

Webinar Presentation- Concept Options

24 January, 2022

Webinar Format



45 mins

1. Welcome / Introduction

5 mins

2. Progress Update (Zanda)

5 mins

3. Concept Options Overview (Daniel)

30 mins

8. Next Steps + Close (Zanda)

5 mins

Stage 3 Overview

June 21 - May 22

June 22 – April 23

May 23 - June 23

WE ARE HERE

RESOLVING OPTIONS

Bowls Club size, location

and model

Facility Design Brief &

Optioneering

DETAILED DESIGN

Preferred Facility Design

(Council endorsement)

Detailed Landscape

Design

Technical Studies

FINAL PLAN

Final Master Plan

Informing business case

and documentation

Engagement Overview

Engagement Overview

3.1 Detailed Needs Analysis (Design Brief)

TVP TAG #1

- Inception / Concept Feedback
- · Design Brief and Social Needs
- Library + Community (1hr)
- Sport + Recreation Facilities (1hr)

Bowls Club Consultation

- Focus Group (2 x 1.5hrs)
- · One-on-one meetings

Councillor Briefing

CEO Update + Endorse Members

Council Working Group

Intro + Terms of Reference

Stakeholder Focus Groups

- 3 x 1.5 hr sessions Bowls, Redbacks + Community Centre
- · Other stakeholders invited to comment in writing

Design Brief - Issued for Comment

TAG + Stakeholders

Council Working Group (HRD)

· Workshop Design Brief

Facility Design Brief

3.2 Option Analysis + Selection (Bowls Club / Hub)

TVP TAG #2 + Stakeholder Workshop

 Design Exploration + Schematic Options + Costings (2hrs)

Council Working Group (HRD)

Design Options Exploration

TVP TAG #3 (2hrs)

Multi-Criteria Assessment

Council Working Group (HRD)

Schematic Options + Cost Implications / MCA Assessment

Targeted Sessions (as required)

- 3 x 1h meetings
- Club Reps / Managers

Community Outreach (Digital)

Option Analysis / MCA Outcomes

Council Working Group (HRD)

· Preferred Option / Design Direction

Preferred Option / Design Direction

Council Briefing (HRD)

Endorse Preferred Option

3.3 Detailed Design (Hub + Open Space)

Design Direction (2 hrs)

Briefing / Working Session

3.4 Wider Precinct Design + Feasibility

Council Briefing #2 Detailed Draft Masterplan

3.5 Formal Advertising

· Consent to Advertise

Council Working Group (HRD)

TVP TAG #4

Open Space / Hub Prelim Design / Masterplan

· Open Space / Hub Prelim Design / Masterplan Design Direction

Stakeholder Feedback

 Preliminary Design - Issued for comment / feedback

Draft Masterplan / Visualisation

TVP TAG

- Draft Masterplan / Visualisation
- Issued for comment / feedback

Stakeholder Feedback

- Draft Masterplan / Visualisation
- Issued for comment / feedback

Council Working Group (HRD)

- Draft Masterplan / Visualisation
- Issued for comment / feedback

Community Outreach

Community Feedback (prior to advertising (TBC)

Community Outreach

- Advertising
- · Information Session
- Promotional Materials
- · Listening Posts (as required)
- · Coordinated by TOVP staff

Final Masterplan **Outcomes Summary of** Submissions

Council Briefing #3

Endorse Final Masterplan

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General Update

In response to TAG and WG feedback:

- 1. Refinements to Concept Options
- 2. Additional Concept Options
 - Hybrid Split
 - Aqualife and Leisurelife Integration
 - Community & Arts
 - Community & Bowls



Concept Phase Objective:

Our aim is to select a Preferred Direction for the Facility.

Note:

We are not resolving internal layout, this will be completed through the detailed design phase.

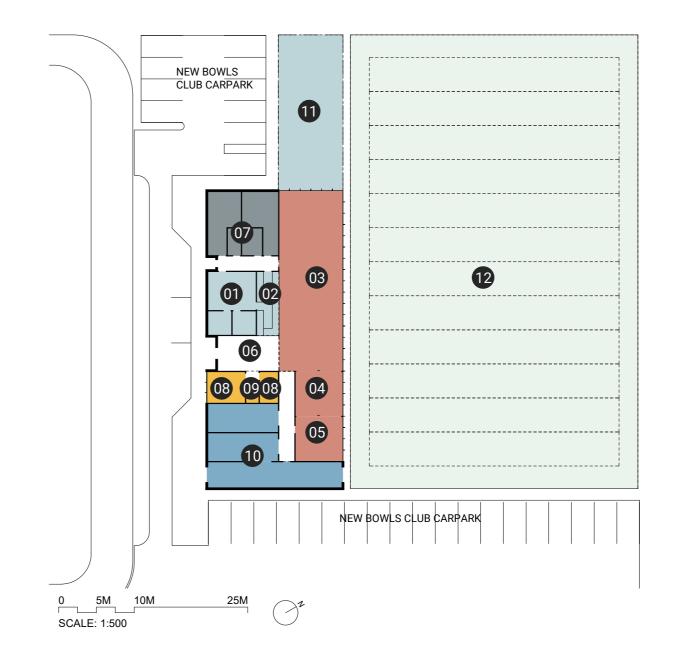


POTENTIAL BOWLS LOCATION



POTENTIAL BOWLS LOCATION LAWN BOWLS - WEST OF PARK

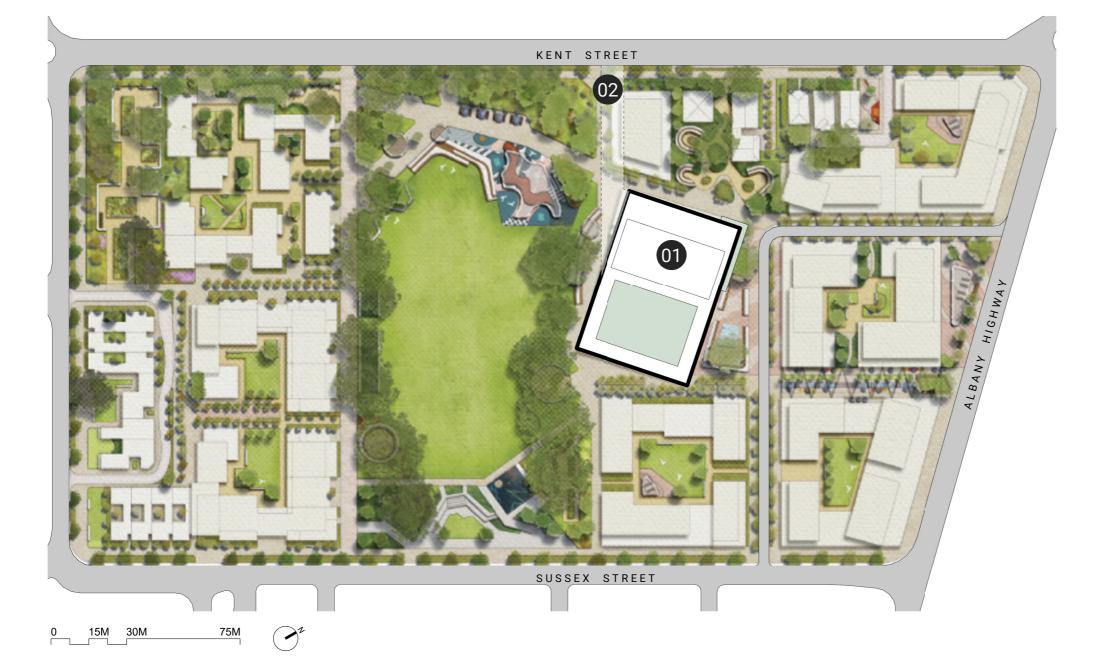
- 01 KITCHEN
- 02 BAR
- 03 FUNCTION ROOM
- 04 M/D AREA
- 05 MEETING
- 06 ENTRY FOYER
- 07 AMENITIES
- 08 OFFICE
- 09 FIRST AID
- 10 STORE
- 11 COVERED OUTDOOR AREA
- 12 BOWLING GREEN



- STANDALONE BOWLS CLUB (CONSTRUCTION COST) \$5 600 000
- LOST LAND SALES REVENUE_____\$6 600 000

STACKED - MASTERPLAN

- 01 COMMUNITY AND RECREATION USES STACKED OVER MULTIPLE LEVELS
 - -3 COURTS
 - -BOWLS ON ROOF
- 02 VEHICULAR ACCESS FROM KENT STREET (CUT AND COVER)



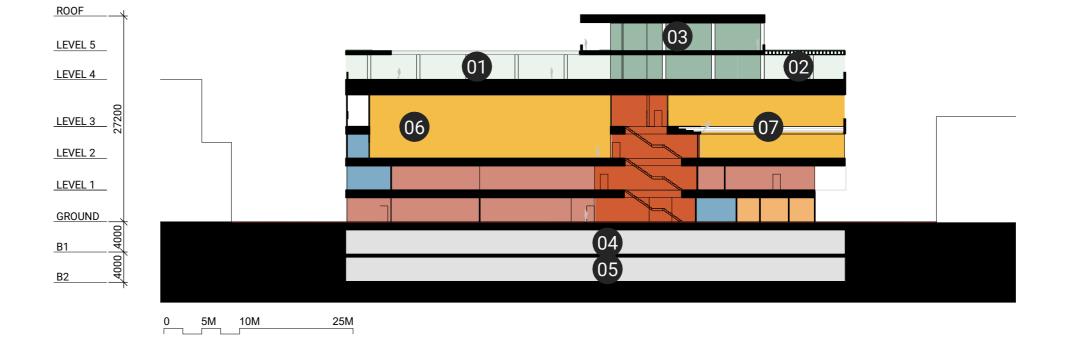






OPTION 1 STACKED - SECTION

- BOWLS
 - 01 BOWLS GREEN OPEN
 - 02 BOWLS GREEN COVERED
 - 03 FUNCTION SPACE WITH BAR
- CRECHE
- LIBRARY/ COMMUNITY
- FITNESS
- LOBBY
- SERVICES
 - 04 PARKING (95 BAYS)
 - 05 PARKING (105 BAYS)
- SPORTS
 - 06 PLAYING COURTS
 - 07 SHOW COURTS
- STAFF



OPTION 1 STACKED - GROUND LEVEL

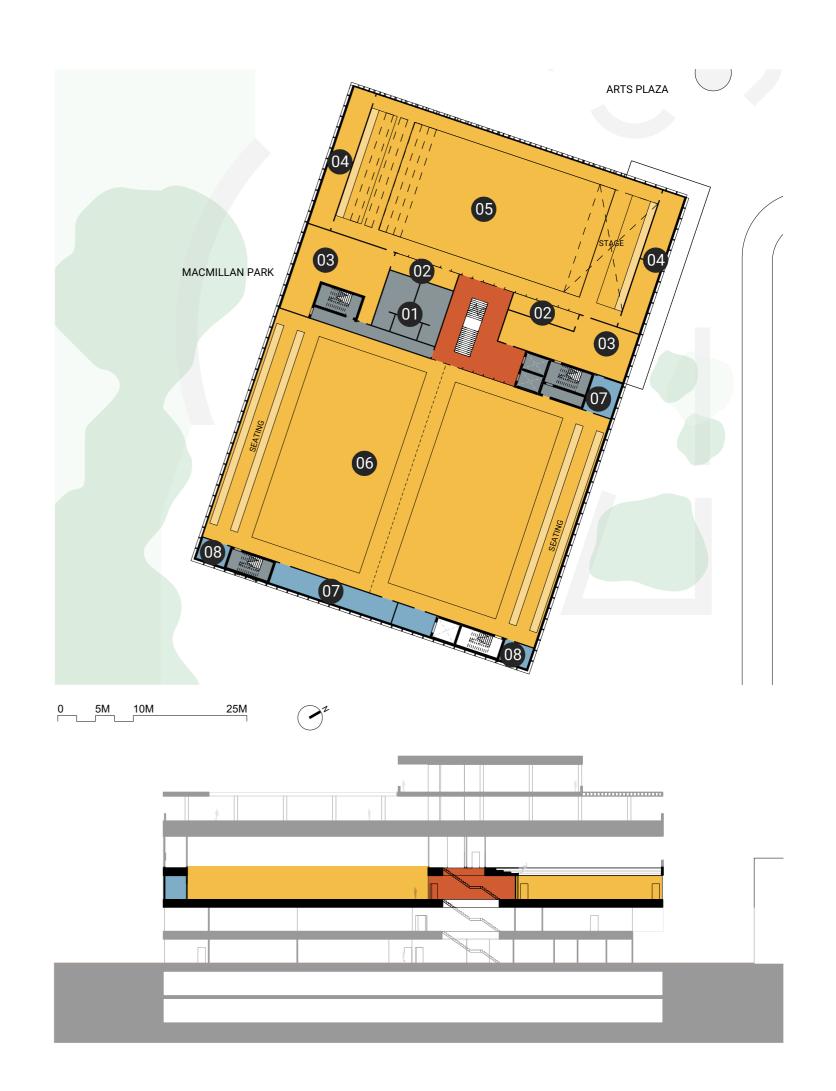
- LIBRARY/ COMMUNITY
 - 01 COMMERCIAL KITCHEN
 - 02 CAFE
 - 03 POPUP
 - 04 MEETING ROOM
 - 05 DIGITAL LAB
 - 06 THEATRETTE
 - 07 BOH LOBBY
 - 08 STORE
 - 09 OFFICE
 - 10 STORAGE / REPAIRS
 - 11 COMMUNITY MEETING ROOM
 - 12 RETURNS CHUTE
- CRECHE
 - 13 ACTIVITY & PLAY
- FITNESS
 - 14 GYM CARDIO & WEIGHTS
- LOBBY
- SERVICES
 - 15 SHARED AMENITIES
- STAFF



- FITNESS
 - **01** AMENITIES
 - 02 HEALTH
 - 03 STORAGE
 - 04 OFFICE
 - 05 GROUP FITNESS
 - 06 LOBBY
- LIBRARY/ COMMUNITY
 - 07 MEETING ROOM
 - 08 MAKER/ FUNCTION
 - 09 GALLERY
 - 10 OFFICE
- LOBBY
- SERVICES
 - 11 SHARED AMENITIES
- STAFF
 - 12 MEETING ROOM



- LOBBY
- SERVICES
 - 01 SHARED AMENITIES
- SPORTS
 - 02 TEAMS
 - 03 SHARED CHANGE ROOM
 - 04 STORE
 - 05 MULTI-USE COURT & PERFORMANCE SPACE
 - 06 PLAYING COURTS X 2
- STAFF
 - 07 STORE
 - 08 EQUIPMENT STORE



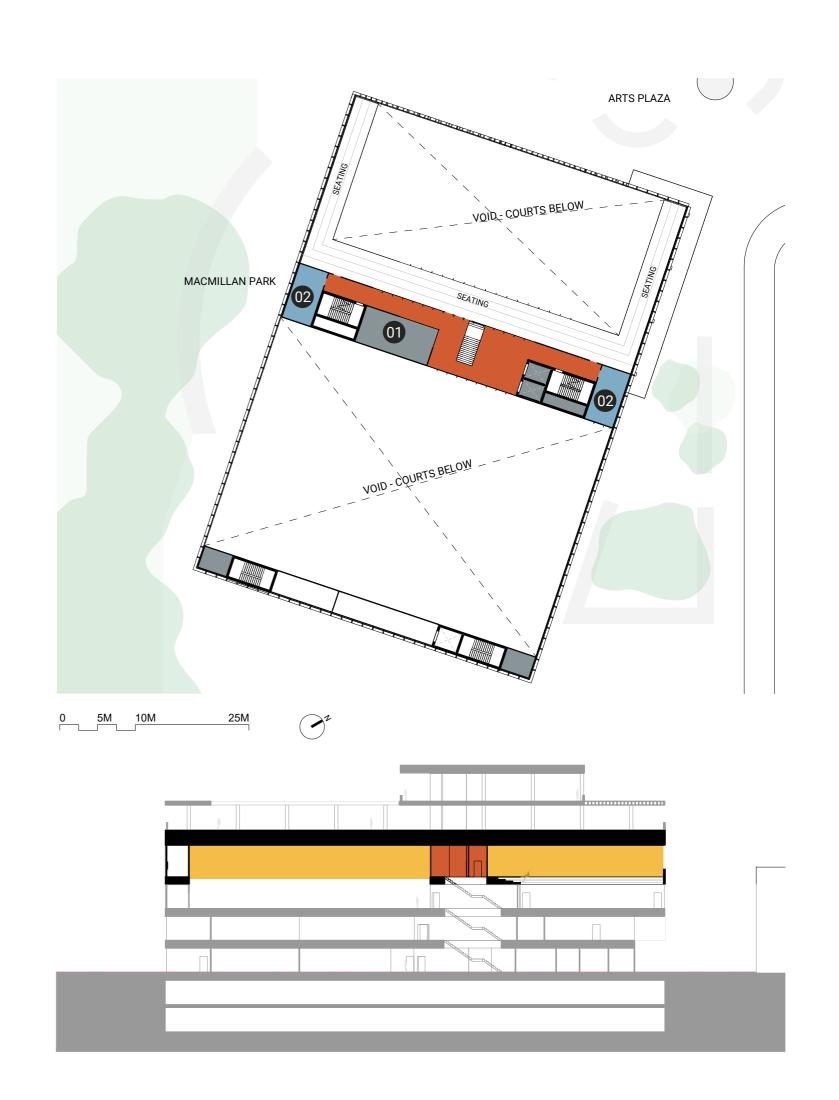
LOBBY

SERVICES

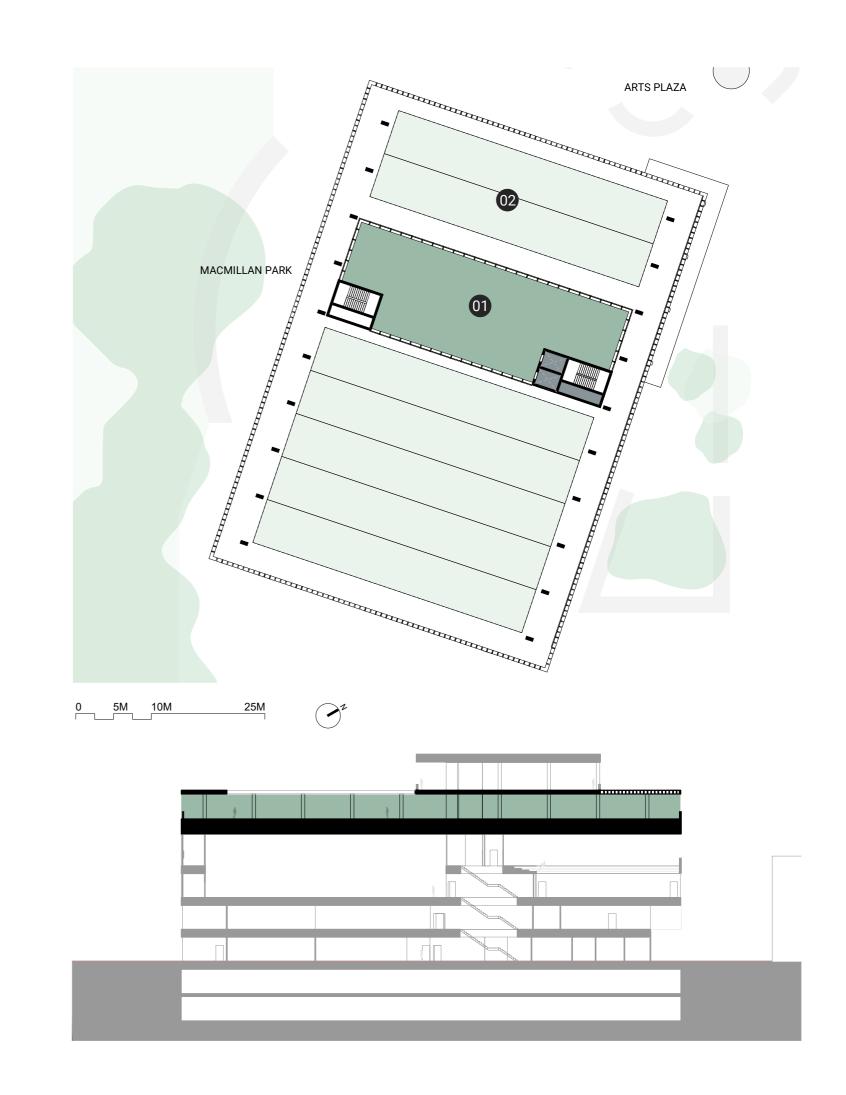
01 FUNCTION

STAFF

02 OFFICE



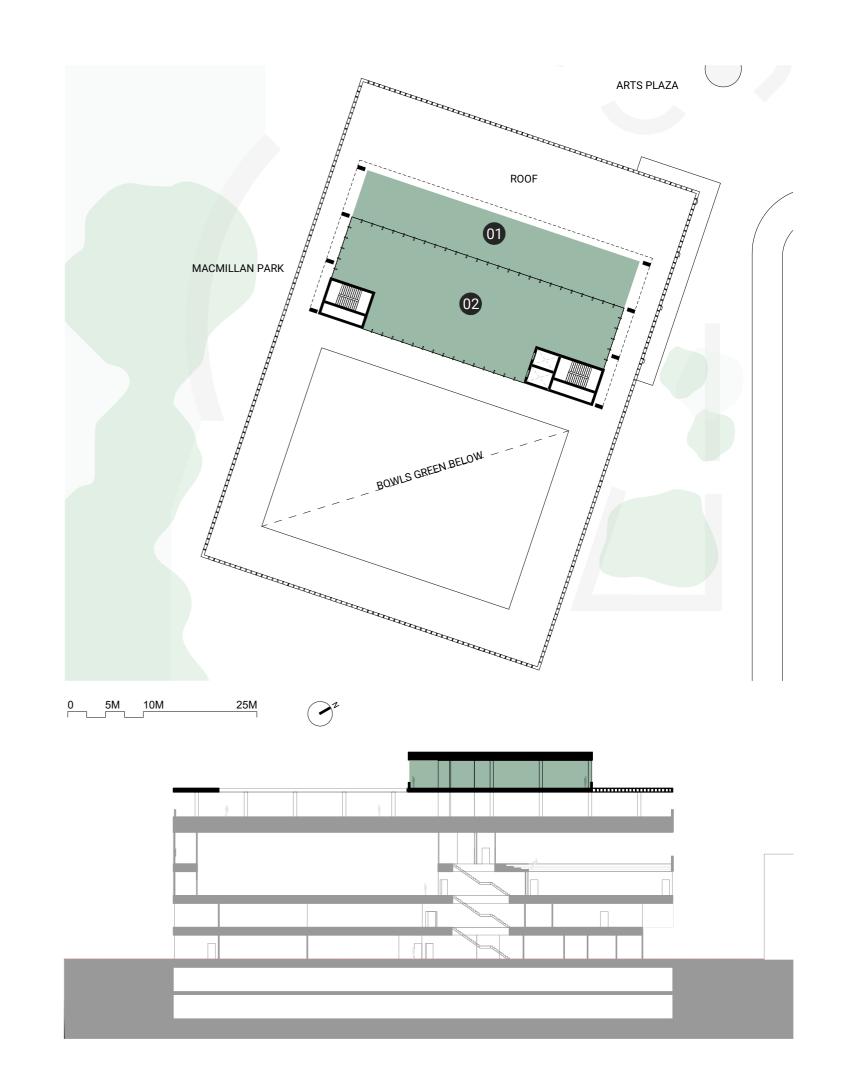
- BOWLS
 - 01 BOWLS CLUB
 - 02 BOWLS GREEN
- SERVICES





01 ROOF TERRACE

02 BOWLS CLUB



OPTION 1 STACKED - CARPARK

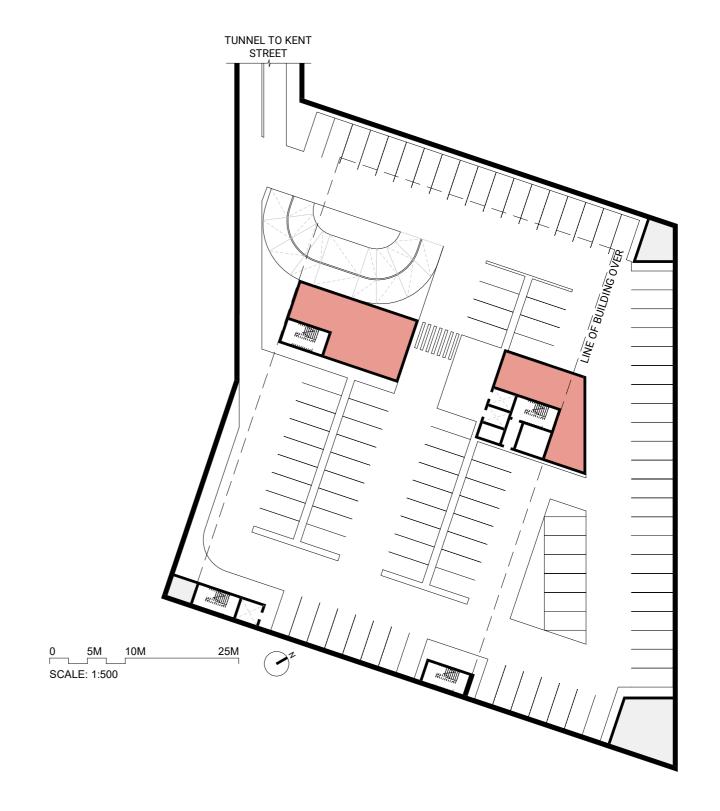


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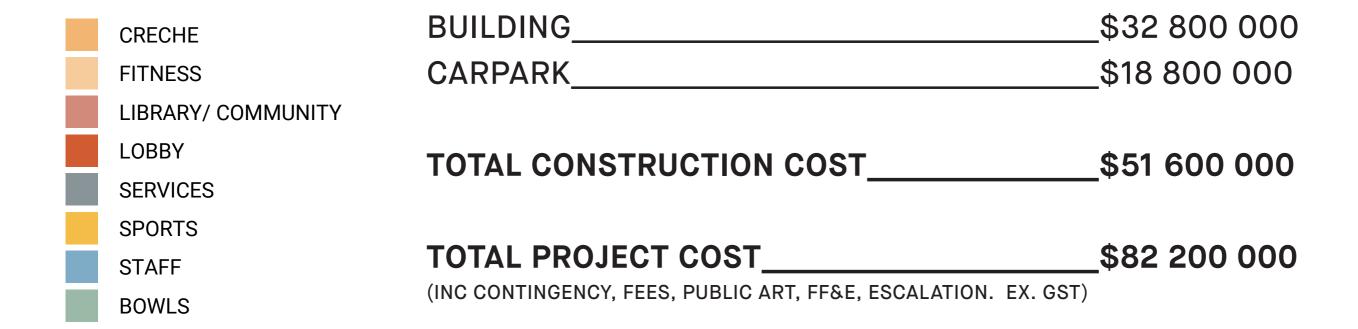


SERVICES

CARBAYS (APPOX 200 TOTAL)
B1 LEVEL = 95 BAYS
B2 LEVEL = 105 BAYS



STACKED - SUMMARY





STACKED PLUS - MASTERPLAN

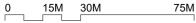
- 01 COMMUNITY AND RECREATION USES STACKED OVER MULTIPLE LEVELS
 - -3 COURTS
 - -ADDITIONAL COMMERCIAL LEVELS
 - -BOWLS WEST OF PARK OR OFF SITE
- 02 VEHICULAR ACCESS FROM KENT STREET (CUT AND COVER)







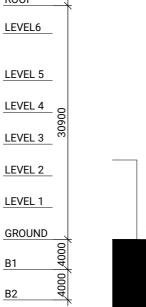






STACKED PLUS - SECTION

- **FITNESS**
- LIBRARY/ COMMUNITY
 - 01 FUNCTION SPACE & BAR
- LOBBY
- **SERVICES**
 - 02 PARKING (95 BAYS)
 - 03 PARKING (105 BAYS)
- **SPORTS**
 - PLAYING COURTS
 - 05 MULTI-USE COURT & PERFORMANCE SPACE
- STAFF



ROOF

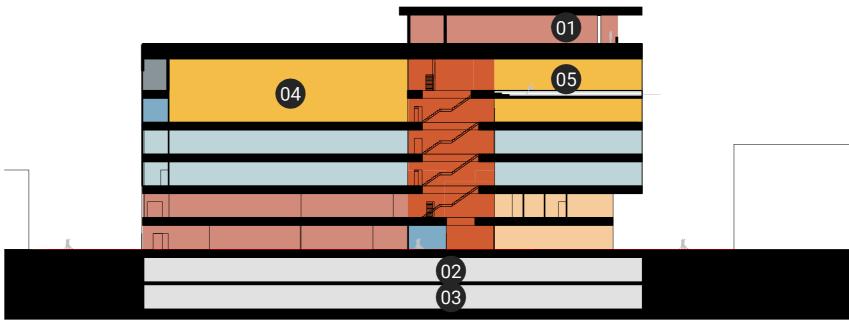
LEVEL6

LEVEL 5

LEVEL 4

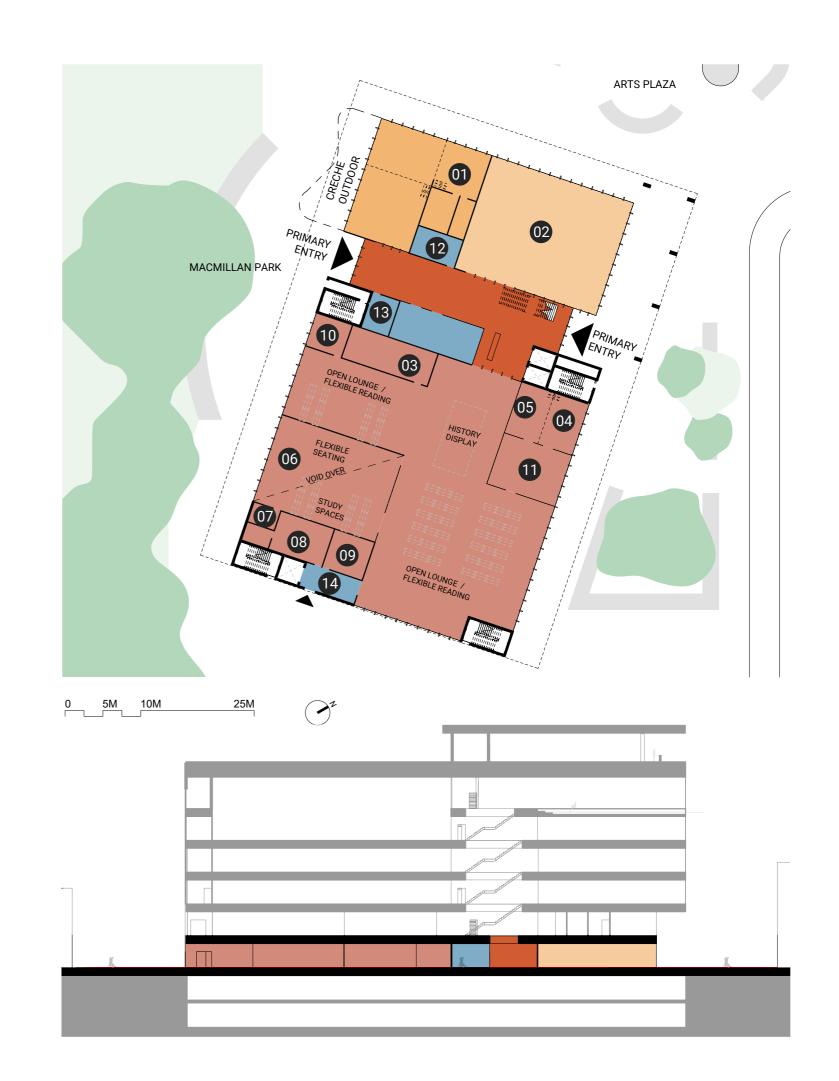
LEVEL 3

B2



STACKED PLUS - GROUND FLOOR

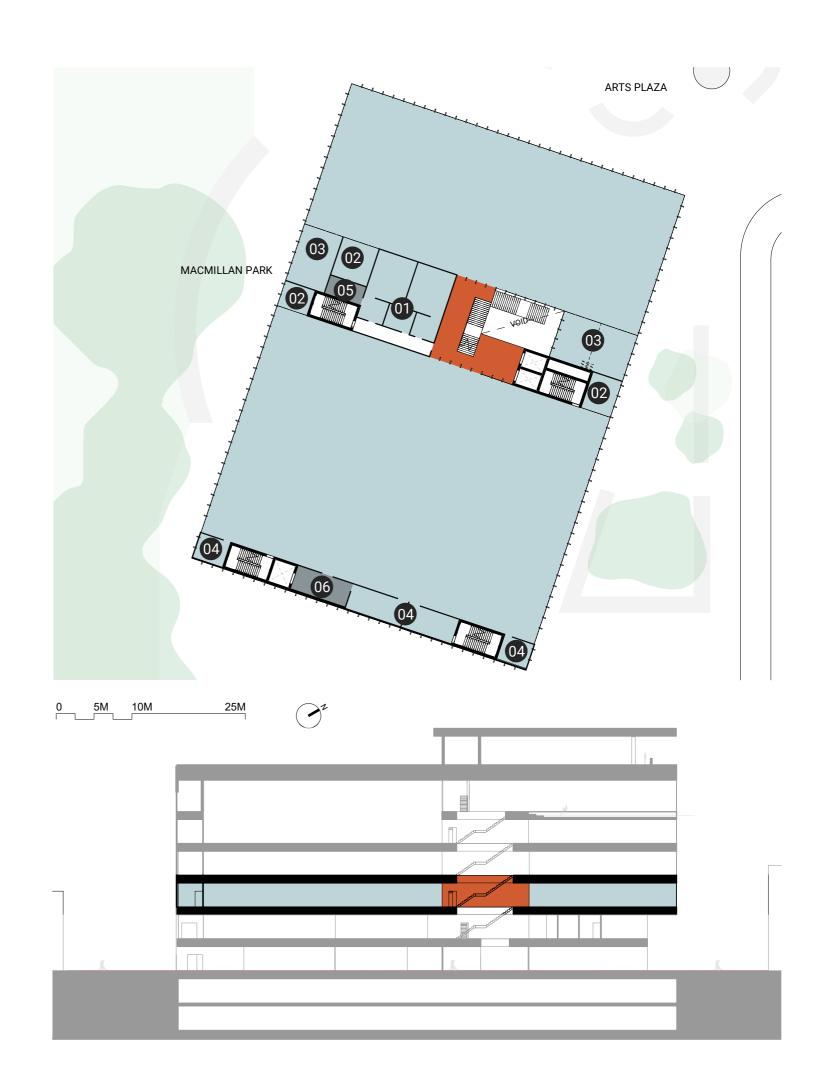
- CRECHE
 - 01 ACTIVTY & PLAY
- FITNESS
 - 02 GYM CARDIO & WEIGHTS
- LIBRARY/ COMMUNITY
 - **03** WC
 - 04 COMMUNITY MEETING ROOM
 - 05 MEETING ROOM
 - 06 THEATRETTE
 - 07 PROGRAMMING ROOM
 - 08 BOH LIBRARY
 - 09 REPAIRS & PROCESSING
 - 10 RETURNS CHUTE
 - 11 DIGITAL LAB
- LOBBY
- STAFF
 - 12 STAFF WC
 - 13 OFFICE
 - 14 BOH LOBBY



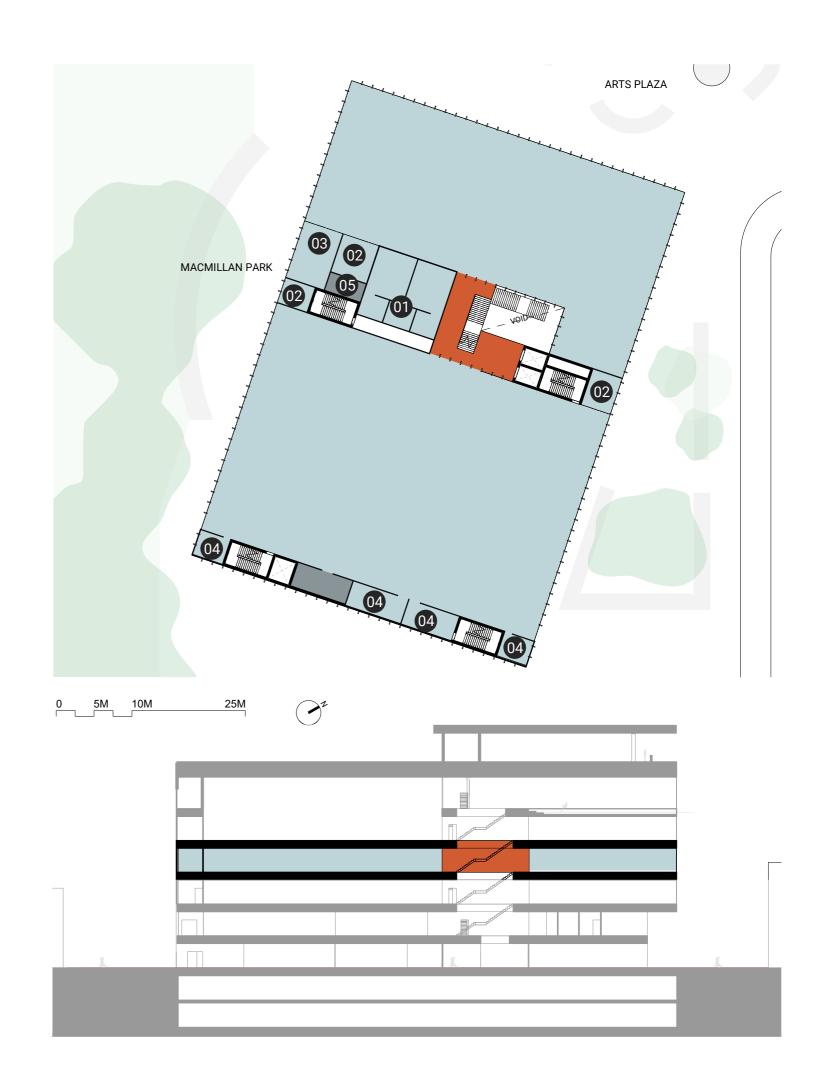
- FITNESS
 - 01 FITNESS LOBBY
 - 02 AMENITIES
 - 03 SPIN ROOM
 - 04 OFFICE
 - 05 GROUP FITNESS
 - 06 STORAGE
 - 07 HEALTH CLUB
- LIBRARY/ COMMUNITY
 - 08 AMENITIES
 - 09 MEETING ROOM
 - 10 WC
 - 11 BOH LOBBY
 - 12 STORE
 - 13 MAKER/ FUNCTION
- LOBBY
- SERVICES



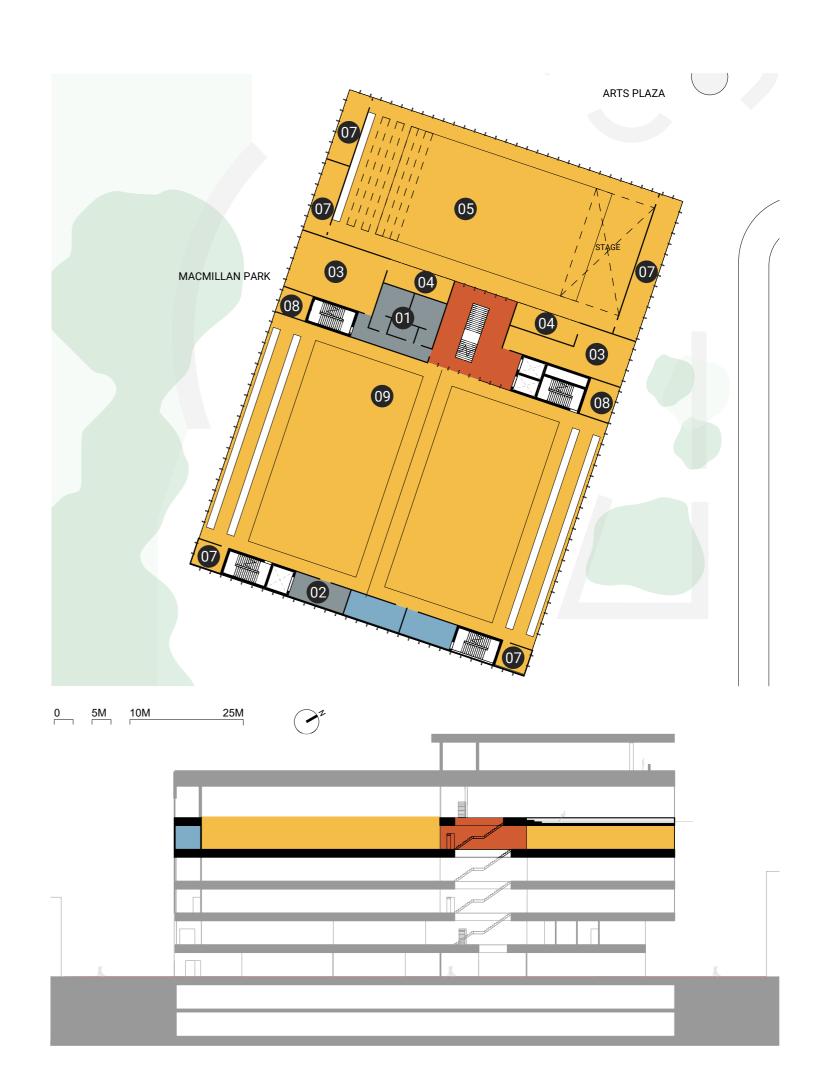
- COMMERCIAL
 - 01 AMENITIES
 - 02 OFFICE
 - 03 MEETING
 - 04 STORE
- LOBBY
- SERVICES
 - 05 STORE
 - 06 LOBBY



- COMMERCIAL
 - **01** AMENITIES
 - 02 OFFICE
 - 03 MEETING
 - 04 STORE
- LOBBY
- SERVICES
 - 05 STORE



- LOBBY
- SERVICES
 - 01 SHARED AMENITIES
 - 02 BOH LOBBY
- SPORTS
 - 03 CHANGE ROOM
 - 04 TEAM BENCH
 - 05 MULTI-USE COURT & PERFORMANCE SPACE
 - 06 UMPIRE
 - 07 STORE
 - 08 PHYSIO
 - 09 PLAYING COURTS X 2
- STAFF



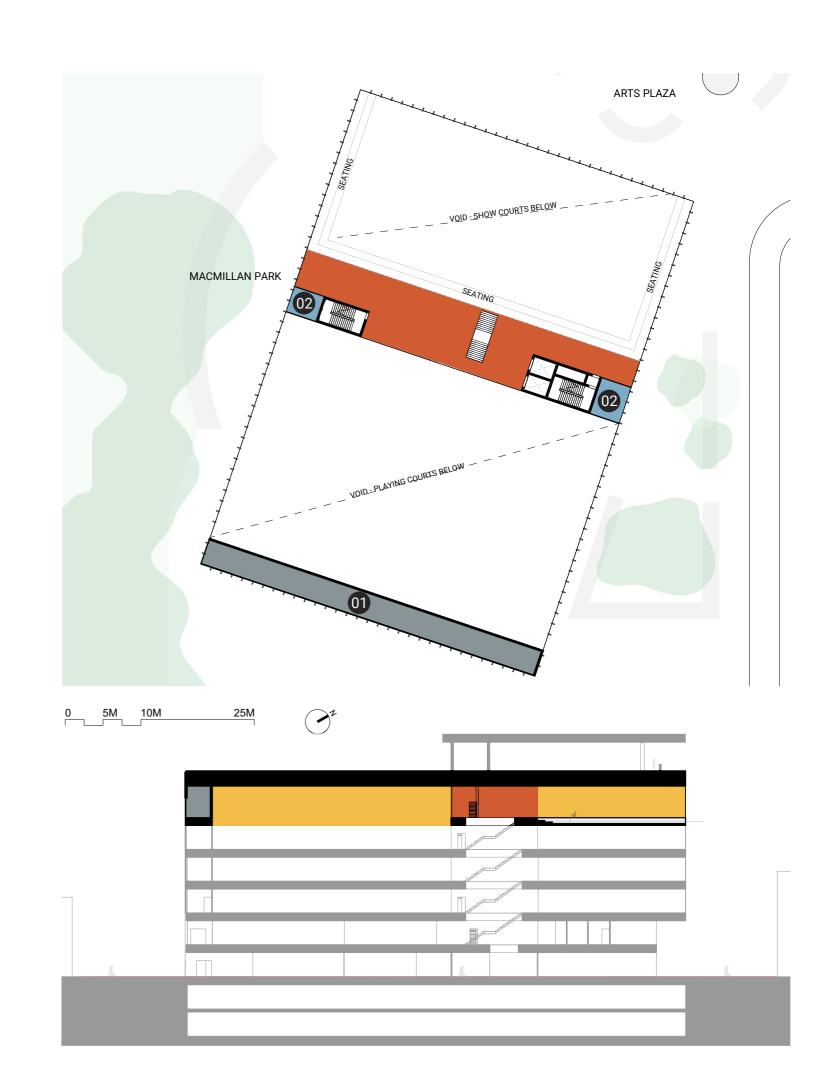


SERVICES

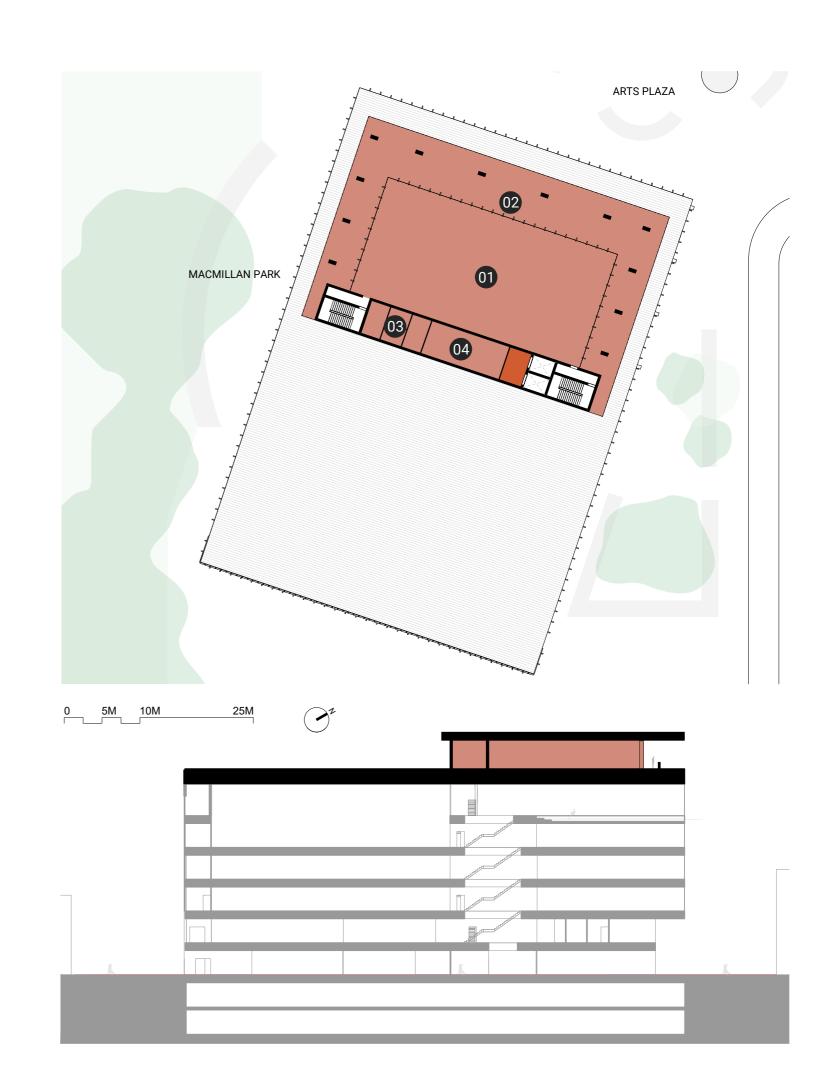
01 PLANT

STAFF

02 OFFICE



- LIBRARY/ COMMUNITY
 - **01** FUNCTION SPACE WITH BAR
 - 02 ROOF TERRACE
 - 03 AMENITIES
 - 04 KITCHEN/ BAR
- LOBBY

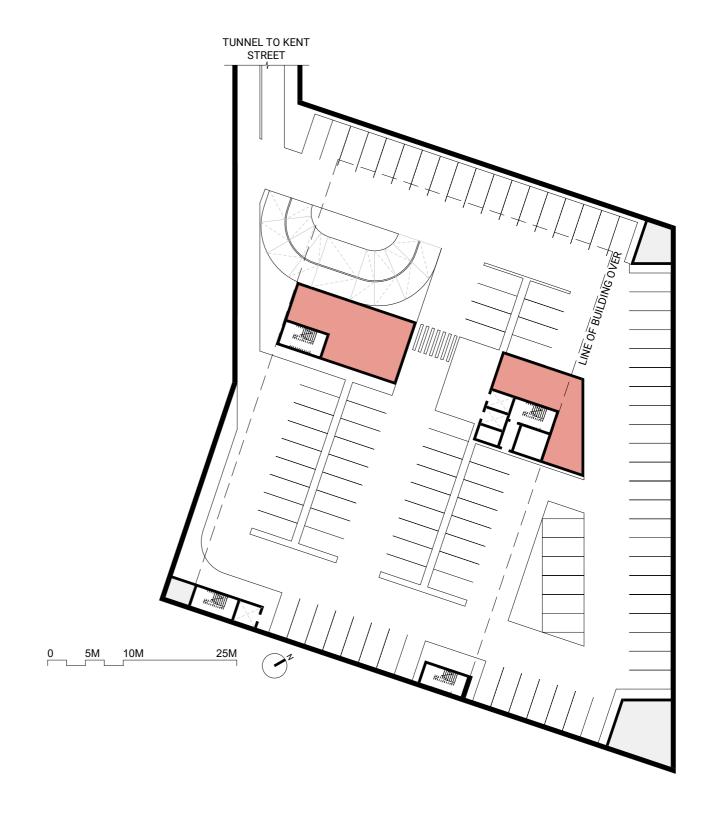


OPTION 2 STACKED PLUS - CARPARK

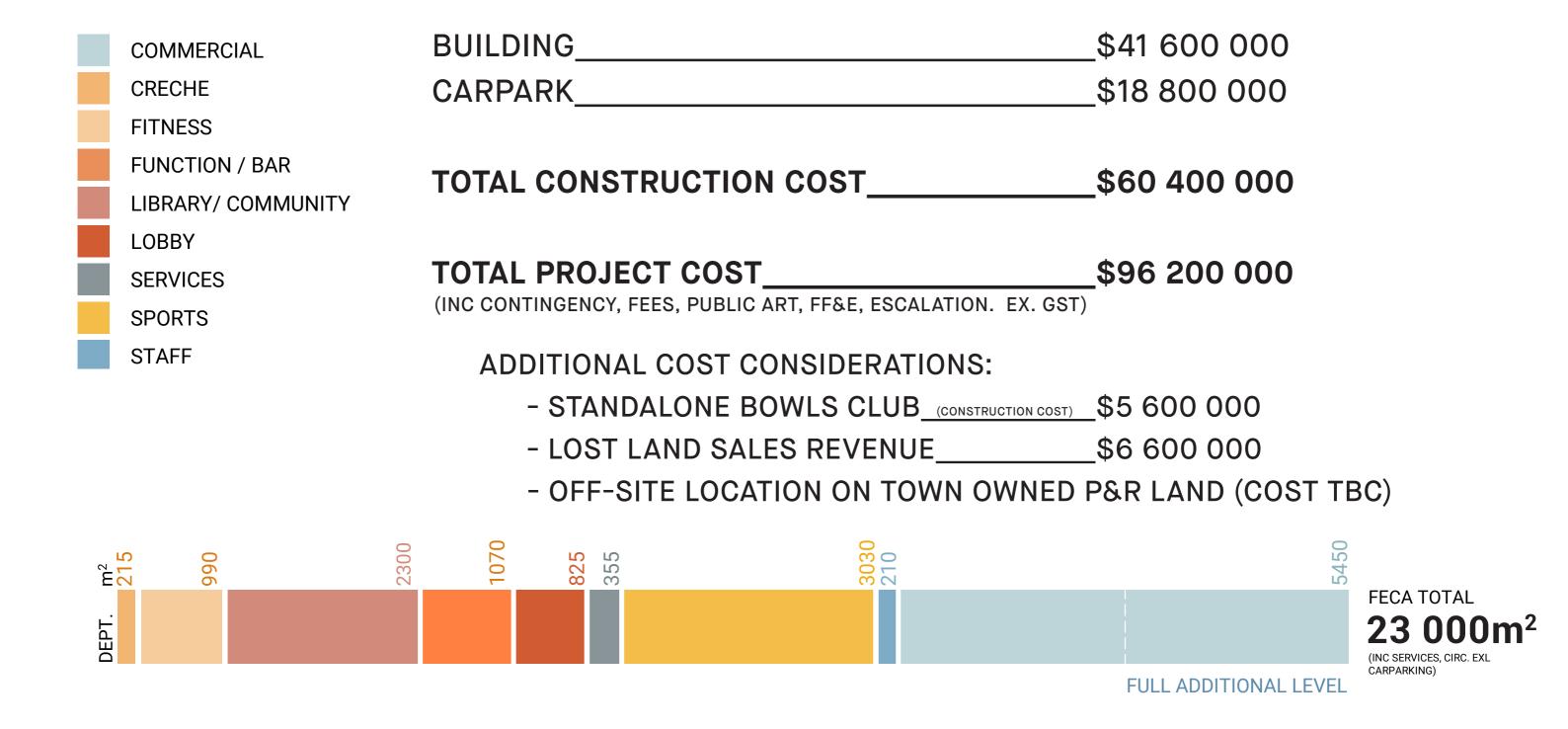


SERVICES

CARBAYS (APPOX 200 TOTAL)
B1 LEVEL = 95 BAYS
B2 LEVEL = 105 BAYS



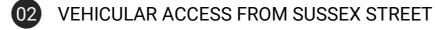
STACKED PLUS - SUMMARY



CLUSTERED - MASTERPLAN



COMMUNITY AND RECREATION USES



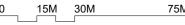
- -LOWER HEIGHT AND LARGER BUILDING FOOTPRINT
- -BOWLS WEST OF PARK OR OFF SITE
- -4 COURTS
- -LOSS OF CIVIC PLAZA
- -LOST LAND SALES/ REVENUE













OPTION 3 CLUSTERED - SECTION

FITNESS

LIBRARY/ COMMUNITY

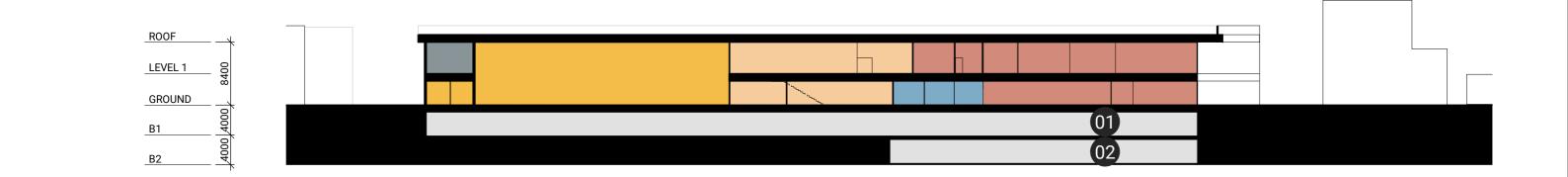
SERVICES

01 PARKING (140 BAYS)

02 PARKING (35 BAYS)

SPORTS

STAFF



CLUSTERED - GROUND FLOOR

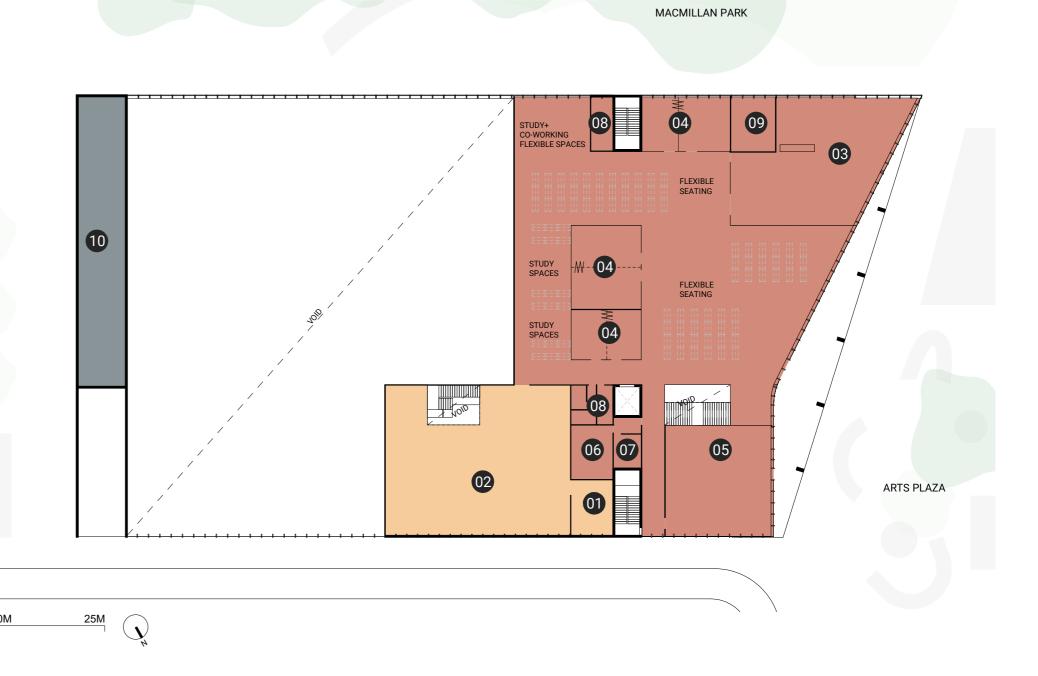
- CRECHE
 - 01 ACTIVITY & PLAY
- FITNESS
 - 02 GYM WEIGHTS & CARDIO
 - 03 SPIN ROOM
 - 04 HEALTH CLUB
 - 05 FITNESS LOBBY
- LIBRARY/ COMMUNITY
 - 06 CAFE
 - **07** POPUP
 - 08 MEETING ROOM
 - 09 COMMUNIY MEETING ROOM
 - 10 DIGITAL LAB
 - 11 MAKER/ FUNCTION
 - 12 RETURNS CHUTE
- LOBBY
 - **SERVICES**
 - 13 SHARED CHANGE ROOMS
 - 14 SHARED AMENITIES
- SPORTS
 - 15 UMPIRE CHANGE
 - 16 STORES
 - 17 PLAYING COURTS

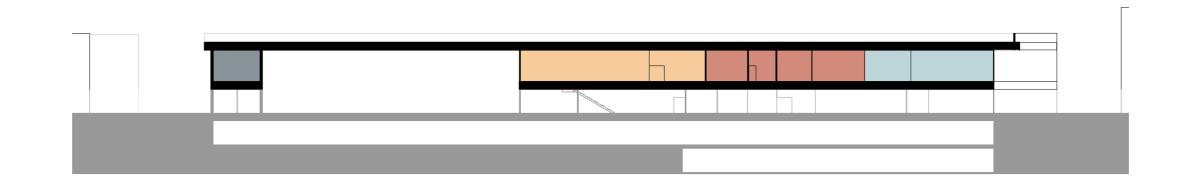
STAFF



OPTION 3 CLUSTERED - LEVEL 1

- FITNESS
 - 01 STORAGE
 - 02 GROUP FITNESS
- LIBRARY/ COMMUNITY
 - **03** FUNCTION SPACE WITH BAR
 - 04 MEETING ROOM
 - 05 THEATRETTE
 - 06 BOH LIBRARY
 - 07 STORAGE / REPAIRS
 - 08 AMENITIES
 - 09 COMMERCIAL KITCHEN
 - SERVICES
 - 10 PLANT





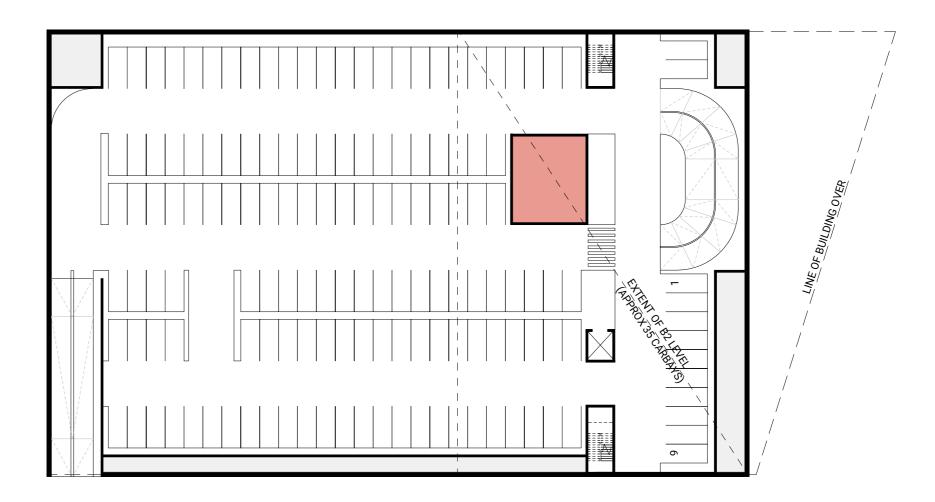
CLUSTERED - CARPARK

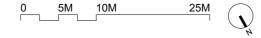
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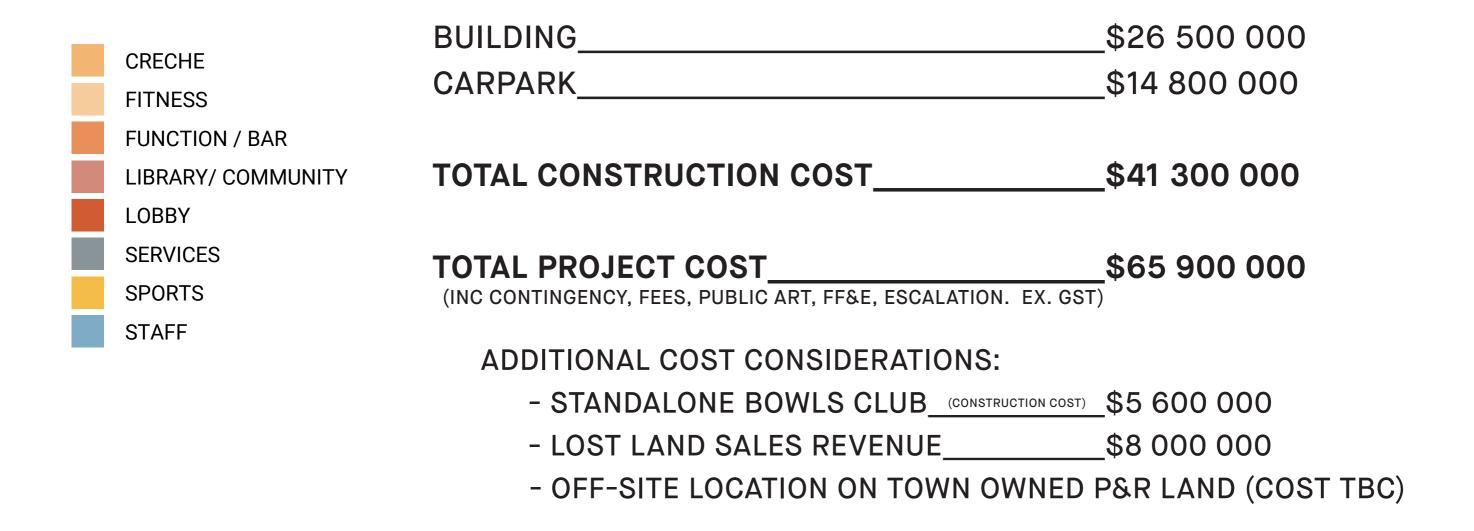
SERVICES

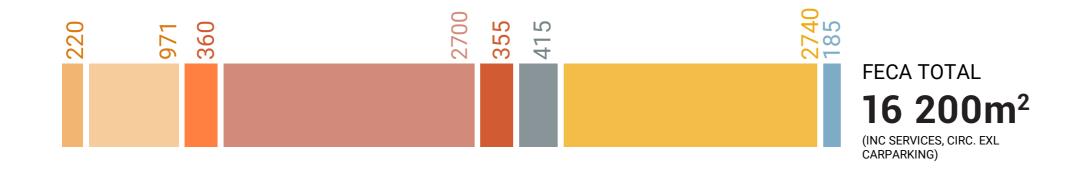
CARBAYS (APPOX 175 TOTAL)
B1 LEVEL = 140 BAYS
B2 LEVEL = 35 BAYS





CLUSTERED - SUMMARY





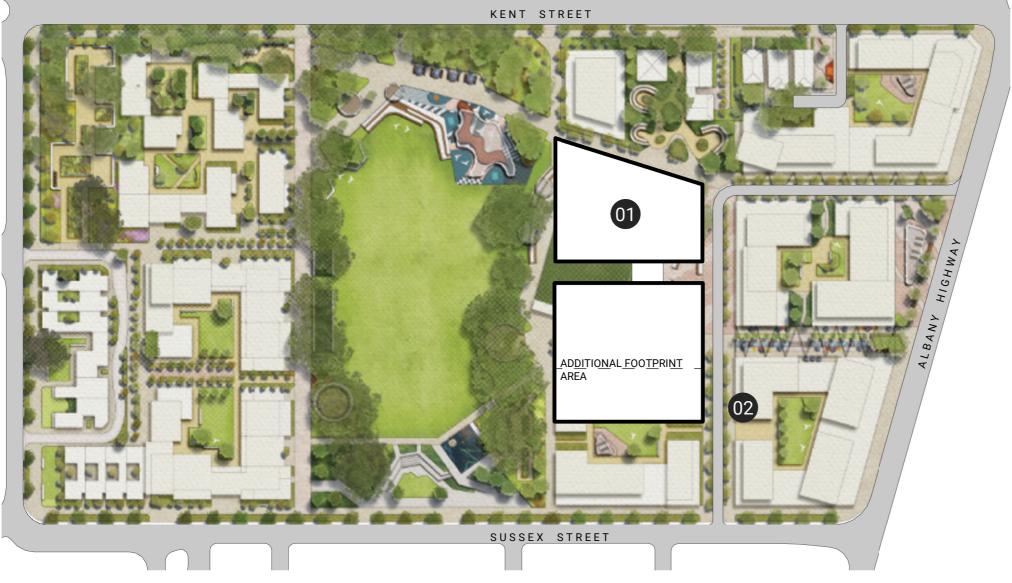
HYBRID SPLIT - MASTERPLAN



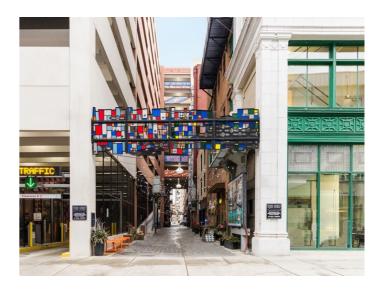
01 HYBRID STACKED AND CLUSTERED MODEL

- -3 COURTS
- -SPLIT INTO 2 SEPARATE BUILDINGS
- COMMUNITY, RECREATION AND COMMERCIAL USES
- -BOWLS WEST OF PARK OR OFF SITE
- -LOSS OF CIVIC PLAZA
- -LOST LAND SALES/ REVENUE













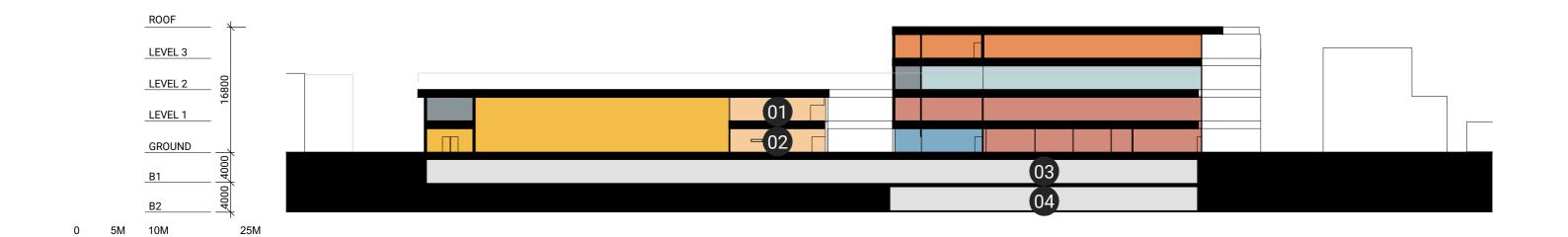


HYBRID SPLIT - SECTION

- COMMERCIAL
- FITNESS
 - **01** GROUP FITNESS
 - 02 GYM CARDIO & WEIGHTS
- FUNCTION / BAR
- LIBRARY/ COMMUNITY
- SPORTS
- STAFF

SCALE: 1:500

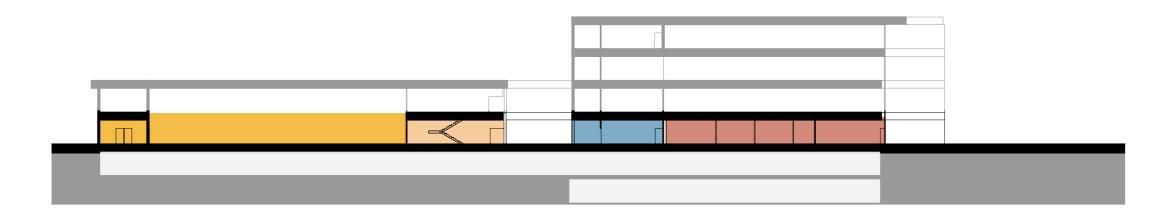
- SERVICES
 - 03 PARKING (154 BAYS)
 - 04 PARKING (60 BAYS)



HYBRID SPLIT - GROUND FLOOR

- LIBRARY/ COMMUNITY
 - 01 THEATRETTE
 - 02 COMMERCIAL KITCHEN
 - 03 MEETING ROOM
 (COMMUNITY CENTRE)
 - 04 MEETING ROOM
 - 05 CAFE
 - 06 OFFICE
 - 07 DIGITAL LAB
 - 08 RETURNS CHUTE
- CRECHE
 - 09 ACTIVITY & PLAY
- FITNESS
 - 10 GYM CARDIO & WEIGHTS
- LOBBY
- SERVICES
 - 11 SHARED AMENITIES
- SPORTS
 - 12 UMPIRE CHANGE
 - 13 STORES
 - 14 PLAYING COURTS
- STAFF

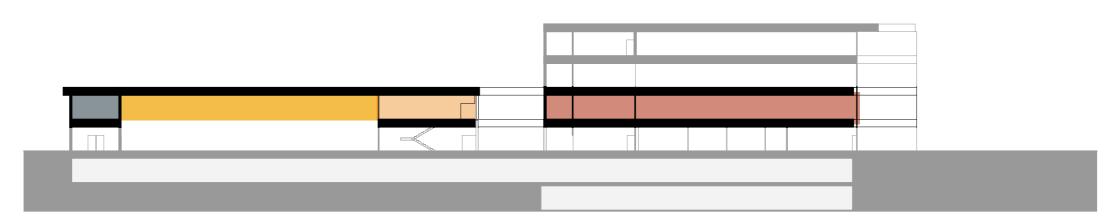




HYBRID SPLIT - LEVEL 1

- FITNESS
 - 01 HEALTH CLUB
 - 02 SPIN ROOM
 - 03 STORAGE
 - 04 OFFICE
 - **05** AMENITIES
 - 06 GROUP FITNESS
- LIBRARY/ COMMUNITY
 - 07 MEETING ROOM
 - 08 BOH LIBRARY & REPAIRS
 - 09 MAKER SPACE
 - 10 STORAGE
- LOBBY
- SERVICES
 - 11 SHARED AMENITIES
 - 12 PLANT





HYBRID SPLIT - LEVEL 2

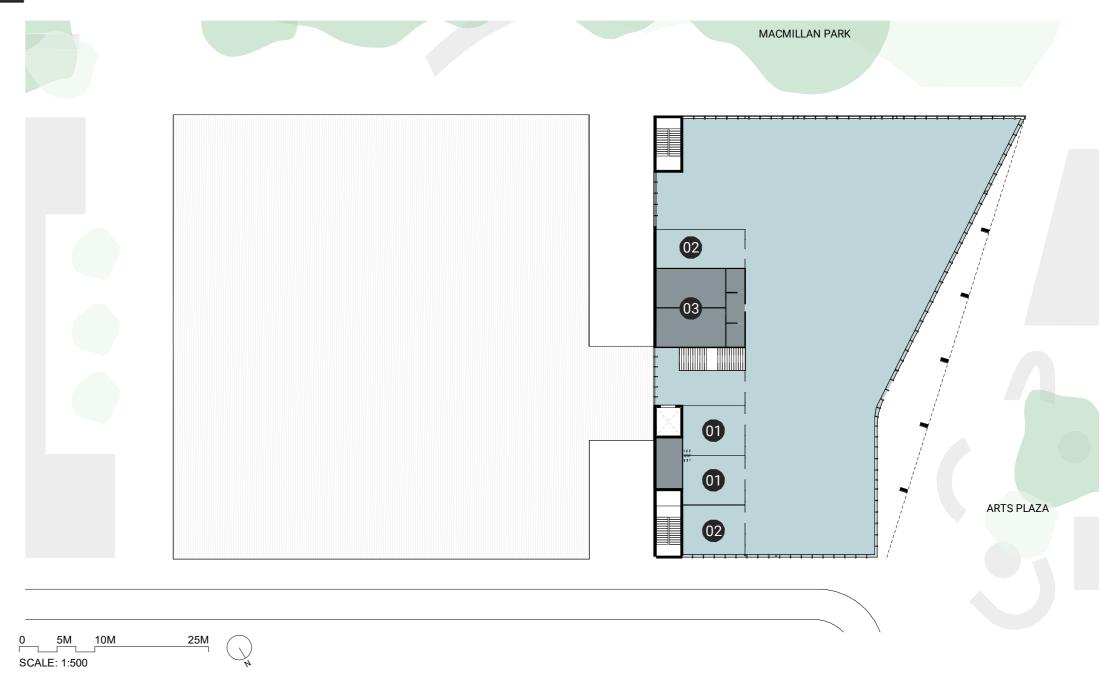
COMMERCIAL

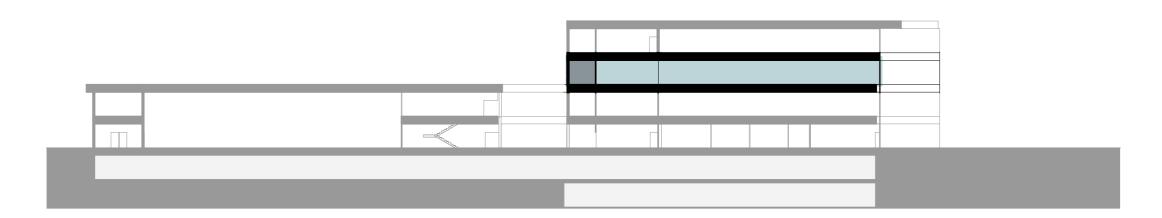
01 MEETING ROOM

02 OFFICE

SERVICES

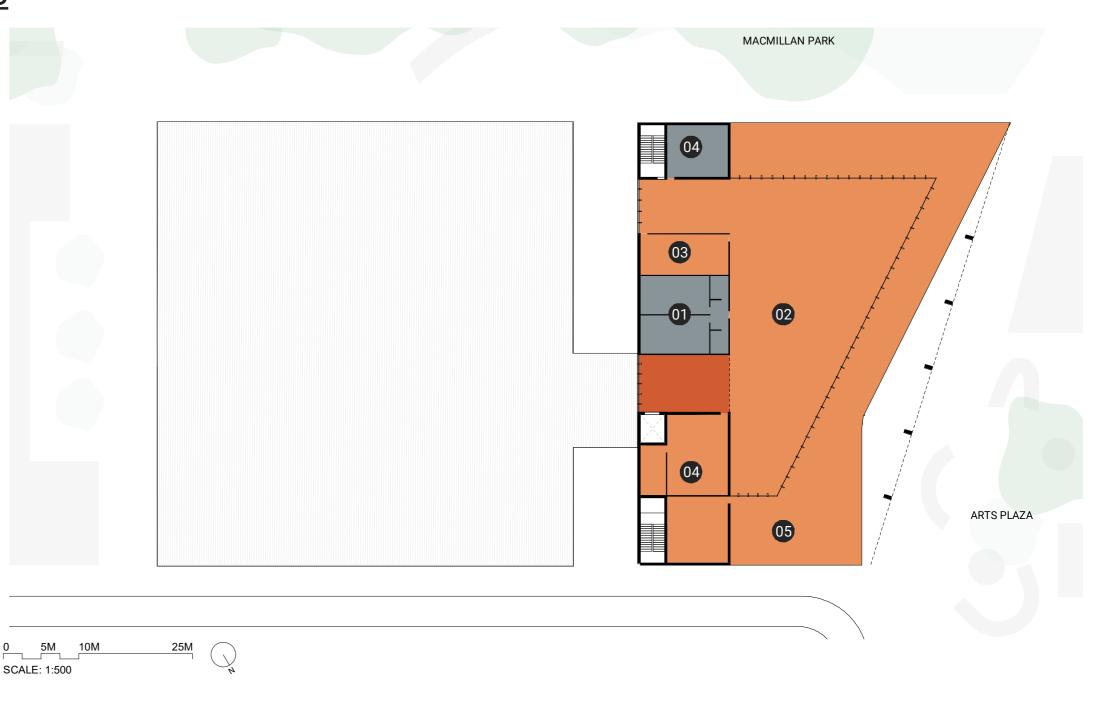
03 SHARED AMENITIES

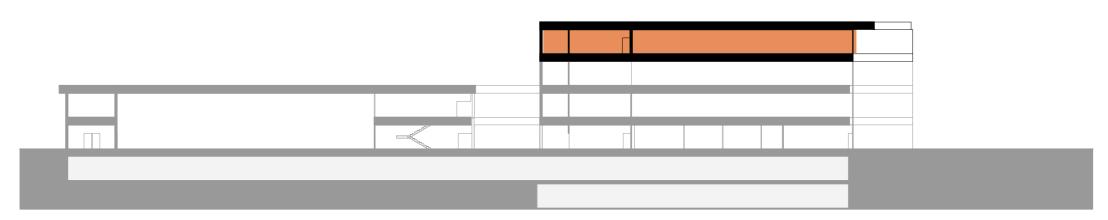




HYBRID SPLIT - LEVEL 3

- SERVICES
 - 01 SHARED AMENITIES
- FUNCTION / BAR
 - 02 FUNCTION
 - 03 KITCHEN/ BAR
 - 04 STORE
 - 05 ROOF TERRACE
- LOBBY

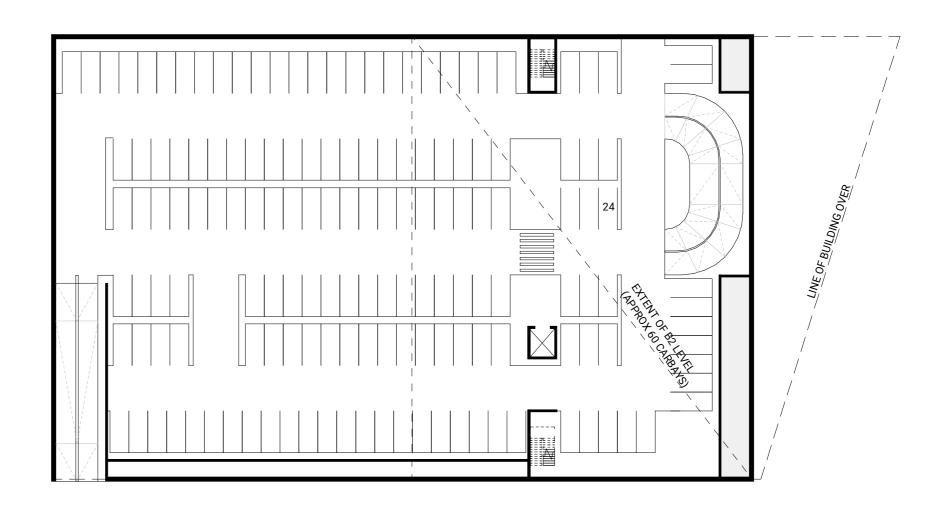


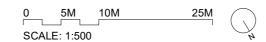


OPTION 4 HYBRID SPLIT - CARPARK

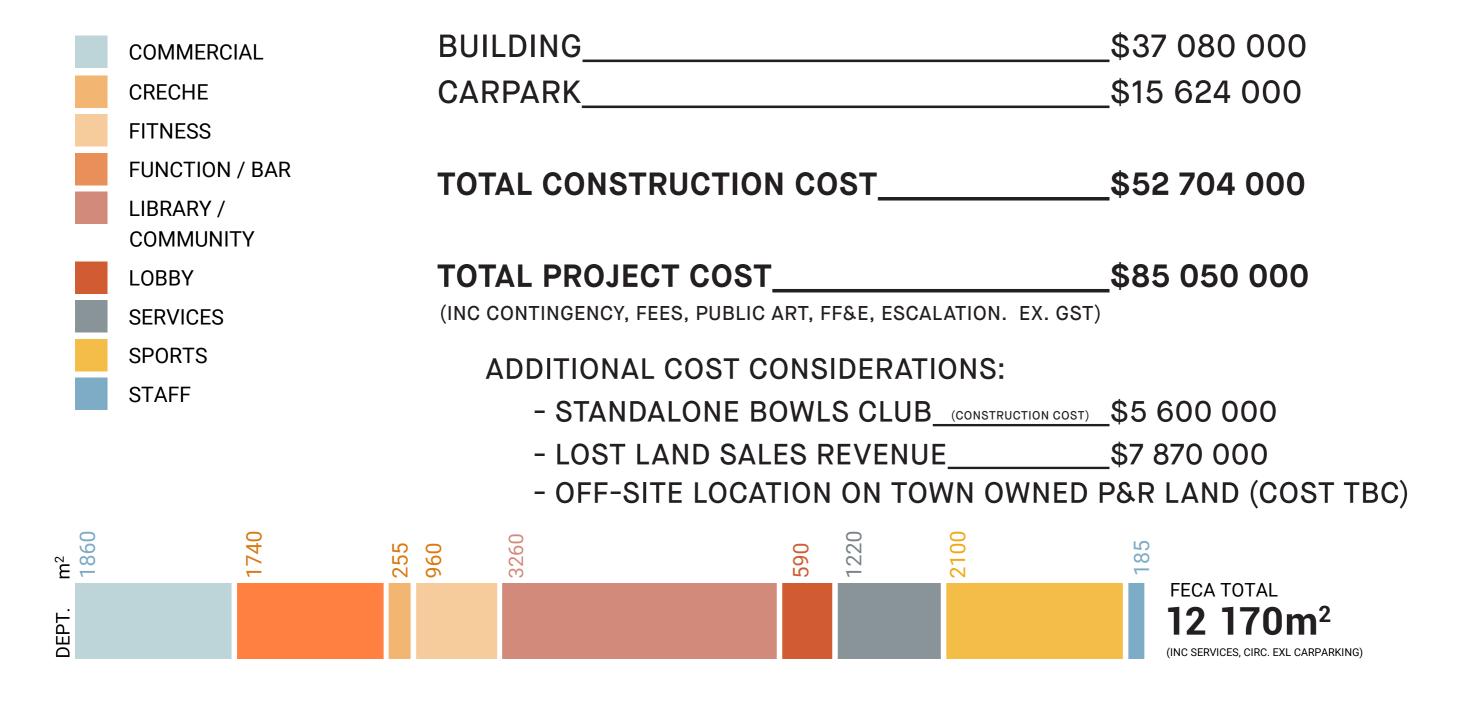


CARBAYS (APPOX 214 TOTAL) B1 LEVEL = 154 BAYS B2 LEVEL = 60 BAYS



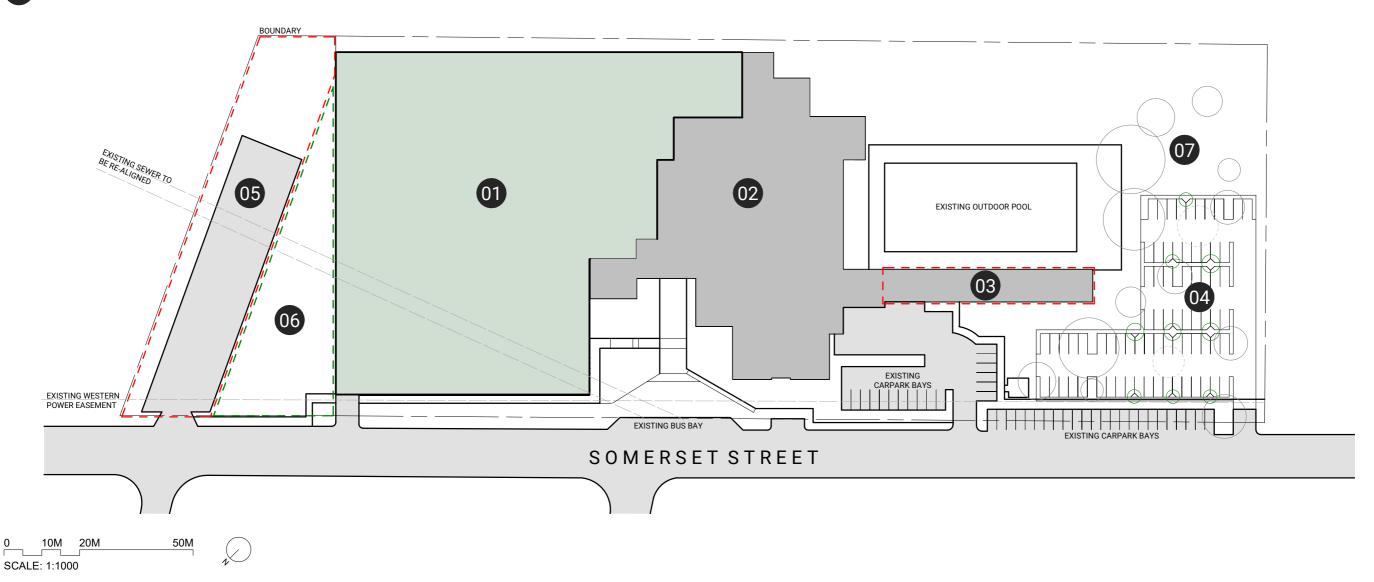


HYBRID SPLIT - SUMMARY



AQUALIFE / LEISURELIFE INTERGRATION

- 01 PROPOSED DEVELOPMENT
- 02 EXISTING AQUALIFE BUILDING
- 03 POTENTIAL EXPANSION OF GYM AND CRECHE
- 04 NEW 74 OUTDOOR CAR BAYS
- 05 POTENTIAL FUTURE MIXED USE/ PARKING
- 06 TREE RETENTION ZONE
- 07 POTENTIAL ADDITIONAL PARKING / TREE RETENTION



AQUALIFE / LEISURELIFE INTERGRATION - GROUND FLOOR

- LOBBY
- SERVICES
- SPORTS
 - **01** EQUIPMENT STORE
 - 02 CONTROL BOX
 - 03 CHANGE ROOMS
 - 04 FIRST AID
 - 05 UMPIRE CHANGE ROOM
 - 06 UAT
 - 07 DOUBLE SQUASH COURT
- STAFF
 - 08 OFFICES

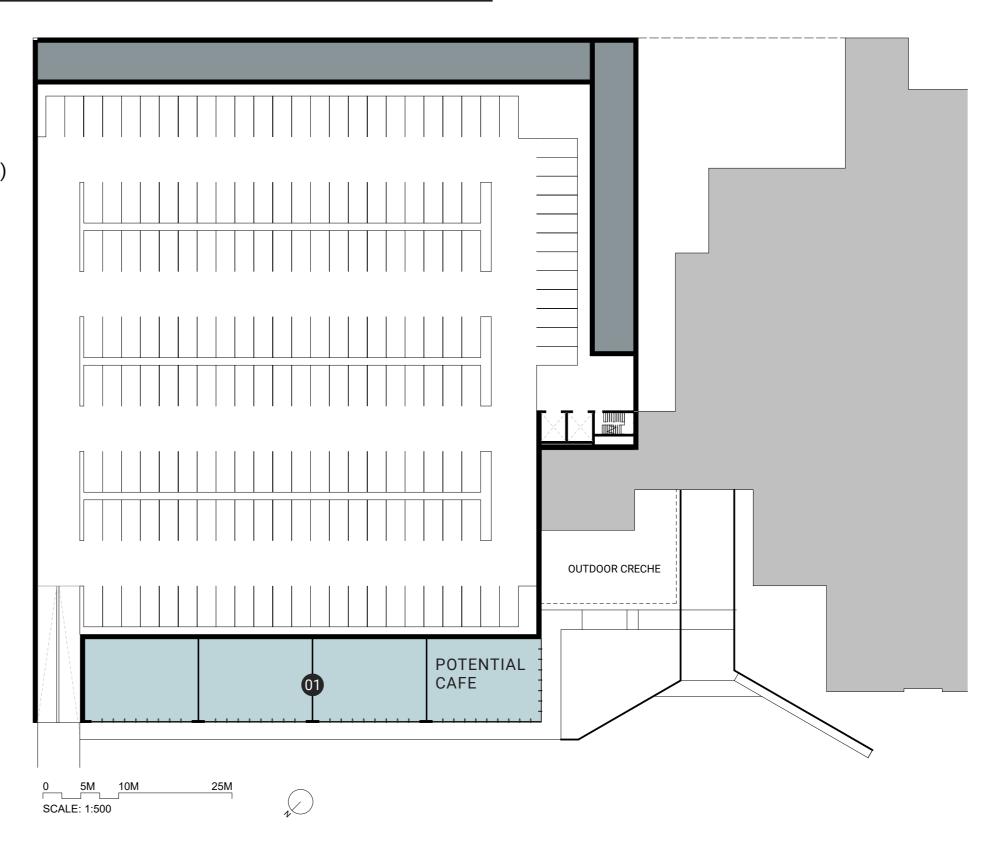


AQUALIFE / LEISURELIFE INTERGRATION - BASEMENT PARKING

SERVICES

CARBAYS (APPROX 260) SB1 LEVEL = 186 BAYS GF LEVEL = 74 BAYS (OUTDOOR EAST OF POOL)

COMMERCIAL



AQUALIFE / LEISURELIFE INTERGRATION - SUMMARY

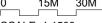
COMMERCIAL	BUILDING	\$25 122 000
LOBBY	CARPARK	\$9 934 000
SERVICES		
SPORTS	TOTAL CONSTRUCTION COST	\$35 056 000
STAFF	TOTAL GONOTROOTION GOOT	φου συσ
	TOTAL PROJECT COST	\$55 511 000
	(INC CONTINGENCY, FEES, PUBLIC ART, FF&E, ESCALATION	•



COMMUNITY & ARTS - MASTERPLAN

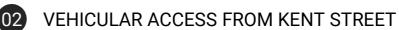
- 01
 - STACKED MODEL AND SMALLER BUILDING FOOTPRINT
 - -COMMUNITY, ARTS/ PERFORMANCE AND COMMERCIAL USES
 - MAJOR STREET FRONTAGE
 - DEVIATION FROM ENDORSED CONCEPT PLAN
 - SCOPE FOR ADJACENT PODIUM PARK, INSTEAD OF PARKING UNDERNEATH
 - -BOWLS WEST OF PARK OR OFF SITE
 - COURTS AT AQUALIFE
 - -LOSS OF CIVIC PLAZA





SCALE: 1:1500







PARKING DECK OPTION

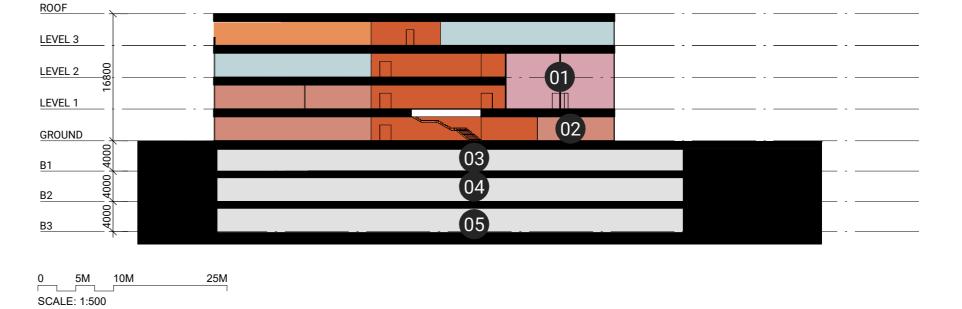






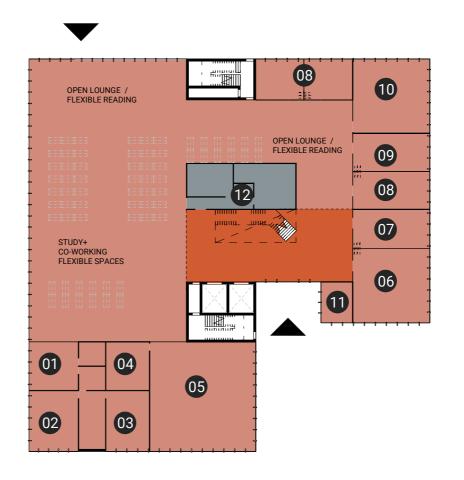
COMMUNITY & ARTS - SECTION

- ARTS/ PERFORMANCE
 - 01 PERFORMANCE/ TOWN HALL
- COMMERCIAL
- FUNCTION / BAR
- LIBRARY/ COMMUNITY
 - 02 EXHIBITION SPACE
- LOBBY
- SERVICES
 - 03 PARKING (74 BAYS)
 - 04 PARKING (74 BAYS)
 - 05 PARKING (74 BAYS)



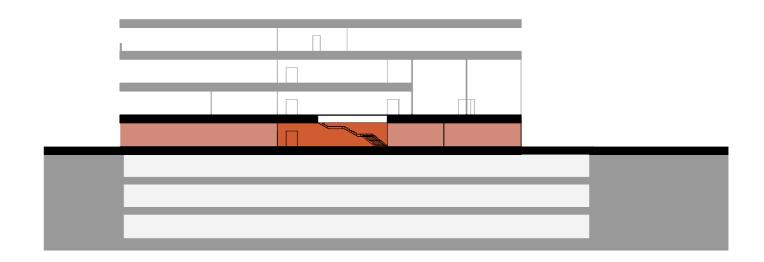
COMMUNITY & ARTS - GROUND FLOOR

- LIBRARY/ COMMUNITY/ ARTS
 - 01 POP UP
 - 02 CAFE
 - 03 COMMERCIAL KITCHEN
 - 04 THEATRETTE PROGRAM ROOM
 - 05 THEATRETTE
 - 06 EXHIBITION SPACE
 - 07 MUSEUM
 - 08 MEETING ROOM
 - MEETING ROOM (COMMUNITY CENTRE)
 - 10 MAKER SPACE
 - 11 RETURNS CHUTE
- LOBBY
- SERVICES
 - 12 SHARED AMENITIES



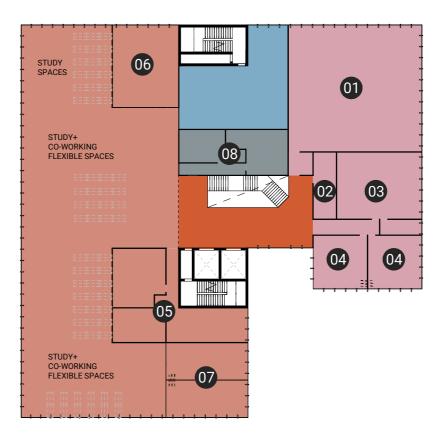




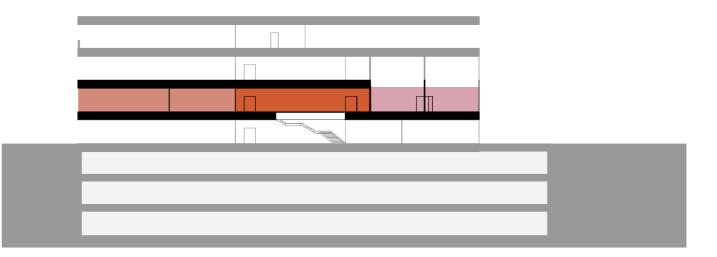


COMMUNITY & ARTS - LEVEL 1

- ARTS / PERFORMANCE
 - 10 TOWN HALL / PERFORMANCE
 - 02 INSTRUMENT STORE
 - 03 PERFORMANCE/ REHEARSAL SPACE
 - 04 COLLABORATIVE WORKSHOP SPACES
- LIBRARY/ COMMUNITY
 - 05 LIBRARY BOH & REPAIRS
 - 06 DIGITAL LAB
 - 07 MEETING ROOM
- SERVICES
 - 08 SHARED AMENTITES
- STAFF

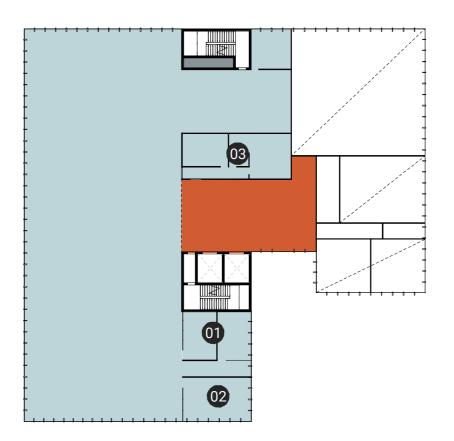


0 5M 10M 25M SCALE: 1:500

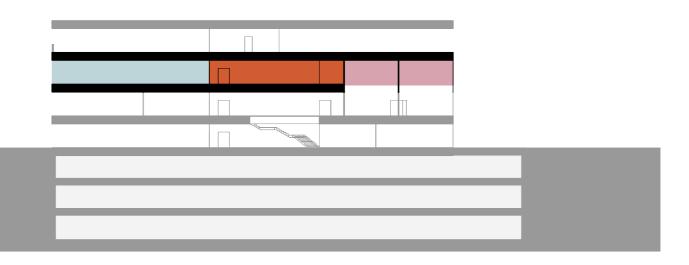


COMMUNITY & ARTS - LEVEL 2

- COMMERCIAL
 - 01 OFFICE
 - **02** MEETING
 - 03 AMENITIES
- LOBBY
- SERVICES
 - 08 SHARED AMENITIES

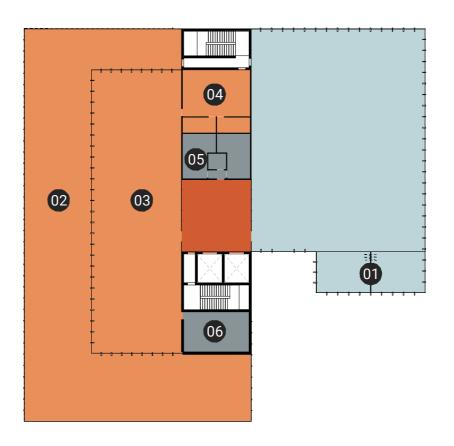




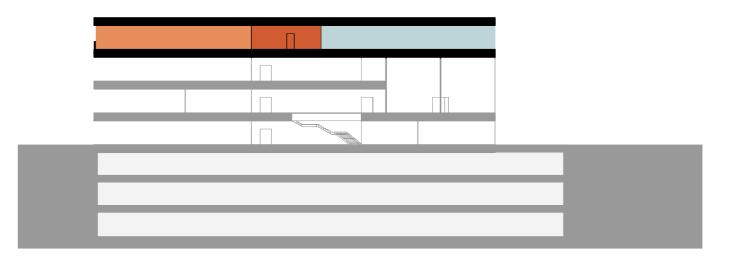


COMMUNITY & ARTS - LEVEL 3

- COMMERCIAL
 - 01 MEETING ROOM
- FUNCTION / BAR
 - 02 ROOF TERRACE
 - 03 FUNCTION
 - 04 KITCHEN / BAR
- LOBBY
- SERVICES
 - 05 SHARED AMENITIES
 - 06 STORE







COMMUNITY & ARTS - CARPARK

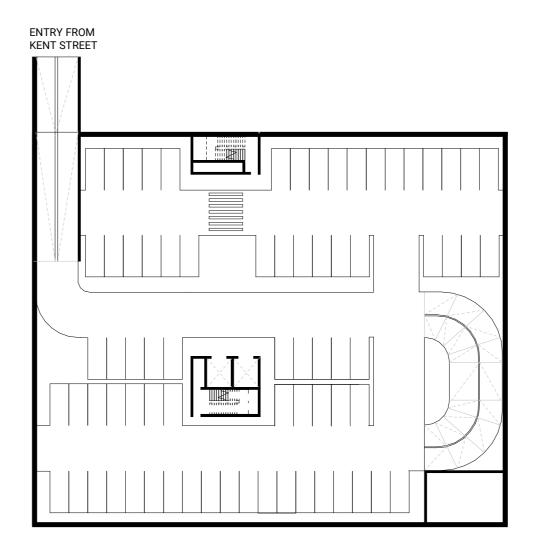
SERVICES

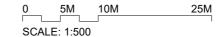
CARBAYS (APPOX 222 TOTAL)

B1 LEVEL = 74 BAYS

B2 LEVEL = 74 BAYS

B3 LEVEL = 74 BAYS





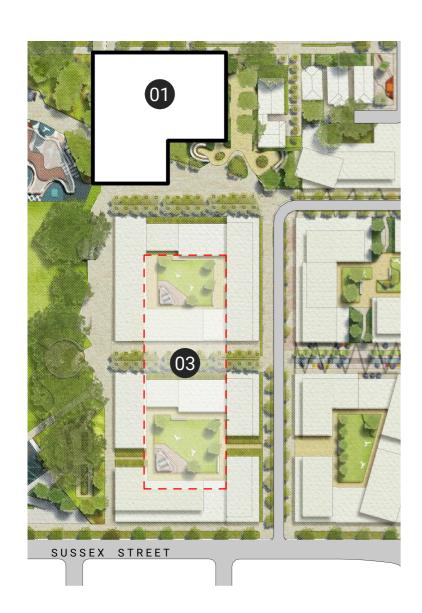


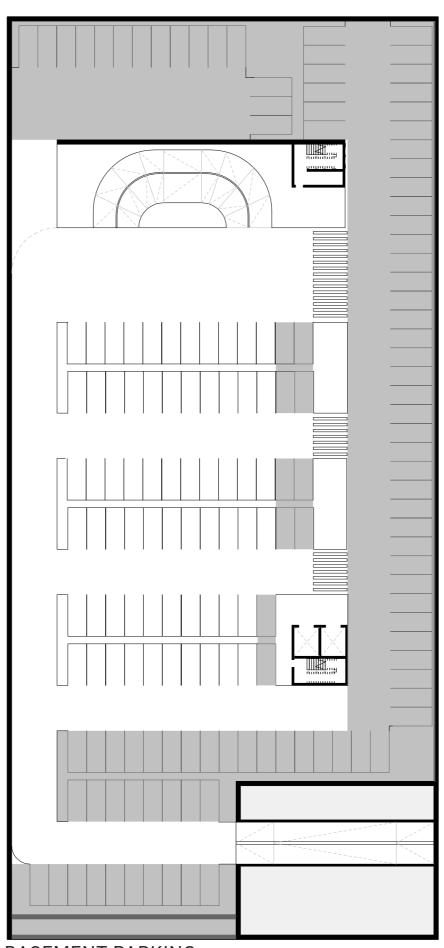
COMMUNITY & ARTS - PARKING DECK OPTION

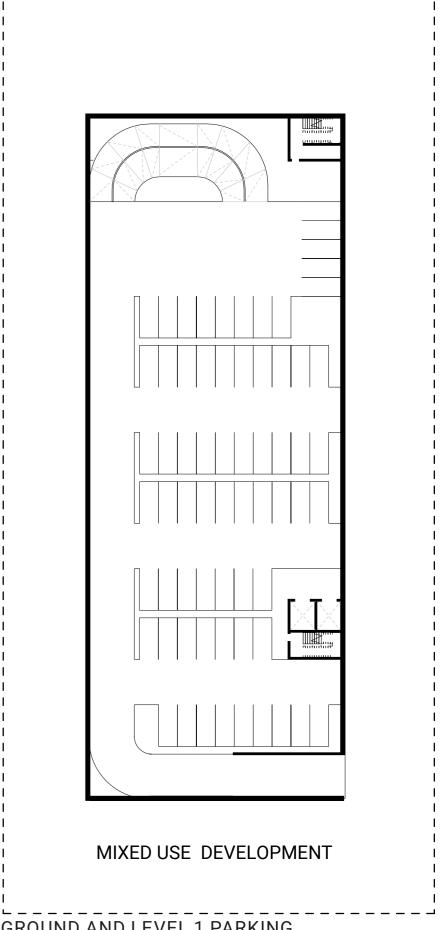


CARBAYS (APPROX 200 TOTAL) B1 LEVEL = 64 BAYS (103 BAYS SHOWN GRAY FOR MIXED USE/ RESIDENTIAL)

GF LEVEL = 68 BAYS L1 LEVEL = 68 BAYS



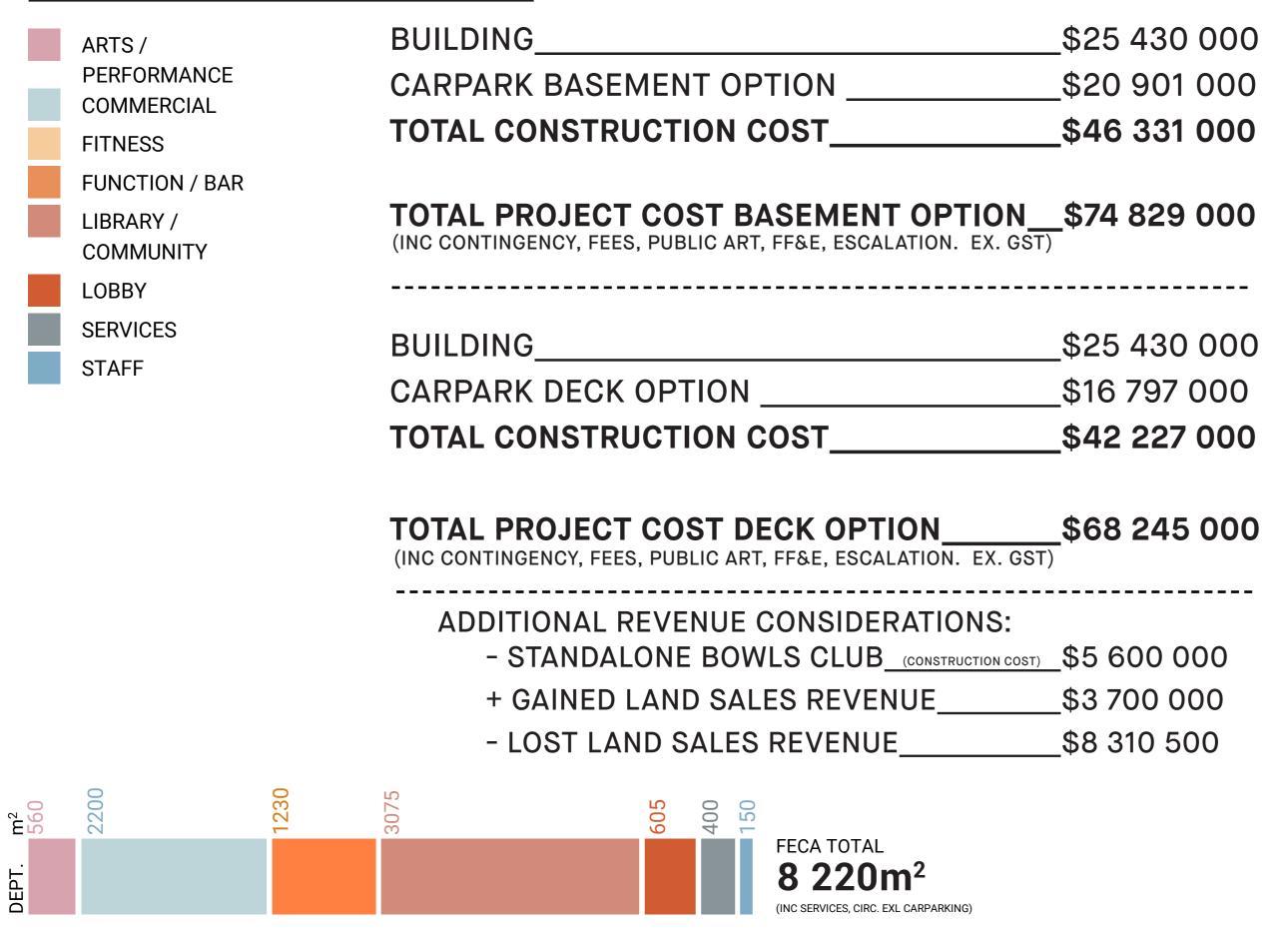




BASEMENT PARKING

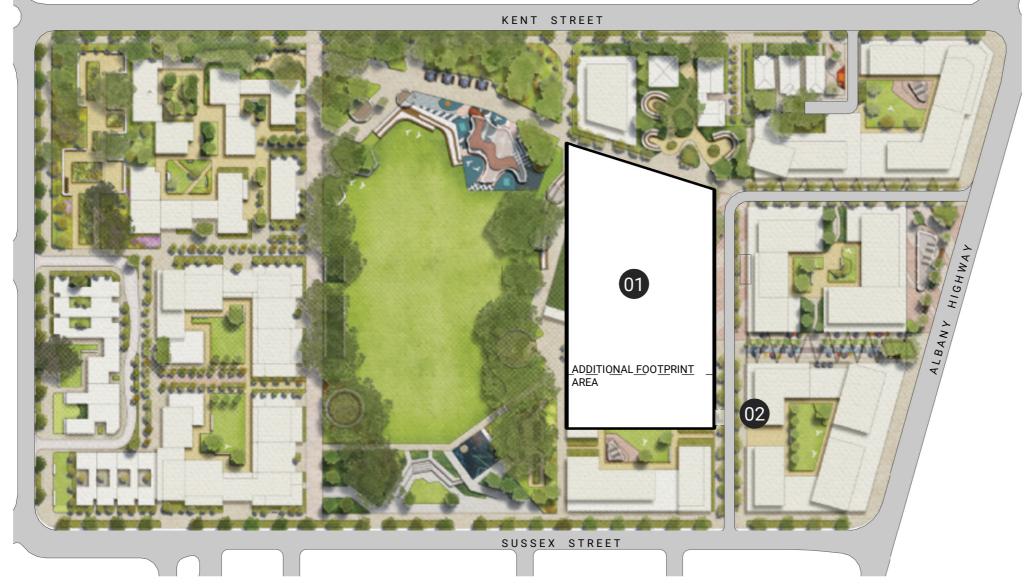
GROUND AND LEVEL 1 PARKING

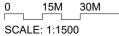
COMMUNITY & ARTS - SUMMARY



COMMUNITY & BOWLS - MASTERPLAN

- 01 COMMUNITY, RECREATION, ARTS AND PERFORMANCE AND COMMERCIAL USES
 - -BOWLS AT GROUND LEVEL
 - -COURTS AT AQUALIFE
 - DEVIATION FROM ENDORSED CONCEPT PLAN
 - -LOSS OF CIVIC PLAZA
- 02 VEHICULAR ACCESS FROM SUSSEX STREET











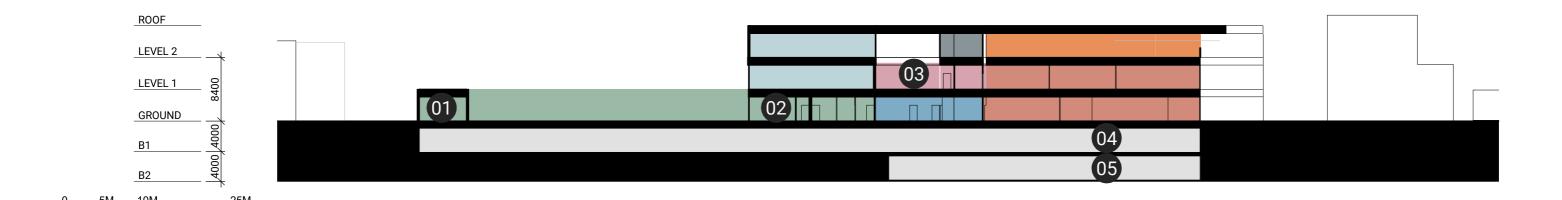




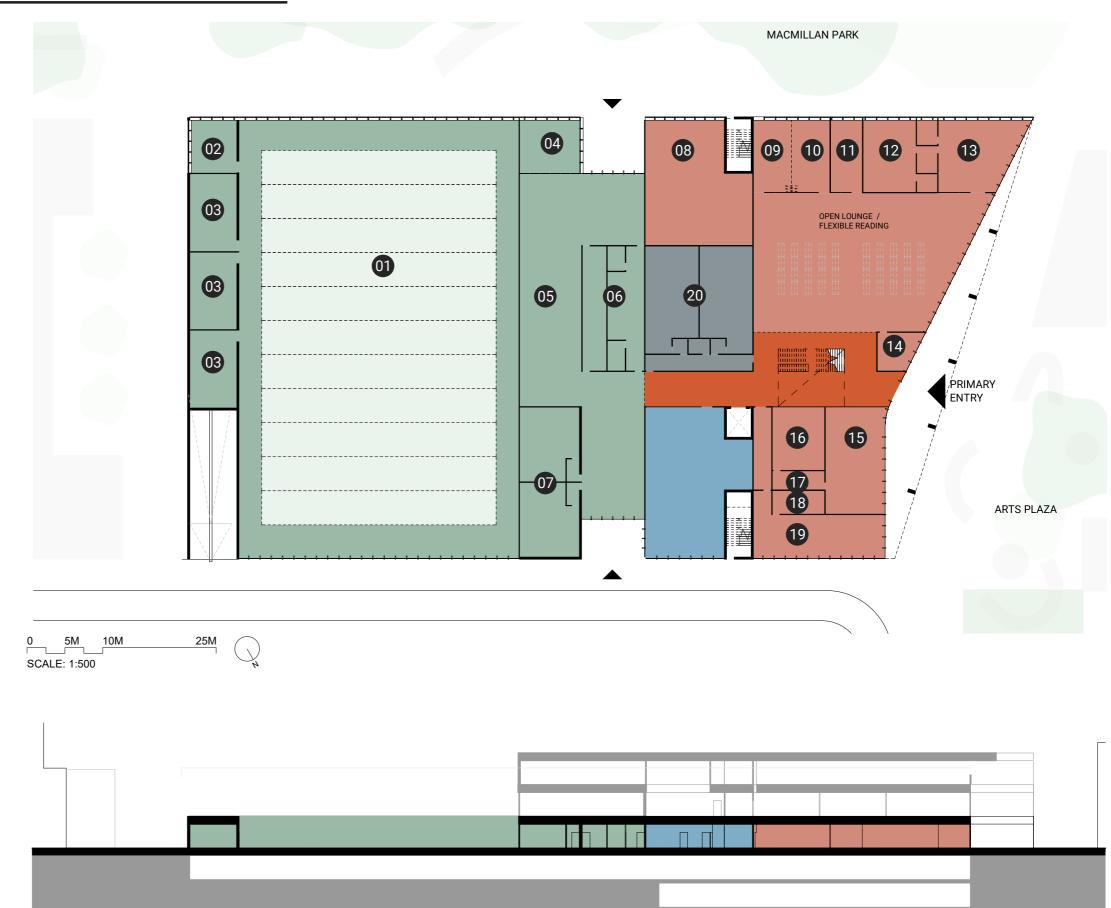
COMMUNITY & BOWLS - SECTION

- BOWLS
 - 01 STORE
 - 02 CHANGEROOMS
- COMMERCIAL
- ARTS / PERFORMANCE
 - 03 TOWN HALL / PERFORMANCE
- FUNCTION / BAR
- LIBRARY/ COMMUNITY
- SERVICES
 - 04 PARKING (159 BAYS)
 - 05 PARKING (48 BAYS)
- SPORTS
- STAFF

SCALE: 1:500

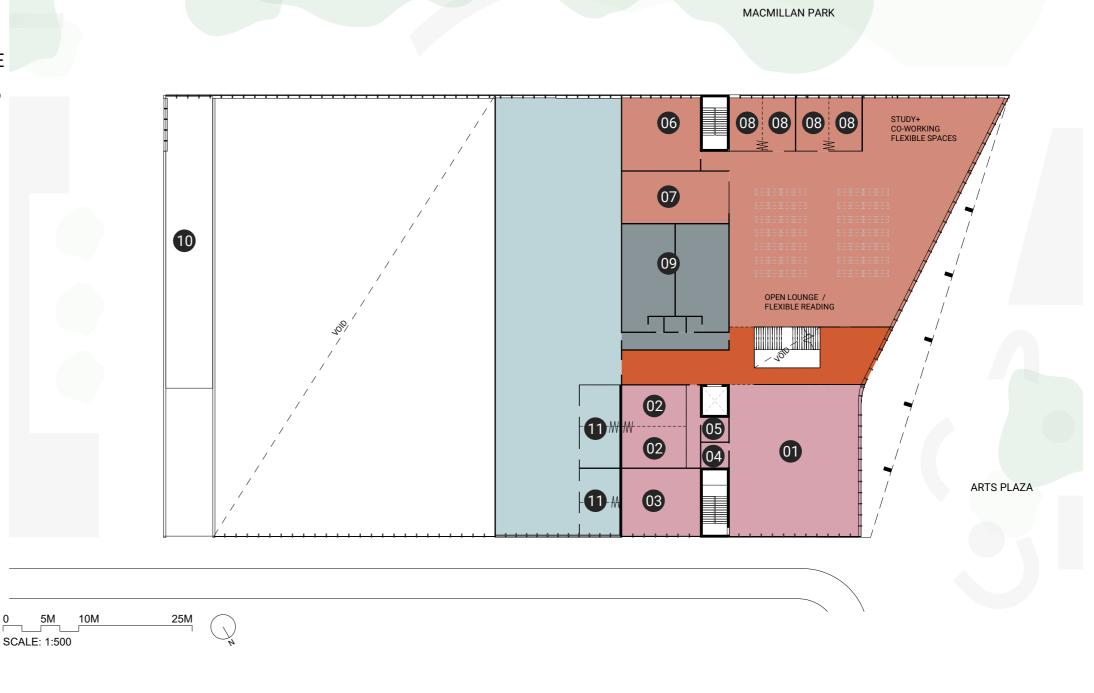


- **COMMUNITY & BOWLS GROUND FLOOR BOWLS BOWLING GREEN** FIRST AID **BOWLS STORE OFFICE FUNCTION** KITCHEN/ BAR **CHANGE ROOM**
 - LIBRARY/ COMMUNITY
 - THEATRETTE
 - **MEETING ROOM** (COMMUNITY CENTRE)
 - MEETING ROOM
 - POP UP
 - COMMERCIAL KITCHEN
 - CAFE
 - **RETURNS CHUTE**
 - **EXHIBITION SPACE**
 - LOCAL MUSEUM
 - STORE
 - **REPAIRS & PROCESSING**
 - **BOH LIBRARY**
 - LOBBY
 - **SERVICES**
 - SHARED AMENITIES
 - **STAFF**



COMMUNITY & BOWLS - LEVEL 1

- ARTS / PERFORMANCE
 - 10 TOWN HALL / PERFORMANCE
 - 02 COLLABORATIVE WORKSHOP SPACE
 - 03 PERFORMANCE/ REHEARSAL
 - 04 STORE
 - 05 INSTRUMENT STORE
- LIBRARY/ COMMUNITY
 - 06 MAKER SPACE
 - 07 DIGITAL LAB
 - 08 MEETING ROOM
- SERVICES
 - 09 SHARED AMENITIES
 - 10 PLANT
- COMMERCIAL
 - 11 MEETING ROOM





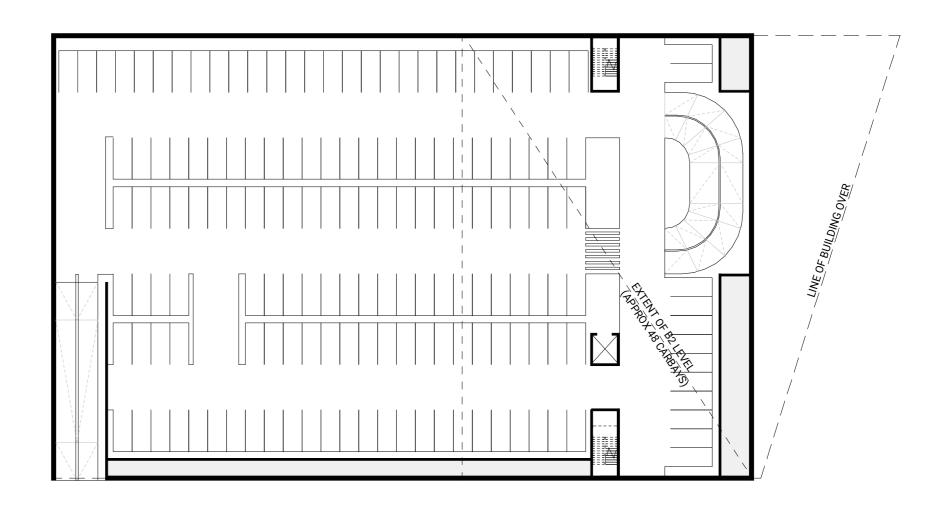
COMMUNITY & BOWLS - LEVEL 2 MACMILLAN PARK COMMERCIAL 01 ROOF TERRACE MEETING ROOM 06 03 OFFICE FUNCTION / BAR **FUNCTION** 05 KITCHEN/ BAR 06 ROOF TERRACE LOBBY **SERVICES** SHARED AMENITIES PLANT ARTS PLAZA SCALE: 1:500

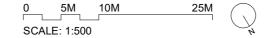
COMMUNITY & BOWLS - CARPARK



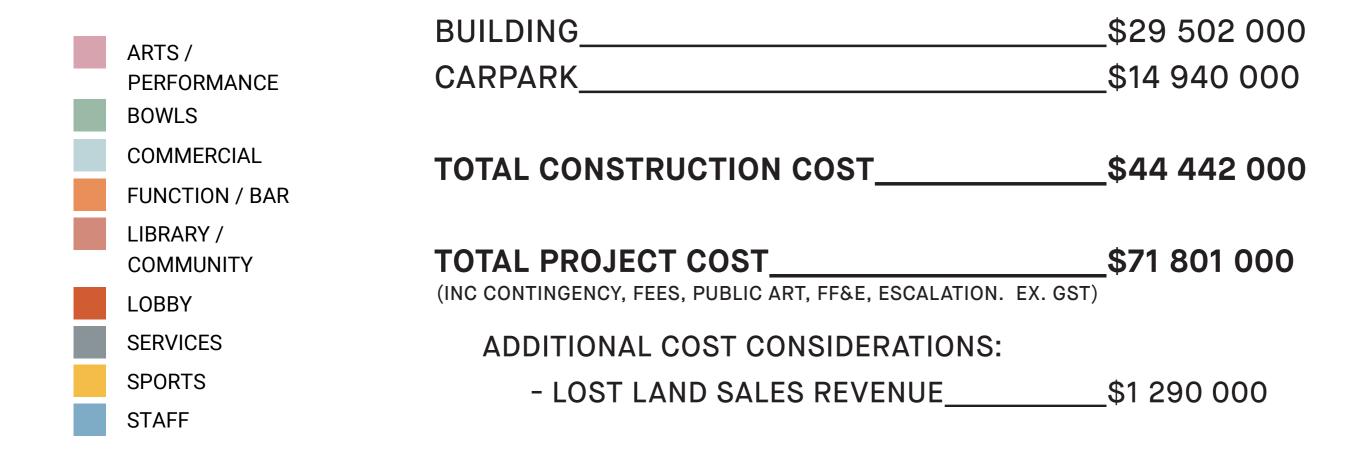
CARBAYS (APPOX 207 TOTAL)

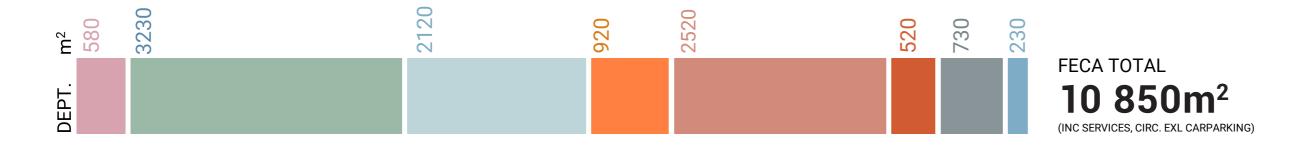
B1 LEVEL = 159 BAYS B2 LEVEL = 48 BAYS



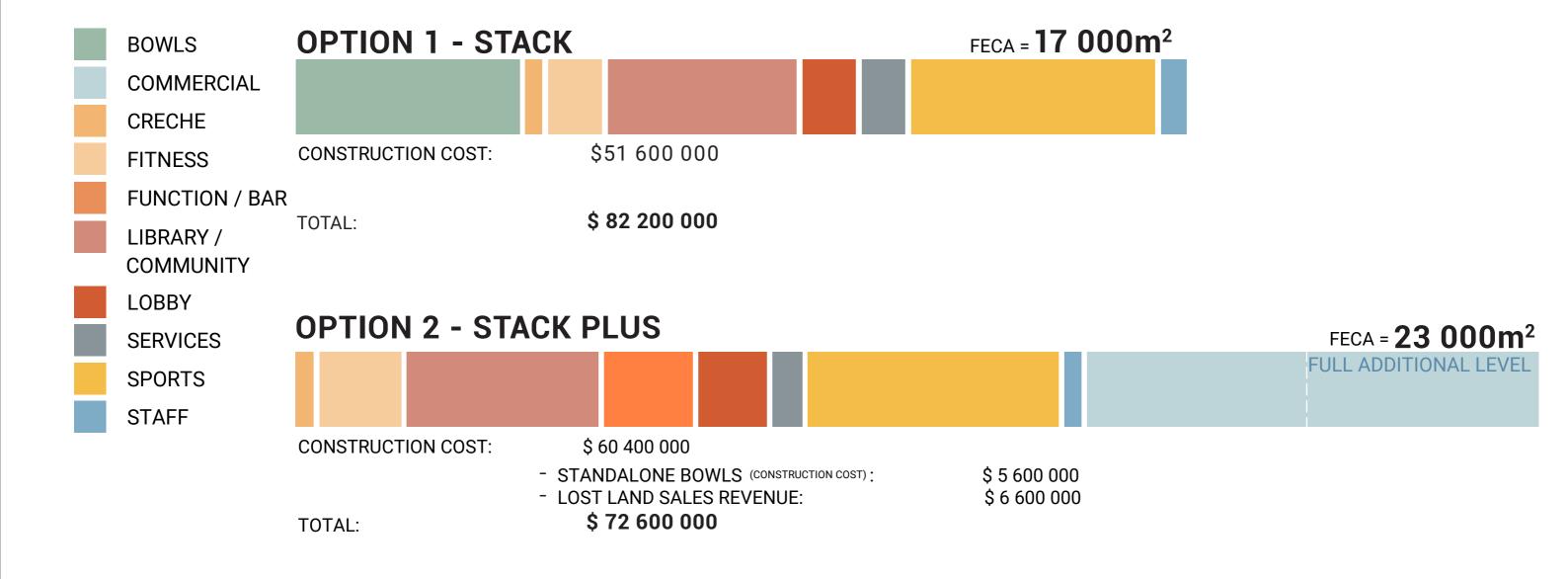


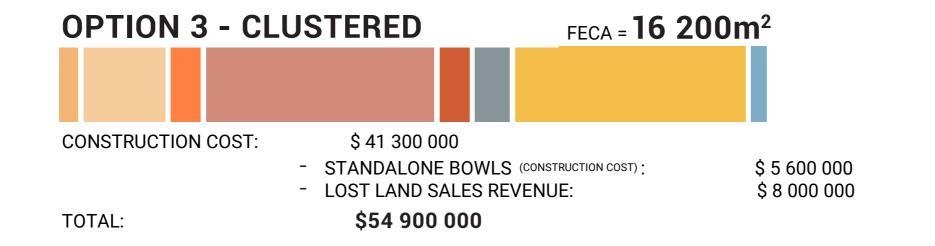
COMMUNITY & BOWLS - SUMMARY



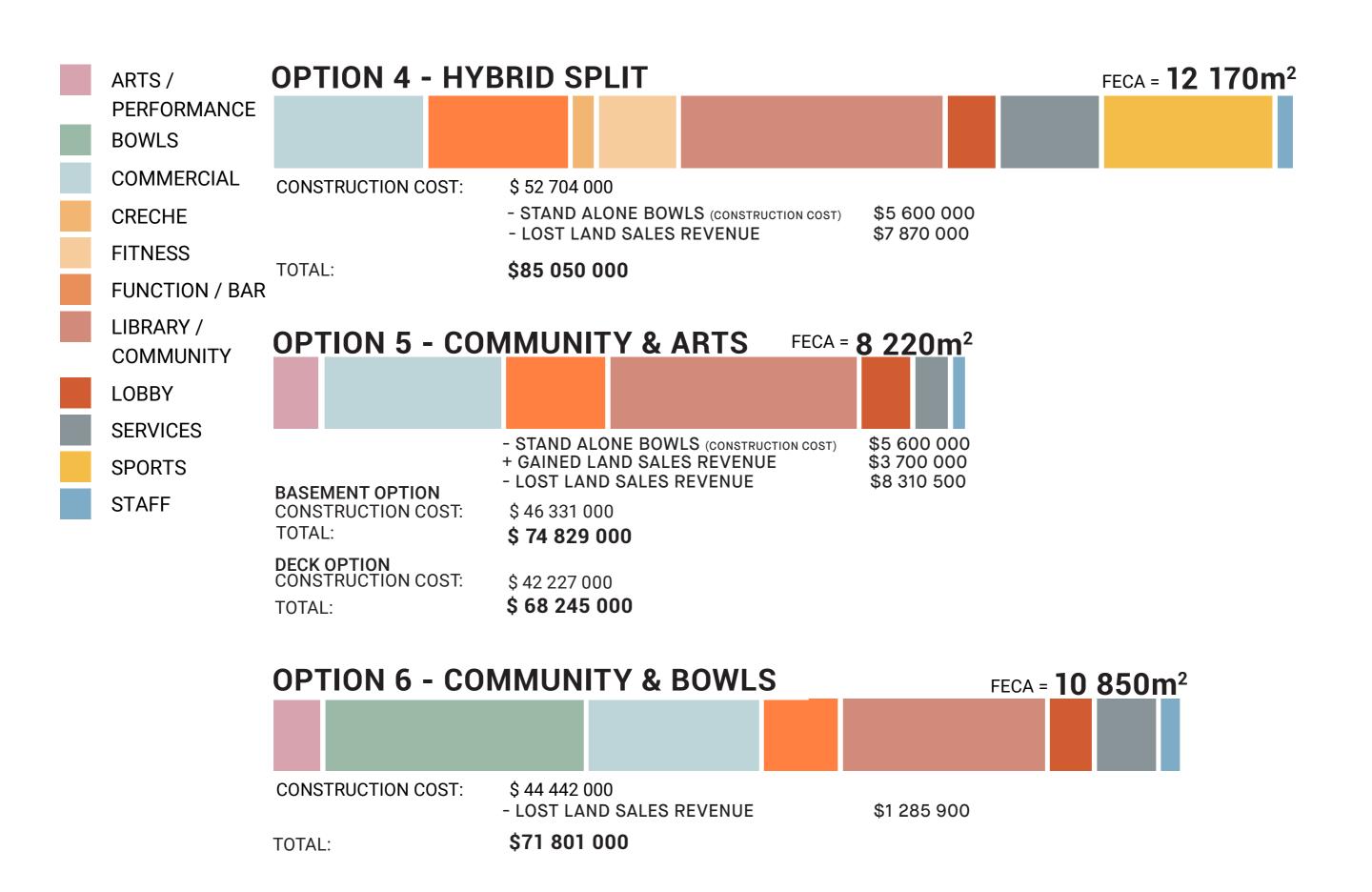


SUMMARY COMPARISON





SUMMARY COMPARISON



Next Steps

Multi-Criteria Assessment - Agenda



2.5 hrs

- 1. Welcome / Open
- 2. Concept Options (Questions / Feedback)
- 3. Multi-Criteria Analysis (x 6 Options)
- Concept Option Overview
- Project Team / TAG Assessment Summary
- Working Group Assessment
- 5. Comparison / Preferred Direction

5 mins

5 mins

20 mins (per

concept)

20 mins

Preferred Direction

- 1. Utilise the agreed multi-criteria assessment framework linked to the Facility Design Brief
- 2. Qualitative & quantitative analysis
- 3. Weighted criteria
- 4. Final scores to inform preferred option selection



MCA Criteria

Criteria	Description	Ranking	Assumptions				
1. Community Needs							
1a.Existing User Group Expectations	Option generally meets the expectations outlined by existing Key User Groups	0 = Does not meet at all 5 = Meets in full	Qualitative assessment based on Facility Design Brief Existing Key User Group Needs Analysis				
1b. Town of Vic Park Needs	Option meets the service delivery needs of the Town of Victoria Park, as identified in the Urbis Community Facility Needs Analysis (2019)	0 = Does not satisfy needs 5 = satisfies specified needs	Qualitative assessment based on Facility Design Brief Requirements Schedule				
1c. Existing User Group Needs	Option satisfies the needs of other existing Key User Groups, as identified by Urbis Community Facility Needs Analysis (2019)	0 = Does not meet at all 5 = Meets in full	Qualitative assessment based on Facility Design Brief Requirements Schedule				
1d. Future User Group Needs	Option is future proofed to meet the needs of other existing and future user groups, including not for profits	0 = Does not satisfy needs 5 = Significant contribution	Qualitative assessment based on Facility Design Brief (2.6) Other Users				
2. Precinct Impact							
2a. Identity and Brand	Option will have a positive impact on the identity of the Precinct and the Town of Vic Park brand	0 = No/Negative impact 5 = Positive impact	Qualitative assessment of the scale, prominence and functionality of the option				
2b. Vision and Principles	Option is aligned to the endorsed Macmillan Precinct Vision , Principles and Precinct Concept Plan	0 = Low alignment 5 = High alignment	Qualitative assessment based on the alignment of the option with the Vision, Principles and Precinct Concept Plan, including public spaces and connections impacted by the Facility design				
2c. Activation	Option will attract people to the Precinct and activate the public realm, both along the Facility ground floor edge and along new connections proposed within the Precinct	0 = Minimal activation 5 = Significant activation	Qualitative assessment based on the location of building entries relevant to important public spaces + ground floor function and form to promote activity along the building edge				



MCA Criteria

Criteria	Description	Ranking	Assumptions				
3a. User Experience	Option can provide a diverse, inclusive and high quality user experience within the Facility	0 = poor experience 5 = excellent experience	Qualitative assessment that considers universal access, general building access, circulation, wayfinding, spatial qualities, synergies between different functions, natural light, and external views				
3b. Flexibility and Spatial Efficiency	Spaces within the Facility are flexible by design, supporting multiple use and building efficiency	0 = poor performance 5 = excellent performance	Qualitative assessment based on Facility Design Brief				
3c. Fit for Purpose	Spaces are designed for optimal performance of intended functions, particularly those delivering Town services	0 = poor performance 5 = excellent performance	Qualitative assessment based on Facility Design Brief				
3d. Passive Environmental Performance	Extent to which the option has the potential to satisfy the Facility's Baseline and Aspirational Sustainability targets	0 = poor performance 5 = excellent performance	Qualitative assessment based on orientation, as well as solar access and sunshading where needed				
3e. Parking & Access	Car and bike parking provision is in accordance with the Design Brief and attractive to users	0 = poor performance 5 = excellent performance	Qualitative assessment based on Facility Design Brief parking requirements. Also, the accessibility and security of car and bike parking				

MCA Criteria

Criteria	Description	Ranking	Assumptions				
4a. Land use Efficiency	which frees up opportunities for additional uses elsewhere within the Precinct, which could provide revenue generation	0 = Low efficiency 5 = High efficiency	Quantitative assessment based on Facility land-take requirements within the Precinct, inlcluding provision of bowls				
4b. Upfront Costs	The extent of upfront development costs compared with other options	0 = Low cost 5 = High cost	Quantitative assessment based on the cost estimates to deliver the Facility, including the bowls within or outside the Precinct				
4c. Running Costs	The extent to which running costs may vary across the options based on the physical design and layout (excludes capital replacement costs)	0 = Low cost 5 = High cost	Qualitative assessment based on fundemantel physical design elements likely to impact running costs. This includes all likely running costs, such as building costs, management / staff resources and maintenance				
4d. Technical Complexity	Anticipated complexity of solution based on the identification of key option-specific constraints, including staging and maintaining the delivery of core Town service	0 = High complexity 5 = Low complexity	Identification of technical constraints and complexities and qualitative assessment of their significance in terms of the delivery of core Town Services and achieving the Precinct Vision and Principles				
4e. Potential Revenue Generation	The potential for floorspace within the Facility to provide a source of revenue to the Town to offset costs	0 = Low revenue 5 = High revenue	Quantitative and qualitative assessment based on the total area of 'commercial' floor space, rental potential and the suitablity of its locations				

MCA Scorecard and Weighting

		Option											
	g g	Option 1 - Stacked		Option 2 - Stacked +		Option 3 - Clustered		Option 4 - Hybrid Split		Option 5 - Community & Arts		Option 6 - Community & Bowls	
Criteria	Weighting	Stacked	Rationale	Rationale	ation	Clustered	Rationale	Clustered	i E	Clustered	Rationale	Clustered	Rationale
Community Needs													
Existing User Group Expectations	3	3	- jjj - fff										
Town of Vic Park Needs	5		 - ,,,,,										
Existing User Group Needs	5		, , , , , , , , , , , , , , , , , , , ,										
Future User Group Needs	3												
Precinct Impact													
. Identity and Brand	4												
. Vision and Principles	5												
Activation	4												
unctionality													
User Experience	4												
. Flexibility and Spatial Efficiency	5												
Fit for Purpose	4												
Passive Environmenta Performance	5												
Parking & Access	4												
Feasibility													
Land use Efficiency	4												
. Upfront Costs	5												
Running Costs	5												
. Technical Complexity	3												
. Potential Revenue Generation	4												
tal		G	1			0		0		0		0	
weighted		3				0		0		0		0	
sition		3	,	,	,	Ü		Ü		Ü		0	
mmunity Needs		9	1			0		0		0		0	
cinct Impact		C		(ol	0		0		0		0	
nctionality					ol	0		0		0		0	
asibility						0		0		0		0	

Rationale (Refer Tab 2)

Medium High

Criteria (Refer Tab 3)

Options (Refer Tab 4)

Be prepared

- 1. Consider / capture thoughts for 6 x **Concept Options**
- 2. Prepare a self-assessment (complete the multi-criteria assessment framework).
- 3. Self-assessments will be used to guide discussions (and collected at the end of the session).



Next Steps

- 1. Questions/feedback (via email)
- 2. MCA Assessment / Preferred Direction:
- Technical Advisory Group #4 3 Feb
- Working Group #4 10 Feb
- 3. Councillor Briefing 22 Feb
- 4. Community Engagement End Feb/March



Thank you!

