



(RE)PLAY!

International Children's Park Collaborative Redesign

Department of Landscape Architecture, University of Washington,
in collaboration with WILD and Friends of International
Children's Park

Acknowledgements

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This project would not be as fruitful without the comments and suggestions from many design professionals who participated in our mid-term and final studio review. Thank you to Jim Brennan, Noelle Higgins, Shwu-Jen Huang, Karen Kiest, Gareth Loveridge, Kenichi Nakano, and faculty members of the Department of Landscape Architecture at the University of Washington (UW)--Julie Johnson, Lynne Manzo, Iain Robertson, Nancy Rottle, Luanne Smith, Fritz Wagner, and Thaisa Way. Cassie Chinn, Ted Choi, Tom Im, and many others at the Community Forum also gave important feedbacks and suggestions. We are particularly grateful to Joey Ing, the original architect of the park, for sharing with us his insights on the design of the park.

The creative content of this project is the result of intergenerational collaboration between the children, youths, and elders from the Chinatown-International District and students from the WILD Program and the Department of Landscape Architecture at UW. We are thankful to the children and elders who participated in the process. The WILD youths are: Xin-Cai Cai, Paul Chang, Li-Shan Chen, My Chuong, Jimmy Huang, Johnny Huang, Yuki Liang, Yan-Bin Li, Shu-Min Lin, Toan Nguyen, Irene Situ, Phung Vuong, and Mandy Xiong. The UW students are: Hoon In Chang, Hilary Clark, Toren Elste, Brian Gregory, Basel Ismail, Patrick Keegan, Donna Krell, David Marshall, Hye Young Nam, Miao-Mei Pasutti, Christine Plourde, Valerie Porter, Tom Roberts, Eric Streeby, Kiwon Suh, Andy Thi, Victor Velarde, and Tom Walker.

Jeff Hou, PhD
Associate Professor
Seattle, May 2008

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Introduction



Located in the Chinatown-International District, the International Children's Park is one of three neighborhood parks developed in the 1970s in the district as results of community activism for improving the blighted neighborhood. The park has provided a much needed open space for recreation and gathering in a dense inner-city neighborhood. Designed by architect Joey Ing, a well-known figure in the community, the park hosts a neon pavilion, a dragon sculpture, a rock mountain, and a Ying-yang inspired sand pit, that together present a strong cultural character. However, in recent years, like other parks in the district, the Children's Park has suffered from lack of use by local residents despite the expressed desire for more open space in the neighborhood. Factors such as poor visibility into the park and lack of flexibility for programming have often been mentioned by people who are familiar with the conditions of the park.

Working with the Friends of International Children's Park (FICP) and other community partners, the goal of this project is to assist FICP in bringing people (children, adults, residents and visitors alike) back to the park through a collaborative redesign that involves the community stakeholders and users. Specifically, the collaboration has involved the youths of the WILD (Wilderness Inner-city Leadership Development) Program and undergraduate students from the Department of Landscape Architecture at the University of Washington to produce design

concepts based on results of intergenerational design workshops and photovoice interviews with local residents. The design and community process for improving the park is funded by a Neighborhood Matching Grant, awarded to the FICP in July 2007.

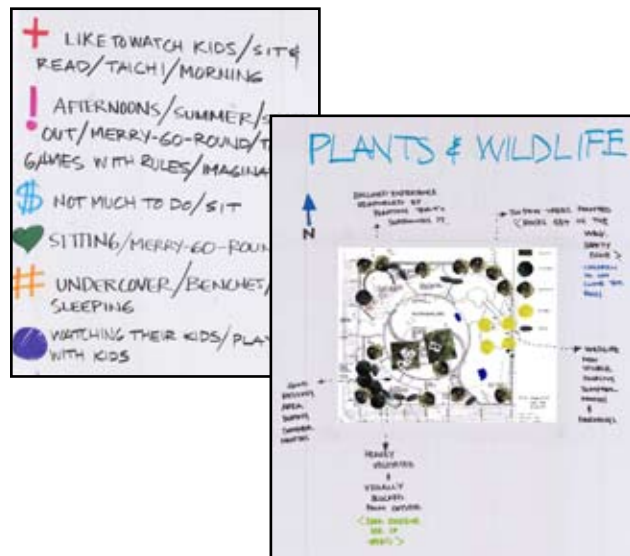
Despite its small size (0.2 acres), the redesign of the International Children's Park requires examining a broad range of issues, including design for specific populations, understanding needs and preferences by different cultural and age groups and intergenerational uses, addressing problems facing a typical urban park, limited resources, involving and empowering community stakeholders in the design process, and reexamining the notion and activities of 'play' and children's environment in a neighborhood open space. The nature of the project requires an approach different from most design projects. The end products of this project include not only the design alternatives but also a community process towards improving the park and strengthening the capacity of the community.

This report is intended to assist in the development and implementation of the park improvements by clarifying its current issues and opportunities and articulating the needs and preferences of the community stakeholders as expressed in the workshop, meetings, interviews, and the community open house. The design concepts and

alternatives are presented here to inform the future design process and to ensure that the needs and preferences are met in the future development of the park.

I. Design Process

The design process for this project consists of three main steps – (1) site analysis conducted by the UW cultural landscape design studio, (2) participatory activities with the involvement of the WILD youths, children from the Denise Louie Education Center, and elderly residents, and later (3) a collaborative process involving the UW students and WILD youths. The site analysis provided the students and youths with a better understanding of the neighborhood and the issues facing the park. The participatory activities including an intergenerational design workshop, follow-up interviews, and a children's design workshop provided opportunities for the primary users of the park to be involved in the process. They also provided us with a better understanding of the issues and potential solutions from the perspectives of the users. Finally, the WILD-UW design collaboration infuses the technical expertise that the UW students bring to the project and the knowledge and perspective the WILD youths have on the neighborhood.



Time Line

Jul

Oct

Nov

Dec

Jan

Feb-May

May

June

2006

Informal discussion: IDHA, ID/Chinatown Community Center, Chinatown Chamber of Commerce, Asia Condo, UW

2007

Awarded Small and Simple Grant (Friends of International Children's Park)

Project begins (UW + WILD collaboration, intergenerational workshop, interviews, children's workshop, community outreach)

Design exploration (UW + WILD collaboration)

Community open house (12/7)

2008

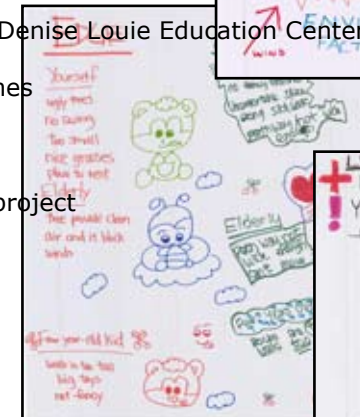
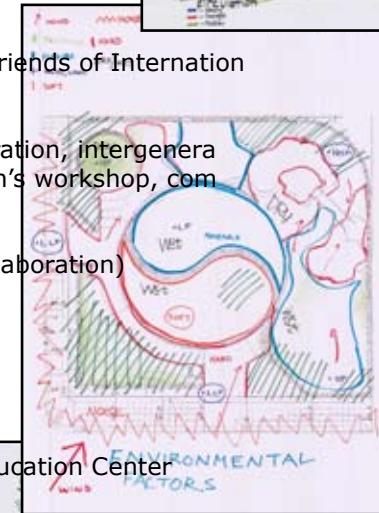
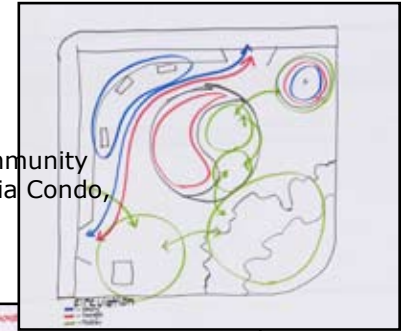
Presentation at the Denise Louie Education Center

Refine design schemes

Tile art project

Completion of SAS project

Next?





Site Analysis

The analysis of the park site began with on-site collaborative observations conducted by the UW and WILD students. Students were divided into teams that covered the aspects of neighborhood context, plants and wildlife, circulation and access, and current uses (see right). The teams then reported back and shared their observations with the rest of the class. Based on the initial observations, the UW students developed an in-depth analysis of the site that addresses the following aspects:

- **Current uses** – maps showing the current uses of the park and pattern(s) of uses and users, based on site visits at different time during the day and the week.
- **Potential user groups** – an inventory and analysis of potential user groups for the park site, including users of nearby facilities (e.g., community center, library, day care center) as well as shops and restaurants.
- **Demographic comparison** – an analysis of comparing the International District with other neighborhoods in the city in terms of demographics (population, age, gender, income, etc.) and availability of park space.
- **Program analysis of nearby open spaces** – an inventory and analysis of existing parks and open space in the area (within walkable distance) in terms of their programmed (and unprogrammed) uses. This is important for us to consider the programming for the park relative to other parks in the neighborhood.
- **Vegetation** – a plant list of suitable species for the site and a plan/inventory showing locations of existing vegetation with annotations of their current condition.

Key Findings:

Constraints

- **Visibility** – The current vegetation at the western and southern perimeter, while offering welcoming greenery, presents a visual barrier into the site. As a result, not many residents and visitors know about the existence of the park in the neighborhood. It also presents a security risk that deters people from using the park.
- **Usability** – The current design provides little opportunities for programmed activities. The grassy area is soggy on rainy days. The park elements offer few opportunities for inter-generational activities. Because most children come to be park accompanied by adults, the lack of amenities for adults can be barrier for more frequent use of the park.
- **Safety and Access** – Several park elements are in a state that requires updates and repair. For example, the metal bridge railing needs to be removed. The rock mound also presents a potential safety hazard and is reported as used by criminals escaping from police officers. The park also needs to be updated to meet the ADA requirements.
- **Programmed Activities** – Along with increasing residents in the area, there is a growing of nearby organizations and groups that can provide programmed activities on the site. They include the ID/Chinatown Community Center, Seattle Public Library, Denise Louie Education Center, the WILD youth program of the International District Housing Alliance, and the relocated Wing Luke Asian Museum, all within one-block distance from the park.
- **Community Building** – With greater needs and community interest, the time is ripe for a community-driven process for improving the park. The strong support for improving the park from the community and timely support from the City (including the Neighborhood Matching Fund) have set the stage for building the community's capacity to engage in neighborhood improvement.

Opportunities

- **Potential Users** – The Children's Park is located strategically in an area that has seen a growing number of housing and commercial developments that include Village Square I & II, Asian Condo, etc. With expected increase in population and density in downtown Seattle, there will be a greater demand for open space that will bring more users to the site.



Upper-left: Recent residential development in the area brings new residents and demands for more open space. **Lower-left:** Poor visibility contributes to the lack of use and concern for safety. **Above:** The parks currently lacks amenities for multi-generational use, an important factor that influences the use of the park. More frequent use by local residents regardless of age can improve the sense of safety. Soggy grass area during winter time also limits the usability of the park.



Current Uses

When examining the potential users of this park we found a variety of people that use spaces and services surrounding the park. Most of the spaces are mixed-use housing complexes, restaurants, and stores with housing on top. The users of this area include kids, adults, teens, and seniors. Many are residents. Other users such as tourists and even homeless must also be considered. Most of the places in the area are used by all of the above users, such as Uwajimaya and various shops and restaurants. Only a select number of spaces are used by specific user groups, such as offices, nightclubs, and bars. There is a high density of potential users in the International District. The International Children’s Park’s close proximity to stores, restaurants, and housing should encourage a broad and diverse group of users who may range in age, gender, and culture.

USERS





Potential User Groups

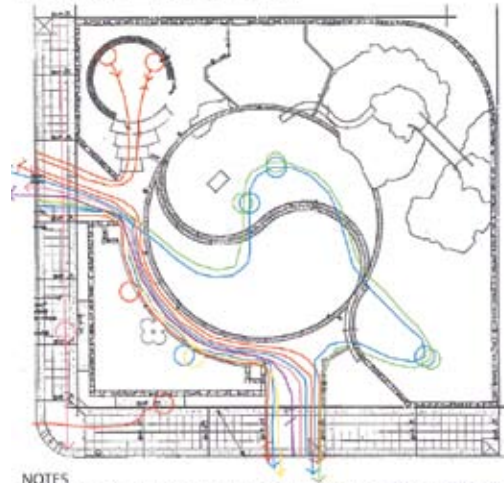
A host of factors can define a successful open space beyond physical dimensions. Four main measurements have been taken into account in order to investigate who the users are and why they spend time in the International Children's Park. As a result of our analysis, the potential users fall into the following categories:

1. Merchants and employees in the area.
2. Residents in the area.
3. Food market shoppers.
4. Restaurant customers.
5. Festival participants in Hing Hay Park.
6. Seattle Public Library's patrons.
7. Wing Luke Asian Museum's visitors/elementary school teachers and students.
8. Sightseeing travelers from other cities in U.S. or other countries.

USES AND USERS OF INTERNATIONAL CHILDRENS PARK



MORNING: 10.30-11.00am



NOTES

THERE WERE TWO HOMELESS MEN SITTING UNDER THE PERGOLA. THEY REMAINED THERE FOR MOST OF MY VISIT. TWO YOUNGER WOMEN CAME INTO THE PARK, MET WITH A MAN, AND EXCHANGED ON THE BENCH AFTER GIVING THE MAN SOME MONEY. A MAN AND HIS CHILD WERE CAME IN, PLAYED FOR ABOUT 30 MIN, AND LEFT. MOST PEOPLE SEEM TO USE THE PARK AS A PATH THROUGH WITH THE EXCEPTION OF SOME ELDERLY PEOPLE WHO STOPPED TO REST ON THE BENCHES ON THEIR WAY THROUGH. I ALSO NOTICED THAT A FEW PEOPLE USED THE BENCHES OUTSIDE THE PARK TO EAT LUNCH, SMOKE, ETC.

AFTERNOON: 12.00-12.30pm



NOTES

THERE WAS A YOUNG MAN DOING TAI CHI UNDER THE PERGOLA. IT WAS RAINING AND A HOMELESS MAN SITTING ON A BENCH JUST OUTSIDE THE PARK. THEY WERE THERE THE ENTIRE TIME AND THEY ALL SEEMED TO KNOW EACH OTHER. OTHER PEOPLE CAME TO VISIT THE HOMELESS MAN AND LAUGH TO THE MAN DOING TAI CHI. ANOTHER MAN SAT ON A BENCH IN THE PARK & DRUMS. THERE WAS ALSO AN OLDER MAN WHO TOOK HIS DOG TO USE THE GRASS IN THE CENTER OF THE PARK. I FOUND IT INTERESTING THAT PEOPLE ENTERED THE SITE ONLY FROM THE 7TH AVE ENTRANCE.

EVENING: 5.30-6.00pm



NOTES

FEW VISITORS WERE DUE TO RAIN. VISITORS ONLY PASSED THROUGH OR USED TRASH CAN. ONE MAN HAD A DOG. NO PEOPLE WERE STAYING / SLEEPING IN THE PARK AT THIS TIME. HOWEVER, A GROUP OF INDIVIDUALS WAS OBSERVED ACROSS THE STREET FROM THE PARK UNDER SHELTER. THE ONLY RAIN SHELTER IS THE PERGOLA AND CHILDREN'S PLAY STRUCTURE.



- International District/ China Town
- Metro Bus
- Sounder Light Rail
- Private Carpool/ Parking
- Washington State Ferry

4 Major Factors Influence The Potential Users

A host of factors that extend beyond its physical dimensions defines a successful open space.

Public Safety

A basic human common sense. e.g. Visible surrounding streets or pedestrians.

Access + Linkage of Transportation

The best open spaces are always easily accessible and able to be navigable by foot.

Sociability + Attractions

Outdoor cafés, markets, horticulture displays, art and sculpture help adapt our use of the space from one season to the next, e.g. landmarks.

Climate + Topography

The conditions of weather affect people participating outdoor activities.

[The Potential User Groups]

- 1 Vendors
- 2 Employees
- 3 Shoppers
- 4 Restaurant Customers
- 5 Public Library Patrons
Community Center Users
- 6 Museum Visitors
- 7 Sightseeing Travelers/ Foreigners
- 8 Festival Participants



International District/ ChinaTown, Seattle, WA

- Food Markets/ Restaurants (64)
- Library/ Museum/ Community Center (3)
- Park / Green Space



Four Major Factors Influence The Potential Users:

1. Public Safety

Users need places that they feel comfortable in and connect to. Visible surrounding streets, pedestrians, and sufficient lighting convince people to enjoy the use of a public space; on the other hand, crimes and fast-moving traffic often do not encourage people staying in a park.

2. Access & Linkage of Transportation

The best open spaces are usually easily accessible and able to be navigable by foot. Transportation such as Metro bus system, Sound Transit, or parking lots nearby for carpool can help accommodate visitor's mobility and make the neighborhood a pleasant area to walk.

3. Sociability & Attractions

Events and nearby attractions are factors that may bring people to the park. The summer festivals held in Hing Hay Park, Night Market, Wing Luke Asian Museum, the public library, and the community centers are just some of the nearby attractions in addition to the shops and restaurants that may bring additional visitors to the park.

4. Climate & Topography

The conditions of weather and the site can affect people's willingness to engage in outdoor activities. Fortunately, the park site does not have formidable slope and is accessible to children and elders alike.

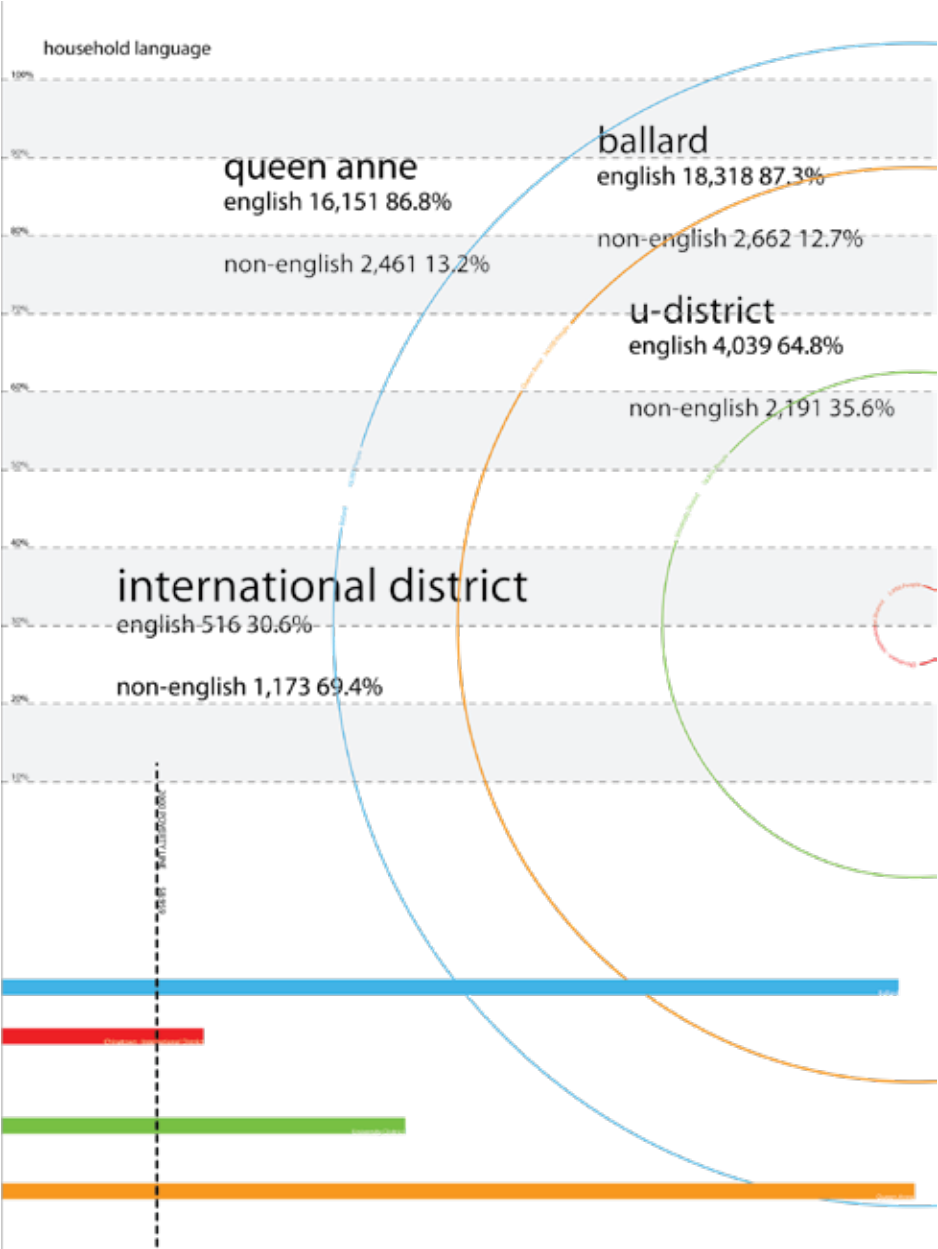
Demographic Comparison

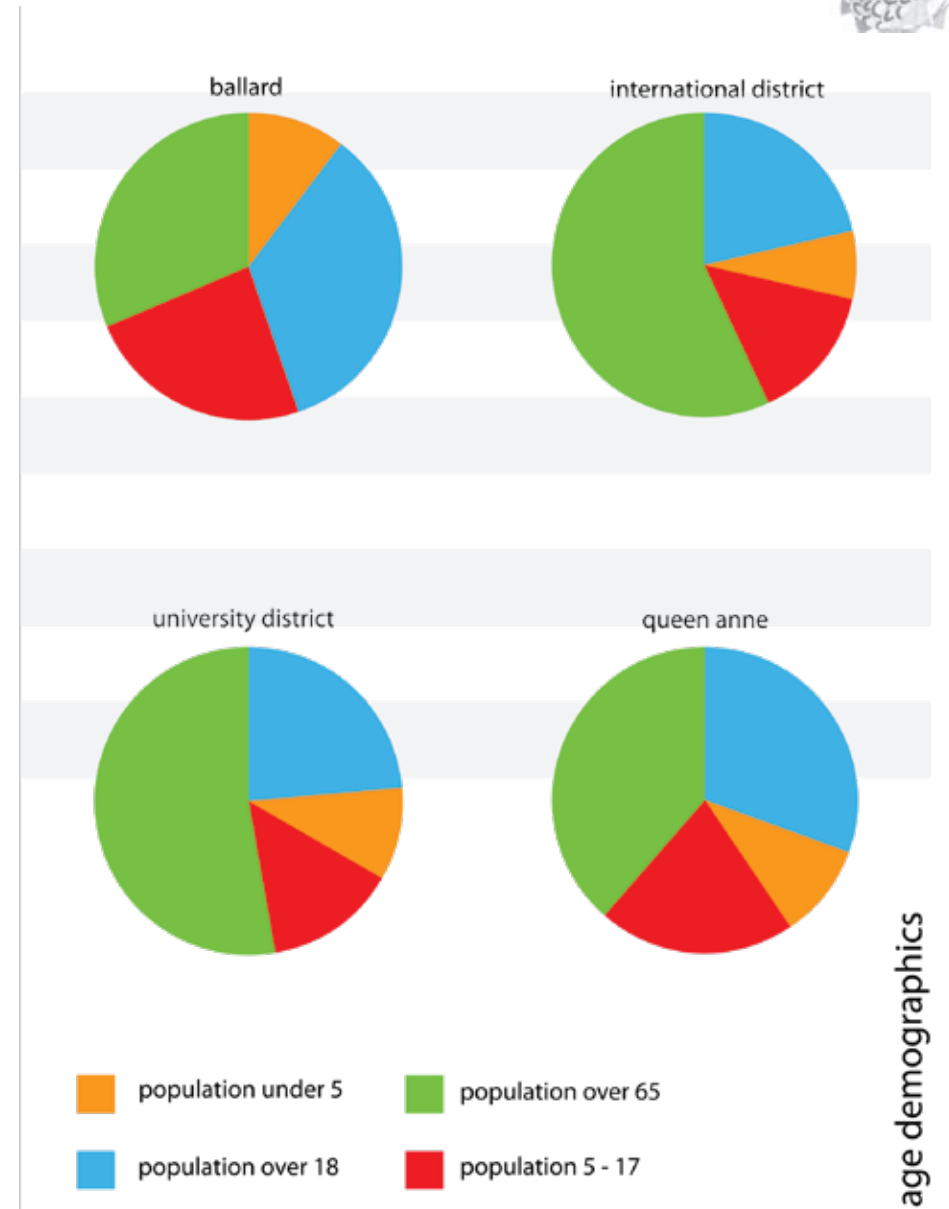
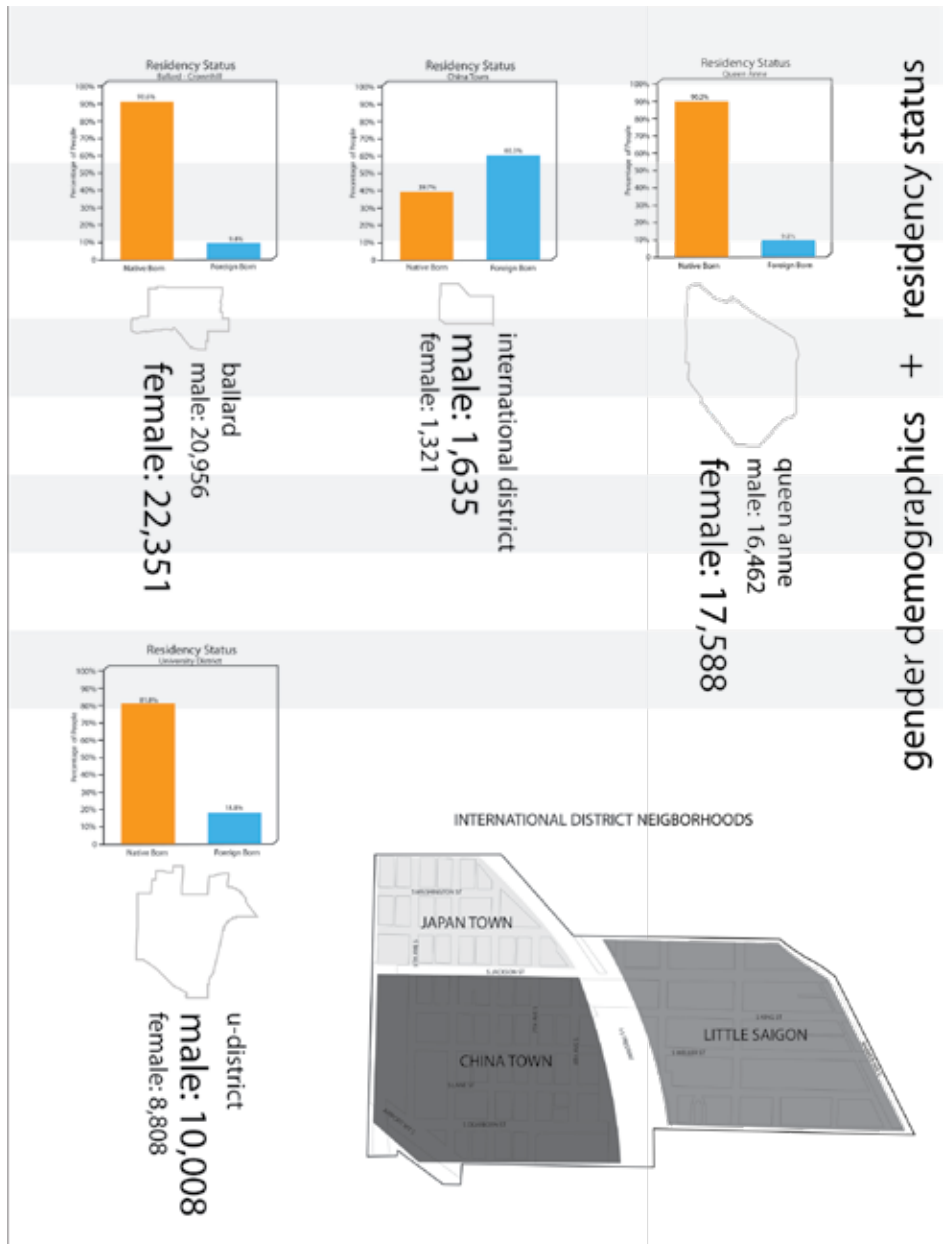
To understand how Chinatown-International District compares demographically with other neighborhoods in Seattle, we looked at the latest census findings and related study by the Seattle Parks Department. The locations of comparison were Ballard, Queen Anne, and the University District.

The first subject we analyzed was the amount of green space, including any parks and greenbelt areas that each district had to offer. Surprisingly, each neighborhood had a very similar percentage of green space. The most was Ballard and the second was the University District. We also compared the residency status of each of these locations. In all locations besides International District, the level of foreign-born citizens was far less than the native born. In the Chinatown-ID this trend is reversed although the contrast is to a lesser degree. The female to male ratio indicates more males in Chinatown-ID and the U-Dist and less in Ballard and Queen Anne.

We also found percentages of the English to non-English speakers that show a disparity between the Chinatown-ID and other neighborhoods. The average income of the district is also much less than with these neighborhoods of comparison. Other interesting statistics gathered from this study were from the age breakdown data. For example, there are far more people over the age of 65 in the Chinatown-ID and the U-Dist than in the other neighborhoods. It was noted that this disparity in the U-District may be attributed to low levels of younger people taking the census because many do not actually live in the U-District or just do not participate.







Program Analysis of Nearby Open Spaces

The International Children's Park is one of three neighborhood parks that exist in the International District. In addition, there are other nearby public open spaces, including the Danny Woo Community Garden and the Union Station/bus terminal plaza. To avoid duplicating the functions of the other parks and to best utilize the open space resources in the community, we examined the program elements of the other parks in the neighborhood.

Based on observations of park elements and activities, we conclude that while the existing parks in the neighborhood all provide open space for the residents and residents, the International Children's Park is unique in its specific focus on children and its close proximity to a growing number of condos and housing facilities south of the Chinatown core. It provides the only place in the district that provides amenities for children and adults alike. Improvement of the park is therefore critical in meeting the needs for increased housing density in the area particularly for families.



Danny Woo Garden / Kobe Terrace Park

Gardening - The Danny Woo Garden is divided into small plots of vegetables, herbs, fruit, and flowers. Nearly 100 garden plots and around 70 fruit trees can be found in the garden.

Paths - People and local residents use the paths for exercise purposes. Homeless people occupy the space as well. Different materials for sitting are available: wooden/concrete/granite.

Seating Area - A number of seating areas and benches are located throughout the garden and the park.

Lighting - Japanese lanterns are used. They were donated by Kobe city of Japan. This open space, much like the rest, is not heavily lit at the night.

Retaining Walls - Modular concrete blocks as well as recycled concrete materials are used for the walls, and most of the retaining walls are used for sitting as well.

Others - The park also features picnic tables that can be used for chess games. The hill side slopes are heavily used by the homeless people and there are a lot of illegal activities that go on within the park.



danny woo garden • kobe terrace • address: 221 6th ave s. • open hours: 6:00am - 11:30pm

• **gardening:** the garden is divided into small plots of vegetables, herbs, fruits, and flowers. nearly 100 garden plots and seventy fruit trees.



• flowers and seasonal vegetables

• **trail:** exercise place for users, especially for nearby residents. many homeless people occupy the trail.



• **sitting area:** different kinds of seats, wood, concrete, rock, and granite.



• **staircase:** certain messages are written on the front face of the staircase, some staircases are used for sitting area.



• **scenic points**



• **lighting facilities:** Japanese lantern donated by Kobe City, Japan.



• **retaining walls:** recycled concrete materials, most of retaining walls are used for sitting area.



• **shelters:** for meeting people, taking a rest, support water for gardening.



• **unprogrammed uses:**



hill side slope:
heavily used by
homeless people.



picnic table:
for playing chinese
chess game.

union station plaza • address: 5th ave & king s • open hours: 6:00am - 11:30pm
• **fountain:** plantings surround the encircled getaway from the heavy urban structures around the space.



• **seating:** in plenty supply. around the sculptural fountain space and in front of Tully's/Starbucks/Speciality's cafe & bakery give the readers a "lounge" feel.



• **uwajimaya & public transportation & sports stadium:** major programs that are extremely close to the open space for public use. the space into a hub for human traffic during the day; resulting in heavy usage when the sun is up. however, the space lacks lighting and along with stores closing and no real human traffic during the night time.



• **bike rack and smoking section**



Union Station Plaza

Fountain - Plantings of all sorts (mostly types of grass) surround the encircled getaway from the heavy urban structures around the space. The sculptural fountain area has seating all around it as well, making this space friendly and inviting. Heavy usage can be obviously seen during the day time. The lack of lighting along and around this open space makes it hard for people to enjoy the space at night.

Seating - This is one aspect of this space that is in plenty supply. The space around the sculptural fountain space and in front of Tully's / Starbucks / Specialty's Café & Bakery give the users a "lounge" feel. Tables and chairs make the place more social as well. Although all of this is nice and pleasant, when the stores closedown for the day and the office buildings are empty, this space also gets abandoned from usage.

Smoking Section / Bike Racks

Others -- Uwajimaya / Public Transportation / Sports Stadiums are extremely close to the open space for public use. This fact makes the space a hub for foot traffic during the day; resulting in heavy usage.



Hing Hay Park

Pavilion - Small and rarely used. Tables and benches are provided under the sheltered space, but the space itself, along with the whole park hardly gets used. If used, it is mostly by the transient populations.

Paved Open Space - One thing the Hing Hay Park does have is an open space big enough for community events. Locals informed us of Tai Chi activities that go on during the mornings, but of all the times that we have visited this space, no real use has been witnessed. Most of the time the space is empty and barren.

Fish Shaped Benches (Board Game) - These benches have a great potential for usage. But they are perhaps too out in the open and too public and the trees that surround the park don't do much to enclose the space. The constant presence of transient population in and around the park turns many people away from the park as well.

Pay Toilet -- The pay toilet has been a controversial feature in the park by attracting illicit activities.

Others -- Tree border that go around the park is a nice feature and visually pleasing. Post office / Seattle Chinese Post / Northwest Asian Weekly are adjacent to or right across the street from the park. The space was historically dedicated to the American soldiers of Chinese decent for their service during World War II. Uwajimaya, along with many restaurants and public transportation is but a 5 minute walk from the park.

hing hay park • address: 423 maynard ave. s • open hours: 6:00am - 11:30pm

• **pavilion:** small and unused. picnic tables and benches are provided under the sheltered roof, but hardly gets used and if used, it is mostly by the homeless population.



• **benches (board game):** great potential for usage, but no real use of playing board games has been witnessed, the benches are too out in the open and too public, too much homeless population in and around the park.



• **open spaces:** big enough for a community event, etc. tai-chi activities during mornings, but no real use of the space has been witnessed.



• **signage:** information, notice, history, and warning signs.



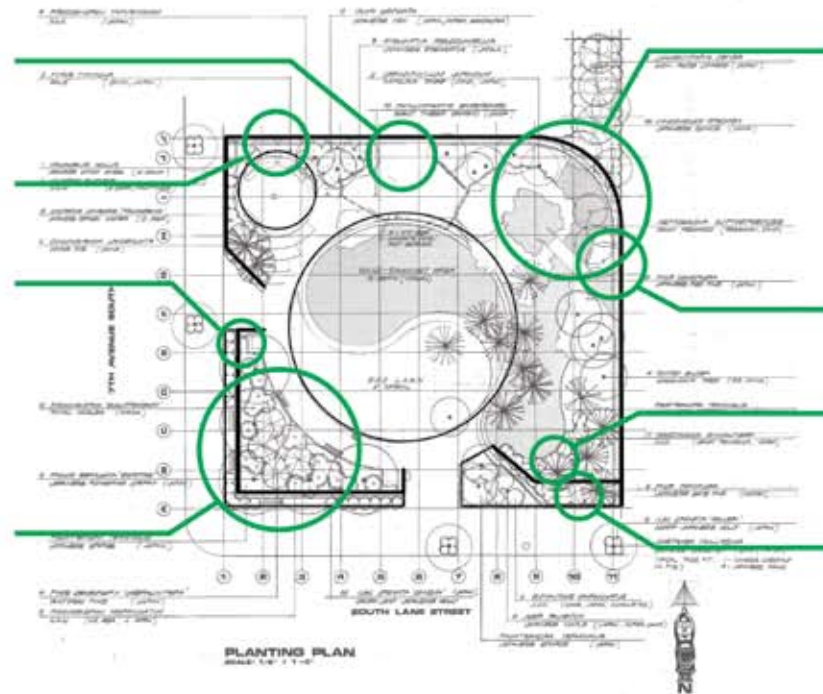
Existing Vegetation

Bamboo spp. seems to small along the retaining wall. Recommend either larger growing bamboo spp. or shrub mass to conceal north wall. If site was designed and built with bamboo barrier in the ground, it would be a shame not to take advantage of it.

Pear spp. is growing to large to this area of the site. The diameter of the truck may cause future problem with the concrete under the pavilion.

Soil condition in the front bed should be looked into. Many of the trees and shrub spp. are heaving above the soil line. Root space in the planting bed may be too little for the amount of plants.

Plants in front bed area have grow well, but are showing sighs of over crowding. Many of these plants may start to die off or become unsightly as they compete for root space and light. This dense planting also provides no views into the park space, which could contribute to illicit activities.

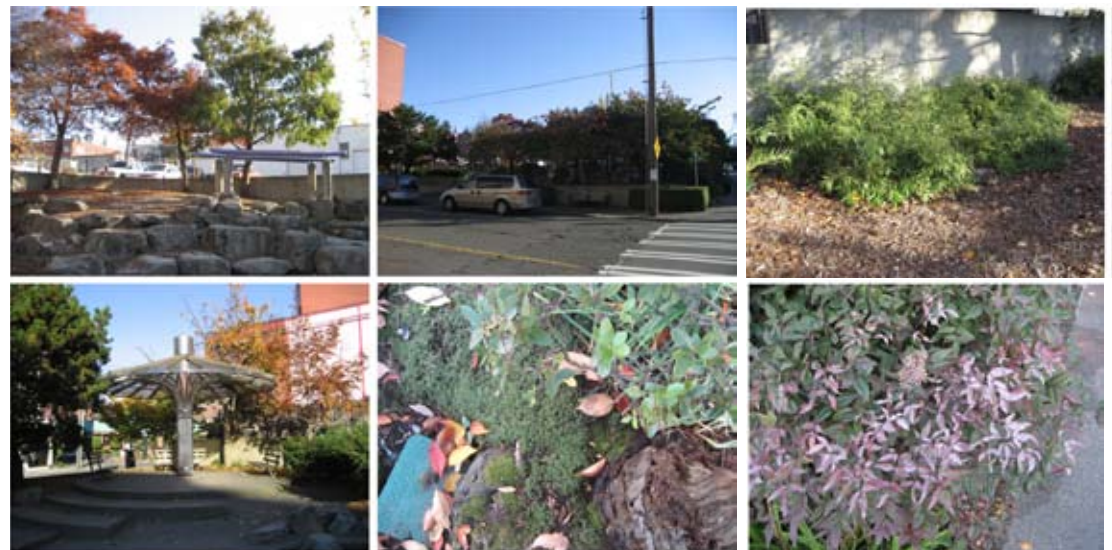


East edge of site could use more shrub planting. This would help to conceal retaining wall and cars parking in adjacent lot.

Bald cypress and dawn redwood are beginning to overcrowd each other. A recommendation would be to remove the bald cypress, because it seems to not be growing as well, and save the dawn redwood. It would be best to do this sooner then later because over time the health and shape of the dawn redwood would be compromised.

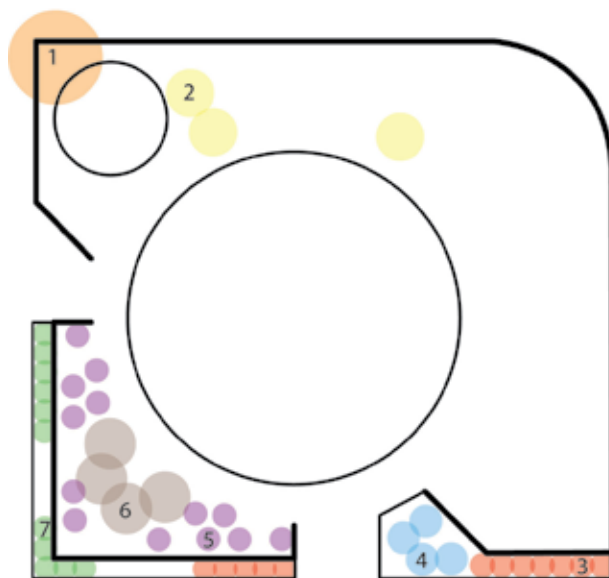
Day lily's planted in heavy shade are doing poorly. It is questionable on whether or not they bloom.

Heavenly bamboo has powdery mildew. This a common problem with this plant. It is unsightly, and hard to control. It would be better to have a more resistant variety or different plant.





Shrubs



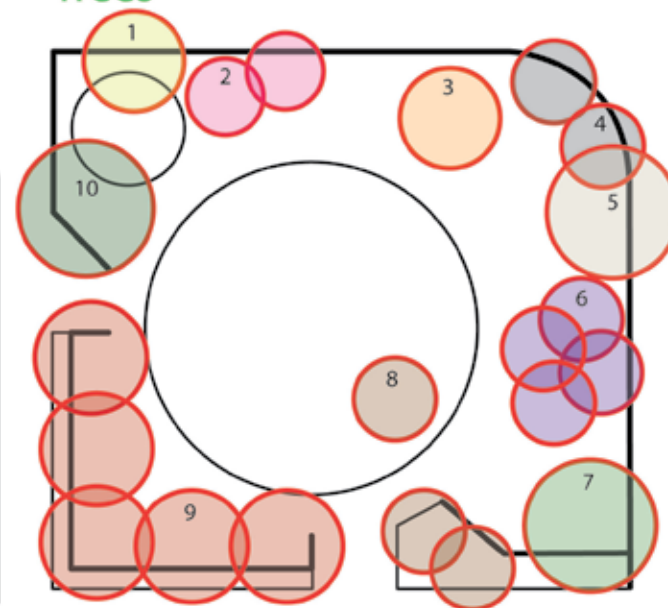
- 1 - Chinese Witch Hazel - *Hamamelis mollis*
- 2 - Japanese Yew - *Taxus cuspidata*
- 3 - Heavenly Bamboo - *Nandina domestica*
- 4 - N.C.N - *Enkianthus campanulatus*
- 5 - Royal Azalea - *Rhododendron schlippenbachii*
- 6 - Tanyoshu Pine - *Pinus densiflora* 'umbraculifera'
- 7 - Convex Leaf Japanese Holly - *Ilex crenata*

Ground plane



- 1 - Bamboo - *Phyllostachys* spp.
- 2 - Lawn
- 3 - Day Lily - *Hemerocallis* spp.

Trees



- 1 - Asian Pear - *Pyrus pyrifolia*
- 2 - Japanese Stewartia - *Stewartia pseudocamellia*
- 3 - Katsura - *Cercidiphyllum japonicum*
- 4 - Bald Cypress - *Taxodium distichum*
- 5 - Dawn Redwood - *Metasequoia glyptostroboides*
- 6 - Madenhair Tree - *Ginkgo biloba*
- 7 - Japanese White Pine - *Pinus parviflora*
- 8 - Japanese Maple - *Acer platanatum*
- 9 - Japanese Flowering Cherry - *Prunus serrulata*
- 10 - Japanese Red Pine - *Pinus densiflora*

Planting List: Trees



Japanese Maple
Acer palmatum
15-25ft. Tall
Excellent Fall Color



White Birch
Betula papyrifera
40-50ft. Tall
Turns Gold in Autumn



Chinese Red Birch
Betula albosinensis
40-60ft. Tall
Interesting Trunk Color



Japanese Hornbeam
Carpinus japonica
20-30ft. Tall
Yellow/Orange Fall Color



Plum Blossom
Prunus mume
15-30ft. Tall
Blooms in Late Winter



Flowering Dogwood
Cornus florida
20-25ft. Tall
Autumn Color, Pink Flowers



Maidenhair Tree
Ginkgo biloba
50ft. Tall
Golden Autumn Color



Giant Timber Bamboo
Phyllostachys
30ft. Tall
Produces Grove Effect



Hinoki False Cypress
Chamaecyparis obtusa 'Nana'
10ft. Tall
Unusual Rounded Texture



Camellia
Camellia
<20ft. Tall and Wide
Shiny Leaves, Showy Flowers



Strawberry Tree
Arbutus unedo
8-35ft. Tall and Wide
Sculptural, Edible Red Fruit



"Little Gem" Magnolia
M. grandiflora 'Little Gem'
20-25ft. Tall, 10-15ft. Wide
Young Bloomer, Narrow Habit



Korean Fir
Abies koreana
<30ft. Tall, 20ft. Wide
Dramatic Purple Cones



Siberian Fir
Abies sibirica
30ft. Tall
Narrow Habit



Planting List: Shrubs



Chinese Witch Hazel
Hamamelis mollis
10-15ft.
Fragrant Winter Flowers

Mock Orange
Philadelphus lewisii
4-6ft. Tall
Fragrant Flowers

Serviceberry
Amelanchier alnifolia
15ft. Tall
Edible Berries

Pacific Ninebark
Physocarpus capitatus
<20ft.
Large White Inflorescences

Flowering Quince
Chaenomeles speciosa
6ft. Tall, 10ft. Wide
Early, Hardy Flowers

Japanese Witch Hazel
Hamamelis japonica
10-15ft.
Fragrant Winter Flowers



Lily-of-the-Valley Shrub
Pieris japonica
<9-10ft. Tall and Wide
Fragrant Flowers

Korean Boxwood
Buxus microphylla koreana
2.5ft. Tall, 3ft. Wide
Fine Textured, Shapable

Wild Lilac
Ceanothus
Height Varies
Wrinkled Leaves,
Profuse Flowers

Cotoneaster
Cotoneaster
Height Varies
Arching Form, Attractive Flowers

Salal
Gaultheria shallon
<7ft. Tall, Slightly Wider
Edible Fruit, White-Pinkish Flowers

Azalea
Rhododendron
Height Varies
Small Flowers Cover Shrub



Heavenly Bamboo
Nandina domestica
Height Varies on Variety
Good Fall Color

Rhododendron
Rhododendron macrophylla
Height Varies, Width +
Large, Bright Flowers

David's Viburnum
Viburnum davidii
3-4ft. Tall and Wide
Deeply Veined Leaves

Planting List: Groundcovers, Vines, and Flowers



Black Mondo Grass
Ophiopogon planiscapus ssp. nigrescens
6in. Tall
Black Foliage w/ Pink Flowers



Barrenwort
Epimedium versicolor 'Sulphureum'
10in. Tall
Whimsical Quality



Japanese Forest Grass
Hakonechloa macra
24in. Tall
Feathery Green-Yellow Leaves



Firefly Coral Bells
Heuchera sanguinea
24in. Tall
Colorful Foliage



Chameleon Plant
Houttuynia cordata
6-9in. Tall
Green, Red, Cream Foliage



Sweet Woodruff
Galium odoratum
6in. Tall
Blooms in May and June



Japanese Spurge
Pachysandra terminalis
<10in. Tall
Good Shade Groundcover



Azorella
Azorella trifurcata 'Nana'
<2in. Tall
Unusual Texture



Irish Moss
Sagina subulate
2-4in. Tall
Resilient to Foot Traffic



Creeping Phlox
Phlox subulata
<1in. Tall
Bright Colored Flowers



Robb's Euphorbia
Euphorbia robbiae
<15in. Tall
Bright Green Inflorescences



Creeping Salal
Gaultheria procumbens
6in. Tall
Small Pink Bell Flowers



Intergenerational Workshop



To involve stakeholders of different ages in the design process, an intergenerational design workshop was held in October 2007 at the International District/Chinatown Community Center. Over 60 people including youths and elders participated in the workshop to envision the future improvements of the park through hands-on activities.

Participants got to express what they like about the existing park. They also got to choose what activities and elements they would like to have in the future park. Specifically, youths and elders were asked to place dots on the things that they like on a series of posters with photographs of the site, activities in the park, and potential program elements, some based on students' input and some speculative (see Box 1). Following the dots exercise, the elders and youths each develop their own designs through a "design buffet" – a participatory design game using prefabricated pieces.

Together, the activities are designed to allow the elderly residents and youths to articulate their vision and express their preferences for the park, as well as helping them familiarize with the design process of a public open space. The residents and youths

will also learn from each other regarding the perspectives and preferences of different age groups.

Surprisingly, many of the adults have never stepped inside the park. Some of them did not even know that the park existed even though most walk by it every day. Therefore, the workshop began with a short visit to the park, less than a block away from the Community Center.

The workshop was organized as a part of the ESL class offered by the WILD Youth Program where the youths were responsible to teaching the non-English speaking adults.



Box 1. Visual Survey: Park Activities and Program Elements

Program Elements

- Play equipment: conventional
- play equipment: alternative
- Grass
- Trees and Shrubs
- Herbaceous plants/flowers
- Walls/Screens (permeable, impermeable)
- Gateways
- Lighting
- Pathways
- Seating – benches
- Shelter
- Rocks-boulders
- Water Features/Fountains
- Climbing Walls
- Art

Program Activities

- Exercising/Tai-chi
- Creative playing
- Enjoying nature
- Playing on play equipment
- Family activities
- Eating/Drinking
- Talking
- Dating
- Tree-Climbing
- People-watching
- Bug-catching
- Sunbathing
- Performance/Music
- Chess game
- Community gathering/festival

Park Design Buffet



To reduce the cultural barriers for the predominantly immigrant elders and youths in participating in the design exercise, a “buffet-style” design game was developed specifically for this project. Similar to a buffet meal, participants got to pick up a “plate” (site board) and walk through the “buffet table” to pick up the various design elements organized in aluminium trays. After picking the game piece, youths and elders sat around several tables to develop their own designs. Many worked individually while others teamed up. Particularly, many elders were assisted by the youths who sat at the same table (see Box 2).

One bilingual facilitator was available at each table to guide the participants through the steps in the design process and answer questions from the participants. They also facilitated the discussion at the end of the process. In the meantime, the UW students worked in team at each table to record the process.

Box 2. “Buffet” Rules

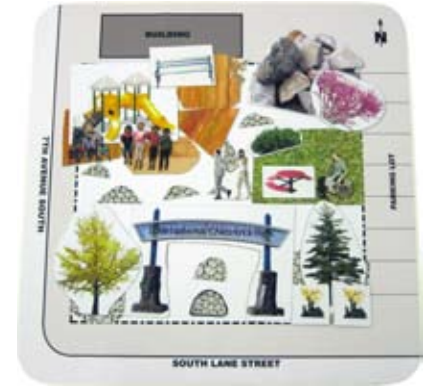
1. Pick up a site board and your choice of park elements from the supply table -- you may go back and get more.
2. Go to one of the work tables to begin to design -- You can team up with other people if you want.
3. Start by placing what you think is the most important element or activity in the park. Don't glue down the pieces till you have decided on the design.
4. Follow with the second most important element or activity, and so on -- You are encouraged to discuss with each other and ask facilitators questions.
5. Glue the pieces on to the site and finish the design when you are told by the facilitator.
6. Talk about your project and share your thoughts with others around the table.





Final Products

Selected models made by adult and youth participants of the intergenerational design workshop



Follow-Up Photovoice Interviews: Understanding the Everyday Life of Chinatown-ID Residents

"Photovoice is a method that enables people to define for themselves and others, including policy makers, what is worth remembering and what needs to be changed." -- Caroline Wang

Five residents have volunteered to participate in this interview and successfully taken the photos. They have been asked to take photos of what they see and experience in a typical day of their life.

The purpose of the interviews are:

- To better understand the everyday life of residents in neighborhood;
- To see the site and the neighborhood from the perspectives of the residents;
- To inform the design of the International Children's Park so that it meets the needs and desire of neighborhood residents.

The students' role as interviewer were as followed:

- Talk with the residents about the intent (and story) of each photograph – what did they try to capture in the pictures? Where was they taken? What is significant about it (for example, what they like or dislike about it)?
- Listen to the residents and pick up leads for interesting stories, perspectives, and facts.
- Relate what you learn to the design of the park.
- Take notes.





Children's Workshop

To involve younger children in the design process, a separate design workshop was held at the Denise Louie Education Center, a day-care facility less than a block away from the Children's Park. The children from the program visit the park on an almost daily basis. They call the park "Dragon Park."

Children were invited to go through activities similar to the Intergenerational Workshop. But the complexity of the individual activities was reduced to meet the skill level of the pre-school kids.

The results from the children's workshop show some important similarity and differences compared with the inputs from the older youths and adults.

While the individual designs do not show significant complexity and variation, they provide an important medium to speak with the kids about their preferences. For example, when asked about the presence of vegetation in one design, a child mentioned the fragrance of the flower as something that she would like to have. The preference for tactility in the park is reinforced by the result of the visual survey (dot exercise). "Catching bugs" received at least one vote from the kids' workshop and none from the adults and older youths.



Findings from the Community

From the Poster Boards

Common preferences:

- Socializing
- Play equipment
- Lawn/grass (for multiple uses)
- Attractive planting: trees and flowers
- Lighting (for security)

Additional children preferences:

- Dragon
- Rocks
- Climbing trees
- Catching bugs
- Family play

Additional youth preferences:

- Places for dating and socializing
- Culturally expressive elements
- Eating/drinking
- Family play

Additional senior preferences:

- Place for exercise/Tai chi
- Culturally expressive elements
- Fountain/water feature
- Gate
- Shelter
- Chess/games
- Eating/drinking
- Taking their grandchildren to the park
- Like to sit near each other and near the kids

From the Design Buffet

Site Layout:

- Entrance on the south side -- Fengshui? Sun-light? Or influence of model?
- Centrally located playground (elders enjoying watching kids?)
- Trees/vegetation in the perimeter and in the back (enclosure?) (for shade and protection from elements?)
- Screening between parking lot and park
- Open space in the middle
- Light by the entrance & edges
- Seating in the perimeter
- Seating next to children's play area

Prominent features:

- Grander entrance
- Shelter
- Lots of plants
- Tables
- ADA accessibility
- Lots of people
- Play structure (prefab or just some thing playful?)

Prominent activities:

- Exercise
- Family activities

No apparent agreement:

- Fences (for protecting the kids?)
- Entrance on 7th and Lane?
- Location of water feature
- Fountains not used as much
- Rocks

Other notable features:

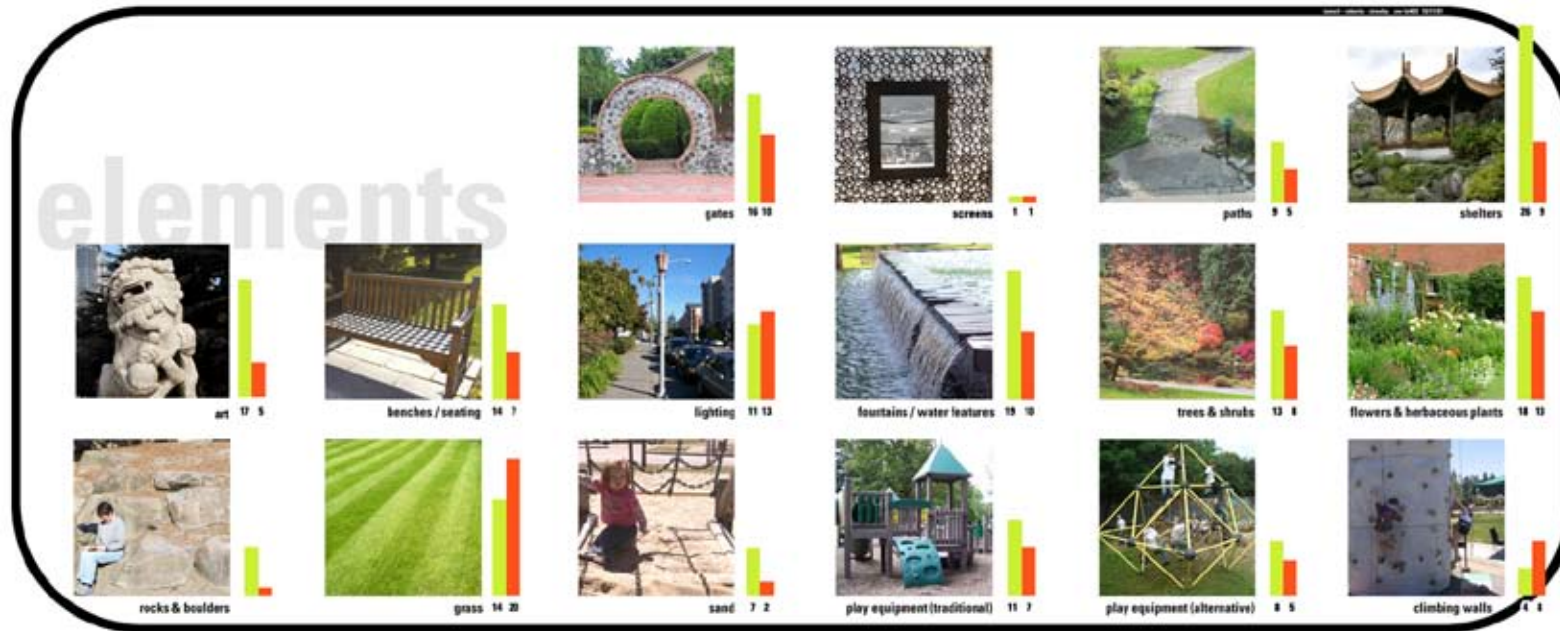
- People playing on lawn and by flowers
- Handicapped accessible entrance
- More activities for older kids

Interpretations:

- Desire to activate space
- Intergenerational uses
- Cultural expressions
- Teens and children interested in active recreation (grass, climbing wall, rocks)
- Elders interested in more passive activities (shelter, seating, chess, art, planting)
- Planting pattern for the elderly was less structured and wider range of vegetation types



Voting Results: Preferred Elements and Activities



seniors
teens



Voting Results: Preferred Existing Features





rock 'mountain'



bridge



play equipment



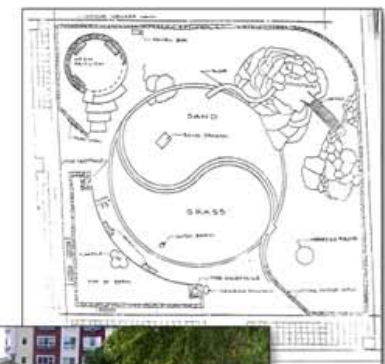
trash & water

CHILDREN'S PARK



south side (lane st.)

from above



II. Collaborative Design Concepts

Following the participatory activities, UW and WILD students worked in five teams to develop different design proposals for the park. Based on the inputs and feedbacks from the community and to provide a common ground for design, we developed the following criteria.

Keeping and transforming selected elements in the park – Rather than starting from a blank slate, think about what existing elements are working well and can be incorporated into a new design.

Make the park more prominent – A more visible park will bring more recognition to the park as a community resources as well as more users to the site. This may involve having a more prominent “entrance” into the park which can be defined in many ways. It may include gateways, posts, or some kind of vertical elements. It may also include more visually rich design elements.

Design for multiple users and uses – To encourage more uses of the park, the design shall address the needs and desires of different users. The design needs to consider relative locations of active and passive activities. While a common area can be created and shared by different users, permeable “niche areas” may also be desirable for more specific users. Given the limited space, the same space may be used for different activities at different times. For example, an open area for exercise can also be used for festivals or other programmed events.

Design for cultural expressions and activities – The new design shall address the desire to have more explicit cultural representation in the park, as expressed by participants in the intergenerational

design workshop. Other community stakeholders also suggested to have a theme for the park. Cultural expressions in this case may include incorporation of traditional architectural and spatial elements, interpreted meanings, and/or design that support everyday cultural activities in the neighborhood.

Address public safety concerns – A number of safety concerns need to be addressed in the new design such as the lack of visibility into the park, particularly along the southwestern edge. There also needs to be a more effective yet visually pleasing screen or barrier between the park and the alley way to deter flow of illicit activities through the park.

Create opportunities for natural learning – The park provides opportunities for interactions with nature for elderly and kids alike. This can include both active (catching bugs, smell of flowers, etc.) and passive (enjoying the sight and scenery) interactions.

Explore potential connections with existing services and programs in the neighborhood – Think about design that would support creating linkages with existing services and programs in the neighborhood, which could in turn bring more users to the park. For example, a potential linkage can be established with the Wing Luke Asian Museum by continuing the theme of cultural heritage and interpretation.



Specific Design Elements

The following elements received high ranking by different age groups during the workshops and have been considered in the design. Given the limited space, some of the elements have been combined or linked. New elements are also introduced based on further observations and understanding of the site.

Vegetations: vegetation can provide needed shade, protection, visual experiences, habitats, and opportunities for natural learning;

Tables and chairs: outdoor furniture need to be provided for residents and children in the neighborhood who are the primary users of the park;

Play structure: Consider where to best locate the structures as well as alternatives to the standardized equipment;

Shelter: consider a strategic location for a shelter and how it may combined with other elements;

"Entrance:" see opposite page;

Grassy area: consider ways to make the grassy area both an aesthetic and functional feature in the park;

Lighting: consider how to best incorporate lighting and light fixtures on the site;

ADA accessibility: make sure the park can be enjoyed by everyone.

The following proposals represent different responses to the above program, each with its own focus and unique solutions to the stated problems.

Group 1

Design Concept 設計概念

PLAYZA

This small corner lot needs somehow to provide both a safe and engaging place for play, and a beautiful and urban public plaza. A pedestrian-oriented, neighborhood park where play spaces and grown-up areas are distinct, but not separate. A place where the sounds of traffic and commerce mingle with those of water, wind-blown leaves, lunchtime conversations and a game of hide-and-seek. A PLAYza!

在這個規模不算大的公園，這個設計方案強調解決現有的安全顧慮，開拓一個兒童玩樂及都會公共聚會空間。我們利用圓形步行道主導設計動線並連結在鄰區內各角落的主要設計結構，讓這個空間形成一個...遊戲廣場。

Program Elements 設計元素

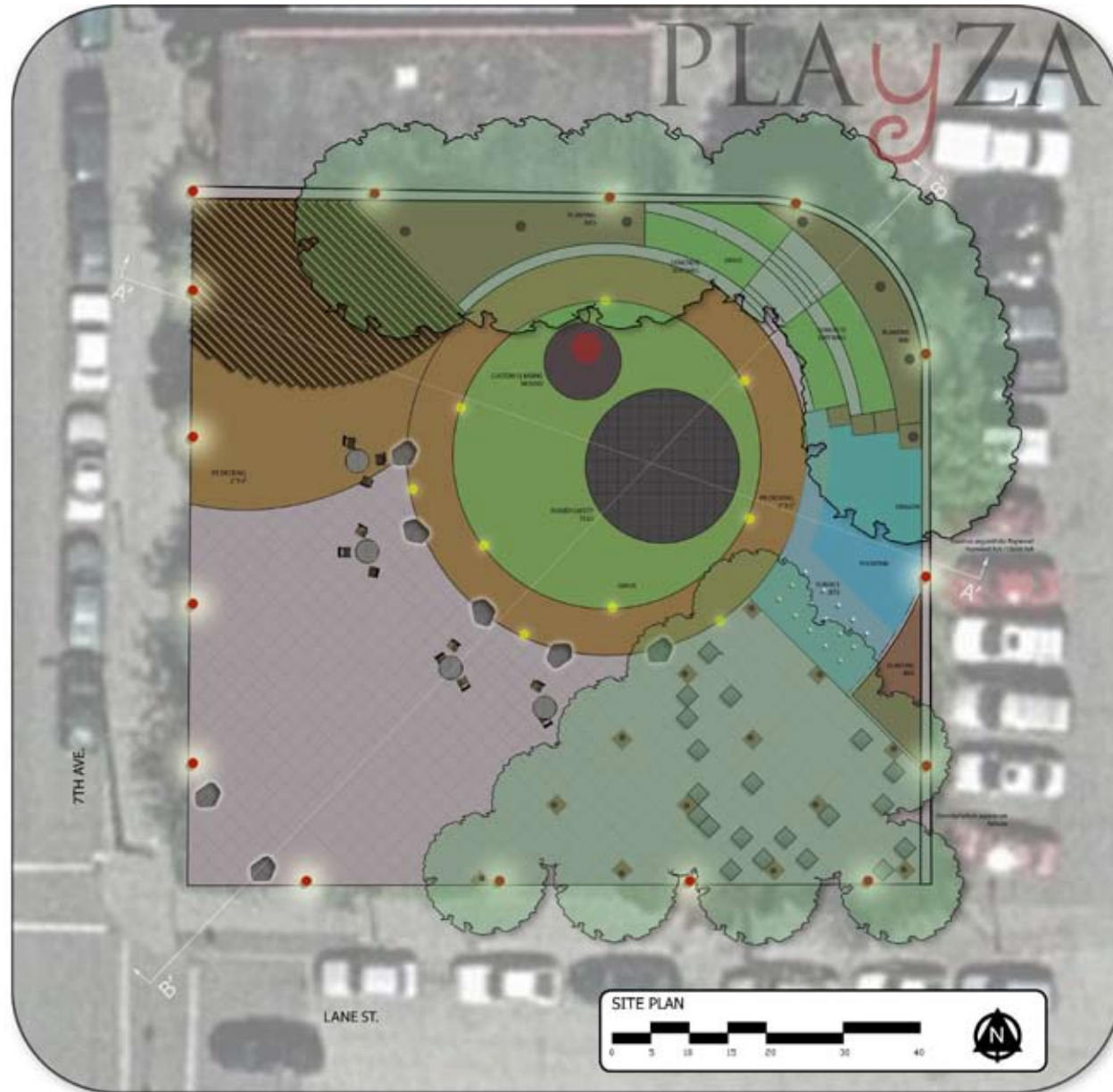
1. A Gently Sloping Plaza 前方廣場

2. A Low Fountain 階梯式的水景

3. A Light Pergola 遮陽亭閣

4. Light Posts 燈柱元素

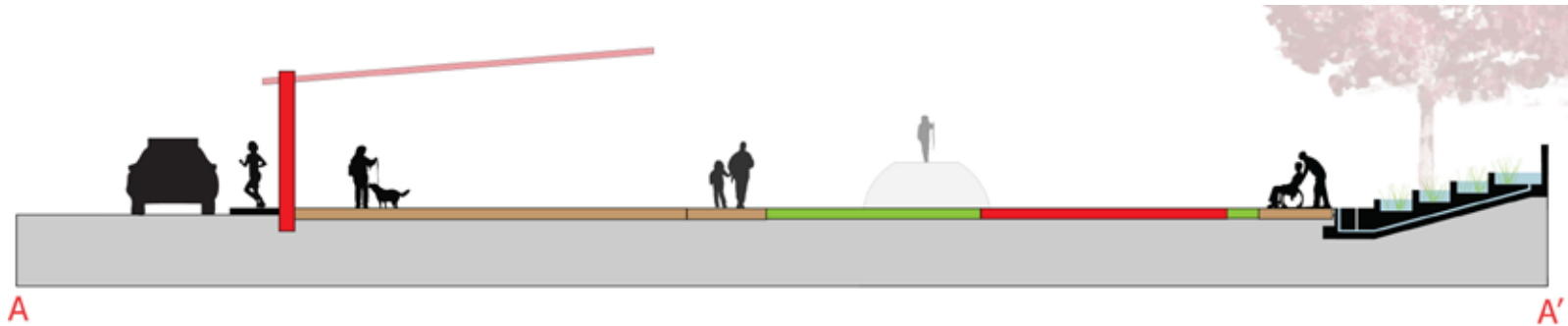
5. Boulders 圓石



proposed site plan 基地平面圖



Sections



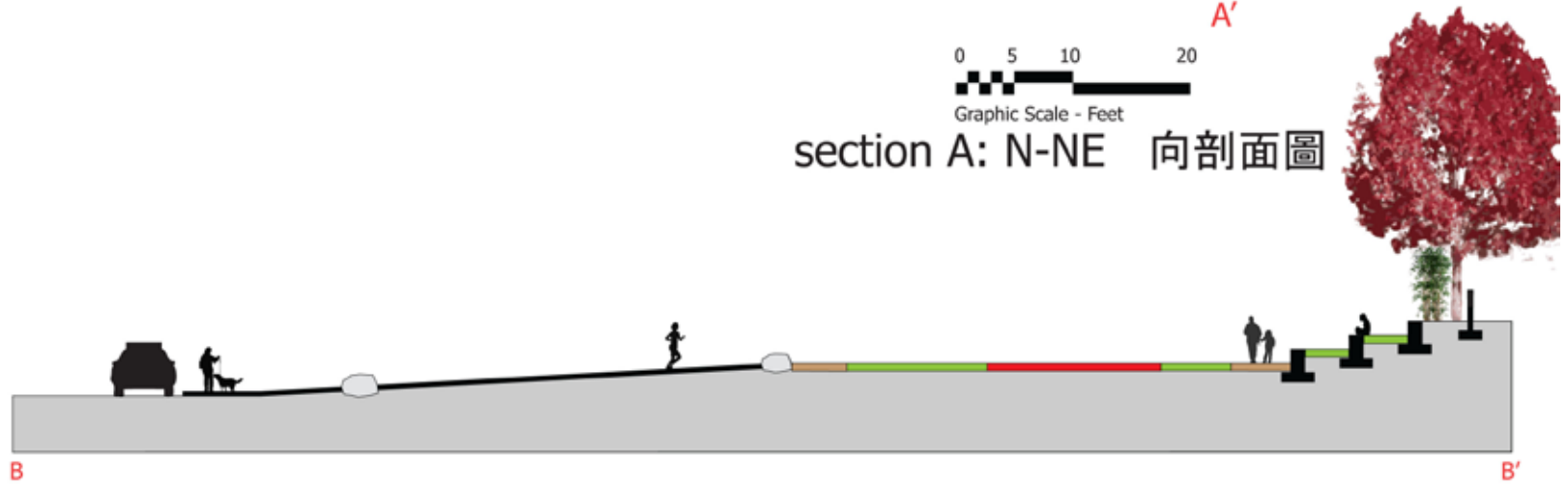
Section A

0 5 10 20



Graphic Scale - Feet

section A: N-NE 向剖面圖



B

Section B

0 5 10 20



Graphic Scale - Feet

section B: NW 向剖面圖

Design Strategies

Visibility

The raised planters at the front and side corners of the park have been removed. This creates an open plaza, level with the sidewalk, that brings the neighborhood into the park both visually and physically. Residents of the building across 7th Avenue can now keep an eye on all parts of the park. The park's lighting and changes in ground-plane materials provide transparent visual boundaries, and supervision of playing children is made easier through seating areas that face the central play circle. Plants that restrict sight are kept to the back of the park, where they help to "scale down" surrounding buildings and conceal the adjacent parking lot.



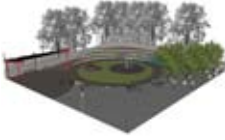
Multiple Uses and Users

Kids are the focus of the design, of course, but it is important to bring the whole community into this shared space. The front of the park is a gently sloping plaza, dotted with the remnant boulders of Joey Ing's original park design. A circular wooden boardwalk connects the rest of the park to this versatile pedestrian gathering and activity space, while along the sidewalk the plaza gives way to more sheltered, intimate areas at the corners. These include a shaded deck beneath a light pergola, an urban grove, and a low fountain for both serenity and play. The park's gentle slope and lack of changes in ground-level make it easy to traverse for the elderly or disabled, and to all the neighborhood's residents it offers a valuable sunny, open plaza, trees overhead, and grass underfoot.



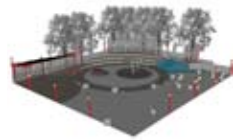
Cultural Identity

In order to reflect the inclusive, multicultural character of the neighborhood, we chose a versatile, simple design with elements of a somewhat abstract Asian nature. The original bronze dragon crowns the fountain, while the fountain's form and the terraced lawn steps at the back corner recall iconic Eastern landscapes. The pergola, while evoking no specific tradition, expresses a Japanese economy of materials and design, while the light standards around the park's edge almost miniaturize the district's informal "gateway": the brilliantly-painted columns of the I-5 overpass at Jackson Street.



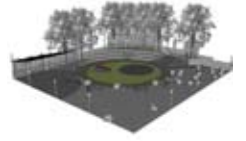
Public Safety

In addition to its function as a versatile gathering-place, the plaza serves as a "buffer zone," separating the central play area from the street along both streets. Children playing in any part of the park can be supervised from any other part, and play equipment is mounted on a surface of rubber safety tiles. Visibility improvements noted above help to prevent illegal behavior, while the use of the park as an "escape route" has been curtailed by increasing the effective height of the retaining wall in the back corner and by planting dense hedge species in front of it. The smooth, gently sloping surface of the park's main area means fewer falls.



Before and After

The community process suggested that fixing the park's problems may be more important to users than paying respect to its history, but Ing's playful design is allowed to show through. The stones of the current "mountain" provide organic, sculptural elements in the plaza and are lighted from beneath at night, while the bronze dragon watches over the park from atop the fountain. We have strengthened the central circular pattern, allowing it to serve as a central organizational and circulation element. Above all, our design celebrates the history of this vibrant pedestrian area by providing needed open space for the future of the neighborhood.



Natural Experience

Our design maximizes exposure to the organic world in this small urban space by using plants that attract wildlife - and kids too! The shrub layer consists of nontoxic natives with interesting flowers and edible fruits, augmented by three fragrant species of osmanthus. Black bamboo conceals the retaining wall and provides tactile and visual interest for young ones, and our two tree species - katsura and Raywood ash - add beautiful colors and shadow patterns while defining the park's spaces.





Views



Planting

Trees: Raywood ash provides the vertical “frame for the park, screening and scaling-down surrounding buildings while providing filtered shade and brilliant fall color. A small bosque of Katsuras by the side-walk defines the Music Grove, creating a sheltered, intimate space.

Shrubs, etc: Native shrubs with edible fruits provide interest for all ages and wildlife habitat, while a few venerated flowering species create sensory variety. Black bamboo is used to screen out the retaining wall and give vertical contrast to the park’s horizontal lines.

Trees

Fraxinus angustifolia ‘Raywood’
Cercidiphyllum japonicum

Raywood ash
Katsura

Shrubs, Vines, Ground cover

Gaultheria shallon
Vaccinium ssp.
Rubus spectabilis
Amelanchier alnifolia
Acer circinatum
Osmanthus fragrans
Osmanthus X burkwoodii
Osmanthus delavayi
Phyllostachys nigra
Trachelospermum jasminoides
Akebia trilobata
Akebia quinata
Gaultheria mucronata

Salal
Blueberry
Thimbleberry
Saskatoon/serviceberry
Vine maple
Sweet osmanthus
Burkwood osmanthus
Delavay osmanthus
Black bamboo
Star jasmine
3-leaf akebia
5-leaf akebia
Wintergreen

Group 2

Design Concept

設計概念

The design of the park focuses on incorporating spaces that are designed for a variety users, ages and cultures. The emphasis is on creating a safe place for children to play and interact with each other as well as creating a destination space for the community. Cultural references are linked with users and uses. Tai Chi, the dragon, the covered area, the plantings and the use bright colors characterize the space.

本公園的設計著重於融合不同年齡層與不同文化使用者所需要的空間，其重點在於提供孩童一個可以安全遊戲與互動的地方，另外也提供一處社區居民可以使用的綠地，文化的意象則來自於使用者與活動本身以及硬體的元素、植栽與色彩等。

Program Elements

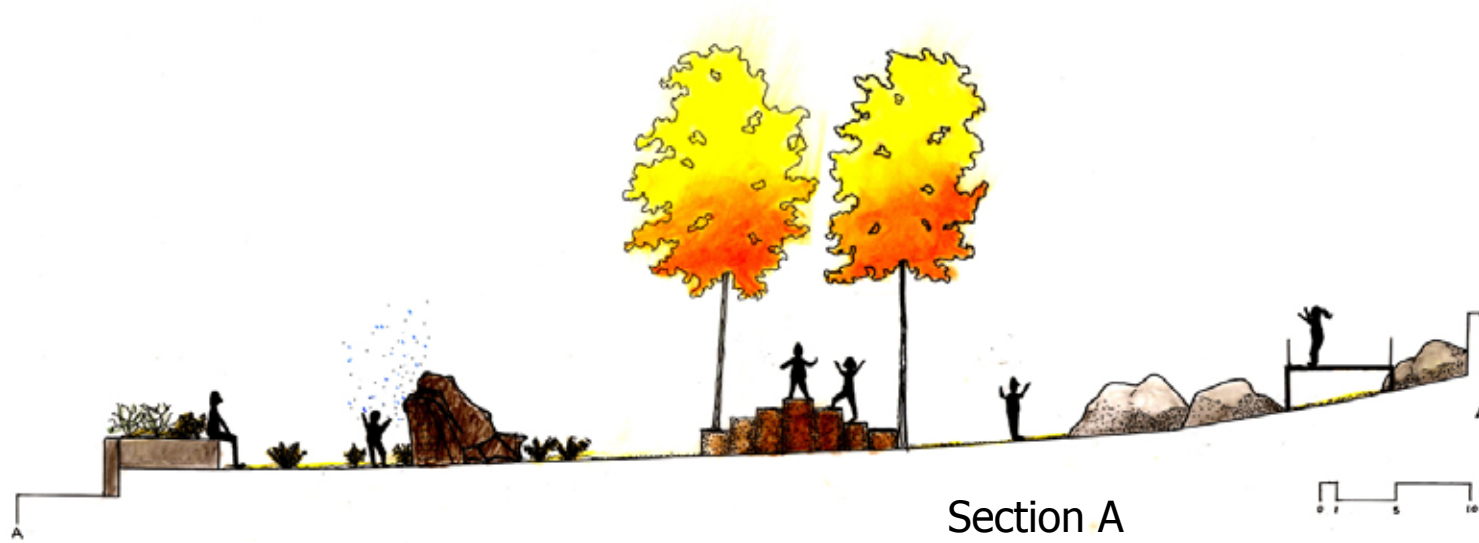
設計元素

- Interactive Play Dragon 互動式的遊戲龍
- Sound maker 聲音製造器
 - Water feature 水景
 - Climbing structures 爬具
- Open green space 開放綠地
 - Tai Chi 太極
 - Play 遊戲
 - Picnics 野餐
- Gathering spaces 聚會空間
 - Games 下棋
 - Social activities 社交活動



proposed site plan 基地平面圖

Sections



Section A

0 5 10



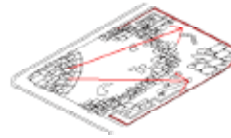
Section B



Design Strategies

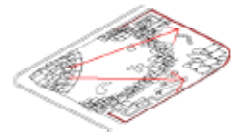
Visibility

Visibility is utilized on this site to address security and to draw users to the area. The front of the site was opened up allowing visual access into the park which would reduce undesirable activities. A physical and visual barrier prevents movement through the back of the park and increases security. A painted intersection with cultural references calls attention to the park and community.



Public Safety

The site design opens up the park. Any structures are designed to not obstruct views in and out of the park. The structures are strategically placed in order to deter unwanted activity from occurring in the park.



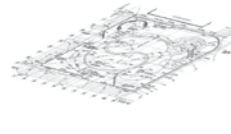
Multiple Uses and Users

The park provides a variety of spaces for different people and different activities. The interactive dragon in the park is mainly for kids. The open space is mainly used by kids as well as seniors creating a space for them to do tai chi. A variety of seating spaces exist for parents to watch children such as: covered areas, seat walls or under a shaded tree.



Before and After

Currently the park is not looked at as a destination space. It does not create an interactive space for children to play. The proposed design would include features and encourage activities that would lead to a more iconic park. The existing dragon is referenced in the proposed park design therefore anchoring the new park in its past.



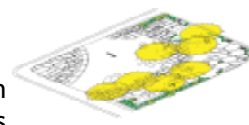
Cultural Identity

There are many attributes of the design that express the culture of the community. The incorporation of the dragon in the park signifies alludes to the international character of the district and draws from the current features. The covered area references the cultural architecture in form.

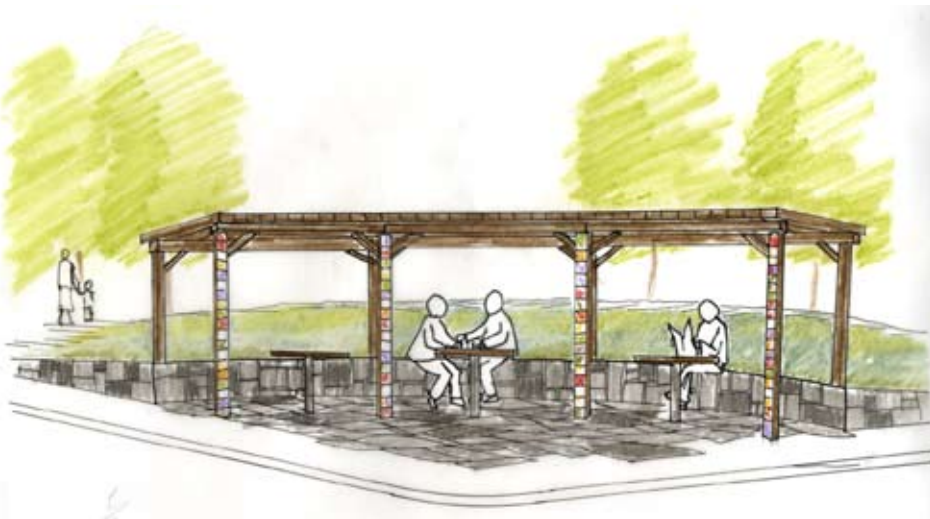


Natural Experience

Nature is incorporated into the site through the addition of trees that signify the character of the space, grass areas are mixed with paved areas to create variation in the ground plane. All of the shapes that exist in the site are relatively organic in composition. There is an appropriate integration of geometric and organic forms for an urban environment.



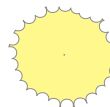
Views





Planting

Our planting plan is quite simple but culturally inspired. We have Ginkgo trees, Vine maple, red twig dogwood and moss along the base. We also have a grass area for open space.



Maidenhair Tree



Snowberry



Nandina



Sword fern, Deer Fern



Evergreen Huckleberry

Ginkgo biloba

Symphoricarpos albus

Nandina domestica

Polystichum imbricans, Blechnum spicant

Vaccinium ovatum

Group 3

Design Concept

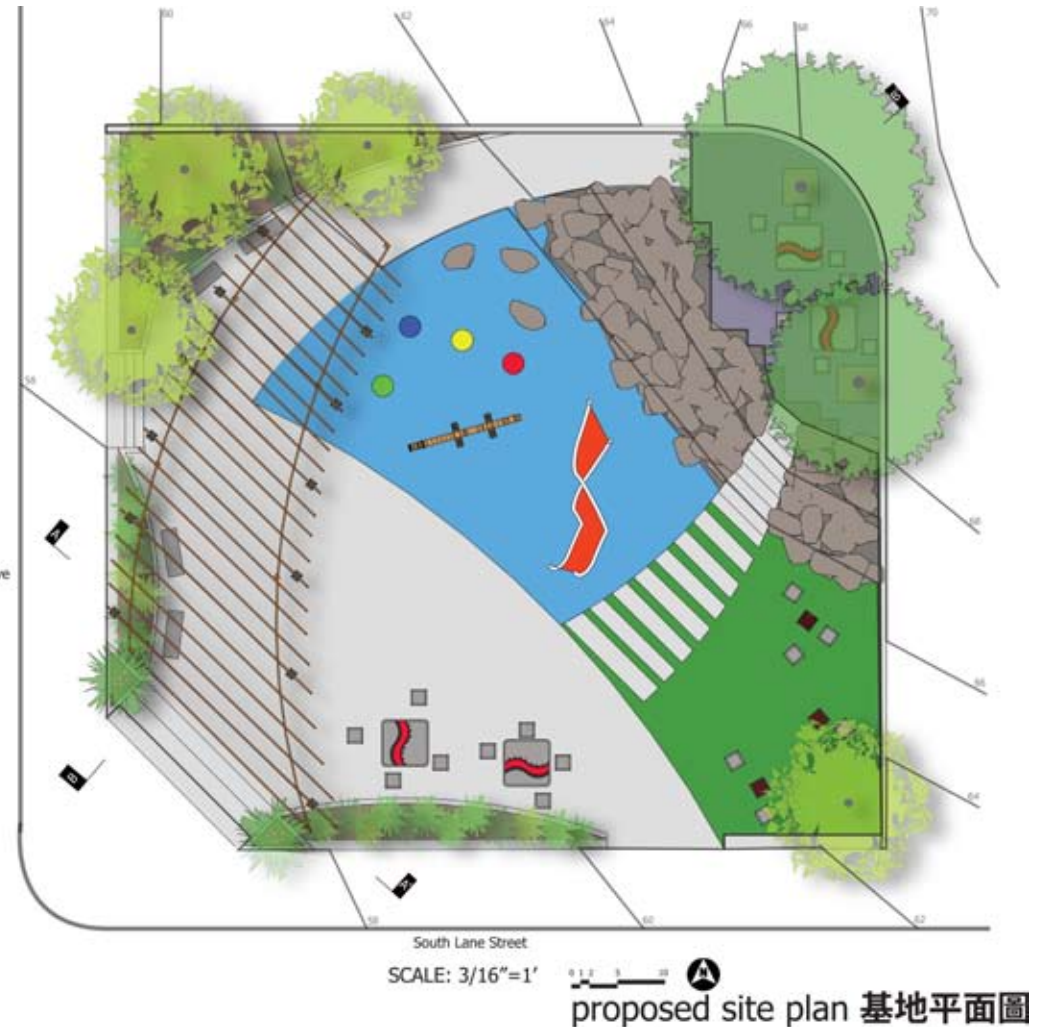
設計概念

the concept for this design was inspired by the existing yin-yang ground pattern. the design focuses on the duality of the yin and yang, opposing forces that complement each other. the design brings together spaces of light and shade, to create more complexity within the park. tree canopies and built structures helped to provide shade and shelter along the northern side of the park. the southern side of the park is more open to allow for versatile programming. the concept can also be seen through the changing of the seasons. the deciduous tree canopies will allow for more light penetration when it's most needed.

本設計的靈感來自於現有公園裡的陰陽圖形。利用陰陽二元的概念，本設計強調基地不同元素的互補與相互襯托，包括明與暗等，來豐富公園裡的空間。具體的設計包括透過公園北側的樹蔭與棚架提供了必要的遮蔽，公園的南側則提供開放的空間，讓不同的活動可以在這裡進行。此外二元循環的概念也呈現於季節的變化，例如冬季裡落葉樹將使公園獲得更多的陽光。

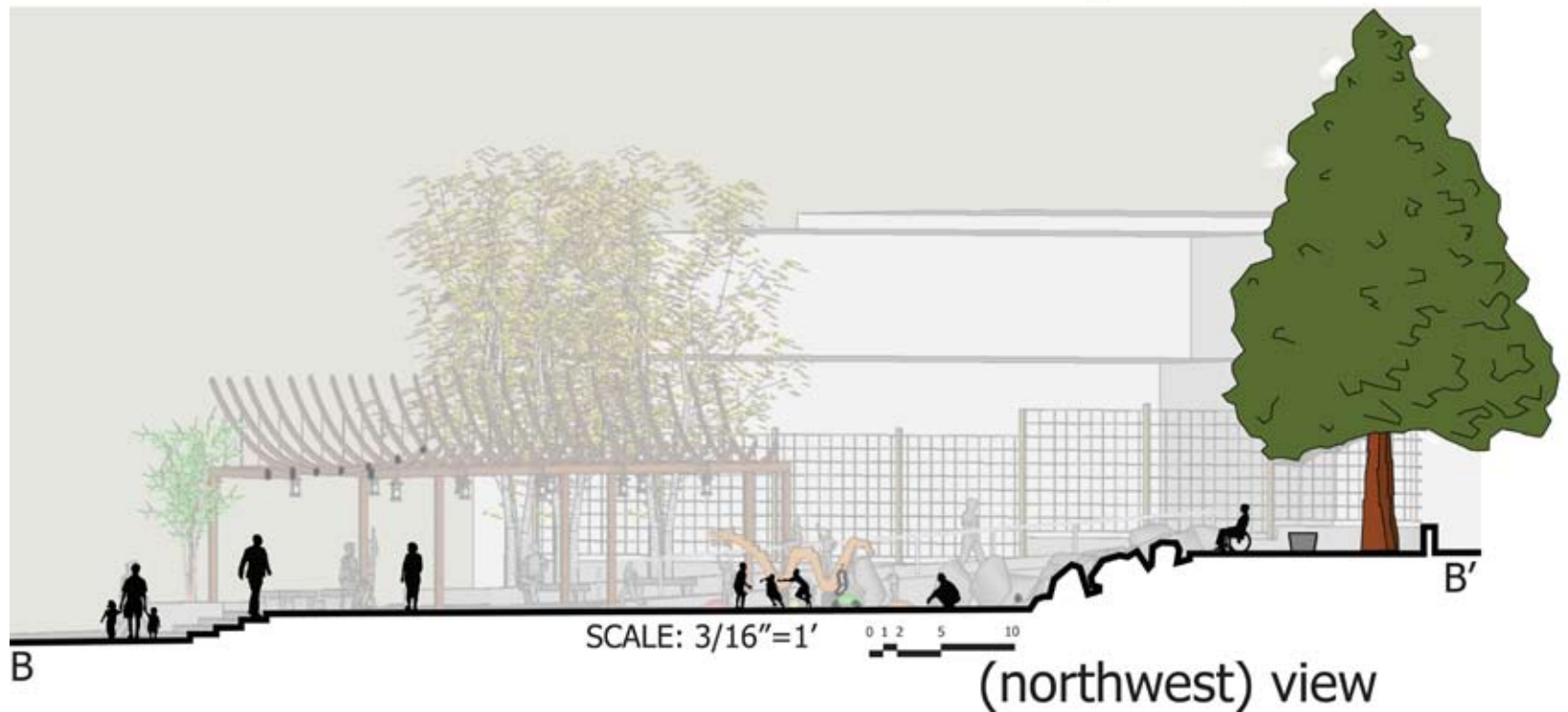
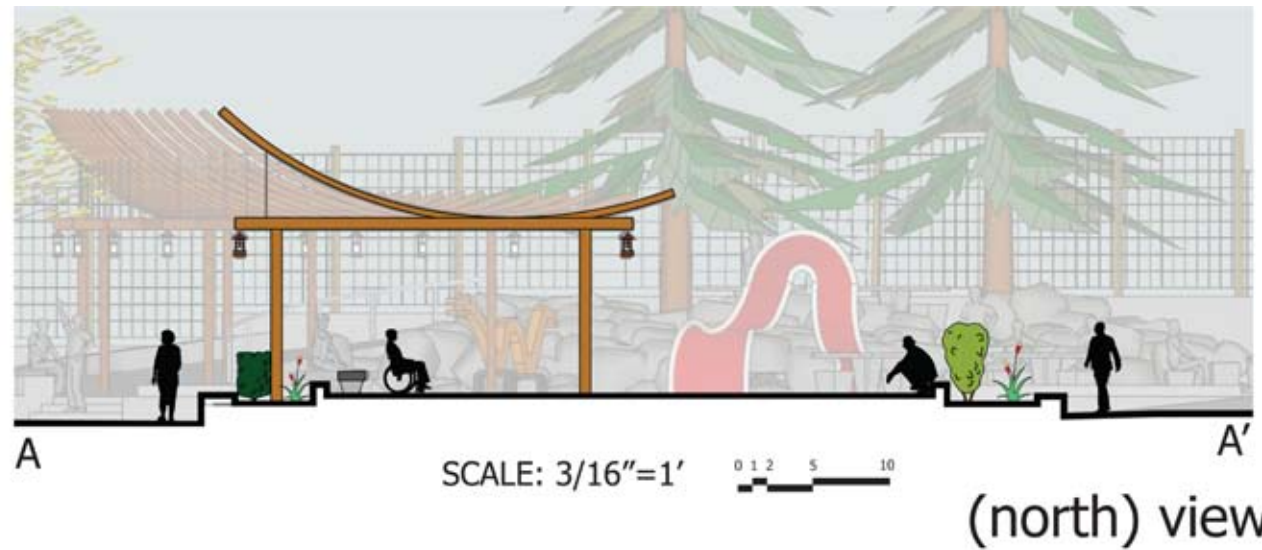
Program Elements

1. Enlarged play equipment
2. New main entrance on SW corner
3. Increased circulation throughout the site
4. Expanded shelter space with trellis
5. Integrated gaming options into the seating
6. Provided access to the terrace
7. Increased seating options
8. Provided elements to increase safety
9. Designed various ground treatments for year-round use
10. Open edges for visual permeability.





Sections



Design Strategies

Visibility

Sight into the park has been a concern so the design has created a new entrance, lower planting, and visually permeable walls. The new entrance at the SW corner is a key welcoming feature to the park and also allows for more sight lines into the park. The vegetated walls along the north and east side of the park help to visually distract from parked cars and other buildings.



Public Safety

A community concern was public safety in the park. The park tends to be highly used by transients and drug users. To resolve this issue the design has created open sight lines into the park and took out secluded places that cater to homeless. Another important feature is lighting, that extends the hours for safe activities.



Multiple Uses and Users

In most parks children do not visit alone. Therefore children's park should be designed with older audiences in mind. This design has created spaces for users of all ages through multiple seating, which includes the game tables. Variety of seating arrangement is provided for families, couple, and individuals. Different size spaces within the park can handle different size groups, as well as, provide unprogrammed open space for community use.



Before and After

A majority of the site has changed. The only element that remains the same is the boulders. In the new design a trellis has been added to provide cover. In addition to a main entrance on the corner of 7th Ave & S. Lane Street, planters and green walls have been put in around the perimeter. More benches and tables can be found throughout the park, as well as, on the terrace.



Cultural Identity

This design uses abstracted elements from Asian cultures to provide a modern expression of the diverse International District. This can be seen in the trellis architecture, in addition to the plant choices.



Natural Experience

It is difficult to provide a natural experience in such a small urban park. This issue was tackled by giving the community what it was lacking: trees, grass, and flowering plants. These were integrated in such a way that the park still remains durable and usable all year round in a high traffic urban environment.





Views



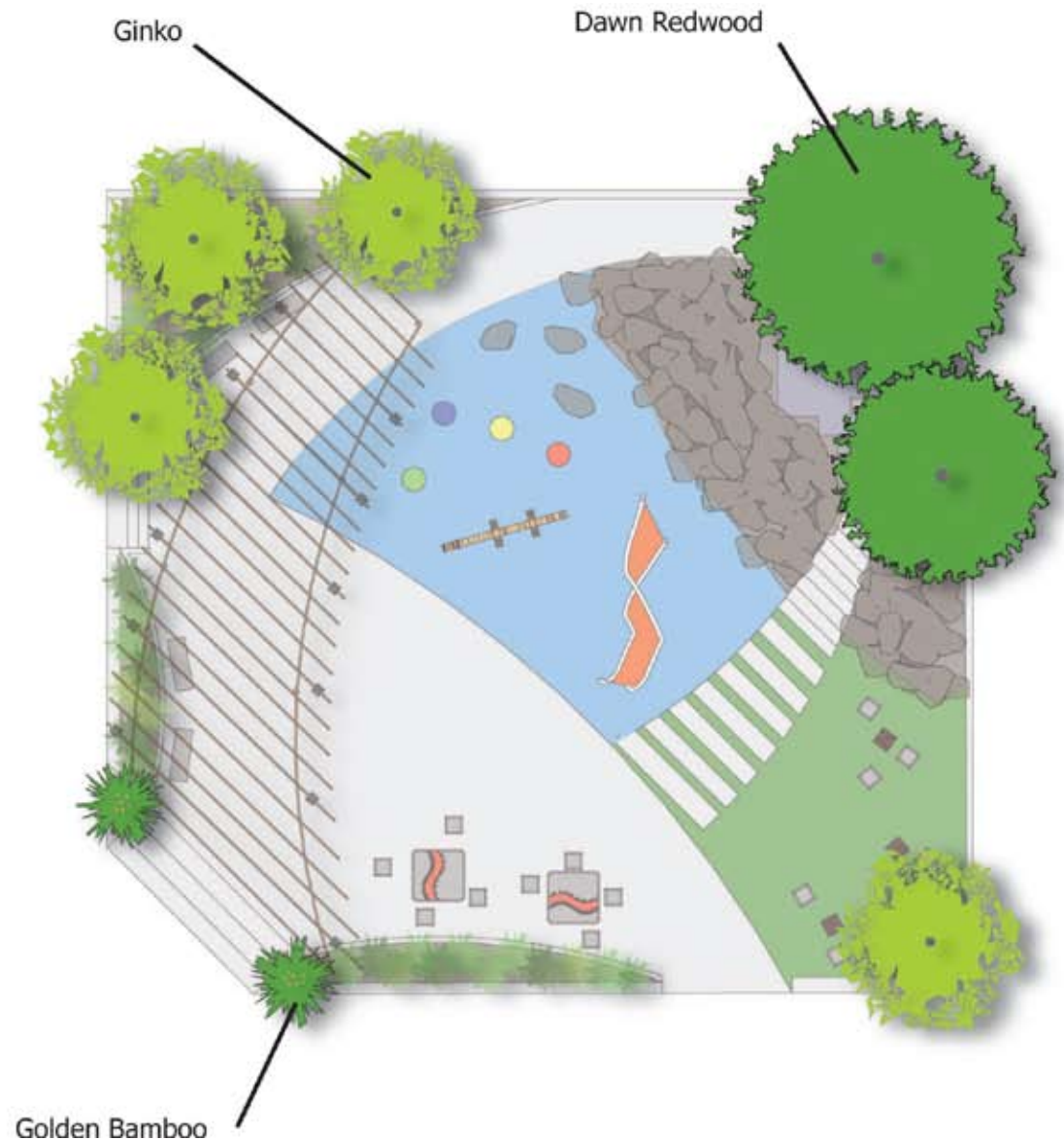
Planting

Below is a recommended list of plants to show regional characteristics as well as stand up to daily life in an urban children's park. Careful consideration should be used when deciding on the plant palette so that invasive species are not planted. To help tie the community to the park, it may be nice to have the community plant and help tend to the understory plants.

以下是本組所推薦能反映當地特色又耐用的植物名單，植栽設計需要考慮避免使用入侵型的物種。

Key Species 關鍵植物

- Ginkgo 銀杏
- Dawn Redwoods 黎明紅木
- Golden Bamboo 金竹



Group 4

Design Concept

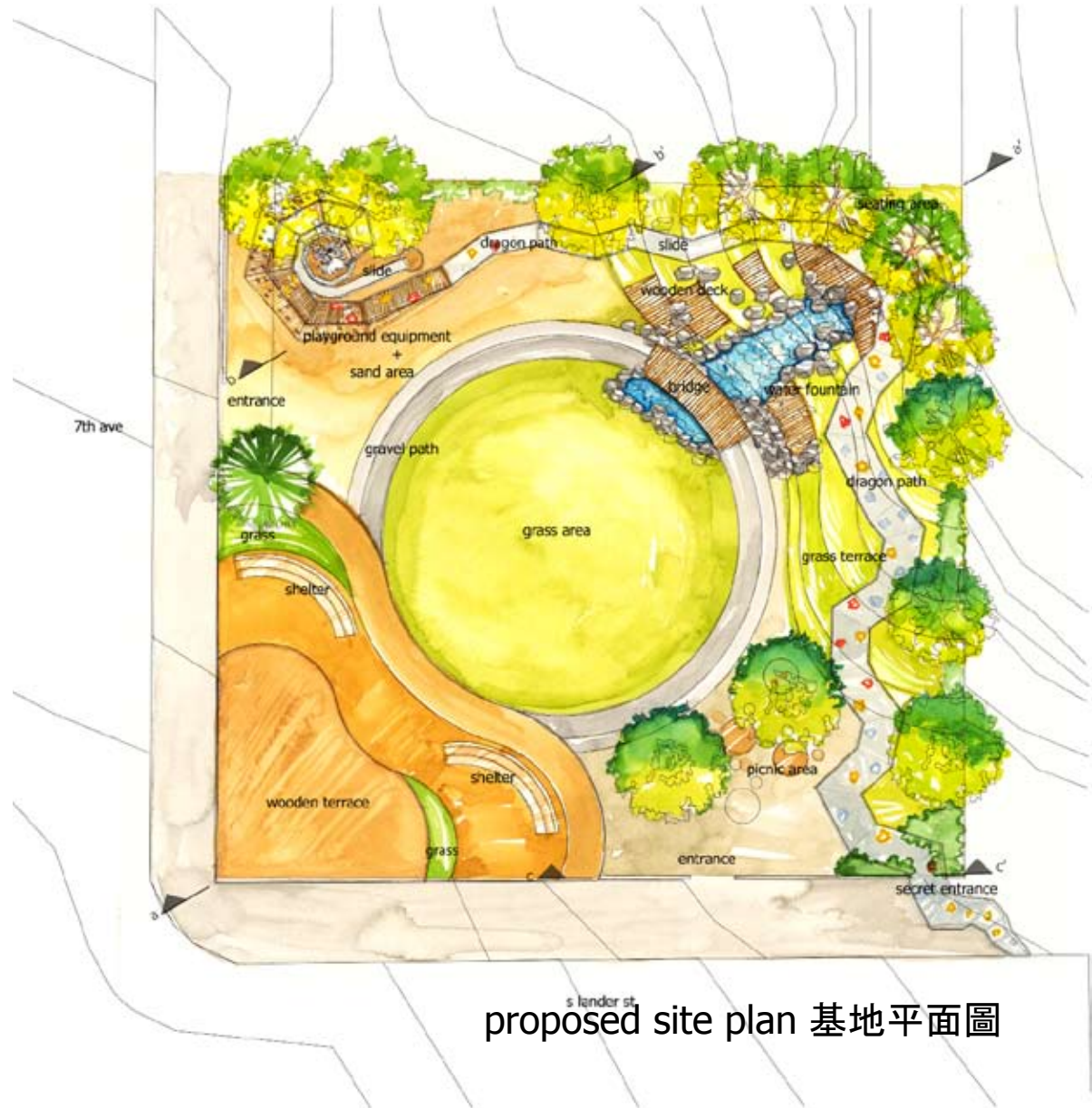
設計概念

International children's park sits within the Chinatown/ international district; both a historical and a heavily cultural site of Seattle. In this dominantly urbanized environment, children, as well as the general public is in a dire need of something green, something natural. In this light, the concept for this re-design is 'space where human and nature interact'. By creating open green spaces and visual connection to the rest of the district, as well as incorporating whimsical elements and shapes for the kids to enjoy, this re-design aims to interact the urban and man with nature.

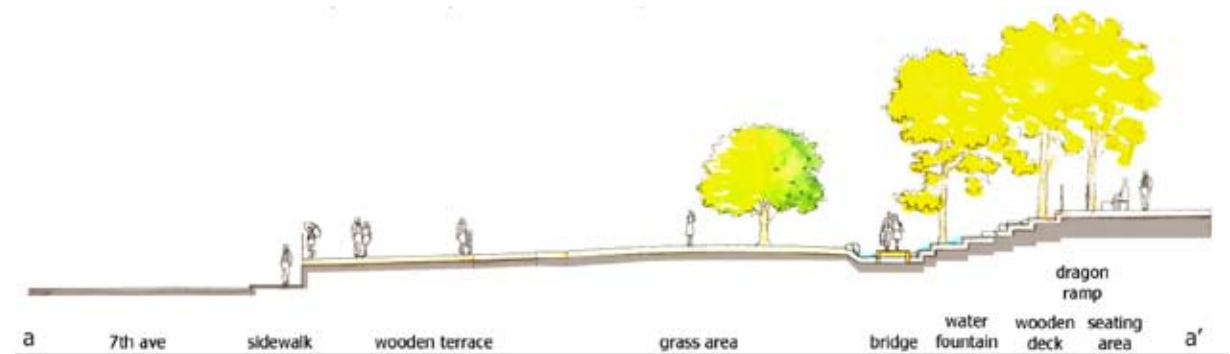
國際兒童公園所在的西雅圖華埠/國際區，是一處深具歷史與文化的社區。在這個城市化的環境裡，兒童與其他年齡的使用者均希望有一處綠意盎然的空間。本設計的概念即在於營造一個讓人與自然可以互動的空間。藉由開放的綠地與視覺的連結以及有想像力的兒童遊戲設施，國際兒童公園將提供一處居民可以接觸自然環境的場所。

Program Elements

1. open visual connection to the rest of the district.
2. circular lawn circle for community use.
3. dragon ramp / slide feature.
4. waterfall / wooden bridge for visual relaxation.
5. seasonal tree vegetation.
6. gentle grass stepped hill.
7. public picnic area.
8. mural wall.
9. graffiti wall for children.
10. secret entryway for children.
11. playground equipment.



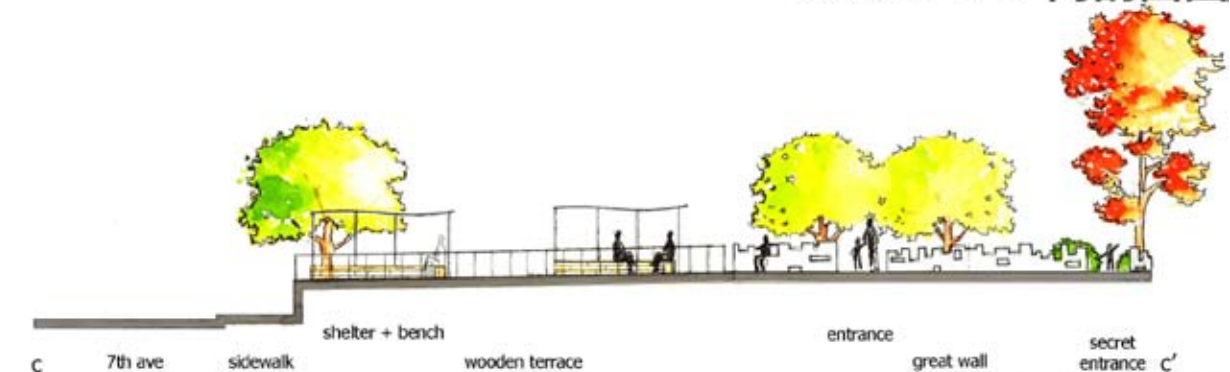
Sections



section a-a' 向剖面圖



section b-b' 向剖面圖



section c-c' 向剖面圖



Design Strategies

Visibility

By opening up the south-west corner of the site with wooden terrace and treeline, lined with the waterfall feature that sits on the same axis, the site becomes more inviting and noticeable. Also by having seasonal trees for color variation, this children's park will always visually grab the attention of the general public.



Public Safety

Every elements in the site are designed abiding the regulations and every space within the park is to the ADA accessibility code. By creating a visual axis and opening up the site, as well as having lower walls on both sides and making the space more welcoming, the users can feel safe visiting and enjoying the park.



Multiple Uses and Users

The park re-design is inevitably geared towards children, but is designed in a way that is welcoming and enjoyable for all. By adding wooden terrace for sitting under the tree shades and having a picnic area, as well as stepped grass hill with a waterfall feature, the design accommodates to multiple users at once, allowing the general public, as well as children to fully utilize the space.



Before and After

By pin-pointing the main problems facing the park and keeping the elements that is already working, the re-design only makes minor design changes in order to fix the problems in order to make the space work better for all. The re-design mainly focuses on improving the flow within the site while concentrating on providing a park for children that would accommodate all the users that would visit the park.



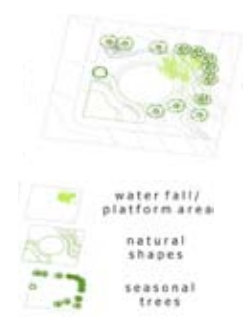
Cultural Identity

The re-design features a dragon path/ramp that wraps the whole site from the south-east corner to the playground space in the north-west corner. The site also features two graffiti walls in a shape of the great wall of china. This feature will also act as a sitting space for parents overlooking their children. Lastly, the use of seasonal trees such as weeping cherry trees, Japanese maple, and bamboo trees will make the space more vibrant with color.



Natural Experience

By using naturally curving forms and circular elements, as well as by adding waterfall element and seasonal trees, the re-design follows the design concept by making this space where human and nature interacts. The usage of green and natural ground materials unifies the space, and the design aims to shine a bit of natural light in this urban district.



Views



view from wooden terrace



view of public picnic area

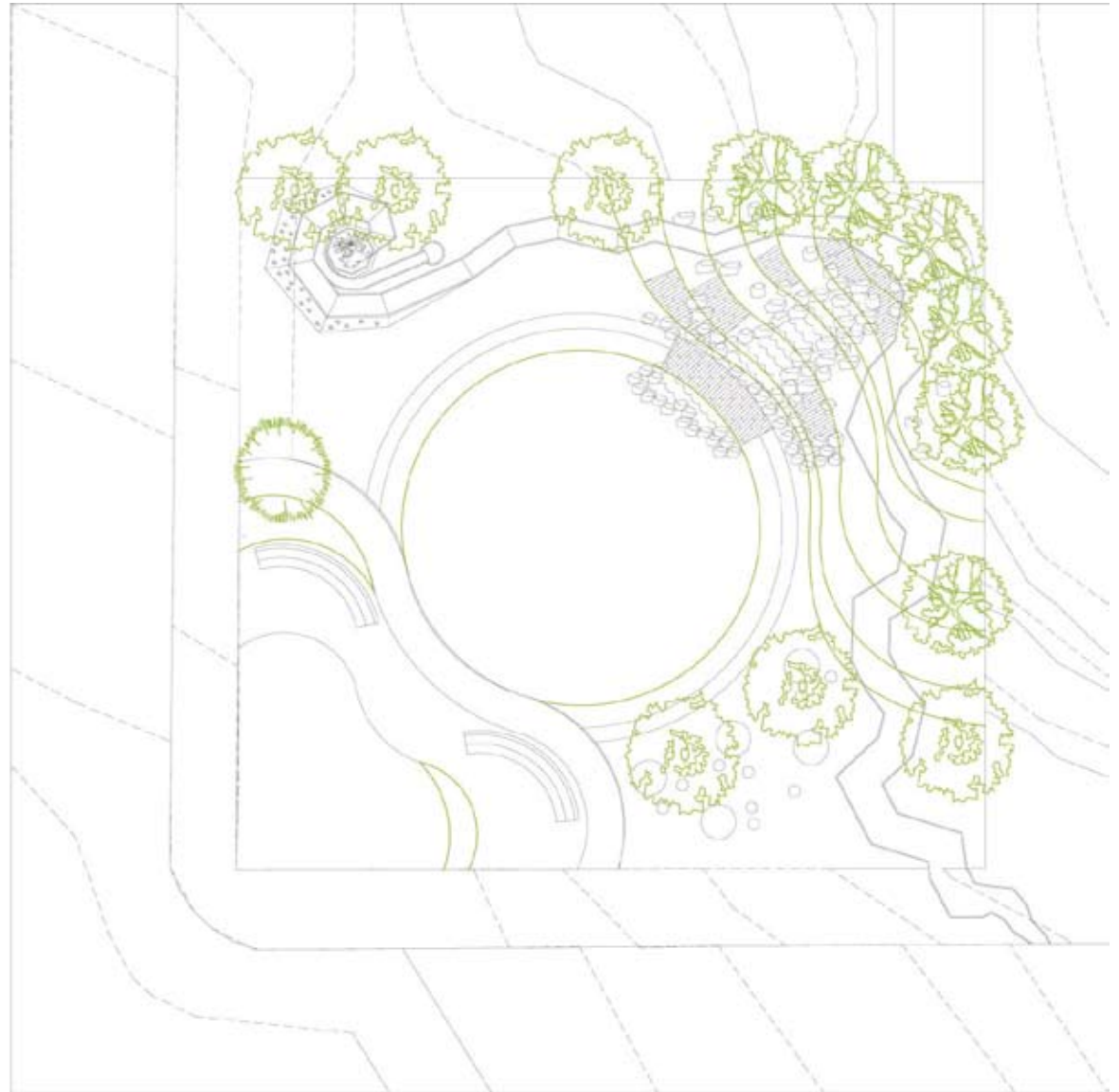


view of playground equipment



Planting

1. ginkgo tree
2. weeping cherry tree
3. japanese maple
4. japanese cedar
5. lawn



Group 5

Design Concept

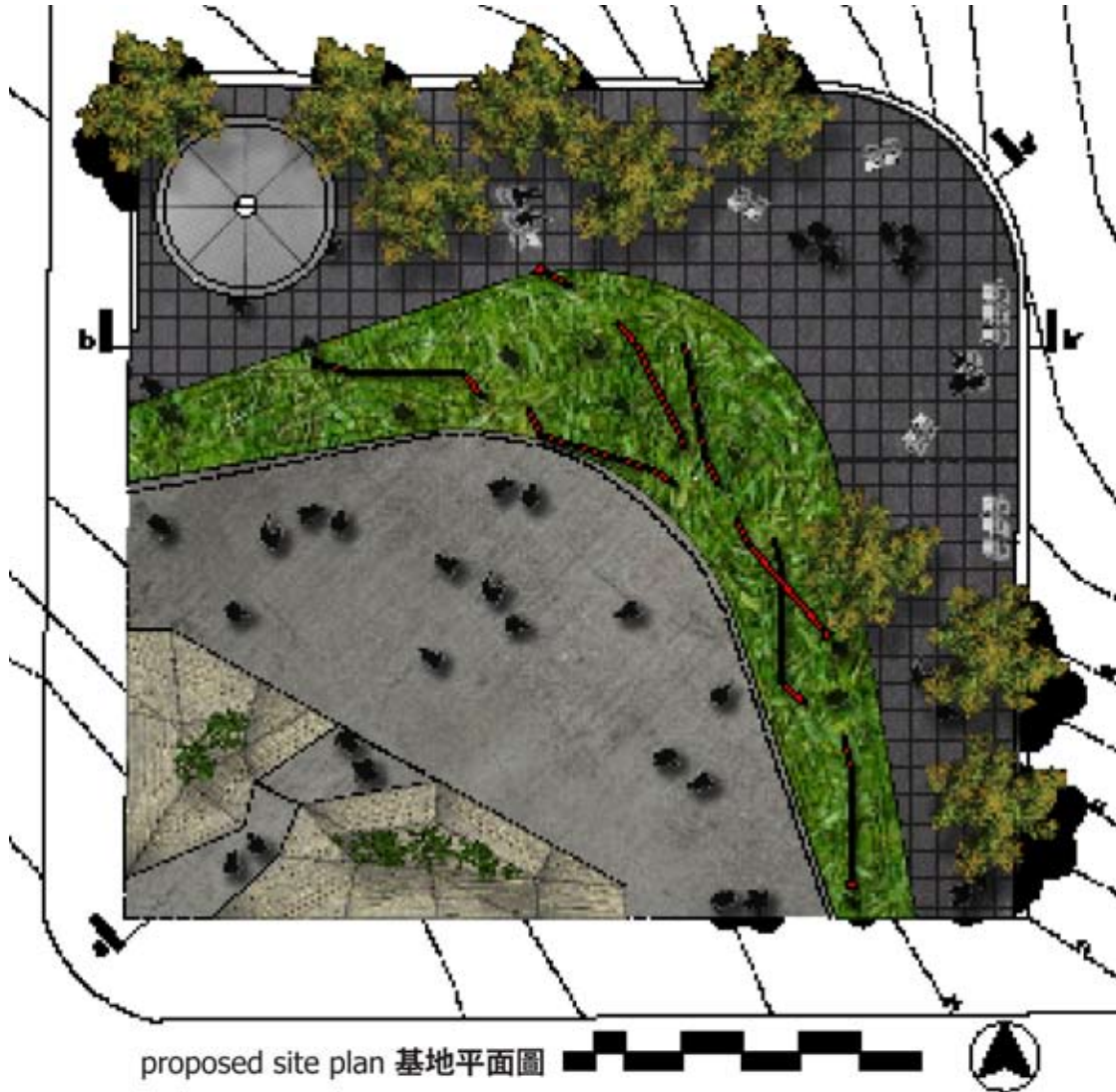
設計概念

Keeping the life of the mythical dragon is essential to carry on the parks character. This was done through a metaphorical interpretation rather than a literal translation. The grass play area is graded into a series of mounds reminiscent of a dragon back. Spatially the design is rather simple. Essentially, one plaza split by the dragons back, three unique spaces are created for a variety of unique users.

龍的活力與文化意象代表了國際兒童公園的精神。本設計是採用意象的詮釋而非形式的模仿，來傳達龍的精神。公園裡波浪狀的草坡，讓人聯想起了龍的背，透過簡潔的龍背設計，讓公園有了三的層次的空間，提供不同類型活動的需求。

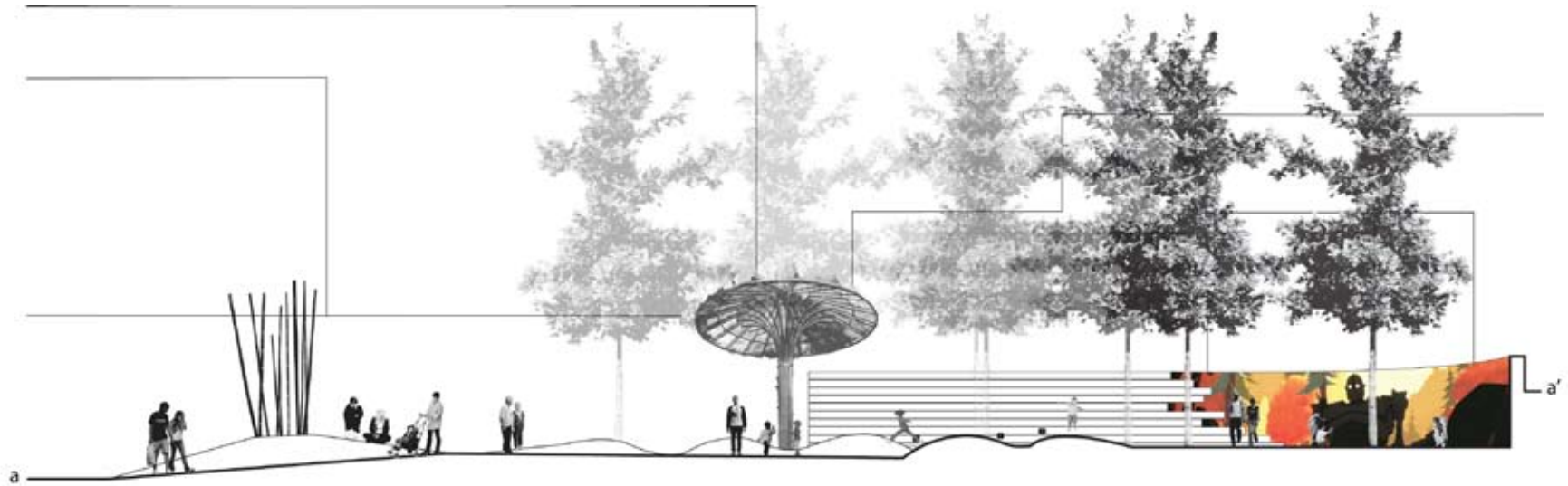
Program Elements

1. Play area
2. Open plaza
3. Seating
4. Media wall
5. Sound tubes
6. Wood deck
7. Existing umbrella
8. Movable tables and chairs
9. Green wall
10. Access ramp

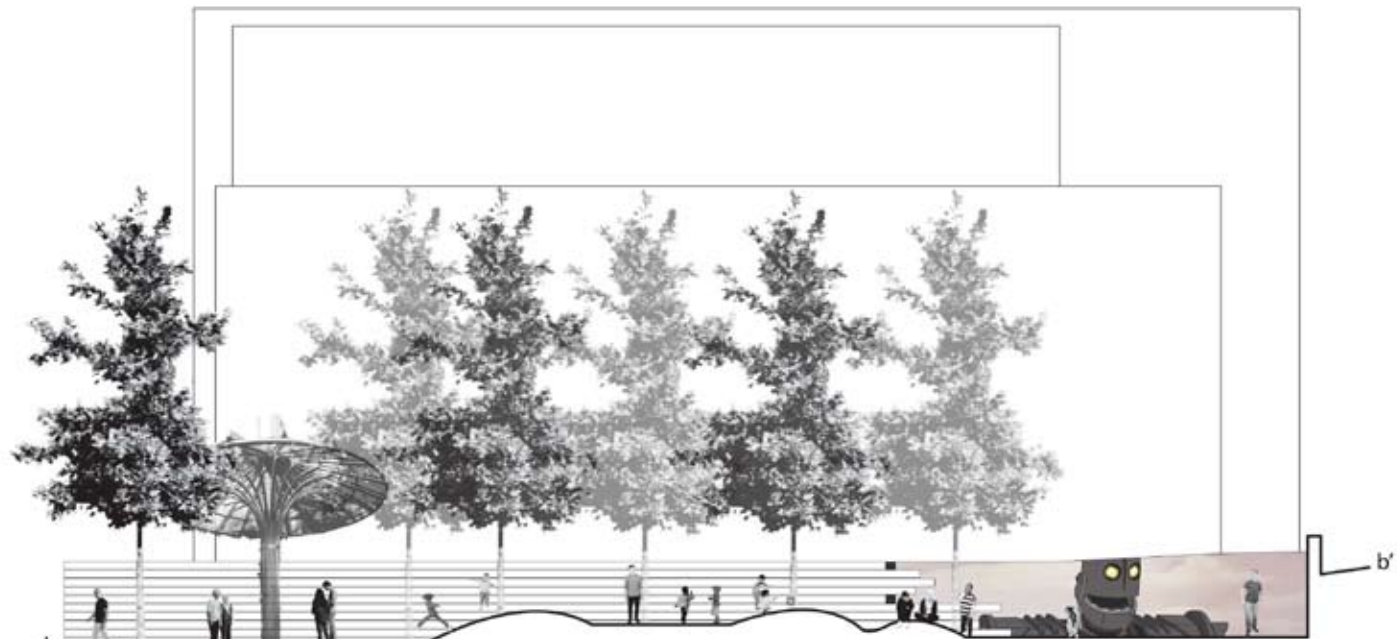




Sections



(direction) view



Design Strategies

Visibility

Low lying planting will help provide unobstructed views into and out of the site. All spaces are clearly visible from the street so users can quickly survey the park before they actually enter. Tall trees along with innovative lighting schemes will act as a beacon; drawing people to the park from the surrounding neighborhood.



Multiple Uses and Users

The design will accommodate users of all ages. Children will find the dragon's back irresistible to play on, while parents will have ample seating opportunities to supervise. Elders will enjoy a comfortable stroll through the park, with plenty of tables and chairs for games, eating, or talking. The existing umbrella will provide a sheltered space from the rain or sun.



Cultural Identity

The arc of grass mounds cutting through the entire park acts as the paramount cultural feature in the park. Symbolizing a dragon's back, this element recalls an ancient Chinese mythical creature. Lighting throughout the park includes a culturally fitting media wall and red lighting around the umbrella, which suggests the neon flare of the ID. There will also be open plaza space for dancing and taichi.



Public Safety

The openness of this design will increase visibility in and out of the space and reduce crime within the park. Lighting and opportunity for a highly active space is another key element in deterring inappropriate behavior. Opening up the southwest corner of the park while maintaining a structure will prevent runaway vehicles and keep sight lines. The wall surrounding the northeast corner of the park provides protection for seating along the back corridor.



Before and After

Looking at the park at its earliest condition we began to dissect its elements for what could be used for its redesign. The dragon statue was chosen for its importance in the community and its well established name. The second element chosen for the redesign was the “umbrella” for its potential in the park. There are many opportunities for the structure among which are providing covered space, a landmark feature, and lighting for night events.



Natural Experience

Providing a sense of connection to a natural setting allows the user and passers-by a unique experience in an urban landscape. Throughout our design we have used a simple palette of ginkgo trees, bamboo, and grass to make this connection. Textures, colors, and verticality provide the park with a merging of two experiences, the urban and the natural.

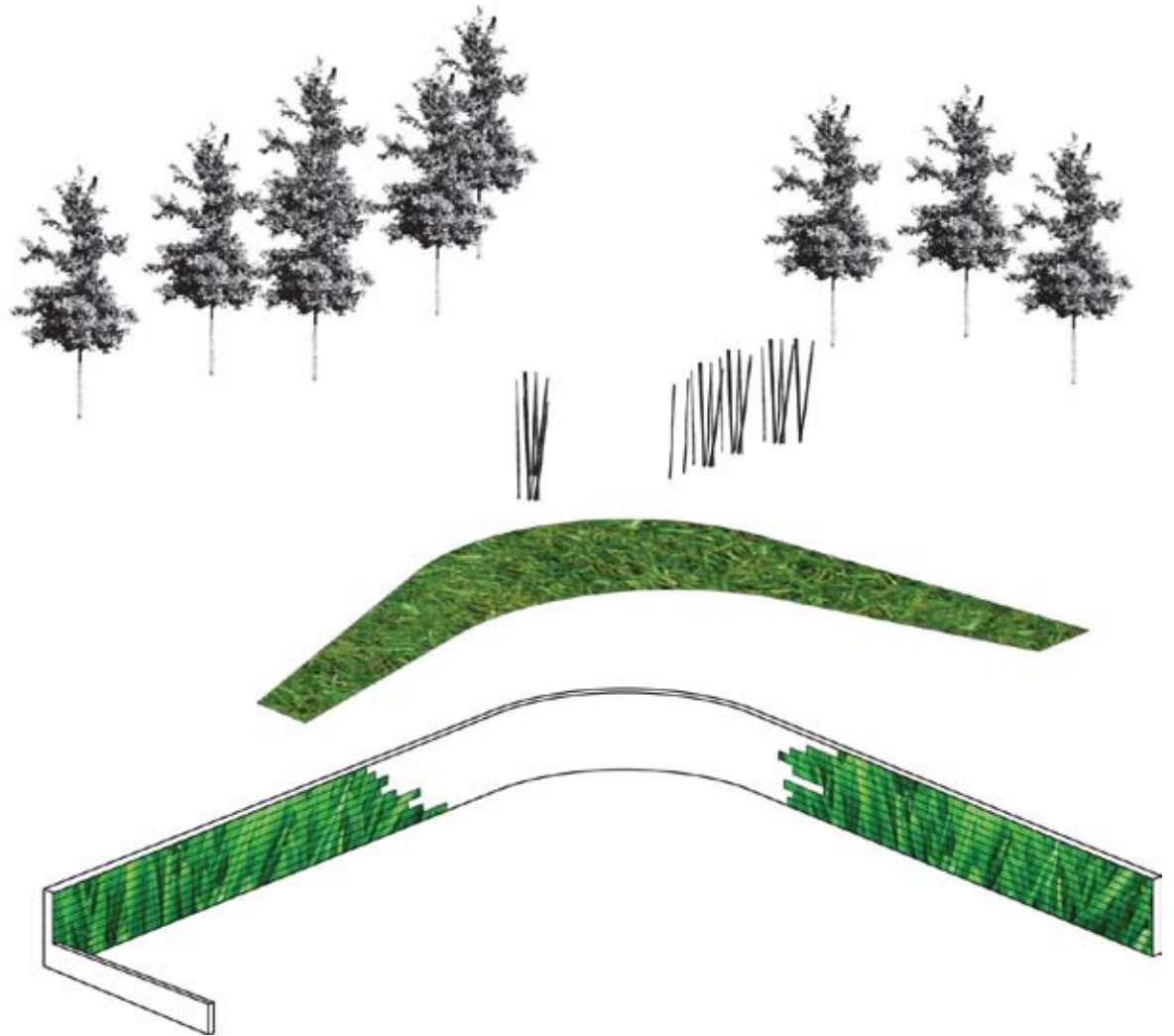


Views



Planting

1. Ginkgo trees (10) - *Ginkgo biloba*
2. Bamboo - *Phyllostachys aureosulcata*-
'Aureocaulis
3. Lawn - Northwest seed mix
4. Green wall - Pacific Northwest epiphytes





III. Community Feedbacks

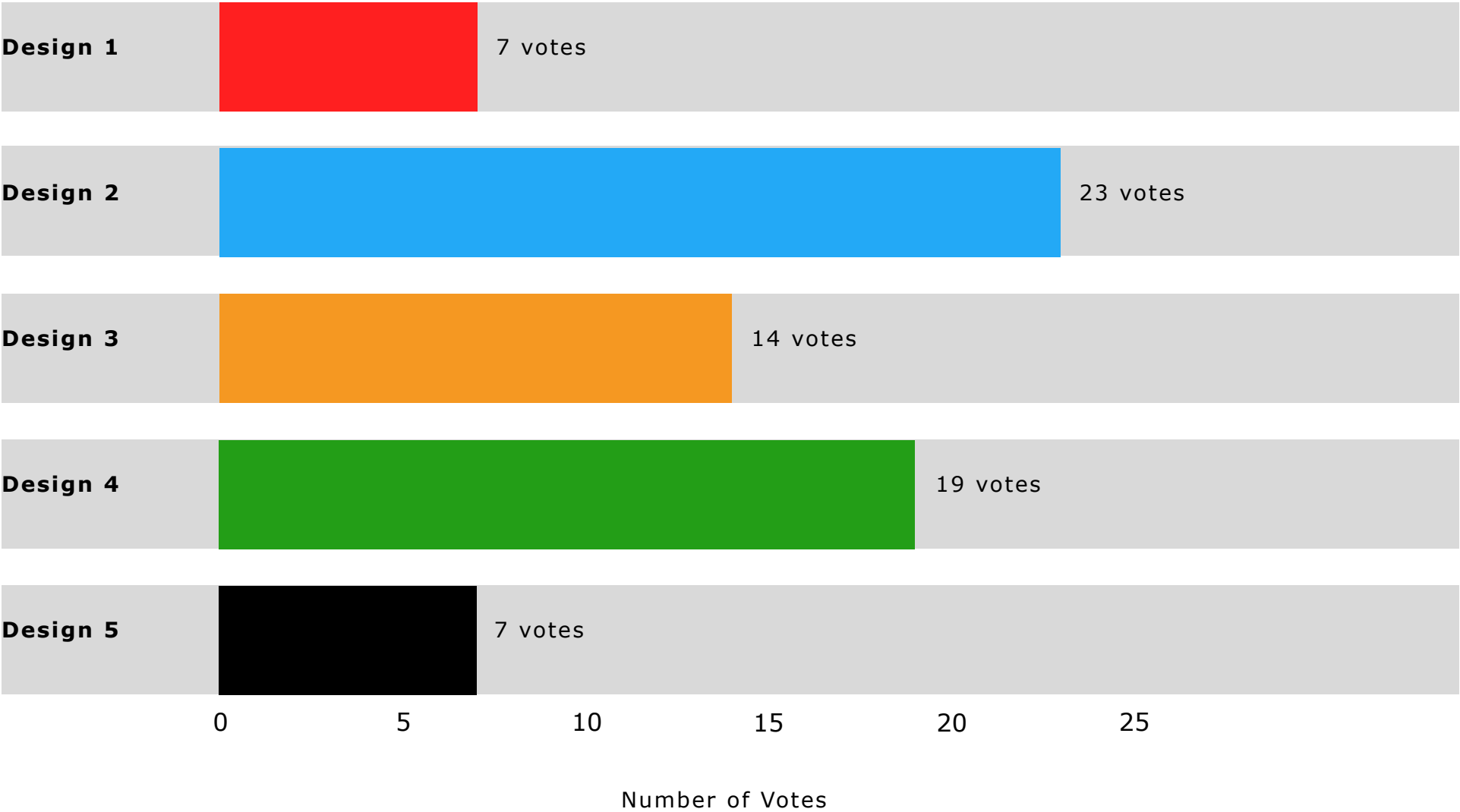
Community Open House

In addition to an in-house review at UW with invited professionals and community representatives, a Community Open House was organized to unveil the students' design proposals and get feedback from the residents and youths in the community. The open house took place in the International District/Chinatown Community Center on a late afternoon in December, during the weekly social hour organized for the elderly residents in the community. On this particular day, the elders were joined by a room full of WILD youths and other members of the community, as well as staff from the Seattle Department of Neighborhood and Department of Parks and Recreation. We were also joined by Mr. Joey Ing, the architect who designed the original Children's Park who welcomed the changes and provided detailed and constructive input for the project.

The five student teams each set up their area with boards and models of their design. Residents and youths went to each booth to listen to the students' presentation and asked questions about their designs. They then cast their votes for what they believe to be the best project. The following sections summarize the voting results with comments from those cast the ballots.



Voting Results



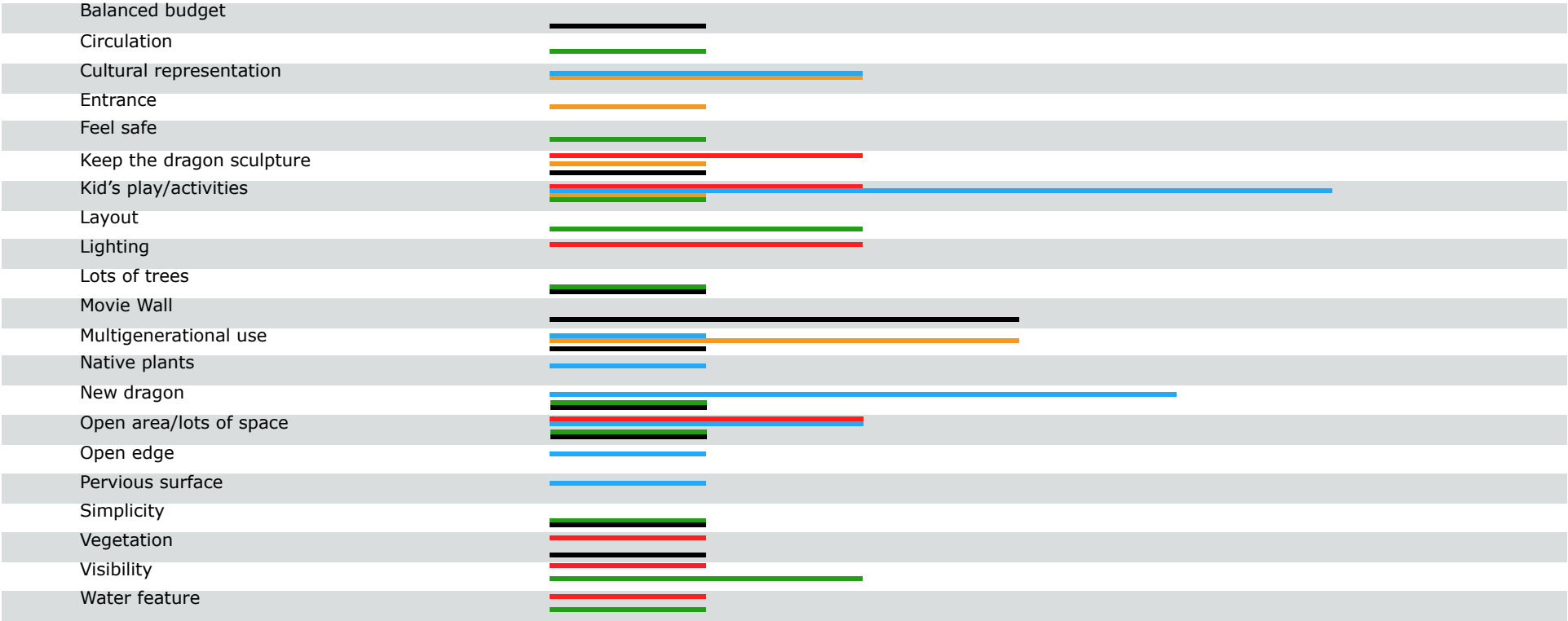


Voter Comments

Design 1	Design 2	Design 3	Design 4	Design 5
Like the idea of water but maybe park is too small, and open grass areas.	Like the dragon and how it squirts water although sad the ying and yang is gone.	Most favorite, but concerned about the large rocks as potential play equipment	Dragon path is a good addition. A variety of levels. Focused mostly on kids.	Like how they kept the original dragon in grassy and accessible area open space.
Open space- very visible, not many hidden corners, good siting of trees/ vegetation in this light.	The sculptural dragon pieces throughout was a fun traditional play item and want to see the bronze sculpture incorporated.	Has variety and open to everyone. Many areas for games, the entrance gave a sophisticated feel	Water feature was enjoyable to see	Didn't like.
Water feature is great! Move the dragon so kids can continue to climb on it.	A good representation/ symbolism of ID and has an enchanting feelings. Like the placement of the dragon and nice covered area.	Most favorite	Like a lot of trees and benches, and a big space for children to play	Like the amount of trees
The concept of layers and the dead tree look?	Have some Chinese aspect, can relate to the Great Wall of China	Nice design	Clear view, beautiful look, and good feeling because of fresh air	Like it because it's simple
Like the diversity of vegetation	Love the activity of this style	Dragon and the glass trailers	A lot of space for activities	The movie idea and telephone
Lots of lighting, barricade from escaping	Like the dragon that connected many parts fit for all seasons.	Good for adult when they're tired to see their grandchild place	Something cover for exercise, and a lot of trees, fresh air	Love the design of dragon and the movie idea is awesome
Still maintains central place of play/ fun for children	Good nice Chinese cultural structure	Because it still have like Chinese/ Asian stuff in the park	Provide a direct view into and out of the park	Budget is balance
Increased lighting with reference to other art installation in the neighborhood.	Design was interesting, pervious surfaces absorbing rainwater and less run-off. Simple use of mostly native plants	Like the trails and it's very creative, looks like the great wall of China	Everything is in the appropriate place	Made me think about the importance about elder!
Not memorable.	I like the fence open and the tree	Very nice and cute	Good use of open space and structure (playground) positioning	Movie wall is great idea (although concerned about graffiti)
Love this style because it's simple.	Integrated multi-functional dragon	Kids can have fun	Made the design feel more safer for the people around the community	It kept some existing vegetation
Nice siting of George Tsutakawa sculpture as a feature of the park.	Three cheers for the multi-functional dragon plus the open design & accessibility.	Place for adult and children to be at. Adult can sit, children can play	It looks pretty, but I think all of them cannot be in the real one	
	Chain of fun activities is great! A little bit too open though.	It looks nice and made people feel comfortable	I like the flow through the park (dragon path)	
	I like the slide and the whole park	Love the Mobius		
	Most interactive for youth and more comforting for elders, it is also simple.			
	Lots of fun stuff for kids to play			
	Like the flow of the design, using dragon for kids to play on. Think it should be put into effect either in design #5, #1, or #2			
	Like the open space			

Comment Analysis

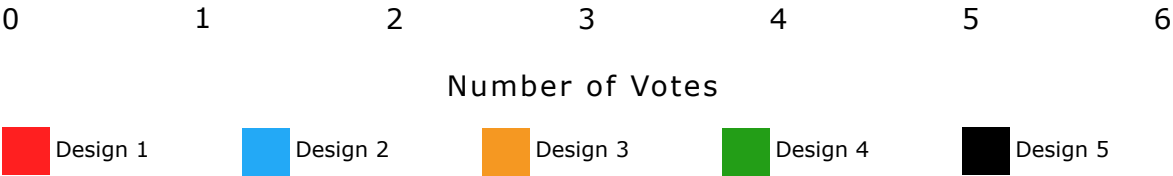
Positive Feedbacks:



Negative Feedbacks:



Key

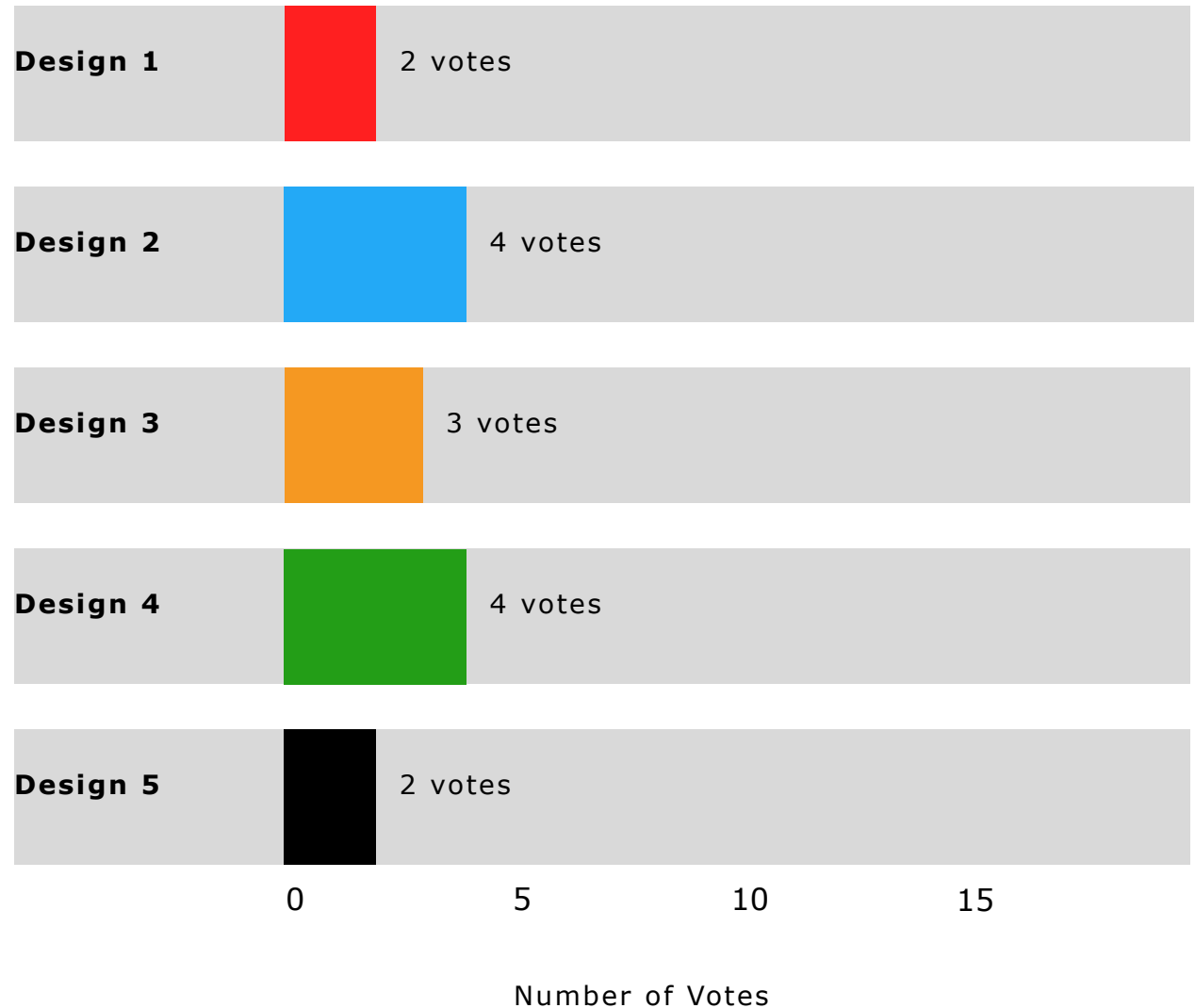




Children's Feedbacks

Because the same children from the Denise Louie Education Center who participated in the previous workshop were not able to attend the open house, we made a separate presentation in their classroom in January 2008. We first debriefed them about the design process and then described each of the five designs using the models. The children later cast their using sticky notes.

Surprisingly, the result of their vote precisely matched the result from the larger Community Open House. The same designs favored by the adults and older youths are also supported by the preschool children. While not conclusive, the outcomes seem to indicate the success of an intergenerational design process.

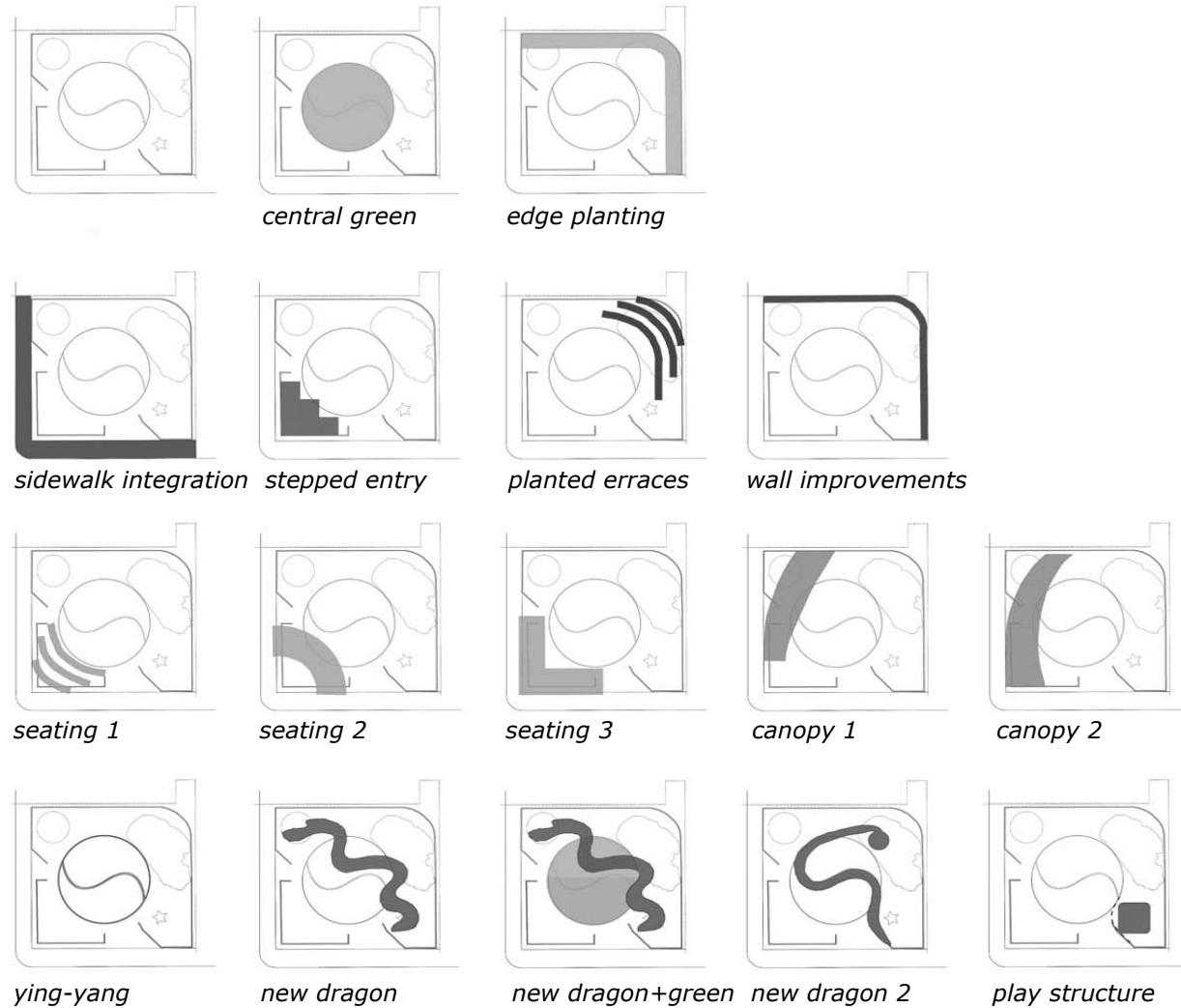


IV. Proposed Design Alternatives

Based on feedbacks from the community open house and the professional review as well as the principles outlined in Chapter 2, the following schematic design alternatives were developed. Given the uncertainty of budget and funding resources, the design alternatives are developed as sets as interchangeable parts that be built in phases to gradually improved or selectively implemented to address specific needs (see the right diagrams). Each of the elements addresses a specific improvement identified in the design process. The proposals were developed primarily based on the scheme of group 3 while incorporating elements and ideas from the other groups.

Together, the design alternatives share the following primary strategies:

1. Modify the southwest corner to enhance visibility and provide more seating opportunities.
2. Maintaining some portions of the existing Ying-Yang element (including the sand pit and dragon sculpture) in keeping with the continuity of the original design.
3. Transform the existing rock mound into a series of planted terraces to enhance the visual greenery and safety of the park.
4. Increase the amount of hard surface to create a more plaza-like setting that provides more opportunities and flexibility for programmed and unprogrammed events and to enhance usability in different weather conditions.
5. Include a new dragon sculpture that meandering through the entire site to enhance the visual identity and playfulness of the park. At various locations, the dragon also serves as seating elements for children and adults.
6. Provide multiple seating areas to accommodate different user groups. Movable chairs are recommendable to provide additional seating and allow for users to create their own space.



Conceptual Development: Interchangeable Parts



Design Alternatives

A.



Main Design Elements:

- Grass area inside the Ying-Yang form is removed to create a more open, plaza-like setting.
- Sand pit, new dragon sculpture, and new play structure form a continuous play area for children.
- The southwest corner includes new steps for easier access and visibility, as well as new rounded benches that provide seating that face different directions including the sidewalk (providing eyes on the streets and the park).
- A clear canopy element flanks the western edge of the site to provide shelter without overshadowing the site.
- Planted terraces in the northeast corner enhance the visual greenery of the park while addressing safety concerns.

B.



Main Design Elements:

- A sculptural bench (with incorporated lighting elements) is used to frame the southwest corner to provide enclosure while maintaining visibility.
- Grass area of the original Ying-Yang is maintained.
- The new meandering dragon is positioned at the center of the park, following the curve of the Ying-Yang symbol and linking the play structure and a covered seating area.
- A new canopy structure is installed at the same location in keeping with the original design while enhancing the functions and visual identity of the park.
- Planted terraces in the northeast corner enhance the visual greenery of the park while addressing safety concerns.

C.



Main Design Elements:

- The southwest corner features stepped terraces that provide both seating and access, as well as enhanced visibility into the park.
- Grass area of the original Ying-Yang is removed while keeping the footprint of the original motif.
- Planted terraces in the northeast corner enhance the visual greenery of the park while addressing safety concerns.
- The meandering dragon follows the edge of the planted terraces linking a play structure and an additional seating area.
- A clear canopy element flanks the western edge of the site to provide shelter without overshadowing the site.

Alternative

A.



Program Elements

1. Canopy
2. Planted terraces
3. Sand pit
4. Dragon sculpture
5. Play area (not to scale)
6. Plaza
7. Benches
8. Steps
9. Sidewalk enhancements



Alternative
B.**Program Elements**

1. Canopy
2. Planted terraces
3. Sand pit
4. Dragon sculpture
5. Play area (not to scale)
6. Grassy area
7. Benches



Alternative C.



Program Elements

1. Canopy
2. Planted terraces
3. Sand pit
4. Dragon sculpture
5. Play area (not to scale)
6. Plaza
7. Benches
8. Steps





Phasing Options

Phase 1

Changing the southwest corner as the initial step to enhance visibility and safety of the park

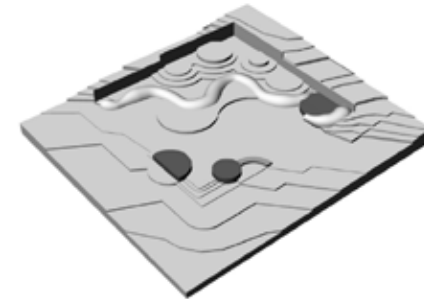
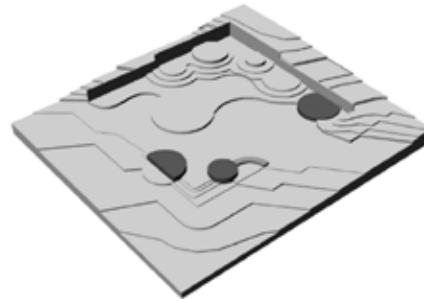
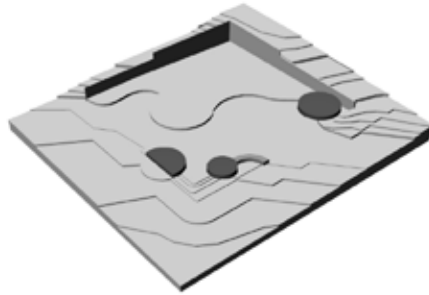
Phase 2

Transforming the rock mound into a series of planted terraces

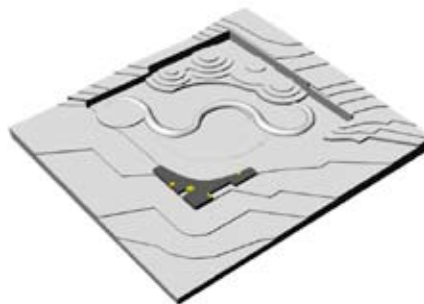
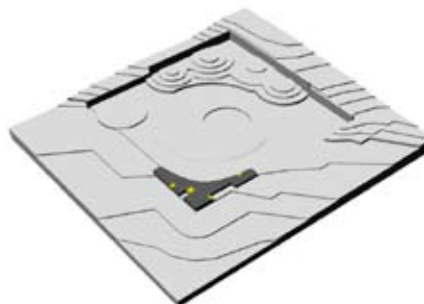
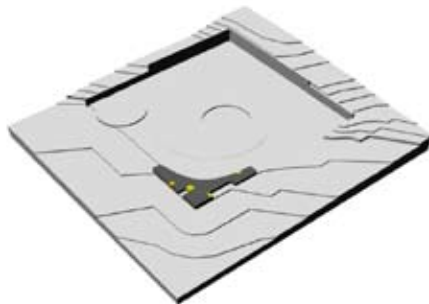
Phase 3

Resurfacing the park and installing the meandering dragon sculpture

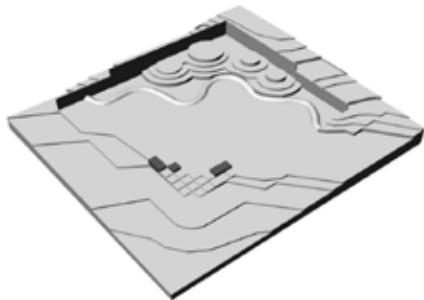
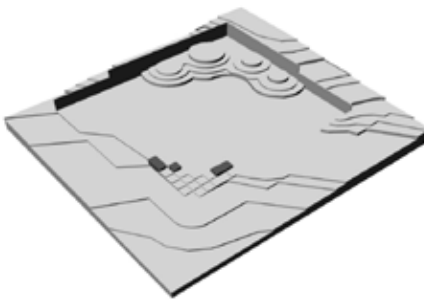
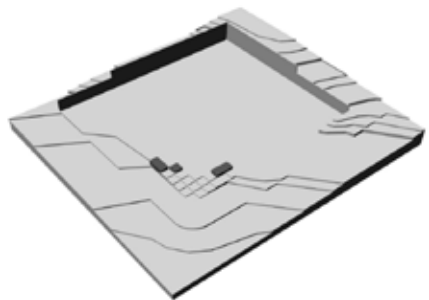
A.



B.



C.



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