

A Post-Design Evaluation Of Park Design  
And Usage: Cal Anderson And Judkins Park  
(Seattle, WA)

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**Abstract**

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Parks provide physical, mental, and environmental benefits, but still remain underutilized. To understand how designers' intentions to consider community needs influence park usage, this post-design evaluation looks at the design intentions for two parks in Seattle, WA, Cal Anderson and Judkins Park. The design intentions for each park, found through face-to-face interviews and researching archival documents, were assessed and contrasted to the needs of the community and park usage. It was found that although both parks were designed with community needs in mind, that design isn't the only factor that influence high intensity usage of a park. Additionally, there was high usage of flexible, unprogrammed spaces, suggesting that there is merit in allowing parks to evolve naturally, without the need for design intervention. Lastly, the study provides a methodological recommendation for future post-design evaluations of using a holistic method of a questionnaire distributed to the community and an observational analysis as a successful way to measure park usage.

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## CHAPTER 1: INTRODUCTION

### 1.1. Context of Study

Open public spaces are locations of community gathering, spots of socializing, and offer opportunities to build cohesive communities. Public spaces can build community by creating a sense of place. In fact, many childhood memories begin in public spaces, particularly in green spaces. A significant portion of our connection to nature is a result of environmental memories that ignite special attachment to nature, which is critical for humans' growth, learning, and health (Cooper Marcus, 1992). Cooper Marcus describes childhood as a "sacred period in our lives" (Cooper Marcus, 1992, 89). If childhood is filled with nature, humans tend to hold onto these places as important and sacred aspects of their life. Being exposed to nature in childhood ignites feelings of belonging, understanding, and comfort. In turn, Cooper Marcus states that memories of childhood transform into adulthood memories. Through these childhood attachments, humans can have deep rooted connections to nature that are part of an adult's attachment to nature. The design of these public spaces can affect people's attachment, use, and enjoyment through these places. Design of public spaces can create spaces in which people are encouraged to use amenities or socialize through functional features, but can also indirectly influence how a space is used through concepts such as the concept of Crime Prevention Through Environmental Design (CPTED), where architects and planners believe environmental design plays the most important and determining role in preventing crime, thereby increasing people's feelings of perceived safety.

Furthermore, parks and urban green spaces complement urban regions to provide permeable surfaces, vegetation, trees, shade, and recreation. Public green spaces also add to urban renewal projects, promote healthy living, increase social interactions and networks, promote natural resource education, increase sustainability and awareness, and even provide spaces of cultural celebration (Urban Green Spaces Taskforce, 2002). It is proven that the presence of green space significantly lowers pollutants and common contaminants found in urban areas, and also increases biodiversity within urban systems. Public health is greatly affected by urban green space, as it is shown to increase physical activity, feelings of neighborhood safety, and reduces stress and other harmful psychological aspects associated with living in urban areas. Although, there is a complex relationship regarding the affects of green space and urban health, including weak links to health benefits, and negative effects of visiting parks. Thus, all infrastructures in urban areas should be balanced with presence of urban green space, as it provides a plethora of benefits that mitigate the problems associated with impermeable surfaces, heat islands, and the lack of abiotic and biotic processes.

With such benefits of urban green space, it is not fully determined why parks are not always heavily used. It is unclear as to whether some parks are not heavily used because of the users, or if the park's design plays a role. This research seeks to explore whether or not park design plays a role in how successful a park is, or in other words, how intensely a park is used. With many parks throughout urban areas offering various amenities, such as playfields, fountains, and playgrounds, many wonder why some of these parks are not used in the most efficient way. This study will bridge the gap between designers and planners intended vision for a multi-purpose park and how the park is actually used. A multi-purpose park, for the confines of this research, is

one that contains over seven amenities, a high number in relation to most Seattle public parks, as listed under the amenities tab for each public park by the Seattle Department of Recreation (Seattle Parks and Recreation, 2016), and is designed to have separate areas for varying uses. The study will explore how parks can be designed in the best way to meet communities' needs for a park that best satisfies their demographics, culture, and living standards. As a result, this research will uncover how designers' park design intentions of use within a park actually match with how the park is used. This study will also advise city governments how get better use of parks and to spend city money more efficiently, further understand how community needs relate to parks, and define what entails a successful park.

## **1.2 Post-Design Precedence**

Post-design evaluations of parks seldom occur in cities. Parks departments or consultants typically conduct these evaluations. Most cities do not want to spend the money or time to make post-design evaluations a priority. However, when there is a lack of post-design evaluations, there become deficiencies in how a park is meeting the changing requirements of users. Parks do not get the attention needed for updates, renovations, and expansions to meet contemporary needs. Research gathered by a post-design evaluation increases efficiency of use of a park by updating the park's functionality and activities that occur from updated designs (Chen, 2011).

The Ann Arbor, Michigan, Parks and Recreation Department asked Rachel Kaplan, Professor of Environmental Psychology at the University of Michigan, to conduct a post-design park evaluation on a downtown vest-pocket park. As described in *Citizen Participation in the Design and Evaluation of a Park* (Kaplan, 1980), this park appeared to be successful, as it seemed like it

was well used. Also, the pre-design intent was to meet community needs, so the park had been planned with a high level of citizen input, which had an impact on the park's actual design. The two designers and administrators from the Parks Department took this input and the park was designed two years later.

The methodology of the 1980 study was to distribute a questionnaire to two sample groups. There was an on-site sample of people who happened to be in the park at various times while the interviewers were there. The off-site sample were people who lived and worked in a two-block radius. A total of 719 questionnaires were delivered to this group, with a 24% return rate for residences and 40% return rate for businesses. The questionnaire included a cover letter signed by the super intendant of the Parks and Recreation Department and gave a brief explanation for the purposes of the questionnaire. Including both open-ended and scaled questions, the questionnaire covered items such as frequency of use and viewpoints on sites within the park, to gather larger datasets on uses and importance, satisfactions, and problems.

Major topics covered in the questionnaire were combined to form scales based on an ICLUST Hierarchical Cluster Analysis. For activities performed within the park, the mean correlation was .29. The highest correlations were two involved with eating at the park, with a correlation of .65 and the two involving meeting friends correlated .54. In terms of the satisfaction cluster, there was a .46 mean correlation for "general satisfaction". Opinions on satisfaction of activities were revealed in long answers, where local residents did not like the noise associated with various activities at the park, whereas residents and people who worked in the area wanted more planned

activities. The problems category did not have a high correlation, with mean correlations for each problem ranging from 1.7 to 2.5.

The study also looked at who was participating in the evaluation. About half of each sample was female, 40% were male, and the other percent did not indicate sex. About 55% of each sample were in their twenties. About 47% of the sample worked downtown, about a quarter lived downtown, and the other quarter neither lived nor worked downtown. Of those who worked downtown, 82% had full-time jobs and 10% were students. For those who lived downtown, 37% had full-time jobs and 60% were students. The last group consisted of 42% who were employed full-time and 43% were students. In looking at these demographics, it was helpful to decipher interests for the parks. These different groups brought in different opinions of how the park should be used and the needs it should be meeting. These variables turned out to be the most important variables when conducting the post-design evaluation.

It was found that predesign community participation is extremely helpful for park design in that it provides a different set of “moods and settings” that may have not otherwise been identified. However, with many competing interests for this park in particular, it was difficult to meet the needs of all groups. Also, it brought up the issue of whose needs may be more important. For example, those who are students or work in the area are probably not going to be experiencing the park for as much time as a long-time resident would. Thus, the evaluation takes into account how a park should be designed for the working group, as long as the needs of other groups are met too. Post-design evaluation can be useful for broader implications, notes Kaplan. First, post-design evaluation allows for lessons learned from one case to be applied in a generic sense to

other cities and parks around the world. Second, it creates a "...better understanding of the existing facility and its needs and improvement" (Kaplan, 505). This project will aim to accomplish these two outcomes by conducting a successful post-design evaluation.

### **1.3 Research Objectives**

This project explored and identified the ways in which parks can be more intensely used based on design intention. Specifically, the research objective for this study was to identify factors that influence the success of a multi-purpose park in a community. By connecting how a park is used in relation to how its design intended it to be used, relationships can be made that will inform how parks can be designed to be efficiently used by community members. In doing so, this research will also help discover what "factors" mean in the realm of park design, such as design and socioeconomic factors. Additionally, this project will also define the term "success" in community park design, which henceforth will mean whether actual use of a park matches the park's intended use.

This study seeks to answer the following research questions:

1) What connections are there between design intent, meeting community needs, and usage of multi-purpose parks?

A post-design evaluation will look at how design intent influences the usage of multi-purpose parks. This study will understand detailed connections between intentions of designers and why these parks are used in a certain way. In finding connections, we can avoid the tendency in which, "Park and recreation professionals prefer to avoid the subject of nonuse and become defensive when anyone describes their neighborhood parks as unused and unloved by most

people” (Gold, 1997, 322). Nonuse of parks must be talked about rather than avoided so that parks can continue to be a healthy space of recreational activity and social gathering.

2) How does community use of multi-purpose parks reflect the intent on meeting community aspirations?

As this post-design evaluation focuses on use of the park in comparison to the design intent to conclude whether these two major steps in park design match, it is necessary to know whether park use is an appropriate measurement when assessing if it has been designed to meet community needs. Through case studies and literature, this will illustrate whether or not intensity of use actually means community needs are being met, or if it is not a significant indication.

3) How important is design planning for high park usage?

This brings up the question of whether parks planned specifically for activities get higher usage than those that have more flexible spaces. Programming parks, the term for when parks are planned for certain activities, guides visitors in their park usage. Unprogrammed activities, or when a park is not necessarily planned for a certain activity which therefore creates flexible use of space, has the potential to allow park use to develop organically. This will look at whether park usage can evolve naturally without designing for particular activities. Through this, we can discover whether fewer resources can be used for park planning and designed, if spaces are used flexibly regardless of design. Further, this may indicate that other spaces could be built, such as smaller parks, or trails, to fit flexible needs

4) What are best practices in conducting a post-design evaluation?

Post-design evaluations can vary in how they are conducted. This post-design evaluation will test a specific methodology to find out if it is effective in gathering appropriate and holistic data. It will also look test what more can be done to conduct a thorough and successful post-design evaluation, as well as what worked in this case. As a result, recommendations can be developed for future post-design evaluations.

5) Where are there gaps in meeting community needs in regard to planning for multi-purpose parks?

This will be discovered through case studies. The two parks chosen may show that there was a lack of incorporating community needs into the park designs, or may illustrate gaps in which community needs were not considered properly. This also may show what gaps in meeting community needs looks like in the realm of park planning and design.

#### **1.4 Significance of Research**

In discovering how intensity of park usage connects with design intentions, the results of this research will inform designers and planners how to:

1) Understand community needs in order to develop designs that will best cater to communities.

Based on how community needs are defined, planners and designers can make better decisions on how to create parks that will actually be used by a community

2) Develop design intentions that will ensure accurate usage of amenities as they were designed to be used. In doing so, this will make the most efficient use of park amenities, land use, and park space.

3) Carry out designs that meet these intentions to serve the community. The outcome of this study will illustrate the serious need for parks to be designed to match usage, and why it is important to communities. As such, designers will make decisions that stem from this understanding.

4) Maximize efficient use of public money by getting the most use out of parks. Money is wasted if a park is not intensely used. Thus, public money to design and plan parks is most efficiently allocated if a park is intensely used.

5) Provide platforms for future studies. This study has time and resource limitations due to the time constraints of a Masters Thesis. Results of this study will provide a glimpse of how Cal Anderson Park and Judkins Park in Seattle, WA, are used in relation to the design intentions. Though, there is opportunity for more extensive data collection, as well as opportunity to apply this study to other parks in Seattle, WA, as well as around the country and around the world to provide cities with a greater understanding of how parks can be most efficiently designed for maximum use.

## 1.5 Structure of Thesis

The next chapter introduces the literature surrounding park design and park use. This delves into the history of the design process and park planning process, looking at Frederick Law Olmsted and Central Park, the Central Park and Buffalo Park, park systems, and the variety of ways parks serve as the lungs of a city. Additionally, this chapter discusses case examples of multi-purpose parks in communities and how these have addressed and defined the needs of communities in this scope. Cases will also illustrate why is important for communities, governments, designers, and residents to have parks designed where the intended usage for a park matches its actual usage.

The third chapter explains the research methodology for this study. This chapter details the qualitative research design and explains the grounded theory for which this research is based. Lastly, the chapter reveals the case selection process for the study. This thesis looks at two multi-purpose parks in Seattle, WA. Cal Anderson Park located in the Capital Hill neighborhood of Seattle, WA, and Judkins Park in the Central District neighborhood of Seattle, WA. Due to similar population densities, amenity types offered, and are located in gentrifying areas that both serve the surrounding community.

The fourth chapter reports on the first case study of Cal Anderson Park. This includes context of the sites, historic background information, and an appraisal of current amenities in both parks. Additionally, this chapter reports on the conducted interviews, observations, surveys of neighborhood groups, and analyzes findings. The fifth chapter reports on the second case study of Judkins Park, and presents the same structure of content as chapter 4, but as it pertains to

Judkins Park. The sixth chapter presents a discussion of the results, analyzes the collected data, recognizes gaps in the research methodology, and makes recommendations for future study. Lastly, chapter seven makes concluding remarks and summarizes answers to the research questions.

## **1.6 Research Limitations**

This thesis focuses on two case studies in Seattle, WA. Utilizing a limited research design, there are some elements inherent to the methodology that introduces limitations of time and resources, making it difficult to cover every path of research that I would have liked to partake in. I would have liked to follow Rachel Kaplan's post-design evaluation as precedence by including more samples of people, such as those who live and work in a two-block radius of the park.

Furthermore, interviews of more professionals involved with the design of the parks would have added to the validity of the thesis. Though, there was nothing that could be done about this for Judkins Park due to a deceased designer and those that have since retired. Additionally, it is helpful to increase the number of case studies for this type of study. By adding more parks from various cities around the world, a more comprehensive look at park design and use could have been formed to develop a more accurate relationship between park design intent and use.

Additionally, conducting participant observations as part of the methodology could have provided a platform to receive greater community feedback, thereby contributing to a more complete dataset. Moreso, as a student, there was limited access to neighborhood groups to get in touch with to distribute the questionnaire. With help from the City, getting in touch with some community groups was possible, but the method for which the questionnaire was posted on

neighborhood blogs and distributed at the park made for limited outreach capabilities, despite best efforts. Lastly, following the conclusion of my research, I would have liked to develop a more comprehensive park design framework for which designers and planning departments could reference when creating parks, but the task proved to be too time intensive. However, there is opportunity for this study to be applied to urban parks throughout the world, for participant observation to become an element of the methodology in future studies, and to create a park design framework in future projects and studies.

## CHAPTER 2: LITERATURE REVIEW

### 2.1 History of Park Planning and Design

Frederick Law Olmsted is seen as the founder of public parks. His thoughts and theories on what America needed at the time to stray away from its “miserably imperfect form” (Library of America in *Writings on Landscape, Culture, and Society*). Olmsted’s innovative and thought out designs changed how parks were designed for human use, and how people look at park systems in their cities. By 1895, shortly before his retirement, Olmsted made a mark on almost every city in the United States (Kowsky, 1987). Olmsted had many principles, which guided how he designed his parks. First, he believed that parks should complement the fabric of the surrounding community. If an area was dense, narrow, and cramped, the parks design should be open, with winding paths and mixed topography. More so, plant life should match the surrounding natural terrain. It was against Olmsted’s principles of design to have plants and terrain that would not match the surrounding vegetation, as this could take away from the purpose of the vegetation, which induces relaxation, serenity, and contemplation, rather than serve as an ornament (Rich, 2016). Additionally, water was always an essential feature of Olmsted’s park plans, as he believed water features served as the ultimate outlet for pleasure and serenity. In fact, Olmsted’s purpose in park design was to tug at the unconscious to produce relaxation. As a result, he wanted his landscaping to produce functionality and utility rather than merely surface level aesthetics. Also a common occurrence in Olmsted’s and Vaux’s park designs was the use of tall trees and shrubs on the border of their parks to create a hard edge between the park and its surrounding city (Kowsky. 1987).

As seen in the Central Park design, this comes through in the form of intertwining bridges, pathways, trees, and lawns that work together to produce a functionality and effect on humans. Additionally, important in his designs is that he designates different areas of the park to have specific attributes and characteristics, as if it were a mini city. The park was designed to have five separate areas. Each area looks different, is used for different purposes, and brings the user from one experience and place, to another. This makes this one park feel as though it has many dimensions for one to get a well-rounded and dynamic use out of the park. Olmsted's design elements illustrate his intended effects on the human experience through use of the park. He plans for subtle landscaping of native plants, particular objects, to plan for intense use and a unique experience (Rosenzweig and Blackmar, 1992).

The creation of Central Park in New York City by Frederick Law Olmsted and Calvert Vaux illustrated the first need for intentionally well-designed park space. Starting with the Central Park Design Competition's winning design, the Greensward Plan, Vaux and Olmsted were chosen to be the landscape architects for the park. The Greensward Plan was the only plan that illustrated extraordinarily ambitious ideas. They sought to enlarge the natural creek to be a 50-foot sheet of water, which would create expansive vistas and create a perceived larger space (Heckscher, 2008). Olmsted had a primary design intention in the Greensward Plan. "For Olmsted, the most fundamental goal of the Greensward plan was to provide for visitors a psychological response evoked most often by viewing natural scenery" (Miller, 2003, 88). Their plan for the park took many cultural and structural aspects into consideration. They had to consider the physical landscape of the area, a reservoir. Thus, their design illustrated a complex and dynamic lower level of the park, and an open, vast, upper park (Heckscher, 2008).

More importantly, they took the community into account. Looking into the history and trends of New York City, they knew they needed to plan the park around the growing population. Traffic was expected to be an issue and it would need to move through the park. As a result, their design confronted the supposed impossible task of submerging the four required east-west transverses to create thoroughfares within the park. Even more, they planned to execute this by creating transverses that had no feel of elevation change for drivers, with hopes that there would be a feeling of unity between the five separate areas that the transverse crosses, creating unity within the park. This goal of unification to counter balance separation was a unique design at the time and heavily focused on user experience in combination with functionality. This plan was illustrated in their Greensward Plan, which was the master plan for Central Park and illustrates what Olmsted and Vaux were proposing in their design plans (Figure 2.1). Additionally, this idea mirrored their goal of Central Park being a place of social mixing, where people from all classes would come together inside the parks boundaries. Different people would use the amenities and spaces for different reasons. Some may admire the art and landscape, while others would use the lawn for cricket games, bringing together people of all backgrounds in the same park to utilize its various elements (Rosenzweig and Blackmar, 1992).



Figure 2.1. Olmsted and Vaux's 1860 Greensward Plan. Reprinted from *The Park Story*, by the *New York Historical Society*, retrieved from [www.nyhistory.org](http://www.nyhistory.org).

In designing the space, Olmsted had many intentions for what the park would bring to residents, the landscape, and the surrounding community. "...We can sense that this is our place and feel at home there...Olmsted and Vaux intended all this and planned Central Park with the conviction that it would make us think those thoughts" (Heckscher, 2008, 22). Olmsted portrayed how important design intention and predicting types of usage is when planning a park. When a designer has a vision, he is typically purposeful and provided an intended human experience, an experience that should have a positive and instrumental effect on a parks usage.

Followed by their success with Central Park, Olmsted and Vaux were asked to design and plan the Buffalo Park System. Upon assessing the City of Buffalo, he and his landscape team determined that the City would best be served by a series of smaller green spaces. Wanting to experiment with the concept of parkways, a road or thoroughfare to link parks together within a city, Olmsted and Vaux introduced the idea of three purposed parks connected by parkways to the City of Buffalo. These three smaller green spaces (Figure 2.2) were called The Park, The Front, and The Parade (Kowsky, 1987). Each park was purposed to have a unique identity and

characteristic. The Park was the largest of the three, and was essentially untouched at the time, illustrating Olmsted's value of natural elements functioning for human use. The 230-acres of greensward, the term Olmsted and Vaux used to describe large stretches of meadowland and trees, was what Olmsted believed, "...furnished much-needed relief from the tedium of life...Here was a place that offered men and women...the quiet pleasures of strolling, picnicking, boating, riding, and relaxing in an atmosphere of artfully contrived natural scenery" (Kowsky, 1987, 52). Here, Olmsted illustrates purposes in designing parks for a multitude of activities, human experience, placing emphasis on the importance that an "artfully contrived" atmosphere and design play in creating this type of usage. The Meadow was filled with waving hills and diverse tree species. The Front took up less space, 35-acres, and was located was located on Lake Erie in close proximity to the Niagara River. With plans to make this a popular spot for ceremonies, Olmsted wanted to include a promenade, pavilion, ball field, playgrounds, and boating facilities. Similar to the Front, the Parade, completed in 1896 but now known at Martin Luther King Jr. Park, was designed for recreational use, including a five-acre wading pool, a water garden, and fountain. In the design was a parade ground an area for children's games. Vaux designed the Refectory building, another popular attraction that could hold a large number of people, bringing community members together (Kowsky, 1987).

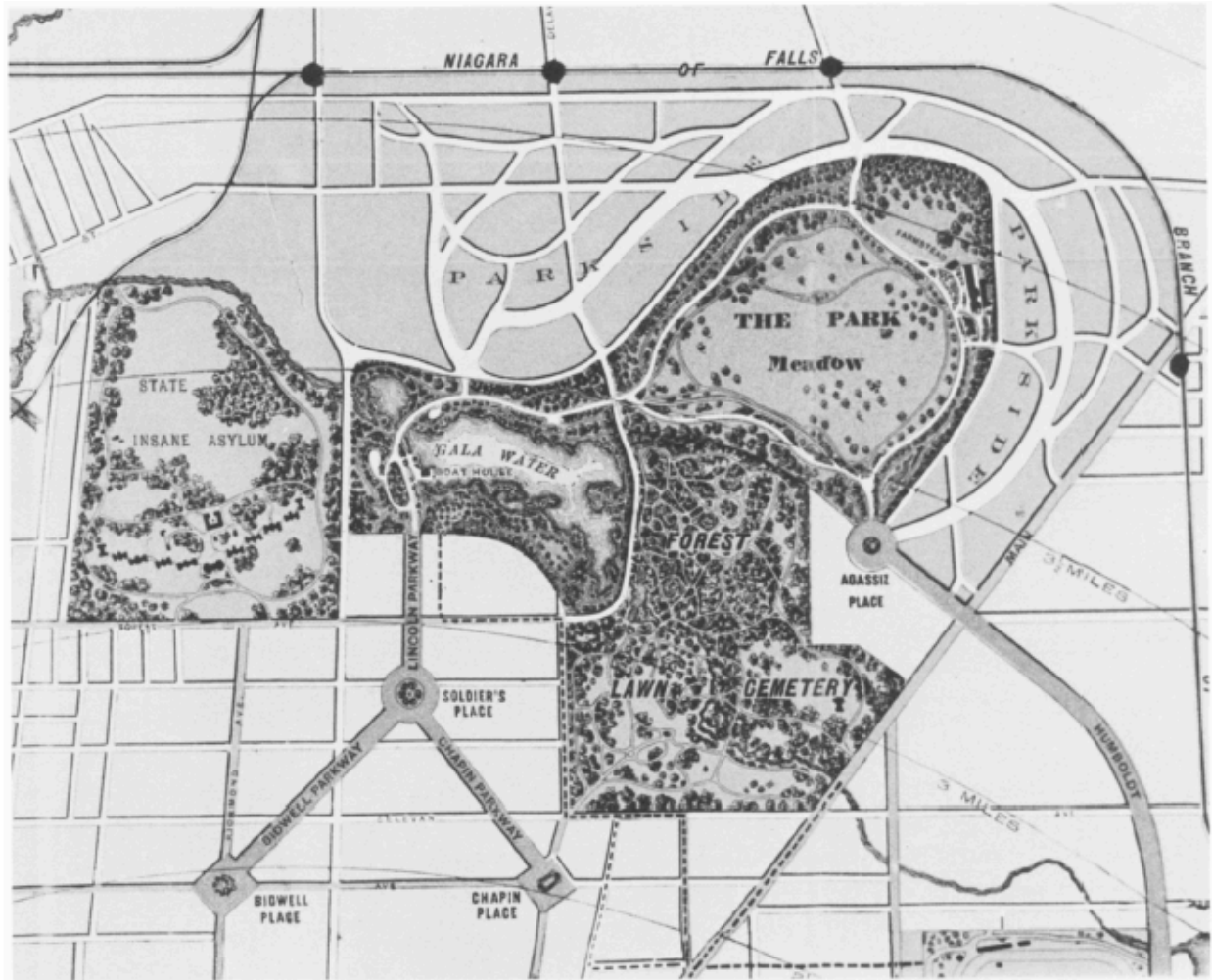


Figure 2.2. Olmsted's 1883 sketch of Buffalo showing plans for The Park, and Lincoln, Bidwell, and Chapin Parkways. Retrieved from *Municipal Parks and City Planning: Frederick Law Olmsted's Buffalo Park and Parkway System*. Kowsky, F, 1987, *Journal of the Society of Architectural Historians*, 46(1).

The parkways that connected these parks were 200 feet wide public grounds that would connect the six-mile distance between The Park and The Parade. These avenues had to be wider than typical Buffalo streets to accommodate different traffic flows. Still maintaining a park feel, they contained lush canopy and native tree species. To ease traffic, large circles were at junctures where parkways came together, or crossed a major street. Succinctly, Olmsted defined parkways as, “broad thoroughfares planted with trees and designed with special reference to recreation as well as for common traffic.” These parkways filled many purposes, both as an urban green space



Figure 2.3. Buffalo Parkways System. Retrieved from *Buffalo Olmsted Park Conservancy*

and as a transportation medium. Olmsted decided to make The Park a major focal point of these parkways by planning for four parkways to connect with The Park. The longest of the parkways was Humboldt Parkway, which also joined The Park to the Parade. From the west, Bidwell Parkway connected smaller arterials and circular junctions, turning into

Chapin Parkway. These two parkways were designed to accommodate horseback riders, pedestrians, and vehicles, by implementing broad medians in the center of the roads. Lastly, Lincoln Parkway was designed for the upper class, which brought one to The Park. It had a central carriageway blocking users from the outer roadways by grass and trees, which were designed for future mansions to have easy access to the parkway. The series of parkways also affected the surrounding city streets that connected to the network (Figure 2.3). These had to be

widened to accommodate an expected increase in traffic and beautified with similar trees found on the parkways to maintain the parkway aesthetic. The Buffalo Park System was created relatively quickly, where the first visit was in 1868, with the parks and parkways built to their basic form by 1874 (Harnick, 2016).

Olmsted recognized that the park system should extend to the southern portion of the city to serve the working-class population. He created plans to have a parkway lead from the Parade to South Park. However, his ambitious plans never materialized. It was created on a much smaller scale than Olmsted intended, and did not include the lake front area he had hoped for. He also planned for two parkways to connect South Park to the northern side of town, but these plans were never actualized. However, today South Park contains the most of Olmsted's original design elements than any of the Buffalo Parks. Lastly, following Frederick Law Olmsted's retirement, the Olmsted Brothers, an association made up his sons, designed the Riverside Park, which provided natural scenery, access to a waterside boathouse, a bandstand, minnow pools, and ball fields, as it overlooked the Niagara River. This was the last park to be incorporated into the Buffalo Park system. The Buffalo Park System evolved as Olmsted hoped it would, by adding green elements, mobility, and purposeful parks to a city that was becoming industrial, and later overwhelmed with highway construction. The Park System has been recognized under the National Registry of Historic Places, as Buffalo was the first place for this idea to be executed. It has now been adopted by cities around the world as a cure to urban woes. The work of Olmsted and Vaux, "articulated a plan that would hold up to the national and international audiences as exemplary of the well-designed modern city" (Kowsky, 1987, 64).

The firm, The Olmsted Brothers, also made a significant impact on parks in the City of Seattle. John Charles Olmsted was the principle designer for many of Seattle's parks and created a 20-mile greensward master plan for the Seattle park system, running from Seward Park in South Seattle all the way to Woodland Park in North Seattle. The plan was approved in 1903 by the Seattle City Council, stating that its primary aim for the City was, "...to secure and preserve for the use of the people as much as possible of these advantages of water and mountain views and of woodlands..." (Williams, para 6, 1999). By 1937, John Olmsted had created a park system unlike many in the world. Seattle had 37 parks and playgrounds. Olmsted had to balance the integration of existing large parks, creation of new parks, and designing spur roads and boulevards to connect one park to another, such as Washington Park on Interlaken Boulevard to Volunteer Park. He also had to understand the way in which nature was valued within the area, and work with the topography and vegetation of the area. His main goal was to give each park a different character that fit with its surroundings so that no park look or felt the same. He put this philosophy into action at many parks, such as when he suggested the lake be lowered at Greek Lake to create more land, or deciding to eliminate the greenhouse at Volunteer Park because it did not align with his vision of it being a more formal park.

The citizens of Seattle supported Olmsted's plans and passed bonds that funded the creation and development of his proposals (Williams 1999). In 2017, there were seventy-four parks in Seattle that were designed, influenced, or recommended by the Olmsted Brothers, supporting the idea that the Olmsted Brothers' majorly influenced park design and planning throughout the City of Seattle (Friends of Seattle's Olmsted Parks 2017). The Seattle park system would not be what it

is today without the Olmsted Brothers' design and intentions of creating individual parks with distinct characteristics that focus on usership, atmosphere, and design.

## **2.2 Parks for Community Needs**

Parks in a community have the ability to serve residents' needs in many different ways.

According to Mutter and Westphal, "Neighborhood parks are meant to serve the leisure needs of neighborhood residents" (1986). Multi-purpose parks have the ability to serve communities in dynamic and fulfilling ways and can serve as locations for important community gatherings and events to occur. The design of a park can be crucial to a community because, "To varying degrees, the environments and events of community life have the potential to create and reaffirm community identities." The MRSC lays out nine amenities and design features that can meet the needs of residents. These include location, seating such as benches, natural landscaping, lighting, water features such as fountains, public art, play equipment, entertainment such as a weekly farmers market or concert series, and food and drink. By incorporating these elements into a park, a park is more likely to be a successful and active place. In the city of Chicago, resident's needs for amenities have changed drastically since the park system was first designed. Evolving uses and changes in preference has influenced design plans for parks to include amenities such as field houses, swimming centers, conservatories, and locker rooms, which are now requirements in many neighborhoods to include in parks. As time progresses, residents want parks to accommodate more of their needs and believe they should have cultural centers, day care facilities, parking, restaurants, and education. In all, Chicago residents believe that parks should "foster active neighborhood pride and identity, while responding to changing community needs and desires" (Cyphers, 1997). Marc Francis identifies past studies that address various user needs

in open spaces in *Urban Open Spaces: Why Some Work and Others Don't*. An analysis of the major needs of park users produced six needs, including comfort, relaxation, passive engagement, discovery, and fun. However, Francis also points out that user needs vary by age, sex, and culture, but these are general needs recognized for all human beings (Francis, 2003).

Furthermore, in a study conducted on community identities outside Chicago, Illinois, several participants reported that needs of a community were met if they could "...visit natural environments in order to connect with nature" (Stewart et al, 321, 2004). To these residents, this could include programming for education on the surrounding environment, events at the local park, planting of native flowers in a park, and land that allows community members the ability to farm and produce food. More so, Stewart et al report, "...senses of community identity needed to be reflected in the public places of their community...and when these meanings are legitimized through planning processes and represented in local landscapes, they will further enhance a sense of community" (Stewart et al, 325, 2004).

In understanding community needs, we are better able to know what "constitutes another important motive to visit the park" (Matuoka and Kaplan, 2008), thereby creating a greater likelihood that a park will be used. These needs most commonly have to do with general exposure to nature (Stewart et al, 2004), recreation and exercise, aesthetics, a space to gather with friends and family, and a place to release stress (Razak et al, 2015). In particular, multi-purpose parks are especially important to communities because they provide amenities that are actively used by community members. The Miami-Dade County Parks and Recreation Master Plan from 2007 mentions that when residents are looking to go to a park, they typically speak in

terms of what activities they would like to engage in, rather than the type of park. Rather than saying they would like to go to a specific park, residents typically seek spaces that have amenities that fit their needs (Glattig, Jackson, Kercher, and Anglin, 2007).

Additionally, Cities have placed great importance in designing multi-purpose parks to community needs. The 2015 Washington District of Columbia Parks and Recreation plan dedicates the majority of its plan to analyzing and organizing ways in which park activities can be planned to accommodate community needs. The entire plan illustrates the City's dedication to making sure parks are efficiently programmed based on what community members want (District of Columbia Parks and Recreation 2015). Designing parks to meet community needs can increase efficient use of planning time and money. The D.C Parks and Recreation Master plan shows, "Once park planners and designers have identified a need for a specific activity, they can respond appropriately..." (Perez-Carro, 2015). The City of Seattle faced a period of decaying infrastructure and an influx of urban challenges during the period of 1968 to 1983. During this time, the City encouraged the integration of citizens needs into their urban park planning process, (Dooling, Simon and Yocom, 2006) as they felt that addressing citizen needs could assist with the decline of the City.

### **2.3 Park Design and Use**

Park design must fit the needs of residents for a park to be successfully used. According to Seymour Gold at the University of California Davis, "Most neighborhood parks in this country do not meet the rapidly changing lifestyles and priorities of urban America...Although these parks were well meant, they do not accommodate the needs of many people who constitute a

growing majority of nonusers” (Gold, 319, 1977). However, “Measuring park use can be tricky, as well as identifying success based on use, which is typically measured by “user hours” (Kaplan, 502, 1980). Gold recommends five ways to measure park success, which include field observations, interviews of nonusers by phone mail, surveys of users, surveys of public or private spaces that provide leisure opportunities to compare, and aerial or time-lapse photography to keep track of intensity of usage for certain amenities or areas in a park (Gold, 1977). According to the American Planning Association, successful park design can be evaluated by three categories, which include features and elements, activities and sociability, and whether they have unique characteristics (American Planning Association, 2016).

When looking at how and why parks are used, one can look at two major categories. The first includes the activities performed in the park, such as people-watching, sitting, reading, having lunch, or meeting a friend. A second major category is more subjective and includes why a park is important to someone. This category touches upon feelings such as the park being a nice place to see, the fact that the park is near stores, or just because it is there (Kaplan, 1980).

Additionally, it is understood that park use varies by the different types of people using it, including those who work full time and are therefore more likely to use the park as a lunch spot, younger users who were meeting friends in the park, or people passing by on foot or bike who were less likely to actively stay and engage in the parks uses. However, when understanding park use, a common problem with evaluating post-design of park is who is using the park. Particularly in downtown parks, those who do not live downtown or in the area have different needs than those who live in the area, and also see the park and how it can serve them in different ways. This poses a problem for understanding community needs and use as a whole (Kaplan, 1980). In

a study of neighborhood parks in southern California, the amenity use was observed. It was found that gymnasiums and baseball fields, followed by sidewalks, lawns, and play areas were the most intensely used, whereas volleyball courts, classrooms, and handball courts were the least used. Further, use by gender was also observed. Females were mostly using the dance studios, sidewalks, and play areas, while males tended to use the basketball courts, soccer fields, tennis courts, baseball fields, gymnasiums, and lawns. However, the study did not find solid explanation why parks get used the way they do. Some factors they found to be significant were presence of sporting events, poverty levels in the surrounding neighborhoods, and presence of unique features such as attractive landscaping and water features (Cohen et al, 2009).

There are many problems associated with unused of parks. These include, financial, decrease of recreating and gathering, and less parks being built. People who do not use parks or lack attachment and identity with their neighborhood spaces tend to be less supportive of taxes that fund parks. This leads to a spiral in which parks become underfunded because of less user intensity, and less taxes means less funding to improve parks that meet needs of community members. Additionally, nonuse in some parks may cause overuse or misuse in some parks, such as vandalism. If use is distributed equally among all parks in a city, then problems associated with misuse or overuse may be controlled on the city scale (Gold, 1977). This would benefit a city's park system and instill positive feelings amongst taxpayers if they are surrounded by healthier and cleaner parks. Furthermore, empty parks are an argument against building new parks and expanding a city's park system (Gold, 1977). Park designers become hesitant in designing new parks if their intentions were not met with successful use. In understanding the health, environmental, and social benefits of parks, this could be a major problem for a city's

growth and health. According to Gold, on the park designers' end, a major problem with park planning is that "Our romantic vision of recreation planning has been primarily concerned with measuring and accommodating users instead of nonusers" (Gold, 320, 1977). In seeking to understand the reasons of nonuse, planners can better design parks for residents who may not be getting their needs met by a current park.

## CHAPTER 3: RESEARCH METHODOLOGY

My personal interest in park use ignited this study. The purpose of this study was to find out how to get people out of their homes and into parks to socialize, increase exposure to nature, and strengthen community ties. With many reasons for nonuse of parks as discussed in chapter 2, I sought to understand if park designers are planning for parks with certain visions in mind, and if parks can be even better designed to match community needs. Thus, as previously mentioned, this project looked at how parks' design intent matches with actual usage of the park. Intense use of parks is better for a city's economy, the creation of new parks, and community cohesion. I looked at how parks can be better designed and programmed with amenities to fit the needs of community members, so that they will be more heavily used.

### 3.1 Qualitative Research Theory

The research framework for this thesis was adopted through the method of qualitative research. Qualitative research is an approach that focuses on phenomena occurring in the “real world”. Additionally, qualitative researchers tend analyze and portray phenomena through complex layers (Smith, 1987). Qualitative researchers rarely simplify matters, but instead express matters through multifaceted dimensions. Qualitative research is typically in the form of case studies, ethnographies (Wolcott, 1994). Collected data is in the form of observations, interviews, and a broad range of published materials (Service, 2008). Data can enable a “...discovery of categories that lead to core concepts derived from the art and science of doing qualitative research” (Service, 2008).

Qualitative research theory believes that while objective methods of research may be good for some events, such as electricity or chemical reactions, but isn't appropriate for study human events, such as social structures. Even more, "Qualitative researchers believe that the researcher's ability to interpret and make sense of what he or she sees is critical for understanding any social phenomenon" (Leedy and Ormrod, 133, 2005). Qualitative research should be chosen if it can expose the true nature of a certain setting, enable a researcher to develop new understandings or solve problems about a phenomenon, or provide a platform for a researcher to test the effectiveness of policies, programs, and institutions.

This study used the qualitative research design principle of grounded theory. A grounded theory approach begins with data and uses it to develop a theory. The theory that emerges from the study is grounded in the data collected from the field, rather than solely research literature. This approach focuses on process, like such as human interactions and how they influence one another, and later turns these interactions into a theory (Glaser, 1992). Thus, grounded theory is useful when there are insufficient existing theories about a particular phenomenon. The most popular methods of data collection are through interviews and observations. Most importantly, the data must include first hand perspectives and anecdotes of those being studied (Creswell, 1998). Data analysis for a grounded theory approach includes a systematic method of coding data into categories to develop connections, interweaving between data collection and analysis and redefining categories until new data is added, and then creating a theory resulting from the analysis of these categories and interrelationships (Strauss and Corbin, 1998). However, there are various approaches researchers can take when analyzing qualitative data in general. This typically involves organizing the data into a computer system, getting a sense of the overall data,

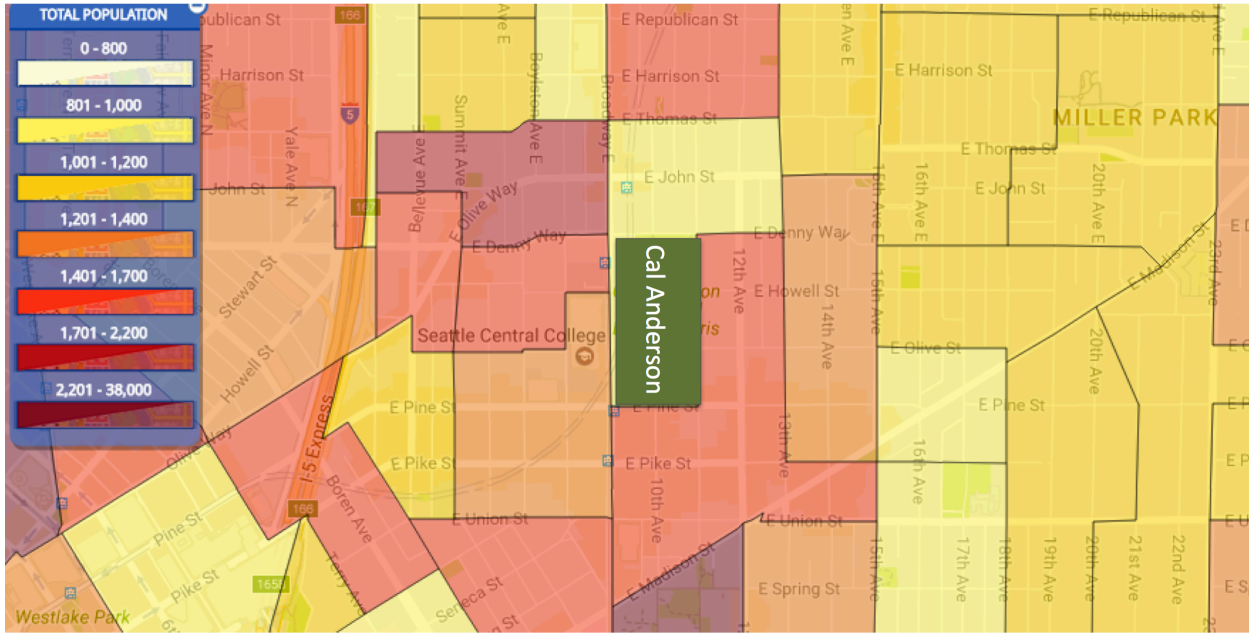
classifying data into categories and finding meaning, and synthesizing the data in which a research can create a theory or hypothesis (Leedy and Ormrod, 2005).

### 3.2 Case Selection

I looked at two parks in Seattle, WA to conduct my post-design evaluation. The parks chosen were Cal Anderson Park, located in the Capitol Hill neighborhood, and Judkins Park, located in the central neighborhood. These were chosen based on access to data, and proximity and accessibility to the actual park. Additionally, these two parks were identified for a comparative analysis because they both have similar population densities (Figure 3.1) in their surrounding neighborhoods, where Capitol Hill's population density is 14,988 people per square mile and Central District's is 12,480 people per square mile according to the United States Census Bureau 2010 census, and the 2009-2013 American Community Survey (United States Census Bureau, 2010). They also served as a local park for their neighborhood, and offer similar amenities as listed by Seattle Parks and Recreation (Seattle Department of Parks and Recreation, 2017). Both parks were of similar size, as Cal Anderson Park was 7.4 acres and Judkins Park 6.2 acres. Additionally, they're both considered parks that offer many amenities, as reported by the Seattle Department of Parks and Recreation (Seattle Department of Parks and Recreation, 2017). Furthermore, their surrounding neighborhoods both underwent gentrification. Capitol Hill was known to be a neighborhood that's exhibited great change over the years. Once a neighborhood of artists and musicians, it is now one of the wealthiest neighborhoods in the City. The local Seattle newspaper, *The Seattle Times*, made a blanket statement saying, "Capitol Hill is changing" (Romano, para 5, 2015). In regards to the Central District neighborhood where

Judkins Park was located, an article in *The Seattle Times* pointed out that in this neighborhood, “Much of the change has been attributed to a wave of gentrification” (Beason, para 14, 2016).

**Population Per Census Block Group in Capitol Hill**



**Population Per Census Block Group in the Central Area**

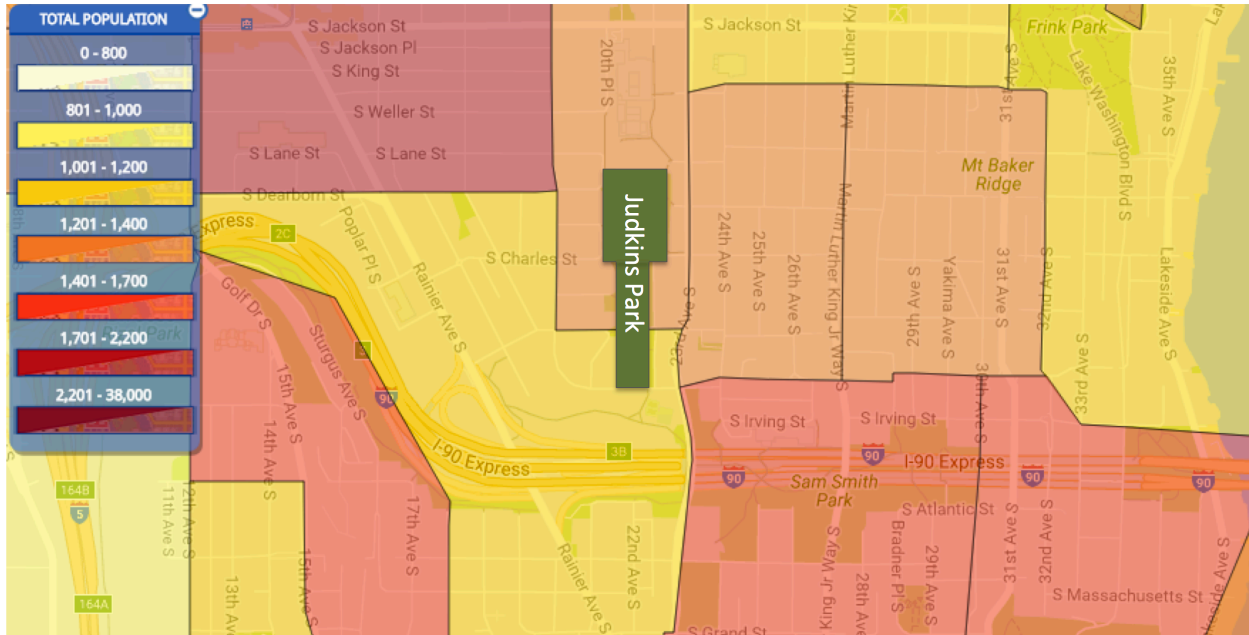


Figure 3.1. Population densities of Capitol Hill and Central Area neighborhoods in Seattle, WA. Retrieved from United States Census Bureau 2010 Population Census

### 3.3 Data Collection Methods

I collected data in three steps through interviews of professionals, questionnaires of community members, and observations at the park to conduct this post-design evaluation. The University of Washington Human Subjects Division (HSD) determined that this proposed study was human subjects research that qualified for exempt status and was exempt from the federal human subjects regulations, including the requirement for IRB approval and continuing review.

#### Design Intent

A face-to-face interview of the principle landscape architect for Cal Anderson Park will be conducted, which includes questions that capture the designer's intent and considerations made when creating their respective parks. Interview questions were created by following guidelines laid out in *Practical Research Planning and Design* (Leedy and Ormrod, 2005). The questions in these interviews were specifically developed with these parks in mind and were formed to match this project's observation criteria. These interviews intended to understand the designer's visions at the time, why they had this vision, and to match this with how the park is actually used, as will be done through the observation process (See Appendix).

Interviews of designers involved in the creation of Cal Anderson Park and Judkins Park were intended to be conducted for both parks. However, an interview could only be done for Cal Anderson, as the principle designer for Judkins Park, Kenichi Nakano, passed away. Instead, archival documents relating to design plans, correspondence, and neighborhood documents, were surveyed and analyzed to fit the framework of the interview questions in order to produce information on the design intent for Judkins Park. These documents were located at the Seattle

Parks and Recreation Archives floor. While many documents were looked at, only those relating to the interview questions were chosen.

The design intent for Cal Anderson Park was measured through a face-to-face interview of a principle designer, Jonathan Morley from Berger Partnership, involved in the redesign. The interview was administered by contacting Berger Partnership and setting up a time to meet with Jonathan Morley. The in-person interview conducted April 14, 2017, at the Berger Partnership offices, lasted 27 minutes and 6 seconds and was recorded on an iPhone device. Due to accessibility of a live person for an interview, as well as the decision to focus on contemporary needs, this project looked at the 2005 redesign intent, rather than the 1904 Olmsted design intent. A look at the original design intent of the Olmsted Brothers' is explained in Section 4.2. Even so, Berger Partnership ensured that the Olmsted Brothers' original design would be preserved and maintained to the best of their ability, and worked to keep many of the same design principles and elements envisioned by the Olmsted Brothers (Hollis and Ryan, 1998)

The First question of the interview asked for basic information as to how the designer was involved in the creation of the park. This was meant to pull preliminary information as to how involved the designer was and how much of the outcome design is attributed to their work. It also measured how competent they would be in answering the following questions. The second question focused on the specific amenities available at the park. It asked the interviewee to rank each amenity on how much they are used on a scale of 1-3 (1 being least used). These rankings helped in collecting data on how the designer believed amenities were being used in contrast with what people needed, as obtained by a similar question in the questionnaire, and what people

were doing, as obtained by similar criteria from observations. This led to conclusions as to whether a designer's perception was in line with community needs. The third question focused on unprogrammed activities and how they played a role in park design. This question revealed their intent on intensity of programming and how it matched to what a community actually wanted. This contributed to my findings to discuss how designers' over planning of parks could clash with what a community may want in terms of more freedom in and unprogrammed activities. The fourth question asked for the designer's vision of the park, which is used to determine whether this vision matched with the reality of how the park is used. This showed if users utilized the park in the manner that the designer thought it should be used, or if the designer did not incorporate user needs. The fifth question was geared toward obtaining specific answers for why each amenity was put into the park plan. This matched with the questionnaire questions and observation criteria to directly link with the reason a designer put in a certain amenity, and how a community member actually used it. This showed whether the designer's intent for each amenity incorporated community needs, and could offer broader findings as to how planners and designers could be more efficient in planning for multi-purpose parks if they incorporated user preferences in their designs. The sixth question looked at whether the designer sought to incorporate community needs in the park design. This showed whether intensity of use correlated with attempts at considering community needs. The seventh question asked about use of the park, and whether the designer wanted high intensity of use. This helped my analysis as to whether the designer's intentions of high levels of use produced that same outcome. If level of park use did not match the designer's intentions of use, then this could produce findings as to how change intensity of use by incorporating community needs. The last question also looked at use and tied back to the seventh question to understand the designer's perception of current use,

and matched with the questionnaire and observation criteria to connect the designer's perception with the user's perception and actuality.

### Usage

A questionnaire regarding community needs and park usage will be distributed to community members. This questionnaire was based on guidelines in *Practical Research Planning and Design* (Leedy and Ormrod, 2005) and included questions relating to users' satisfaction and perception of the park. The questionnaire (See Appendix) was administered through the online survey platform, Survey Monkey. The time period for which the questionnaire was available was from March 27, 2017 through April 25, 2017. The questionnaire was distributed to neighborhood groups, community councils, and posted on neighborhood blogs and websites in Capitol Hill and the Central District area, where Cal Anderson and Judkins Park are respectively located. Names of respondents are not required when filling out the questionnaire. The results of the questionnaire will be analyzed through Microsoft Excel to determine whether community members feel that they are being served well by the amenities in their local park. For Cal Anderson Park, the questionnaire was advertised to a wide range of the community. A link to the questionnaire was posted on the 'Capitol Hill Neighborhood Action Coalition' Facebook page, the Capitol Hill Blog, and sent to the Capitol Hill Walking Group who focus on Cal Anderson Park. Fliers with the survey website and QR code linking to the survey were also distributed at the park. For Judkins Park, the questionnaire was distributed to the Jackson Street Community Council, the Nextdoor Blog Page for the Judkins Park neighborhood, and the University of Washington Facebook Page for any members living in the Judkins Park neighborhood. Also, fliers were handed out at the park that included the website for the survey as well as a QR code

to scan from a mobile or tablet device. Furthermore, intercept questionnaires were conducted with random samples at the park themselves.

The first question of the questionnaire gauges how often the user uses the park. This gathers basic data on park usage. The second question asks what the community member's needs are for a park in general. This will give data to identify what community members for either Capitol Hill or the Central District feel they need from a park in general, and whether the design intent matches with these community needs. This is a crucial question, as it provides a way to match design intent with community needs to see whether they align. The third question is important in that it measures how much the park was programmed to meet their needs. If respondents identify many common missing elements in their respective park, then we can analyze the lack of park design meeting needs. The fourth question is similar to questions two and three in that it finds out whether the park is meeting community needs. This question offers a more direct approach to the question, and asks for an explanation. This offered additional data on whether the park met community needs. The fifth question focused on use of the park. This will be used to match up whether the designs were intended for high levels of use and if this was the actuality. More so, this will enable analysis to look at how satisfying needs through design affects usage. The sixth is linked to the interview questions for design intent. This will be used to do a direct comparison of what activities the designer intended to be used and how often a user actually does them. This will inform the project as to whether the design intended for these activities was an efficient decision. The seventh and last question asks how often a community member uses the current amenities specific to their park. In order to remain consistent, the questionnaire lists all of the amenities that are present in both Cal Anderson and Judkins Park. Thus, a respondent can answer

“N/A” if the amenity is not relevant to their park. The use of these amenities also links to the design intent interview questions, which will inform the project on how the importance of these amenities to the designer matches the level of usage.

When reporting on answers for open-ended questions (those that did not have multiple choice options), the most common answers were chosen. Due to the data received, phrases that occurred more than twice were reported on because they showed up frequently. For two word phrases, those that had two or more occurrences were chosen, and for single word commonalities, those that were repeated four or more times were chosen for reporting. Due to the way in which common phrases and words appeared in data, this was the best way to report on commonalities without incorporating too much information that would distract from the data, while at the same time not leaving out sufficient responses.

The final piece of the evaluation was done in alignment with observation criteria (See Appendix). I conducted the observations as a “user” of the park. I visited the park four different times during the months of March and April 2017. These times were during the late morning on a Sunday, a Tuesday in the early evening, Saturday afternoon, and a Friday late afternoon. For Cal Anderson Park, observations occurred on Friday, March 31, 2017 from 4:00 to 6:00 pm; Saturday, April 15, 2017, from 1:00 to 3:00 pm; Tuesday, April 25, 2015, from 5:00 to 7:00 pm; and Sunday, April 30, 2017, from 10:00 am to 12:00 pm. For Judkins Park, observations occurred Sunday, March 12, 2017, from 10:00 am to 12:00 pm; Tuesday, April 4, 2017, from 5:00 to 7:00 pm; Friday, April 7, 2017, from 4:00 to 6:00 pm, and Saturday, April 22, 2017, from 1:00 to 3:00 pm. I followed the established observation criteria (See Appendix) to guide my field

notes and observations. The observation criteria was based on *How to Record Observations: Writing Field Notes*, in *Lenore Borzak* (Suezle and Pasquale, 1981). I solely observed park users and ensured I blended into park activity as to not disrupt typical use. Once observations were completed, observations on the criteria sheet were compared to the designer's intent for each park.

The criteria checklist is organized into three groups. The first is based on activity, which include the same activities as presented in the interview questions and questionnaire. There is a space to indicate the time of day, as well as any additional notes. This enabled the analysis to synch with the interview questions and questionnaire to produce a streamlined analysis. The second group was to observe amenity use. The amenities were the same as those in the interview questions and questionnaire. There was also space to indicate time of day and an option for notes. The third group focuses on age demographics for observation purposes. While demographics were not asked in the questionnaire, it was useful to indicate age demographics for the purposes of observations and understanding who is at the park and how that may affect the amenity use and type of activities being observed. While it was not used for direct analysis, it provided additional insight and data on park users.

## CHAPTER 4: CASE STUDY 1, CAL ANDERSON PARK

### 4.1 Context

Cal Anderson Park is a public neighborhood park located in the Capital Hill neighborhood. It is contained between north and south streets of E Denny Way and E Pine St, and E Nagle Place on the west side, and 11<sup>th</sup> Ave (Figure 4.1) on the east side. Surrounding the park are local Capitol Hill shops and eateries, as well as the busy arterial of Broadway nearby. Open from 4:00 am to 11:00 pm, it is a multi-purpose park (Figure 4.2), with a playground, shelterhouse (Figure 4.3), sports field, tennis and basketball courts (Figure 4.4), lawns, paths, benches, fountains, lighting, wading pool, restrooms, a reflecting and texture pool (Figure 4.5), and Bobby Morris Playfield to host baseball and soccer games (Seattle Parks and Recreation, 2017). The Link Light Trail opened a station adjacent to the northwest corner of the park in March 2016 (Sound Transit, 2017).

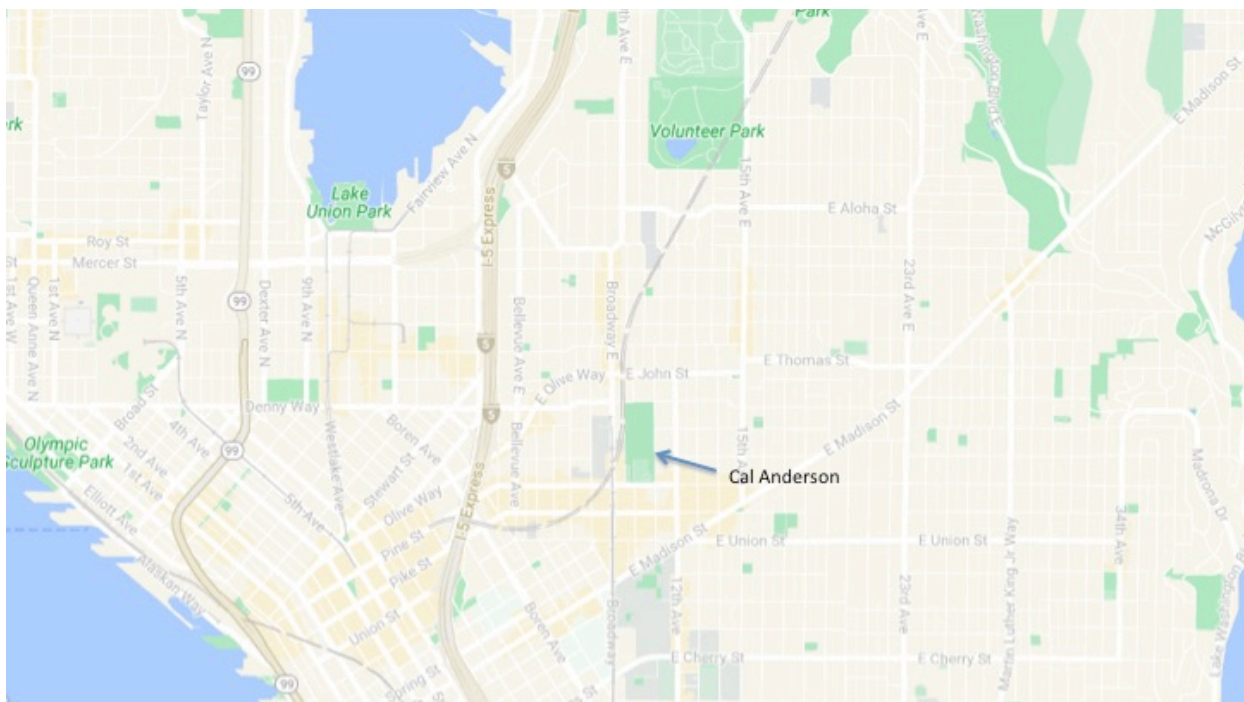


Figure 4.1. Location of Cal Anderson Park. Retrieved from Google Maps



Figure 4.2. Sites and amenities in Cal Anderson Park, including 1) Bobby Morris Playfield, 2) The playground, 3) The northwest fountain, 4) Benches and walking path. Aerial image retrieved from Google Maps



Figure 4.3. Shelterhouse, a renovated amenity in the park.



Figure 4.4. Basketball Courts located in the southwest side of the park.



Figure 4.5. Reflecting and texture pool

## 4.2 Background

Cal Anderson's park design illustrates a multi-dimensional design process, layered with history and preservation. The Olmsted Brothers designed the original plans for what is now Cal Anderson Park. Following the Olmsted Brothers' plans, the park was originally called Lincoln Park until 1922, Broadway Playfield until 1980, Morris Playfield until 2003, and renamed Cal Anderson Park after its most recent redesign to honor Washington's first gay legislator, representing what the culture and community of Capitol Hill (Rood, 2006).

The Olmsted Brothers designed Lincoln Park in accordance with their personal design principles. This includes a focus on the human experience and enjoyment of the park, especially with use of water features. The 1903 document by John C. Olmsted, archived in the 1909 Park Commissioners' Report, describes the Olmsted Brothers' view on the space that was soon to be Lincoln Park. He states, "...with steep earth terraces on the east and south, has come to be used as a ball field, much to the annoyance of the neighbors" (Olmsted, 118, 1903). He then describes their design intent,

There is not a tree or shrub upon the whole park...it would be a great advantage to add to the park the six lots of land which separate the two. The southern part of the park should then be laid out according to a purely formal design... (p. 118)

He goes into detail about the amenities and intended use, saying,

The design may well provide for a lawn to be used for lawn tennis and other quiet lawn games, but in general should be of an ornamental character. The design should provide suitable short-cut walks, and these should be shaded by rows of trees...A sufficient

proportion of the trees and shrubs should be broad-leaved evergreens to produce an agreeable winter effect. (p.118).

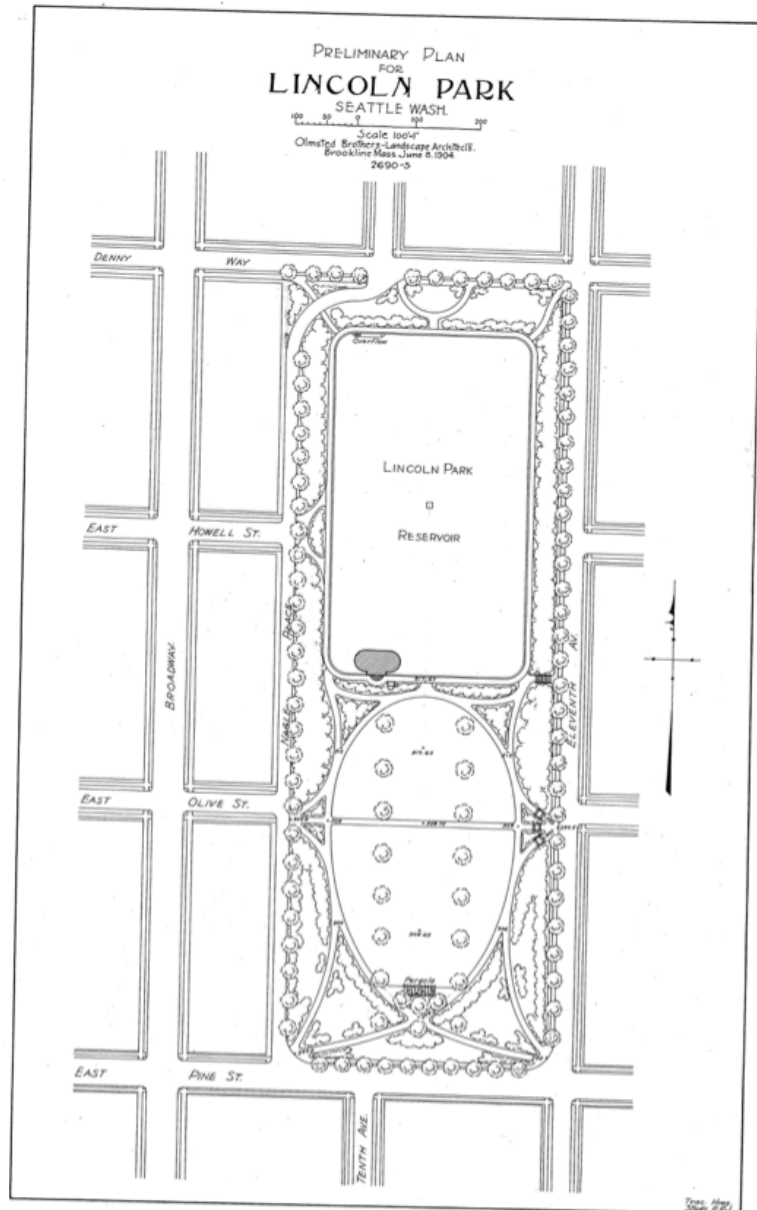


Figure 4.6. Olmsted Brothers' Design Plan for Lincoln Park. Retrieved from The National Association of Olmsted Parks

The Olmsted Brothers' original 1904 design of Lincoln Park (Figure 4.6) used their main principles, which incorporate general needs of the public. They focus on how the user will perceive the park, and how one can make use of the park to relax and absorb nature. Their designs of Lincoln Park were based on this idea and can be seen through the design plan.

However, decades after the Olmsted Brothers' vision was built, the park had lost its luster. It was desolate, overgrown with weeds, solely used by transient populations, and saturated with graffiti. Groundswell

Off Broadway, a community organization created to revitalize the park, pushed to "...improve and maintain this public site for the deserving and open-space-deprived citizens of Capitol Hill"

(Rood, para. 3, 2006). The community sought to transform the degraded park into something the community could use. Their amenity needs were documented in which they expressed the desire for, “a true civic space with a playground, gardens, benches, and where people of all ages could sagely stroll, relax, and play” (Rood, para. 9, 2006). Once Groundswell Off Broadway began its work, they had their first public meeting to gather community input, attended widely by the neighborhood, which spurred hype and increased involvement.

At this time, Seattle Parks and Recreation had a large grant to put towards a resurfacing project of the playfield. Groundswell Off Broadway lobbied to incorporate their ideas on what should be done with the money, and was able to add in welcoming entrances to the park with the surplus of the grant. Groundswell off Broadway continued to work with the Parks Department, Department of Neighborhoods for a matching fund grant, Seattle Public Utilizes due to the reservoir, and Berger Partnership, the landscape architecture firm that was hired to design the playfields. When working with Seattle Public Utilities, the Groundswell Off Broadway organization strived for their voices to be heard. They wanted the Lincoln Reservoir to be buried water tanks covered with turf to be used as parkland. The organization lobbied hard for their needs to be met, with Seattle Public Utilities eventually approving their proposal.

Additionally, Berger Partnership facilitated a series of six Master Plan design workshops with the community. Through these meetings, community input was an intensive part of the design process. The community identified a priority list of what they envisioned for the park. This included safety, attractiveness, accessibility, and quality. As a result of collaboration with various stakeholders and design teams, they were able to produce a park plan that “...took into

account both the site's historic legacy and contemporary needs and uses" (Rood 2006, para. 35). The project of creating Cal Anderson Park involved a balance of preserving the original design intent brought on by the Olmsted Brothers, with a greatly needed redesign to fulfill the community's needs (Figure 4.7). The redesign done by Berger Partnership was completed in 2005. The reservoir had been replaced and built underground, new water features were installed, the basketball courts were built, lighting fixtures were operating, landscaping has been rejuvenated, a new play area was built, paths were installed, the shelter house had been dedicated, and Bobby Morris Playfield was redone with new turf (Figure 4.8).

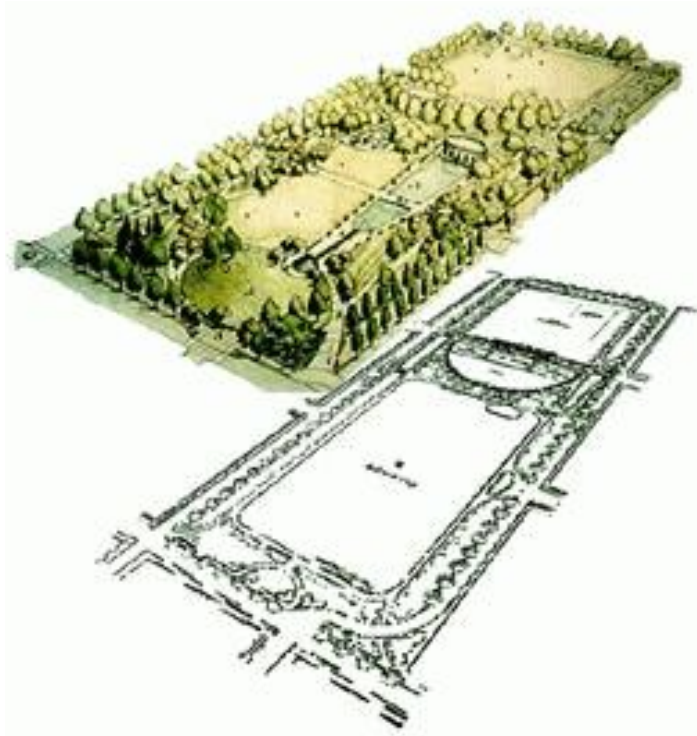


Figure 4.7. The Olmsted Brother's 1904 Master Plan (below) and the Berger Partnership's 1999 Master Plan (above). Retrieved from The Berger Partnership and the Olmsted Brothers

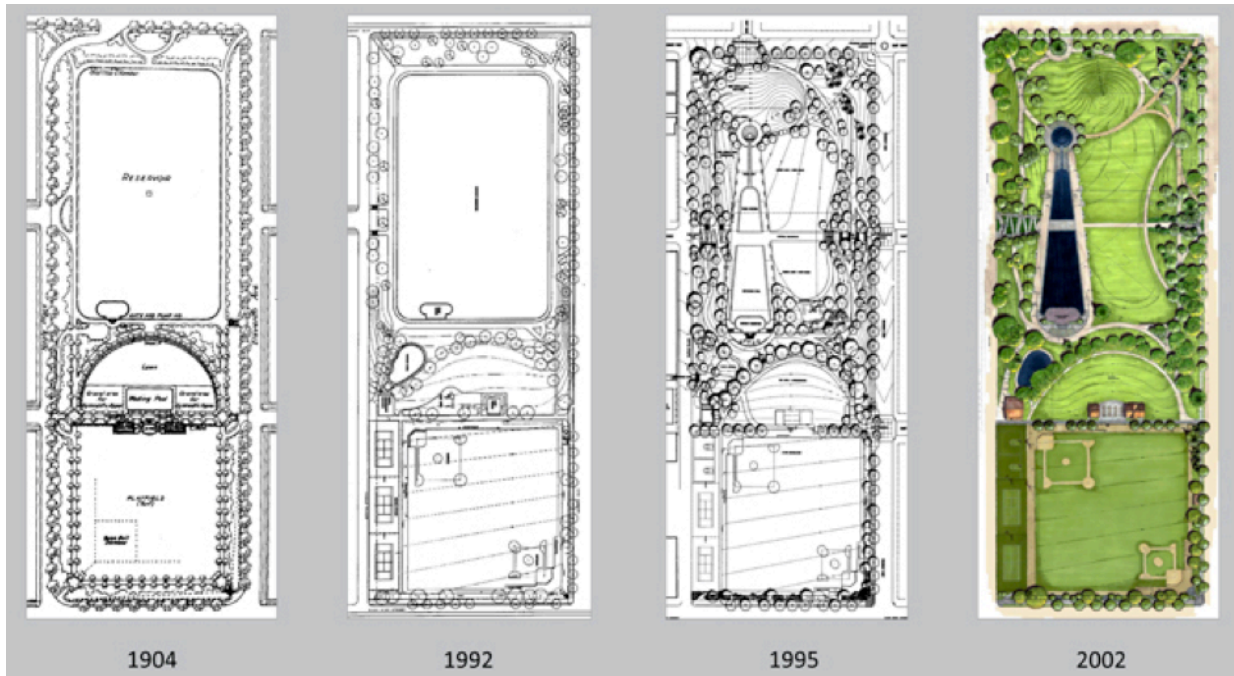


Figure 4.8. The change in design plans from 1904 to 2002, starting with the Olmsted Brothers, and continuing with current community needs. Retrieved from The Cal Anderson Park Alliance.

### 4.3 Findings

#### Design Intent

The interview with Berger Partnership’s Jonathan Morley provided insights as to how the park was designed, used, and the community involvement process (Table 4.1). Mr. Morley’s involvement with the park began in 1998 when the master planning for the park began. The master plan had been created and community priorities were balanced with Seattle Public Utilities and the Landmark Preservation board, as well as cultural affairs for the art component. Mr. Berger was involved in the schematic design, the construction component, and his involvement continued as a community member and board member (Personal Communication, April 14, 2017).

When developing plans to design the park, the designer had to take various factors into mind. First, he knew that the Link Light rail was going to be built, so he knew the park was going to turn into a place of connectivity, and he wanted the park to be a part of that. Thus, his intentions in designing the park were to connect people throughout the neighborhood. Second, he had to balance what was already there, and what had to be worked on. The Olmsted Brothers had not designed the middle of the park, as it was still a reservoir. So, he knew to preserve the recreation function by the fields, but still had to figure out what was to be done with the vast land of reservoir. Thus, Berger Partnership developed a design framework in which their work would build upon the previous Olmsted work. This meant that almost everything in the park, besides the gatehouse and the parapet wall, “needed to be imagined”, but designed with Olmsted principles in mind. The designer also believed the park should be used for activities such as walking, picnicking, and reading, whereas biking followed these activities in level of importance.

The designers of the park always had to keep in mind the balance of Olmstedian principles, which focus on the user experience, and contemporary community needs. In doing so, the history of the park had to be recognized, the old and the new, “in a way that wasn’t obvious”. Sites were assessed that would be most active, and those that would be more calm, to instill a sensible transition within the park. The reflecting and texture pool was put in because the community expressed a need for it. It is designed so that when you walk around the exterior of the pool, it gets quieter toward the north end to mask the sounds of the City. Further, the presence of water accomplishes the goal of balancing Olmsted principles, which focus water, and the contemporary needs of people in a noisy, hectic urban environment. The purpose of the

lawn was to have a big, open, unprogrammed space in the park. Since Seattle was the densest neighborhood in Seattle, there was need for ample green space in the urban fabric. Additionally, the Neighborhood Plan lays out goals for increased open space. The benches were installed so that there were more options for users. Further, they were meant to accommodate all age groups, increase accessibility, and instill a value that the park is a democratic place no matter who you are. The fountain was created to provide rushing, active water that acknowledges the Olmsted history of the park.

The playground, which was already there, was moved to the southeast corner when playgroups and daycare supervisors expressed need so that they could have greater visibility of children playing from the lower and upper levels. The basketball courts were already part of the park, so they were purposely preserved to create a space for active recreation. Similarly, the tennis courts were part of the park, and provided a space for active recreation. Lastly, the shelter stemmed from what used to be a larger shelter built by the Olmsted Bros, which was later turned into bunker-style buildings with minimal windows and unsafe conditions. There was large community support to upgrade the shelterhouse from its degraded state, and designs were thus put into place. Though, for various activities that could occur in the park, including walking, biking, picnicking, and reading, the designer rated walking, picnicking, and reading at the most important, and biking as moderately important.

## Design Intentions for Each Amenity

<i>Design Intentions for Each Amenity</i>				
Reflecting and texture pool	Use of lawn	Benches	Fountain	Playground
<ul style="list-style-type: none"> <li>-Community needs</li> <li>- Designed so that when you walk around the exterior it gets quieter towards the north to mask sounds of the City</li> <li>- Presence of water</li> </ul>	<ul style="list-style-type: none"> <li>- Big, open, unprogrammed space</li> <li>- Densest neighborhood in Seattle, need for green space</li> <li>- Neighborhood plan called for more open space</li> </ul>	<ul style="list-style-type: none"> <li>- Options for users</li> <li>-Accommodated all ages</li> <li>- Democratic place no matter who you are</li> <li>- Accessibility</li> </ul>	<ul style="list-style-type: none"> <li>- Presence of water</li> <li>- Rushing active water to acknowledge Olmsted history</li> </ul>	<ul style="list-style-type: none"> <li>- Moved prior playground to SE corner as requested by daycare supervisors</li> <li>- Community expressed that it could be seen better from upper and lower site</li> </ul>
Basketball Court	Tennis court	Barbeque	Shelter	Skatespot
<ul style="list-style-type: none"> <li>- Already a part of the park</li> <li>- Preserved to focus on active recreation</li> </ul>	<ul style="list-style-type: none"> <li>- Already a part of the park</li> <li>- Preserved to focus on active recreation</li> </ul>	<ul style="list-style-type: none"> <li>- Existing</li> </ul>	<ul style="list-style-type: none"> <li>- There used to be a larger one from Olmsted design</li> <li>- Large community support to build better shelterhouse</li> </ul>	<ul style="list-style-type: none"> <li>- Not Present in Park</li> </ul>

Table 4.1

Berger Partnership continually valued community input and Mr. Morley intended to address community needs throughout the entire design process. Though, there are uses of the park that were not expected to the designers, despite taking community needs and concerns for the park into account. For example, the park is unexpectedly used to host weddings, bike polo matches occur on the tennis courts, and community events are held. However, these activities continue to occur in the park because the City and Berger Partnership allow this unprogrammed use to happen, as Berger Partnership reports that it contributes even more to the success of the park because if the community shows a need for a certain activity, then it is good for the park. For example, the tennis courts get much greater use by having 10-20 people playing bike polo, as

opposed to 2-4 people playing tennis on the courts, which they can still do on the northern courts. Further, it is recognized that there are different days throughout the year, different groups, and different age groups that the park is used for. The ongoing intentions for the park is to create a flexible framework for its use, where it is open, unstructured, and not no area has a defined use. The designer believes the park has a high intensity of use. In particular, the most used amenities were the lawn, benches, the fountain, the playground, and the basketball court.

### Usage

For the question, “How often do you visit Cal Anderson Park?” there were 38 responses. The largest response was once a week, with 42% of people choosing this option. In a close second, 39% of respondents say they go to the park once a month, followed by a more than a 50% drop to every day at 13%, and once a year at 5% (Figure 4.9).

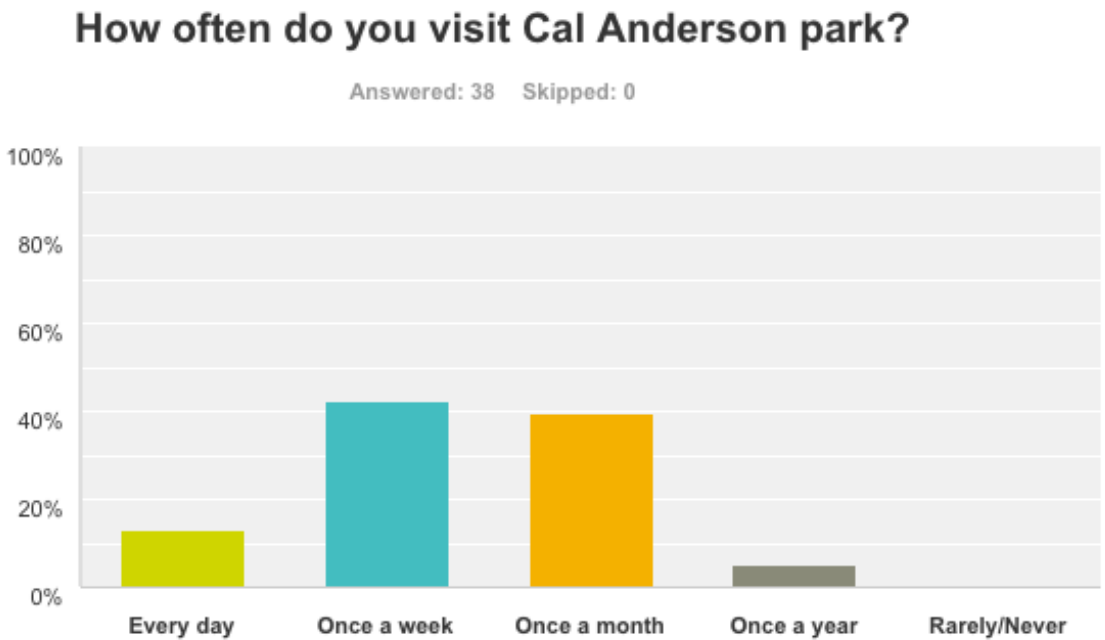


Figure 4.9

The next question, “What do you believe the community needs from a local park?”, common answers were, a place for the community to gather, for a variety of activities, open green space, nature, relaxation, a place to play, and trees. Next, “What do you want in this park that’s not yet available”, most common needs were for an off leash dog area, more lighting at night, bathrooms, and less illegal activity. When asked, “Does Cal Anderson fit your community’s needs? Briefly explain”. Of the 35 respondents, 24 (69%) said yes to an extent, with different reasons as to why. One (3%) respondent said no, while the other 10 (29%) respondents didn’t have a sure answer. Common reasons for why it fit the community’s needs was that it held events, was a place for the LGBTQ community, and had a good amount of open space. The question, “Do you believe Cal Anderson Park is highly used? Why?” had 32 out of 38 responding yes (84%), and the rest (16%) were not sure. Common reasons for high levels of use were due to population density, location, and that it’s a good spot when there’s nice weather. Next, “How often do you do the following activities in this park?” “biking” had the greatest amount of people who never do this activity, with no one responding that they did it more than once per day. On the other hand, “walking” had the greatest amount of high usage indicators, with it having the highest amount of people who did it 1-4 times a month, and also the greatest amount of people who did it more than once per day of all activities. Additionally, there was no one who answered that they never did the activity (Figure 4.10).

## How often do you do the following activities in this park?

Answered: 38 Skipped: 0

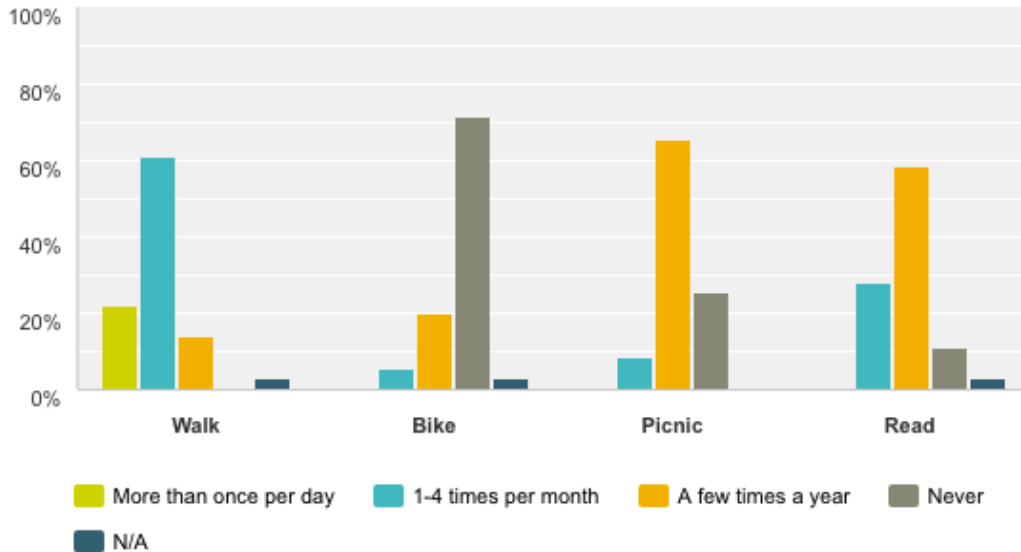


Figure 4.10

When asked, “Please specify how often you use the following amenities in the park”, the highest use was of the fountain, which had 6.9% report that they used it more than once per day. For the second highest use of an amenity, with the most respondents reporting that they used it 1-4 times per month, was the lawn, which had a response of 62.86% of people. The most people who reported to never use an amenity at 90.63% was the basketball court, followed by the tennis courts, at 89.66% of people never using it. In fact, the lowest option of usage, “never” had the highest average percentage for overall amenity use, at 51.14%, compared to the average lowest chosen option of usage for all amenities, “more than once per day”, at 1.8% (Table 4.2).

## Amenity Use

<i>Amenity Use</i>										
Frequency (% of respondents)	Reflecting and texture pool	Use of lawn	Benches	Fountain	Playground	Basketball Court	Tennis court	Barbeque	Shelter	Skate-spot
More than once/day	3%	3%	6%	7%	0%	0%	0%	0%	0%	Not Present
1-4 times/month	30%	63%	59%	38%	7%	0%	0%	3%	0%	Not Present
A few times a year	51%	31%	31%	45%	21%	3%	7%	0%	25%	Not Present
Never	14%	3%	3%	7%	68%	91%	90%	79%	68%	Not Present
N/A	3%	0%	0%	3%	4%	6%	3%	17%	7%	Not Present

Table 4.2

Throughout the four-day observation process, the highest level of activity occurrence was walking. With an overall average of 48, it was higher than the lowest occurred activity, biking, with an average of 2 people doing this activity. The lawn was the highest used amenity at the park, with an average of forty-six users over the four days. Second came the benches, with an average of twenty-five users. Next, the shelter, with an average of 9 users over the four-day period, had the third highest level of use. In contrast, the least used amenity was the barbecue, with an average of zero uses. Next, the reflecting and texture pool, as well as the fountain, and the tennis courts had the second lowest usage, with an average of five users for each amenity over the four day observation period (Table 4.3).

It's important to note that while tennis courts were moderately used, at an average of 5 people, this is due to the unprogrammed use of the courts for Bike Polo. The Seattle Bike Polo league has its games on these tennis courts, and there are often other groups that use the courts to play. Though, an average of two people throughout the observation period were actually playing tennis on the courts. The most common age range in the park were those between 19 and 29, at

an average of sixty-two people in this age range present in the park, compared to the lowest recorded age range of 80 to 89, which had an average of one person in this age range during the observation periods.

**Average Number of Users for Each Amenity**

<i>Average Number of Users for Each Amenity</i>									
Reflecting and texture pool	Use of lawn	Benches	Fountain	Playground	Basketball Court	Tennis court	Barbeque	Shelter	Skate-spot
5	46	25	5	8	8	5	0	9	Not Present

Table 4.3





Figure 5.2. Sites and amenities in Judkins Park, including 1) Sports field 2) Bench and the lawn on the middle level 3) Basketball courts, retrieved from Judkins Park Blog 4) Skatespot, retrieved from Grindline Skateparks



Figure 5.3. Playground. Retrieved from Seattle Department of Parks and Recreation

## 5.2 Background

Named after the famous realtor, Norman Judkins, the area that is now Judkins Park and playfield was originally a deep ravine. In seeking additional space, by 1910 the community asked the City to reclaim the land into a garbage dump. By 1930, elected officials worked to fill the space with dirt in an attempt to clean up the area. In the 1940's the City engineer asked the park board to turn this area into a playground. Initially, the City did not jump at this opportunity due to the prior history of the land, but the City later realized how it could be valuable to create a playground, and designated the 30-acre site for park and recreation purposes, as authorized in a Planning Commission Ordinance. When they found fermented garbage upon construction, the City Council petitioned and the area was filled property with dirt in grading. Two acres of the area was suitable for building and had a ballfield, floodlight, and a drinking fountain installed. The community also raised funds for swings, and sought additional funding for recreational amenities. In 1952, there were plans to put up a fence separating the school playground from the playfield. A letter to Honorable Charles Carroll of City Council from Paul Brown, the Superintendent of Parks, stated that, "...eventually the entire playfield should be fenced otherwise, children running after balls in the street might be injured" (Brown, 1951). At that same time, the community named the area Judkins Street Playground (Figure 5.4). In 1959, Washington Junior High School was relocated next to the playground (Seattle Department of Parks and Recreation Property Management Archives, 1959).

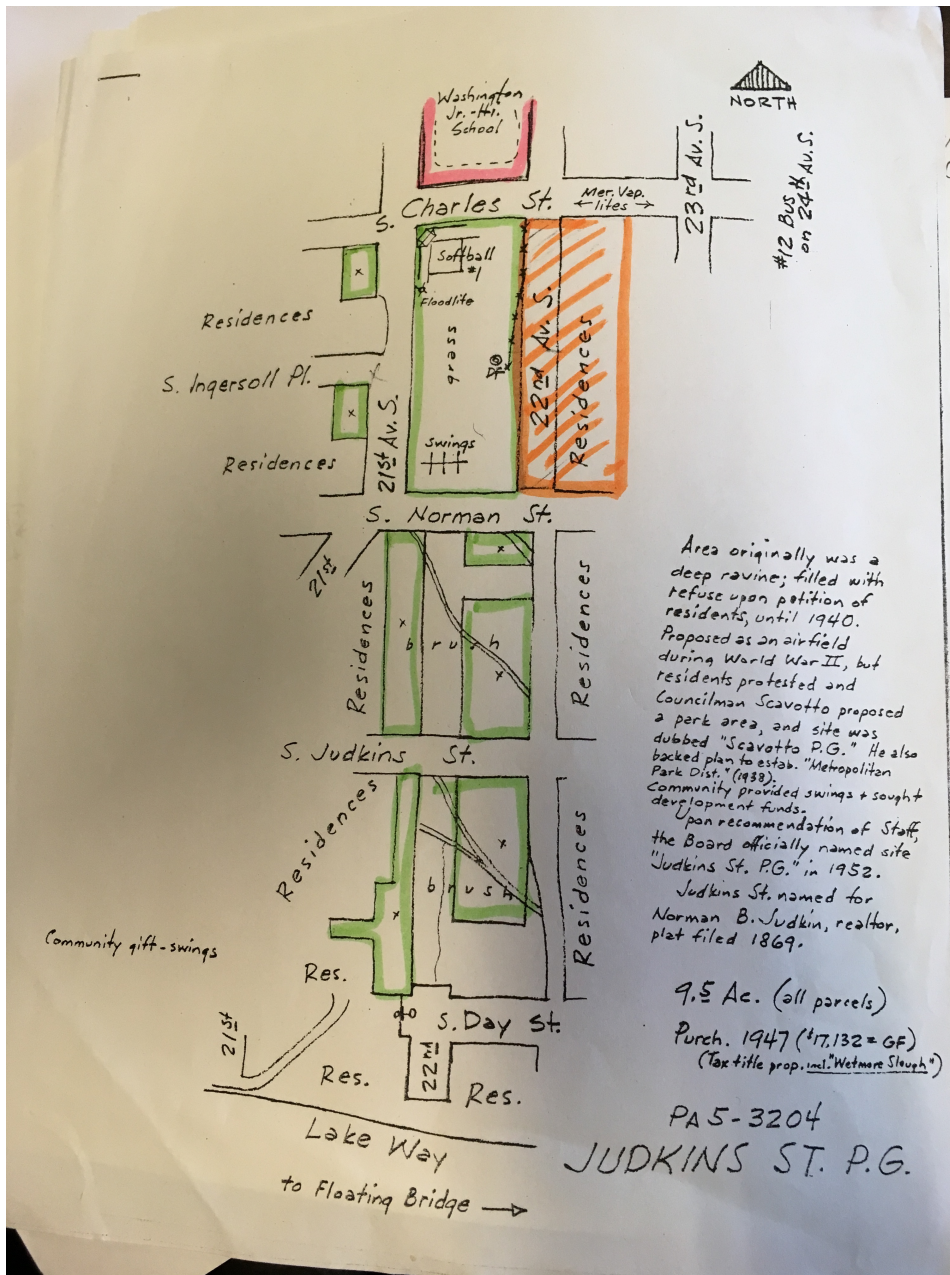


Figure 5.4. 1950's Design plan for Judkins Street Playground. The text on the document reports on the history of the park, how it was originally a deep ravine filled with refuse, and later proposed as an airfield in 1940. Residents protested this, and with help from Councilman Scavatto, a park area was proposed. Retrieved from Seattle Department of Parks and Recreation Property Management Archives

However, as time went on the Judkins Street Playground deteriorated and could not continue meeting the needs of the population. In a letter to the City, the community reports of not having the appropriate standards of green space for having, which was one acre for every 800 persons.

At the time, the population of the central area was about 72,000 people. Under a section of their complaint entitled “Community Thinking on Design”, they requested maintenance on Judkins Street Playground and to “...add to the existing facilities with teeter-totters, tether ball, slides, sand boxes, wading pool, and small shelter-house with toilet facilities” (Citizens Committee, 1958). In March 19, 1958, a Citizens Committee, made up of Jackson Street Community Council, Atlantic Street Center, residents of the central area, and the PTA, wrote a letter to Waldo Dahl, the president of the board of Park Commissioners. The letter stated how there were rumors of a proposed park in their neighborhood adjacent to the Judkins Street Playground, and inquired what the “...community might do to speed its badly needed development...”. This letter discussed their “urgent need and desire of the Central Community for a park”, asking for plans and drawings to be drafted to speed up the development of the park and claim purpose for the land where the proposed park would be built. The present park was developed in 1974-1977 with funding from a Forward Thrust project. The park was made up of three levels (Figure 5.5), which were the upper level, intermediate level, and the lower level. The upper level, north of Charles Street was on leased property from Washington Middle School and had a baseball diamond, softball diamond, and a soccer pitch. The middle level, including the South Charles Street right-of-way and the southern area to South Norman Street, had a parking lot, an open lawn and play field, a shelterhouse, restroom, and a children’s play area. The lower level, which was between South Norman and South Judkins Street had a second parking lot, play area, game courts, picnic areas, and another shelterhouse (Seattle Parks and Recreation 1985).

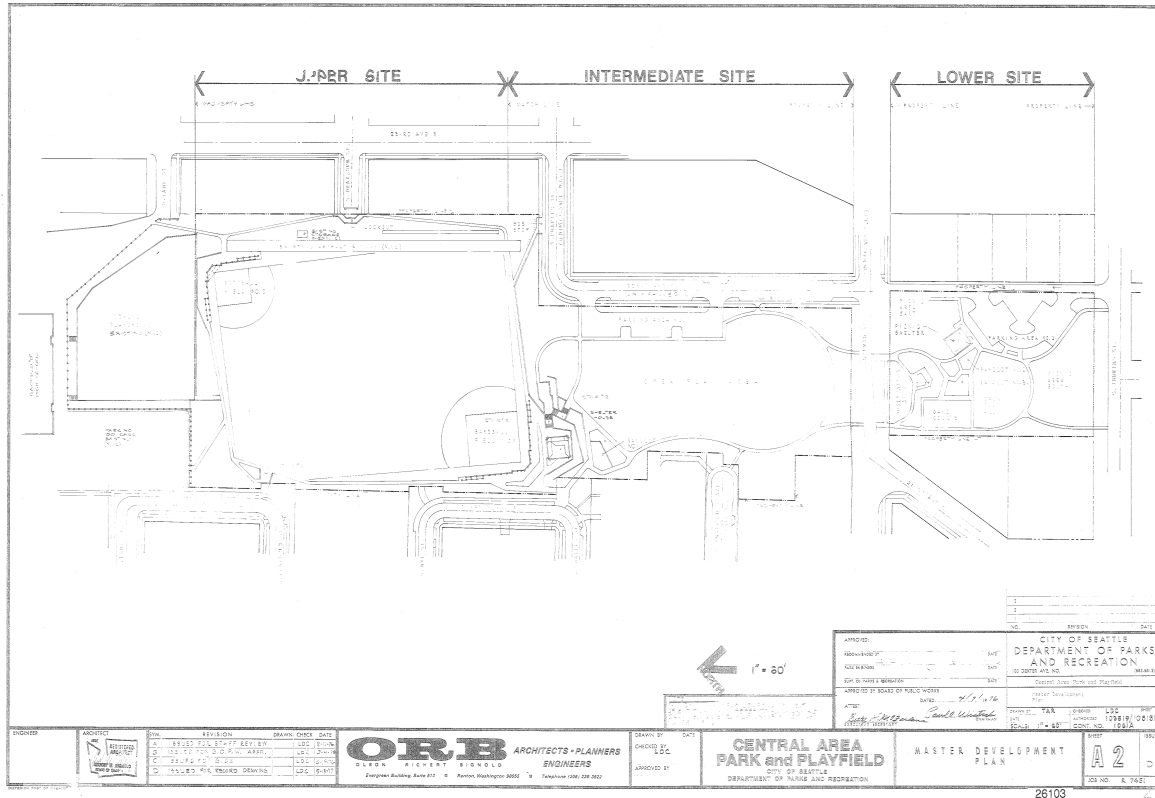


Figure 5.5. Design plan for three levels of the park, the Upper Site, Intermediate Site, and Lower Site. Retrieved from Olson, Richert, Bignold LLC (1976), City of Seattle Department of Parks and Recreation, Seattle, WA

In 1975, the Department of Parks and Recreation leased the 5.3 acres of land from Lake Washington Middle School. In turn, it was agreed that there would be joint use and access of the park for students. A little over a decade later, on March 9, 1985, a Design Program by the City of Seattle Parks and Recreation established a Design Program as a “major maintenance requirement” for Judkins Park. The City document states, “This program is to be used by the Project Manager and by the selected consultant to design and implement the project” (Seattle Parks and Recreation 1985).

In 1998, a trail was constructed to connect Judkins Park with three other parks in the area, Sam Smith Park, Blanche Lavizzo Park, and Pratt Park, in an effort to increase usage of these



Judkins Park went through many stages of acquisitions, development, expansions, and improvements (Figure 5.7). Through these steps, public involvement was always a consideration. The community brought up the need for such a green space, and continued to work on funding and designing the park. The Seattle Department of Parks and Recreation worked to design a park that was a result of engagement, such as that through fliers for public meetings, and offered opportunities to consider community needs.

<u>JUDKINS PARK &amp; PLAYFIELD</u>	
21ST Ave S & S Norman	
<u>Purchase:</u>	1947 \$17,132=GF tax title prop. for pk. & recr. purposes 1954 transf. "fill" prop "for park & recr. purposes" 1975 Lease of "Garfield "B" from school, 6.8 acres
<u>Acreage:</u>	14.1
<u>Develop:</u>	1976 Central Area P.F. site preparation \$7,450.71; Sun Up/JR Cont. 1978 \$916,280.63 Sun Up/JR Const. 1968 - 1978 expansion of site from 5.4 to 14.1 acres
<u>Elements:</u>	Shelterhouse, comfort station, play area, lawns, picnic areas, 1 baseball & 1 softball field or 2 football/soccer fields

Figure 5.7. City document showing history of expansions and acquisitions for Judkins Park. Retrieved from Seattle Department of Parks and Recreation Property Management Archives

## 5.3 Findings

### Design Intent

Seattle Parks and Recreation was the main organization involved in the creation and design of Judkins Park. There were many landscape architects involved in the design of the park, mainly Olsen Richert Bignold in 1976, Nakano Dennis in 1997, and Kim Baldwin in the early 2000's. This information was provided by Pamela Alspaugh, who was minimally involved in the design of the park. The City was involved in the acquisition of the land and determining it would

initially be used for Judkins Playground. It was also in the leasing of school property, conducting community engagement. The landscape architects were involved with making the design for the park. These plans show the basic layout of the park (Figure 5.10), including the upper, middle, and lower level of the park, as well as the vegetation and trees for landscaping (Figure 5.9). Other plans show where sites and amenities will be located, such as the picnic area on the side of S Judkins St, the shelter in the middle of the park, game courts east of 21<sup>st</sup> Ave S., the play area north of S. Norman St., and the sports field adjacent to the school playground (Figure 5.8).

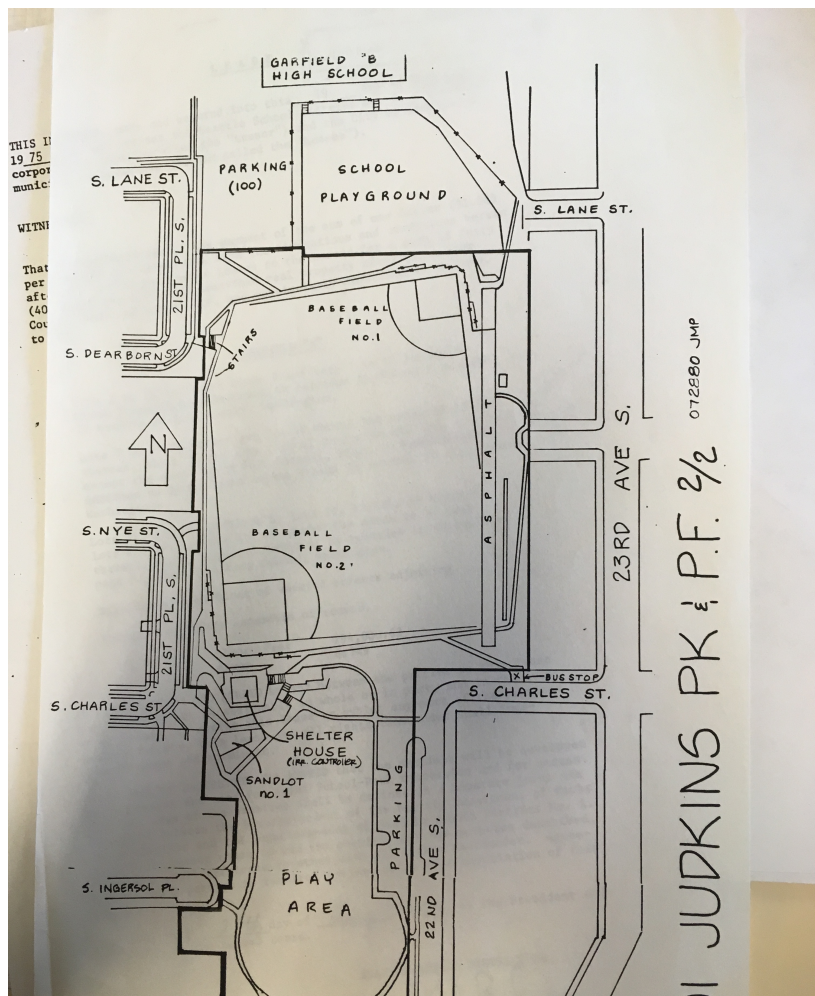


Figure 5.8. Design plans showing intentions for amenities and sites in the park. Retrieved from Seattle Municipal Archives.



Design plans for the park (Figure 5.8 and 5.10) display information pertaining to the interview question regarding amenities. This shows the intentions and importance of a shelterhouse, play area, and the lawns (Table 5.1). Later, a 1995 document sponsored by the Seattle Department of Parks and Recreation lists development activities. This includes two tennis courts, playgrounds, and benches. However, there were not documents that could explain which amenities were the most used in the park. These plans and documents also provide information to answer question three. Walking, biking, and picnicking are viewed as highly important due to the plans for the park. With the Central Park Trail designed to go through the park, as described in section 5.2, walking and biking were crucial priorities to the park. Also, plans for picnic tables showed up on multiple planning documents, indicating the importance of picnicking to the park. While reading was not explicitly listed on any documents as an important aspect to the park, various types of amenities and designs indicate that reading would be important to the park. These include the plans for the lawn, benches, and landscaping, which would indicate reading as a semi-important activity. However, it would most likely be rated as a 1 (least important), with walking, biking being rated as a 3 (most important), and picnicking a 2.

For the question about the designers' vision for the park, this can be answered through the various design plans and correspondence between Parks and Recreation. First, a vision for the park can be seen as one that is expansive, diversified, and large through the plans of having an upper, middle, and lower level. Additionally, stemming back from when the park was only the Judkins Playground, the vision for the park was to fit community needs and improve existing amenities, while also installing recreational items, the shelter, and landscaping. This illustrates the vision to make the park into something larger than just the playground, something that would

enable diversified use. Lastly, documents indicate that the vision for the park was to serve the surrounding community and react to community concerns, requests for maintenance, and desires for an urban green space. In terms of the designers' purpose for putting in certain amenities, the purposes of putting in the playground have been discussed in section 5.2. This was a response to community requests for a playground, and because the City realized it would be valuable to have a recreational area, as laid out in the Planning Commission Ordinance. As shown by documents, the purpose of the lawn was for green space, but no other reason was mentioned. The shelterhouse, picnic tables, sports courts, and benches were all responses to the Citizens Committee requests and demands, stemming from their 1958 letter to Waldo Dahl.

In terms of the question relating to community needs, the creation of Judkins Park addressed community needs. Starting with the creation of the playground, the Central Area community expressed its needs for recreation, and the playground was created. As time progressed, more amenities were installed in the park in response to "The urgent need and desire of the Central Community for a park" (1958). However, the Department of Parks and Recreation appeared to have mainly response to formal requests from neighborhood groups, which may have left certain community members out of the engagement process. Furthermore, there was a large amount of community engagement for the creation of Central Park Trail, which received an abundance of input on community needs. The response regarding expected use could be gathered from correspondence and actions in response to community requests. The playfield and playground were intended to be used by children and families. The designers also expected use from the adjacent Washington Middle School, as indicated in lease documents from the City with Seattle Public Schools. While a fence was built to separate the two, the lease agreement indicated that

students from the school would be able to use the park as well. Further, as amenities and sites were built in response to community requests, the intentions of the designers were to get high levels of use by the community. Since the park was built as an expansion to the Judkins Steet Playground, there was already heave enough use of the playground to justify expansion into the park. Thus, question pertaining to level of use could be answered in the 1950’s time period when the planners were creating the park itself. Furthermore, when the park was undergoing renovations in 1985, this indicates intentions for high levels of use.

### Design Intent for Each Amenity

<i>Design Intent for Each Amenity</i>				
Reflecting and texture pool	Use of lawn	Benches	Fountain	Playground
Not Present in Park	<ul style="list-style-type: none"> <li>- Community requests as revealed in letters</li> <li>- Open space</li> </ul>	<ul style="list-style-type: none"> <li>- Community requests and needs</li> <li>- Installed as addition to Judkins Street Playground</li> </ul>	Not Available at Park	<ul style="list-style-type: none"> <li>- Judkins Street Playground was original site for the park in 1940’s</li> <li>- Community requested play area on this land</li> <li>- City thought it would be beneficial</li> <li>- Playground was deteriorating in the 1950’s, and community worked to rebuild and expand</li> </ul>
Basketball Court	Tennis court	Barbeque	Shelter	Skatespot
<ul style="list-style-type: none"> <li>- Community requests</li> <li>- Part of designs</li> </ul>	<ul style="list-style-type: none"> <li>- Community requests</li> </ul>	<ul style="list-style-type: none"> <li>- Community requests</li> <li>-Inherently part of design</li> </ul>	<ul style="list-style-type: none"> <li>- Community requests</li> </ul>	<ul style="list-style-type: none"> <li>- Opened in 2012</li> <li>- Designed by Grindline</li> <li>-Response to skateboarders in park</li> </ul>

Table 5.1

## Usage

When asked how often a user visits the park, there were 42 responses. The largest response was everyday, with 40% of people choosing this option. The second most chosen option, at 29%, was once a week, followed by rarely/never, with 14% of respondents having chosen this option (Figure 5.11).

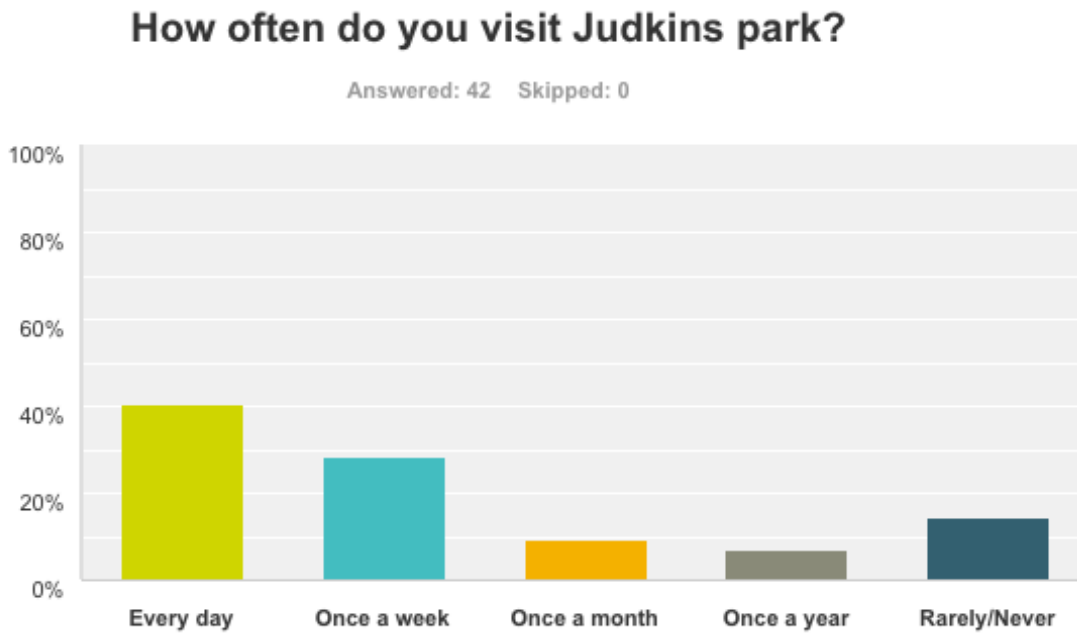


Figure 5.11

For the next question, common answers were, a safe place to play, a place to be active, a place for all ages, a place for kids to play, places to sit, green space, and a place to gather. Regarding the question on community needs, most common needs were for an off leash dog area, more lighting at night, picnic tables, more seating, more trees, better lighting, and aesthetically pleasing landscaping. Of the 38 respondents for the fourth question, 21 (55%) said that the park did meet the community's needs, mostly due to it being a large open space for many people to

gather. A total of 10 respondents (26%) felt that the park somewhat met community needs, or met them pretty well. Common reasons for this were that individual respondents felt that some population groups' needs were being met by the amenities in the park, while other groups' needs were not being met. A total of 4 people (11%) reported that the park did not fit their needs, and 3 people (8%) did not know. In response to the question about whether Judkins Park is highly used, 19 out of 38 people (50%) say that they believe Judkins Park is highly used, with top reasons being due to the variety of amenities that cater to many people, convenience for local residents, and simply because it is a great park. A total of 8 people (21%) reported that the park was highly used, but only for certain amenities, such as the skate park and sports fields, by specific groups, such as those who lived within a five to ten minute walk, or use fluctuated seasonally. A total 9 people (24%) said that they believe the park is not highly used, and 2 people (5%) did not know. Common reasons respondents gave for low levels of use were due to safety, lack of accommodations for all ages, and an absence of programming and design. For the question regarding how often one did an activity, "reading" had the greatest amount of people who never do this activity (70%), closely followed by "picnicking" (69%) with no one responding that they did it more than once per day. On the other hand, "walking" had the greatest amount of high usage indicators, with it having the highest amount of people who did it more than once per day (27%), and also had the highest percentage of people who do an activity often (46% of people walk 1-4 times per month). It also reportedly had the least amount of people who did it never (10%). "Biking" came in second for most prevalent activity, with it having an even distribution of the percentage of people who did it fairly often, with 21% of people having done it 1-4 times a month and 55% having done it never (Figure 5.12).

## How often do you do the following activities in this park?

Answered: 42 Skipped: 0

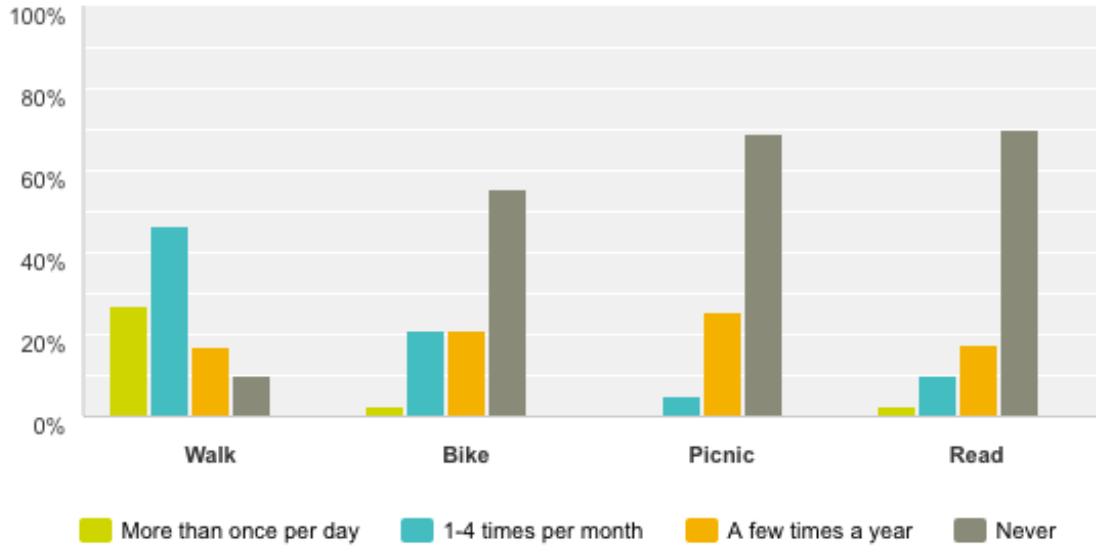


Figure 5.12

For the question about amenity use, the highest use was of the lawn, which had 17% report that they used it more than once per day. The second highest use of an amenity, with the most respondents reporting that they used it 1-4 times per month, were the benches, which had a response of 38% of people. Benches also had the highest combined use of high-use indicators (42% of people responded that they use it more than once per day or 1-4 times per month), and had the least amount of people who use them never, at 2% of respondents. The most people who reported to never use an amenity at 76% was the barbecue, followed by the skatespot, at 69% of people never using it. In fact, the lowest option of usage, “never”, had the highest average percentage for overall amenity use, at 52.58%, compared to the average lowest chosen option of usage for all amenities, “more than once per day”, at 4.2% of respondents (Table 5.2).

## Amenity Use

<i>Amenity Use</i>										
Frequency (% of respondents)	Reflecting and texture pool	Use of lawn	Benches	Fountain	Playground	Basketball Court	Tennis court	Barbeque	Shelter	Skate-spot
More than once/day	Not Present	17%	10%	Not Present	8%	0%	3%	0%	0%	0%
1-4 times/month	Not Present	22%	32%	Not Present	5%	5%	5%	0%	5%	0%
A few times a year	Not Present	34%	30%	Not Present	30%	13%	3%	20%	13%	13%
Never	Not Present	22%	27%	Not Present	45%	65%	59%	73%	68%	69%
N/A	Not Present	5%	2%	Not Present	13%	18%	31%	8%	15%	18%

Table 5.2

Throughout the four different days of observations there were some clear trends in how the park was used. Walking was the highest activity that occurred in the park for each recorded day, with an overall average of thirteen people walking during the two-hour time frames. In contrast, picnicking appeared to be the activity that occurred the least, with an average of zero occurrences over the four days (Table 5.3).

The lawn was the highest used amenity at the park, with an average of 9 users over the four days. Second came the shelter, with an average of eight users. Next, the skate park, with an average of 7 users over the four-day period, had the third highest level of use. In contrast, the barbeques were used the least amount, with an average of zero users. The second least used spot were the tennis courts, with an average of one person using the courts during the observation time frames. The most common age range were those between 30 and 39, at an average of fifteen people in this age range present in the park, compared to the lowest recorded age range of 70 to 79, which had an average of one person in this age range during the observation periods.

### Average Number of Users for Each Amenity

<i>Average Number of Users for Each Amenity</i>									
Reflecting and texture pool	Use of lawn	Benches	Fountain	Playground	Basketball Court	Tennis court	Barbeque	Shelter	Skate-spot
Not Present	9	6	Not Present	5	4	1	0	8	7

Table 5.3

## CHAPTER 6: DISCUSSIONS

### Design Intent and Community Needs

The Olmsted Brothers designed the original Cal Anderson Park with human experience in mind. It was designed to meet the needs of users, or at least what the Olmsted Bros felt the needs of humans were (Rich 2016). Every amenity that was installed in the park had a purpose, which was to enjoy and relax each amenity and site of the park. For the 2005 redesign, the most common theme of the design intent was to balance the preservation of historic designs, as well as accommodate community needs. This was reflected in findings on intent for amenities. Of the nine amenities asked about, six were put in the park due to community requests, and three were preserved from the original park design. The design intent for Judkins Park was based on community needs, with six out of the seven amenities being built in response to letters written by community groups. In all, the community needs were the major factor in designing Cal Anderson Park, especially with considerations of how the park would be used, from the reflecting and texture pool blocking out noises from the external urban fabric, to the positioning of the playground. In alignment with these intentions, 69% of park users believe the park fits their needs, and another 29% believe it does fit their needs to some capacity. With just 3% responding that the park does not fit their needs, it can be concluded that the design intent for Cal Anderson Park matches the community's needs. As with Judkins Park, the majority of respondents (55%) also said that the park met the community's needs. With 11% responding that the park does not fit their needs, it can also be concluded that Judkins Park met the community's needs. Thus, both parks were designed with intent to meet community needs.

### Community Aspirations and Usage

Levels of usage differed between the two parks. Cal Anderson Park had lower levels of community usage than Judkins Park. In terms of visitation, only 13% of respondents said that they go to the park everyday, compared to the 40% of community respondents who visit the park everyday. Though, 42% of respondents for Cal Anderson reported that they visit the park once a week. However, perception of use differed, where 84% of respondents at Cal Anderson said that they believed the park was highly used, compared to 50% of respondents in the Central District neighborhood believing Judkins Park is highly used. Additionally, observations revealed that there was a significant amount of people at the Cal Anderson Park, with a maximum amount of recorded people using amenities or performing activities in a fifteen-minute timeslot being 112 people. These numbers surpass Judkins Park's maximum usage of 22 people, which is relatively low actual usage compared to Cal Anderson.

Additionally, activities that were important to the designer, such as walking, reading, and picnicking, influenced the design of the park. The activities that were of highest importance in the design intent also occur the most often. The activity that was least important in the design intent, biking, it also the least occurred activity, according to the questionnaire, and also showed low levels of occurrence from the observation analysis. Thus, there is a match between how a designer values an activity and magnitude an activity occurs in the park.

### Use of Unprogrammed Sites

This study also offers insight on the value of unprogrammed sites within a park. Both parks showed uniformity in how unprogrammed space was used. Outcomes of the questionnaire and

observations showed that the lawn was the highest used amenity, and walking was the most occurred activity, both types of spaces and activities that typically develop organically without the need of programming. The design intent of the lawn for Cal Anderson was to have unprogrammed, open space. This appears to be what the community actually wanted due the data outcomes. This supports Frederick Law Olmsted, and later, the Olmsted Bros' belief that parks should be planned for unprogrammed use and to be enjoyed in a relaxed way by the user (Rich 2016).

While both parks are programmed spaces designed with intentions to incorporate community aspirations, Cal Anderson Park was designed as a highly programmed space with many amenities, whereas Judkins Parks has more opportunity for flexible space due to the large lawn area and multiple levels. Cal Anderson Park had overall less intensity of park visitation and amenities weren't highly used, where most amenities had many respondents saying they never used them. Judkins Park had greater amounts of visitation and higher amenity use, where there was a more even distribution of respondents saying they used amenities frequently. Thus, this research shows that the parks that had opportunity for more flexible spaces had higher park visitation and use. This suggests that there is merit in allowing spaces to evolve naturally without design intervention. With this in mind, as new parks are developed, there may not be need to put energy into park design or resources into building certain amenities.

In *Urban Open Space: Designing for User Needs*, it's argued that places should be created, "not just designed" (Francis, 66, 2003). The results provide evidence that users prefer user to of space to form at the users' discretion, suggesting that design intent should be less structured so

activities can be formed over time. There is need for spaces to be flexible because the programmed activities aren't being used as highly and the programming of activities is wasteful. Parks could receive the same, or even higher use, whether or not they're programmed. Thus, as this research shows, cities may not need to spend money on designing spaces if flexible spaces that aren't highly designed are getting the greatest amount of use. Moreover, if flexible spaces are being used the greatest, then there may not be need for a park in particular communities. If walking are the most frequently occurred activities at both parks, it is important to assess the actual need for a park at all. Perhaps other spaces, such as trails, walking paths, or more street trees on sidewalks, are needed, and can provide more efficient use of resources and space. It is therefore helpful to look at flexible uses of space to understand whether a park is actually needed in a community or if another type of space could compensate.

### Conducting a Post-Design Evaluation

This post-design evaluation used a questionnaire distributed to the communities and an observation analysis at the parks to look at usage. In doing so, these two methodological elements proved to gather a holistic understanding on usage. Each method proved to collect different results on level and type of usage that was occurring in the park. Thus, the researcher would not have been able to collect well-rounded and accurate data if only one of these methods for data collection on usage was used. In administering both methods as part of the research methodology, better conclusions were made on how the parks were being used due to the breadth and dynamic methods of data collection.

### Gaps

The observation and questionnaire were essential parts of the analysis to cover any gaps and get a holistic understanding of park use. Though, they each yielded different results on levels of

intensity of use for each amenity. The questionnaire given to the Capitol Hill community revealed that many respondents rarely use the amenities provided in the park, compared to the Judkins Park questionnaire showing a more even distribution of amenity use. Alternatively, the observation analysis showed that amenities, some more than others, were being used quite intensely at Cal Anderson Park, whereas those in Judkins Park had actual lower levels of use. The questionnaire also revealed that the majority of respondents (40%) visit Judkins Park everyday. The majority of respondents believe that the park is highly used (50%) with an additional 21% responding that the park is highly used for certain amenities. However, observations show low levels of amenity use and park visitation.

These results also illustrated a difference in results obtained from a questionnaire and those obtained from an observation analysis. Actual park use at Cal Anderson Park illustrated high levels of use. However, community members didn't reveal high levels of visiting the park or amenity use, but did report perceived high levels of use. On the other hand, while actual usage of Judkins Park is lower, the community visits the park more often and reported higher levels of amenity use, but their perceived usage of the park is low. This provides insight as to how community members and park users should both be reached when considering needs of a community in designing a park. By not only listening to community group request, but those of actual park users as well, more needs can be encompassed in the design process.

The differences in results also show that perhaps park observations should be altered to be longer and more inclusive of the greater community to get more well-rounded results. This proves that park planning is complex and it's difficult to design for all demographics and groups.

Moreso, this brings up ethics and issues with how community members should be reached and surveyed to understand greater needs for the entirety of a community, rather than just hearing from people who have interest in a park already because park users utilize a park differently than the community as a whole. Therefore, design intent should not only match community needs of those who submit requests and express specific wants, but to those who actually use the park, in order to get a holistic idea of how a park will be used. In doing so, designers and planners can build parks that are efficient uses of City resources and parkland.

## CHAPTER 7: CONCLUSION

Urban green space has physical, mental, social, and environmental benefits. Given this, why are some parks underutilized? This study began with a goal to understand whether design intent correlates with park usage, and it was found that measuring how park design influences usage is complex. Starting with the creation of Central Park, designers have been attempting to meet community needs in their park designs. Frederick Law Olmsted sought to design for user experience, enjoyment, and functionality through Central Park, and later transformed the otherwise industrial city of Buffalo by creating the Buffalo Park System of interconnecting parks. While public engagement wasn't as prominent throughout this time, Olmsted kept user needs in mind when creating larger parks and set the precedent for park design of future urban parks. Community needs for a park can vary and differ between organizations, but there is consensus on what communities need from parks, such as seating, lighting, landscaping, and programming. Though, it appears that solely meeting these needs may not influence how often a park is used.

The design of Cal Anderson Park is a case where design intent incorporated community needs. When redesigning the park, the designer upheld the intention to preserve old Olmstedian principles in which the park was built, while also designing for contemporary needs. Community requests were considered throughout the design process, with workshops and open houses held for the community. Out of nine amenities, six were put in the park as a response to community requests. The remaining three amenities were already part of the park, but were chosen to stay, in an effort to preserve what was historically at the park. In turn, the community responded that the

park fit their needs, saying that it provided open space, was a good spot to hold events, and served as a spot to instill community culture, such as the LGBTQ community. In terms of usage, the community didn't visit the park too often and most people indicated rarely using amenities, such as the barbecue and basketball courts. Actual usage from observations was different, where there was actually high intensity of usage by park users, in contrast to how the community reportedly used the park. Many amenities were highly used, with the lawn still showing highest intensity of usage. This suggests that the community doesn't use Cal Anderson as much as park visitors are actually using the park.

Judkins Park was a case study that showed design intentions to meet community needs. All amenities in the park were created in response to community requests for a play area, open space, and more greenery in the neighborhood. The majority of the community said that the park met their needs because it provided open space, and many said it somewhat met their needs, mainly indicating that some aspects of the park met particular groups' needs, while other groups' needs that weren't their own, weren't being met. The park had high usage reported by the community, with a large amount of people visiting the park everyday, and an even distribution of people using amenities at different frequencies. Though, actual usage differed from that of reported community usage. The park had low intensity of actual visitation and usage of amenities. This suggests that the community had higher levels of park usage than visitors.

While this study sought to understand how park design intent influences intensity of park usage, it also exposed the great differences in whose needs are considered when designing parks. The designers intended to meet community needs, willingly responding to community requests and

holding workshops for public engagement. This showed a difference in how park users use a park, as opposed to how a community uses a park. While Cal Anderson reportedly had low use by the community, it had intense use by park visitors. On the other hand, Judkins Park had reportedly higher use by the community, but comparably lower use by park visitors. Therefore, there are differences between community usage of a park and actual usage, showing the complications when designing parks and who they should be designed for. When designing for successful parks, there are opportunities for more voices to be heard in order to get true usage out of parks that cities, planning departments, and designers hope for. There are disparities between who is expressing certain needs for a park and who is using the park, causing inefficient park planning and design. This project also revealed the importance of unprogrammed activities in parks. Users and community members showed their preference for unprogrammed activities and space in the park. This shows that there is merit in allowing places to evolve naturally without the need for design intervention. Therefore, this study provided a platform for future studies to understand if not design, what factors do influence park use. More questionnaires could be distributed, and extended observations should be conducted for a proper analysis that doesn't have to abide the time constraints present during this thesis.

The methodological approach of this study looked at park design, needs, and usage through a holistic approach. Conducting design intent analysis through interviews and archival documents provided in-depth perspectives on park design purposes through primary research. Issuing questionnaires and conducting an observation analysis provided the opportunity to understand what the community thought of the park, what they used most often, and how they perceived the park to meet their needs. The observation analysis covered how park users are actually using

amenities and the intensity of park use at a given time. This covered research gaps by gathering data on needs and usage from both the community and park users. It enabled the researcher and the public to get a thorough and well-rounded understanding of the park's usage, thereby enabling the researcher to come to more accurate conclusions that wouldn't have otherwise occurred.

Post-design evaluations aren't conducted often because they are time consuming, expensive, and not viewed as a priority. This study contributed to the small pool of post-design evaluations and developed methodological recommendations for what works in this type of evaluation. Further, it shows how post-design evaluations are useful to the field, and should be conducted more often.

From this post-design evaluation, academics and the public were able to look at how Cal Anderson and Judkins Park have been functioning since their designs, expansions, and redesigns. City Planners were also able to get a better understanding of how this park is currently being used, and that despite appearances of high usage, such as the case of Cal Anderson, or low usage, such as with Judkins Park, the way that the community feels about the park is different.

Furthermore, This study should be taken into consideration when designing for new parks in urban areas in order to plan for a well utilized, highly used, and successful park. In understanding how design intent affects usage, that there are sincere efforts, but gaps in outreach still remain, cities can work towards developing a holistic approach to park design engagement in order to get all people using parks that fit their needs and provide planners and designers with the resources to create efficient, well utilized urban parks.

## 7.1 Future Research

The results from this thesis show that design may not be the only factor that affects park use. There are many other variables to consider when looking at why and how a park is used. Demographics, such as age, gender, socioeconomic class, and physical ability can all be determinants of why a community park isn't getting high intensity of usage. While design intent plays a factor in park usage, it isn't the only indicator. Additional studies should be conducted on various factors that influence park usage in order to further understand why parks are used the way they are. This study provides preliminary conclusions that contribute to the field of park design, and serves as a jumping off point for further research to be conducted. Additional studies and research stemming from this study will give City governments and landscape architects a better understanding of how to build well-used and efficient parks.

When conducting a post-design evaluation, the methodology used in this thesis should be replicated. Face-to-face interviews offered data collection from a primary source and gave detailed insight on design intent. Further, if a landscape architect isn't available, surveying archival documents through the lens of the interview questions compensates for an interview and offers an insight to the decision making at the time of the park design. Additionally, both questionnaires and observation analyses should be used to collect data on usage in future post-design evaluations. In using both methods, the researcher is able to collect data in the most well-rounded and accurate way. Using just one method is not sufficient and will not produce an accurate depiction of usage. Both methods should be incorporated as a standard in post-design evaluations in order to produce the most accurate findings.

Parks and Recreation Departments should conduct more post-design evaluations. This thesis shows that community needs aspirations as time progresses. A designer may have put in a certain amenity when a park was initially built that no longer serve the needs of a community. This results in amenities being wasted and unused. For example, research in the field of needs produced findings that spaces to read are important in parks (Francis, 2003). However, this study showed that reading wasn't an activity that occurs in parks anymore. With changing trends and technologies, activities that occur in parks also change. If post-design evaluations were done frequently, parks would be updated to meet contemporary needs. Looking forward, this also justifies that parks should be created to fit current needs and usage trends. This research suggests that not every community may need a park, and perhaps other spaces could serve the needs of a community, especially as flexible spaces are becoming more used and needed by residents. Conducting a post-design evaluation has proven yield important results on the state of our parks in this thesis. Conducting more frequent post-design evaluations in cities throughout the world will enable researchers to make more accurate conclusions and understandings on park designs and usage and will contribute to the field in larger and more profound ways.

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# APPENDIX

**Identifying Factors that Influence Success of a Multi-Purpose Park**

*I am conducting a study for my Master's thesis at the University of Washington College of Built Environments. Your answers will help me identify whether intentions of park design match how a park is actually used. Thank you for your time and participation.*

*Your responses will be kept anonymous. Only your views expressed in terms of park design will be used for analysis in this study.*

1) How were you involved in the planning of Cal Anderson Park?

2) What do you think are the most used amenities in the park? Please rank them based on which is most used.

Reflecting and texture pool \_\_\_\_\_

The lawn \_\_\_\_\_

Benches \_\_\_\_\_

Fountain \_\_\_\_\_

Playground \_\_\_\_\_

Basketball Court \_\_\_\_\_

Tennis Court \_\_\_\_\_

Barbeque \_\_\_\_\_

Shelter \_\_\_\_\_

Skatespot \_\_\_\_\_

3) What do you think Cal Anderson Park should be used for? Please rate their importance on a scale of 1-3 (1 being least important)

Walking \_\_\_\_\_

Biking \_\_\_\_\_

Interview Questions

Created and Issued by Melanie Harris

Picnicking \_\_\_\_\_

Reading \_\_\_\_\_

4) What was your vision for the park?

5) What was the purpose for putting in the following amenities (Please put N/A if the park does not have this amenity)?

Reflecting and texture pool-

The lawn-

Benches-

Playground-

Basketball Court-

Tennis Court-

Barbeque-

Shelter-

Skatespot -

Picnic Tables-

6) Did you intend to address community needs?

7) What type of use did you expect for this park?

8) How would you measure intensity of use in this park?



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# Cal Anderson Park Design Survey

Summary → Design Survey → Collect Responses → Analyze Results



Score my Survey Preview & Test Print Next →

## QUESTION BANK



PAGE 1

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THEMES



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OPTIONS



## Cal Anderson Park Design Survey

### Identifying Factors that Influence Success of a Multi-Purpose Park

*I am conducting a study for my Master's thesis at the University of Washington College of Built Environments. Your answers will help me identify whether intentions of park design match how a park is actually used. Thank you for your time and feedback.*

Your responses will be kept anonymous. Only your views expressed in terms of park design will be used for analysis in this study.

#### 1. How often do you visit Cal Anderson park?

- Every day
- Once a week
- Once a month
- Once a year
- Rarely/Never

#### 2. What do you believe the community needs from a local park?

#### 3. What do you want in this park that's not yet available?

#### 4. Does Cal Anderson park fit your community's needs? Briefly explain

#### 5. Do you believe Cal Anderson park is highly used? Why?

## 6. How often do you do the following activities in this park?

	More than once per day	1-4 times per month	A few times a year	Never	
Walk	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Bike	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Picnic	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Read	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

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## 7. Please specify how often yo

	More than once per day	1-4 times per month	A few times a year	Never	N/A
Reflecting and texture pool	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
The lawn	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Benches	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Fountain	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Playground	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Basketball Court	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
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Shelter	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Skatespot	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

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or [Copy and paste questions](#)

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Done

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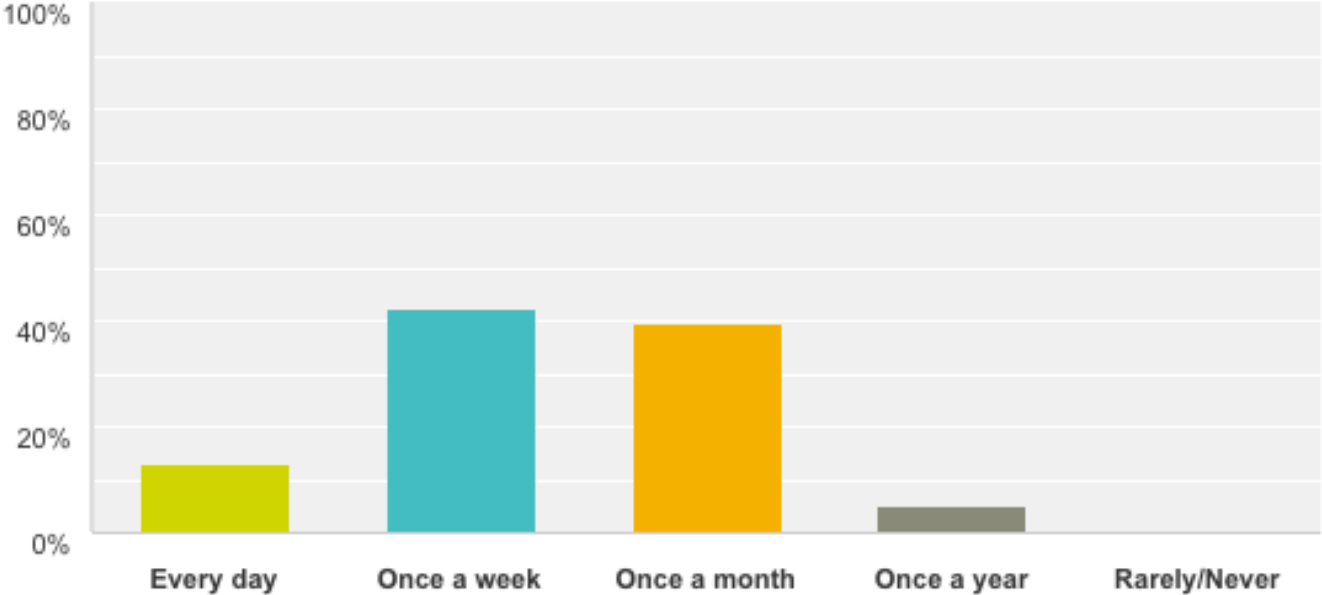
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# How often do you visit Cal Anderson park?

Answered: 38 Skipped: 0



<b>What do you believe the community needs from a local park?</b>
A multi-functional space to serve all community members (and their dogs!) places to gather
Green space this will sound contradictory but nooks and crannies of some feeling of coziness or privacy within the park, a feeling of being within nature, but at the same time a sense of safety.
place to gather, interact with nature, open space to soak up the sun in a dreary city
greenery, a safe gathering space, visual relief, beauty
Trees, grass, place for community to gather
A local park needs open space for the community to help transform it.
Outdoor space outside the home, a place for community to gather
A shared yard. A place to play
Safe, clean space
Space to be and play and see each other.
Open green space to relax, especially in population-dense areas where people don't have their own yards.
Comfortable space that is welcoming and has a variety of ways to experience it.
Open space
Green spaces with trees, safe places to sit, relax/eat food/reflect, meet others, bathrooms, water fountain, paths for walking
Space to play, to be in nature, to gather!
A place to be outdoors that feels as safe and inviting as your own living room.
Gathering, recreation, and lounging space.
Space and access
Open space, greenery, gathering place.
Multiple uses, maintenance, accessibility, community events
a clean, green, lovely place to stroll through or gather in
Safe green spaces to relax, meet with others, and exercise.
space.. for play, for solitude, for nature, for events
Peace and tranquility
Open space. Trees. Green space. A place of quiet with no traffic, sirens.
Athletics facilities, green space, and natural beauty
Variety of designated spaces for both communal and individual activities
A park should be like a giant, public backyard
Better and safer restrooms
Open green space
Clean, open spaces
a place where people can interact and enjoy green space
Green space, lawn to sprawl on. Clean and safe environment.
Safety, nature, open space, designated recreation areas
Open space for a variety of activities (both solo and interactive); also need to have facilities be well-maintained; good sightlines both during the day and at night; things for a variety of people to do

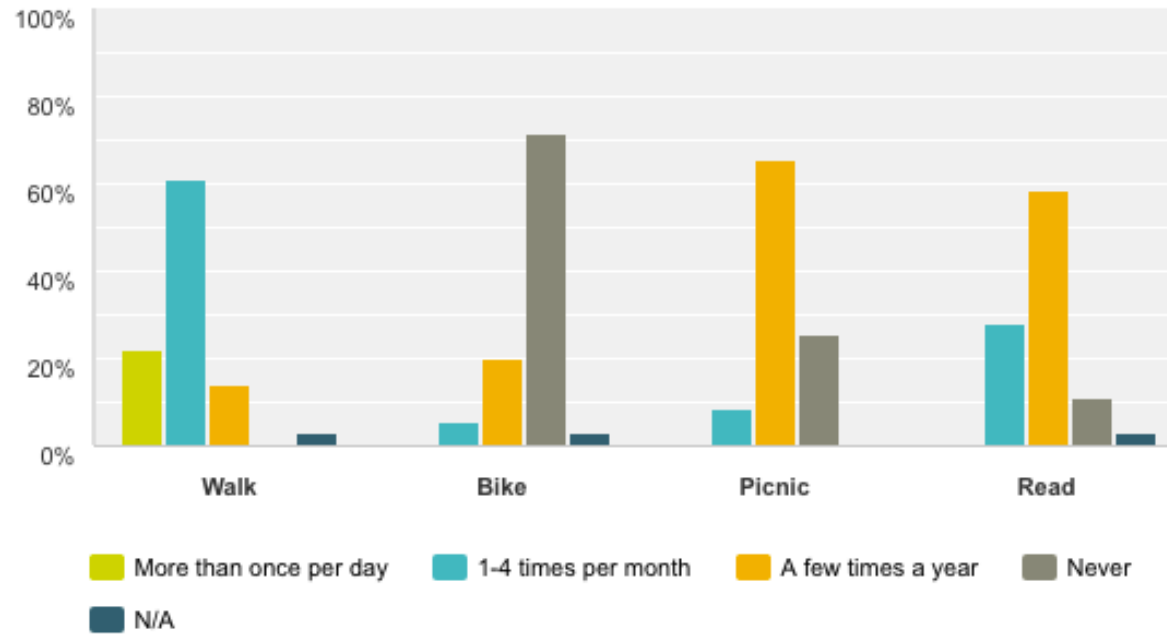
What do you want in this park that's not yet available?
Some trees for shades or for hanging a hammock
more lighting at night
i get that it's not a volunteer park sized situation and is overall a rectangle. i just don't feel safe in the park even in daylight.
dog park
pollinator gardens
Less homeless summer music events
Perhaps more sheltered area; I realize that this type of area will probably be predominately used by the homeless population. Also, it would be wonderful if there was more space for art displays. I like the mural installations by Washington Middle School students on the Lincoln Reservoir. During the light rail station construction, there was art displayed on the walls, which was nice. It is always nice when local parks celebrate art from the community.
A off leash dog area
Off leash dog area
More consistent food truck presence.
Maybe more lighting at night?
Better BBQ space
Concessions
Safety
Cleaner bathrooms! And NO dogs off-leash. Wading pool open earlier, longer, & for more days!
I love Cal Anderson but wish it had a few more trees.
Dog poop free lawns for lounging
I can't think of anything.
Shade at the kids playground during the summer!
nothing, all I need from Cal Anderson is there
Reduction in upward light pollution, pull-up bars at adult heights
Better lighting which doesn't fill the sky.
Nothing
More Sense of safety. Less "drug use in your face".
More trees?
Community garden!
Toilet paper. More covered areas and tables.
BBQ'
Better bathrooms
Clean bathrooms, more benches/sitting areas
for the space it encompasses it has everything it needs
Better lawn space, the lawn looks terrible in the summer. More public features like vendors (street food cart, beverage cart, music, buskers).
I stopped going to cal Anderson because it was often dirty and felt unsafe and many times of day.
I would like to have a coffee stand in/near the park that would help keep eyes on the park and also give people more reasons to go into the park; I would like to see the park be better maintained (e.g. the fountain and reflecting pool, the bathrooms, graffiti control, lighting fixtures, etc.); I would also like to see better interpretive materials and signage (e.g. at entrances to the park and about Cal Anderson the individual after whom the park is named); I would like to see some outdoor fitness equipment at Cal Anderson Park, I would also like to see the lighting to be improved (see the recent lighting study recommendations); I would also like to see more parks staff and programming in the park to ensure that bathrooms remain clean and graffiti and other maintenance issues are addressed quickly.

<b>Does Cal Anderson Park fit your community's needs? Briefly explain</b>
Yes; it's a nice place to sit and chat, have a snack, lay out in the sun, etc
yes
for some public events yes, like trans pride and the playfield with its weird plastic grass that smells strange i guess makes people happy but overall the park has no soul to me.
yes, its filled with all walks of life from capital hill. many different people use it
Yes it's like my backyard
I would say that it fits the needs of the community. There is a lot of open space, which allows for people to use the space as desired. It is a meeting place for political demonstrations I have , I see people playing frisbee, sleeping, reading, etc.. I know that all-gender restrooms are in the process of being installed in Cal Anderson, which will benefit the community. A year or two ago, there was an increase in crime in Cal Anderson, though I believe that it has gone down recently.
Yes
Lately, yes. It's a much safer area than it once was, ever since they opened up the light rail station
Yes - social space where it's safe to be gay.
I think so, but depends on what you mean by "your community." It provides areas for both organized and non-organized recreation as well as spots to relax. And I guess providing bathrooms for those who don't have their own is also nice, that meets a need.
Yes. Large park with variety of spaces.
Yes and more so if I lived closer
Yes! I have an 8 year old & we are there quite often!
Yes! I primarily like to go to the park to read or eat an ice cream cone or a burger. I love that Cal Anderson has lots of space to stake out a spot to hang out without feeling like I am invading anyone else's space.
Yes, successful use of lid with space given back to the public.
Yes
I can only answer that meets all of my needs.
Yes, so much one can do there, plus maintained so the high usage doesn't destroy everything
yes, it's a clean, green, lovely place to stroll through or gather in
Ish. I bike around it a lot, but not inside the park because of the gravel paths and my narrow bike tires. I also avoid walking in or alongside the park at night for safety. The park's nighttime lighting tends to illuminate the sky better than the paths or surrounding sidewalks.
Pretty much.
Yes. Lots of places to sit and chill and a very therapeutic water feature
Yes. Nicely designed park with many functions and interests.
Yes
Yes, all areas seem to be well used by various community members.
During summer months, yes. But the rest of the year it's always empty.
N/a
Yes
I have never thought about. We have a huge homeless problem in this city and many homeless people sleep there, so I guess it is filling a need.
yes, it is amenable to a wide variety of activities
Yes, but it could use more maintenance. It's sometimes not clean.
No.
I pass through the park every day at least twice on my way to/from the lightrail station. It's a beautiful park and I think it fits many needs. There are some who don't feel comfortable using the park and/or some of the park amenities (e.g. restrooms) due to maintenance concerns and I think the park could better meet community needs by addressing maintenance issues on an ongoing basis. The park should be staffed and funded as a downtown park based on its levels of usage and this would help it to better fit community needs.

<b>Do you believe Cal Anderson Park is highly used? Why?</b>
Yes, given its central location and proximity to the Capitol Hill Link Light Rail station
open spaces , cut through to/from Broadway, multi age, diverse activities going on
i guess it is. for sports, some community events, probably for some Seattle central students between classes. also it's used to find crime victims and for some people to camp out who may be homeless. and it's used for smoking and littering. i guess there's a swingset area and movies in summer. but i'm over it. i cut through the park very rarely. btw your next question seems to be missing the n/a heading on far right.
yes, its always busy and has users
Yes. Capitol Hill's resident population is 80% renters. The park is our backyard.
Yes it's a central location used by the whole neighborhood
I think that Cal Anderson is probably one of the most frequented parks in Seattle due to its urban location. It is a park that some people merely pass through to get from point A to point B while others hangout there with a book and others play basketball or bike polo. There are plenty of wonderful things to do in that space. Particularly when the sun comes out, the park is heavily used.
Yes
Yes and by many different communities
Yes, it's in a high traffic area. However, I wouldn't say it's too busy
Yes, very popular.
Yes, it's centrally located and easy to access from many different points and directions. It feels relatively safe and there aren't a lot of spots where you think somebody is hiding out ready to mug or murder you! I think the new turf surface is also a nice draw for people who want to do sports or just sit with friends without mud being an issue.
Yes. Dense neighborhood with huge need for open, active space
High density population
Yes, many people visit all times of year
Yes! Especially once the weather is nice, there's plenty of people there - but not so many that it's overcrowded!
Of course. There are usually always people there, TONS on sunny days, and there's always something interesting going on - people playing with dogs, bike polo, etc.
Yes, good location, large, various activity areas, peaceful.
Yes, it's always packed!
Yes. There are always people there. There are big events there each year. It is a great place to do nothing but lay in the grass. An important thing these days is age.
Yes--multiple uses avail to almost all, well maintained, plus in high density neighborhood
yes, especially in warm weather. I see many happy people there in spring and summer.
Yes, it is a pleasant, decently-maintained park in a dense neighborhood and offers dedicated spaces for athletic activities. For many residents and local workers it is only nearby green space to enjoy the sun on a nice day. [Related, what do you mean by use the fountain? I look at it any time I walk by, several times a month, but sit on the brick wall around it less often. Or does using the fountain mean making the questionable decision to wade through the pool and climb it?]
Yes. It is a flexible space.
Yes. It's the yard that most people on the hill don't have
Many uses. Play field, solitude. Quiet.
Yes. It is almost always fairly crowded
Yes, the plurality of use-specific places allows for many activities to simultaneously occur at all times of the day
Only when it's sunny. Nothing is covered, so it goes unused 75% of the year.
Mostly by sports
Yes because of proximity and programming
Yes, I walk by/through the park almost daily and it's always full of people
yes, because it is in an active neighbourhood
Yes. Because it's the only open space in that area.
Yes. The Park is in a very dense urban area.
The park is located in the middle of a very densely populated neighborhood where many people live in apartments (so they don't have their own open space), its a great place to go on a sunny day to people watch and to get some sun. Note: Question 7 below seemed to have some issues with settings (it would only let you select one thing per response level and included a number of amenities not present at Cal Anderson Park)

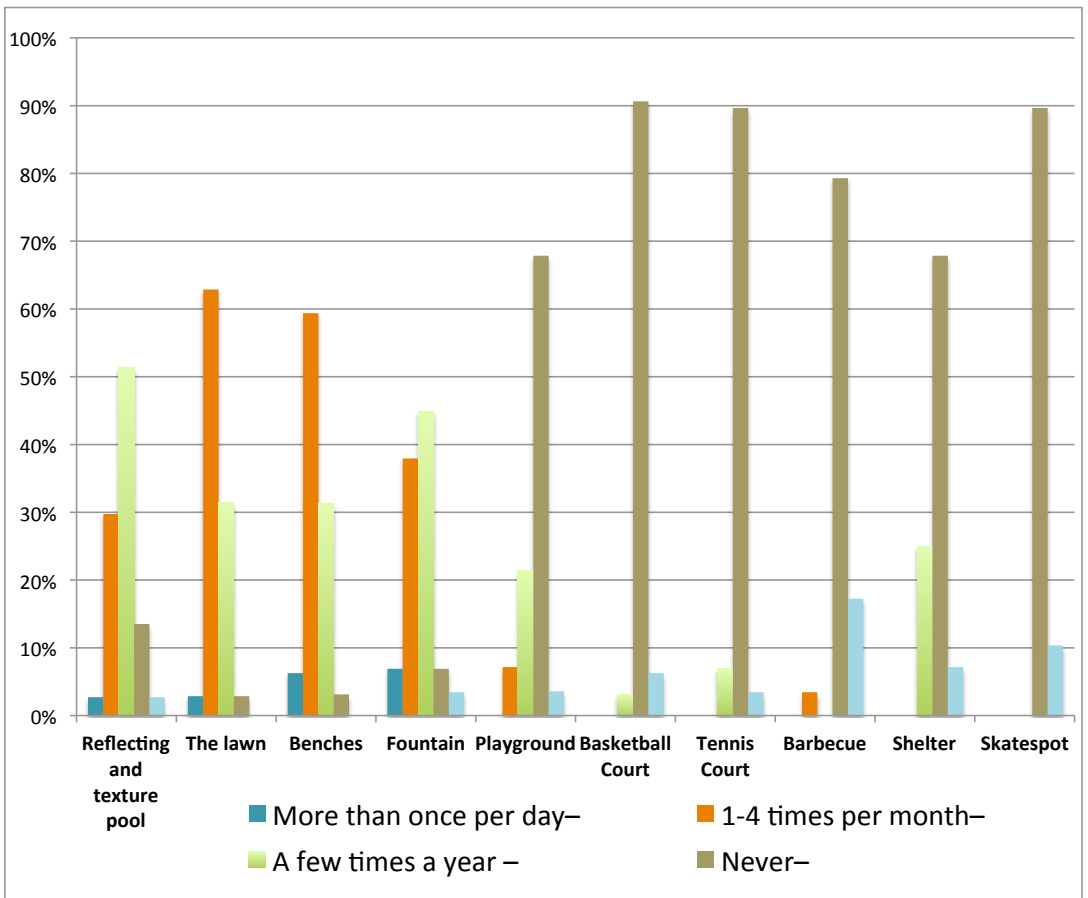
## How often do you do the following activities in this park?

Answered: 38 Skipped: 0



**Please specify how often you use the following amenities in this park**

	More than once per day-	1-4 times per month-	A few times a year-	Never-	N/A-	Total-
Reflecting an	2.70%	29.73%	51.35%	13.51%	2.70%	
The lawn	2.86%	62.86%	31.43%	2.86%	0.00%	
Benches	6.25%	59.38%	31.25%	3.13%	0.00%	
Fountain	6.90%	37.93%	44.83%	6.90%	3.45%	
Playground	0.00%	7.14%	21.43%	67.86%	3.57%	
Basketball Co	0.00%	0.00%	3.13%	90.63%	6.25%	
Tennis Court	0.00%	0.00%	6.90%	89.66%	3.45%	
Barbecue	0.00%	3.45%	0.00%	79.31%	17.24%	
Shelter	0.00%	0.00%	25.00%	67.86%	7.14%	
Skatespot	0.00%	0.00%	0.00%	89.66%	10.34%	
	0	0	0	26	3	





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# Judkins Park Design Survey

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## QUESTION BANK



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OPTIONS



## Judkins Park Design Survey

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Picnic	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Read	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Navigation available

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## 7. Please specify how often yo

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The lawn	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
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Barbecue	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Shelter	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Skatespot	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

+ New question

or [Copy and paste questions](#)

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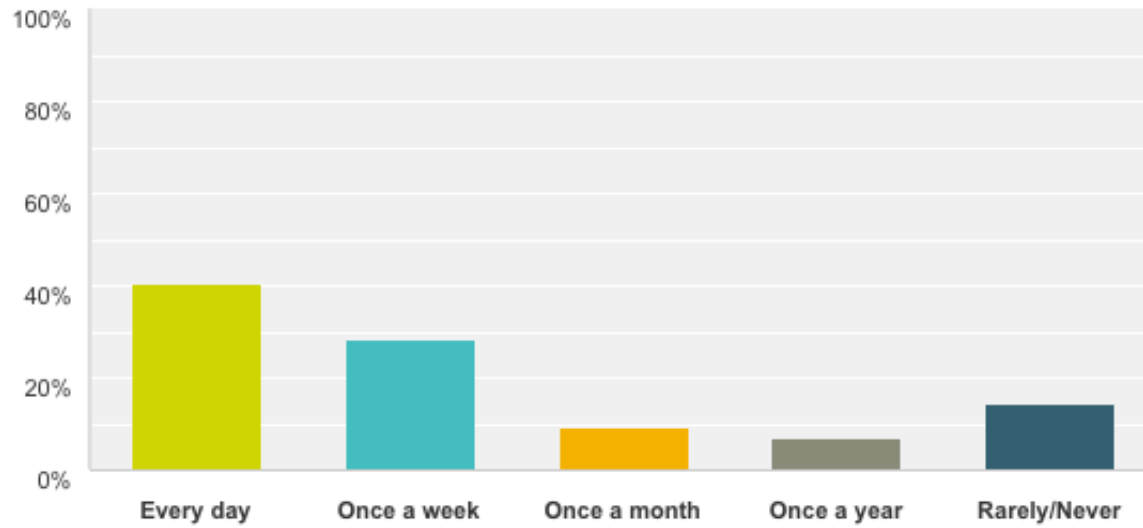
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## How often do you visit Judkins park?

Answered: 42 Skipped: 0



<b>What do you believe the community needs from a local park?</b>
Places to gather, play, find quiet, move, nature
to allow camping for homeless
space and fields for recreational activities, events and other activities to engage the community
Fields for soccer or frisbee etc. off leash areas.
Safe place to walk, playground, skate park or something for teens, comfortable benches, flowers or other attractive plantings.
green space, nature (flora & fauna), safety, (at times) peace and quiet
A safe place to play.
Safe green space
Revolution, no government, flexible open space, tree coverage
Active and passive recreation. Greenery. Community gathering space.
Updated and safe equipment.
a place to relax
Walking trails, picnic areas, trees, open space areas.
A safe place for people of all ages to enjoy.
green space, communal gathering space, seating
Space for all citizens including fenced area for off leash dogs
green fresh air activity
The opportunity to participate in diverse recreational opportunities in a safe, inviting, and communal manner.
N/A
Areas to gather, places for kids to play, community events
Clean, safe, green space
I was the Landscape Architect that designed the spray pool. It is the only park amenity that the community had any say in. The parks Dept. does not involve local professionals in the decisions and design .
Safe and clean place for our kids to play.
A balance of peaceful and playful areas.
Access to lawn areas, trash bins, walking trails
green spaces to walk in and escape urban concrete
Weekly activities
Safe lighting and walking paths, places to gather
A place to take in nature, recreation and relaxation
A clean, accessible, safe place for residents of all ages to congregate.
Open green space, simple sports facilities, places to sit and enjoy the outdoors
A place to be active in nature.
Clean, accessible, safe space free of threatening individuals. Ideally a,play structure for kids and trails.
A safe place to play, relax, and connect with the neighborhood.
Sports fields, walking paths, grassy and shady spots to sit (with and without benches), public bathrooms, water fountains, jungle gym/play structure with benches for parents, picnic tables
open space for play, benches, paths, lighting. Trees & grass, variety of play surfaces & amenities. Occasional programing. Excellent maintenance!
open space, places to sit, eat, play
A safe green space
Safety
Cleanliness, security
A place to gather and play and build community with neighbors who you might not see regularly otherwise
Safe place to be active
Green spaces to play and relax

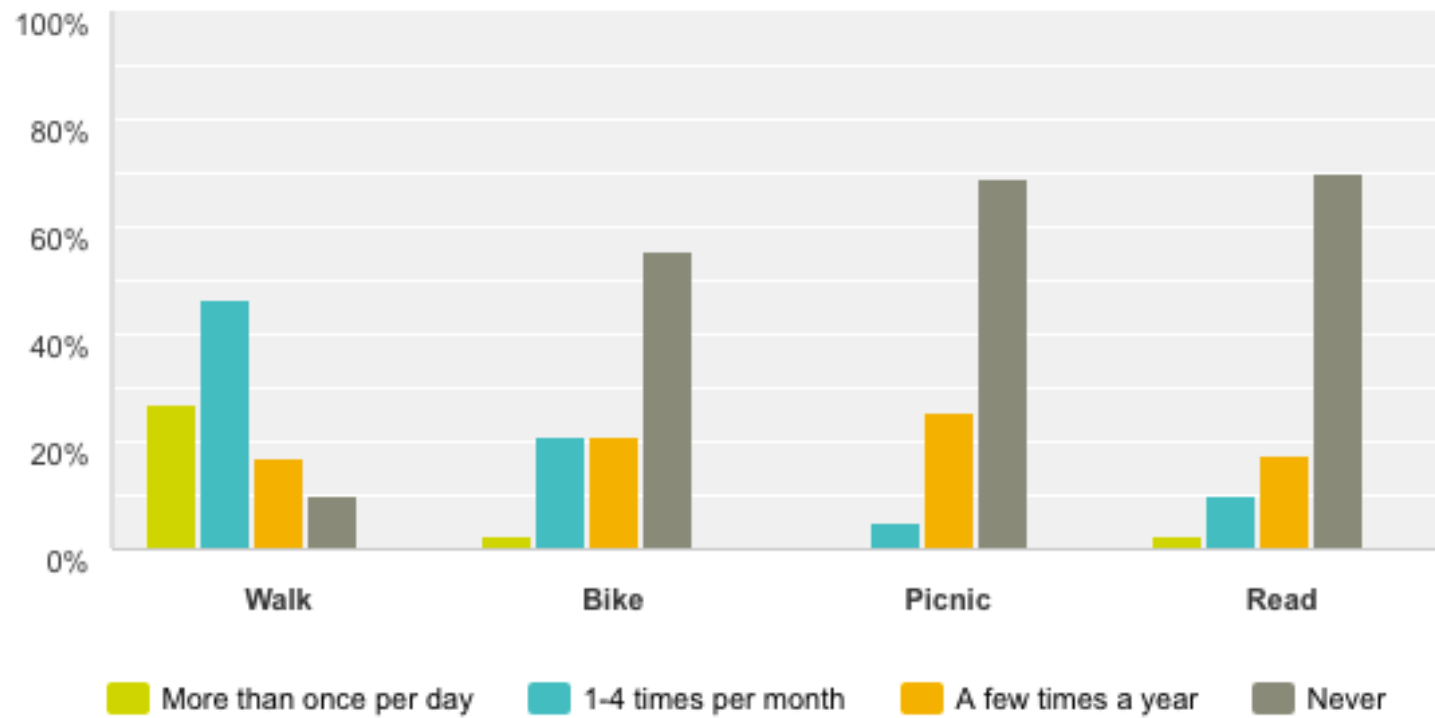
What do you want in this park that's not yet available?
More trees - it's not very pretty, a non-paved trail to run on
restrooms open all year
well-maintained soccer fields, more benches and picnic tables
Zip line, pool, flower or art place. I
Safety, attractive plantings or flowers
better lighting on all sides of the park and more seating areas along the path
tennis courts that got repurposed
Adult exercise equipment and updated playground equipment.
benches for seniors to sit and relax
It needs more trees on its perimeter (i.e. not in the ballfields).
Nothing
more seating, more edible landscaping
Fenced area for off leash dogs
the upper part running path is a bit scruffy and narrow
Some sort of cultural/historical placemaking element that makes it stand out as both an aesthetically pleasing and culturally relevant space. Parks along the Mountains to Sound Greenway achieve this much better
It has all I need
More updates toys/play structures
Cleanliness
a rebuilt larger playground, a water filtration system as promised for the spray pool to be the wading pool it was designed as. also the walls of the spray pool need to be painted at the bull kelp bed it was sculpted as.
Updated play area similar to the other parks in the immediate area.
It would be nice to have sitting areas in a garden setting.
Off leash dog area
p patch!
Better lighting, wider pathways, more frequent maintenance
Lights that connect from Rainer to 23rd
Drinking fountains that work year round.
Off leash area
Beauty! It's an ugly park. The play structures aren't suitable for young children. It would be the ideal location for a pump track due to the number of bikes that pass through, and it already attracts teens/young adults.
It's a lovely park. If it were safer (free of gang activity, gun violence and drug use it would be great)
Outdoor movies in the summer! An events calendar - I never know what's happening. Possibly concessions in the summer - but there may not be enough foot traffic.
More picnic tables
Nothing. It's perfect just the way it is and as maintained!!!
It's perfect!
More police visits
Better enforcement of dog leash laws.
NA
Concessions stand - we have one there but it is not active. The bike polo courts aren't really used anymore and could probably be repurposed - or maybe the discussion of removing them will encourage that community to organize games again.
Wider path for bicyclists to move through the park

Does Judkins Park fit your community's needs?
The skate park is well used, but it's mostly just a big empty field. It's
no, not welcoming to all
Pretty well.
Someone, it provides a place for large community events as well as picnic facilities in a somewhat limited playground. The skate park across the street is great for teens.
it's a beautiful space, but underutilized when i go by in the evenings, so it's difficult question to know if it meets our needs. Re- amenities below - there are no tennis courts (only bike polo) and I've never seen a reflecting/texture pool (only a kiddie fountain pool)
It does in that it provides a lot of sport play space. It does not in that there are a number of times I've left because of suspicious or scary behavior, mostly in the parking lot.
ok
One of my communities is a community of trapeze artists, so in that regard, this park does not fit our needs. However, I am also a part of a community that could be defined by living in close proximity to that's particular park. In that regard, it fits my community's need for open space, but not my community's need for housing.
Yes. It has open space, playground, water feature, basketball, skate park, soccer, baseball, and tables/grills. It's a great neighborhood amenity.
not for seniors
Yes, but it needs more trees, and slightly better maintenance.
I think so yes.
It is a great gathering spot to enjoy a sunny day. I enjoy jogging through the park and connecting to nearby parks.
Absolutely not. Lacks clean area for off leash dogs with adequate drainage.
yes - very big and well maintained
Having lived in North Beacon Hill, Judkins Park was still too distant for me to travel to. Many of my needs could be met at parks along the Mountains to Sound Greenway (Jimi Hendrix Park, Daejeon Park, Sam Smith Park, etc.)
Yes
Yes, but could use some updates
yes. contact me at 206-852-5080 Paul Crane
For the most part.
Overall, yes. It has a diverse population using it and many activities take place here.
Yes, it has everything most people want in a park.
Yes, it would be awesome if there was a pavilion or gathering space as well.
Yes. Good for short walks, lots of nice trees/landscaping
Yes, I feel that the park is a good fit for the neighborhood.
I dont know.
No. It's ugly. It's not a place you can go walk and take in nature. And if you're not in your teens, it offers nothing. Let's put in a pump track that will work for all ages!
Yes, except for the safety issues.
Yes - I love it. Feels like a hidden gem. I wish it were even more widely used.
Yes, it is a large park with room for many people to enjoy it simultaneously
No idea what else would be wanted or need. We used to have a tennis court, but it was converted to Bicycle Polo. Please change the table at the bottom to reflect that. I would play tennis more if the courts were available for that use, but it's not too far east to the courts by MLK Jr. Way.
unknown
Yes
Yes.
Yes
Yes, it provides grills for our community events and a place for kids to place outside (particularly those who do not have yards). The "track" provides a good place for working out for adults and the ball fields are always active on the weekends with organized sports.
N/a
Mostly, the spray park has drainage issues. It could use a facelift

Do you believe Judkins Park is highly used? Why?
The skate park is, but the rest is often empty. It hasn't previously been seen as safe, but it is also not very attractive and just a big empty grassy field
yes
Yes. We go a few times per week
Yes. It is highly used in the summer because a lot of people in our neighborhood or who have historically left here like to have picnics there.
the sports facilities (skate park, basketball courts, bike polo courts) are highly used, esp on weekends, but mostly by adults - I see someone using at least one of them almost every time I pass by; the shelters, BBQs and green spaces are highly used in the summer, but I'm rarely in the park during the day (except on occasional weekends)
Not the playground. We used to frequent it on the way home from school, but were almost always the only ones, or there with one other family. The parking lot is what finally drove us away.
yes
Yes. It's convenient to the neighborhood. Some features aren't available at other nearby parks like the picnic area, basketball court, and skate park.
no does not accomodate all ages
Yes. We have lived next to it for decades, and it is used a lot, all day, every day.
I think it is under used besides skateboarders.
I walk through the park everyday and I see individuals enjoying the space and there are open sports groups or other groups enjoying the playing fields and recreation areas.
Yes because it caters heavily to families
seems like lots of use, including the great skate park
I believe it could be well-used for those living within 5-10 minutes away from it. However, for residents living further away, it does compete with other nearby greenspace in terms of overall functionality, physical access, and recreational amenities.
Only for local resident
Yes. It's a great park!
No
yes very well used.
Yes. I think it would be used more if the play structure and the splash pad were updated.
I know its highly used because I live on the edge of the park. There are a variety of options available to serve a multi generational population.
Not in the winter but other times yes, it's easily accessed by the people in the community for walks, BBQ S, games skate park bicycle polo
Not really. It feels like it's designed as something to pass through, and not a place to linger or hang around.
Yes. I always see other users when I visit
Yes, I run past it daily and it's very rare to see it empty. Typically there are several people at the skatepark area and several more playing basketball.
Yes. Often see people using the park
No. For the reasons stated already.
No. Safety issues
Not nearly as much as it could be. We should have higher density zoning around the park. Possibly more signs letting people know it's here. Or more inclusive programming, ie: summer movies? I would definitely use the park more if I had children.
No, because I rarely see more than a dozen or so people there except for the occasional bike polo or frisbee game. There could be more community events hosted there and it might benefit from more people living within a quarter mile of the park.
Moderately used. I live next door and can tell you that it is quiet at night and the play fields are mostly empty during weekdays. The main N-S bicycle path gets a lot of traffic, as do the Basketball and Skateboard parks. The quieter side paths are never crowded, nor are the benches.
It isn't! Surprising to me because it is a fabulous and accessible park
Not really
Yes. Every time we go there, there is quite a lot of people.
No idea. Live in South Seattle
Yes. I see lots of organized sports on the weekends and practices taking place during the week. The play equipment is usually crawling with kids and kids use the spray park in the summer. The skate park is always packed and the new basketball court seems very popular with people of all ages.
Don't know
Yes, I always see people around

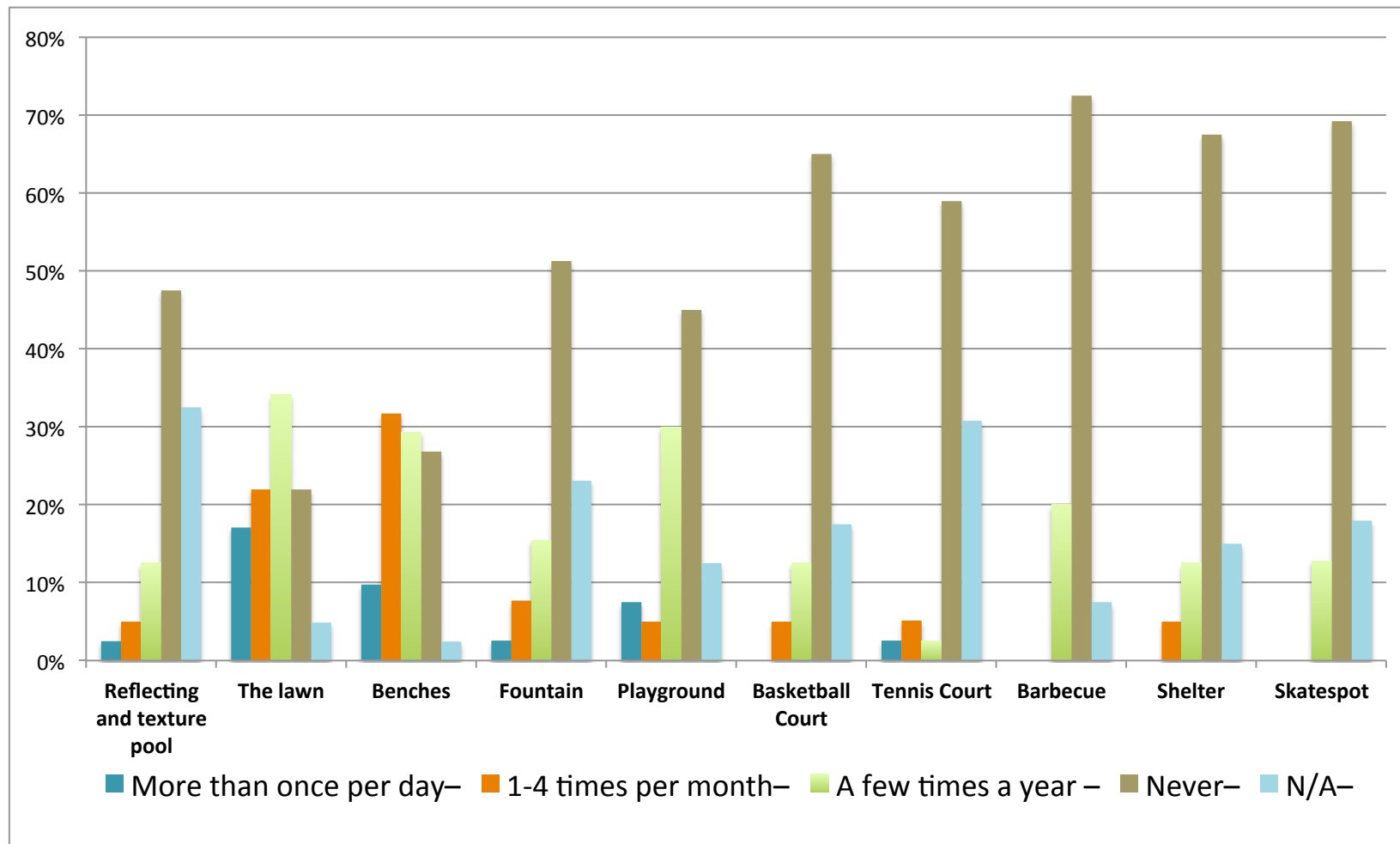
## How often do you do the following activities in this park?

Answered: 42 Skipped: 0



**Please specify how often you use the following amenities in this park**

	More than once per day-	1-4 times per month-	A few times a year-	Never-	N/A-	Total-
Reflecting and texture pool	2.50%	5.00%	12.50%	47.50%	32.50%	
The lawn	17.07%	21.95%	34.15%	21.95%	4.88%	
Benches	9.76%	31.71%	29.27%	26.83%	2.44%	
Fountain	2.56%	7.69%	15.38%	51.28%	23.08%	
Playground	7.50%	5.00%	30.00%	45.00%	12.50%	
Basketball Court	0.00%	5.00%	12.50%	65.00%	17.50%	
Tennis Court	2.56%	5.13%	2.56%	58.97%	30.77%	
Barbecue	0.00%	0.00%	20.00%	72.50%	7.50%	
Shelter	0.00%	5.00%	12.50%	67.50%	15.00%	
Skatespot	0.00%	0.00%	12.82%	69.23%	17.95%	



**Observations- Cal Anderson Park  
4/30/17**

<i>Age</i>			
<b>0-12</b>	9	<b>50-59</b>	14
<b>13-18</b>	5	<b>60-69</b>	6
<b>19-29</b>	30	<b>70-79</b>	0
<b>30-39</b>	32	<b>80-89</b>	2
<b>40-49</b>	28	<b>90-99</b>	0

<i>Activity</i>					
Time	Walking	Biking	Picnicking	Reading	Notes
<b>10:00</b>	10	0	0	0	
<b>10:15</b>	10	1	0	0	
<b>10:30</b>	16	1	0	0	
<b>10:45</b>	19	2	0	0	
<b>11:00</b>	19	0	0	0	
<b>11:15</b>	21	3	0	0	
<b>11:30</b>	22	0	0	1	
<b>11:45</b>	22	0	0	1	
<b>Avg</b>	17	1	0	0	

<i>Amenity Use</i>											
Time	Reflecting and texture pool	Use of lawn	Benches	Fountain	Playground	Basketball Court	Tennis court	Barbeque	Shelter	Skatespot	Notes
<b>10:00</b>	0	8	6	0	0	0	0	0	1	N/a	
<b>10:15</b>	0	8	6	1	2	0	0	0	1	N/a	
<b>10:30</b>	0	5	8	0	2	0	0	0	5	N/a	
<b>10:45</b>	0	7	5	0	4	4	0	0	2	N/a	
<b>11:00</b>	1	14	10	4	0	4	0	0	5	N/a	
<b>11:15</b>	4	14	9	4	3	4	0	0	6	N/a	
<b>11:30</b>	4	12	7	1	7	4	0	0	6	N/a	
<b>11:45</b>	5	15	7	0	7	4	0	0	6	N/a	
<b>Avg</b>	2	10	7	1	3	3	0	0	4	N/a	

**Observations- Cal Anderson  
4/25/17**

<i>Age</i>			
<b>0-12</b>	13	<b>50-59</b>	12
<b>13-18</b>	12	<b>60-69</b>	2
<b>19-29</b>	43	<b>70-79</b>	0
<b>30-39</b>	35	<b>80-89</b>	0
<b>40-49</b>	29	<b>90-99</b>	0

<i>Activity</i>					
Time (pm)	Walking	Biking	Picnicking	Reading	Notes
<b>5:00</b>	22	5	4	10	
<b>5:15</b>	21	3	4	10	
<b>5:30</b>	22	1	4	9	
<b>5:45</b>	16	1	0	7	
<b>6:00</b>	12	7	6	4	
<b>6:15</b>	12	2	6	4	
<b>6:30</b>	14	1	6	2	
<b>6:45</b>	14	0	3	0	
<b>Avg</b>	17	3	4	6	

<i>Amenity Use</i>											
Time (pm)	Reflecting and texture pool	Use of lawn	Benches	Fountain	Playground	Basketball Court	Tennis court	Barbeque	Shelter	Skatespot	Notes
<b>5:00</b>	2	29	22	3	4	9	10	0	7	N/a	Includes bike polo being played on SW court
<b>5:15</b>	2	31	22	2	6	9	14	0	7	N/a	Includes bike polo being played on SW court
<b>5:30</b>	6	40	24	4	5	11	14	0	9	N/a	Includes bike polo being played on SW court
<b>5:45</b>	6	44	24	5	5	11	14	0	9	N/a	Includes bike polo being played on SW court
<b>6:00</b>	1	45	19	5	8	12	10	0	9	N/a	Includes bike polo being played on SW court
<b>6:15</b>	1	43	20	4	8	12	10	0	5	N/a	Includes bike polo being played on SW court

<b>6:30</b>	3	34	22	4	6	12	10	0	5	N/a	Includes bike polo being played on SW court
<b>6:45</b>	3	33	21	1	6	6	9	0	5	N/a	Includes bike polo being played on SW court
<b>Avg</b>	3	37	22	7	6	10	11	0	7	N/a	Includes bike polo being played on SW court

**Observations- Cal Anderson  
4/15/17**

<i>Age</i>			
<b>0-12</b>	29	<b>50-59</b>	32
<b>13-18</b>	20	<b>60-69</b>	15
<b>19-29</b>	103	<b>70-79</b>	6
<b>30-39</b>	79	<b>80-89</b>	0
<b>40-49</b>	45	<b>90-99</b>	0

<i>Activity</i>					
Time	Walking	Biking	Picnicking	Reading	Notes
<b>1:00</b>	89	6	19	14	
<b>1:15</b>	88	0	14	14	
<b>1:30</b>	89	3	17	13	
<b>1:45</b>	90	0	17	15	
<b>2:00</b>	94	0	15	17	
<b>2:15</b>	113	1	15	17	
<b>2:30</b>	100	1	16	19	
<b>2:45</b>	112	0	15	19	
<b>Avg</b>	97	1	16	16	

<i>Amenity Use</i>											
Time	Reflecting and texture pool	Use of lawn	Benches	Fountain	Playground	Basketball Court	Tennis court	Barbeque	Shelter	Skatespot	Notes
<b>1:00</b>	9	70	42	8	9	14	8	0	14	N/a	Includes bike polo being played on SW court
<b>1:15</b>	9	85	40	8	9	14	10	0	14	N/a	Includes bike polo being played on SW court
<b>1:30</b>	9	97	40	8	9	14	10	0	14	N/a	Includes bike polo being played on SW court
<b>1:45</b>	9	95	40	8	13	14	10	0	12	N/a	Includes bike polo being played on SW court
<b>2:00</b>	5	98	45	7	13	14	10	0	12	N/a	Includes bike polo being played on SW court
<b>2:15</b>	6	98	45	8	15	10	8	0	14	N/a	Includes bike polo being played on SW court

<b>2:30</b>	10	97	46	5	12	10	8	0	14	N/a	Includes bike polo being played on SW court
<b>2:45</b>	10	100	46	2	12	10	8	0	14	N/a	Includes bike polo being played on SW court
<b>Avg</b>	8	93	43	7	12	13	9	0	14	N/a	Includes bike polo being played on SW court

**Observations- Cal Anderson Park  
3/31/17**

<i>Age</i>			
<b>0-12</b>	12	<b>50-59</b>	4
<b>13-18</b>	12	<b>60-69</b>	1
<b>19-29</b>	70	<b>70-79</b>	1
<b>30-39</b>	46	<b>80-89</b>	1
<b>40-49</b>	14	<b>90-99</b>	0

<i>Activity</i>					
Time	Walking	Biking	Picnicking	Reading	Notes
<b>4:00</b>	56	4	10	8	
<b>4:15</b>	60	0	10	9	
<b>4:30</b>	62	2	5	9	
<b>4:45</b>	57	1	5	7	
<b>5:00</b>	69	0	3	7	
<b>5:15</b>	67	0	8	5	
<b>5:30</b>	67	0	8	5	
<b>5:45</b>	59	1	5	3	
<b>Avg</b>	62	1	7	7	

<i>Amenity Use</i>											
Time	Reflecting and texture pool	Use of lawn	Benches	Fountain	Playground	Basketball Court	Tennis court	Barbeque	Shelter	Skatespot	Notes
<b>4:00</b>	4	35	22	6	4	0	0	0	5	N/a	
<b>4:15</b>	6	39	23	3	3	0	0	0	8	N/a	
<b>4:30</b>	4	38	25	2	8	9	0	0	8	N/a	
<b>4:45</b>	4	40	25	3	9	9	0	0	8	N/a	
<b>5:00</b>	7	40	33	4	12	9	2	0	7	N/a	
<b>5:15</b>	12	47	33	8	11	8	2	0	11	N/a	
<b>5:30</b>	12	49	30	9	14	8	2	0	11	N/a	
<b>5:45</b>	7	49	39	8	14	8	2	0	11	N/a	
<b>Avg</b>	7	42	29	5	9	6	1	0	9	N/a	

**Observations- Judkins Park  
4/22/17**

<i>Age</i>			
<b>0-12</b>	19	<b>50-59</b>	7
<b>13-18</b>	17	<b>60-69</b>	3
<b>19-29</b>	18	<b>70-79</b>	2
<b>30-39</b>	23	<b>80-89</b>	0
<b>40-49</b>	19	<b>90-99</b>	0

<i>Activity</i>					
Time	Walking	Biking	Picnicking	Reading	Notes
<b>1:00</b>	22	1	0	1	
<b>1:15</b>	22	2	2	1	
<b>1:30</b>	21	0	2	1	
<b>1:45</b>	22	0	2	1	
<b>2:00</b>	20	0	2	1	
<b>2:15</b>	20	1	0	0	
<b>2:30</b>	18	0	0	0	
<b>2:45</b>	18	0	0	0	
<b>Avg</b>	18	1	1	1	

<i>Amenity Use</i>											
Time	Reflecting and texture pool	Use of lawn	Benches	Fountain	Playground	Basketball Court	Tennis court	Barbeque	Shelter	Skatespot	Notes
<b>1:00</b>	N/a	10	9	N/a	7	10	4	0	11	14	
<b>1:15</b>	N/a	16	9	N/a	13	10	6	0	11	14	
<b>1:30</b>	N/a	11	9	N/a	12	10	4	0	11	13	
<b>1:45</b>	N/a	11	12	N/a	12	10	4	0	15	12	
<b>2:00</b>	N/a	11	14	N/a	9	10	4	0	15	15	
<b>2:15</b>	N/a	15	11	N/a	11	8	4	0	15	15	
<b>2:30</b>	N/a	9	11	N/a	6	8	0	0	12	7	
<b>2:45</b>	N/a	8	11	N/a	6	8	0	0	11	7	
<b>Avg</b>	N/a	11	11	N/a	10	9	3	0	13	12	

**Judkins Park  
4/07/17**

<i>Age</i>			
<b>0-12</b>	10	50-59	4
<b>13-18</b>	7	60-69	1
<b>19-29</b>	12	70-79	1
<b>30-39</b>	16	80-89	0
<b>40-49</b>	8	90-99	0

<i>Activity</i>					
Time	Walking	Biking	Picnicking	Reading	Notes
<b>4:00</b>	9	0	0	0	
<b>4:15</b>	9	1	0	0	
<b>4:30</b>	11	0	0	0	
<b>4:45</b>	11	0	0	0	
<b>5:00</b>	11	0	0	0	
<b>5:15</b>	8	1	0	1	
<b>5:30</b>	8	0	0	1	
<b>5:45</b>	2	0	0	1	
<b>Avg</b>	9	0	0	0	

<i>Amenity Use</i>											
Time	Reflecting and texture pool	Use of lawn	Benches	Fountain	Playground	Basketball Court	Tennis court	Barbeque	Shelter	Skatespot	Notes
<b>4:00</b>	N/a	9	7	N/a	7	0	0	0	6	0	
<b>4:15</b>	N/a	9	7	N/a	6	0	0	0	6	3	
<b>4:30</b>	N/a	8	4	N/a	7	2	0	0	7	2	
<b>4:45</b>	N/a	8	4	N/a	7	2	0	0	7	7	
<b>5:00</b>	N/a	8	4	N/a	7	4	0	0	6	7	
<b>5:15</b>	N/a	14	4	N/a	5	4	0	0	6	4	
<b>5:30</b>	N/a	16	5	N/a	5	4	0	0	9	4	
<b>5:45</b>	N/a	15	5	N/a	5	4	0	0	9	4	
<b>Avg</b>	N/a	11	5	N/a	6	3	0	0	7	4	

**Observations- Judkins Park  
4/4/17**

<i>Age</i>			
<b>0-12</b>	6	50-59	9
<b>13-18</b>	12	60-69	7
<b>19-29</b>	8	70-79	0
<b>30-39</b>	14	80-89	0
<b>40-49</b>	11	90-99	0

<i>Activity</i>					Notes
Time	Walking	Biking	Picnicking	Reading	
<b>5:00</b>	10	1	0	0	
<b>5:15</b>	12	2	1	0	
<b>5:30</b>	12	0	0	0	
<b>5:45</b>	15	1	0	0	
<b>6:00</b>	15	0	0	0	
<b>6:15</b>	14	0	0	0	
<b>6:30</b>	12	2	0	0	
<b>6:45</b>	14	0	0	0	
<b>Avg</b>	13	1	0	0	

<i>Amenity Use</i>											
Time	Reflecting and texture pool	Use of lawn	Benches	Fountain	Playground	Basketball Court	Tennis court	Barbeque	Shelter	Skatespot	Notes
<b>5:00</b>	N/a	6	2	N/a	0	0	0	0	4	9	
<b>5:15</b>	N/a	6	2	N/a	0	0	0	0	4	9	
<b>5:30</b>	N/a	5	4	N/a	0	4	0	0	2	9	
<b>5:45</b>	N/a	8	0	N/a	0	8	2	0	5	12	Not playing tennis
<b>6:00</b>	N/a	8	0	N/a	0	0	2	0	5	11	Not playing tennis
<b>6:15</b>	N/a	4	0	N/a	0	2	2	0	5	8	Not playing tennis
<b>6:30</b>	N/a	4	2	N/a	0	2	0	0	3	8	
<b>6:45</b>	N/a	4	2	N/a	2	0	0	0	3	7	
<b>Avg</b>	N/a	6	2	N/a	0	2	1	0	4	9	

**Observations- Judkins Park  
3/12/17**

<i>Age</i>			
<b>0-12</b>	3	<b>50-59</b>	6
<b>13-18</b>	5	<b>60-69</b>	2
<b>19-29</b>	9	<b>70-79</b>	0
<b>30-39</b>	11	<b>80-89</b>	0
<b>40-49</b>	3	<b>90-99</b>	0

<i>Activity</i>					
Time	Walking	Biking	Picnicking	Reading	Notes
<b>10:00</b>	9	0	0	0	
<b>10:15</b>	19	1	0	0	
<b>10:30</b>	11	0	0	0	
<b>10:45</b>	8	0	0	0	
<b>11:00</b>	12	3	0	0	
<b>11:15</b>	11	0	0	0	
<b>11:30</b>	11	0	0	1	
<b>11:45</b>	10	0	0	1	

<i>Amenity Use</i>											
Time	Reflecting and texture pool	Use of lawn	Benches	Fountain	Playground	Basketball Court	Tennis court	Barbeque	Shelter	Skatespot	Notes
<b>10:00</b>	N/a	4	3	N/a	2	0	0	0	6	0	
<b>10:15</b>	N/a	4	3	N/a	4	0	0	0	6	0	
<b>10:30</b>	N/a	2	5	N/a	0	0	0	0	8	0	
<b>10:45</b>	N/a	3	1	N/a	5	4	0	0	7	0	
<b>11:00</b>	N/a	9	6	N/a	5	4	0	0	7	4	
<b>11:15</b>	N/a	9	6	N/a	2	4	0	0	7	4	
<b>11:30</b>	N/a	7	6	N/a	2	0	0	0	7	4	
<b>11:45</b>	N/a	7	4	N/a	4	0	0	0	6	5	
<b>Avg</b>	N/a	6	4	N/a	3	2	0	0	7	2	