

# ***Seattle Skate Plaza Public Open House Summary***

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***Open House 1***

***January 19th, 2019***

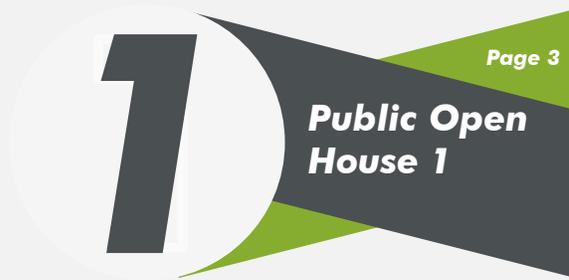
***Report created Feb. 26, 2019***

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**VDZ+A**

LANDSCAPE ARCHITECTURE | CIVIL ENGINEERING | URBAN FORESTRY

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**Jan. 19, 2019.**  
**Engagment survey**  
**open till Jan 31/2019**



**April 4th, 2019.**

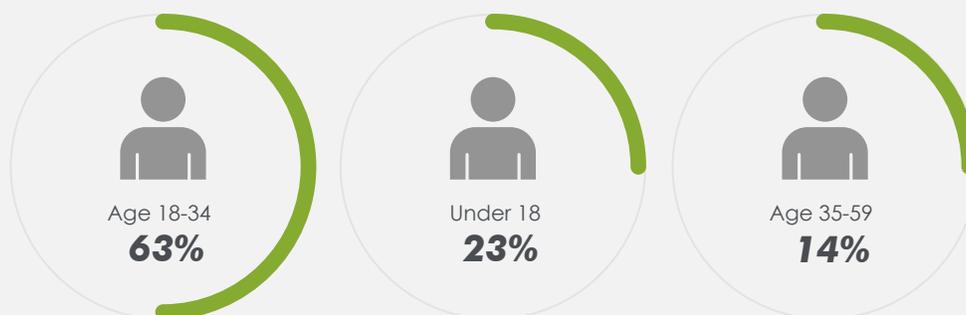
## Summary

- The following is a summary of the feedback gathered through the first round of public engagement for the future Seattle Skate Plaza. The first round included two components, an open house event held at Seattle Center on January 19th and a survey conducted in person at the open house and online. The public open house was held to gain input regarding the types of active terrain elements and park styles preferred by the local user groups in this community. It was also an opportunity for residents to ask questions and express concerns.
- In total, 257 people participated in the survey – 107 filled out surveys in person, and 150 completed the survey online. This report provides summary details about who is interested in the project, their experiences with skateboarding in Seattle, what is important to them, and what they would like to see come out of this project. This input will be considered in selecting the overall design direction for the project.

## Demographics

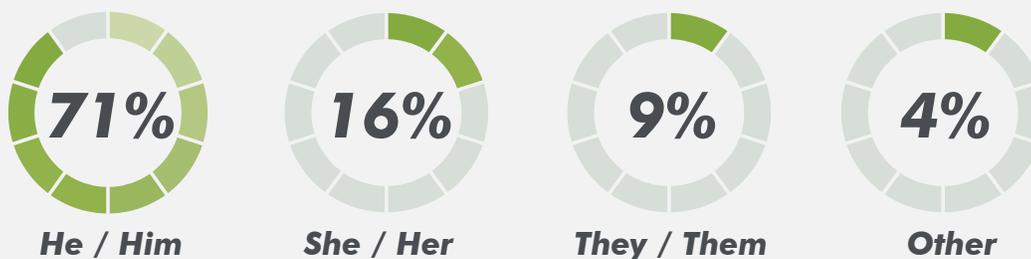
- Through the survey, a number of demographic details were gathered including age, gender, ethnic background, ZIP code, and interest in the project.

### Age of Participants



The majority of participants (63% - 121 people) were between the ages of 18 – 34.

### Gender

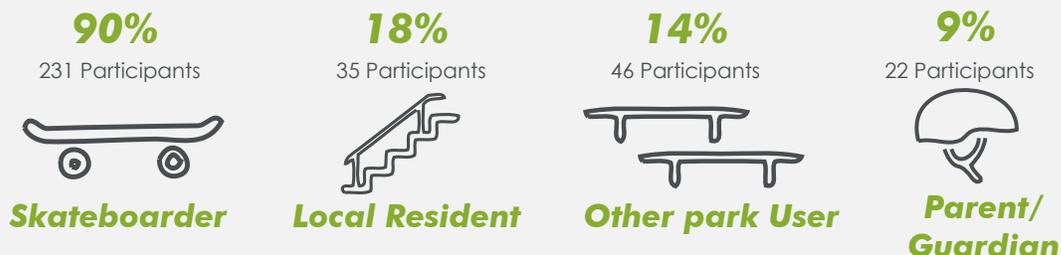


The majority of participants identified as male (71%-182 people), while 16% (42 people) identified as female, and 9% (23 people) identified as “non-binary”. The remaining 4% (10 people) did not answer.

# Demographics +

## Interest in Project

- Participants were asked their primary interest in the project. The vast majority of participants – 90%, or 231 people – are interested in the project from the perspective of a skateboarder



## Riding Ability

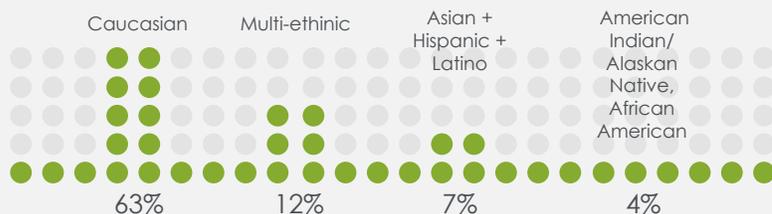
- Participants were asked what their experience level with skateboarding is. Seattle is a skilled city when it comes to skateboarding. 41% (104 people) stated they are intermediate level skaters, meaning they are working on flip tricks, grinds, and other technical tricks.



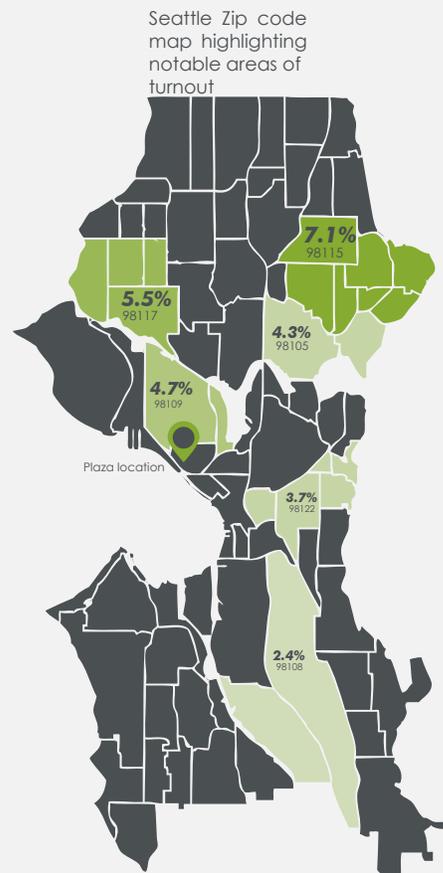
## Distance from Skate Plaza

- Regarding ZIP codes, 63% of participants live in Seattle and 31.5% reside elsewhere in Washington State. 1.2% live outside the state representing Oregon and Utah. The remaining 4.3% did not provide their ZIP codes.

## Ethnicity



- The majority of participants, 63% (161 people) have a Caucasian background, followed by those with a multi-ethnic background at 12% (32 people), and those of Asian and Hispanic/Latino background – at 7% (18 people) each. Representation from persons of American Indian/Alaskan Native, African American, Native Hawaiian/Pacific Islander, and other ethnic backgrounds each comprised less than 5%.



# Skateboarder Details

## Skateboarder Details

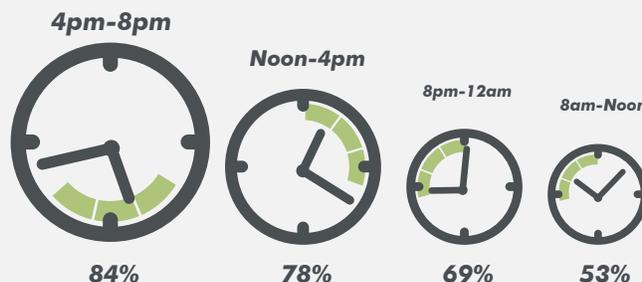
- This section provides details on how skateboarders use the current Seattle Center skatepark including how they get to the park, their experience level, and the time of day and how frequently they use the park.

## Transportation

**7 out of 10 participants choose sustainable mobility to get to the skatepark**



- Participants utilize all modes of transportation. Most people drive (72% - 182 people), but half of all participants also skateboard to the park (50% - 126 people). Another 46% (116 people) take the bus. People using active transportation include 30% (76 people) who walk, and 19% (49 people) ride their bicycles.



## Times of Day + Frequency

- The most common times of day that people use the skatepark are 4 – 8pm (84% - 211 people), noon – 4pm (78% - 196 people), and 8pm – midnight (69% - 174 people). 53% (133 people) skate between 8am – noon, 36% (94 people) skate after midnight, and 29% (73 people) skate before 8am.
- Admittedly, there is an error with the survey question on frequency. The highest frequency was labelled “Every chance I get”, which evokes an emotional response, but lacks quantitative accuracy as this could mean multiple times a week or a few times a month depending on how often people are able to visit the skatepark. With that said, 61% (154 people) skate every chance they get. 19% (49 people) use the park 1 – 2 times a week. 17% (44 people) use the park a few times a month, and 4% (11 people) use the park a few times a year). This question will be revised for the second open house.

## Safety

- Understanding that safety is a concern that the City of Seattle takes seriously, participants were asked if they have ever felt unsafe or unwelcomed at a skatepark in the city and what in particular makes them feel safe or unsafe. 27% (69 people) stated they have felt unsafe or unwelcome at a Seattle skatepark at least once before, and 73% (183 people) stated they have never felt unsafe.
- People often feel safe when there are other people present in the park area, regardless of whether they are fellow skaters or passersby. Sense of community and inclusivity are major components that contribute to the general feeling of safety at the park.



- Plenty of comments pointed to design elements that can be implemented to enhance safety including night lighting, a roof, clear sight lines, space for beginners to practice out of the way, a safe place to store bags and valuables, and integration with the environment surrounding the park. Several participants also commented that the active presence of groups like Skate Like a Girl have helped them feel safer at the skatepark.



- However, there are plenty of comments detailing what makes a skatepark unwelcoming and unsafe. Many pointed to the presence of people "lurking" – non-active park users hanging around the park with unclear or negative intentions. There were also a number of comments about aggressive and inappropriate behavior from active park users in terms of park etiquette, toxic masculinity, sexism, and prejudice towards other active user groups.

# Features and Programming

Participants were asked to choose 5 skate features they would like to see in the new plaza. Participants were then asked which landscape features, and programming they would like to see at the new plaza, and to select all that apply. Points from each participant are added together for total overall features, landscape, and programming rankings:

## Specific Skate Features

Top 3

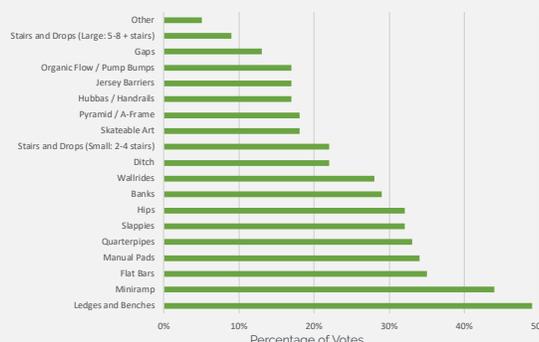


Chart of Skate Features

## Landscape Design Features

Top 3

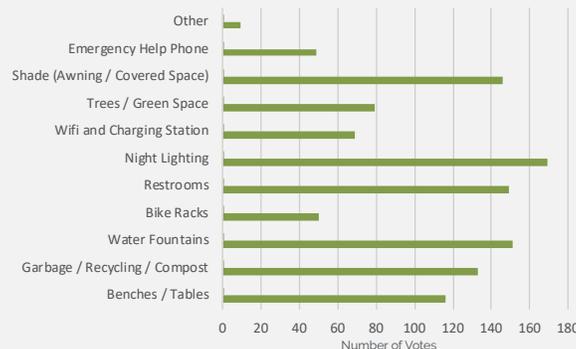
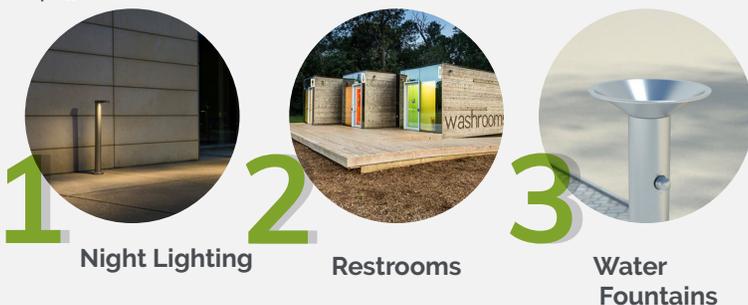


Chart of Landscape Features

## Programming Interest

Top 3

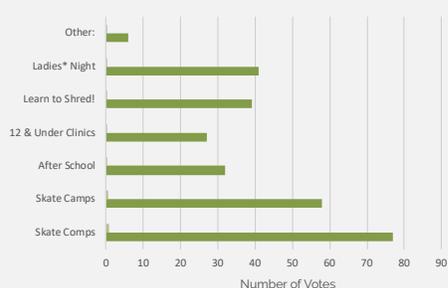
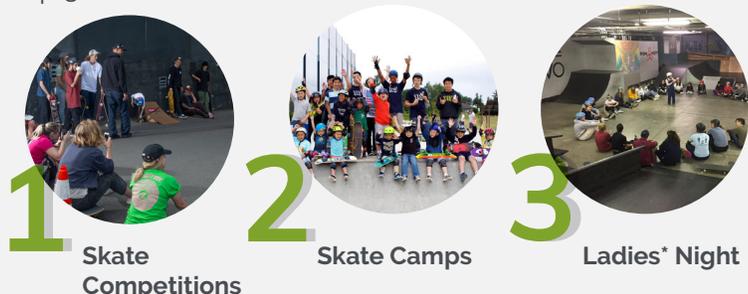


Chart of Programming Interest

# Skate Features

The Results from the survey broken down to specific features desired by age and skill.

## Specific Skate Features By Skill



Miniramp  
65%

#1 Rated  
by Skill

**Beginner**  
[20 Participants]



Ledges  
and  
Benches  
47%

#1 Rated  
by Skill

**Intermediate**  
[78 Participants]



Ledges  
and  
Benches  
69%

#1 Rated  
by Skill

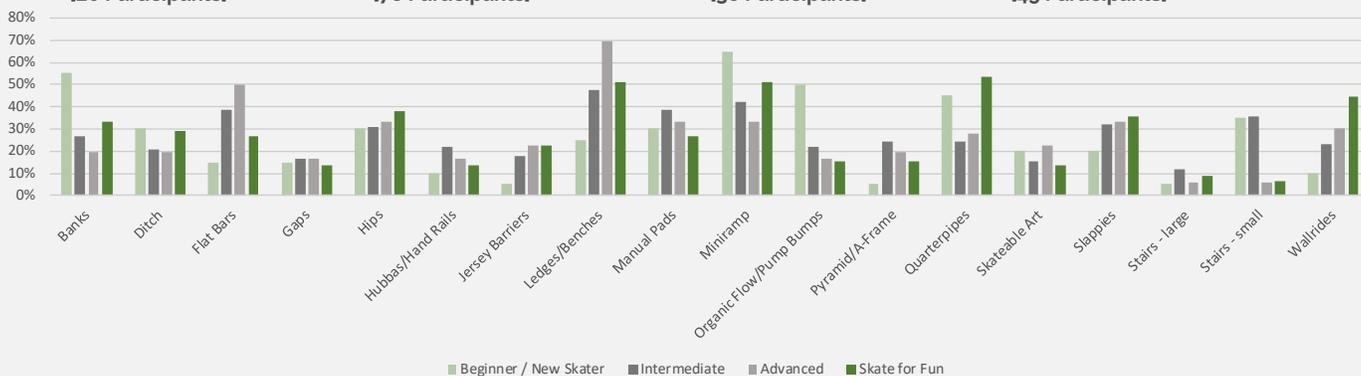
**Advanced**  
[36 Participants]



Quarter  
pipe  
53%

#1 Rated  
by Skill

**Skate for fun**  
[45 Participants]



## Specific Skate Features By Age



Miniramp  
43%

#1 Rated  
by Age

**Under 18** [40 Participants]



Ledges  
and  
Benches  
43%

#2 Rated  
by Age



Ledges  
and  
Benches  
52%

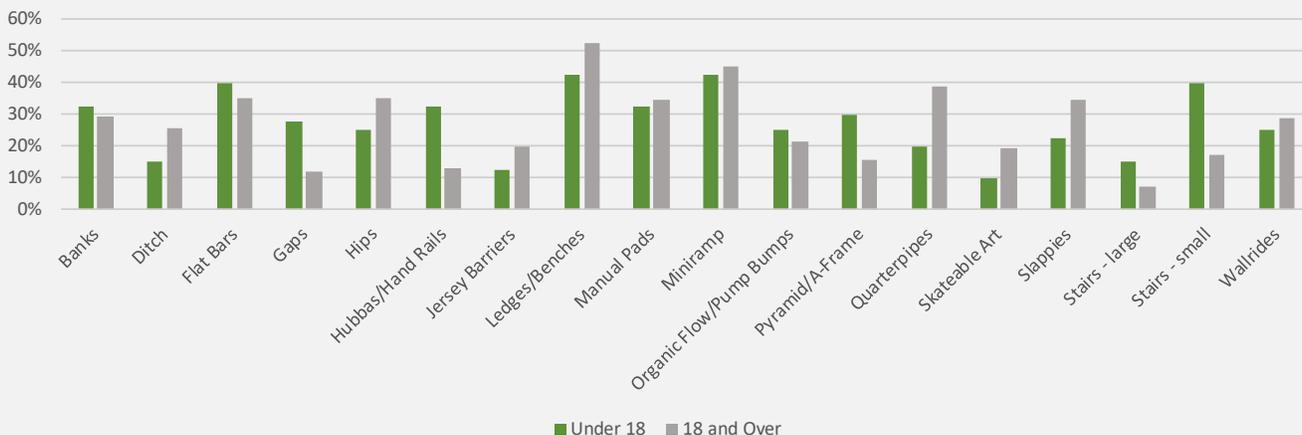
#1 Rated  
by Age

**18 and Over** [140 Participants]



Miniramp  
45%

#2 Rated  
by Age



# Park Elements

## Plaza Terrain

- The survey group expressed desires for all types of skate plaza terrain. The majority of participants want a skate plaza that is unique to the area with a focus on catering to all skill levels, capacity for high volumes of riders, and creating a space that is all-around inclusive and welcoming. Seattle is known for its advanced and aggressive transition/ bowl terrain, which is popular among skilled riders, but leaves beginner riders as well as advanced street-style riders with a lack of appropriate spaces. The new Seattle Skate Plaza should include opportunities for progression, parallel lines for multiple users to ride without overlap, key transitional features to maintain speed and create flow, and high quality materials and construction for excellent skateability. This space should allow for new users to feel comfortable entering the space and learning to ride without being in a dangerous high-speed zone.



Open House attendees participating in a dotmocracy; picking their favorite features.

- Several users expressed the need for simple street terrain with ample space around it -specifically flat bar rails, ledges and manual pads at a variety of heights. The skate plaza should incorporate landscaping, artwork, fine detailing, as well as a strong overall aesthetic. One highly requested feature was a Pump Track, which should be considered for inclusion in the space. It could be included either as a separate zone or integrated with the rest of the plaza. Two external amenities, which relate directly to the function of the skate plaza, were highly requested. These are a partial roof covering for riding in the rain and lights for use of the plaza at night.

## Landscape Design



- Survey participants all expressed the need to ensure that the skate plaza is a safe space for everyone, both users and spectators. An open, visible layout without blind spots is key for both skateability and passive surveillance from the outside to discourage negative behavior. Quality spaces should be integrated with the skatepark for users to rest and spectators to watch including shade, seating, lighting and green space. Existing pedestrian and bicycle connections need to be maintained, and a significant buffer and traffic calming measures will be needed if the alleyway is to stay. Access to bathroom facilities is highly desired, as are water fountains, refuse disposal and vending machines. Art and signage should be incorporated in the landscape to make the space more attractive and to explain to users the guidelines and policies for riding in the plaza.

# Open House 1 Conclusion

## Community Integration & General Comments

- One key issue of contention to be addressed is the conflict between different types of users, specifically skateboarders, BMX bicycles and scooters. While a few users expressed a desire to keep another group out, the majority agreed that this should be an accommodating space for everyone and should be designed with that in mind to avoid conflict. Another issue to address is how skateparks can be perceived as intimidating, both in the design and the culture present in the space. There is a need for safe entry spaces and viewing areas so new users can come into the plaza without being in the way. There also needs to be active programming and signage to communicate that all are welcome in this space and exclusionary behavior is unacceptable. Even advanced riders expressed a desire for beginner terrain, so that new users can have an appropriate place to ride as they learn. With a greater number of users able to enjoy the space it will become more active and therefore safer, discouraging the 'lurking' and negative behavior associated with skateparks.
- Participants were overall very satisfied with the public input process thus far. They would like to see an ongoing connection to the local community throughout the design process, and local voices and cultures from all backgrounds represented in the space. These participants are excited for the opportunity to improve upon past SeaSk8's and to create a world class, one of a kind destination skate plaza for all to enjoy.



Felt input was valued

**36 Participants**



Felt open house was informative and engaging

**32 Participants**



Disliked the project

**1 Participant**

## Future Engagement

- A question was included at the end of the survey about how participants would like to be engaged in the future. This information will help the project team design informed public engagement for the rest of the project. That said, this data should be considered in context as the forms of engagement used for the first round involved an open house, survey, and online survey.
- Over half the participants indicated they would participate in another survey (63% - 95 people), and online engagement (58% - 87 people). For context, 58% of participants in this first round of engagement completed the survey online.

