

Inner North Play Space Site Analysis

Ten potential locations were investigated across the inner north before the green space adjacent to the Academy of Interactive Entertainment (AIE) was selected as the proposed site for the new inner north play space.

Of the 10 potential sites, the Watson location was the only one that met all criteria for a central community play space, including:

- adequate block size
- appropriate land use and custodianship
- complementary uses with shops and services close by
- located within close proximity to existing and future transport networks
- opportunity to provide car parking.

The table below provides further information on the sites investigated and their suitability against the criteria.

Location	Adequate block size	Appropriate land use	Complementary uses	Transport links	Parking opportunities
1. Corrobree Park, Ainslie	Yes	Yes	No	No	No
2. Corner Cowper and Antill Streets, Dickson	No	Yes	Yes	Yes	No
3. Dickson floodway (behind Daramalan College), Dickson	No	No	Yes	Yes	No
4. Dutton Street Playground, Dickson	Yes	Yes	No	No	No
5. Melba Street Park, Downer	No	No	Yes	Yes	Yes
6. Hackett Sportsground tree buffer, Hackett	No	Yes	No	No	No
7. North Lyneham open space, North Lyneham	Yes	Yes	Yes	No	Yes
8. Sullivans Creek open space, Lyneham	Yes	Yes	No	Yes	No
9. Turner parkland, Turner	Yes	Yes	No	Yes	No
10. Academy of Interactive Entertainment green space, Watson	Yes	Yes	Yes	Yes	Yes

Site selection criteria

Block size

The minimum space requirement for a central community play space is approximately 8,500m² including buffers and a small amount of off-street parking.

Transport links

Promotes access and inclusion for the inner north community by being well connected to the public transport network (bus and light rail) and to the active travel network (community paths).

Land use – zoning and custodianship

Public land without a formalised use was assessed and sportsgrounds, educational facilities and car parks were excluded from investigation..

Complementary uses

Located near community facilities such as parks, sportsgrounds and educational facilities and in particular within easy walking distance to shops and cafés. Good visual connectivity to surrounding areas for passive surveillance and available open space..

Parking opportunities

To support accessibility and inclusivity, the site needs to provide opportunity for car parking and avoid adding parking demand pressure to existing areas.