


TRIBUNE BUILDING



28 FEBRUARY 2014

incourage
community foundation



MEETING 4 ACTIVITY RESULTS

What happened at Meeting 4?

At Meeting 4, meeting participants worked together with their tables to complete a table worksheet.

On each table was a large circular sheet, with plan views of floors 1 and 2 of the Tribune Building and dimensions of the rooms. In the center of the sheet, were two large rectangular diagrams that corresponded to each floor plan. These diagrams were divided into 4"x4" squares that each represented 400 square feet of floor space; Floor 1 has 9,600sf of programmable floor area, and Floor 2 has 8,400sf, for a total of 18,000sf of programmable space. The divisions of the rooms were also shown in the diagrams.

Concordia provided residents with rectangular and square blocks of varying sizes that represented different programming elements. The size of each block accounted for standard space required for each use, plus necessary space for hallways, walls, storage, and mechanical systems. Each program block contained the following information: priority rank based on previous meetings (low, medium, high), population served, and a brief description. The residents had many more blocks to choose from than would fit in the building, requiring them to re-prioritize based on total available space, as well as arranging complementary programs together.

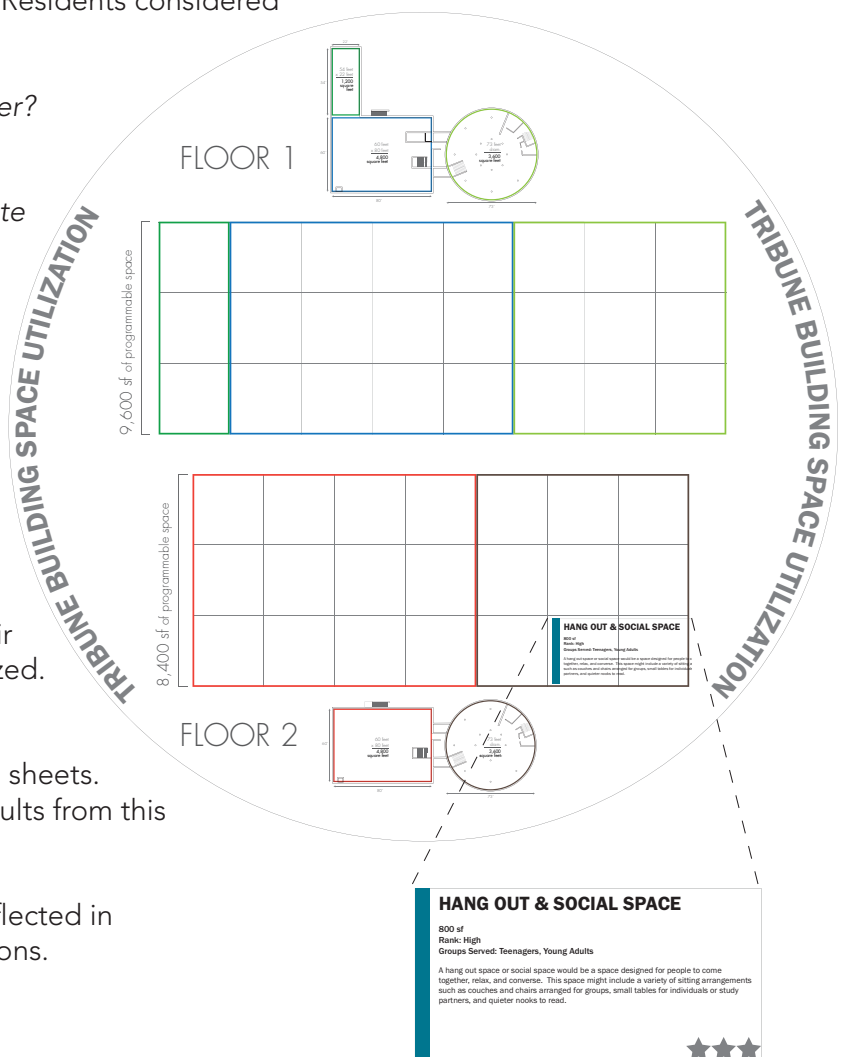
Each table group discussed the program blocks and arranged the blocks within the diagram, such that there were no empty spaces or overlapping blocks. Residents considered the following questions:

- Do your programs complement one another?
- Which programs belong adjacent to one another?
- Which programs should be kept separate from other programs?
- How will programming on the 1st Floor interact with street activity and the waterfront/surrounding property?
- How will programming on the 2nd floor interact with rooftop activities?
- Is a broad range of the community served by your table's programming mix?

Twenty-four tables groups, representing over 175 participants, arranged and secured their programming blocks on the sheet, casting their final votes for how the building should be utilized.

Following Meeting 4, Concordia gathered and analyzed the results from the twenty-four table sheets. On the following pages are the preliminary results from this process.

The work done at Meeting 4 will be directly reflected in Concordia's final programming recommendations.



ACTIVITY RESULTS: PROGRAM INCLUSION FREQUENCY

The following chart is the raw data collected from the twenty-four table sheets. Some program blocks were not included at all by any tables, and other programs were included more than once per sheet. The chart is broken down into three categories: Floor 1, Floor 2, and total inclusion frequency.

AT A GLANCE:

- All tables included Recreational Rentals, a Micro Brewery, and at least one type of food service.
- Six out of ten tables included two types of food service: one café and one restaurant or two cafes.
- The average table included 1.3 conference rooms.
- The average table included 1.63 small and/or medium flexible spaces.
- 92% of tables included a Culinary Kitchen.
- 75% of tables included an art studio.
- 75% of tables included a hang-Out space.

FLOOR 1		FLOOR 2		TOTAL	
FREQ.	PROGRAM	FREQ.	PROGRAM	FREQ.	PROGRAM
24	Recreational Rentals	19	Micro Brewery	31	Conference Room
16	Small Café	19	Conference Room	24	Micro Brewery
15	Small Welcome Center	16	Small Flexible Space	24	Recreational Rentals
14	Hang Out Space	15	Culinary Kitchen	22	Culinary Kitchen
13	Indoor Climbing	13	Large meeting/classroom	22	Small Flexible space
12	Conference Room	12	Medium Flexible Space	18	Small Meeting/Study Room
12	Small Meeting/Study Room	9	Small Restaurant	18	Art Studio/Classroom
10	Art studio/Classroom	9	Large Flexible Space	18	Hang Out space
10	Play area	8	Art studio/Classroom	17	Medium Flexible space
8	Computer Lab	6	Small Meeting/Study Room	17	Small Café
8	Large Game	5	Room	16	Large meeting/classroom
7	Culinary Kitchen	5	Small Woodshop	15	Small Welcome Center
6	Small Flexible Space	4	Small Game Room	13	Indoor Climbing
5	Large Welcome Center	4	Medium Restaurant	12	Computer Lab
5	Medium Flexible Space	4	Computer Lab	10	Small Woodshop
5	Micro Brewery	3	Hang Out Space	10	Play area
5	Small Gallery Space	3	Large Café	10	Small Game Room
5	Small Game Room	2	Dark Room	9	Small Restaurant
5	Small Woodshop	2	Large Art Gallery	9	Large Flexible space
3	Large meeting	2	Small Art Gallery	9	Large Game Room
3	Medium Restaurant	2	Small Gallery Space	7	Medium Restaurant
3	Small Art Gallery	1	Child Care	7	Small Gallery space
2	Large Café	1	Small Café	5	Large Café
1	Interactive learning center	1	Large Woodshop	5	Small Art Gallery
1	Large Woodshop	1	Interactive learning center	5	Large Welcome Center
0	Child Care	0	Large Game	3	Dark Room
0	Dark Room	0	Recreational Rental	2	Large Woodshop
0	Large Art Gallery	0	Indoor Climbing	2	Large Art Gallery
0	Large Flexible Space	0	Small Welcome Center	2	Interactive Learning Center
0	Large Restaurant	0	Large Welcome Center	2	Child Care
0	Small Restaurant	0	Play area	0	Large Restaurant

ACTIVITY RESULTS: PROGRAM INCLUSION FREQUENCY BY FLOOR

After gathering the initial data, Concordia has merged the program options of similar uses that varied in size. For instance, the community chose between a small, medium, and large restaurant that measured 3200sf, 3600sf, and 4800sf respectively. Nine tables included a small restaurant, seven included a medium restaurant, and no tables included a large. Averaging the small and medium restaurant programs together, weighted by size preference, results in a 3375sf restaurant program that carries 16 votes. Combining programs with identical use gives a clearer picture of program frequencies as well as desired size. This chart reflects more clearly the community's collective vision.

FREQ.	PROGRAM	AVG FLOOR AREA	FLOOR PREFERENCE
39	Small to Medium Flexible Space	974	Both
31	Conference Room	400	2
24	Recreational Rental	2400	1
24	Micro Brewery	800	2
22	Cafe	1291	1
22	Culinary Kitchen	800	2
20	Welcome Center	1300	1
19	Game Room	589	1
18	Art Studio/Classroom	1200	1
18	Hang Out Space	800	1
18	Small Meeting/Study Room	400	1
16	Restaurant	3375	2
16	Large meeting/classroom	800	2
14	Art Gallery Space	657	1
13	Indoor Climbing	1200	1
12	Woodshop	1867	Either
12	Computer Lab	800	1
10	Play area	800	1
9	Large Flexible Space	4000	2
3	Dark Room	400	2
2	Interactive Learning Center	6000	Either
2	Child Care	1600	2

ACTIVITY RESULTS: ADJACENCIES

Concordia has analyzed the block arrangements that the community made at Meeting 4 and recorded the frequency of adjacency between each program. Below is a chart of the most frequent adjacent programs for each use. This information will be carried through to the design phase to help lay out the building's programs.

PROGRAM

Restaurant

Café

Micro Brewery

Culinary Kitchen

Recreational Rental

Indoor Climbing

Woodshop

Computer Lab

Large Meeting Room

Small Meeting/Study Room

Conference Room

Art Studio/Classroom

Art Gallery

Dark Room

Large Flexible Space

Small and Medium Flexible Space

Hang Out Space

Welcome Center

Interactive Learning Center

Child Care

Play Area

Game room

TOP ADJACENCIES

Micro Brewery, Culinary Kitchen, Small and Medium Flexible Space

Culinary Kitchen, Recreational Rental, Hang Out Space

Restaurant, Culinary Kitchen, Small and Medium Flexible Space

Micro Brewery, Café, Restaurant

Welcome Center, Café, Indoor Climbing

Recreational Rental, Cafe, Play Area

Large Meeting, Art Studio/Classroom, Small and Medium Flexible Space

Hang Out Space, Small and Medium Flexible Space, Large Meeting

Conference Room, Woodshop, Art Studio/Classroom

Café, Computer Lab, Art Studio/Classroom

Small and Medium Flexible Space, Large Meeting Room, Micro Brewery

Woodshop, Art Gallery, Culinary Kitchen

Culinary Kitchen, Art Studio/Classroom, Small and Medium Flexible Space

Art Studio/Classroom

Small and Medium Flexible Space, Restaurant

Conference Room, Micro Brewery, Hang Out Space

Conference Room, Game Room, Recreational Rental

Recreational Rental, Game Room, Conference Room

(not enough data)

(not enough data)

Game Room, Recreational Rental, Welcome Center

Hang Out Space, Welcome Center, Small and Medium Flexible Space

CURRENT AND FUTURE WORK

What is happening after Meeting 4?

After the meeting concluded, all meeting evaluations and materials were gathered by the project team. For the past week, the project team has been working through the materials: imputing frequency and adjacency data, and organizing the results.

The results of this meeting, and all previous meetings, will be incorporated into the Final Programming Document. This document will recommend programming options based on the work and results from these meetings. Previous Meeting Evaluations can be found on the tribunebuilding.org website.

The Tribune Building project team is committed to transparency and clear documentation of engagement process results.

What next?

Now that Phase I meetings have been completed, the project is entering Phase II, which will have a new set of community meetings to guide the process.

In Phase II, the Tribune Building project team and the community will work together on design elements of the building.

Where can I learn more?

To find out more about the Tribune Building Project, including the activities and results from the previous four meetings, please visit tribunebuilding.org.

Stay posted for Phase II meetings!

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