

Hastings Youth Hub Design Day



27 May 2009
at St Mary-in-the-Castle

Report and Record

Produced by
Nick Wates Associates
for Hastings Trust

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1 Introduction

- 1.1 This document is the output of a hands-on design workshop held on Wednesday 27th May 2009 in St Mary-in-the-Castle, Hastings.
- 1.2 The event was organized by Hastings Trust to involve young people in helping to create a Youth Hub at St Mary-in-the-Castle, and in selecting an architect for the project. It was also seen as a step in building community design capacity for the MyPlace Youth Hub project and for any future public consultation on St Mary-in-the-Castle.
- 1.3 This event report and record provides details of the results which will be useful for all those taking the project forward. It also sets out the methodology used. The Appendix contains background documents and a list of participants. Video footage of the event can be found on the myplacehastings Facebook page (<http://www.facebook.com/home.php#/group.php?gid=56984327727>)
- 1.4 This document has been compiled by Nick Wates who assisted the Trust staff organize the day.
- 1.5 Any queries should be directed to:

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2 Conclusions

- 2.1 This section sets out the main conclusions of the design day as perceived by the Hastings Trust after the event. Although no formal votes were taken there appeared to be a general consensus on the following:

Youth culture

- 2.2 Young people undertake a wide range of activities in the town centre and use a wide range of facilities. The use of St Mary needs to be integrated with these. More mapping and feasibility work needs to be done to understand better what venues will be best for what activities.

Transport

- 2.3 Given the Youth Hub's location in the town centre, initiatives need to be taken to make it easier for young people to travel about in a carbon friendly way.

Enterprise

- 2.4 Making St Mary-in-the-Castle financially sustainable will be essential and will require an imaginative mixture of all year round uses as well as money saving initiatives.

The Building

- 2.5 Activities proposed for St Mary-in-the-Castle will need to be appropriate to the historic nature and status of the building but this need not necessarily be seen as a problem.

Youth activities

- 2.6 There is no shortage of ideas for activities for young people that could take place. More young people need to be involved in brainstorming and deciding which ideas to pursue.

Process

- 2.7 The opportunity to be involved in the detailed process of developing proposals for the youth hub was welcomed by the young people present at the design day. The hands-on workshop format and activities were appreciated.
- 2.8 If similar events are to be held in future, ways need to be found to get more people to attend. This could include such things as having attractions (eg performances) and more enticing publicity. Alternatively it might be better to organise 'roadshow' events in places where young people already are - these could include some of the activities developed for the design day.
- 2.9 The Architects are working to a tight timescale and the engagement process needs to be geared up rapidly and tailored to the demands of the Architects programme. More engagement with more young people is necessary to firm up the proposals. But it is also important to allow adequate time to consult with the wider public before it is too late to make changes. This could take the form of an interactive exhibition with linked website facilities at the end of the summer.
- 2.10 An urgent task is to establish communication protocols to ensure that the various different stakeholder groups know where to find up to date information about the project and how they can be involved.



The workshop took place in the main auditorium at St Mary-in-the-Castle



The café was open for purchasing refreshments and a voucher system was used to ensure that everyone had a free drink and something to eat

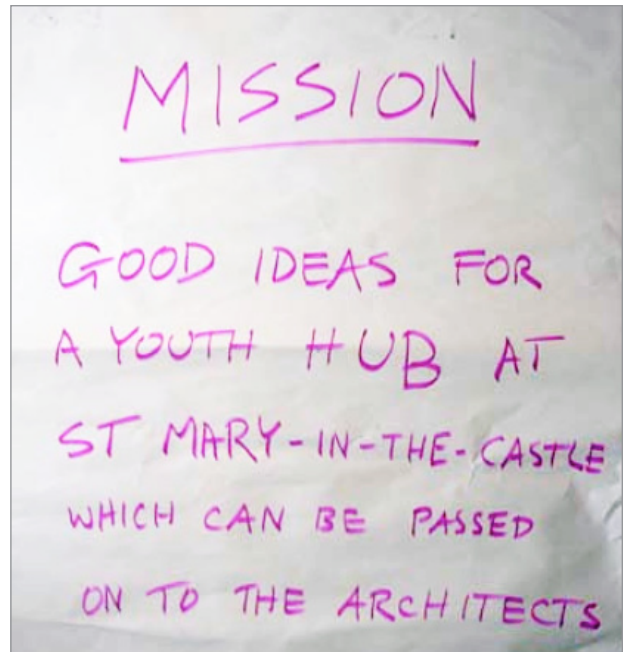


The three shortlisted architects each gave a presentation of their work and proposed approach towards the end of the day before young people present were able to vote on their favourite.

3 Methodology

3.1 The aim was to involve young people in helping to create a Youth Hub at St Mary-in-the-Castle, and to select an architect for the project. It was also seen as a step in building community design capacity for the MyPlace Youth Hub project and for any future public consultation on St Mary-in-the-Castle.

3.2 A date was selected to coincide with half term and it was decided to arrange a workshop programme harnessing the experience and expertise of local design professionals. A publicity flyer (see page 20) was distributed to all stakeholder networks and the event was advertised on Facebook's 'MyPlace Hastings' group page.
<http://www.facebook.com/home.php#/group.php?gid=56984327727>



Mission for the design day displayed on a flipchart

3.3 To allow stakeholders the opportunity to help shape the event, a Concept note was circulated to potential interested parties inviting feedback and the event was discussed at several meetings.

3.4 The core workshop process eventually arrived at was set out in a briefing note as follows:

'Participants will form teams of 8 to 10 members (A,B,C,D,E, F, etc colour coded on self completion badges). Each team will be allocated a base space with seating, table, flipchart paper, maps, plans, felt tip and marker pens, post it notes.'

'The mission for the teams is to develop ideas for the Youth Hub including design proposals for St Mary-in-the-Castle and environs. At the end of the afternoon each team will present its key ideas to a plenary session of all participants. This will be followed by presentations by three shortlisted architects and a vote (by secret ballot) on which to appoint.'

'To help the teams develop and test their ideas, several facilitator groups with specialist expertise in relevant themes will circulate, spending 15 minutes with each team and then being available on demand. Facilitators will use a variety of mapping and visioning methods so that a tangible record of participants' views is created.'

3.5 On the day there were less participants than anticipated so it was decided to have only one team of young people which held five 15 minute sessions with facilitator theme groups. The team presentation was replaced with an opportunity for participants to comment on the workshop process in a plenary session.

3.6 Three teams of shortlisted architects were invited to attend the event and make a 10 minute presentation. They had the opportunity to look over the building, network informally with stakeholders and observe the workshop in action. Each team made a presentation using powerpoint.

3.7 At the end of the presentations, all participants between the ages of 13 and 25 were given ballot papers to vote for their preferred architect team. The results constituted 15% of the overall selection process.

3.8 Facilitators were asked to complete a record sheet setting out the key points made by participants and the conclusions of the group or recorder. All other records, notes and drawings were also kept and are included in this report.

3.9 To ensure maximum accuracy and to capture participant's later reflections of the day, this report was circulated as a draft with an invitation to comment to the facilitators, organizers and a few of the young people who had participated.

4 Session 1 results

Youth Culture in Central Hastings

What else do young people do in the town centre, what other improvements are needed?

Facilitators: Caroline Lwin, Chair of Castle Ward Forum Town Development Group; Angela Haines, Hastings Borough Council Central Area Neighbourhood Co-ordinator; Oli Fawcett, Hastings Youth Council.

- 4.1 This team asked participants to map what young people do in the town centre now, and what they might do in the future, using flags made from coloured paper and cocktail sticks on a map of the town centre mounted on foam board.



4.2 Instructions for the exercise

What should happen in the town centre - eg

Fitness: skateboarding, BMX, beach sports, water sports (windsurfing, sailing), indoor sports, swimming, dancing, cycling, walking, gym, rollerblading,

Food: fast food, coffee bars, chippies, health food, bistros, superpubs, barbies,

Friends: shopping, clubbing, bars, cafes, beach, hanging out, making music,

Fun: cinema, arcades, karaoke, drama/performance art, cards, 10-pin bowling,

Purple Flags – Top three things you like to do

- Take 3 purple flags.
- Write the activity you do on them – different flag for each activity.
- Stick the flags on the map where you do these activities.

Yellow flags – up to three new things you would like to be doing

- Take 1-3 yellow flags.
- Write down what you would like to be doing on them.
- Stick the flags on the map where you would like to do these activities.

Blue flags – top priority for change

- Take a blue flag.
- Write on it what you think most needs changing/improving.
- Stick the flag on the thing you would most like changed/improved.

Note: feel free to use more flags if you want to but make them yourselves using the available flag making kit.

4.3 Notes from Record Sheet

Key points made by participants:

Purple - now

- swimming / cycling around / cliffs / shopping / cinema
- skate park / dancing / stoolball / baseball / badminton
- playing on PSP at home / fishing / beach

Yellow - ideas for future

- surfing / extreme frisbee / extreme sports / tobogganing
- ice skating / sailing / beach football / watersports
- skeleton run / hang gliding
- concerts / young bands / live performances / better night life
- restaurants / rides on pier

Conclusions of group

Blue - needs improving

- cinema / theatre in St Marys
- cheap transport / longer cycle path
- improved shopping centre – like Blue Water
- better night clubs
- improved/better looking seafront – things to do
- activities on beach
- pier!
- new swimming pool / ice skating

4.4 Analysis of flags

Transcription of written information on all flags by area (map square references shown in brackets).

Pier (H10)		
Like doing now	Would like to do	Needs improving
Sunbathing	Visit, shop, relax	Enlarge pier
	Rides on pier	Pier (3)
	Restaurants on pier	Different look on the pier
	Young on the pier	Pier structure

White Rock (H10)		
Like doing now	Would like to do	Needs improving
Dancing (White Rock Theatre)	Concerts for young people - youth bands etc	
Hastings Musical Festival (White Rock Theatre)	Ice skating (2)	
	Some reasons to walk from pier to town	

Seafront, The Stade (I 10 and J & K 9 & 10)		
Like doing now	Would like to do	Needs improving
Socialising on beach	Sailing	Beach cafe
Funfair	Artificial beach (sand) in front of sea with lagoon	Rocks by sewage pipe and sewage pipe removed
Swim	Beach football	Activities on beach
	Water sports	Improved promenade - nice to walk on.
	Beach sports	Improved seafront and better look
	Swim further out without rocks	Beach (2)
	Surfing	
	Walk along a harbour	
	Volleyball	

East Hill (K9)		
Like doing now	Would like to do	Needs improving
	Hang gliding	

Old Town (K9)		
Like doing now	Would like to do	Needs improving
Shopping	10 pin bowling	Roads
Arcade		Longer cycle path (way)
		Visual aspect of seafront

West Hill (J9)		
Like doing now	Would like to do	Needs improving
Smugglers Adventure	Skeleton Run	Fix the lifts
West Hill park	Rock climbing	Longer cycle path (way)
Cliffs		

Pelham Crescent (including St Marys) (J9)		
Like doing now	Would like to do	Needs improving
	Live performances	Theatre
	Games room	
	Make music	

Town centre (I 9)		
Like doing now	Would like to do	Needs improving
Hanging around MacDonalds	Better night life	Less cafes
Cinema (2)	More shops (change)	Cinema
Shopping (6)		Cheaper transport into town
Children's library		More shops (change)
		Improve architects Priory design
		Improved shopping centre

Alexandra Park (I 7 & 8)		
Like doing now	Would like to do	Needs improving
Swings	Extreme frisbee	
Jogging	Bigger playpark	
Stoolball		
Basketball		

White Rock Gardens / Summerfields / Linton Gardens (H 8 & 9)		
Like doing now	Would like to do	Needs improving
Swimming (2)		Oli's house
Badminton		New swimming pool
Relax (Linton Gardens)		

5 Session 2 results

Youth Transport needs

How to get about better

Facilitators: Derrick Coffee, Hastings Trust and Chantal Lass, Sustainability Officer, Hastings Borough Council



5.1 Accessibility was the theme of this session, starting with a look at how young people travel now, what 'gaps' they see in transport provision, and how they might best access the Centre's facilities in future. Consideration was also given to the needs of all potential audiences for activities at the Centre, and the need for 'sustainable travel'.

5.2 Notes from Record Sheet

Key points made by participants:

- Good, cheap, reliable bus service important, late night
- Post 17, a lot of young people use cars, especially from out of town
- Metro rail idea should be looked at again
- Cycling an option for young people if facilities improved, including safe storage and more routes
- Walking viable within certain distance
- Don't make it easier for car access but reshuffle on street charges

Conclusions of group

- As above
- Awareness of need for environmentally sustainable transport options
- Keen to address issues of personal carbon footprints

6 Session 3 results

Enterprising MyPlace

Keeping it all going

Facilitators: Clive Gross, Business Coach, 1066 Enterprise; Amethyst Reardon, Hastings Youth Council.



6.1 This session posed the question how to make the centre sustainable in the long-term. Participants were asked to come up with ideas for generating revenue outside of the core hub activities, what user and audience groups they could target, how to effectively programme for all-year-round usage and what measures could be taken to reduce overheads of running the venue.

6.2 Notes from Record Sheet

Key points made by participants:

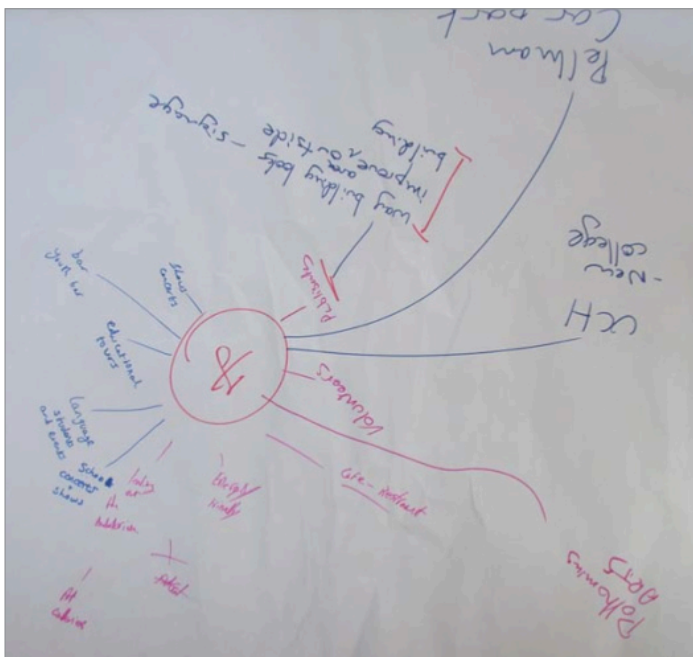
- Exterior needs to fully publicise events to raise profile of venue
- Extreme need to be attractive and well signed to draw people in
- Hire of venue for concerts, conferences, functions etc.
- Day and evening catering offer to public
- Seasonal events and special events tied in around local festivals etc.
(Jack in the Green / Seafood and Wine)
- Tie-ins with language schools as events venue
- Links to Sussex Coast college / UCH / schools & venue for school concerts etc.
- Historical tours of building / exhibition of its history / educational uses

Conclusions of group

- All year round use – programme to maximize use of space – days, evenings and times of year.
- Also need to look at ways of saving money – energy efficiency, use of work experience placements for young people.
- Changing perception and raising profile of venue so that people know it's here!
- Integrating into wider area outside of the building and attracting widest possible audiences and uses.

6.3 Flipchart sheet

A diagram of sustainable activities.



Text reads:

- Bar / Youth bar
- Educational tours
- Language students and events
- School concerts and shows
- Lending out auditorium
- Art galleries
- Energy friendly
- Cafe / restaurant
- Performing arts
- Shows / concerts
- Volunteers
- UCH – new college
- Pelham car park
- Publicity
- The way building looks - signage
- Improve area outside building (Pelham Crescent)

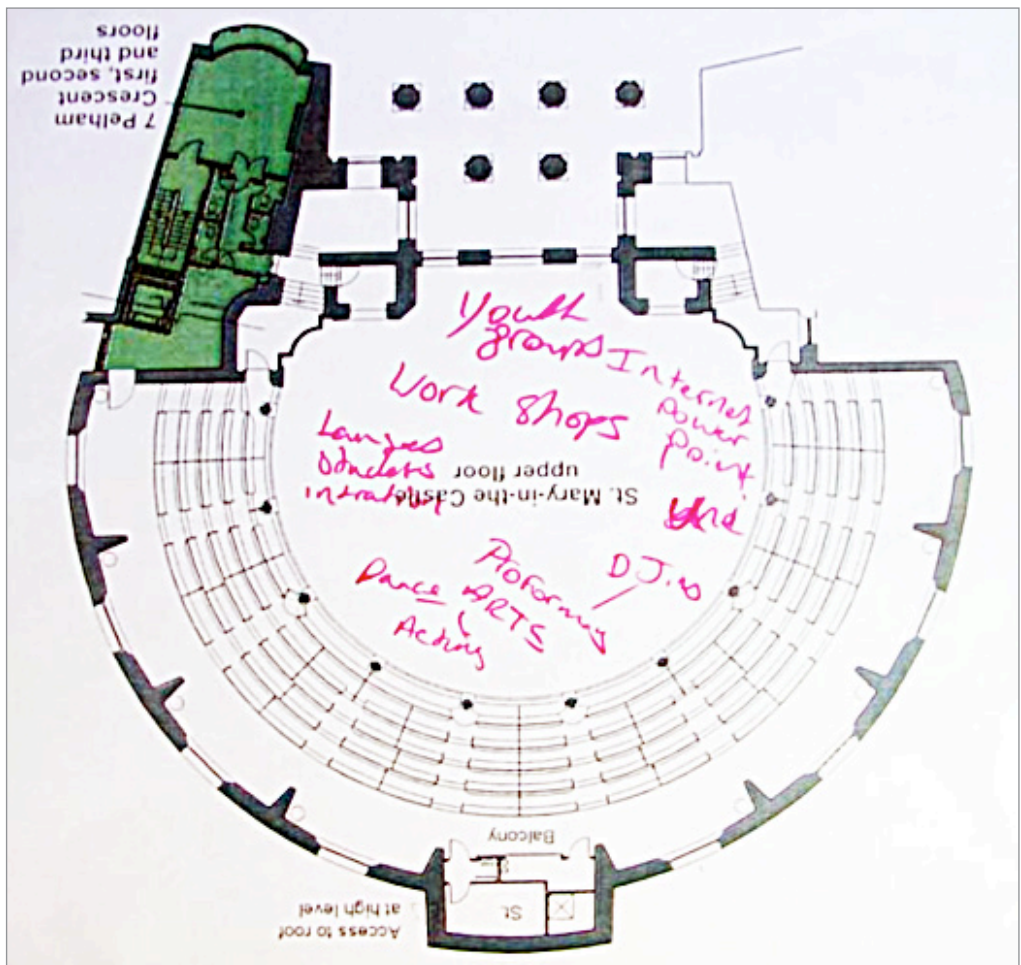
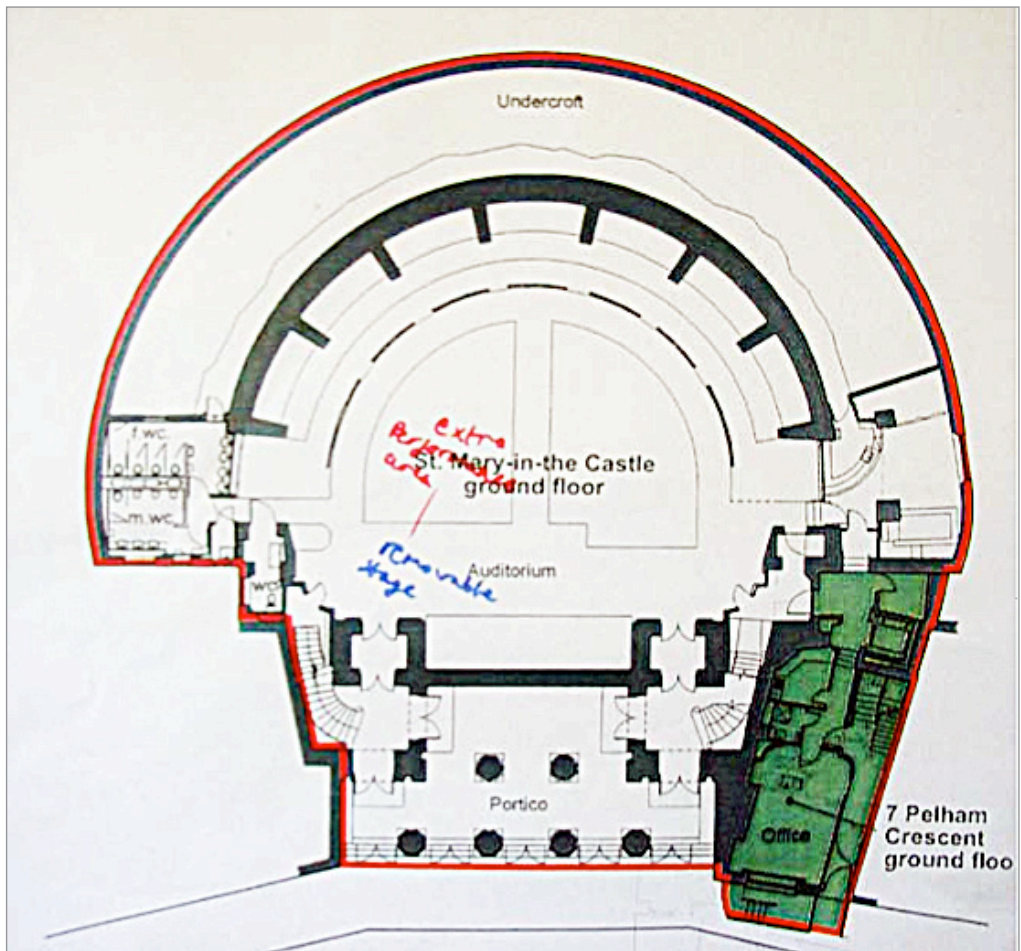
7 Session 4 results

The Building

What conservation could and should be done? What repairs need doing? Using St Mary's for the arts and young people - experience and potential.

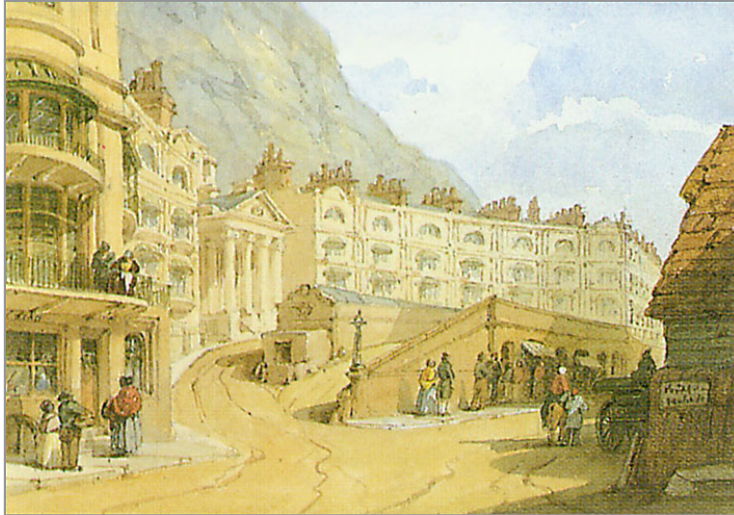
Facilitators: Paul Reed, Paul Reed Conservation Ltd; Graham King, Conservation Officer, Hastings Borough Council; Elissa Seddon, Hastings Youth Council.





Plans from workshop

- 7.1 In this session the facilitators explained the historic qualities of the building with the aid of two historic images and floor plans and explored possibilities for sympathetic uses with participants.



Watercolour from the foreshore
by Lady Caroline Lucy Scott, 1843.



Lithograph of Pelham Arcade
by C Hullmandel, 1828.

7.2 Notes from record sheet

Key points made by participants

- Multi internet computer led visual involvement in computer games within big screen, multi-activity concert arena – gigs, dance, competitions
- Performing arts
- Acting - drama
- Student involvement, university etc.
- Workshops. Youth groups

Conclusions of Recorder

- All the ideas put forward were excellent
- And I felt feasible without any detrimental effect to the historic building
- I did stress that the building should be utilized as it is – all the participants agreed
- Hence good ideas were put forward

8 Session 5 results

Youth Activities - facilities in and around Hastings

What exists and what is needed

Facilitator: Dan Ryan, Youth Development Officer, Hastings Borough Council.



- 8.1 Participants were divided into two teams and asked to brainstorm things they would like to do; in St Mary-in-the-Castle or elsewhere. Each activity was written on a separate post-it note which was posted on a flipchart in two columns. The teams were encouraged to compete with each other to complete the most post-it notes. One person from each team then ran through the results explaining anything difficult to understand.

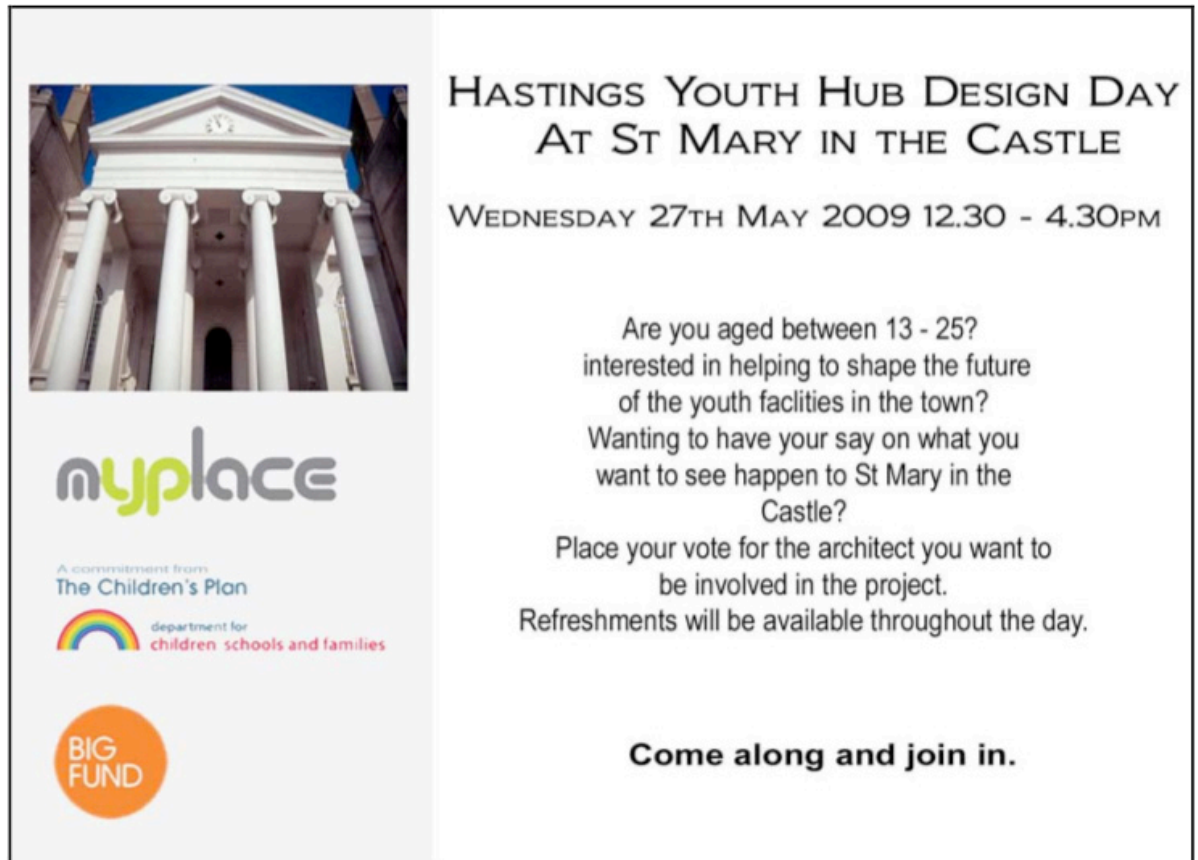


8.3 Post-it notes

Team 1 (A-Z)	Team 2 (A-Z)
<p>Acting Art workshops Arthouse films BMX park Business training workshops Cage loving Cage fighting Computers Concerts (young talent) Cooking Dancing Drumming workshops Electric palace 2 Flight simulator Film editing Gladiators arena Ideas workshops Jungle tumble Language labs Laser quest Micro cinemas Paddling pools Paintballing Performing arts Skatepark Skiing Sound showers Speed dating Squash Sushi bar Swing (very long one) Talent shows Tent making Theme park Wall climbing</p>	<p>Abseiling Acting Art Badminton Basketball Board games Bungee jumping Climbing wall Competitions Computers Concerts Cooking Dance machines Dodgeball Extreme frisbee Film editing Filming Football Free running Games room Internet discos Internet gaming Languages Laser quest Media Movie nights Paintballing Performing arts Pinball Play groups Pool tables Restaurants Rock climbing Role playing groups School groups Skating Space auditorium Studying Sushi bar Swimming Table tennis Talent shows Volleyball Warhammer games day Youth groups</p> <p>(+3 illegible)</p>

9 Promotional flyer

- 9.1 A flyer was produced by Hastings Trust to advertise the event. It was circulated by email to all secondary schools, youth agencies, agencies that have contact with young people, the Hastings Youth Council and all those on the Youth Federation email list. In addition, an event page was set up on Facebook via the myplacehastings group page.



The flyer is divided into two main sections. The left section features a photograph of a classical building facade with four white columns and a pediment. Below the photo are several logos: 'myplace' in a stylized font, 'A commitment from The Children's Plan' with a rainbow icon, 'department for children schools and families' with a rainbow icon, and 'BIG FUND' in a blue circle.

**HASTINGS YOUTH HUB DESIGN DAY
AT ST MARY IN THE CASTLE**

WEDNESDAY 27TH MAY 2009 12.30 - 4.30PM

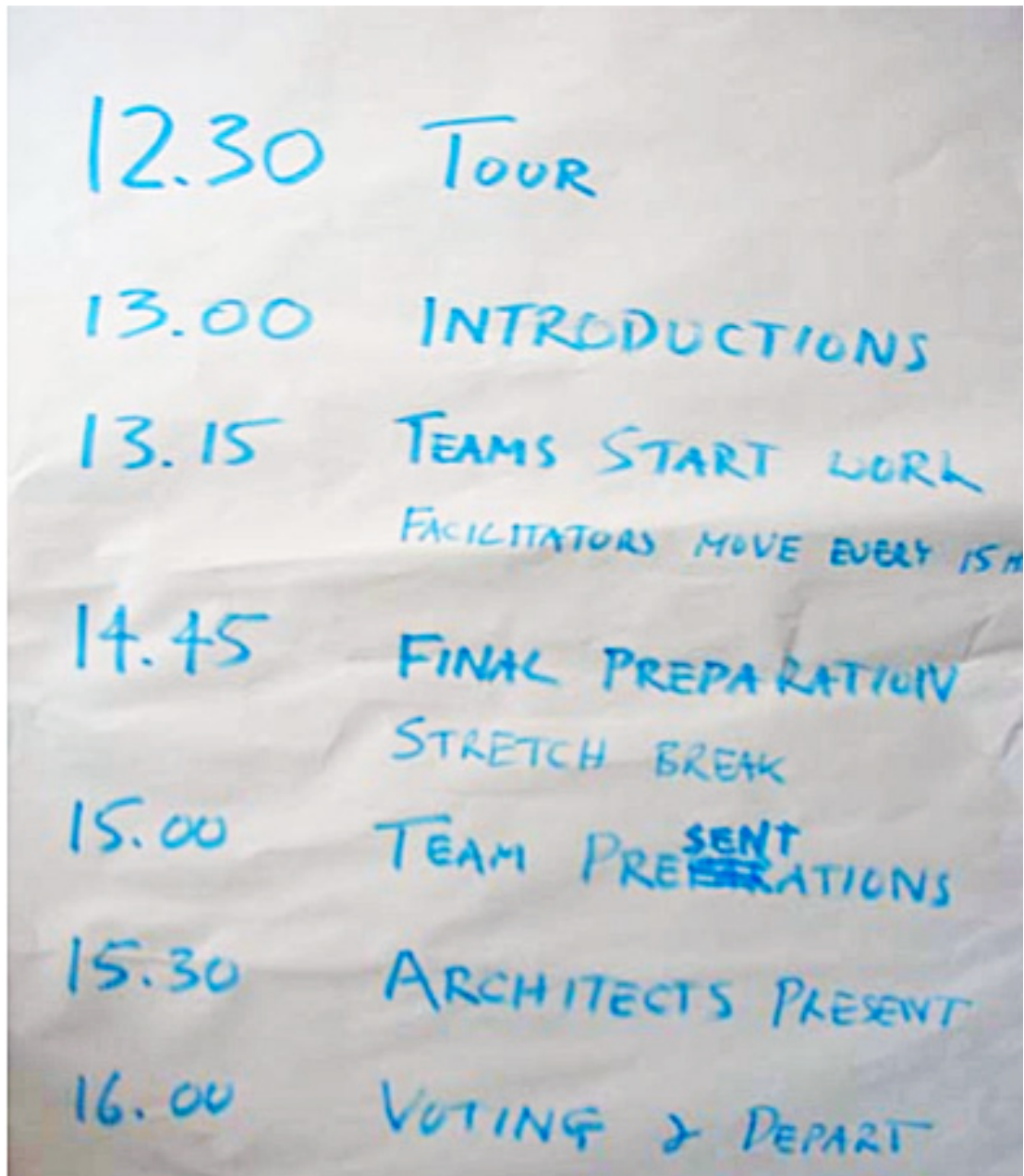
Are you aged between 13 - 25?
interested in helping to shape the future
of the youth facilities in the town?
Wanting to have your say on what you
want to see happen to St Mary in the
Castle?

Place your vote for the architect you want to
be involved in the project.
Refreshments will be available throughout the day.

Come along and join in.

10 Timetable

- 10.1 The day started with a tour of the building and ended with presentations by the shortlisted architects. Here is the flipchart agenda:



- 10.2 And here is the overall timetable as set out in the briefing to facilitators:

11.00	Setting up by organisers
11.45	Briefing for facilitators and organizers
12.30	Arrivals. Tour of building. Allocation of participants to teams.
13.00	Welcome and introductions. Team organization and introductions.
13.15	Workshop starts. Facilitator groups move on every 15 minutes.
14.45	Final preparation of presentations and stretch break
15.00	Team presentations (5 to 10 mins each depending on numbers)
15.30	Architect presentations (10 mins each)
16.00	Voting, facilitators reports and depart
16.30	Debrief for organizers
17.00	Leave building

11 Participants

11.1 Young people

Oli Fawcett
Ronnie Jones
Jennie Kite
Oli Penver
Amethyst Reardon
Daniel Robinson
Elissa Seddon
Greg Thompson
Max Wates
Stephen Willings

11.2 Workshop facilitators

Derek Coffee, Hastings Trust
Clive Gross, Business Coach, 1066 Enterprise
Angela Haines, Hastings Borough Council Central Area Neighbourhood Co-ordinator
Graham King, Conservation Officer, Hastings Borough Council
Chantal Lass, Sustainability Officer, Hastings Borough Council
Caroline Lwin, Chair of Castle Ward Forum Town Development Group
Paul Reed, Paul Reed Conservation Ltd
Dan Ryan, Youth Development Officer, Hastings Borough Council

11.3 Organisers

Mel Bonney-Kane, Director, Hastings Trust
Carol Biggs, Assistant Director, Hastings Trust
Jane Freund, Arts administrator
Jodie Taylor, Youth and Community Engagement Officer, Hastings Trust
Nick Wates, Community planning consultant

11.4 Architects (shortlisted firms)

Anne Thorne Architects – Fran Bradshaw, Jennie Shain and Andy Thorne
Ash Sakula Architects – Cany Ash and Robert Sakula
Dunne and CTM Architects – Derek Rankin and Guy Holloway.

12 Acknowledgements

- 12.1 Thanks to all those who gave up their time to participate in the design day. Special thanks to the workshop facilitators, the architects who made presentations, Barbara Rogers and the staff at St Mary-in-the-Castle, Prontaprint and Business Link Sussex for grant aiding consultants' fees.