

Recreation Facilities for the Future

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Guiding Principles



- Aligned with the Parks and Recreation Master Plan 2005
- Reflects pertinent recommendations of the Lifestyle Centre Feasibility Assessment
- Reflects current and future trends in health, recreation, culture and community development
- Uses the age-friendly approach – one stop shop
- Environmentally friendly and operational efficiencies
- Multi-use, multi-functional

Facility Trends

- A move toward multipurpose rather than single purpose;
- A move away from spaces for male and youth dominated sport activities to those that are inclusive of all ages, genders, interests and abilities to access;
- Designs are more oriented to individual activities rather than group programs;
- Pools are more leisure oriented and facilities with both leisure and lap pools are most successful; lap swimming may increase in popularity as the population ages and becomes more aware of health benefits of physical activity;
- Swimming pool design features include more irregular shapes, waterslides, and fountains; leisure pools with spaces for disabled access, teaching beginners and lap swimming; designs that meet all needs through shape, temperature and depth; gender neutral change rooms; moveable floors; pools are part of community centres, particularly wellness centres;



Facility Trends Cont....

- Youth and Older Adult rooms are being integrated into community centres;
- Fitness rooms are larger and indoor tracks are making use of circulation corridors and activity spaces;
- Facilities are aesthetically appealing and welcoming, rather than utilitarian, in order to meet the desire for a quality experiences;
- Public art is being incorporated into designs;
- Partnerships are becoming more common: capital development, food concessions, program spaces;
- New construction materials are being used: hardened wall panels in high impact areas, new concrete products on floors, walls and entrances, interior glazing to create openness between area's;
- Designs are exceeding building code requirements to ensure accessibility and usefulness



Facility Trends Cont...

- The desire for multi-purpose facilities to serve the cross-programming demands, family recreation and library outings and rising expectations for quality service and value for money.
- As the younger, fitter, older adult (“aging boomer”) reaches retirement, the traditional stand-alone older adult centre will not be able to meet all of their programming needs. Integrating activities for older adults into multi-use and multi-generational community centres is the preferred approach – facilities being designed to be age friendly.
- Need for flexible space to provide a range of opportunities, which can include: multi-purpose rooms, gymnasiums with retractable walls, and swimming pools designed for gaining access by all ages.
- Multi-pad arena facilities are a key opportunity from a design perspective to accommodate the ranging needs of a community, from women’s hockey leagues to large tournaments and achieving operational cost efficiencies.



Four Key Qualities For Successful Public Spaces



- Accessibility- linked visually and physically to their surroundings, easy to get to and to get through, with ample parking and accessible via public transit;
- People are engaged in activities- there is a reason for all people of all ages to go there and to come back;
- The space is comfortable and has a good image- safe, clean, with places to sit;
- It is a sociable place where people go to meet friends and take visitors
- Facilities are designed from an age-friendly prospective, not only for older adults but for all ages of the Community.

Benefits of Good Public Spaces

- Support for local economies
- Attracting tourism
- Provides cultural opportunities
- Encourages volunteerism
- Reduces crime
- Improves pedestrian safety
- Increases the use of public transportation
- Improves public health
- Improves the environment



8 Key Elements to Transform Public Spaces into 'Community Places'

1. The community can give expert information about the area history,
2. Create a place, not just a design- a place with a sense of community, a setting for activities and uses, where people are comfortable and welcome;
3. Partnerships are essential,
4. During the design as well as operational phases, observe what makes a place 'work';
5. Have a vision that has come from the community (ICSP);



8 Key Elements cont...

6. Different elements should be arranged in relation to each other to encourage interaction between people,
7. The “form” should support the “function” of the place,
8. Cost concerns can be outweighed by the benefits and support for the space.



Advantages of a Multi- Use Facility

- Serve all age groups
- Allow for separate yet simultaneous activities for parent and child
- Opportunity to meet many needs in one location
- May create opportunities for social interaction between people that might not otherwise occur
- Responds to the growing demand for options in recreational opportunities



Future Facility Highlights--What to consider?



- Connection to community
- Flexibility in design—allow for change
- One stop shopping for programs
- Automated fees and charges
- Greater alignment for healthy lifestyles and the health agenda
- Environmentally sensitive
- Linkage via pathways, transit and other non-vehicular means
- Traditional ‘Senior’ disappearance—broader adult program
- Facilities no longer considered “stand alone” – combined or located with other community facilities

Summary

- Facilities will be flexible, adaptable and multi-use
- New and improved methods of construction and operation
- High priority to “one stop shopping”
- Partnerships with public/private sector, non profit organizations and other agencies vital to success
- Facility and patron safety will play significant role in the operation and management
- Citizen engagement is vital– must engage the community– not just vested interest groups demanding limited resources.



Design the Building

- Building Design
- Green Architecture
- Integrate the inside and outside
- Views and glass
- Create outdoor spaces
- Think of the club as public building
- Retreat areas
- Yoga
- Basketball
- Tai Chi balcony



GREEN ARCHITECTURE



Healthy Buildings = Healthy Bodies

We need to produce
environmentally
healthy & energy
efficient buildings



What is “Green” Design?

Design and construction practices that significantly reduce or eliminate the negative impact of buildings on the environment and occupants in five broad areas:

- Sustainable site planning
- Safeguarding water and water efficiency
- Energy efficiency and renewable energy
- Conservation of materials and resources
- Indoor environmental quality



Benefits of Green Building

Environmental benefits

- Reduce the impacts of natural resource consumption

Economic benefits

- Improve the bottom line

Health and safety benefits

- Enhance occupant comfort and health

Community benefits

- Minimize strain on local infrastructures and improve quality of life



PERSONALIZATION



Personalization

- Accommodate the individual
- Provide individual attention
- Provide more personal space for members
- Create both specific and flexible spaces within your facility or club



Personalization

- Locker Design
 - Integrate private areas for members
 - Provide amenities
 - Larger showers
 - Personal vanities
 - Provide more space
 - Allow for appropriate lighting levels
 - Consideration for material palate



Legitimize Spaces



Legitimize Spaces

- Expectation of the Space by the user
- Group X rooms
- Yoga Rooms
- Café/Juice Bar
- Retail space



SOCIAL NODES

What is a Social Node?

- Passive Area
- Passive interactions create spontaneous interrelationships

Develop areas throughout the facility/club for member to member interaction

- Provide non-intimidating areas for members to meet, greet and relax.
- Make social nodes part of the member tour
- Create spots of interest for prospects to see the “whole” club





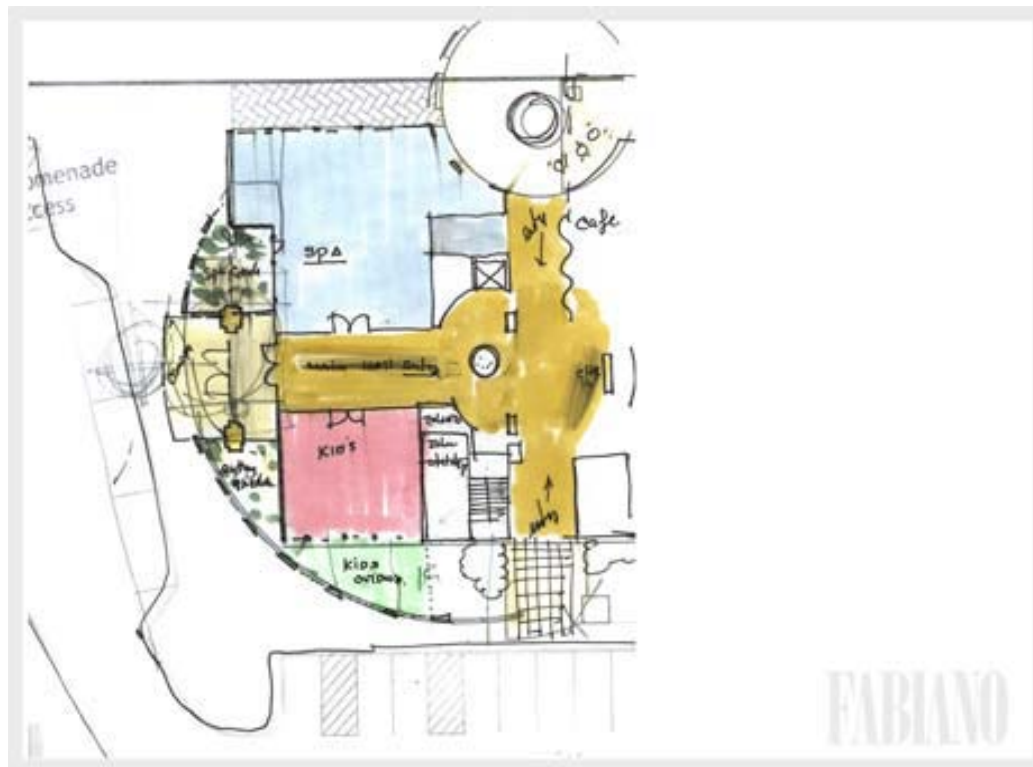
Prepare for all problems





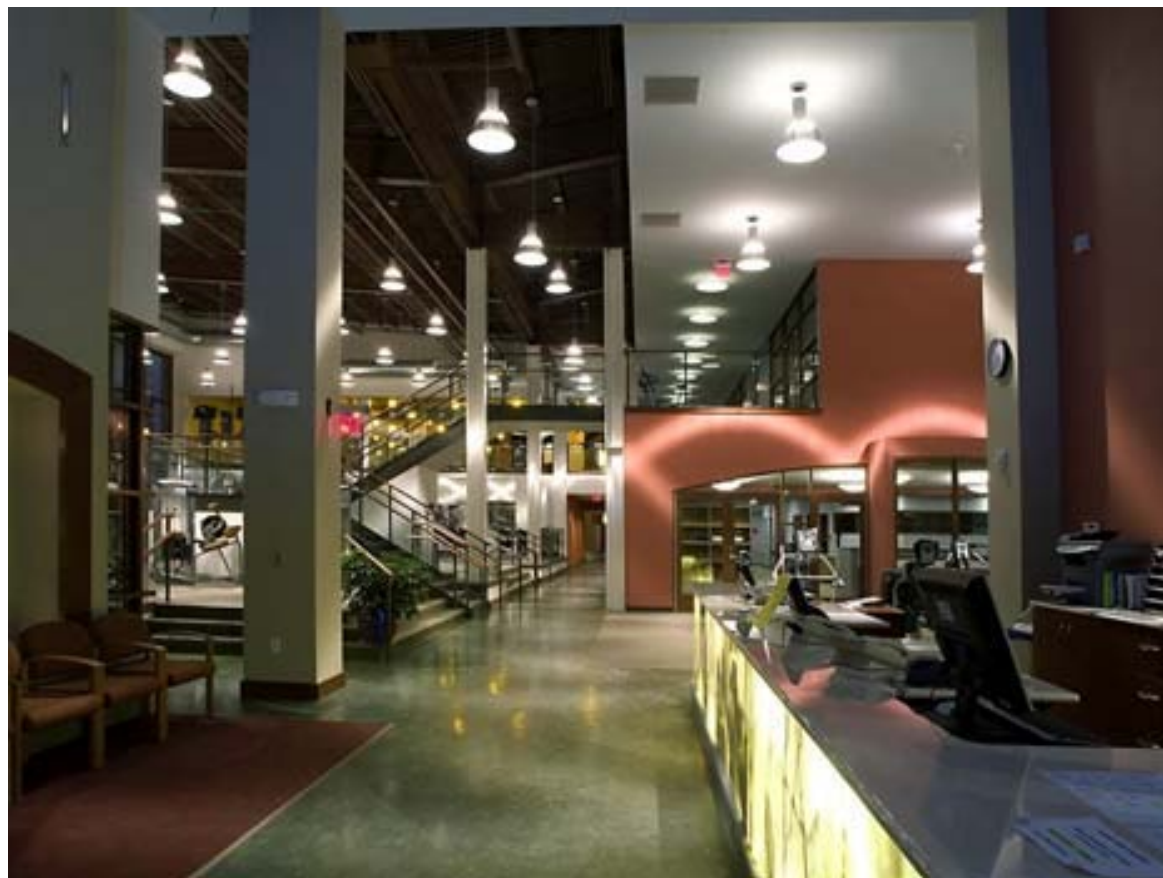












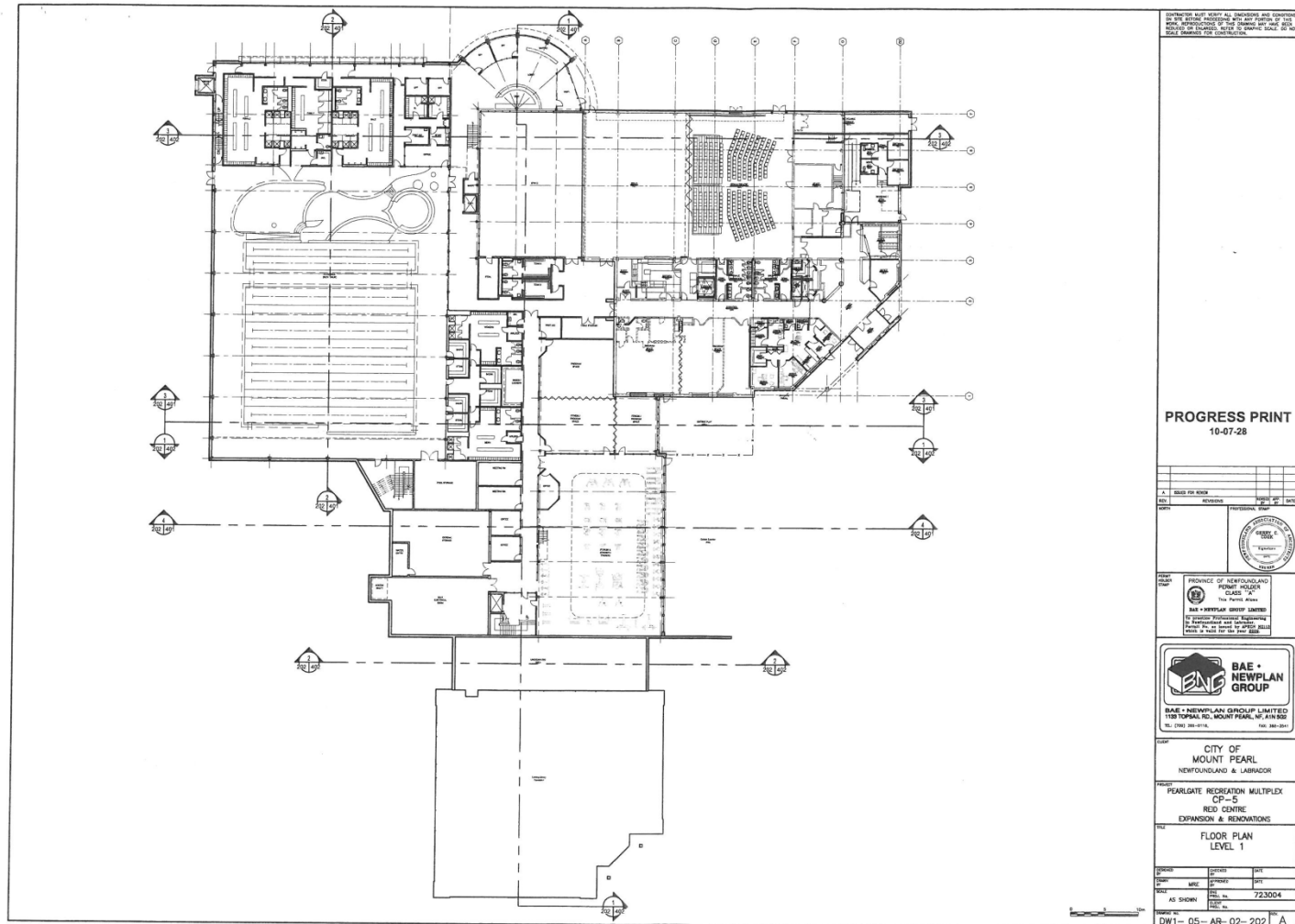


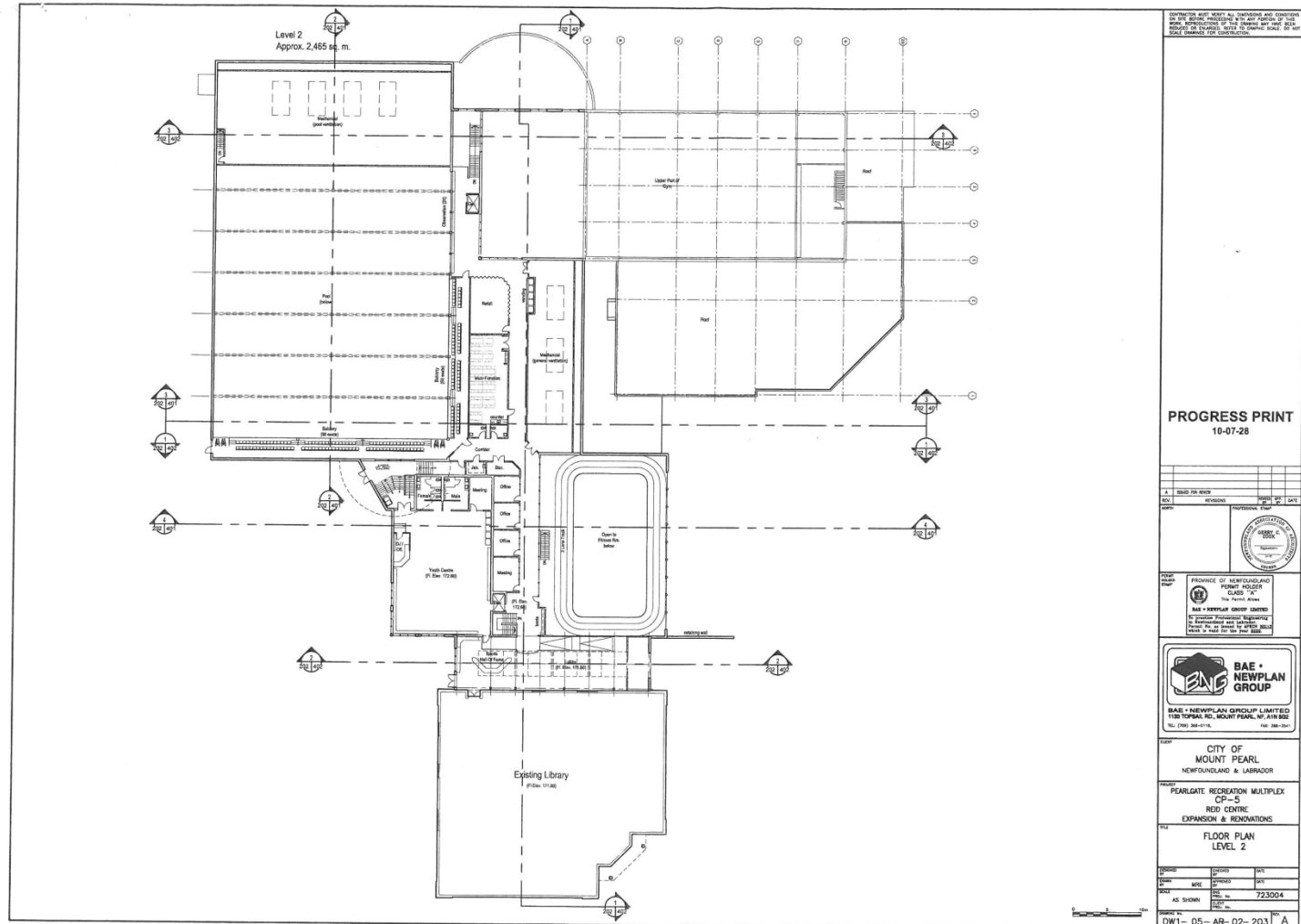






Floor Plan – Level I



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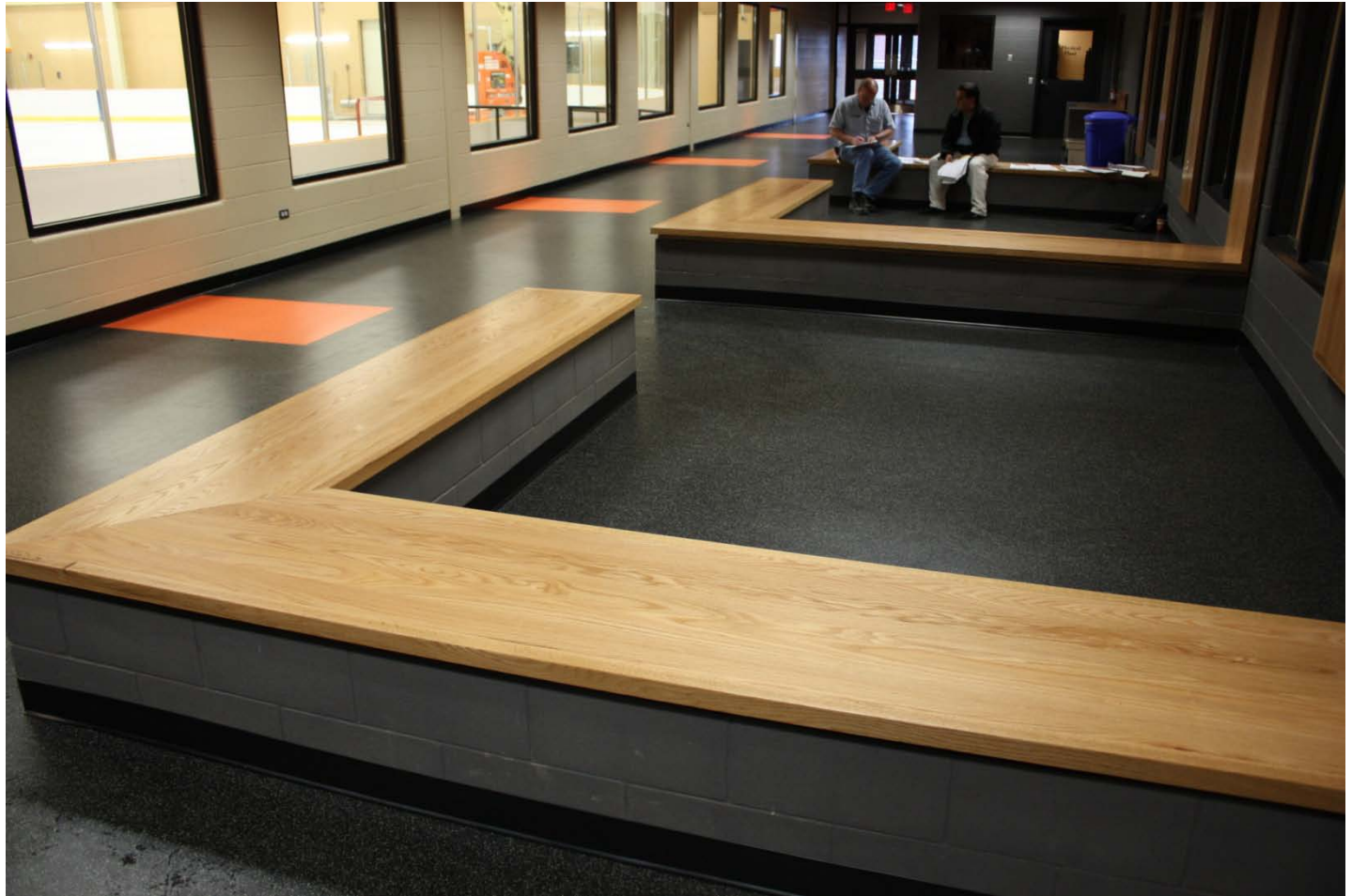






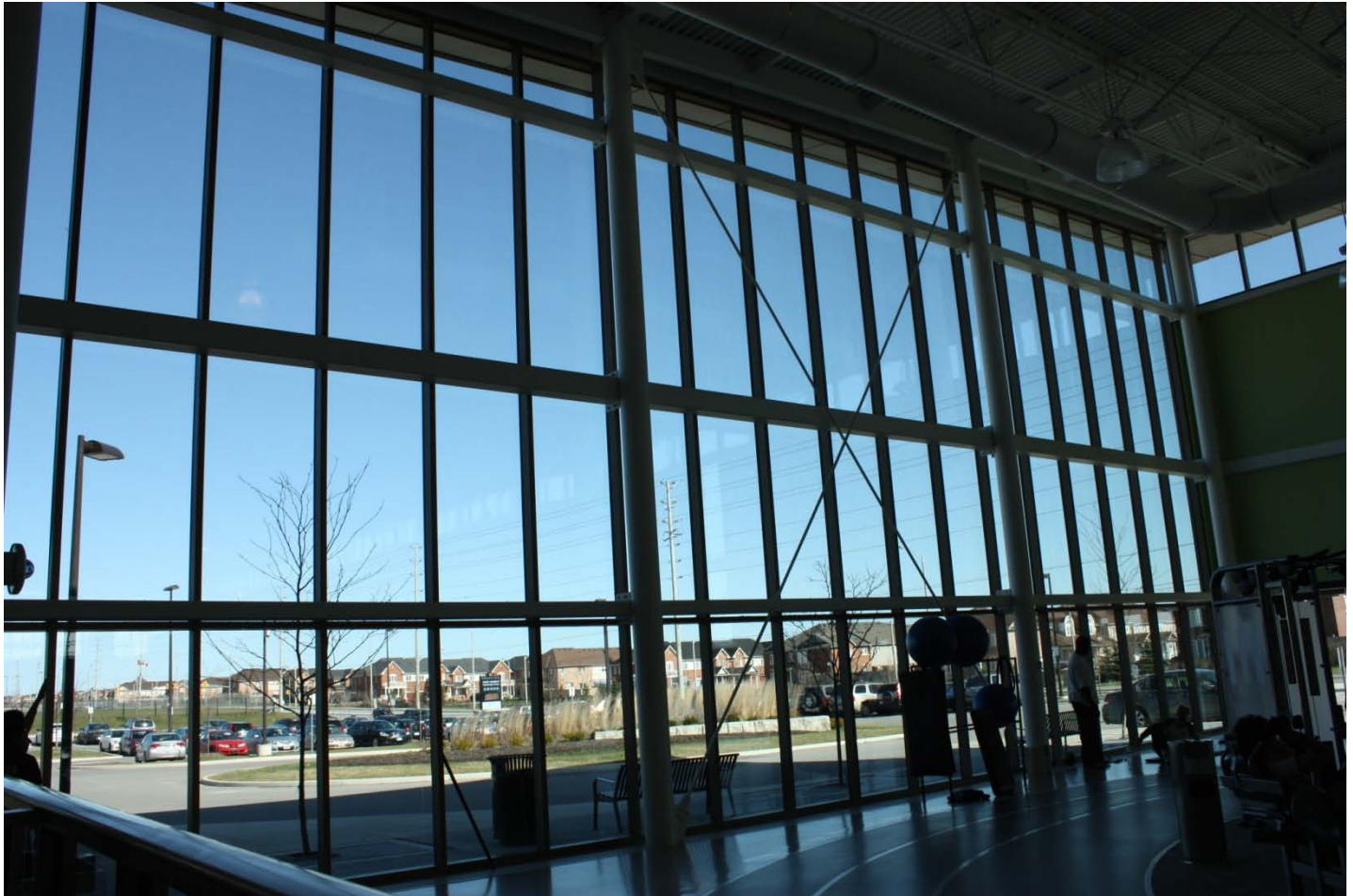


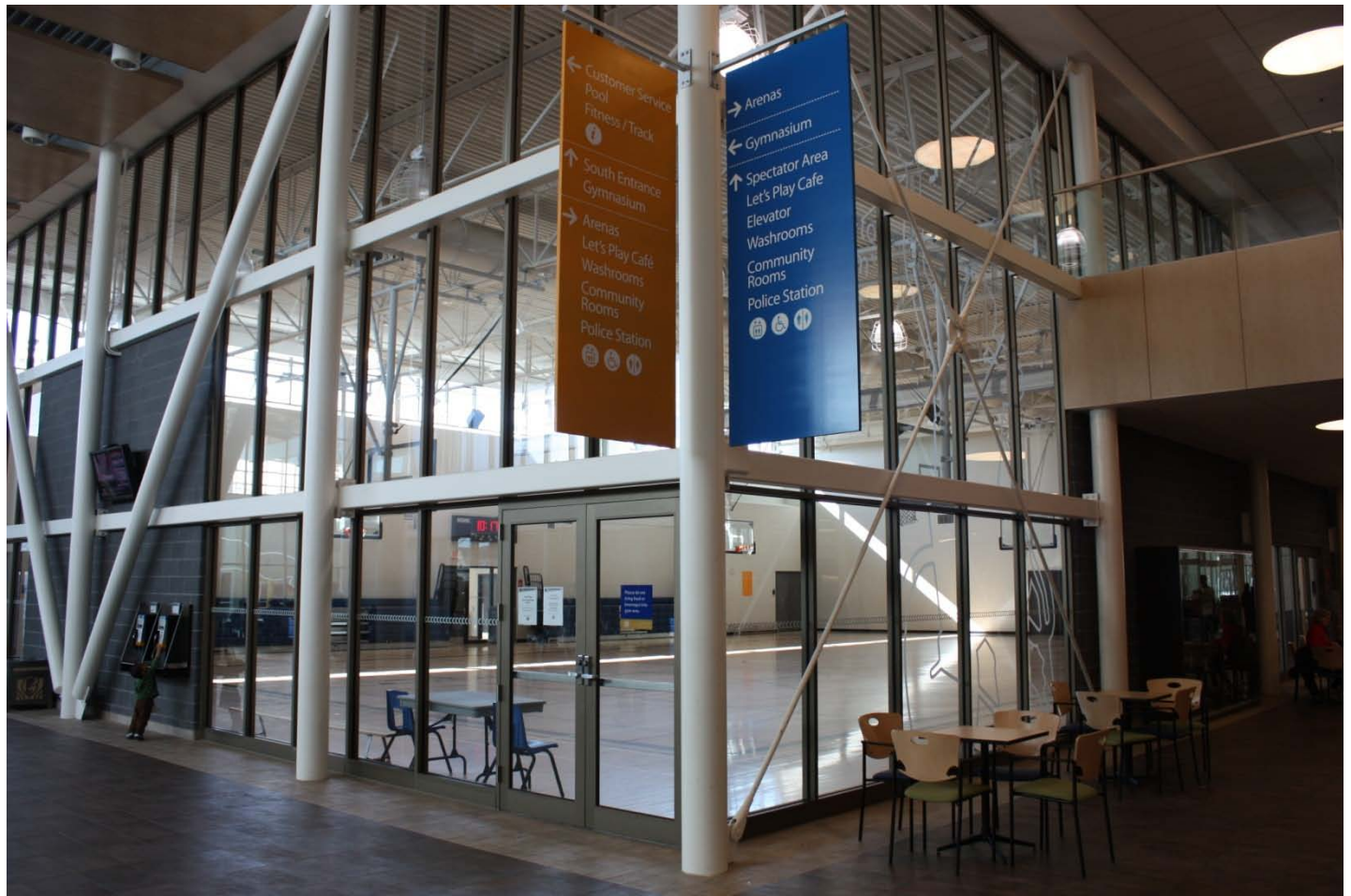
















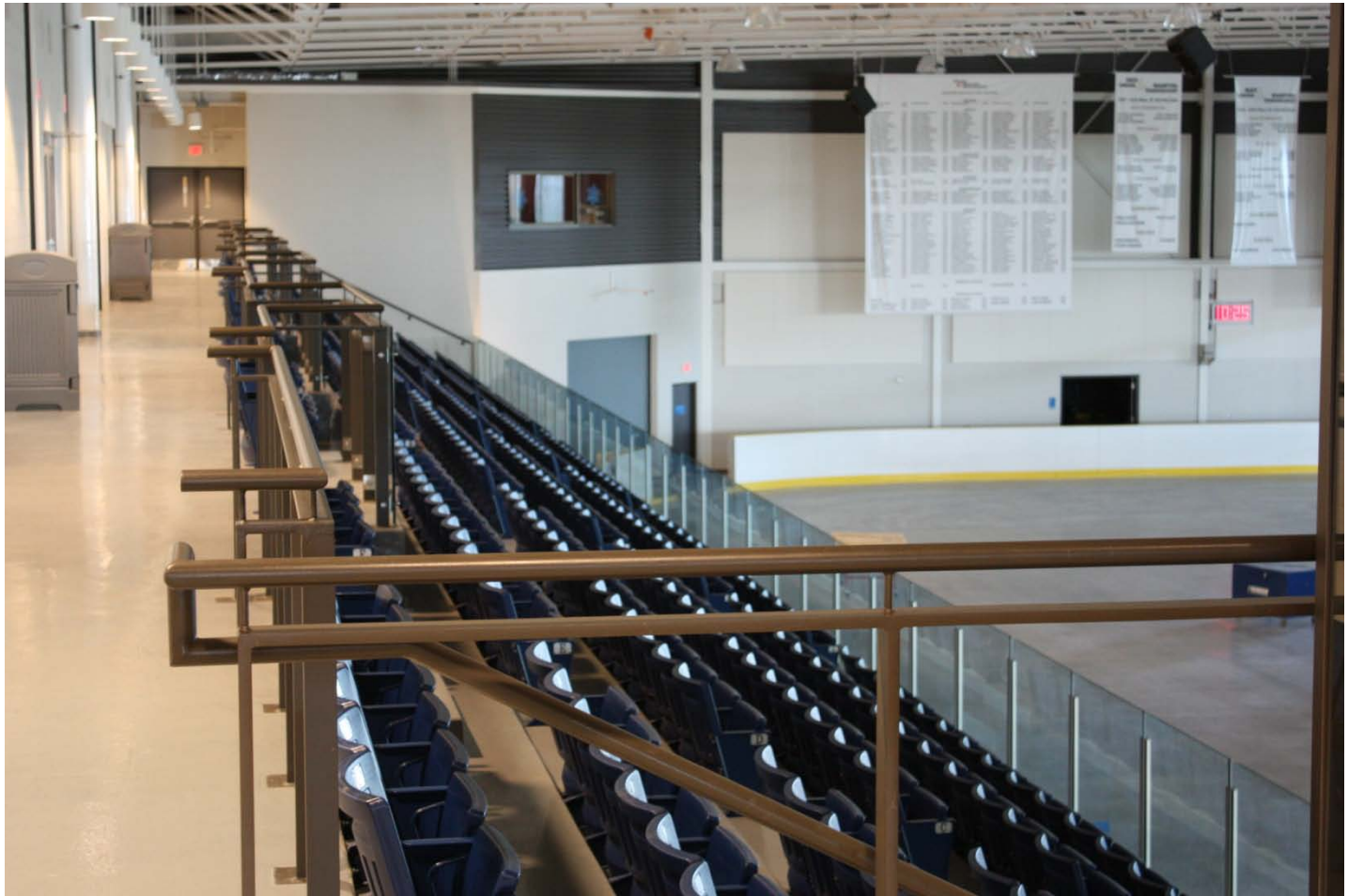


















Multiplex Design Presentation