

SIOUX CITY | SEPTEMBER 18-20 | 2024



Recreation Beyond Single Function Systems

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Eric Holt, Bolton & Menk, Inc.

♥ Handouts and presentations are available in the event app. ♥

RECREATION BEYOND SINGLE FUNCTION SYSTEMS | DESIGNING FOR ALL AUDIENCES

We believe all people should live in
safe, sustainable, and beautiful
communities.



**BOLTON
& MENK**

Real People. Real Solutions.



PRESENTERS



Eric Holt, PLA

Senior Project Landscape Architect



Natalie Jensen

Landscape Designer

WHO WE ARE

We are a “One Stop Shop” for
Community Design, Planning and
Engineering.

Bolton and Menk’s approach to a
multi-disciplinary firm is unique.

One of the primary goals of our firm is
to be able to provide all the professional
services necessary to deliver a successful
project in both **public and private realms**.

We are experienced in highly complicated
sites at a **variety of scales**.

Our firm is also proud of our focus on
collaboration between each of the many
professions required to study, design and
support the construction of **exceptional
built work**.



WHAT DO WE DO?

Services



Site Planning and Engineering



Water & Wastewater Engineering



Transportation Planning & Engineering



Construction Administration & Inspection



Land Surveying



Structural Services



Aviation Services



Planning & Urban Design



Project Funding Support



Project Communication



Landscape Architecture



Water Resources Engineering



Environmental Planning & Permitting

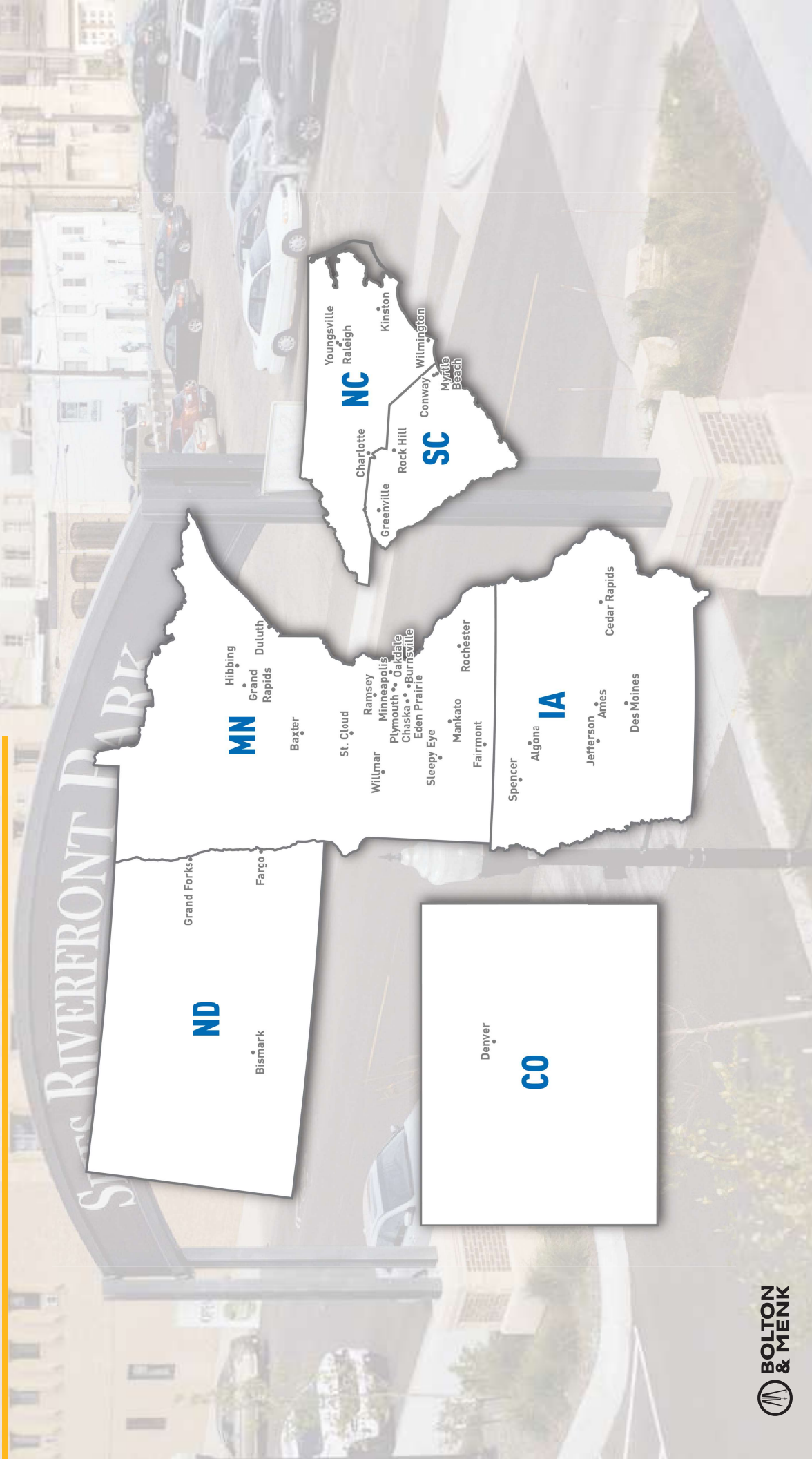


Geographic Information Systems (GIS)



Creative Studio Services

LOCATIONS



ND

Bismarck

Grand Forks

Fargo

MN

Hibbing

Grand Rapids

Duluth

Baxter

St. Cloud

Willmar

Ramsey

Minneapolis

Plymouth

Oakdale

Chaska

Burnsville

Eden Prairie

Sleepy Eye

Mankato

Fairmont

Rochester

CO

Denver

IA

Spencer

Algona

Jefferson

Antes

Des Moines

Cedar Rapids

NC

Youngsville

Raleigh

Kinston

Wilmington

Conway

Myrtle Beach

SC

Charlotte

Rock Hill

Greenville

WHAT ARE WE LEARNING ABOUT?

RECREATION BEYOND SINGLE FUNCTION SYSTEMS | **DESIGNING FOR ALL AUDIENCES**

1. **SOCIAL TRENDS & COMMUNITY INPUT:**

Understanding emerging **trends** and the role **community input** has on shaping our park systems.

2. **MULTI-USE & FOUR-SEASON STRATEGIES:**

Identifying ideas for getting more out of limited park space with **multi-use & four-season strategies**.

3. **MULTIGENERATIONAL PLANNING & DESIGN:**

How to provide for **multigenerational** experiences and recreational opportunities.

1 - SOCIAL TRENDS & COMMUNITY INPUT



SOCIALIZATION & GATHERING

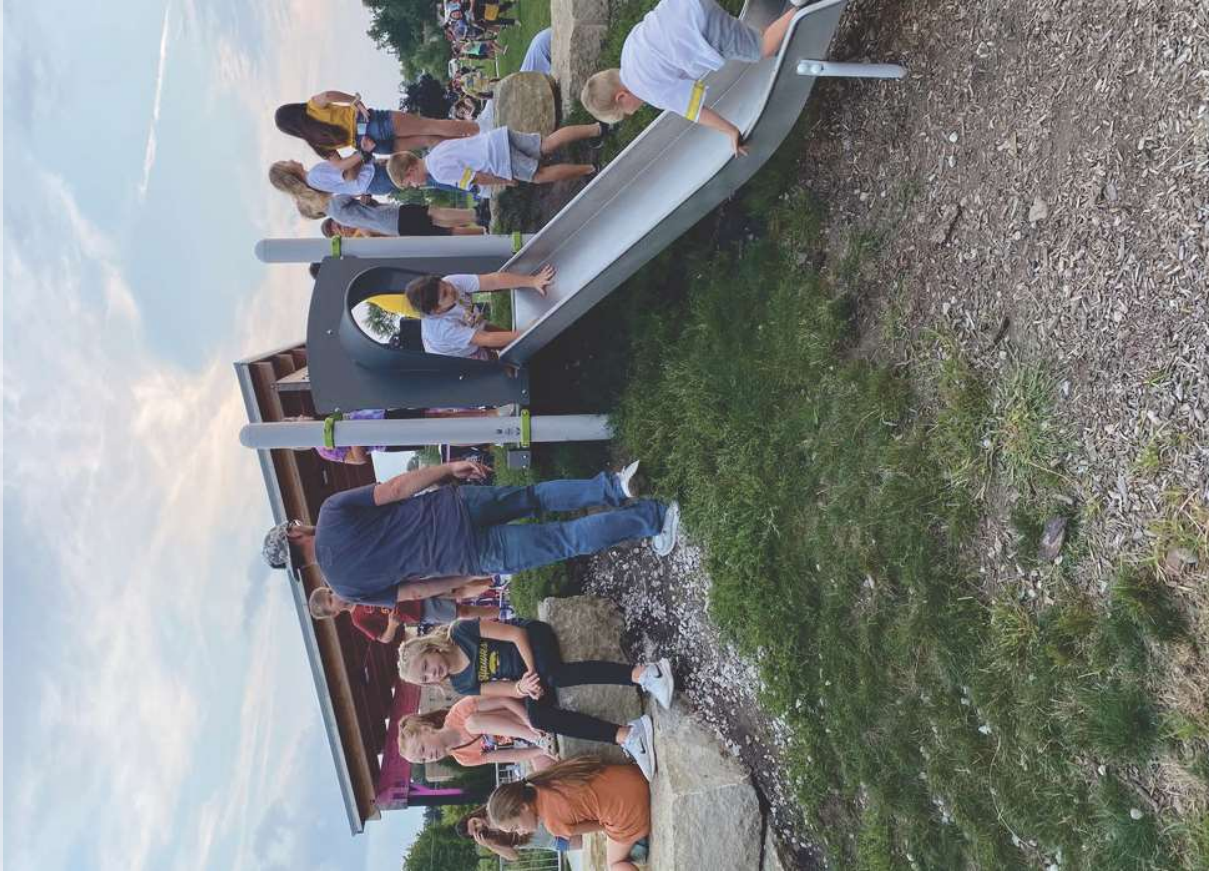
What are the social and recreational trends influencing park design?

More people are getting outside
(but maybe not all age groups)

People desire opportunities to gather and socialize

What do teen and young adults want?

1. SOCIAL TRENDS & COMMUNITY INPUT



SOCIALIZATION & GATHERING

Participation in organized group sports is declining

- 45% in 2008, 38% in 2018
- Most kids playing team sports, quit by age 11
- Numbers continue to drop but may be result of pandemic
- At the same time, outdoor tennis, basketball and pickleball are increasing

*Per NRPA and 2022 State of Play report by Aspen Institute

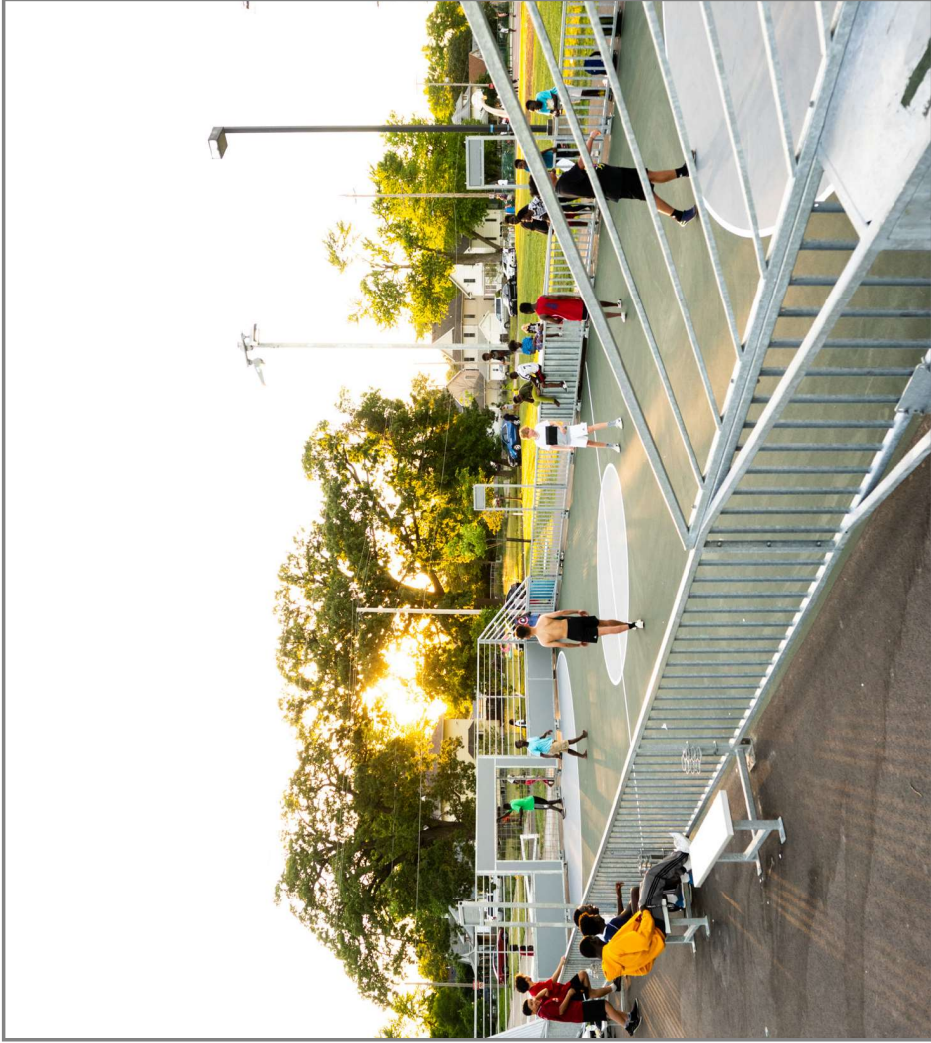


1. SOCIAL TRENDS & COMMUNITY INPUT



1 SOCIAL TRENDS

- Socialize & Gather



Futsal Courts
City of Des Moines, IA - Evelyn K. Davis Park



Pump Tracks
(<https://www.spohnranch.com/portfolio/pacific-highlands-ranch-pump-track>)

1 SOCIAL TRENDS

- Socialize & Gather



Concrete Skateparks
City of Algona, IA - Central Park

TECHNOLOGY

Kids are connected to technology and connected to their friends with **technology**, gathering online instead of outside

Older adults desire places to walk, socialize, and simply enjoy being outdoors in a comfortable setting

How can we accommodate everyone?



1 SOCIAL TRENDS Technology



Yalp - Fono

(<https://www.yalp.com/playground-equipment/yalp-fono>)

TECHNOLOGY

1 SOCIAL TRENDS Technology

Do we turn our back on technology?.....OR....

Should we find opportunities to embrace technology and bring it into the landscape?

Be **innovative**, but stay **relevant**



Playworld - Neos 360 Original

(<https://www.villagelife.com/news/teen-center-gets-high-tech-outdoor-game/>)

1 SOCIAL TRENDS

- Technology

Sona



Memo



Sutu



Yalp Interactive - A new way to play

Interactive - <https://www.yalp.com/playground-equipment/>



1 SOCIAL TRENDS

Technology

PLANNED IMPROVEMENTS

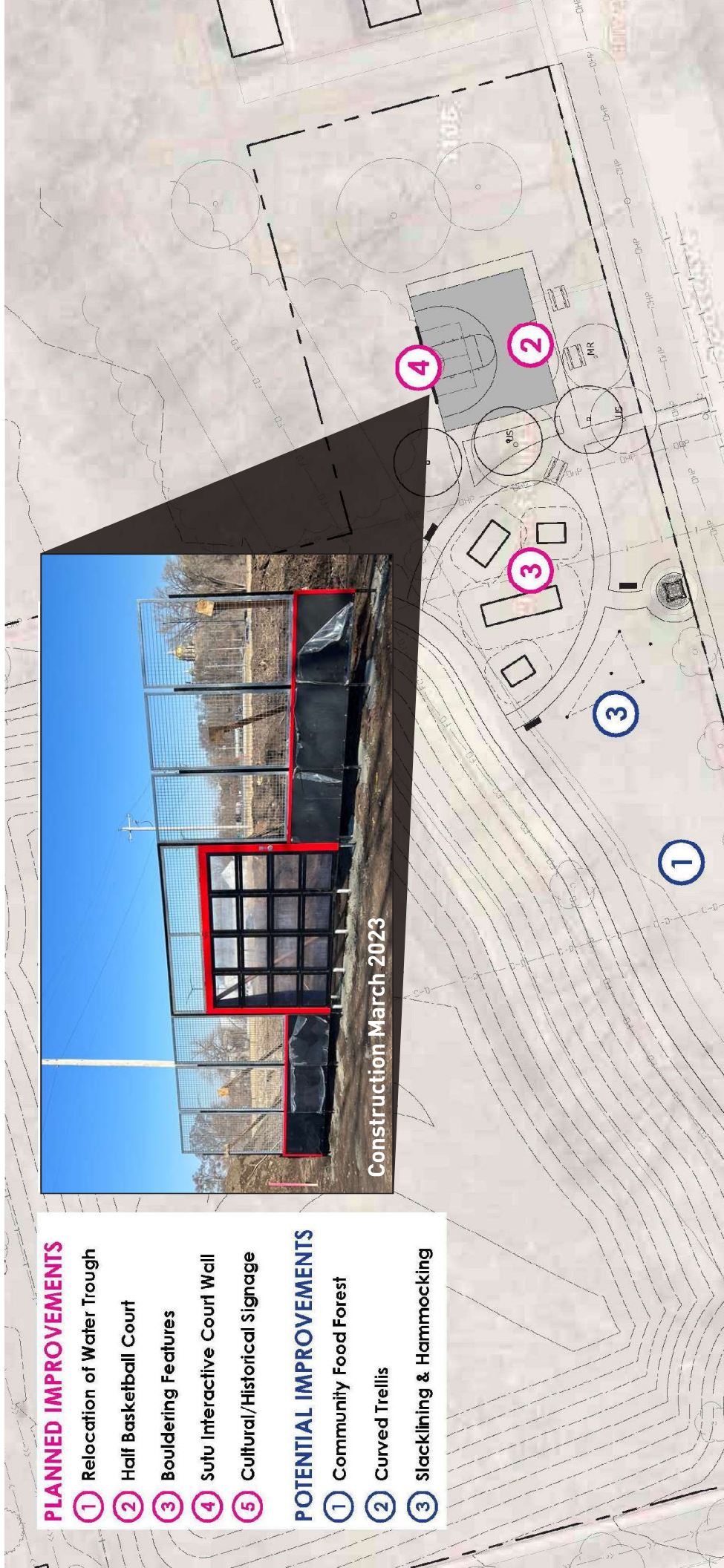
- ① Relocation of Water Trough
- ② Half Basketball Court
- ③ Bouldering Features
- ④ Sutu Interactive Court Wall
- ⑤ Cultural/Historical signage

POTENTIAL IMPROVEMENTS

- ① Community Food Forest
- ② Curved Trellis
- ③ Slacklining & Hammocking



Construction March 2023



Sutu Wall by Yalp - First Installation in Iowa

City of Des Moines, IA - Cohen Park



1 SOCIAL TRENDS

- Technology

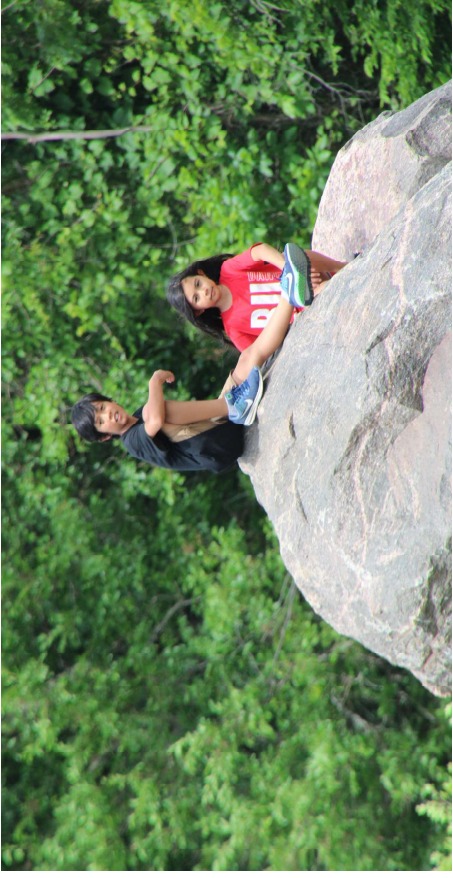


Ninja Warrior style Challenge Course
City of Jordan, MN - Grassmann Park



1 SOCIAL TRENDS

- Natural Play



Sargent Park Natural Playscape

City of Des Moines, IA



1 SOCIAL TRENDS

- Natural Play



MacRae Park Natural Playscape

City of Des Moines, IA



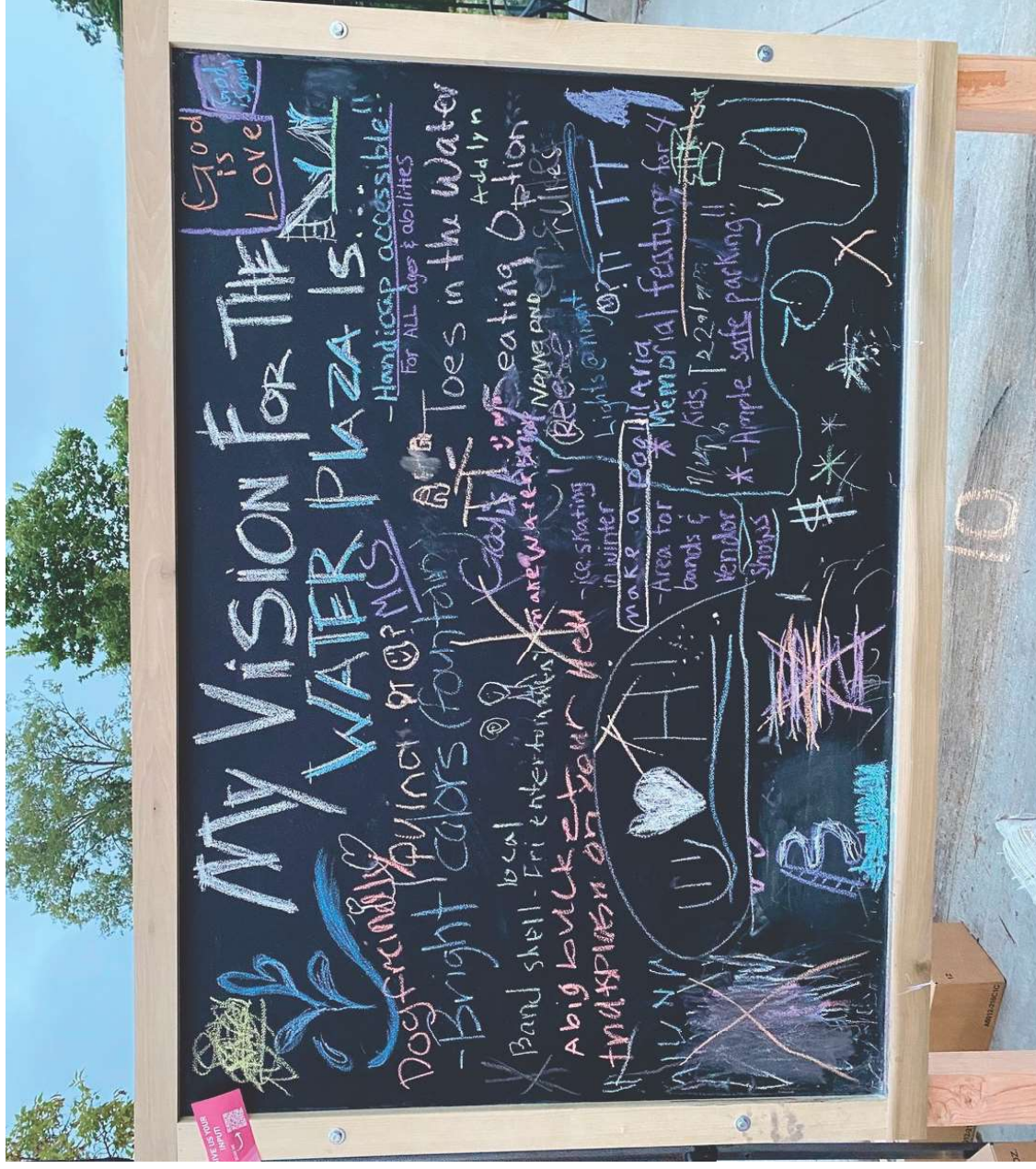
COMMUNITY INVOLVEMENT

1. SOCIAL TRENDS & COMMUNITY INPUT

The power of **community involvement** is that every community is **unique**.

Engage the correct audience and **bring the engagement to the audience**.

There is tremendous power in **presenting the needs of your community, with actual data**.



COMMUNITY INVOLVEMENT

NRPA Metrics and national trends are good places to start but each community is different.

Listen to **your** community

Engage youth directly

Diversify meeting/outreach

locations

- **Breweries**
- **Schools**
- **Community Events**

Add food or drink - related to the theme/time

1. SOCIAL TRENDS & COMMUNITY INPUT



BUDGETING/PLANNING

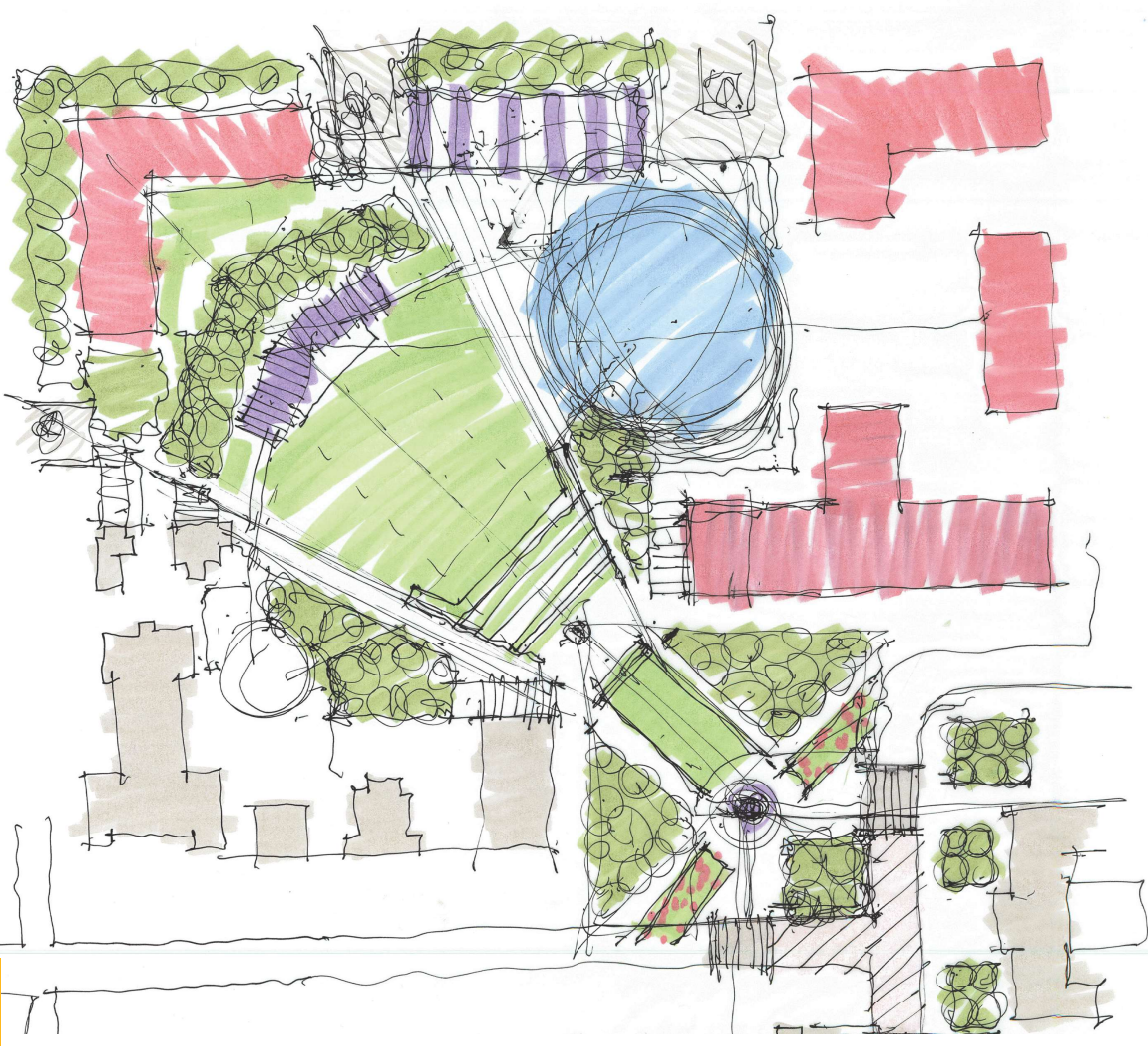
1. SOCIAL TRENDS & COMMUNITY INPUT

Cost of amenities is increasing, **faster than department budgets**

Similarly, the competition for grants is becoming greater

What does this mean for parks department staff, park budgets, planning?

- Develop realistic budgets
- Change the philosophy about what parks are to our communities
- Be prepared for funding opportunities



2 ■ MULTI-USE & FOUR-SEASON STRATEGIES



Getting More Out of Our Parks

2. MULTI-USE & FOUR-SEASON STRATEGIES

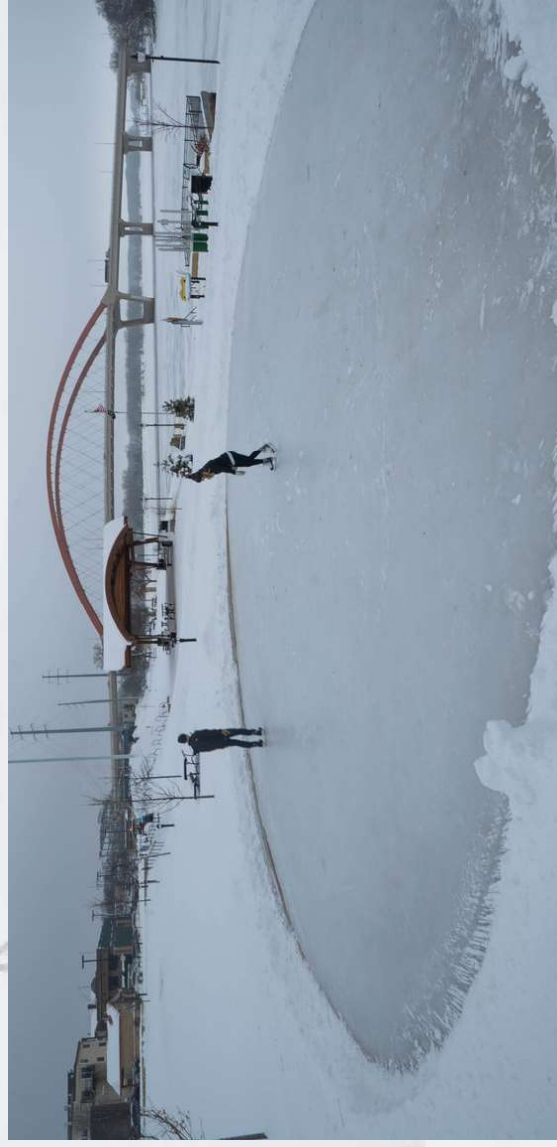
How can we get more out of our park space?

Extend the duration of use by exploring **multi-season amenities**

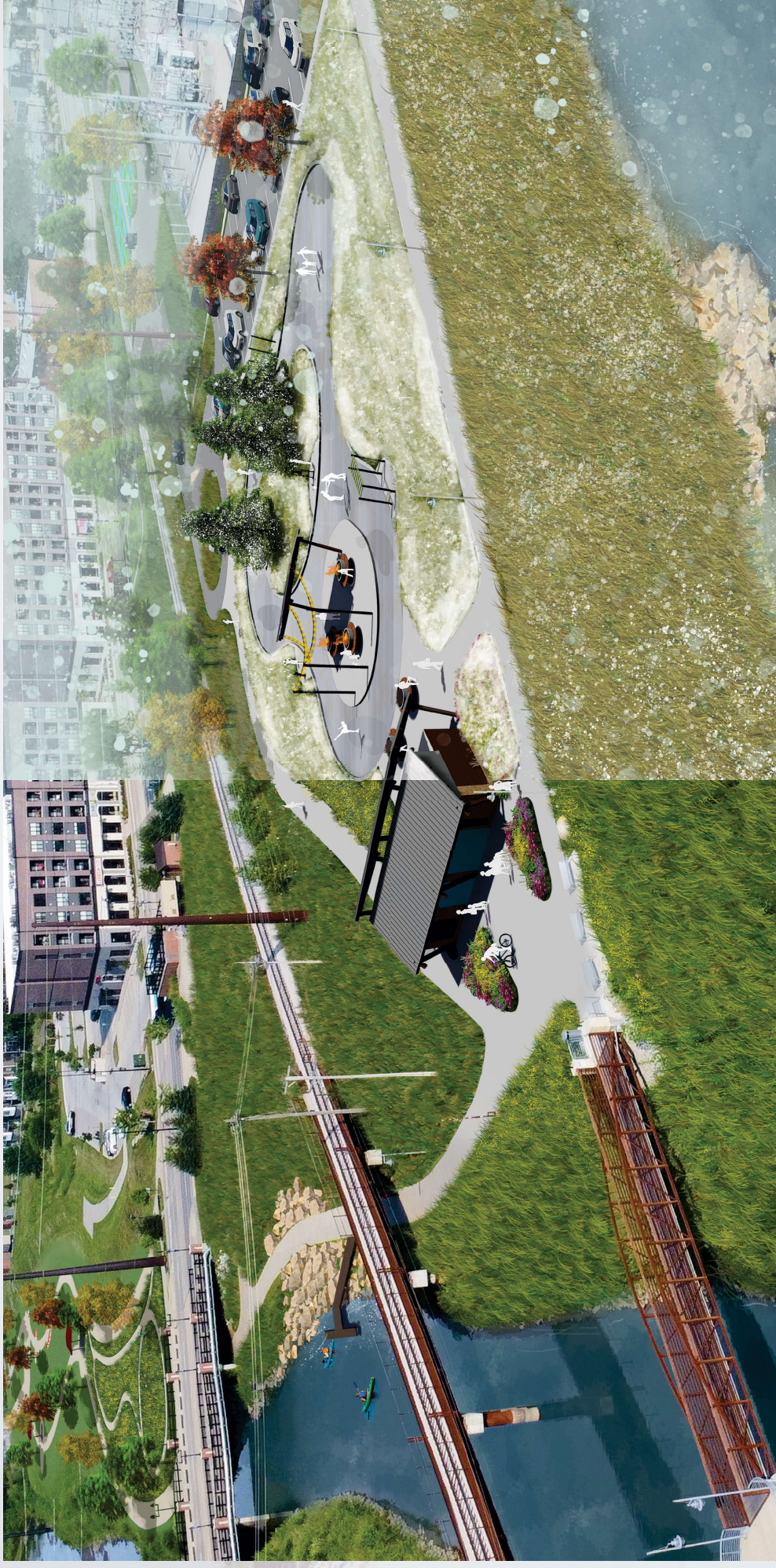
- Futsal / roller hockey
- Skating rinks for ice and wheeled activities
- Basketball / hockey

Consider shared use amenities

- tennis/pickleball/basketball



2. MULTI-USE & FOUR-SEASON STRATEGIES

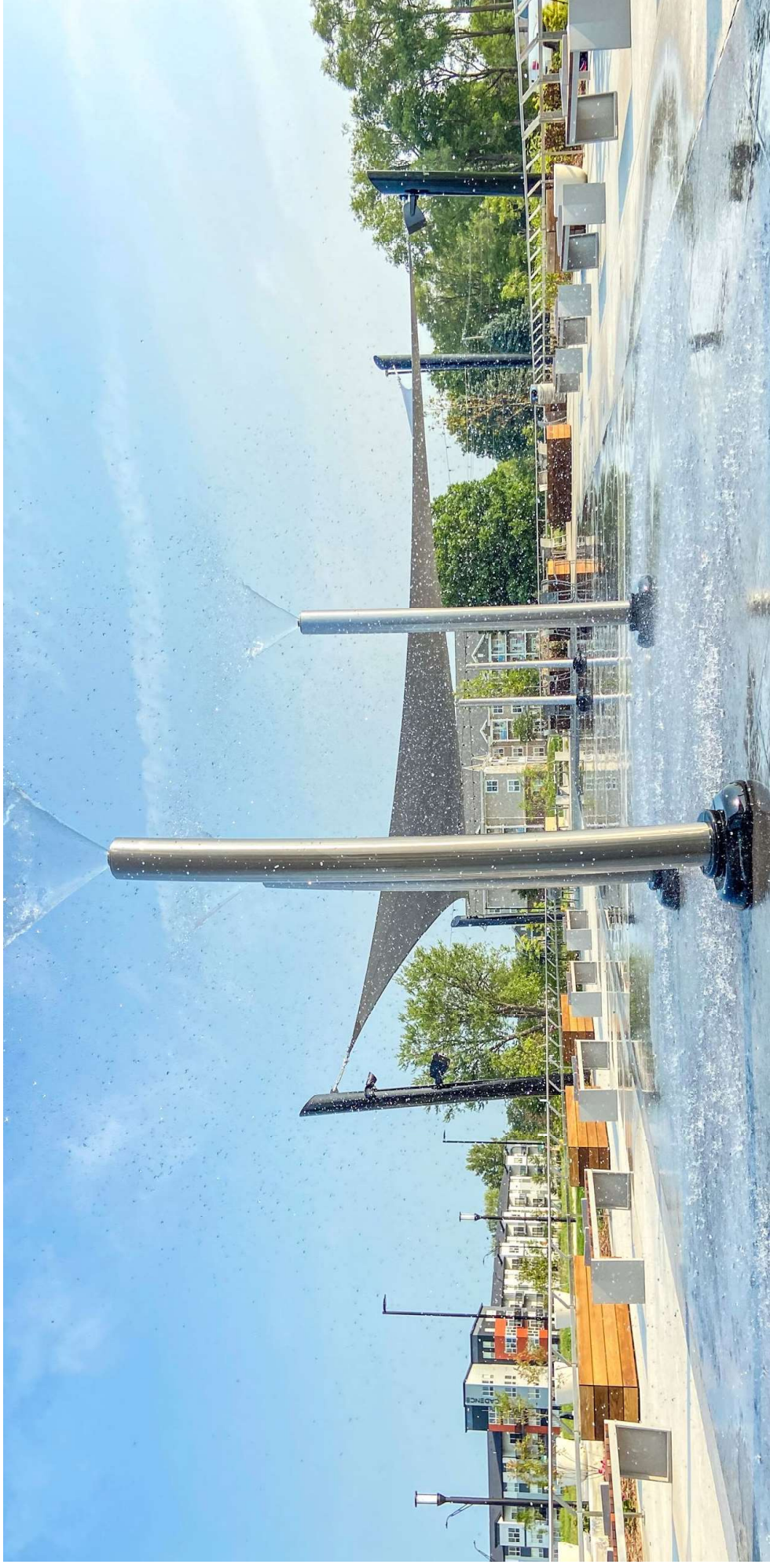


City of Coralville, IA - Clear Creek Point

<http://www.cityofjohnston.com/1183/Splash-Pad-at-the-Town-Center>



2. MULTI-USE & FOUR-SEASON STRATEGIES

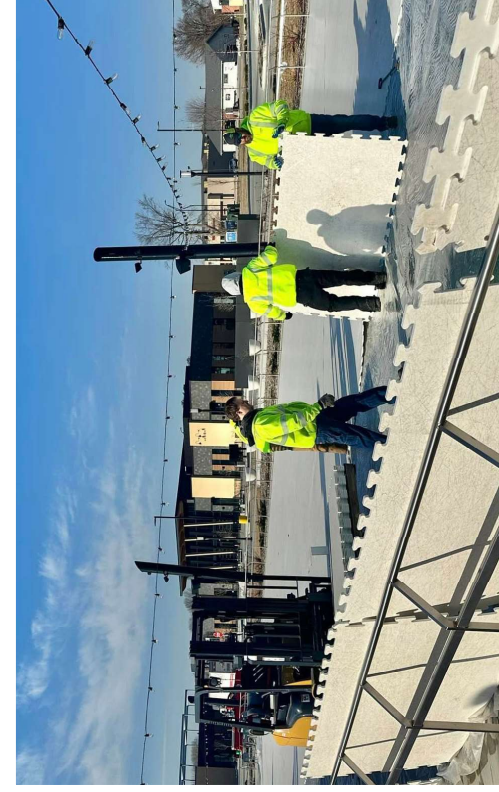
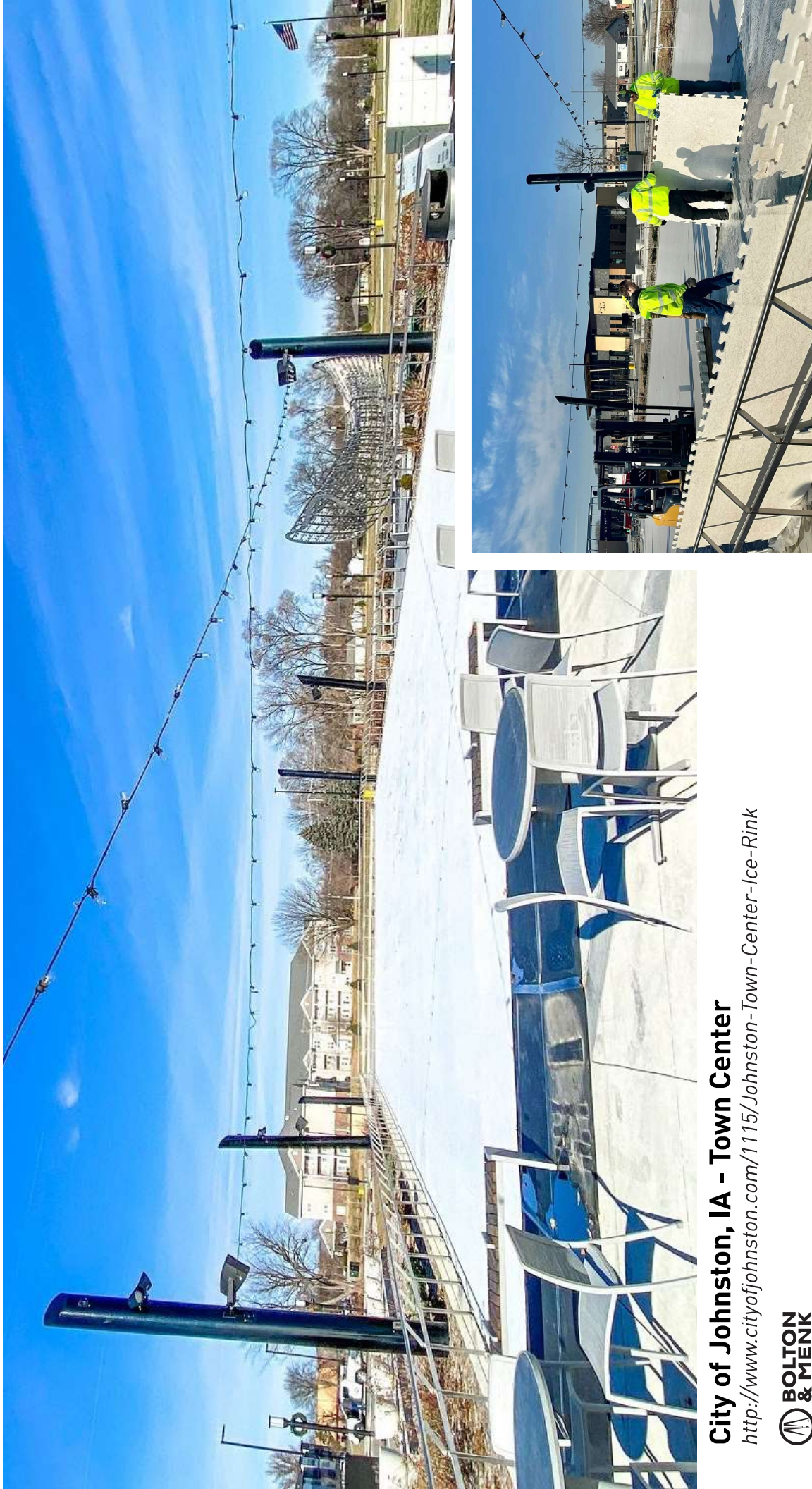


City of Johnston, IA - Town Center

<http://www.cityofjohnston.com/1183/Splash-Pad-at-the-Town-Center>



2. MULTI-USE & FOUR-SEASON STRATEGIES



City of Johnston, IA - Town Center

<http://www.cityofjohnston.com/1115/Johnston-Town-Center-Ice-Rink>



2. MULTI-USE & FOUR-SEASON STRATEGIES



Birdland Park & Marina - Skate Ribbon

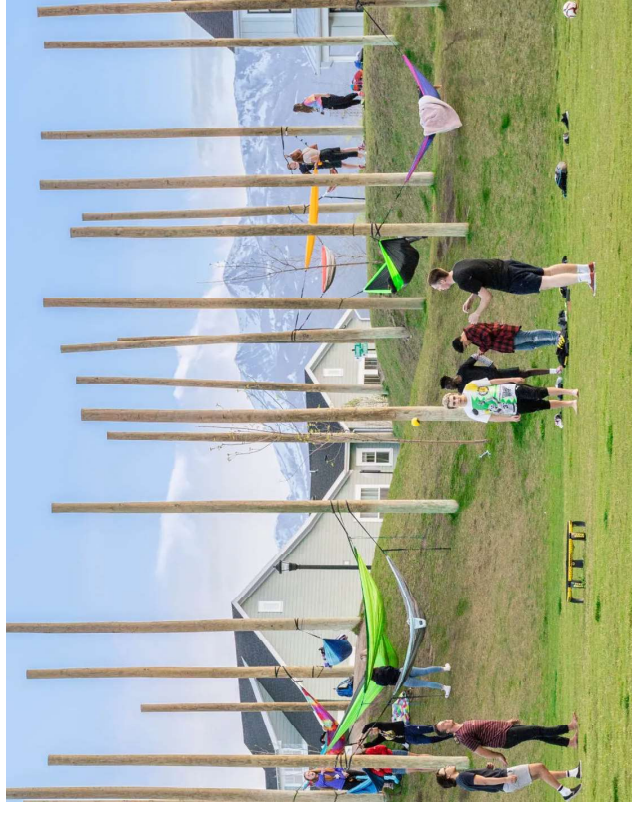
City of Des Moines (Master Plan Presentation image by SmithGroup)



2. MULTI-USE & FOUR-SEASON STRATEGIES

Mix up the program for broader community use/engagement

Consider alternative activities and/or amenities to encourage different levels of participation

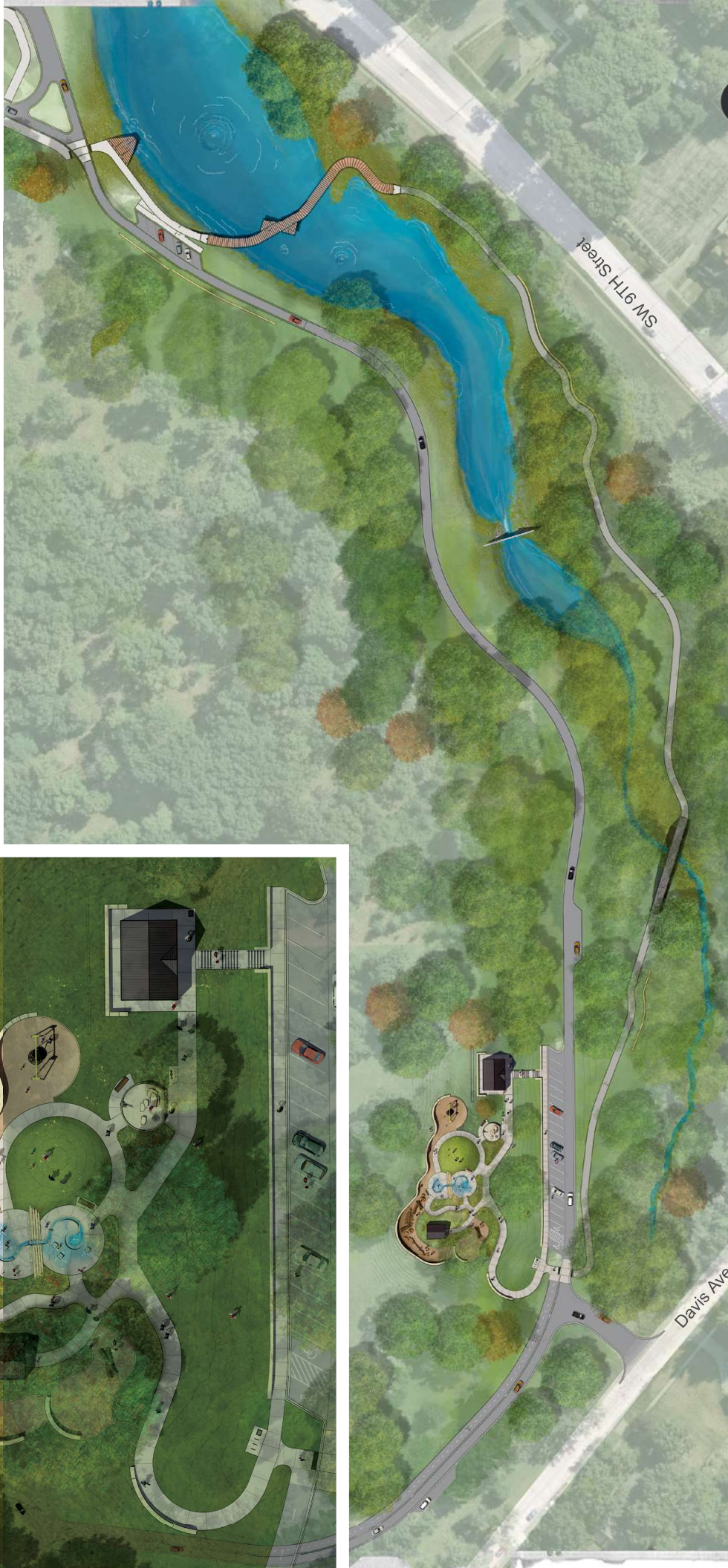


City of South Jordan, UT - Ewok Park

<https://www.utahastla.org/ewok-park>



2. MULTI-USE & FOUR-SEASON STRATEGIES



MacRae Park Nature Trail & Natural Playscape
City of Des Moines, IA



2. MULTI-USE & FOUR-SEASON STRATEGIES



MacRae Park Nature Trail & Boardwalk

City of Des Moines, IA



Art

2. MULTI-USE & FOUR-SEASON STRATEGIES

Broaden the range of users by incorporating **Art** into parks.

- Playable Art
- Adding art along trails to create landmarks
- Art can be traditional (paintings, sculptural, etc.) or it can be interactive (site furnishings, lighting, technology, etc.)
- **Parks are Places, they don't have to be just a playground**



E911 Signage and Trail Identities

City of Des Moines, IA (Artwork by - Friends of Des Moines Parks & Project 7)

Art

2. MULTI-USE & FOUR-SEASON STRATEGIES



Water Plaza
City of Marshalltown, IA (Artist: Hilde DeBruyne)



River Constellation
Des Moines, IA (Artist Team: Beau Kenyon and Natalia Zubko)

Multi-Function Facilities

2. MULTI-USE & FOUR-SEASON STRATEGIES

West End Park 2017



West End Park 2021



West End Park
City of Marshalltown, IA



MULTI-USE & FOUR-SEASON STRATEGIES

2.

KEY:

- 1 EVENT LAWN
- 2 SHELTER / PERFORMANCE SPACE
- 3 RESTROOMS/CONCESSION
- 4 ENTRY/ARRIVAL PLAZA
- 5 NATURAL PLAYSCAPE
- 6 RAIN GARDEN + BOARDWALK
- 7 RAIN GARDEN
- 8 BANK STABILIZATION
- 9 SCULPTURE WATER FEATURE
- 10 EXISTING FUTSAL COURTS
- 11 ENABLING GARDENS
- 12 PARKING LOT
- 13 FOOD TRUCK PARKING
- 14 CULVERT WALL MURAL
- 15 EVENT TENT LOCATIONS



West End Park
City of Marshalltown, IA



2. MULTI-USE & FOUR-SEASON STRATEGIES

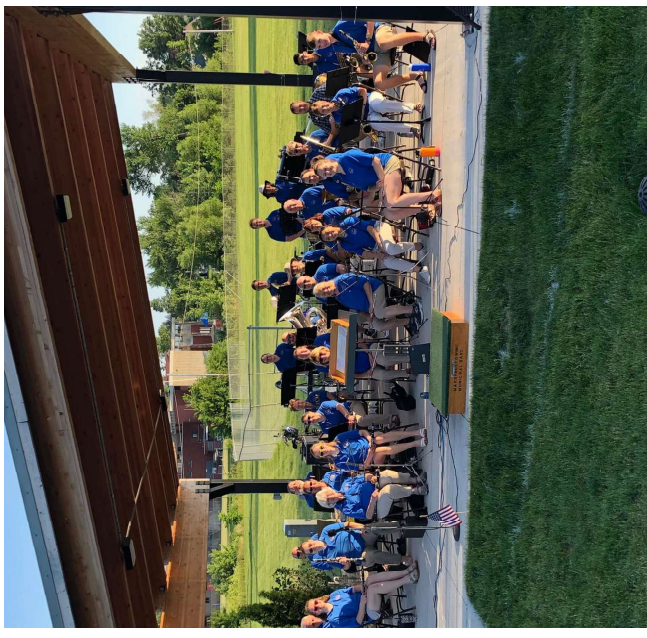


West End Park - Community Event

City of Marshalltown, IA



2. MULTI-USE & FOUR-SEASON STRATEGIES



West End Park - Multi-Functional Facility

City of Marshalltown, IA



3 - MULTI-GENERATIONAL & EQUITABLE DESIGN



Equitable Design

3. MULTI-GENERATIONAL / EQUITABLE PLANNING & DESIGN

Providing equitable parks.

What does it mean to be...

- Multi-generational
- Multi-cultural
- All-inclusive



Incubator Plaza
City of Brooklyn Center, MN

3. MULTI-GENERATIONAL / EQUITABLE PLANNING & DESIGN



Glendale Cemetery Scattering Garden
City of Des Moines, IA



Many of our parks include...

- Play equipment for kids
- Places for **adults to sit**

Parks / playgrounds can be places to engage the whole family

Not every park needs a “traditional playground”

3. MULTI-GENERATIONAL / EQUITABLE PLANNING & DESIGN



3. MULTI-GENERATIONAL / EQUITABLE PLANNING & DESIGN

Encourage group play and interaction

This can happen between children but also adults



Woodbriar Park Natural Playground
City of Greeley, CO (Image: Bienenstock Natural Playgrounds)



Closing Remarks.

Consider opportunities to get more out of parks / playgrounds.

Rethink what parks need or are.

Don't be afraid to engage community members for every project.

Have a plan, costs and a timeline ready.



Real People. Real Solutions.

Thanks! Questions?

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