

Como Pool Replacement Project- Design Process

A process to design a new pool facility is underway. A project budget of \$7.2M has been established, a task force of 12 members has been selected and a consultant team of designers, engineers and city landscape architects are beginning the 'Design Process' which will determine the new design of the facility.

For those of you not familiar with the Design Process, the following summary illustrates the various steps required in the process. This is a well established and very typical approach used by design professionals everywhere in the process of designing a building, park, space or site. Where appropriate, comments specific to the Como Pool project are inserted.

Remember that while the information and decisions made in one of these phases / stages forms the basis of the subsequent stages, design is seldom a linear process. Instead, one typically moves back and forth between the phases, allowing ideas from more detailed designs to influence and modify the overall design direction previously established. In practice these phases often blend into one another.

Phase I: Goals and Objectives, Program, Analysis, and Preliminary/Schematic Design

- **Brainstorming:** A “Brainstorming” session was held to kick things off and get people to start thinking about what is important to them about the project. The consultants facilitated this session and task force members and city staff participated with input on what was important to them about Como Park in general and then more specifically Como Pool.
- **Goals and Objectives:** These stem out of the brainstorming session and include input from task force and city staff. These are very important and at the end of the process we verify that the solution meets the established goals and objectives originally set forth.
- **Program:** Programming is the activity of determining the "program", or set of needs that a building/park/site needs to fulfill. The program includes specifics such as how many picnic tables, what type of amenity, what kind and how many pool features.
- **Analysis:** An analysis of all existing site influences includes views, traffic, site features, trees, circulation, smells, utility locations, context, neighborhood impacts, historic context, regional concerns....., everything that may influence the design of the facility.
- **Preliminary and Schematic Design:** After site analysis and establishment of the program for a project, the focus in the design process shifts from what the problems are to how to solve those problems. During preliminary/schematic design, the focus is on the overall big picture (high-level) design. Here, minor details should be ignored to instead focus on creating a coherent solution that encompasses the project as a whole.
- **Community Charrette:** this is an intensive two-day 'open house' brainstorming session where the entire community can participate with the consultants and staff team to develop project ideas and concepts. The design concepts are based upon the approved goals and objectives, site conditions, program, and budget. The goal is to develop several (3 to 5) very general concepts built upon all that has been reviewed and established.
- At the end of the two day charrette the **schematic concepts** are displayed and everyone will have a chance for input (by placing dots/notes) by those concepts or elements they most like or dislike. This is not a scientific or strict method but simply a good means to obtain broad community input, dialog and discussion. It has worked very well for other community projects.
- The consulting and staff team review and analyze all they heard from the community and using that information they combine it into a more **refined schematic drawing** which will be reviewed, presented and ultimately endorsed by city staff and the task force.

This concludes the initial process. Once additional funding is obtained the following design process phases will follow:

Phase II - Design Development

Phase III- Construction Documents

Phase IV- Construction!