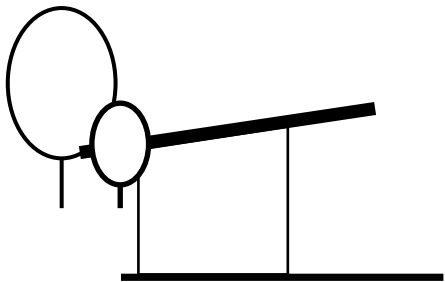
The proposed skatepark site is located within the south west corner of the precinct. The site is a vast open space bordered by field and paddocks on all edges. Future recreation development is proposed to the north and east edges, and proposed housing development to the south.

An existing tree avenue divides the site from north to south. This cluster is formed of native gums, introduced pines and low level shrubs. The design of the skatepark will need to consider integration with adjacent proposed program and spaces to allow for circulation and connections.



- 1 Proposed skatepark area
- 2 Proposed recreation
- 3 Proposed housing
- 4 Football oval

TOPOGRAPHY + HYDROLOGY

The site is relatively flat with less than 300mm of level change from north to south. During the site visit period the site was dry, however it was noted that during wet weather periods it is prone to holding water. Stormwater pits are located on the east edge, however there is currently no site drainage.



LEGEND

-  STORMWATER PIT
-  TREE LINE



CIRCULATION + ACCESS

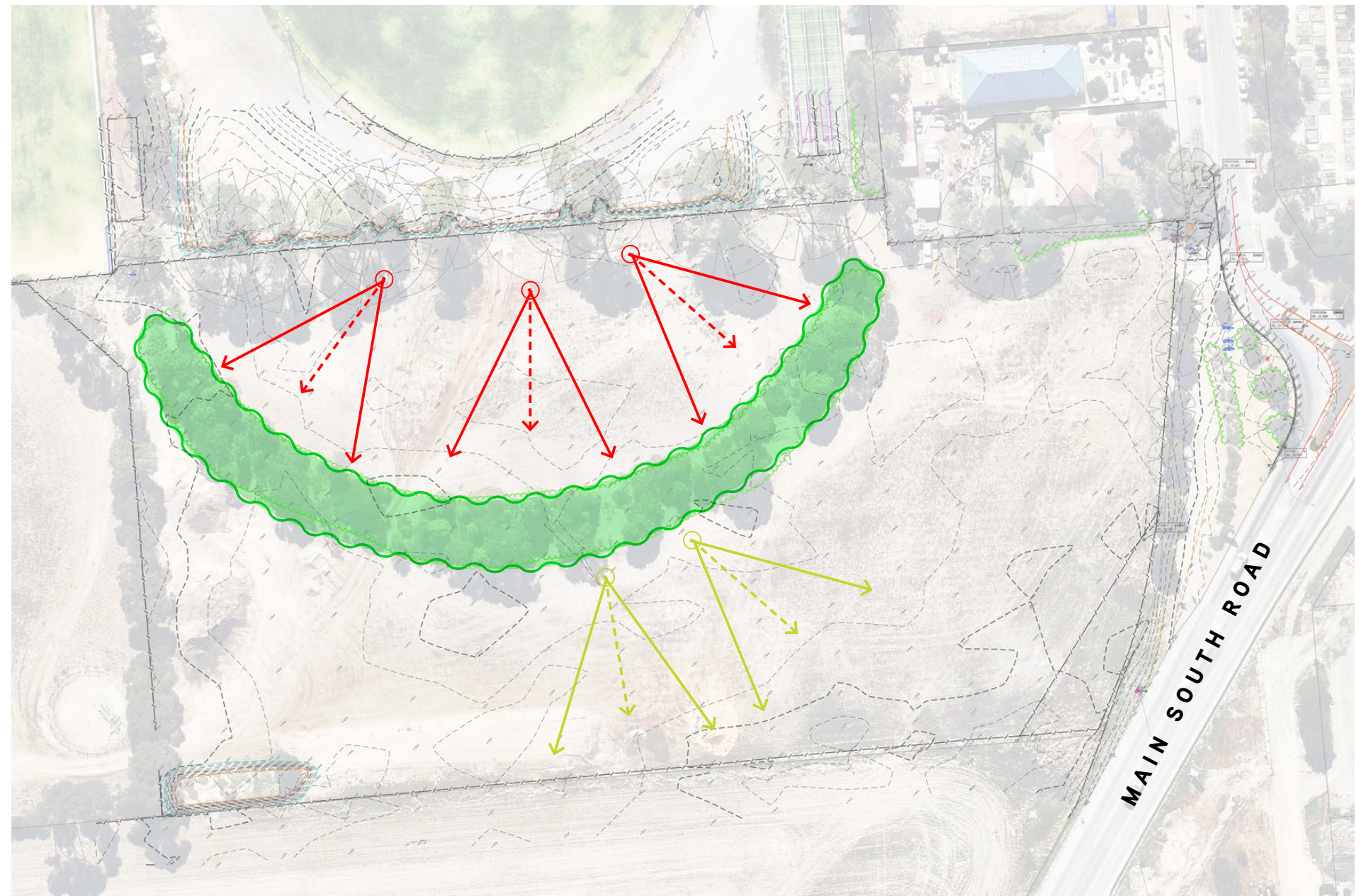
The proposed skatepark site has no circulation or access externally or internally. Pedestrian zones, circulation and access must form a key driver in the projects development.

VIEWS + CONNECTIONS

The proposed skatepark site sit at south western section of the site adjacent the central tree line and empty paddock space. Future development is planned for these edges, however the current proposed arrangement poses CPTED issues.

It is essential for the design of any youth facility to allow for and encourage clear views into, across and through the site.

This promotes passive and natural surveillance for the space and discourages anti-social behaviour. Views into and from within the site are to be enhanced throughout the conceptual development phase.

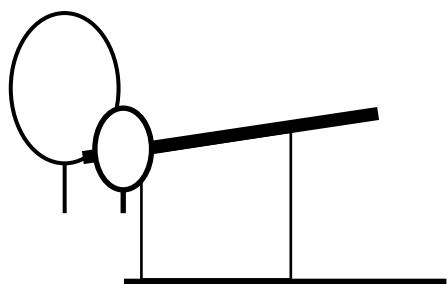


LEGEND



OBSTRUCTED VIEWS

PRIMARY VIEWS

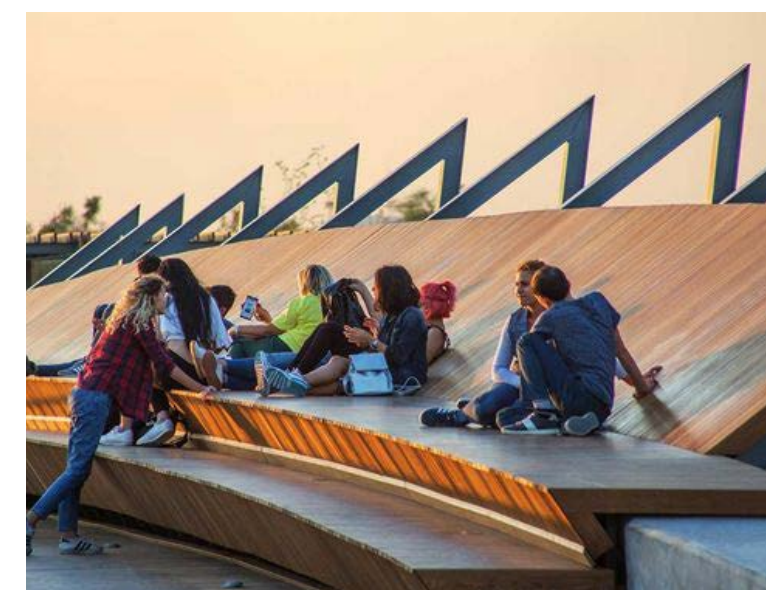
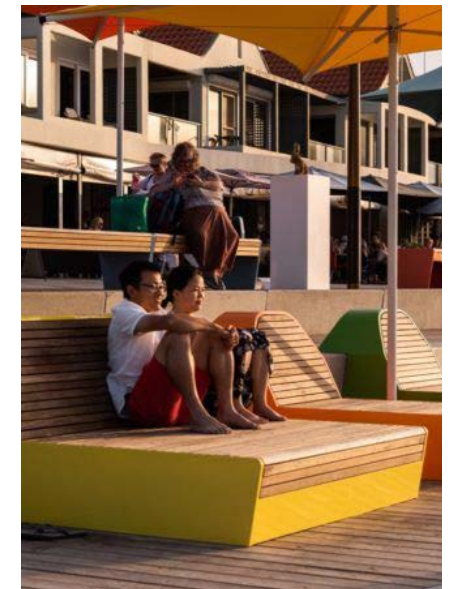


CONCEPTUAL IDEATION

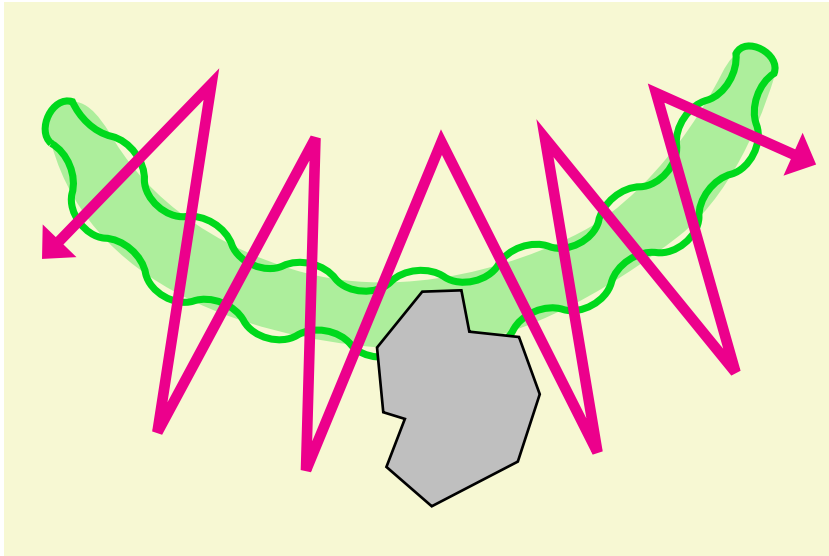
ROLLING HILLS

The Aldinga settlement is nestled between rolling hills and coastal beaches. The proposed site is situated at the base of hill ranges with views looking out towards a unique vista.

To celebrate its unique context, the design will carefully consider spectator areas and viewing spaces in order to connect with the landscape. Drawing reference from its form and palette the design will look to integrate colours giving the space a unique identity connecting with its surrounding natural context.



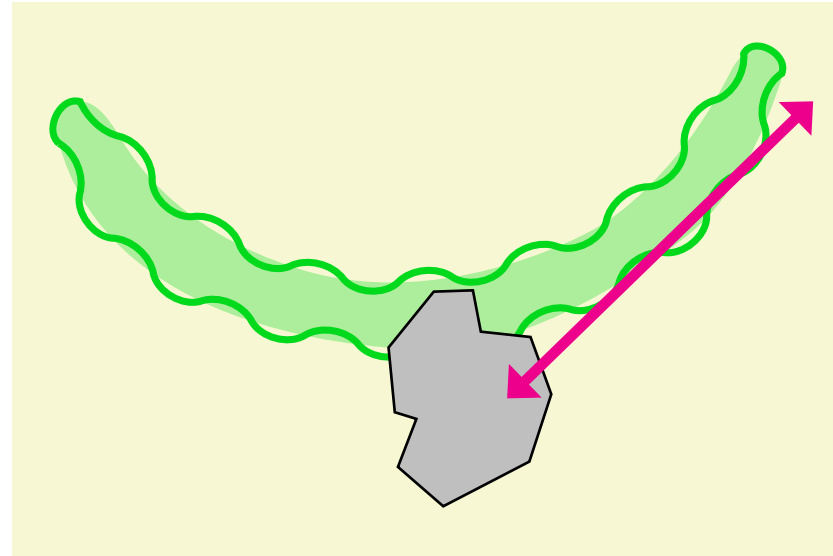
CONCEPTUAL DEVELOPMENT



1. CONNECT SITE

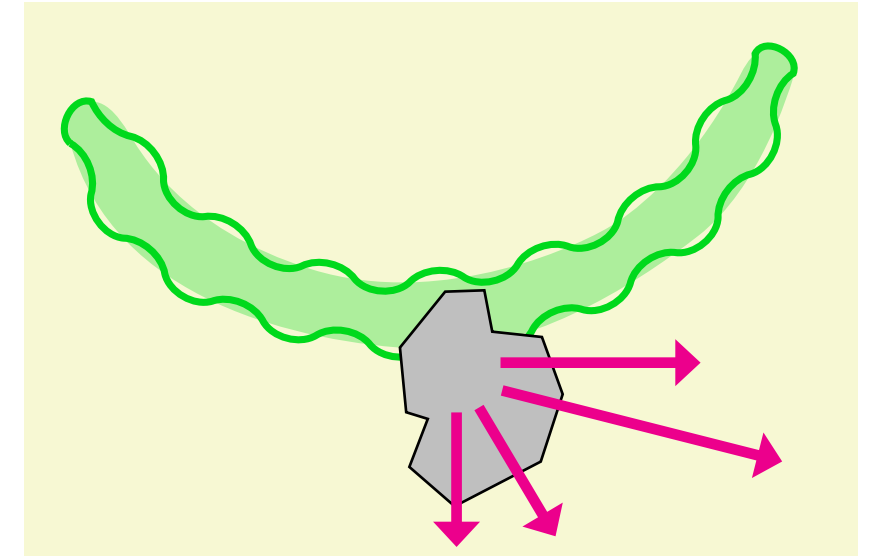
Creating a center piece the skatepark is nestled into the existing tree line. Clearing a section of vegetation allows the skatepark to connect with the northern program, opening views and pathways. Building up skate platforms creates a beacon at its center for viewing across the site.

The proposed footpath network is the catalyst to treat the whole site and wider precinct as one space. Stitching the site together, pedestrian access weaves between north and south areas. Crown lifting the vegetation at access points, site lines and pedestrian journey will tie together and consolidate the site.



2. DIRECT ACCESS

Careful consideration of the skatepark location has been made to maintain sight lines. Defining a clear connection between the entry carpark and skatepark brings users to the heart of the space whilst maintaining visual connections to active edges.



3. CELEBRATE VIEWS

The skatepark has developed to orientate views south east and celebrate surrounding context. Active and spectator seating looks down the skatepark and out to the rolling hills vista. The main shelter and spectator area is positioned at the highest platform of site creating a vantage point to capitalise on views in and out the space.

CONTEXT PLAN

ALDINGA SPORTS PARK FOOTBALL OVAL

LEGEND

SKATEPARK WORKS:

- 1 Skatepark with lighting
- 2 Shelter with seating and power
- 3 Unsealed car park for 40 cars
- 4 Pedestrian unsealed path to football oval and existing public toilets
- 5 Gateway statement and signage
- 6 Irrigated turf for seating and viewing
- 7 Bitumen path from carpark to skatepark
- 8 Drinking fountain
- 9 Repair kit

- Proposed new trees
- Gum trees to be removed
- Staged removal and crown lifting of pines to improve site visibility (approximate location)
- Existing gum trees to be protected
- Proposed underground storm water
- Proposed underground electrical
- Future opportunity boundary

FUTURE STAGES: (SUBJECT TO FUNDING)

- A Regional play space
- B Basketball
- C Sealed carpark
- D Picnic seating and shelters

FUTURE: (BY DEPT OF TRANSPORT)

- E Shared path
- F Rest node



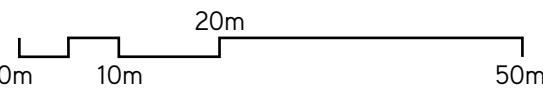
CLIENT:



DESIGNER:

CONVIC

SCALE: 1:750 @ A3



PROJECT:

Aldinga Skatepark

TITLE:

Draft Concept Plan

DATE:

27.02.2024

REVISION:

B

CONCEPT PLAN

LEGEND

SKATEPARK WORKS:

Beginner Ramp:

- 1 Mini Ramp - 1050H

Intermediate Dish:

- 2 Bank Hip - 600H
- 3 Bank Rail - 300H
- 4 Rainbow Rail - 500H
- 5 Quarter Pipe Taco - 1200H
- 6 Bank - 1050H
- 7 Kerb Corner - 1050 - 600H
- 8 Mogul - 450H
- 9 Quarter Pipe Hip - 750H
- 10 Escalator - 1200 - 900H
- 11 Ride on rail - 400H

Advanced Bowl:

- 12 Shallow End - 1400H
- 13 Waterfall - 600H
- 14 Deep End - 2000H
- 15 Extension - 2500H
- 16 Turf Mounding - 1:4



LANDSCAPE WORKS (BY OTHERS):

- 1 Entry Path
- 2 Spectator Seating
- 3 Central Shelter
- 4 Planting Areas
- 5 Gravel Pedestrian Pathway
- 6 Drinking Fountain
- 7 Repair Station







MINI RAMP



DISH RUN



ADVANCED BOWL



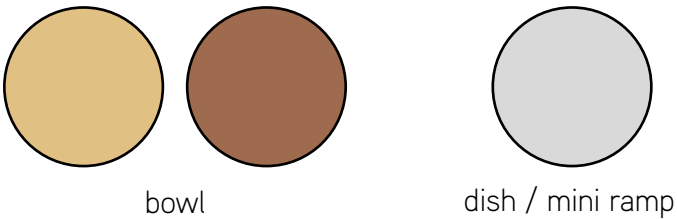
SKATE AND MATERIAL PALETTE

REFERENCE IMAGES

Skate obstacles have been designed to create a unique rider experience with features that are multifunctional and can be used in a variety of ways.

Forming a destination point, the advanced bowl has been highlighted to celebrate the precinct. Earthy brown colour tones have been selected to connect colours of the rolling hill vista and highlight the space within the wider precinct. To accentuate this area, the lower level drain and mini ramp are grey to be sympathetic to surrounding precinct and bowl.

- 1. Advanced bowl
- 2. Mini ramp
- 3. Flowy dish
- 4. Rainbow rail



MOVING FORWARD

This draft concept design will be subject to a process of further community engagement to ensure the design is consistent with the needs of the community. As well as creating a truly relevant design, this review will ensure the final concept design reflects community needs, user requirements and the overall project vision.

This continued involvement connects the community with the project decision making process and ultimately creates a vested interest and ownership of the final outcome. This engenders community pride in both the process and the delivered public facility, creating a strong sense of stewardship of the community's public spaces.

CONVIC

CREATE COMMUNITY

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