

Recreation & Landscape Unit



Types of work & services

- Recreation and visitor strategic planning
- Involvement in management planning
- Master planning
- Visual landscape assessment and planning
- Site design and detailed landscape design
- Design and documentation of small structures
- Training and advice to CALM staff
- Project management advice

RECREATION & LANDSCAPE UNIT 2002

Leader
L7
Tracy Churchill

Statewide

Snr Landscape Architect
L5 or 6
Vacant

Landscape Architect
L2/4
Liz du Guesclin

Landscape Architect
L2/4
Vacant

New Parks

Landscape Architect
L2/4
Doug Simpson

Landscape Architect
L2/4
Neil Moncrieff

Landscape Architect
L2/4
Simon Kilbane

Small Structures

Architectural Designer
L4
Steve Csaba

Architectural Draftsperson
L2
Charles Bellamy

Architectural Draftsperson
part-time
Antony Hall

Other LA's in CALM

- Regional Parks Design Team
 - Mike Bodsworth & John Clayden
- Warren Region Landscape Planner/Designer
 - Vicki Winfield
- Swan Coastal District Landscape Architect
 - Martine Holland
- Midwest Region Landscape Architect
 - Stephen Vigilante (short term contract)

What's changed ...

- Major growth in staff numbers and capacity to undertake work
- New Leader position will be advertised (likely Dec)
- Regeneration of issues that have been idle
- Now have a works program and starting to match demand
- Many new structures and techniques being developed

R&L Works Program

- First year ever!
- Results from the Strategic Planning and Forward Estimates process and negotiation with PVS Leaders
- Composite of
 - planning, capital, recurrent, grants and other funding sources
 - New Parks and Statewide
 - Central and Regional Services specialist staff
- Priority setting in consultation with Regional Leaders
- One of the main things that will keep us sane!

Who does what?

- We are responsible for ...
 - Recreation planning and design
 - Visual landscape management
 - Small structures
- Using a mixed model of ...
 - Central Unit of specialists
 - Regional and District specialists
 - Consultant and contract services
- Coordinated by ...
 - Recreation & Landscape Unit Leader

How it works ...

- Project management process needs to be implemented so things are clearer
- We are part of a Design or Planning Team formed by PVS project leaders (not the leaders of works projects)
- Regional PVS Leaders coordinate their program and are our main contact for works program
- Regional PVS Leaders and R&L Unit Leader need to determine who designs what
- We ensure that projects are regional and corporate priorities
- Project Leaders at District or Region need to “drive” projects, communicate priority and propose deadlines

Issues with the Works Program

- Constantly moving feast, needs to be kept up-to-date
- Who decides what we work on next?
- What happens if a project comes out of left-field?
- Almost impossible to program and determine progress on projects unless we tighten up process
- Why we ask about budgets!

Projects underway (or close to) ...

- Strategic planning for visitors (part of steering group)
- Universal Design principles application
- Visitor risk & design imperatives
- Walking Track Standards applications
- Small Structures Album
- Project management system & training (part of steering group)
- Visual landscape management guidelines & training
- Standards & their application
- Toilet Survey (and accompanying cheat sheet)

Universal Design

- Universal Design Stream of 6th Global Conference on Aging - Maturity Matters
- AS 1428 Design for access and mobility
Part 7 ... Outdoor Access
- Max Murray ... Chair Committee writing standards
- Pip Daly Smith ... WA representative
- Implications to be determined but indications are that “wilderness areas” will not be mandatory but we still need to keep up-to-date

Universal Design Definition

Universal design is the design of products and environments to be useable by all people, to the greatest extent possible, without the need for adaptation or specialised design.

Universal Design Principles

- **Equitable Use** - useful and marketable to people with different abilities
- **Flexibility in Use** - accommodates a wide range of individual preferences and abilities
- **Simple and Intuitive Use** - easy to understand, regardless of user's experience, knowledge, language skills or current concentration levels
- **Perceptible Information** - communicates necessary information effectively to the user, regardless of ambient conditions or the users sensory abilities

Universal Design Principles

- **Tolerance for Error** - minimises hazards and the adverse consequences of accidental or unintended actions
- **Low Physical Effort** - can be used efficiently and comfortably and with a minimum of fatigue
- **Size and Space for Approach and Use** - appropriate size and space is provided for approach, reach, manipulation and use regardless of user's body size, posture or mobility.

Absolute Shocker of the Week

