



04 JUNE 2014



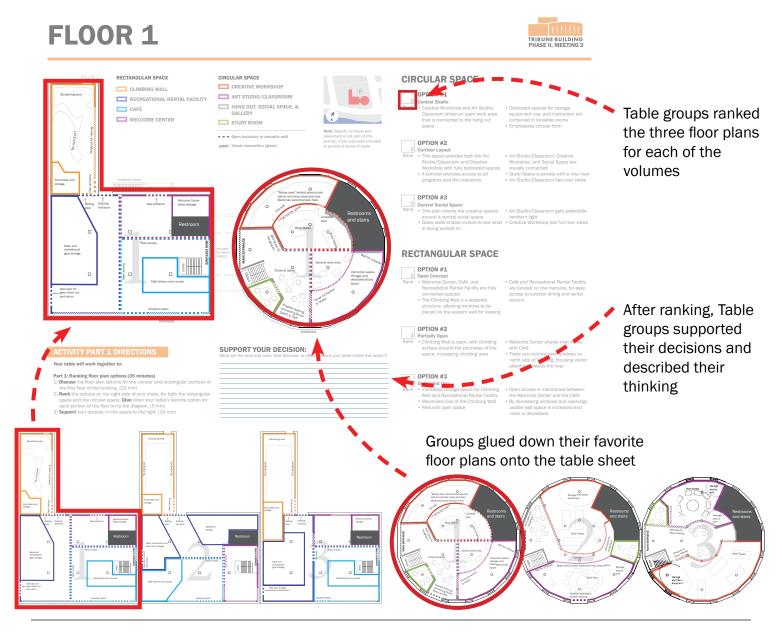


#### What happened at Meeting 2?

At Phase II, Meeting 2, residents were asked to complete two parts of an activity in table groups consisting of 6-8 people.

In Activity Part 1, table groups discussed and ranked floor plan options generated from Meeting 1. Each table had a sheet with a floor plan diagram of one of the two floors of the Tribune Building. Each floor was divided into a rectangular and circular volume. Table groups were provided with three floor plan options for each of these two volumes. Each table group:

- Discussed the six floor plan options and how they interact with one another
- Ranked the options on the right side of their sheet and glued down their favorite options
- Supported their decisions with comments at the bottom of the page and on their diagrams

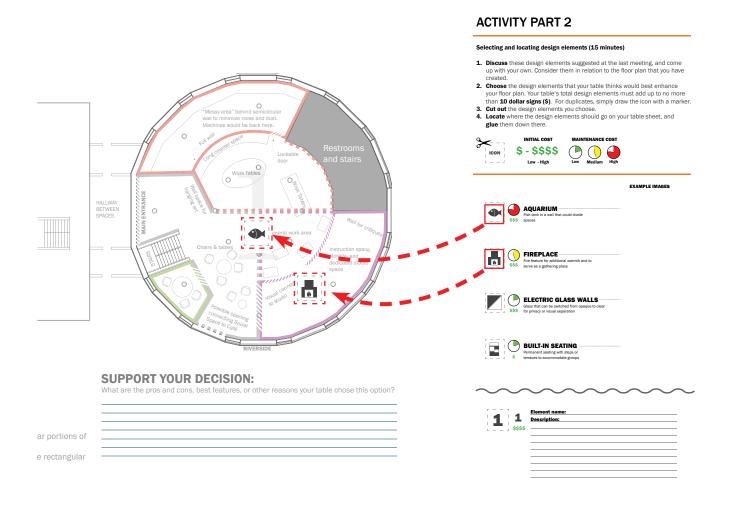


### Activity Part 2: Selecting and Locating Design Elements

In Activity Part 2, table groups chose built-in design elements for the Tribune Building and placed them into the floor plan diagrams they chose in Activity Part 1.

Each table had a sheet describing seven design elements that were generated at Meeting 1. The sheet also had spaces for two write-in options so groups could add new ideas. The seven suggested design elements were: Aquarium, Fireplace, Electric Glass Wall, Built-in Seating, Living Wall/Indoor Landscaping, Water Feature, and Chalk/Graffiti Wall. Each of these elements was assigned a cost, indicated with dollar signs ranging from 1 to 4 (\$ - \$\$\$\$). These estimated cost ranges were based on potential construction and maintenance costs of these elements. Write-in options were assigned a total cost of 4 dollar signs (\$\$\$\$). Each table group:

- Discussed the design elements suggested at Meeting 1 and were given an opportunity to write-in their own. They considered these elements in relation to the floor plan that they selected.
- Chose their favorite design elements with a cost restriction of a total of 10 dollar signs (\$).
- Cut out these elements and glued them on to their floor plan diagram where they thought they should go. Groups wrote in comments and special instructions for their elements.



### Activity Part 1 Results: Ranking Floor Plan Options

The community provided the project team with rankings and comments justifying their decisions. Combined, these results provide a clear image of floor plan concepts that the community desires.

#### Floor 1 Circular Volume

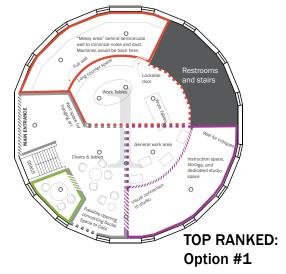
Tables ranked the three options to the right from 1-3, with 1 being their favorite.

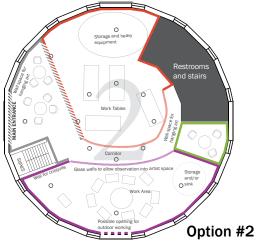
	Option# 1	Option #2	Option #3
Rank 1:	5	0	5
Rank 2:	4	4	2
Rank 3:	1	6	3
SCORE:	24	14	22

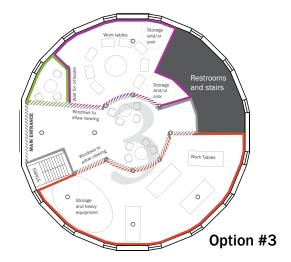
For the Floor 1 Circular Volume, residents greatly preferred Option #1 and Option #3 over Option #2. Option #1 was slightly preferred to Option #3, based on the frequency that it was second-ranked.

Resident comments revealed what aspects of these two plans were most popular: Groups that ranked Option #3 highest liked the visual connection between programs and how the design follows the contour of the building. Two groups who selected Option #3 wanted to see the Creative Workshop switch places with the Art Studio/Classroom and the Study Room, similar to how it is arranged in Option #1.

Groups that selected Option #1 as their top choice noted the access to the river for the Hang Out, Social Space, & Gallery, Study Room, and Art Studio/Classroom. They also noted the mixture of open creative flexible space and more secure messy areas.







# Floor 1 Rectangular Volume

Tables ranked the three options to the right from 1-3, with 1 being their favorite.

# **TOP RANKED:**

	Option# 1	Option #2	Option #3
Rank 1:	3	4	3
Rank 2:	6	1	3
Rank 3:	1	5	4
SCORE:	22	19	19

Residents largely liked the three scenarios for the Floor 1 Rectangular Volume equally. Weighting results reveals that Option #1 is slightly more preferred than Option #2 and #3, because it was ranked second more often than the other two, which were more often ranked third.

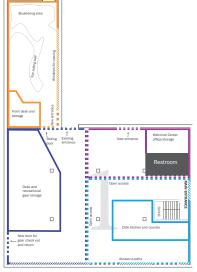
Group comments clarified the aspects of these plans most liked:

Table Groups who chose plans other than Option #1 overwhelmingly indicated that they want the rock wall layout from Option #1, with a sculpted curving rock wall in the center, allowing for windows on the east wall.

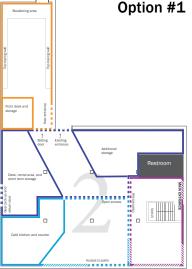
Groups who chose Option #3 appreciated the ease with which programs could be separated depending on what's open and closed, and that noise is reduced between programs.

Groups who chose Option #2 liked the open concept and that both the Café and Welcome Center enjoy river views.

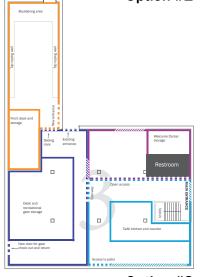
Groups who chose Option #1 preferred the maximized openness of the space and connection to the riverside. They also were excited about the unique Climbing Wall layout.



TOP RANKED:



Option #2



Option #3

#### Floor 2 Circular Volume

Tables ranked the three options to the right from 1-3, with 1 being their favorite.

	Option# 1	Option #2	Option #3
Rank 1:	7	1	2
Rank 2:	3	0	7
Rank 3:	0	9	1
SCORE:	27	12	21

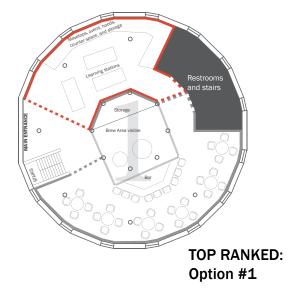
Residents greatly preferred Option #1, followed by Option #3 for the Floor 2 Circular Volume.

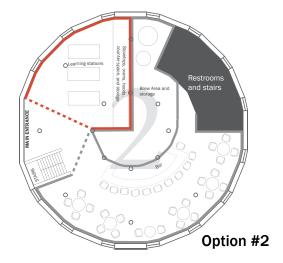
Objections to Option #2 largely centered on the fact that the Culinary Kitchen does not have independent access to the restrooms.

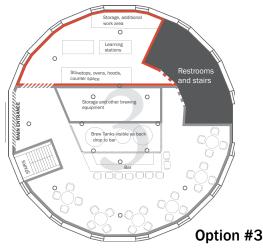
The one group that did choose Option #2 liked the openness in the Micro Brewery, and that it follows the curve of the building. This group added a back hallway connecting the Culinary Kitchen to the restrooms, along the north wall.

Groups that chose Option #3 liked that the Micro Brewery has more space, noting that it will be more of a draw than the Culinary Kitchen. One group noted that they liked the mix of visual connectivity and privacy for the brewing area in the Micro Brewery.

Groups that chose Option #1, the clear leader, liked its openness, flexibility, and flow, which responds to the shape of the building. Groups liked that the Culinary Kitchen counter space is maximized. Some groups did note the aspects of the other options that they liked, including the shape of the bar in Option #2, the straight work area for the Culinary Kitchen in Option #2, and the main entrance and visual connection in Option #3.







#### Floor 2 Rectangular Volume

Tables ranked the three options to the right from 1-3, with 1 being their favorite.

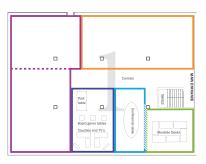
	Option# 1	Option #2	TOP RANKED: Option #3
Rank 1:	. 0	. 0	10
Rank 2:	5	5	0
Rank 3:	5	5	0
SCORE:	15	15	30

Residents unanimously chose Option #3 for the Floor 2 Rectangular Volume. The other two options tied for second place.

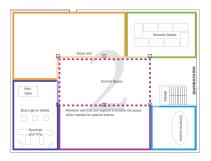
Groups enjoyed the curving wall and visual connection between spaces in Option #3. They liked that the Conference Room and the Meeting Room were adjacent and flexibly connected, how the Flexible Space was dividable, and how the Game Room and Play Area were adjacent and in the back of the space.

Additional comments and suggestions included:

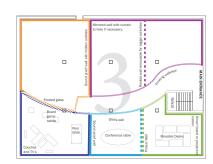
- Flipping the Game Room and Play Area so the Game Room is larger,
- Adding a kids restroom for the Play Area, and
- Making the Play Area visually connected to all adjacent spaces.



Option #1



Option #2



TOP RANKED: Option #3

# Activity Part 2 Results: Selecting and Locating Design Elements

In Activity 2, residents selected and placed design elements into program areas. The results show popularity of design elements, new creative ideas, and the most popular locations for each design element.

## Results of Suggested Design Elements

Among the seven design elements that were suggested, based on Meeting 1 responses, the most frequently used was the Fireplace, followed by the Chalk/Graffiti Wall, Electric Glass Walls, and Built-in Seating.

The following chart shows the element names, the cost that was given to the community before incorporation into their designs, the total frequency that each element was used, and the most popular locations in which the community included these elements.

ELEMENT NAME	COST	FREQUENCY	MOST POPULAR LOCATIONS
Fireplace	\$\$\$	17	Micro Brewery (7), Café (4), Hang Out, Social Space, & Gallery (3)
Chalk/Graffiti Wall	\$	14	Play Area (5), Recreational Rental Facility (3), Welcome Center (2)
Electric Glass Walls	\$\$\$	13	Art Studio/Classroom (4), Conference Room (2), Flexible Space (2), Study Room (2)
Built-in Seating	\$	9	Game Room (3), Play Area (2)
Aquarium	\$\$\$	5	Café (2), Neutral Space (2)
Living Wall/Indoor Landscaping	\$\$	5	Café (2)
Water Feature	\$\$\$\$	5	Neutral Space (2)

# Augmented Descriptions of Suggested Elements

When selecting and locating design elements in Activity 2, many groups went into detailed description, augmenting the elements in unique ways. The following descriptions are those that significantly varied from the generic description of suggested design elements.

ELEMENT NAME	LOCATION	AUGMENTED DESCRIPTION
Built-in Seating	Climbing Wall	Seating could be jointly used for gear storage and as a seating area for putting on climbing gear.
	Hang Out, Social Space, & Gallery	Charging Stations built into seating.
Aquarium	Entrance Area in Floor 1 and 2 Rectangular Volume	Spiral stairs around a 2-story aquarium.
	Corridor in Floor 2 Rectangular Volume	Aquarium as the floor along corridor.
Living Wall/Indoor Landscaping	Entrance Area in Floor 2 Circular Volume	Living Wall is an edible living wall used for kitchen. It is also manicured to spell out something meaningful like "TRIBUNE" with different plants in each letter.
	Micro Brewery	Living Wall is full of herbs and grains used for brewing in the Micro Brewery.
Water Feature	Micro Brewery	Overhead suspended "river" water feature. It would mimic the shape of the river, create sound, and be lighted and visible from below.
	Circular Volume Stairs	Double height water feature near stairs.

# Results of Write-In Design Elements

In Activity Part 2, residents had the option to write-in and describe other design elements. The following is a catalog of design elements that were unique from suggested elements.

WRITE-IN ELEMENTS:	LOCATION	DESCRIPTION
Skylight	Center of Floor 1 Circular Volume	A skylight coming down through Floor 2, over the combined Art Studio/Classroom, Creative Workshop, and Hang Out, Social Space, & Gallery.
Ecosystem	Between Café & Recreational Rental Facility	"Self contained aquarium - much less expensive than full aquarium and combines water and aquarium elements."
SWC Historical Display	Recreational Rental Facility	This group placed an historical display along the "additional storage" area of the Recreational Rental Facility in Option #2 for the Floor 1, Rectangular Volume.
Interactive Screen	Between Welcome Center & Recreational Rental Facility	Large digital "yearbook" display, highlighting activities such as fun runs, bike races, etc. This would include internet access and ability to sign up for activities. This would be double sided to view from Welcome Center and Recreational Rental Facility.
Connect Play Area & Climbing Wall	Play Area & Climbing Wall	Integrate climbing wall with Play Area. This can be done by simply putting in glass overlooking the Climbing Wall area so kids can watch, or it could be a more interactive connection, such as "Pirate Ship" overlooking the Climbing Wall. Even further, there could be a full connection including a slide from the Play Area into the Climbing Wall area.
Built-in Shelving	Play Area	Built-in shelving units along the walls of the Play Area for storage.

#### **POST MEETING**

#### What is happening now, after Meeting 2?

At the conclusion of Meeting 2, all meeting evaluations and materials were gathered by the project team. For the past two weeks, the project team has been working through all of these materials: Noting all ideas and organizing, cataloging, and synthesizing all of the participant work. A Community Fellow entered all meeting evaluation information into a summary document.

Floor plan and design element rankings and comments are being synthesized by the project team and project architect to be incorporated into Meeting 3 activities and the architectural design of the Tribune Building.

#### Where can I learn more?

Please visit the project website, TribuneBuilding.org, or call Incourage at (715) 423 - 3863.