



LONG WHARF PARK

WORKSHOP REPORT

Acknowledgements

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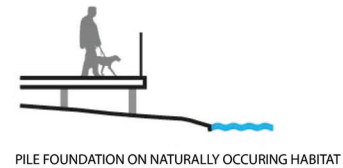
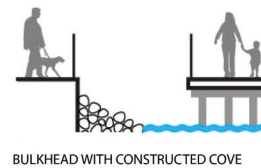
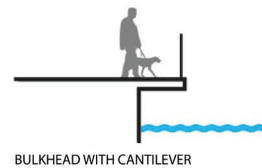
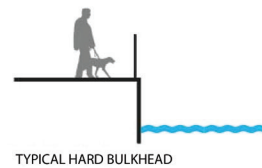
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Background

Shoreline Conditions

- A graphic representation of current shoreline conditions, the oyster habitat corridor, and various examples of shoreline treatments.

Sections of Shoreline Configurations



Living Shoreline



Living Shoreline, Oxford, MD



Living shorelines are environmentally sensitive spaces on the shoreline which encourage wildlife habitat while providing a thick vegetative buffer to limit the impacts of stormwater runoff into the sea/river. They also provide spaces for leisure activities and can encourage recreation. On the left are images of one of the living shoreline projects in Oxford, Maryland, by Environmental Concern.

The creation of a living shoreline at Long Wharf Park is possible; shown below is an illustrative perspective of what Duck Walk Beach could look like.



Long Wharf Park, Cambridge, MD



Illustrative Perspective of Duck Walk Beach

Introduction

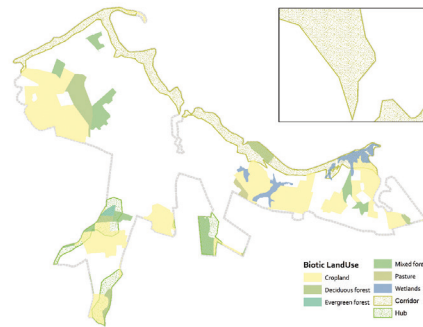
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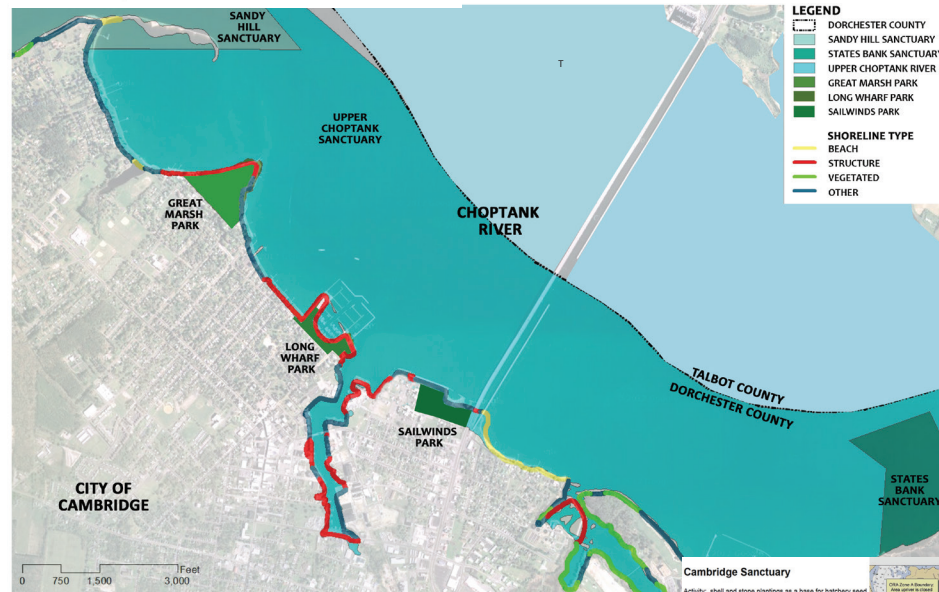


Biological Land-use

Green infrastructure is a network of undeveloped lands that provide the bulk of the state's natural support system, including ecosystem services. This network has two important types of resource lands: hubs and corridors. Hubs are large (100 acres +) contiguous areas, separated by major roads and/or human land uses, that contain different habitat types, such as forest and wetland, relatively pristine waters, and protected lands (state parks, Wildlife Refuges, reservoirs, etc). Corridors are linear features connecting hubs together to help animals and plant seeds to move between hubs and generally follow healthy streams with wide buffers.

Shoreline Condition

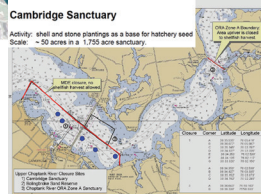
This GIS map illustrates the various types of shoreline condition along the waterfront edge of Cambridge. The edge condition is important to acknowledge as any waterfront park has a direct relationship between the water and the park itself. The City of Cambridge contains mostly the 'structure' shoreline type, which refers to the various types of sea wall. 'Other' refers to edges that are not built hard-edged spaces, beach-front, or vegetated, and consist mostly of rocky unconstructed spaces.



Oysters



In 2004 Maryland adopted the Chesapeake Bay Oyster Management Plan to establish oyster sanctuaries, and the Choptank River was labelled a priority restoration area. In 2009, following the Oyster Advisory Commission's report, an updated Oyster and Aquaculture plan was completed. One goal of the plan was to "expand the oyster sanctuary network from 9% to 25% (~9000 acres)" in order to create a larger, more connected network of protected areas.



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Challenges of the Site



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Opportunities of the Site



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The participatory design process allows designers to gather and synthesize important data, knowledge and opinions regarding the site. In a two vvday workshop, the University of Maryland graduate students involved Cambridge residents in a variety of activities. These activities ranged from information gathering on current use, to visual engagement, to envisioning ideas for the future Long Wharf Park. This section will describe the schedule of events and activities in detail.



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The participatory design process allows designers to gather and synthesize important data, knowledge and opinions regarding the site. In a two vvday workshop, the University of Maryland graduate students involved Cambridge residents in a variety of activities. These activities ranged from information gathering on current use, to visual engagement, to envisioning ideas for the future Long Wharf Park. This section will describe the schedule of events and activities in detail.





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Schedule of activities

Thursday, October 11, 2012

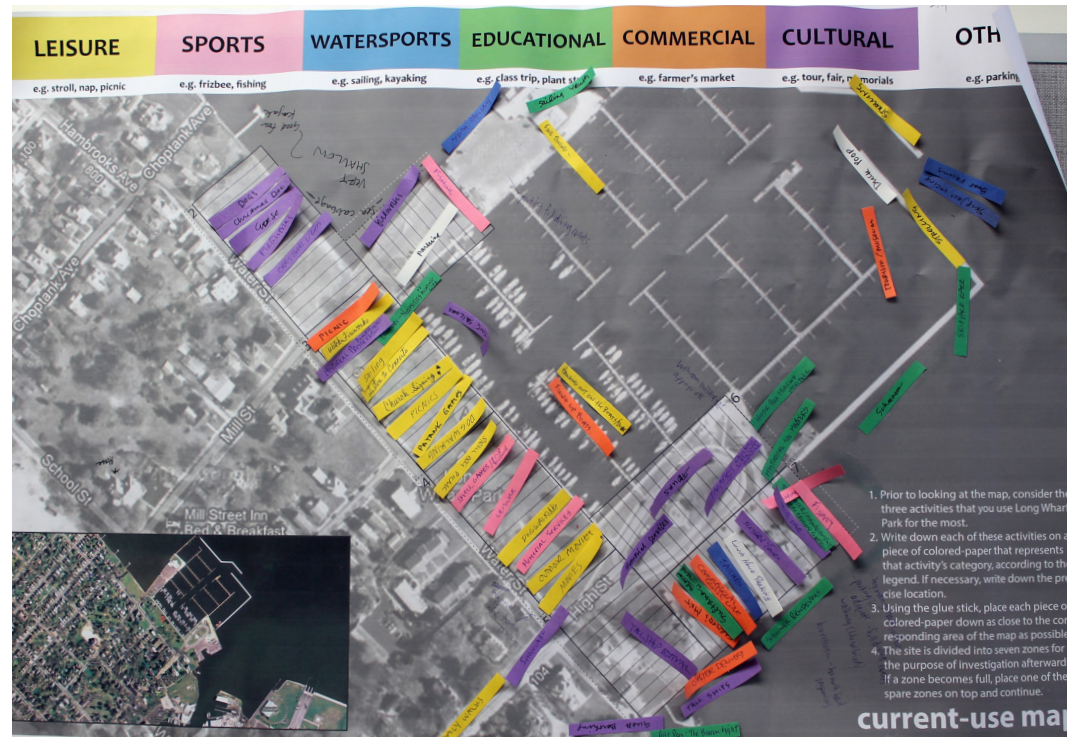
4:00 – 4:30	Introduction
4:30 – 4:45	Small Group Warm-up
4:45 - 5:40	Activity #1 : How do you use the park now?
5:40 – 5:50	BREAK
5:50 – 6:40	Activity #2: Mapping Activity
6:40 - 7:20	Activity #3: Photo Voice
7:00 – 8:00	Day One Wrap-up



Friday, October 12, 2012

9:00 – 9:15	Introductions
9:15 – 9:45	Activity #4: Pros and Cons Draw a Perfect Day in the Park
9:45 – 10:00	Break
9:45 – 11:00	Activity #5: 3 Weeks – 3 Months – 3 Years

ACTIVITY 1: How do you use the park now?



Materials:

- pens
- large maps
- colored strips of paper
- glue sticks

Instructions

- Prior to looking at the map, consider the three activities that you use Long Wharf Park for the most.
- Write down each of these activities on a piece of colored-paper that represents that activity's category, according to the legend. If necessary, write down the precise location.
- Using the glue stick, place each piece of colored-paper down as close to the corresponding area of the map as possible.
- The site is divided into seven zones for the purpose of investigation afterwards. If a zone becomes full, place one of the spare zones on top and continue.

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ACTIVITY 2: Mapping Activity

Materials

- worksheet
- clip boards (cardboard)
- pad of paper for note taking



Instructions:

- Circle your top 10 favorite activities that you would like for this park on the list (write in any not on the list)(2 minutes)
- TALKING POINT: Encourage them to be creative –remind them it can be an activity that is not possible now – this is about future activities to be kept or to be added

Walk with group through the park, have them contemplate where their favorite activities may fit best in the park and write them on the map in that location (43 minutes)

- TALKING POINT: Encourage discussion at every point that you can along the park.
- Questions to discuss:
 1. Can someone share with us what activity they would enjoy right here in the park (where we are standing)? (ask this one continually throughout park)
 2. Did anyone list an activity that isn't happening in the park now that they would like to see in the future?
 3. Who agrees with the ideas they have heard? Who disagrees?
Stop the walking tour and have a few members (# depends on time) volunteer to share their overall vision of the park with the rest of the small group.
- Question to discuss:
 1. As you show your map, can you go into details about what your future park looks like with its new activities?
 2. What kinds of people are using your park? Older? Younger?
 3. Is it planted heavily or similar to how it is now?
 4. What time of the weekday/week is this park used heavily?
 5. How does your vision differ the most from what you see here today?
 6. Have you heard ideas from others in the group that you strongly agree with and like?

ACTIVITY 3: Photovoice

Materials

- set of pictures
- flipcharts
- double sided tape
- thumb tacks
- markers
- scissors

Instructions

- Get volunteer note taker and reporter
- Introduction: To help us imagine what Long Wharf Park is and can be, we need to see the park as the community sees it. So, we distributed 20 cameras last week and have the pictures developed here.
- To help us understand the community's thoughts, we want to talk with you about the pictures now. We, the students, will use what we find here to finish our individual designs this semester. We'll also share all of the pictures and designs with you in December.
- Will someone volunteer to take notes? After our talk, we'll share what our group sees and says with the others, will someone volunteer to be the reporter? We'll ask and answer these questions, are there any others?
- -What do you see here? (this is a key question)
 - What's really happening here?
 - How and why does this relate to the park?
 - What could be done about it?
 - Of all of these pictures what 10 are the most important? (this is a key question)
- Cut these 10 out and tape on flipchart
- Report out:
 - Our group saw...
 - and thinks...is really happening.
 - This is important because...
 - We think...could be done.

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ACTIVITY 4: “Pros and Cons” and “Draw Your Perfect Day in the Park”

Materials

- large aerial map of the park
- easel
- green & pink stick notes
- pens

Pros and Cons Instructions

- FACILITATOR: The purpose of this game is to gain an understanding of things that you like and dislike about Long Wharf Park. You, as community members, know the park better than we, the designers, so this exercise helps us understand the park how you see it. We are trying to gain an appreciation for existing park elements that are important to you and the function well, and which aspects of the park are not working so well or that you dislike in some way.
- FACILITATOR: Will someone in the group be a recorder and will someone else be the reporter?
- FACILITATOR: Each participant will write down things they like on green sticky notes and things they dislike on pink sticky notes
- Be very descriptive and place-specific about your likes and dislikes
- Once everyone has written down their likes and dislikes, then one at a time each individual will approach the map and place their sticky notes at the location in the park where the like or dislike occurs
- Ask each person describe their likes and dislikes to the group and encourage conversation by asking further questions
- Record all comments on a notebook or flip chart



Materials

- drawing sheets
- colored pencils

Draw Your Perfect Day at the Park Instructions:

- Ask participants to imagine a day where all they had to do was have fun in the park
 - What would you do?
 - Where would you go?
 - Who would you come with?
 - What activities would you most like to participate in at the park?
 - Is there something you've always wanted to do but haven't had the chance?
- Encourage imagination
 - Any kind of drawing is okay (sketch, map, diagram, comic strip, etc)
 - If a participant isn't sure how to draw something, encourage them to write it instead
 - The drawings will help inform design concepts by offering very individualized and unique responses to the overall question this workshop is asking: what do you envision Long Wharf Park to be like?



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ACTIVITY 5: 3 weeks – 3 months – 3

Materials

- one flip chart per group
- one page for each time frame
- markers and pens
- one map per group
- three pieces of overlay trace paper

Instructions

- For this activity, we will be discussing in small groups the interventions that can be made to the park in 3 different time frames – in 3 weeks, in 3 months, and in 3 years.

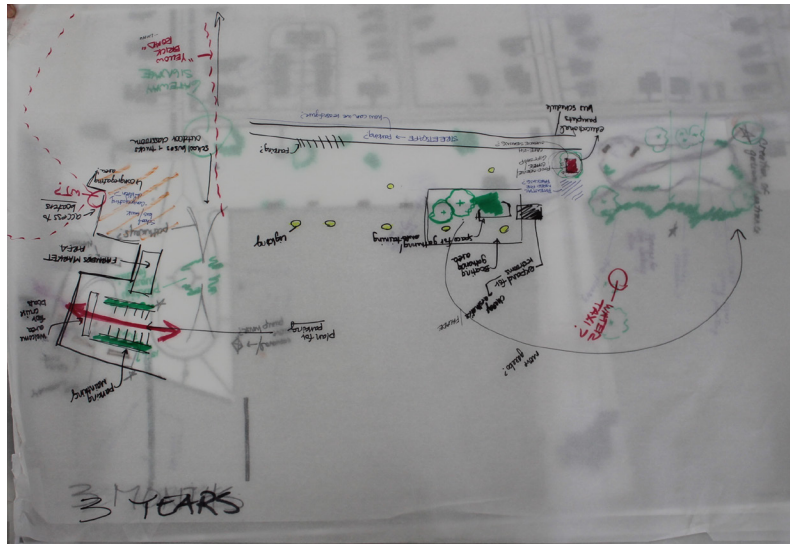
Group 1: Environmental Interventions

Group 2: Food and Entertainment

Group 3: Usage and Programming

Group 4: Historical and Cultural

- If we have more than 4 groups, Group 5: Shoreline Uses and Group 6: Usage and Programming.
- If you feel strongly about being in another group, we will switch you.
- For the first 15 minutes, we are going to discuss what changes can be made to the park in 3 weeks. These interventions should be small changes that are easily affordable through volunteer work or community projects. These should be low cost.
- For the next 15 minutes, we are going to discuss the changes that can be made in 3 months. These interventions require more money and planning but are still mid-sized. With this time-frame, more community groups can be brought in to help make these changes.



- For the last 15 minutes, we are going to discuss the changes that can be made in 3 years. These are larger changes that could provide new amenities for users. Within this time period, the goal would be to realize and build the long-term vision for the park.
- During each of these smaller discussions, the facilitator will encourage group members to draw on the map as to where the interventions will be. Other graphics that are encouraged are concept sketches and diagrams.
- If you have extra time, here are some questions that you can discuss with your group:
 - What would you like to see happening in this park?
 - How often does everyone come to the park?
 - Fill in this blank... I would come to Long Wharf Park more frequently if _____.
 - Spend a few minutes drawing one of these interventions.
- At the end of the first 45 minutes, we are going to reconvene as a large group for 30 minutes to discuss everyone's ideas.
- Each group will select one team presenter who will tell the large group about the ideas that were discussed. Each group has 5 minutes to tell the large group about their ideas. During this presentation, the presenter will use the maps that were created to explain the one or two significant alterations that were made for each time frame.

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Outcomes || Activity 1: How do you use the park now?

- Focus on leisure activities

Overall, as anticipated, the predominant types of activities that happen in Long Wharf Park are leisure activities. From the first workshop activity, the University of Maryland team learned that community members frequently enjoy recreation such as dog walking, walking, picnicking, lawn games, organized activities, and socializing.

- Unexpected activities

The workshop also brought to light several activities that happen in the park that the UMD team was unaware of. These activities included summer church choir concerts, movies in the park, holiday parades, and memorial services, among others.

- Different spaces for different activities

It was clear from the maps produced in workshop activity #1 that different parts of the park are used for different activities. The Duck Walk area, on the northwest side of the park, is the least used part of the park. Things that happen here include dog walking and containing overflow space for community members to watch the 4th of July Fireworks on Great Marsh Park. The central park of Long Wharf Park is used for picnicking, dog walking, leisure games, children's games, tourism, and as a gathering space for users of the marina. The wharf area is one of the most used spaces. Activities here include the farmer's market, cultural events, historical education, and fishing.

- High-use areas

The two most used parts of the park are the wharf area and the central park. The UMD team discovered though, that the wharf area is utilized mainly for individual activities (shopping, tourism) whereas the park is utilized mainly for group activities (concerts, games).

Marina

- The map for workshop activity #1 did not include a grid for the marina, so some people went outside the grid to include events that occur in the marina, such as sailing and fishing. This led to people including more detailed notes about what they do in that space.

Environmental activities

- Several workshop attendees mentioned that they participated in activities such as birdwatching but there were no participants who mentioned swimming and other ways of interacting with the water.



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Outcomes || Activity 2: Mapping

- General themes

There were several general themes that emerged during the second activity. These themes were: issues with the location of the public restrooms, the possible uses for the dockmaster's building in the park, flooding problems, landscaping and maintenance of the park, continuity between fixtures in the park (benches, signage, lighting, etc), and the need for more seating. The team also noted that the public sees this park as three distinct spaces instead of one large park.

- Duck walk area

Complaints: The current space is underutilized; there is a smell from the sea cabbage that accumulates in the corner; there is no shade; it is too hot in the summertime; there are significant flooding issues.

Future uses: Playground; grilling and picnic area; dog walking area; small boat or kayak launch; water taxi stop; install native plantings and low-impact design elements; art park; move the gazebo to this area; build a festival stage; create a wading area; and build more boardwalk space.

- Central park/Marina

Complaints: Dogs urinate all over the boater's area; duck feeding policies need to be tightened; there is a lack of seating, trashcans, picnic tables, gathering spaces, and lighting; information should be located here for transient boaters; the overhead utilities are unsightly; there is a lack of landscaping; the visual aesthetics of the utility boxes and the dockmaster's house are intrusive; the temporary structures need to be removed; the Pump House is underutilized, the monuments lack unity and identification.

Future uses: Possible store opportunities in the Pump House; install wifi in the park; environmental changes to the park, including a birding area, native landscaping and fresh water; a fountain or moving water for visitors to interact with; maintain large open spaces; designate a specific dogwalking path; provide space and/or structure for music performances.

- Wharf

Complaints: There is a lack of infrastructure for events, specifically there is a lack of food and food service, electrical capacity and outlets, and trash cans; the bulkheads are in a rapidly deteriorating condition and need to be restored; the monuments need visual enhancement, there is a general lack of landscaping and too much hardscape; there is a need for more seating, specifically along the water and around the WWII memorial; there are existing parking issues and circulation issues around the wharf.

Future uses: Create a gateway for people who enter the city from the wharf; extend the bricks around the circle; be thoughtful about historical signage and signage in general; develop economic activities like the farmer's market, kayak rental, and events; develop the fishing and crabbing area to accommodate those who use it; maintain access to large paved space for events and farmer's market.

Outcomes || Activity 3: Photovoice

- General themes

Several workshop participants noted that the photos provided another way for people to see the park. One question from this activity concerned the lack of people in the photos. It brought up the question - is this park underutilized?

Photo results:

The historic brick pavement image is an element that both connects to Cambridge history and could visually link Long Wharf with the greater community. However, maintenance expense is prohibitive in the short term.



The Farmers Market is gratefully appreciated in its new home on Long Wharf Park. The market is a lively activity in which many community members and visitors participate



The Nathan of Dorchester is an important representation of Cambridge culture and offers educational opportunities.



The 'quintessential' view that expresses the feeling many want to enjoy and protect.



The recently added Choptank Lighthouse is a focal point of the area.



The memorial fountain is an important landmark.



Image 12 was discussed as both an asset and a challenge. An asset because of the view and uses but a challenge because of the 'boardwalk' and parking lot maintenance.



Image 71 is illustrative of parking lot maintenance. These parking stops are displaced during snow removal.

Discussion of the Cambridge Municipal Yacht Basin building focused on updating the building with a facade or other beautification efforts.

Discussion progressed to an overall discontinuity among many of the features in the park. Planning and consistent aesthetics were suggested.



General plantings around the park were an overarching theme. Natives and grasses were also highly discussed.

Image 53 was discussed as a place for a 'soft-landing' which is lacking along the shoreline.

Image 60 generated suggestions for low, hardy and tolerant plants to soften and warm this view.



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Outcomes || Activity 4: Pros and Cons

- General themes

While the UMD team received a lot of the same feedback from this activity as some of the others, it was important because most of the group of people that attended the workshop on the second day were not in attendance on the first day.

Pros:

- While there was some discussion regarding the aesthetics, there was a general consensus that the public likes the memorials in the park.
- The boardwalk space along the marina is widely used and enjoyed and it should be extended into the duck walk area of the park.
- The Pump House is a positive element of the park and should be utilized in future plans.
- Since this park acts as a two-fold gateway (from people traversing down High Street and tourists coming in from cruise ships) so it should be redesigned to reflect that gateway.
- This park should promote walkable and bikeable spaces.
- Some participants noted the diverse species of migrating birds that inhabit the duck walk area during winter.
- Currently, the park provides unobstructive views of the water. Future plans should not place objects or structures near the water that might block views.
- People enjoy walking on the floating walkway around the marina, but expressed desires for a destination space/sitting place where they can enjoy the views.

Cons:

- There are significant flooding issues in the park and future plans should address these issues. The idea of a living shoreline and native plantings was brought up as a way to combat this issue in addition to the smell from the sea cabbage.
- There is too much paving and parking in the wharf area. Many community members expressed the need to redesign the wharf to create more defined spaces, while other community members highlighted the need for more parking along Water Street.
- The lack of maintenance in the park is currently an issue. One community member said, “Whatever we get, we need to maintain it.”
- There are a lot of opinions about the location of the public bathroom. Community members included pros and cons regarding the current proposed location of the restroom.
- Participants who like to fish mentioned that there are less fish near the wharf area since the marina was enlarged because of increased boat activity. The best fishing is now at the end of the floating walkway.
- Boaters expressed the concern that the new boat slips are too large and does not fit current demand. The 35’ slips near shore are completely full while the 60’ slips further out are largely unused.



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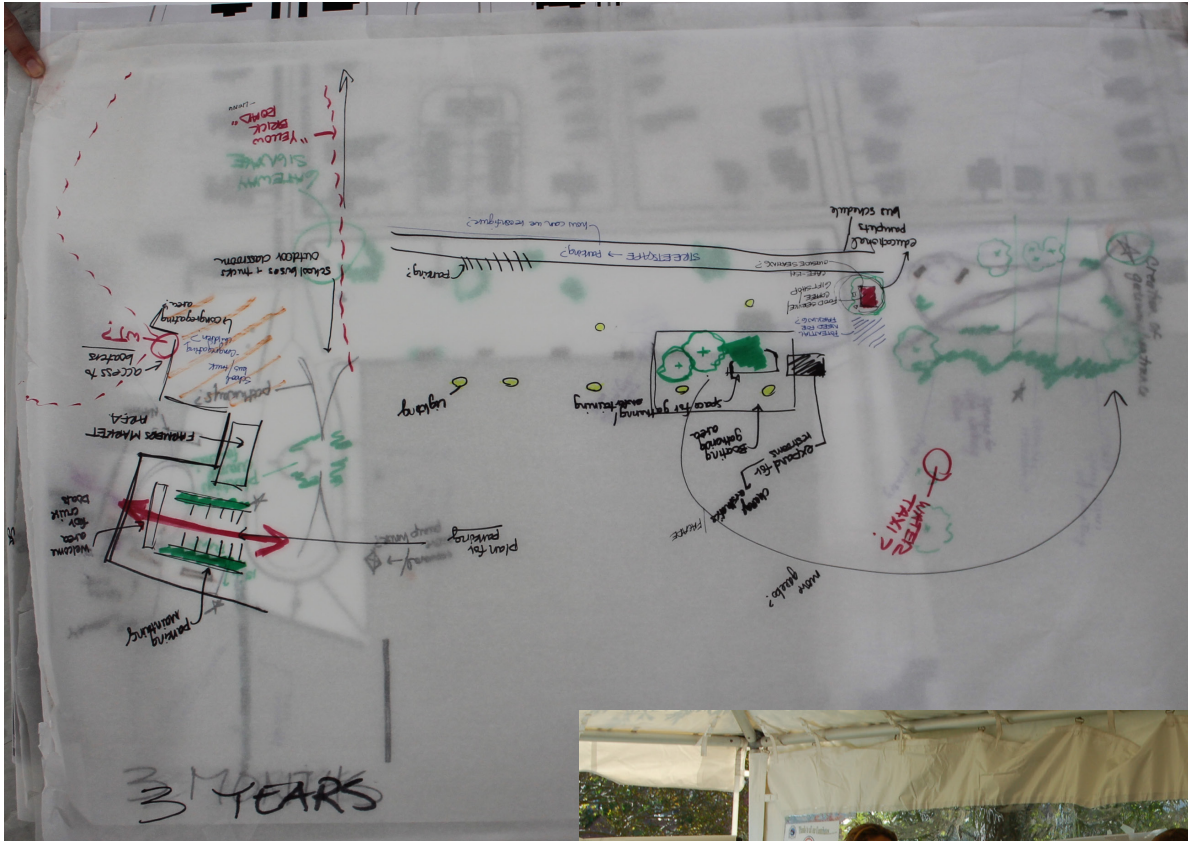
Evaluation



Lessons Learned

Outcomes || Activity 5: Three weeks, three months, three years

- In 3 weeks, the community would like to:
 - Build a basic walking path through the duck walk.
 - Install basic landscaping and create a landscape maintenance plan. Plantings would start with large trees.
 - Build benches and install planters along the pier surrounding the marina.
 - Install benches near the bulkheads in the Wharf parking lot.
 - Create a bait cutting table and designate a specific trash area for used lines from the fishermen.
 - Straighten out the parking stops that have been moved.
 - Install trash cans and dog clean-up bag stations.
- In 3 months, the community would like to:
 - Start building a living shoreline in the duck walk area.
 - Install activity and wayfinding signs.
 - Add more landscaping to the duck walk area.
 - Provide spaces and items for children activities such as horseshoes, a playground, or a small boating area.
 - Install a book exchange box.
 - Start devising a plan for the reuse of the Pump House.
 - Install a bait vending machine and rod holders on the wharf.
 - Increase the amount of seating in the park.
 - Install landscaping around the WWII fountain and the memorials.
 - Fix up the Roosevelt Memorial.
 - Build covers around the electrical boxes in the park or move them.
- In 3 years, the community would like to:
 - Formalize a cruise ship unloading area.
 - Build a splash fountain for children.
 - Create a water taxi landing space.
 - Create and implement a monument master plan.
 - Build an information kiosk and more bathrooms.
 - Create perimeter rain gardens that assist in managing stormwater.
 - Full establishment of a living shoreline in the duck walk area.
 - Create an educational space in the unused portion of the park, next to the wharf.
 - Establish a food or cafe area around the Pump House and/or another part of the park.



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Outcomes || Issues with Long Wharf Park

- **High priority areas**
The entire space is a well-liked community asset. The Duck Walk and the Wharf area were the two most commonly mentioned in discussions about current issues and future possibilities. The Duck Walk was generally discussed as a more passive use area while the Wharf is the most active area of the park.
- **Fishing**
License free fishing is a long standing activity which will continue into the future. Accommodating fishers with trash receptacles bait cutting stations, shade structures, fishing pole braces, seating, and other related features are important design considerations.
- **Marina facilities**
The various spaces around the center of Long Wharf Park - particularly along the marina edge and around the underutilized dock master building and old pumping station - could do with some small, but significant, changes. The space is short of basic outdoor facilities such as seating, trash cans and sheltered structures for gathering/event spaces, as well as a lack of interesting landscaping elements. The addition of small, subtle and/or unique features could help enhance this interesting space.
- **Maintain the viewshed**
A key issue for residents is to maintain the existing view-shed of the river; they are unhappy about how much the view of the river has been lost to infrastructure and/or trees over the years. Preserving and encouraging the view is something that must be taken into account wherever possible.
- **Public restrooms**
One of the more frequent conversations in this workshop was the discussion about where to put the proposed public restrooms. While there are a variety of locations suggested, it is clear that this is an important topic in the community that should be incorporated into future plans.
- **Exposed utilities**
Utilities, such as electrical boxes and dumpsters, are exposed throughout the park. Many community members expressed concerns about the aesthetic appearances of these boxes and discussed opportunities to move them to a central location or hide them with landscaping and artistic facades.

- **Bulkhead condition**
There was significant concern about the poor existing condition of the bulkheads around the wharf. It was noted that they need to be restored and strengthened.
- **Maintain open lawn/event spaces**
The open lawn area surrounded by trees east of the marina and wharf parking lot are currently used as an event spaces for formal and informal gatherings. Participants expressed the critical need for an open lawn space and a large paved space that can accommodate tents and large groups.
- **Preserve historic elements**
Long Wharf Park currently contains numerous historic elements such as memorials, the fountain, and historic brick paving. These aspects of the existing park add to its character and sense of place, and thus should be preserved.
- **General landscaping**
Many of the community members indicated that the park could be improved both aesthetically and environmentally with a comprehensive landscaping plan. This plan would aid in tying together all three sections of the park to create a more unified community space.
- **Insufficient seating**
Insufficient seating and picnic areas was seen both as a constraint and opportunity for community members. Currently the site furniture is limited and in disrepair, however this provides an opportunity to implement new features with similar design aesthetics.

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Outcomes || Visions, Ideas, and Suggestions

- Exercise area

An exercise area was discussed, with very detailed ideas like an “exercise circuit”, which refers to a looped walking/jogging path with exercise stations along it. There was consensus that the stations should not block the current open view.

- Living shoreline

Many people discussed the possibility of having a living shoreline along the Duck Walk area but were not specific as to whether that would include a beach and/or naturalized plantings. However, many people expressed the desire to create a living shoreline for the sake of creating habitat, as well as possibly launching small boats in that area and having a place to interact with the water. Some expressed their concern over the safety of the current bulkhead and the expensive maintenance, feeling that a living shoreline could help to address these issues. Some felt that due to the sea cabbage that gathers in the area and the storm water pipes that outfall into the river in that location, there would be a great need to consult with professionals before implementing a living shoreline. Others also expressed concern over whether a living shoreline would create more flooding on Water Street. However, the general consensus was that it would be a pleasant addition to the park and that if designed correctly these problems could be avoided.

- Water taxi

Generally, the participants expressed a desire for a water taxi to connect the park and areas of commerce within Cambridge. They felt that appropriate places for water taxi stops would be the Duck Walk area and/or the Wharf.

- Extend the boardwalk

Several community members suggested extending the boardwalk from the central area of the park into the Duck Walk area. They commented that extending a designated walkway may draw more people into this area that normally stop or turn around near the entrance to the yacht club.

- **Improvements to the pier**
Workshop participants liked the idea of improving the wharf area for pedestrians. They suggested adding design elements that draw more community members to it and encourage use. Elements suggested include more seating, lighting, potted or raised planters and trash receptacles.
- **Dog walk**
One of the local residents indicates that there is a huge population of dogs living in this community. One of the reasons for this is safety concerns on walking after dark as the lighting is lacking. So increasing illumination was one idea raised to improve the park for dog-walkers. Some of the participants of the workshop suggest that a dog walk with portable trash bag distribution stations should be built for the convenience of the many dog-walkers.

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Evaluation

- **Quality of Information Gathered:**
This is not just based upon how many people attended, but is based upon the usefulness of the information gathered. If the information can be applied during the design process and the design can adapt based on that information, then it is successful.
- **Quantity of Responses:**
The amount of responses may differ, depending on the times of the workshop and the availability of the residents' schedules. In order to get the most responses, good and timely advertising is a must, including all ranges of advertising such as email, television, signage, flyers, and word-of-mouth.
- **Flexibility of the Facilitator and Crew**
Surprises often happen during workshops such as limited attendance, people not following the rules of the specified activities, information provided, etc. If the facilitator and workshop crew can easily adapt to these changes then the fluidity of the process remains intact. Also, cities and towns have different cultures and social behaviors, and learning how to adjust to their lifestyle quickly and efficiently is key in evaluating the success of the process.
- **Positive Public Response**
Not everyone will be happy with the designs. If the people's comments are heard during the workshop process and considered during the design then the residents should have a positive view of the process and outcomes. The average resident does not understand design terminology so there should be clear dialogue between the designers and residents.
- **Emotional Response**
For the participatory process, any response laden with emotion is in the right direction. People will react emotionally when they either care for something deeply or strongly abhor an idea. If emotions can be evoked amongst residents, then there is a guarantee that they will remain involved to ensure that their opinions are heard, therefore, creating a successful participatory process. Remember that the whole reason behind the process is to engage residents, create excitement about the project, and listen intently to the residents.
- **Preparation**
The workshop requires a great amount of preparation to ensure that the day goes smoothly. Problems can occur at any moment and it is of the utmost important – particularly for students not accustomed to working with community members regularly in workshops – that all foreseeable problems are considered in the preparation time leading up to the event.

- Students responded to and summarized information gathered from the workshop activities. Many unexpected events took place, and some participant's demands were unforeseen. For example, it was found that a few participants did not envisage Long Wharf Park becoming a park for the entire community. As well certain pieces of information had been underestimated, such as the high demand for dog walking amenities in the park. Based on the criteria the workshop was a success as it revealed the day-to-day needs and thoughts of the community which we could not get from desktop site analysis.
- About 50 people in total attended the workshop. Both Thursday and Friday were successful in terms of turnout numbers as a result of our efforts on advertising through emails, posters and other mass media. The performance of a few activities did not completely match expectations, but still produced high quality outcomes. A summary of the outcomes from day one's activities helped day two to be more successful. There was better communication and understanding between the facilitators and the participants. Friday's activities produced a more organized and matured set of information that included more creative thinking and openmindedness.
- The facilitators were flexible through the entire workshop, making it a success. At the beginning several residents wanted to speak before activities began. The first activity was delayed but the facilitators and crew were able to manage time well. After combining the groups, one student in each group was able to focus on taking notes. During the workshop, some people came late or could not stay long enough for a full activity and so were accommodated with drop-in activities and private discussions. However, due to the drop-in activities table being outside many people bypassed it. It may have gathered more participation if a student was permanently stationed there to run it.

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- Not everyone agreed with each other's thoughts and ideas, but it is important that everyone was able to express themselves freely and their thoughts were well recorded. While some residents were more active than others, everyone was able to fully express themselves. The walking tour activity did not receive good results due to cold weather and lack of cohesive activity timing between groups. Therefore fewer results were recorded than expected. However, the walk was still a valuable tool that helped the participants expand their thought process. The residents who came late were able to have a personal conversation with facilitators who listened and recorded their concerns.
- From very early on in the workshop process, many emotional responses were heard. For the most part, participants were very open to sharing their own personal preferences, some of which were particularly subjective. Due to many of the participant's familiarity with one another, they were comfortable sharing with one another ideas on how they could be individually affected by certain design aspects. While the group ideally would have been a more diverse representation of the people of Cambridge, there were still varied opinions from people of different backgrounds.

- The facilitators were well prepared to deal with problems and unplanned occurrences. Prior to the workshop the facilitators researched design and public participation workshops, practiced facilitating activities, and listened to the advice of various design professionals. One or two participants came to the workshop with a specific agenda and disrupted the schedule of activities in order to present their opinions/preferences, rather than waiting for a more appropriate time. Although this led to significant delays in the structured schedule, the student team handled the various situations well and let those individuals say what they wanted to say to a certain degree. In terms of materials, furniture and event-planning, the team were extremely well prepared. All of the students responded well to unexpected or extraordinary remarks, which reflects the level or public-presentation preparation that was done prior to the charrette.



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- The workshop needed to begin with a more in-depth introduction to the project so that participants better understood the goals and deliverables for activities. Participants had a strong desire to communicate their opinions, desires, and concerns at the beginning of the workshop. The meeting agenda should have accommodated a discussion period at the beginning of the first day, so that this process could have been more structured, controlled, and recordable.
- The workshop was planned so that participants had passive engagement with site analysis boards that were set off to the side. If site analysis information had been presented in more depth, then perhaps the participants would have developed a higher level of trust for the facilitators, become more engaged earlier in the meeting, and been more open-minded toward change.
- The facilitators found that visual images stimulated creativity among the participants. Providing more images of waterfront parks or potential design options might have inspired a greater variety and depth of ideas.
- The tent setup in the park worked well for accommodating the number of participants and needs of the workshop. Because the workshop was located within the park, people who did not know about it were able to drop in and contribute their ideas. Because the event was held in mid-October, cool evening temperatures caused some people to be uncomfortable.
- Because there was a high ratio of facilitators to participants (approximately 1 facilitator to 3 participants), participants felt a strong desire to talk individually with facilitators rather than listening to other group members. While this was an opportunity to gain feedback from the community, small group sessions tended to lose structure and direction.
- The workshop included several drop-in activities that were designed to engage passers-by. However, because these design games were not introduced to the larger group, were not facilitated, and were physically isolated from the main working area, these activities were not well-utilized. A better strategy might have been to schedule a time for the larger group of participants to do drop-in activities and have one-on-one conversations with facilitators.

- In planning the workshop, students designed several children's activities and planned for 2-facilitars to guide their participation. No children participated in the workshop and the facilitators needed to quickly adapt their roles to engage the adult group.
- Limiting the workshop location to only the park may have failed to engage all stakeholders. Providing opportunities for public engagement at more locations, such as churches or the public library, may have engaged more people.
- The workshop was scheduled for a Thursday afternoon and Friday morning. While these times did draw approximately 30 people each day, alternate times may have encouraged a broader turnout.



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Green Shore projects get grant support

By JOSH BOLLINGER jbollinger@stardem.com | Posted: Monday, June 23, 2014 9:30 am

EASTON — In the largest total amount awarded in the history of the Green Streets, Green Towns, Green Job Initiative, or G3, more than \$3.7 million in 34 green infrastructure grants was announced Wednesday, June 18.

The grants are spread throughout Maryland, Washington, Pennsylvania, Virginia and Delaware. Three places on Maryland's Eastern Shore included in the grant round are Easton, Cambridge and Betterton.

The G3 program, which is administered through the Chesapeake Bay Trust, was created in 2011 to advance watershed protection and economic vitality through the development of stormwater management techniques, green jobs creation and enhanced livability, according to a news release.

"This program provides vital resources that empower local communities to better meet water quality goals, improve livability and walkability, increase tree canopy and air quality, and contribute to their economic well-being by adding green elements to their downtowns," Jana Davis, executive director of the Chesapeake Bay Trust, said in a statement. "This program provides a win-win for everyone involved that impacts citizens and water quality at the grass roots level."

Betterton's grant totaled \$91,045.

The grant will go toward the design and implementation for a green Wheeler Avenue that would aesthetically slow stormwater and flow, and filter permeated rainwater. It also would encourage non-vehicular traffic patterns, according to CBT.

Betterton council member Don Sutton said the grant will help improve the stormwater management issues the town has had on Wheeler Avenue.

"We're definitely glad to receive it and we'll hopefully put it to good use with a good design for this street upgrade," Sutton said.

The grant was certainly a win-win for Cambridge, according to City Planner Anne Roane.

Cambridge's Department of Public Works was awarded \$399,560 for green infrastructure improvements at Long Wharf Park. It is the largest grant in the round, and Roane said it was possibly



Dorchester Showcase

A tour of the Choptank River Lighthouse was an added attraction to the 2012 Dorchester Center for the Arts Showcase at Long Wharf Park in Cambridge.

the largest ever given under the G3 program.

Long Wharf is Cambridge's oldest waterfront park and is located next to the municipal marina. Funding from the G3 grant will go toward master planning and implementation of green infrastructure.

"We expect the focus to be where most of the opportunity lies, where we have impervious surfaces — primarily, the parking lot," Roane said. "The end goal is to address water quality, but also to have a plan as projects come up and proposals come up where we'll know we know where things are going to go. We'll actually have a plan we can follow."

Roane said Long Wharf was initially developed without a plan, and there's been a lot of interest in improving it, including new restroom facilities and the lighthouse.

The win-win comes in with the opportunity to address a plan for Long Wharf and help the environment at the same time in a way the city wouldn't otherwise have the funds to do, she said.

Roane said the grant award speaks to local and university partnerships, too. The project was undertaken as a studio project by the University of Maryland Landscape Architecture program in the fall of 2010, when students began to brainstorm ideas among themselves and the community.

"A lot of their efforts, I think, went a long ways toward getting the funding," Roane said.

The \$3.7 million in grants — \$3 million of which came from the Maryland Department of Natural Resources, more than \$600,000 from the Environmental Protection Agency and the remainder from the CBT — also includes tree canopy projects, like what's currently going on in Easton.

Easton Mayor Robert Willey announced at the town council meeting Monday, June 16 that Easton received \$13,557 to continue the town's tree-planting initiative. Willey said that will "allow us to plant quite a few trees."

Marydel's grant, totaling \$47,460, will go toward a project to identify opportunities for implementation of best management practices to address problems associated with nonpoint source pollution in the Upper Choptank River Watershed.

The grant for Marydel will cover an analysis of existing site conditions and develop a formal green initiatives concept plan. A secondary goal of the grant is to use the identification, design and implementation of best management practices to engage the public in water quality improvement and healthy lifestyle projects, according to CBT.