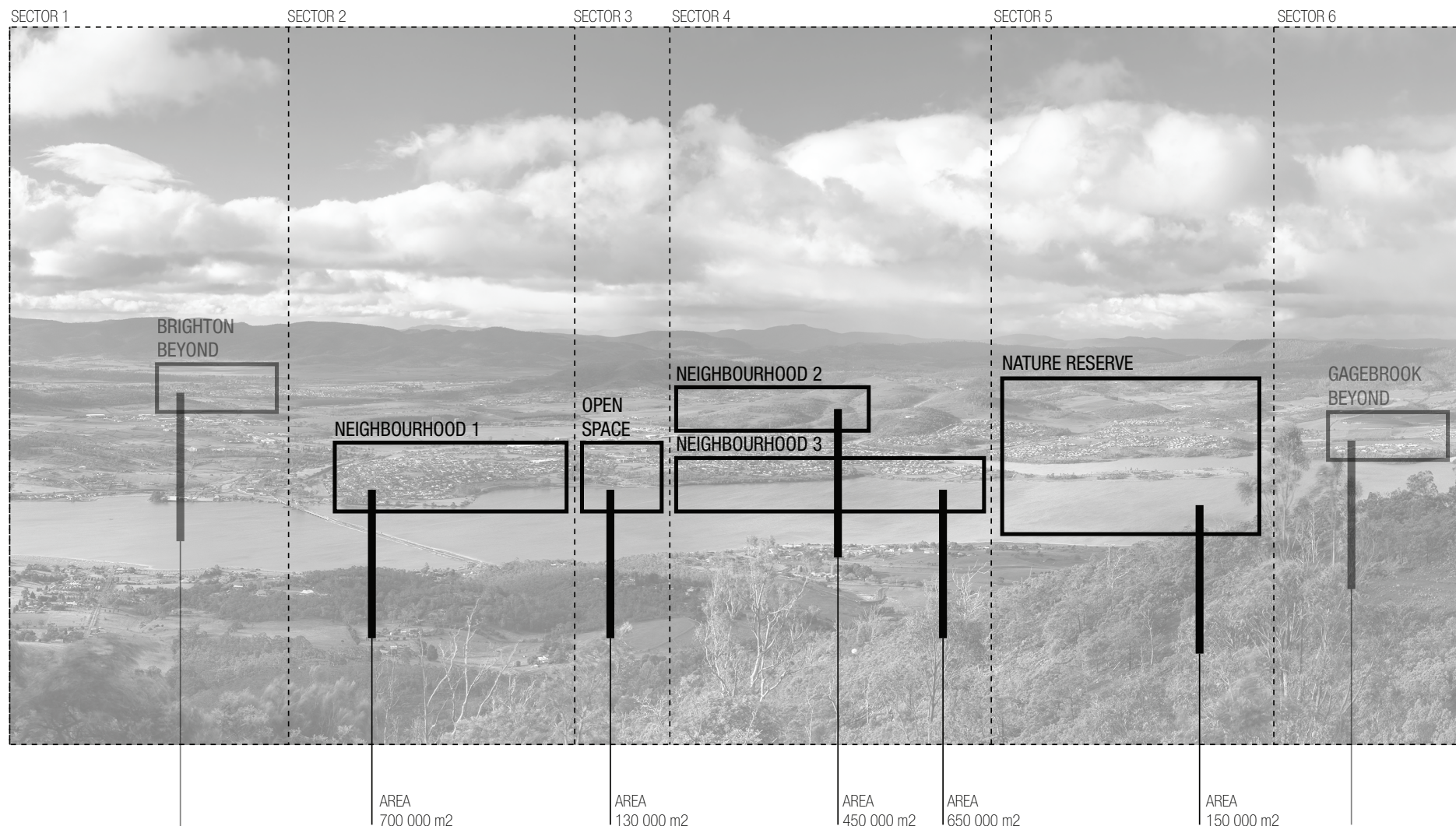


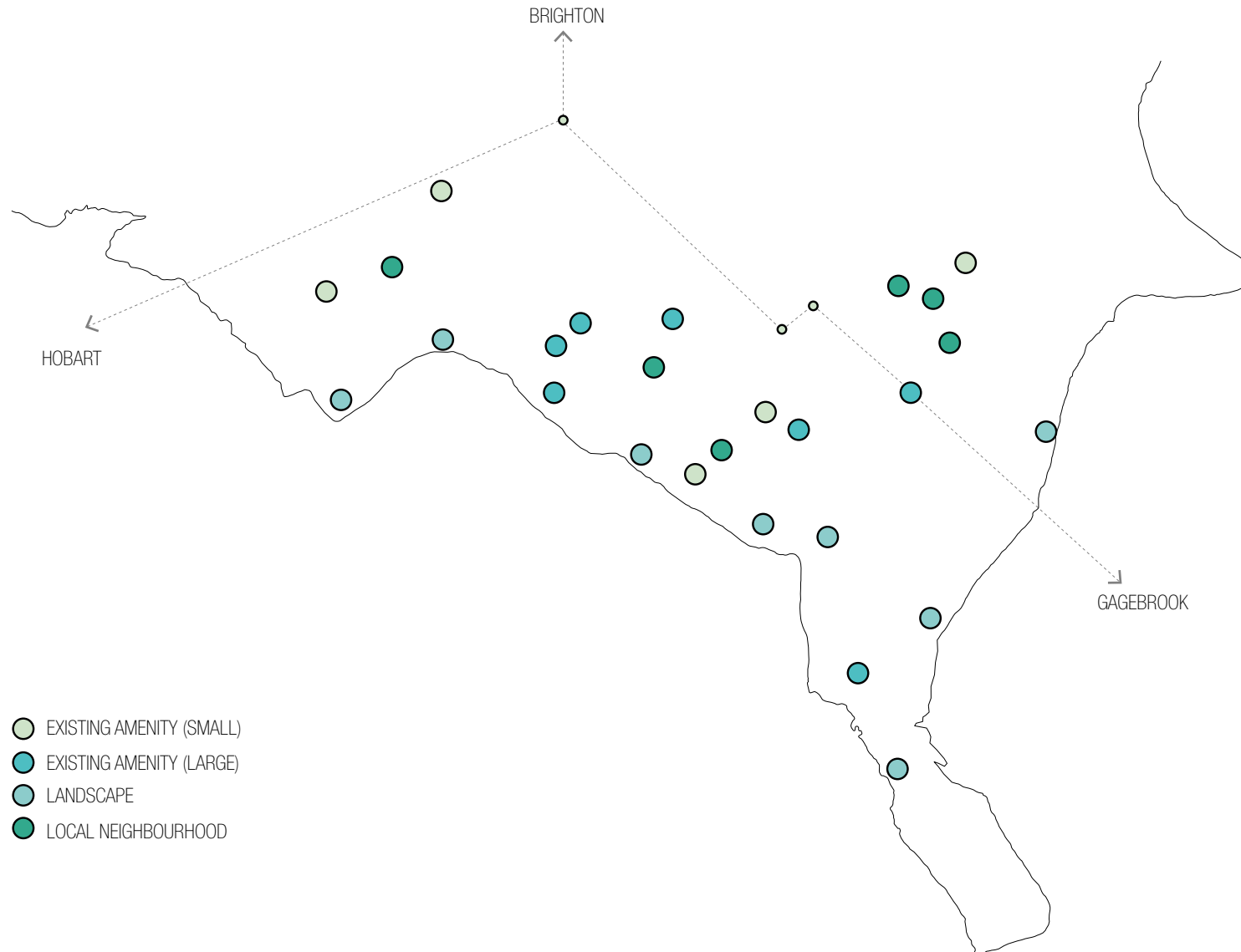


BRIDGEWATER URBAN STRATEGY



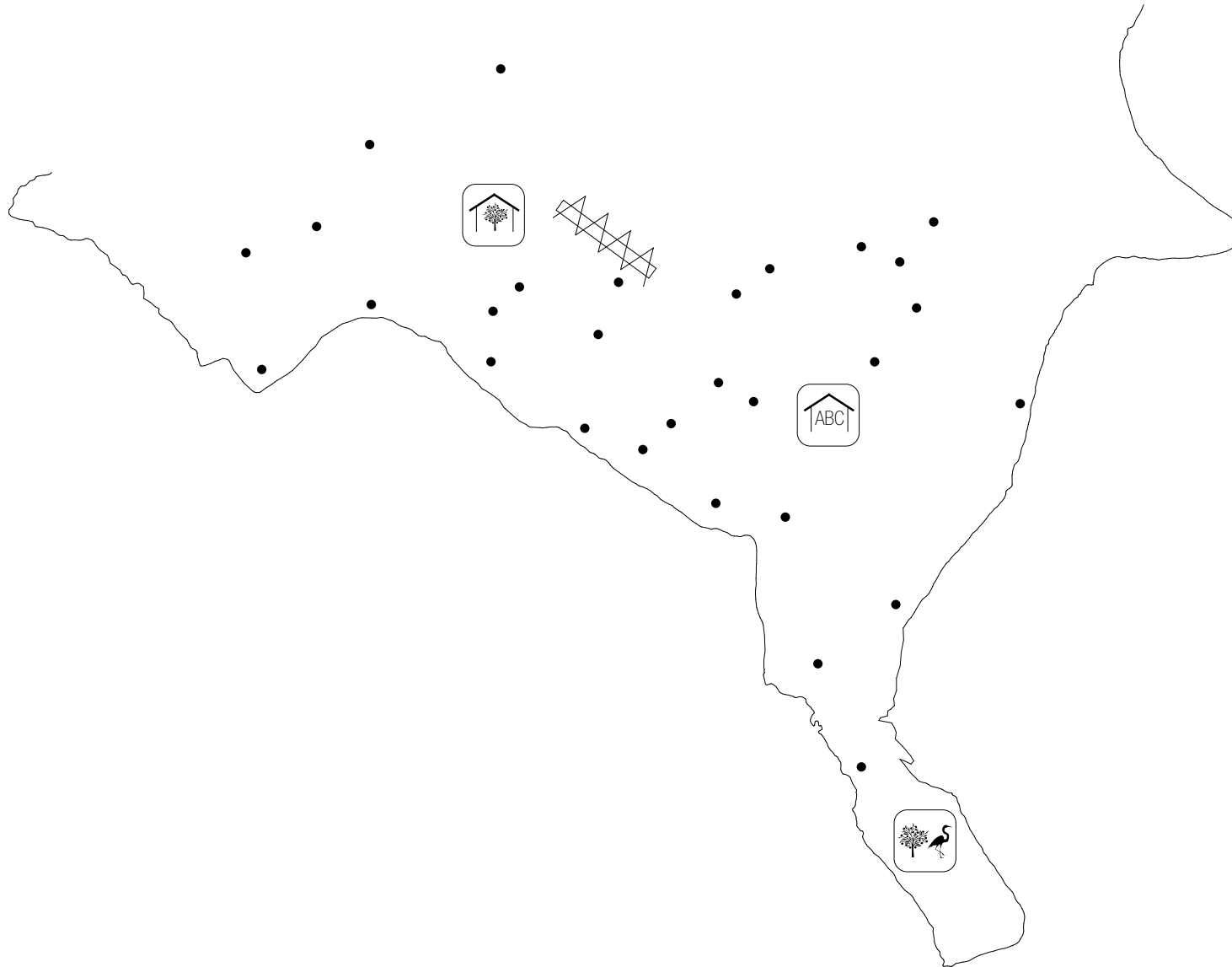
01. UNDERSTANDING THE CONTEXT

From Granton, we are able to see Bridgewater in its immediate context. From our understanding, Bridgewater has three distinct neighborhoods divided by; the East Derwent Highway and the open space adjacent to the Brighton Civic Centre. It has a wealth of natural beauty, from vistas of the Derwent & Jordan Rivers as well as Green Point Reserve. Its neighboring suburbs are Brighton to the West and Gagebrook to the East.



02. OPPORTUNITIES AT NODES

From a Masterplanning level, we identified a number of interesting underutilized spaces (or Nodes) littered throughout the site. Some of these include existing amenity of varying scales, whilst others have amazing vistas of the Rivers Derwent and Jordan and the remaining nodes have no infrastructure but plenty of untapped potential.



04. IDENTIFIED NODES + KEY DRIVERS

We also identified 4 key facilities currently in Bridgewater - which we aim to increase connection to - through our nodes. These were the Jordan River Learning Middle School, Green Point Road, East Derwent Primary School and Green Point Nature Reserve.

A - LOCAL NEIGHBOURHOOD NODES

ENHANCE LOCAL NEIGHBOURHOOD POCKETS
BETWEEN HOUSING & WALKWAYS

B - LANDSCAPE NODES

ENHANCE CONNECTION TO LANDSCAPE
CONNECTING TO WATER & SURROUNDING LAND FEATURES

C - SUBURBAN NODES

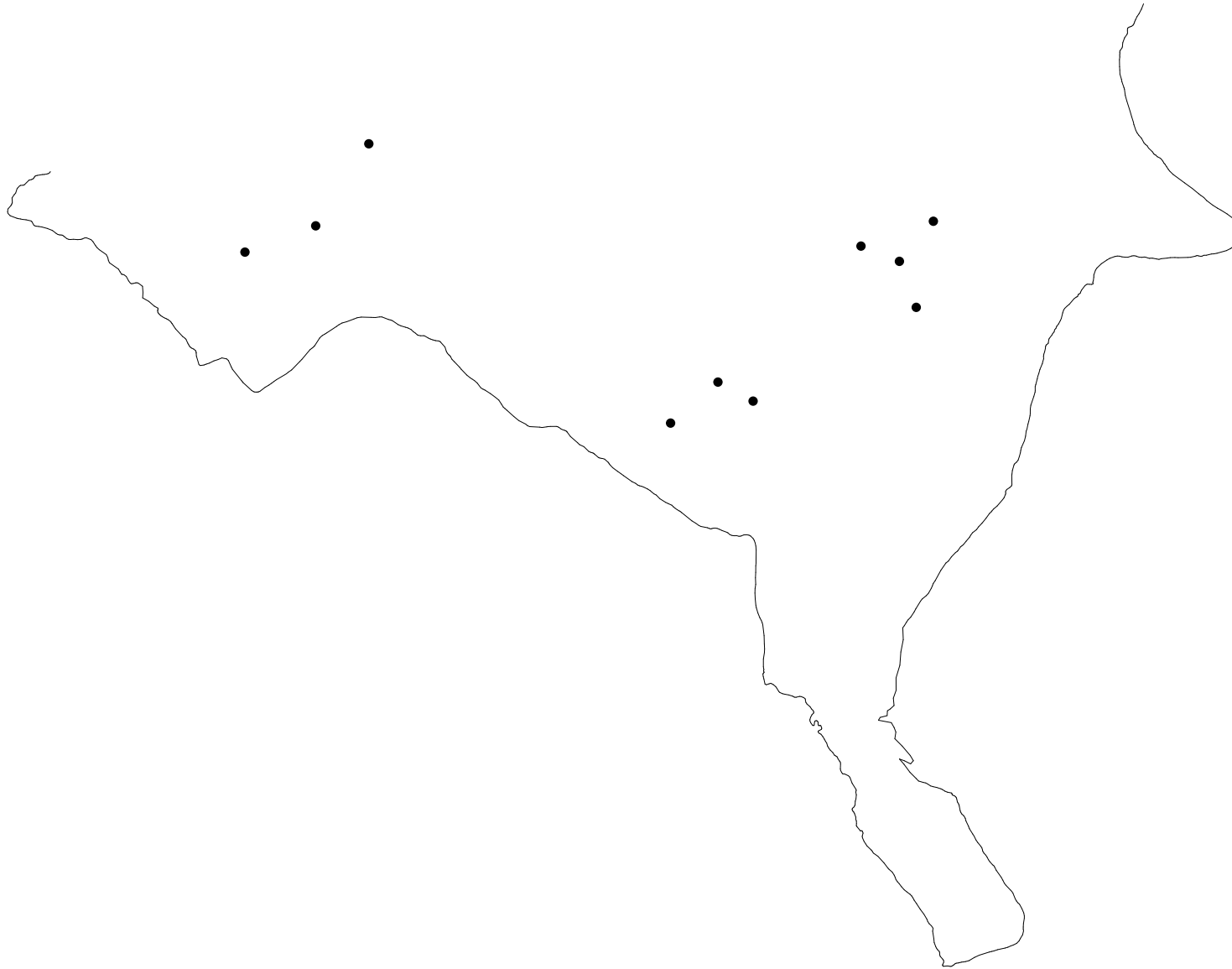
ENHANCE KEY CIVIC SPACES
RELEVANT TO THE ENTIRE SUBURB

D - MUNICIPAL NODES

ENHANCE REGIONAL CONNECTIONS
TO BRIGHTON MUNICIPALITY & HOBART

05. NODE CATEGORIES

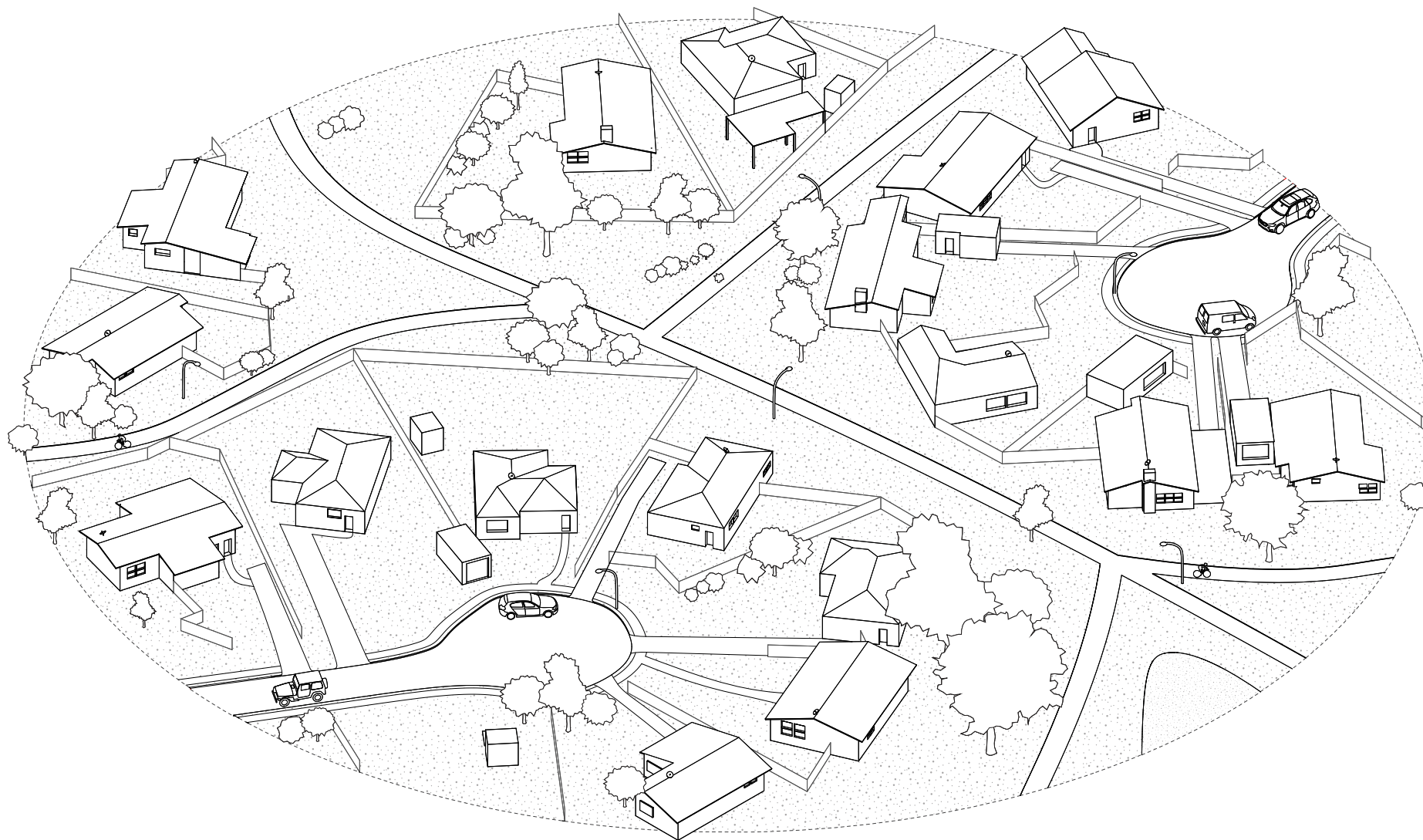
We then began to break down the aforementioned nodes into categories. This would then help us to find common strategies and techniques for creating a network of synergy between these 29 disconnected sites.



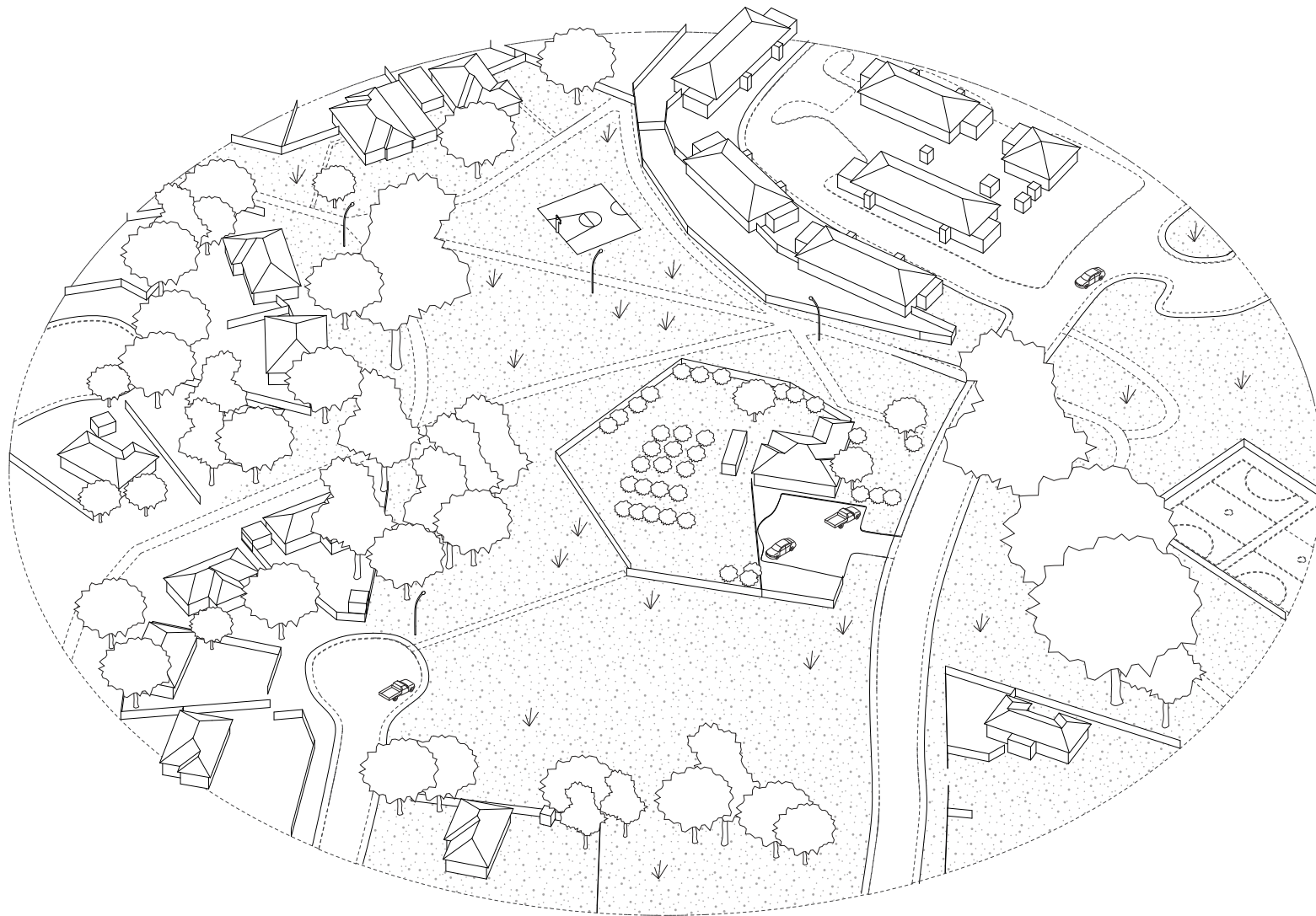
05. NODE CATEGORIES

A - LOCAL NEIGHBOURHOOD NODES

The Local Neighborhood nodes are spaces which occur in each of the 3 identified Neighborhoods. These are leftover pockets of land caused by the Masterplanning of Cul-de-sacs undertaken by the State Housing Department in the 70s. These pockets of space are abutted by the back fences of properties in the area. Some contain amenity like sports facilities and play equipment, but most are viewed by the community as unsafe places to traverse at night due to poor lighting. All are utilized during the day as thoroughfares from houses to Green Point Road.



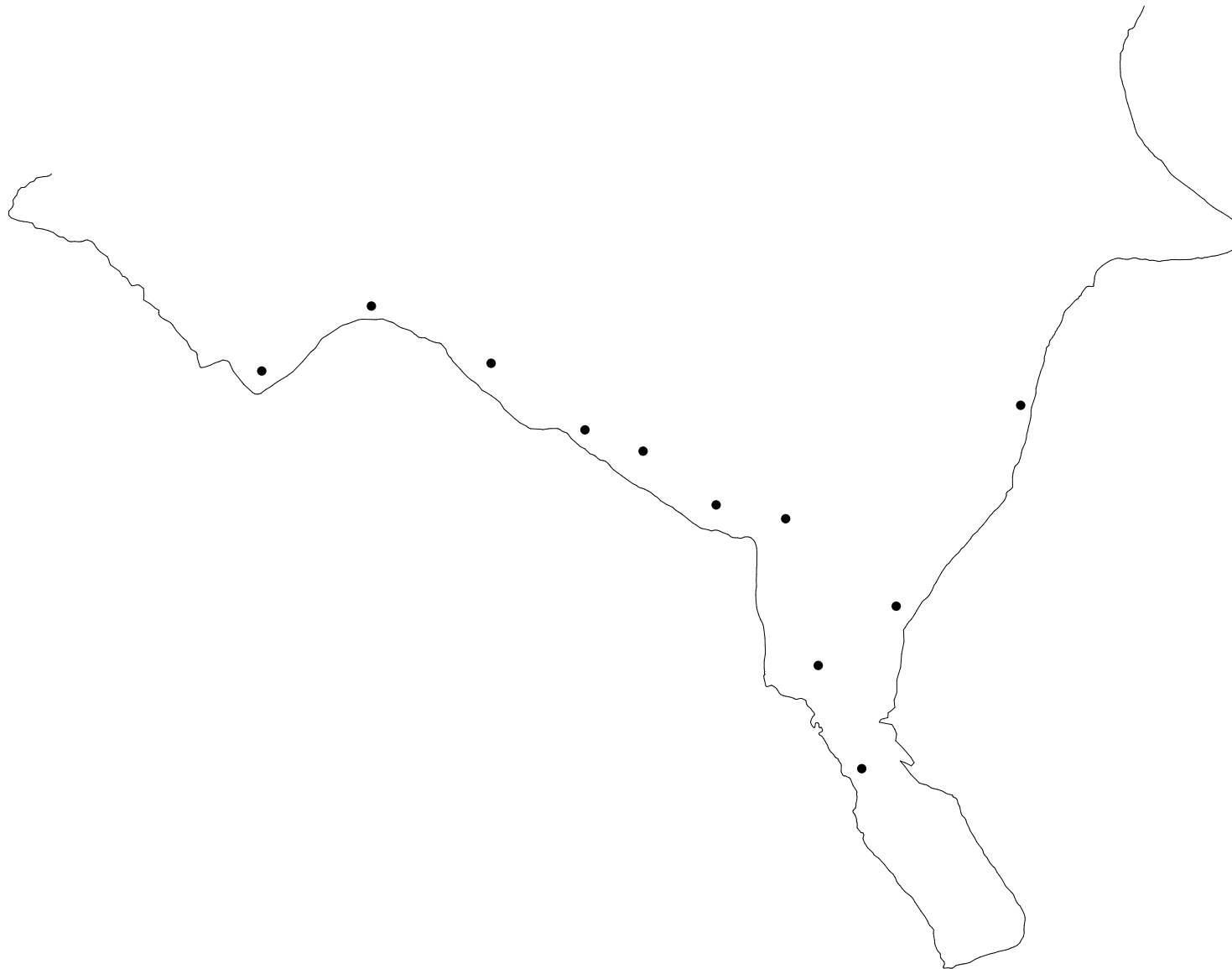
OPEN SPACE BETWEEN HOUSING



OPEN SPACE BETWEEN HOUSING + COMMUNITY CENTRE



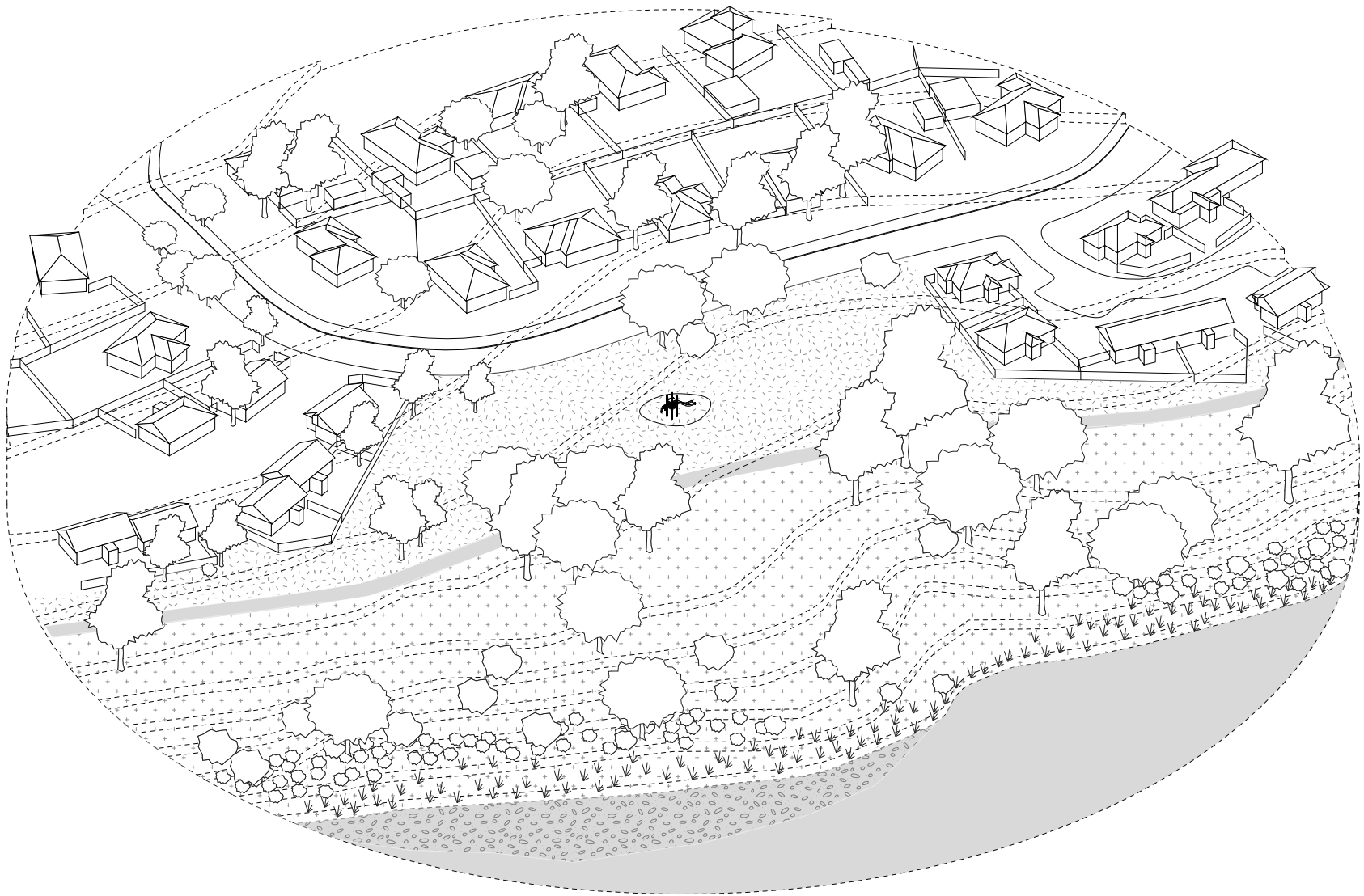
NORTHERN OPEN SPACE BETWEEN HOUSING



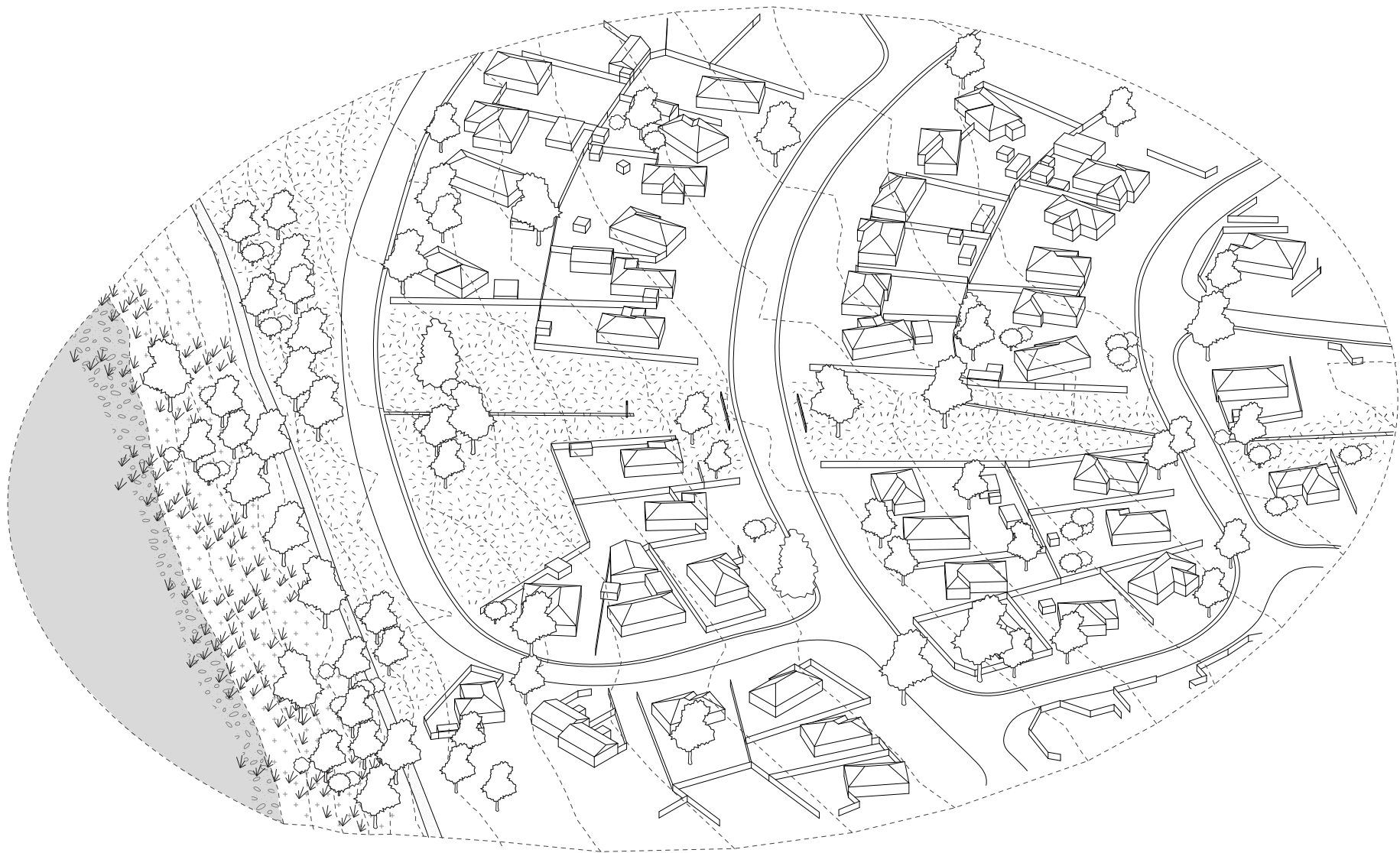
05. NODE CATEGORIES

B - LANDSCAPE NODES

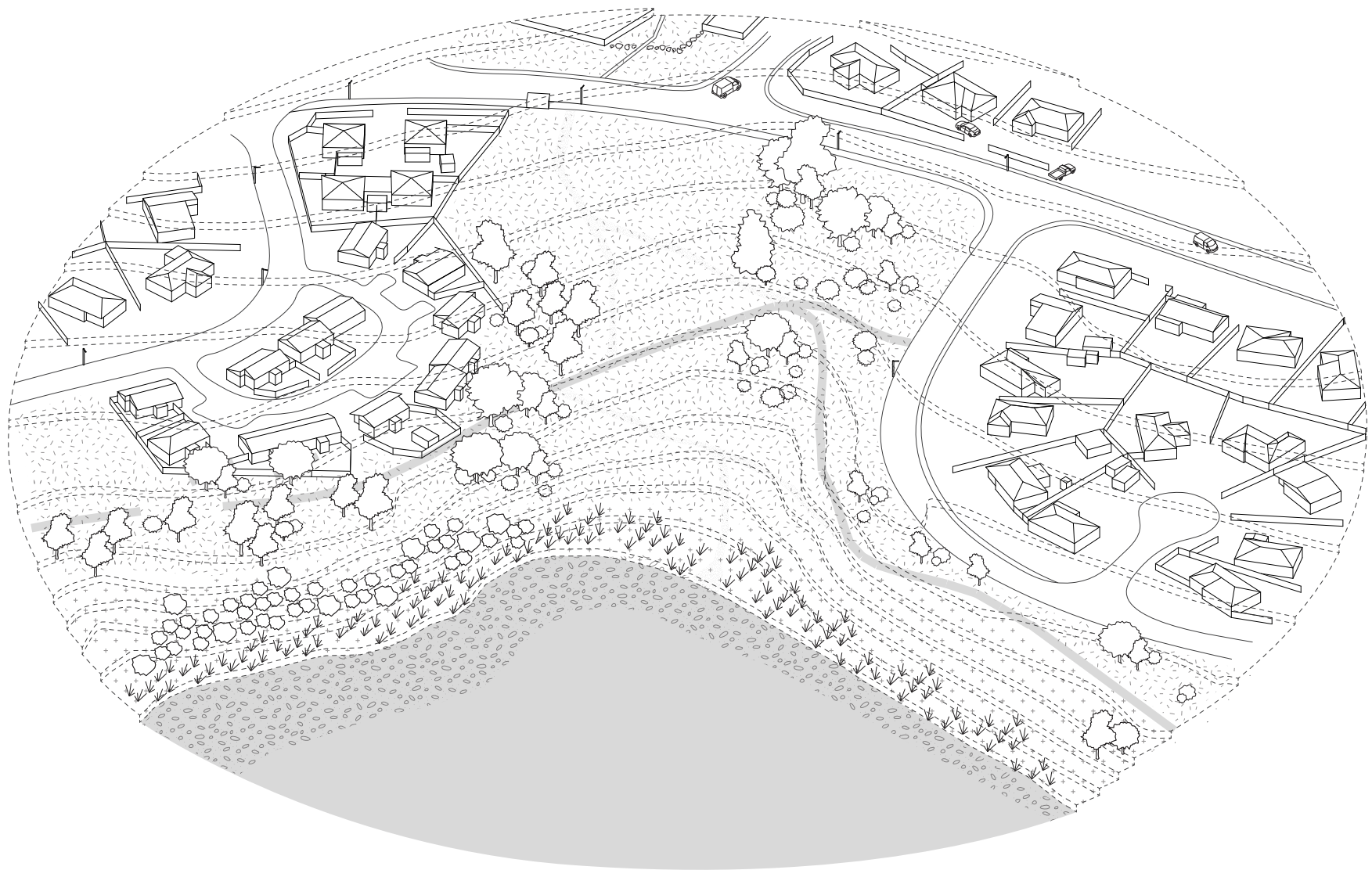
The Landscape Nodes were identified as areas of potential littered along the coastline of the Derwent and Jordan Rivers. On surveying the area, we were taken with its natural beauty and vistas to distant mountain ranges. We found through the community consultation, a distinct lack of connection from the residents to this amazing resource. The nodes we have identified are typified by; their flat topography, connection back to the residential neighborhoods and their vantages.



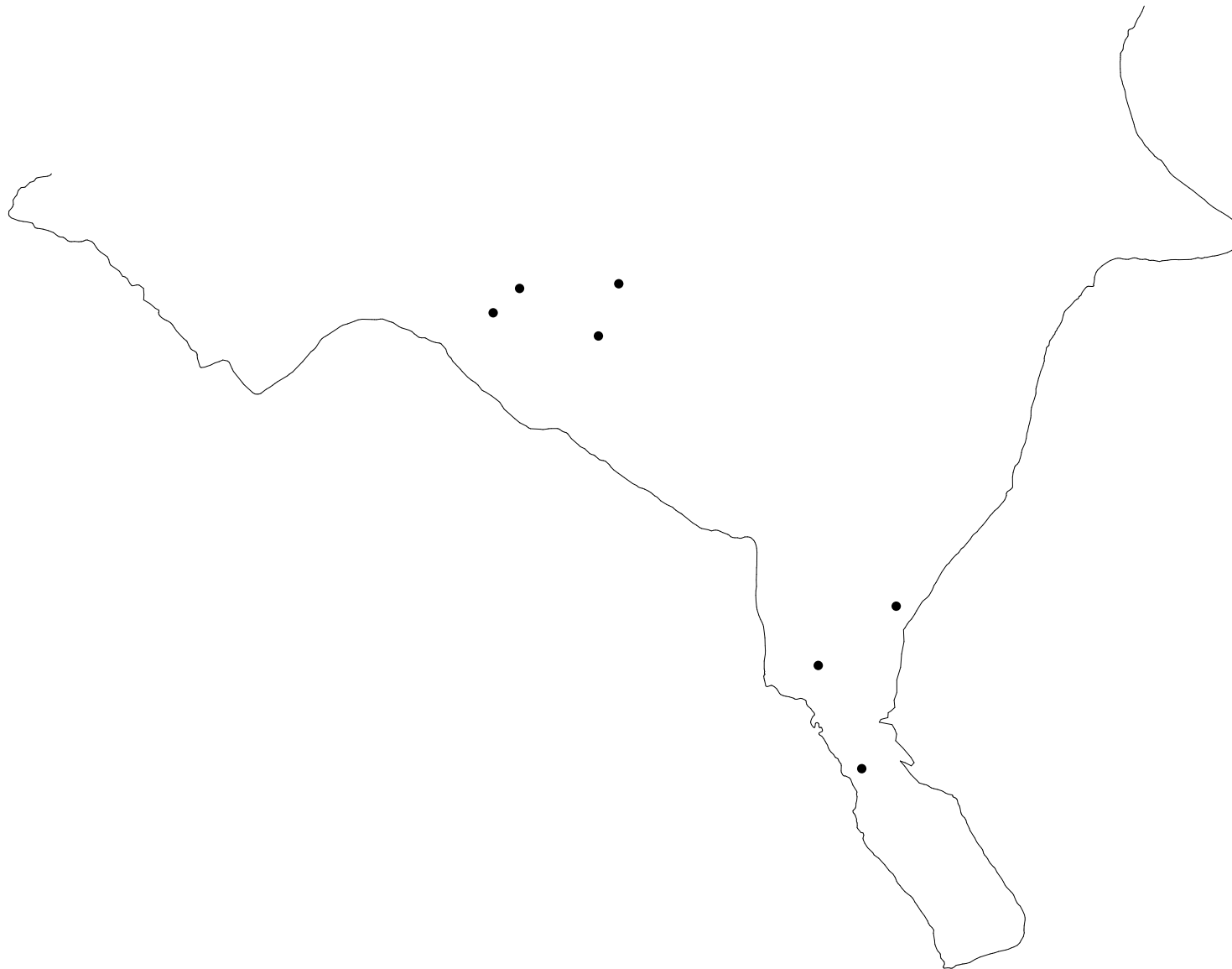
PLAYGROUND ON WATERFRONT



ACCESS FROM HOUSING TO WATER



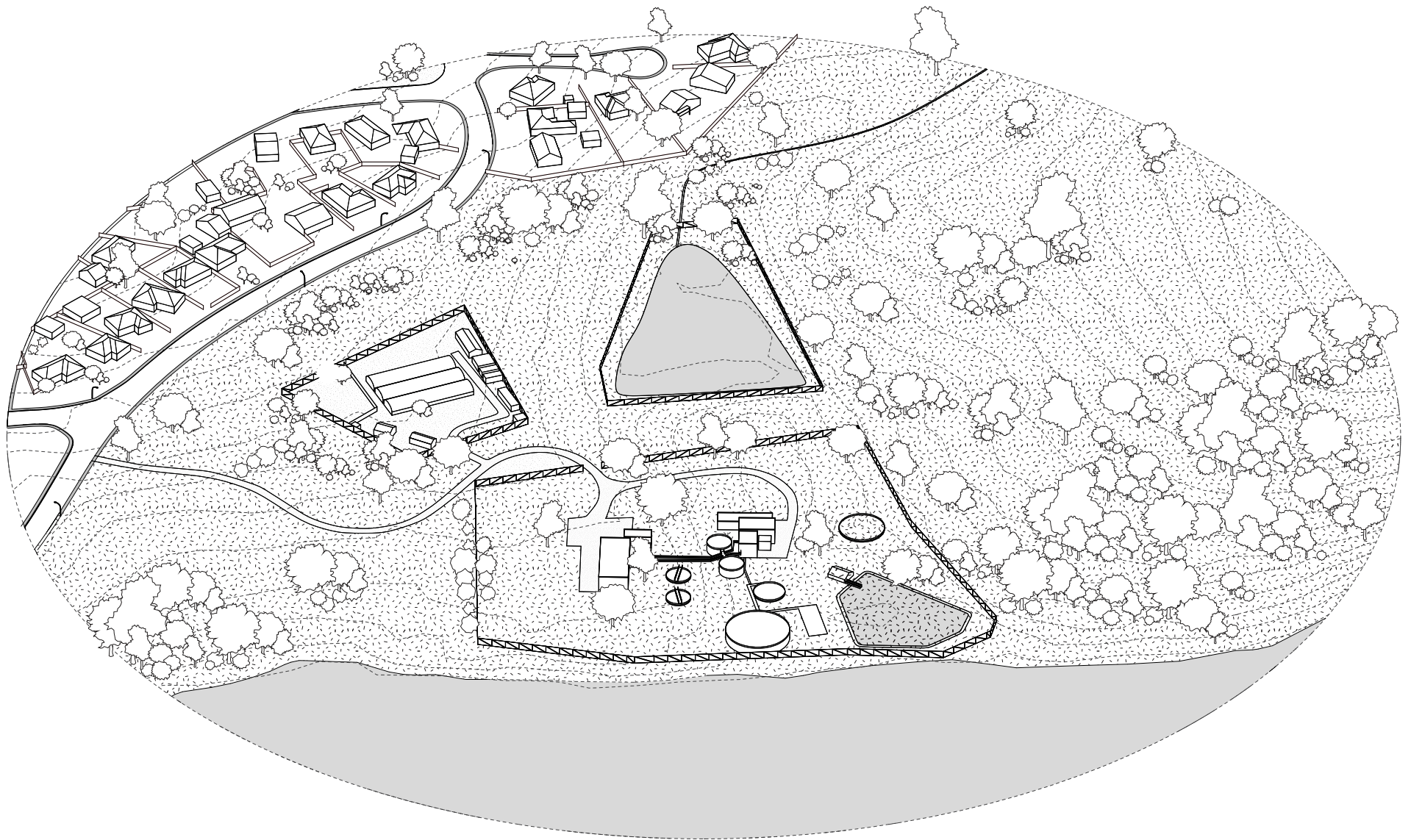
COVE ACCESS TO WATER



05. NODE CATEGORIES

C - SUBURBAN NODES

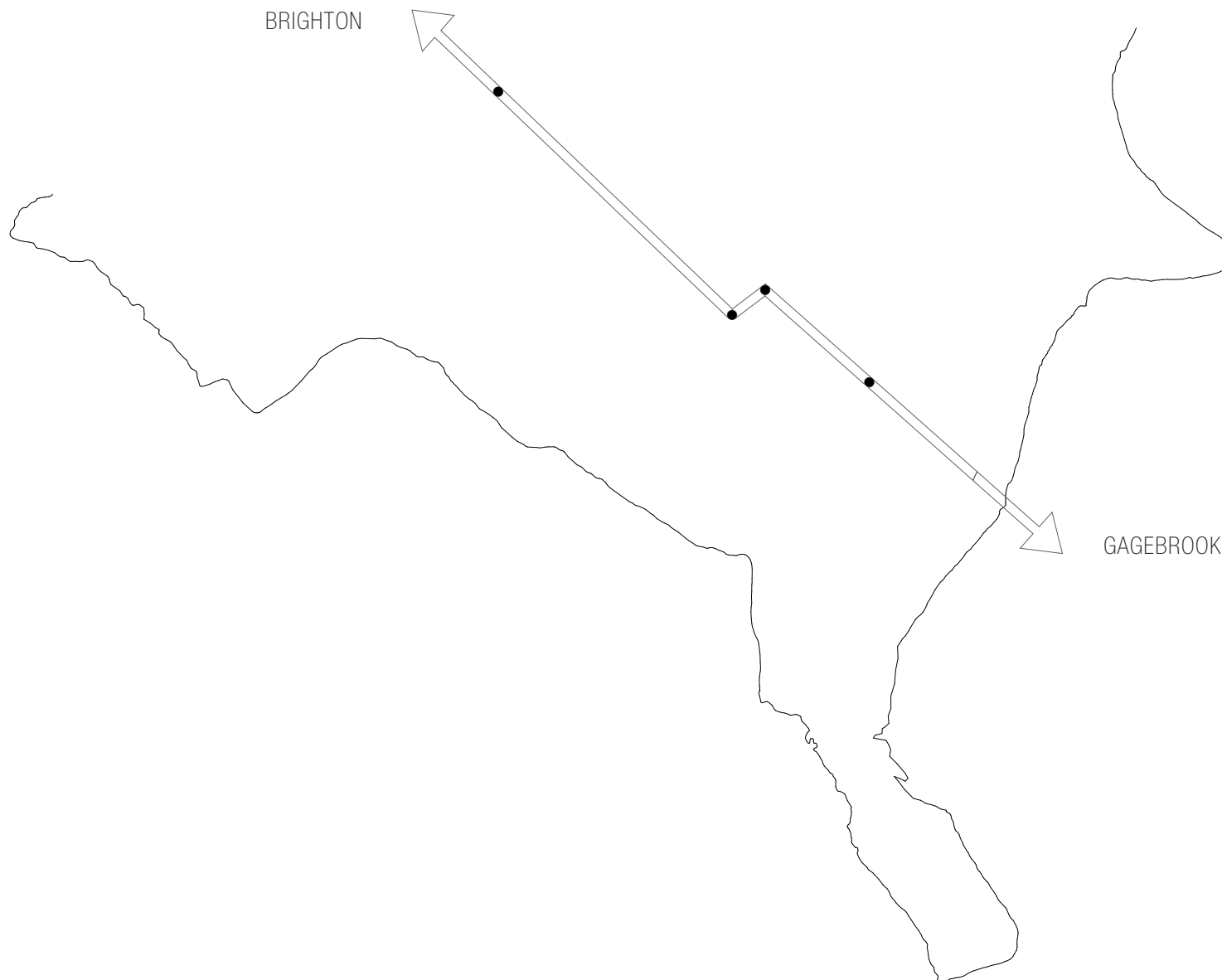
The Suburban Nodes are located on key areas of open land; Green Point Reserve and the waterfront land adjacent to the Civic Centre. These spaces don't belong to any individual neighborhood and instead are identified as key Nodes for the whole suburb to enjoy.



SEWERAGE PLANT + NURSERY



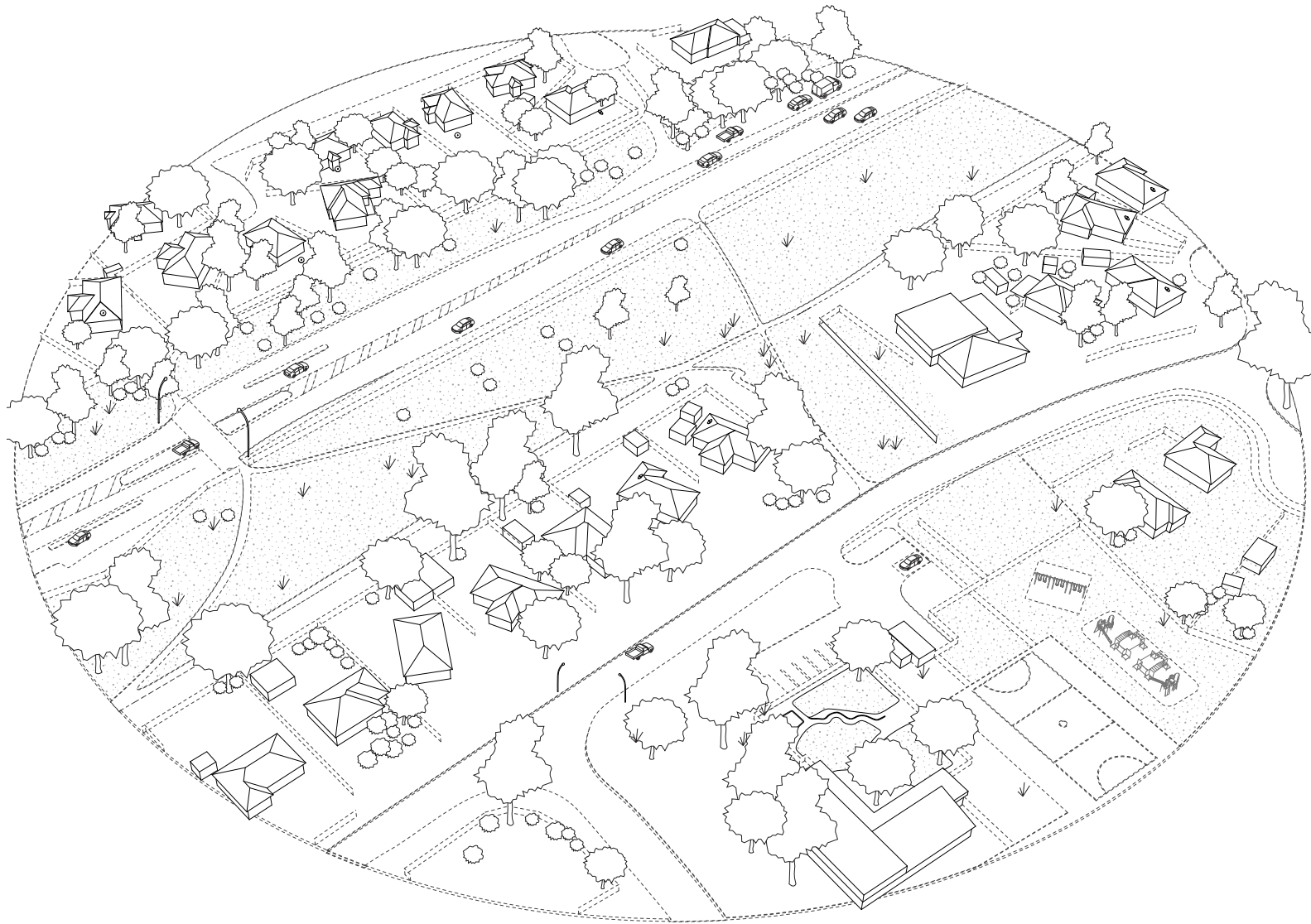
GREEN POINT SANCTUARY ENTRANCE



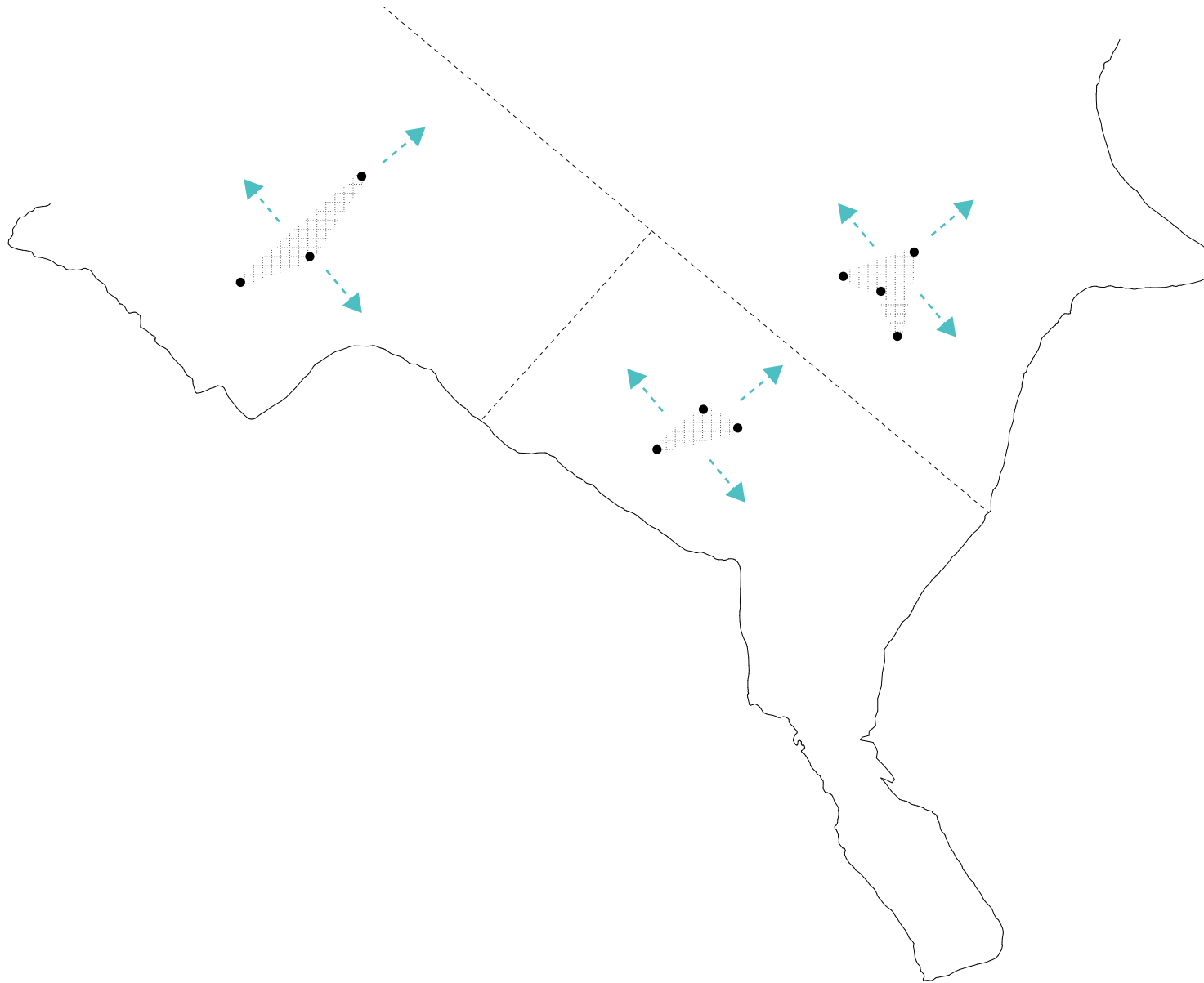
05. NODE CATEGORIES

D - MUNICIPAL NODES

The Municipal Nodes occur on the East Derwent Highway - the only road in and out of Bridgewater. As it stands, Bridgewater is not cited on roadside signage, nor is it immediately apparent when passing through. These nodes offer an opportunity to connect Bridgewater to the rest of the Brighton Municipality and to the greater Hobart area.



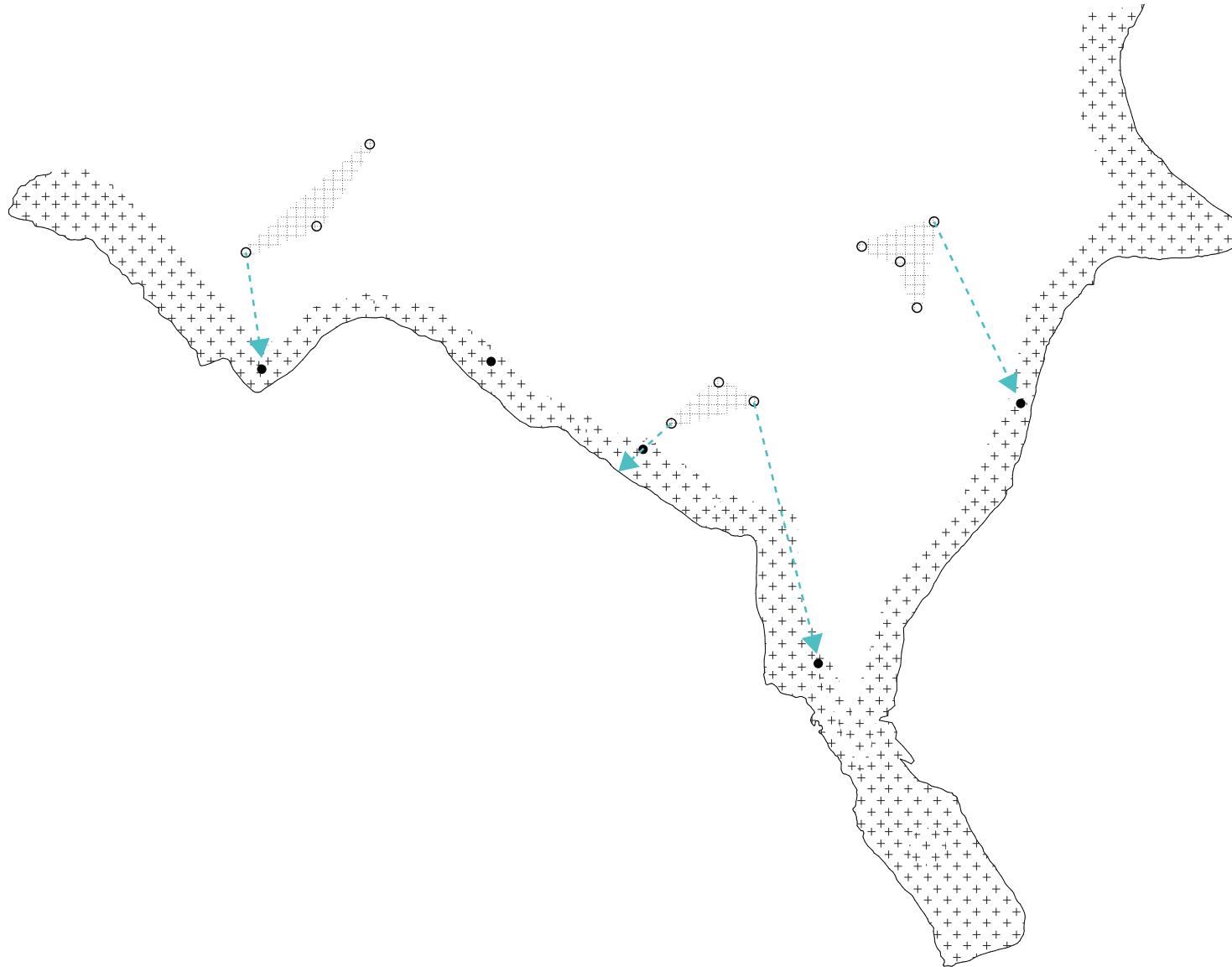
HIGHWAY CROSSOVER



06. NETWORK OF NODES

A - RECONNECTING LOCAL NEIGHBOURHOODS

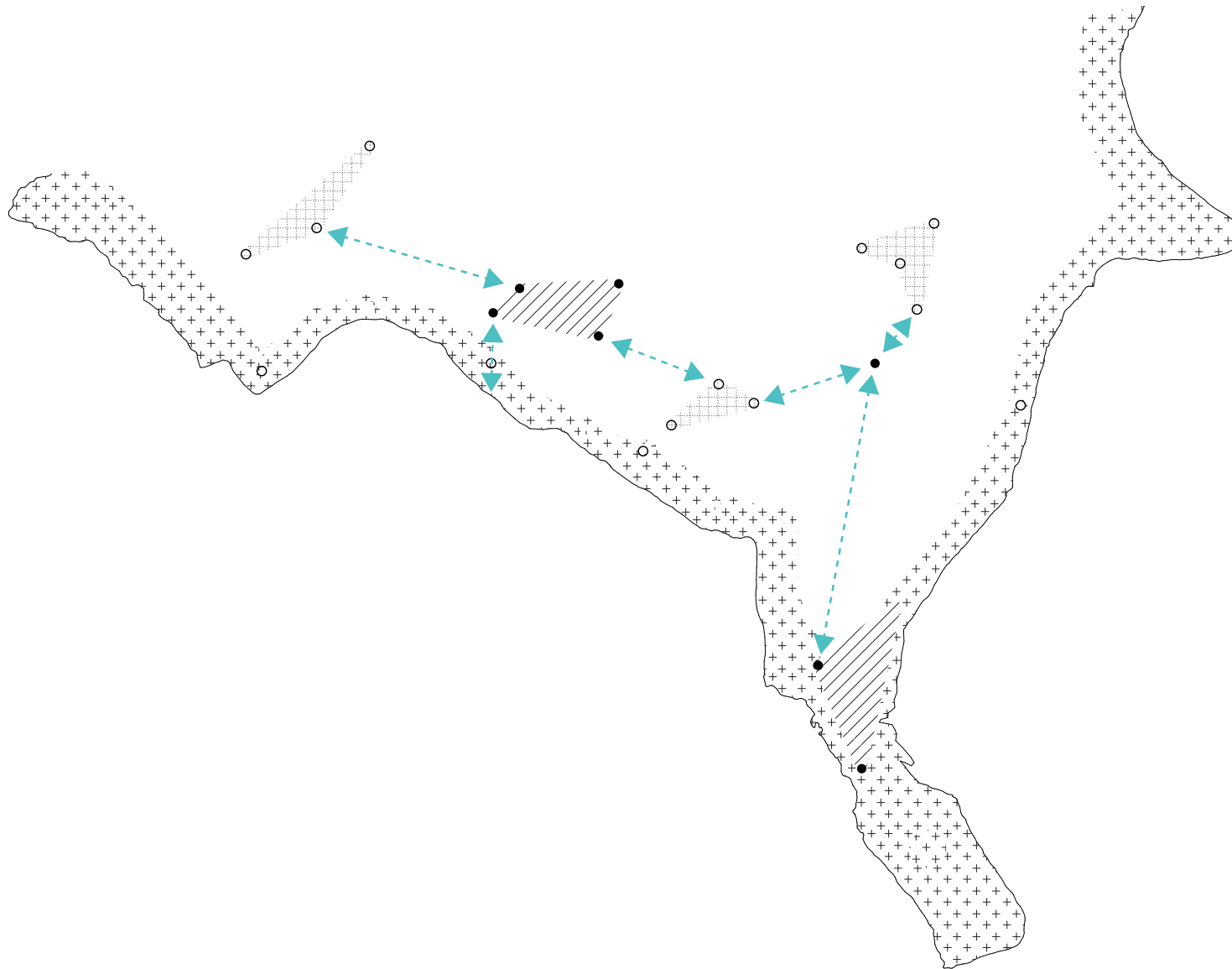
After identifying each Node type, a hierarchy of needs occurred. This begins with utilizing the Local Neighborhood nodes, to act as catalysts within each distinct Neighborhood, in order to draw people out of their homes and into these open spaces. It is our aim that by doing this, we will encourage strong neighborhood bonds and community atmosphere and stop the current culture of remaining indoors post 5:00pm.



06. NETWORK OF NODES

B - RECONNECTING TO LANDSCAPE

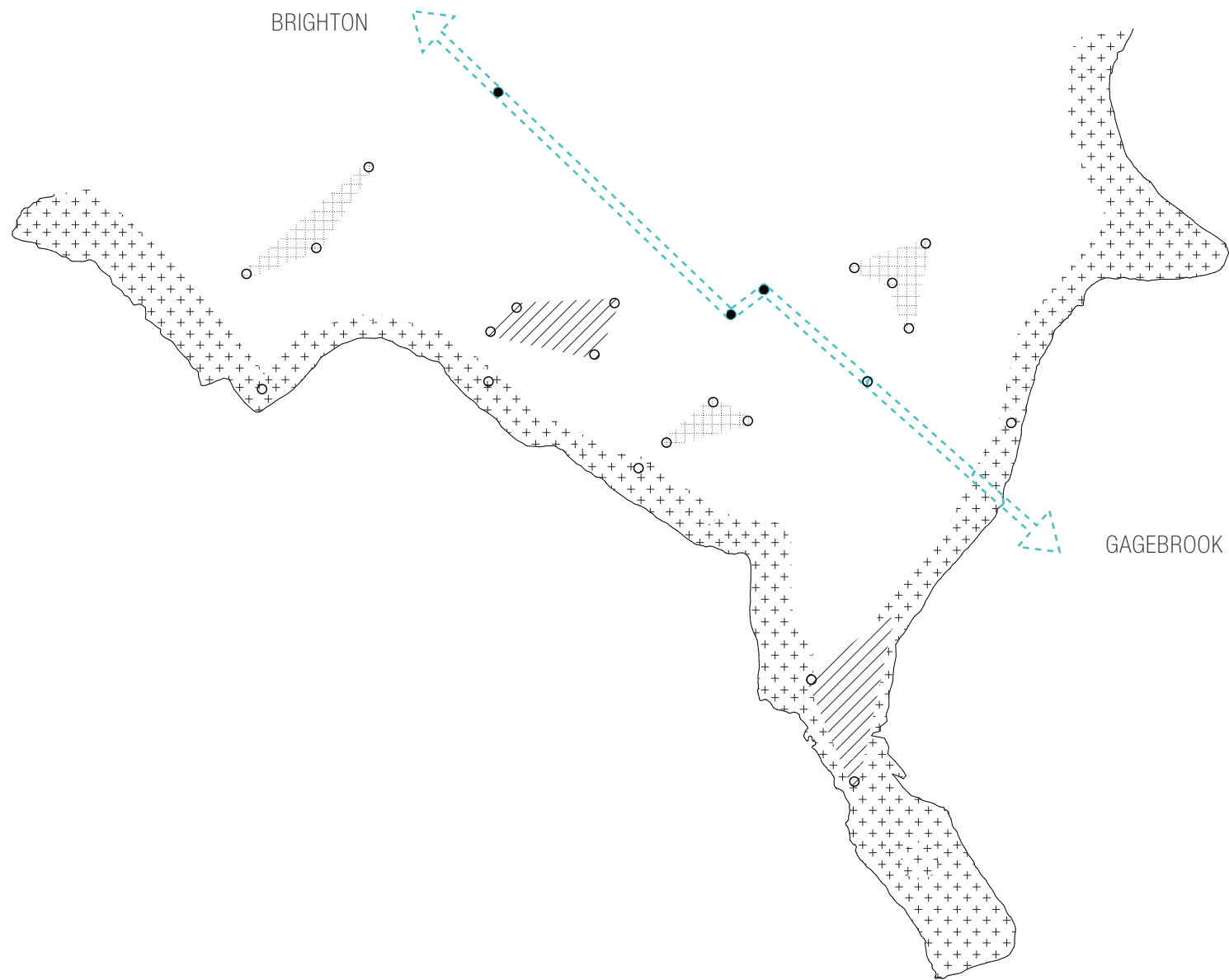
After the initial move of reconnecting the neighborhoods, the next step is to get those neighborhoods to reconnect to the amazing landscape that envelops their suburb. The disconnect currently occurs due to a lack of inhabitable amenity on the waterfront, with a gravel path currently being the only thing down there. From our categorized nodes, we identified 5 key sites to begin this reconnect according to their proximity to the Local Neighborhood Nodes.



06. NETWORK OF NODES

C - RECONNECTING THE SUBURB

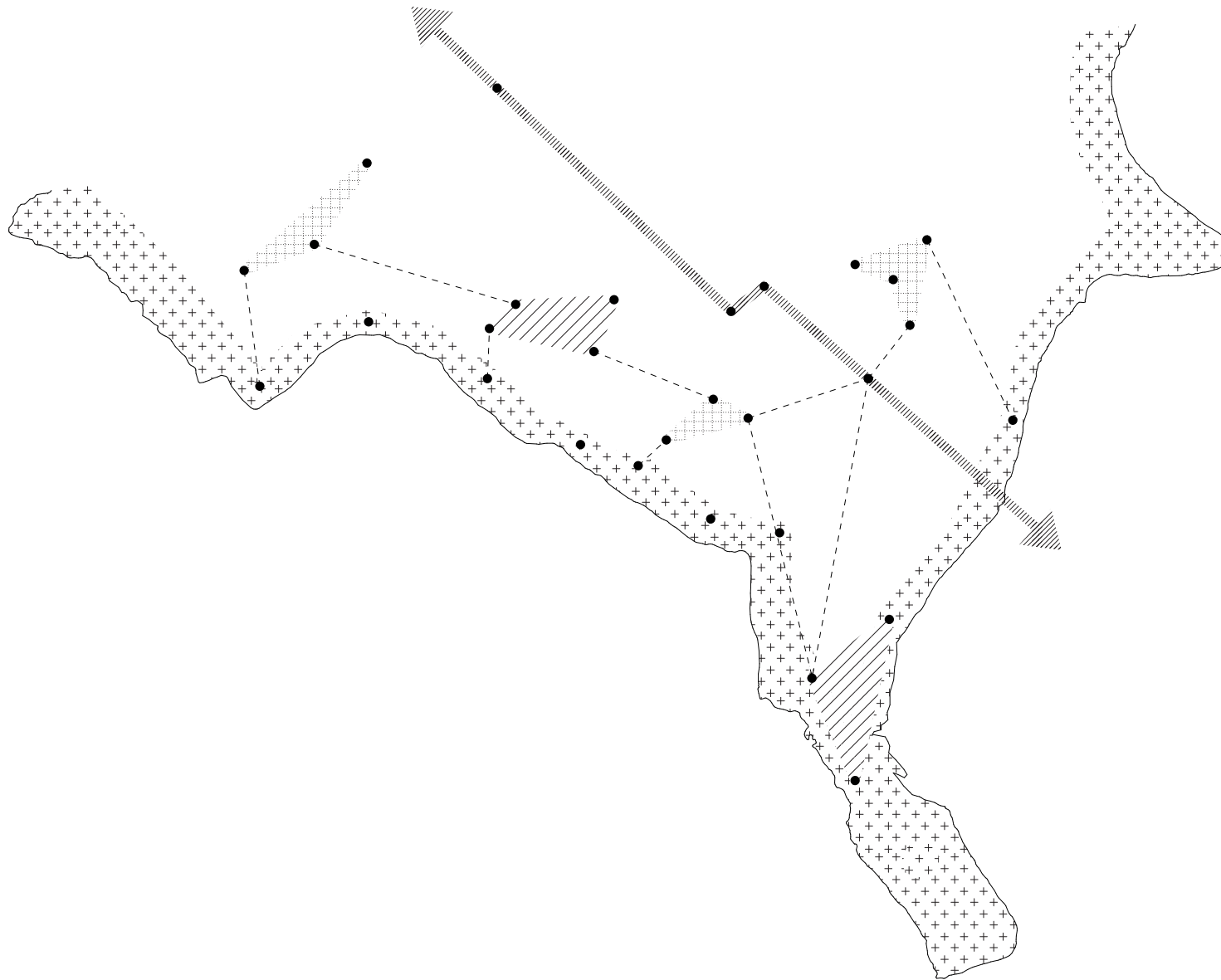
Once we have fostered good relations in each neighborhood and they have begun to reconnect with the landscape, the next step is to stitch those individual neighborhoods together to reform the Suburb. This is achieved by utilizing the Suburban nodes identified earlier - not only destinations in their own right - as mediating space between each neighborhood and landscape.



06. NETWORK OF NODES

D - RECONNECTING THE MUNICIPALITY

Once this movement has occurred within the Suburb, then we can begin to reconnect Bridgewater with the rest of the Brighton Municipality and the greater Hobart area. This strategy includes; altering the almost non-existent public face of Bridgewater, by signposting the town at both entry points to the East and West of the site, and also potentially diverting non-freight traffic through Green Point Road to give the town the public face it currently doesn't have.



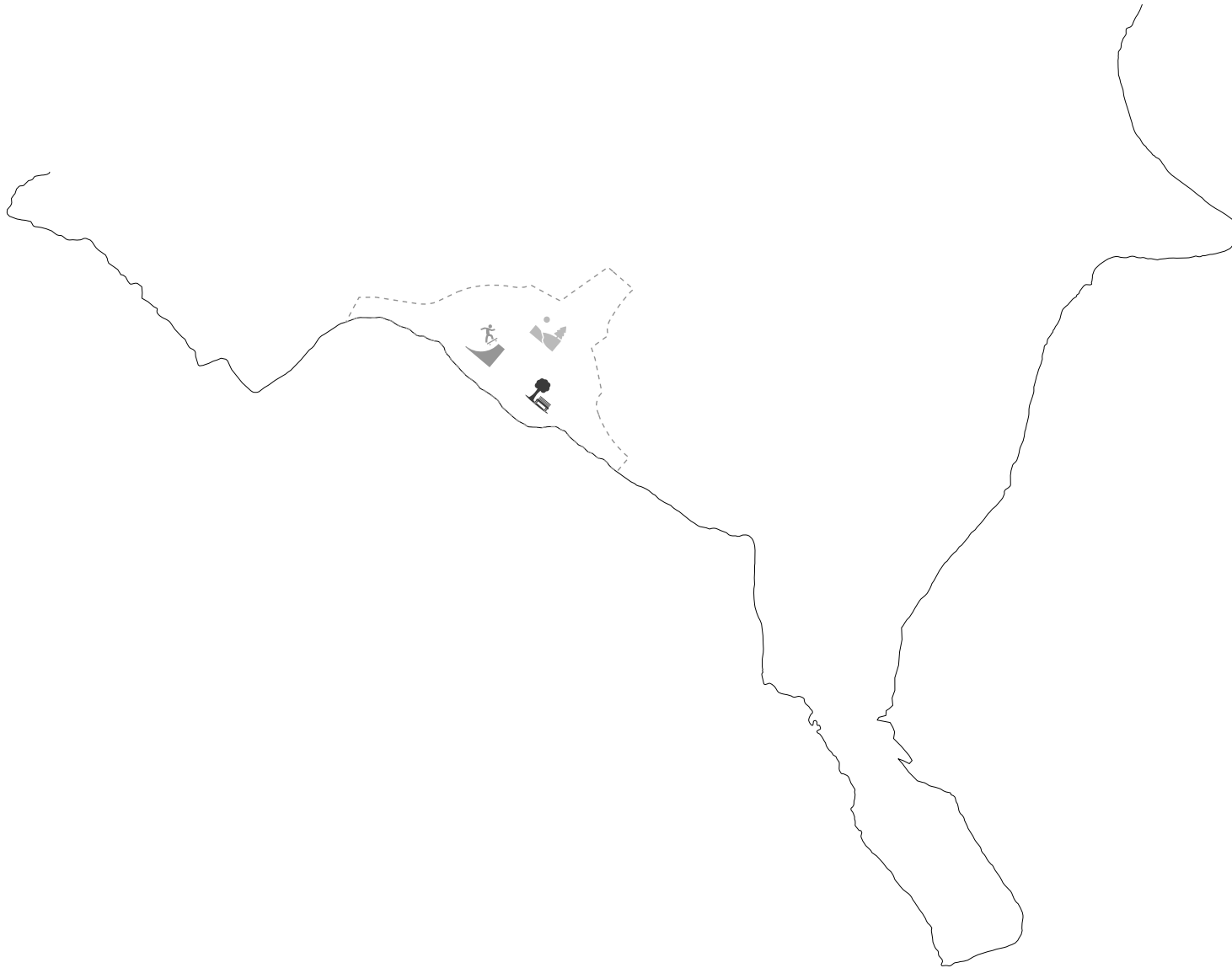
07. COMPLETED NETWORK

After these varying scales of re-connection have taken place, it is our aim that Bridgewater's outlook will have been shifted dramatically, from one of divisive neighborhoods, to one where the whole suburb becomes one community oriented around strong bonds to each other and to the natural surrounds.



08. STAGING OF NODES

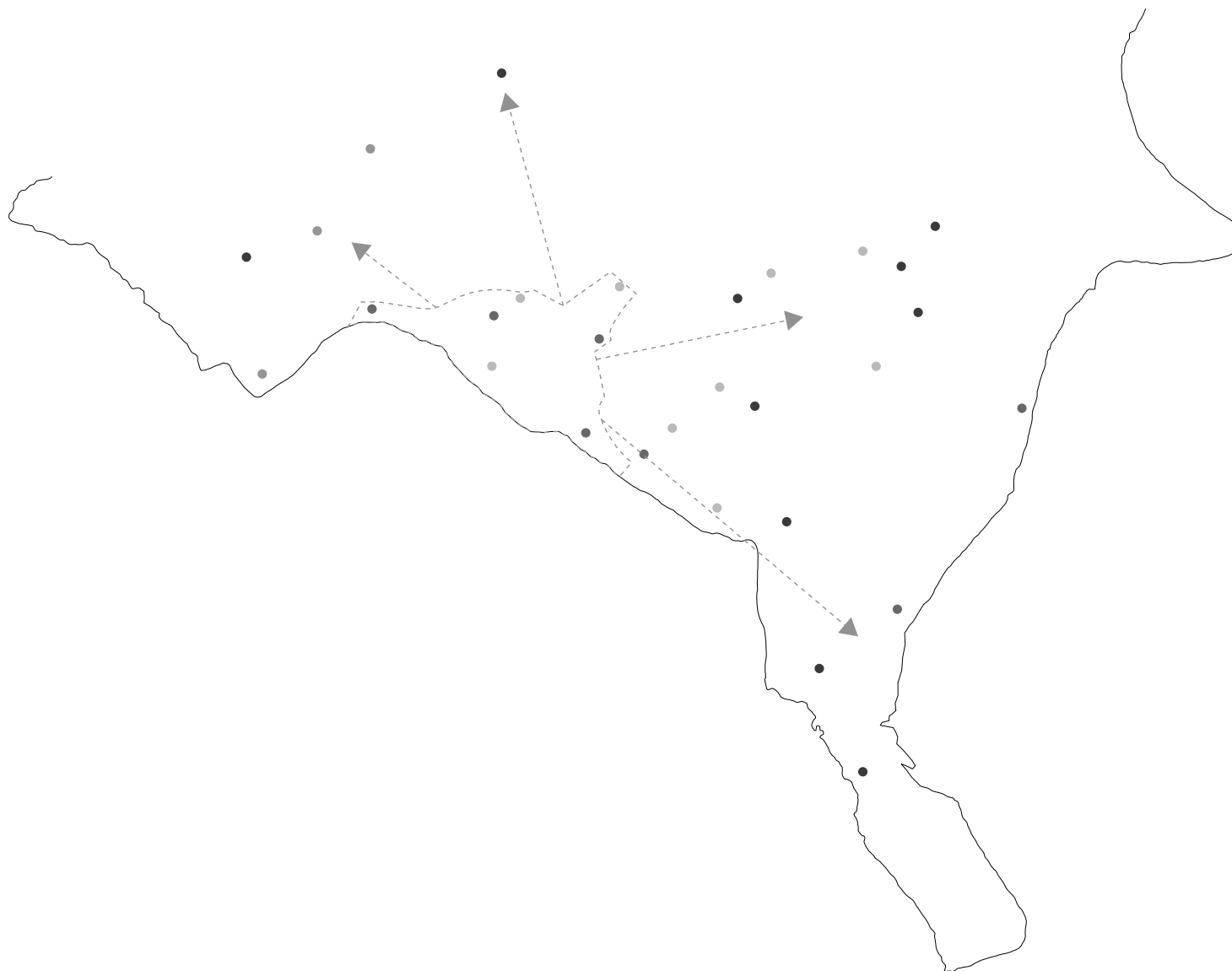
In order to achieve this complex network however, given the limited Council budget, a process of staging must take place. These stages will operate concurrently, beginning with the commencement of the stage 1 nodes.



09. COMMUNITY CONSULTATION

A - UNDERSTANDING PROGRAMMATIC WANTS OF COMMUNITY

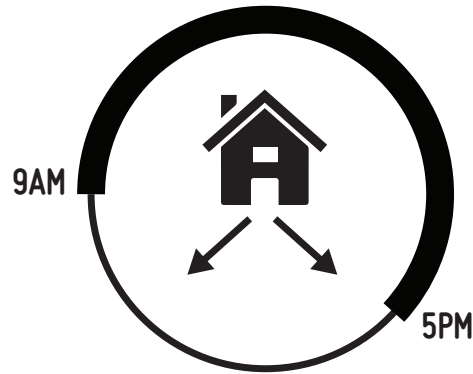
From the community consultation, we heard what the community wanted in their town. We also began to understand the Council's wish to thoroughly interrogate the open space which runs between the Brighton Civic Centre and the waterfront and its' potentials as a large piece of infrastructure. We heard requests for; skate parks, improved park amenities and treatment of the waterfront area to encourage inhabitation.



09. COMMUNITY CONSULTATION

B - INTERPRETING THE NEEDS OF THE COMMUNITY

This strategy was not infitting with our overall scheme of programmatic distribution and we believed that the concentration of effort in one area would benefit too few, and wouldn't go far to resolving the town's existing social issues. This is not to say we will not be developing the large piece of open land identified by council. There are still a number of nodes identified within this plot of land which form a key part of our strategy.



EXCOMMUNICATING PEOPLE FROM THEIR
HOMES AFTER DARK



INCREASING SAFETY VIA LIGHTING



WIFI HOTSPOTS



EDIBLE LANDSCAPE

09. COMMUNITY CONSULTATION

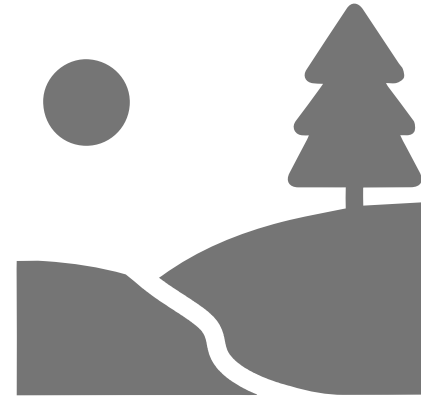
C - DEVELOPED THEMATICS FROM CONSULTATION

From the consultation we began to understand some overall themes of community wants and needs.

We were told that Bridgewater contains one of the highest concentrations of Austar subscriptions in Australia. This is due to people heading indoors post 5:00 due to safety concerns in public space. We were also told that a lot of homes don't have the internet and rely on phones or the Wifi provided at the Community Centre. There was also a strong movement toward edible landscape currently underway which we wished to continue throughout our scheme.



PARK



LANDSCAPE



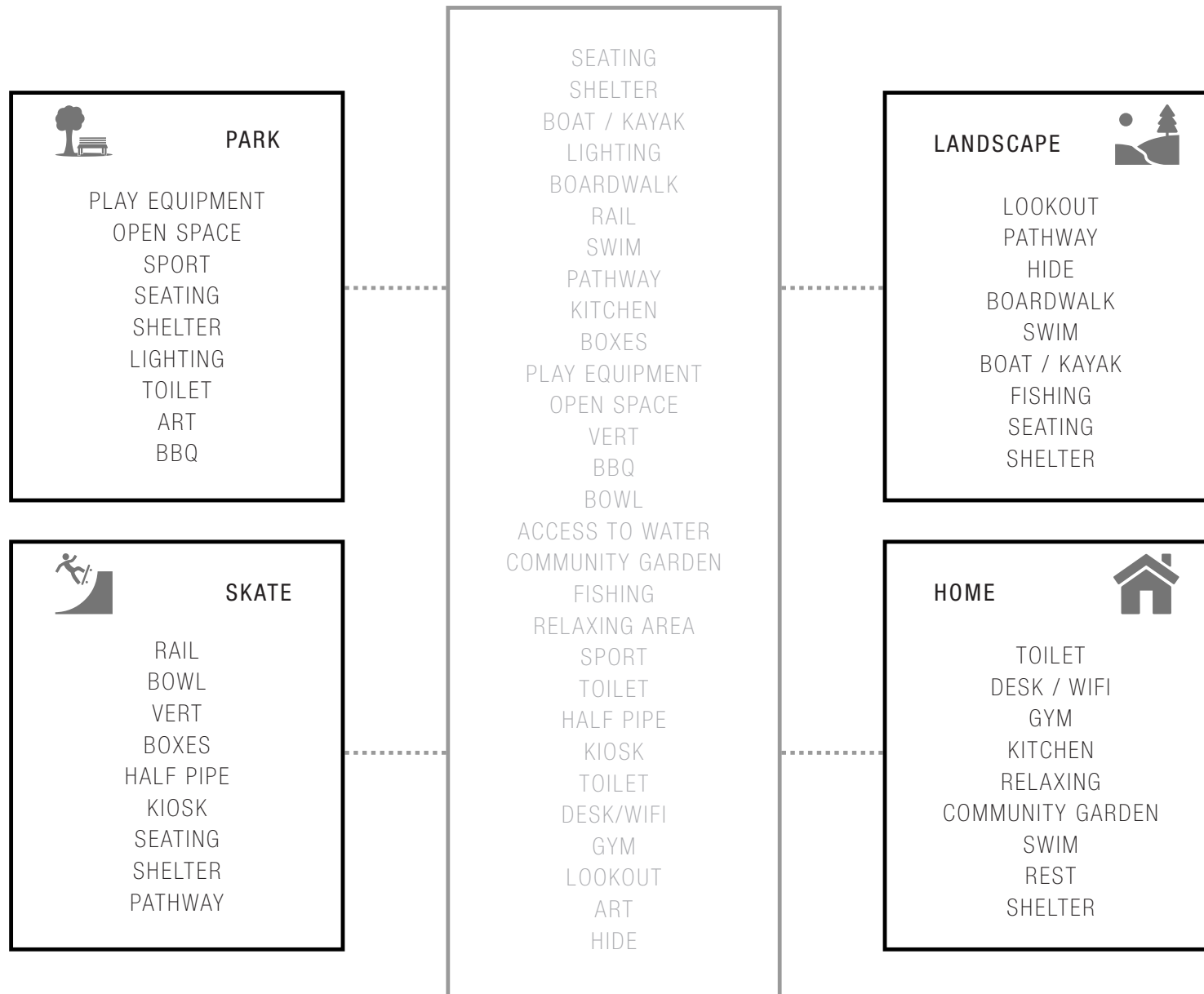
SKATE



HOME

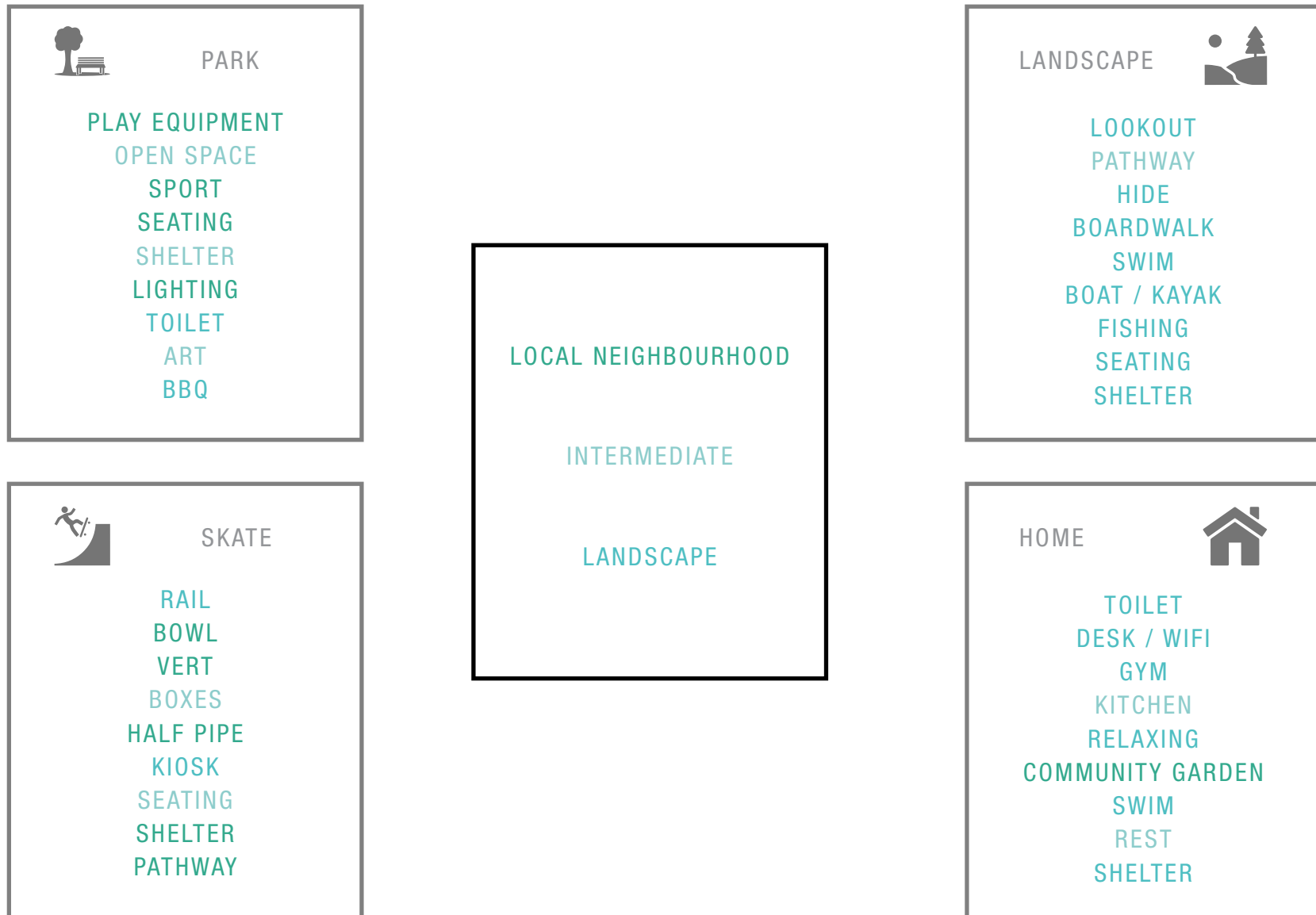
10. PROGRAMMATIC THEMES

In addition to the categories brought forward by the community - of; interaction with landscape, improved park amenity and a skate park - we also felt a further category of 'the home' could be used to bring every day program out of the individual home and into the public realm. This openness is what we hope will begin to repair the community as it stands now.



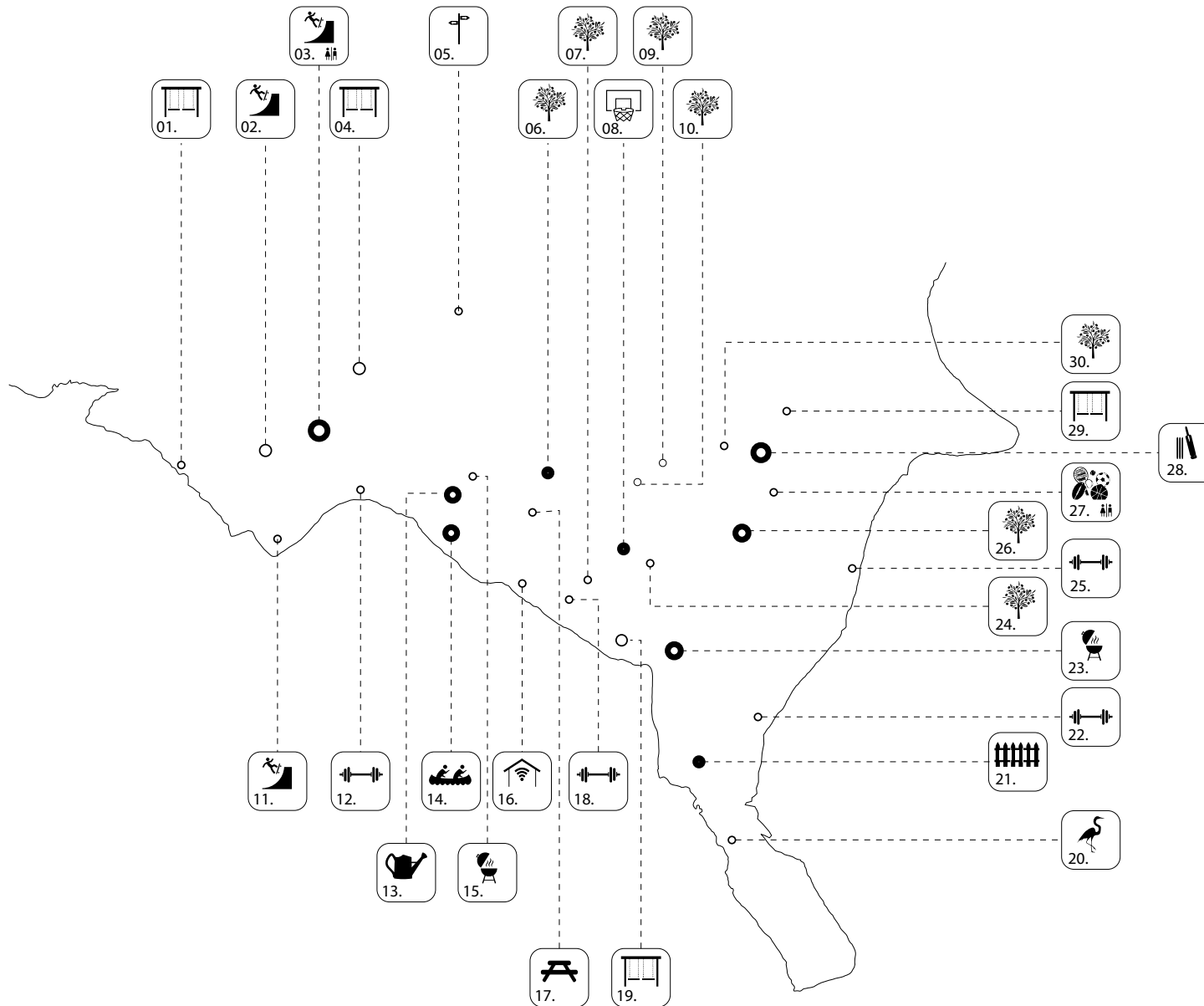
11. BREAKDOWN OF PROGRAM

We then broke down each of the categories into various elements which we could distribute throughout our network of nodes.



12. LOCATING PROGRAM

We categorized them into either; their appropriate node type, or their inherent flexibility, this allowed us to figure out where each should be placed within the network.



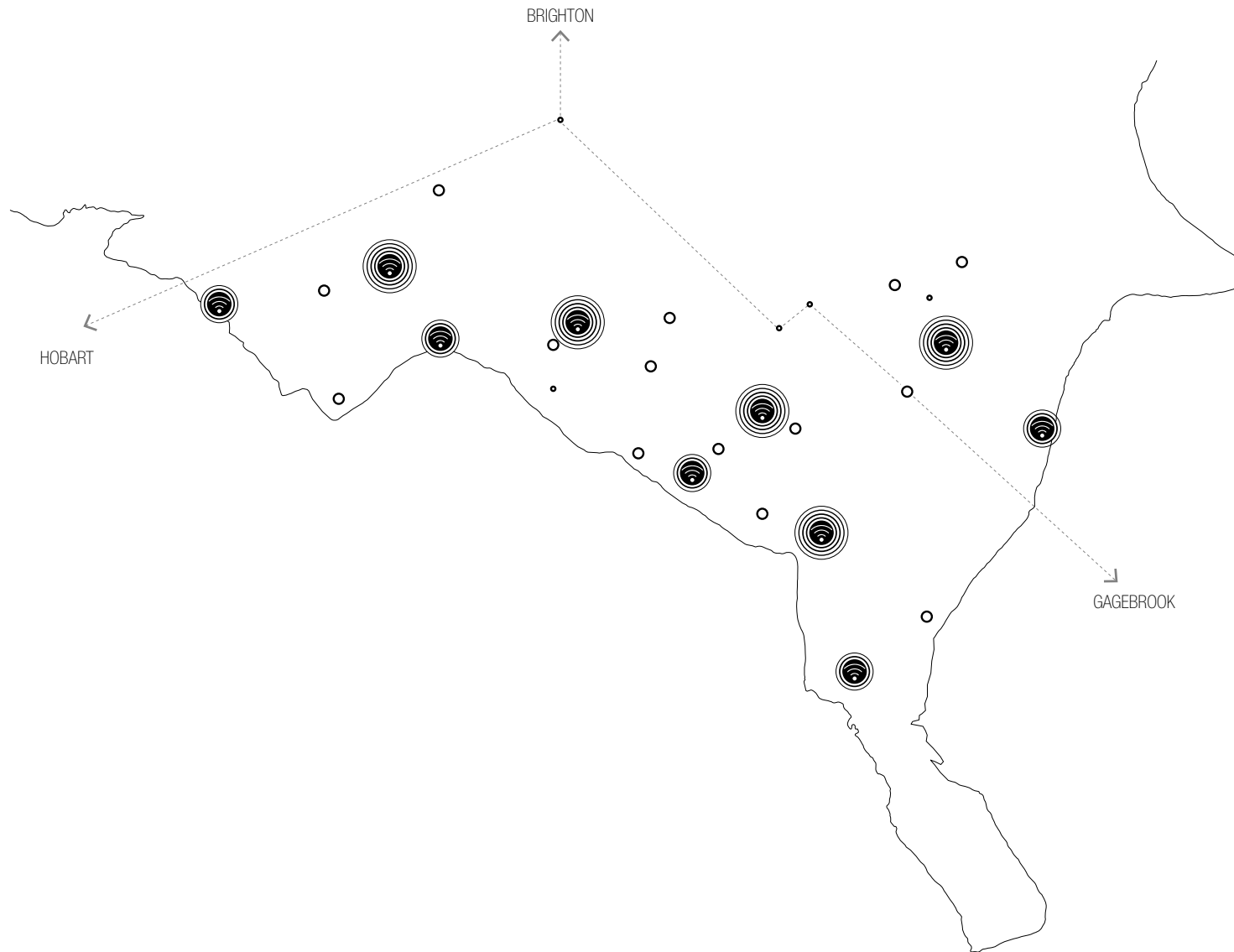
13. ADDING PROGRAM TO NODES

We then allocated program to each node according to; existing infrastructure, inherent qualities of each site, a fair distribution of each of the 4 categories throughout each neighborhood (to ensure no issues of neglect occur) and the program's suitability to each node type.

PROGRAM		IMPORTANCE TO COMMUNITY	IMPORTANCE TO STRATEGY	OVERALL IMPORTANCE
01.	PLAYGROUND NEXT TO WATERS EDGE	●●○	●●○	●●●●○○
02.	SKATE ELEMENT	●○○	●○○	●●○○○○
03.	SKATE ELEMENT WITH TOILET	●●●	●●●	●●●●●●
04.	PLAYGROUND - YOUNGER CHILDREN	●●○	●○○	●●●○○○
05.	IMPROVED SIGNAGE	●○○	●●○	●●●○○○
06.	CONNECT CIVIC CENTRE TO LANDSCAPE	○○○	●●●	●●●○○○
07.	GREEN CORRIDOR TO WATERS EDGE	○○○	●●●	●●●○○○
08.	IMPROVE BASKETBALL COURT FACILITIES	●○○	●●●	●●●●○○
09.	PLANTING ALONG HIGHWAY	○○○	●●○	●●○○○○
10.	PEDESTRAINIZE HIGHWAY CROSSOVER	○○○	●●●	●●●○○○
11.	SKATE ELEMENT NEAR WATER	●○○	●○○	●●○○○○
12.	REST / SHELTER POINT + GYM STOP	●●○	●●○	●●●●○○
13.	IMPROVE ACCESS TO EXISTING NURSERY	●●●	●●●	●●●●●●
14.	OPPORTUNITY TO ENGAGE WATER - JETTY	○○○	●○○	●○○○○○
15.	SHELTER WITH BBQ FACILITIES - LINKED WITH NURSERY	●●●	●●●	●●●●●●
16.	STUDY SPACE WITH WIFI + VIEWS OUT	●○○	●●●	●●●●○○
17.	REST / SHELTER + SWAILS	●●○	●●○	●●●●○○
18.	REST / SHELTER + GYM STOP	●●○	●●○	●●●●○○
19.	PLAYGROUND + REST / SHELTER	●●○	●○○	●●●○○○
20.	BIRD HIDE	○○○	●●○	●●○○○○
21.	FENCE / GATEWAY INTO NATURE RESERVE	●○○	●●●	●●●●○○
22.	REST / SHELTER + GYM STOP	●●○	●●○	●●●●○○
23.	REST / SHELTER + BBQ FACILITIES	●●●	●●●	●●●●●●
24.	BUILD ON EXISITING COMMUNITY GARDEN	●●●	●●○	●●●●●○
25.	REST / SHELTER + GYM STOP	●●○	●●○	●●●●○○
26.	PEDESTRAINIZE HIGHWAY CROSSOVER	○○○	●●○	●●○○○○
27.	SPORTS FACILITY + TOILET	●●●	●●●	●●●●●●
28.	IMPROVE ON EXISTING CRICKET PITCH FACILITY	○○○	●○○	●○○○○○
29.	PLAYGROUND + REST / SHELTER	●●○	●●○	●●●●○○
30.	CREATE SOFT EDGE TO PARK	○○○	●●●	●●●○○○

14. UNDERSTANDING THE IMPORTANCE OF PROGRAM

It then became pertinent to rank each node on its importance to the community, or to our strategy for the town. Once we had determined this, we were left with a chart of overall importance of each node.



15. WIFI LOCATION MAP

It became apparent from the consultation that due to socio-economic reasons, the residents don't all have access to internet within their homes. There is a dependency on phone data, which is currently subsidised with visits to the Library and Civic Centre to take advantage of their free WIFI. It then became a strategy of ours to implement WIFI into specific nodes in order to ensure their preservation and habitation as they become invaluable to the community, not only for their program, but also for the WIFI they offer.



16. REVIEWED PRIORITY OF NODES

This then allowed us to review the priority of each node and to develop a scheme which married the community's immediate wants and needs, with the strategies we felt would help them long term.

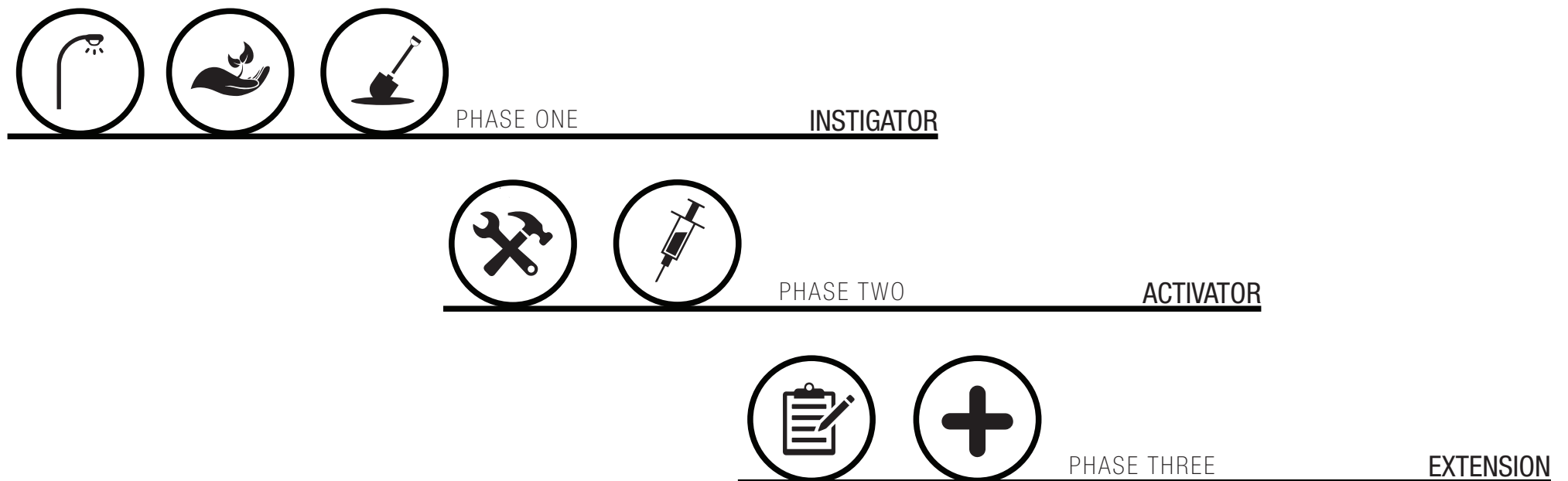


BRIDGEWATER DESIGN PROPOSALS



LOCATION OF PRELIMINARY DESIGNS

As a pre-cursor to our final design schemes, we decided to focus on a couple of visualisations for this secondary community meeting. We did a brief schematic design for 6 sites, encompassing; 2 Local Neighbourhood Nodes, 2 Landscape Nodes and 2 Suburban Nodes. These designs are purely for visualisation at this point and will be interrogated further in the coming weeks.



PHASING STRATEGY FOR EACH NODE

As well as the overall staging of nodes, it became pertinent to instigate phasing for each individual node. These phases are broken down as follows;

- Phase One: Making the Node feel safe by implementing lighting, Planting fruit and vegetable trees/vines/plants to add to food landscape, Adding light ground treatment
- Phase Two: Repairing things on site that have fallen into disrepair, or giving them a facelift, Injecting overall program to add to initial programmatic move.
- Phase Three: A process of review is undertaken to see how the amenity has been used, if satisfactory, additions will be made to enhance the space.

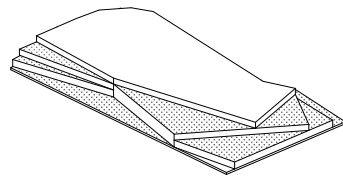


LOCAL NEIGHBOURHOOD NODES

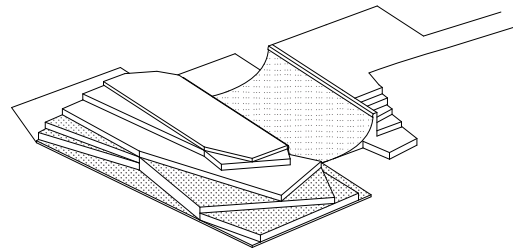


01. SKATE PARK / TOILET

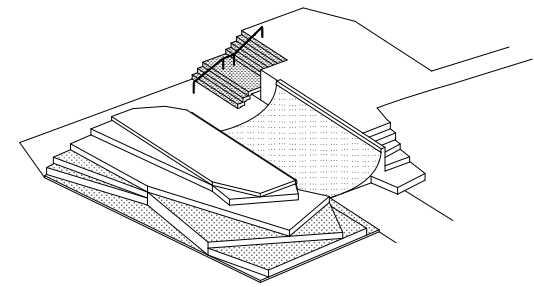
A - SITE LOCATION



1.
REST POINT / SEATING
PLAY AREA
LANDSCAPING



2.
SKATE BOWL
VIEWING PLATFORM
FURTHER LANDSCAPING



3.
CINEMA SCREEN
TENNIS / BASKETBALL WALL
PROTECTION FROM WIND

01. SKATE PARK / TOILET

B - PHASES OF CONSTRUCTION



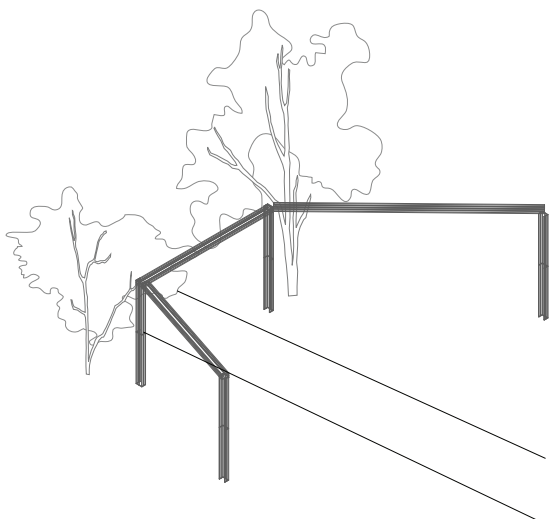
01. SKATE PARK / TOILET

C - VISUALISATION

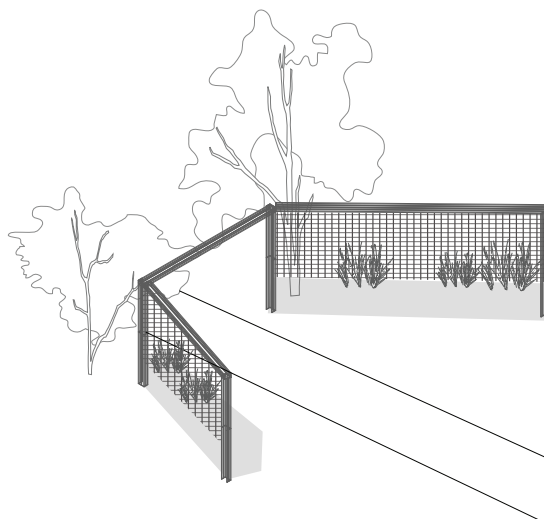


02. COMMUNITY GARDEN / REST POINT

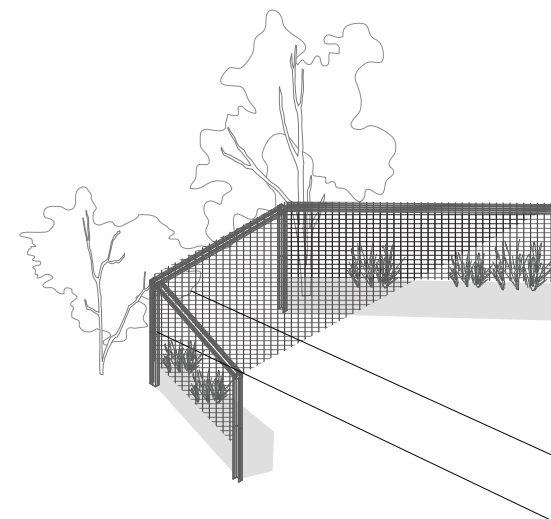
A - SITE LOCATION



1.
UPGRADE PATH
STEEL FRAMEWORK FOR
LIGHTING & WI-FI



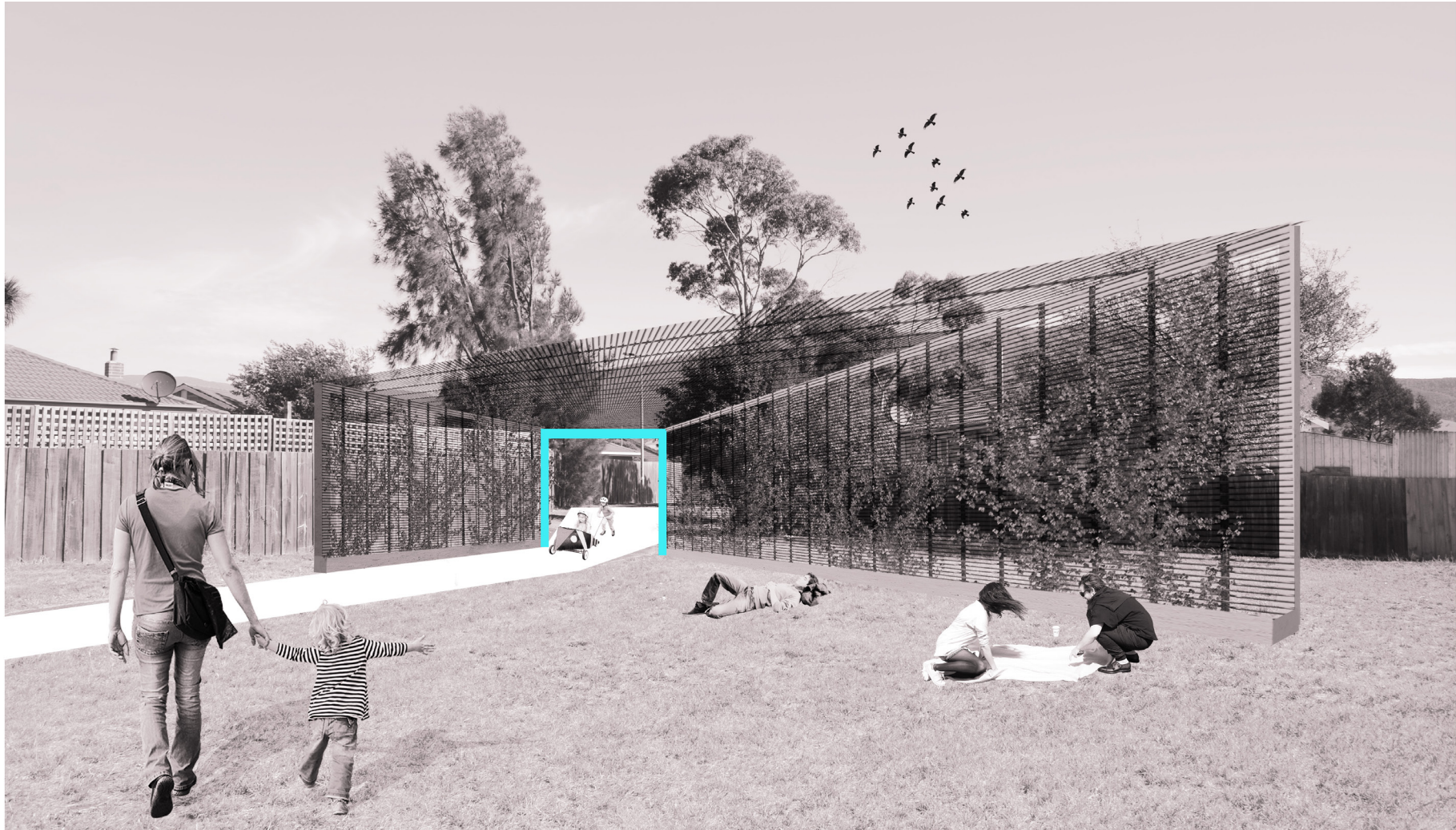
2.
PLANTERS & TRELLIS
PRODUCTIVE
COMMUNITY GARDEN



3.
PERGOLA
FURTHER LANDSCAPING
TO SURROUNDS

02. COMMUNITY GARDEN / REST POINT

B - PHASES OF CONSTRUCTION



02. COMMUNITY GARDEN / REST POINT

C - VISUALISATION

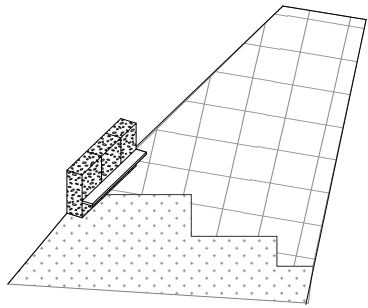


LANDSCAPE NODES

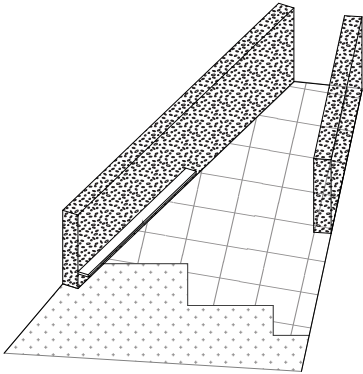


03. LOOKOUT / INFORMATION HUB

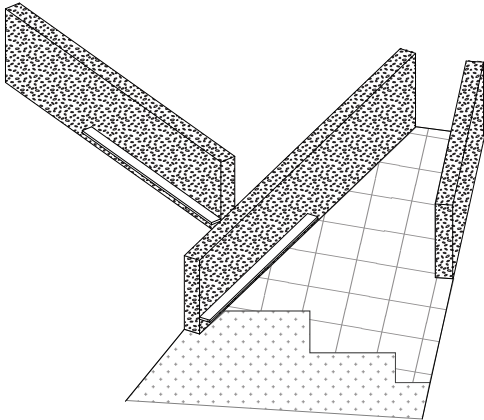
A - SITE LOCATION



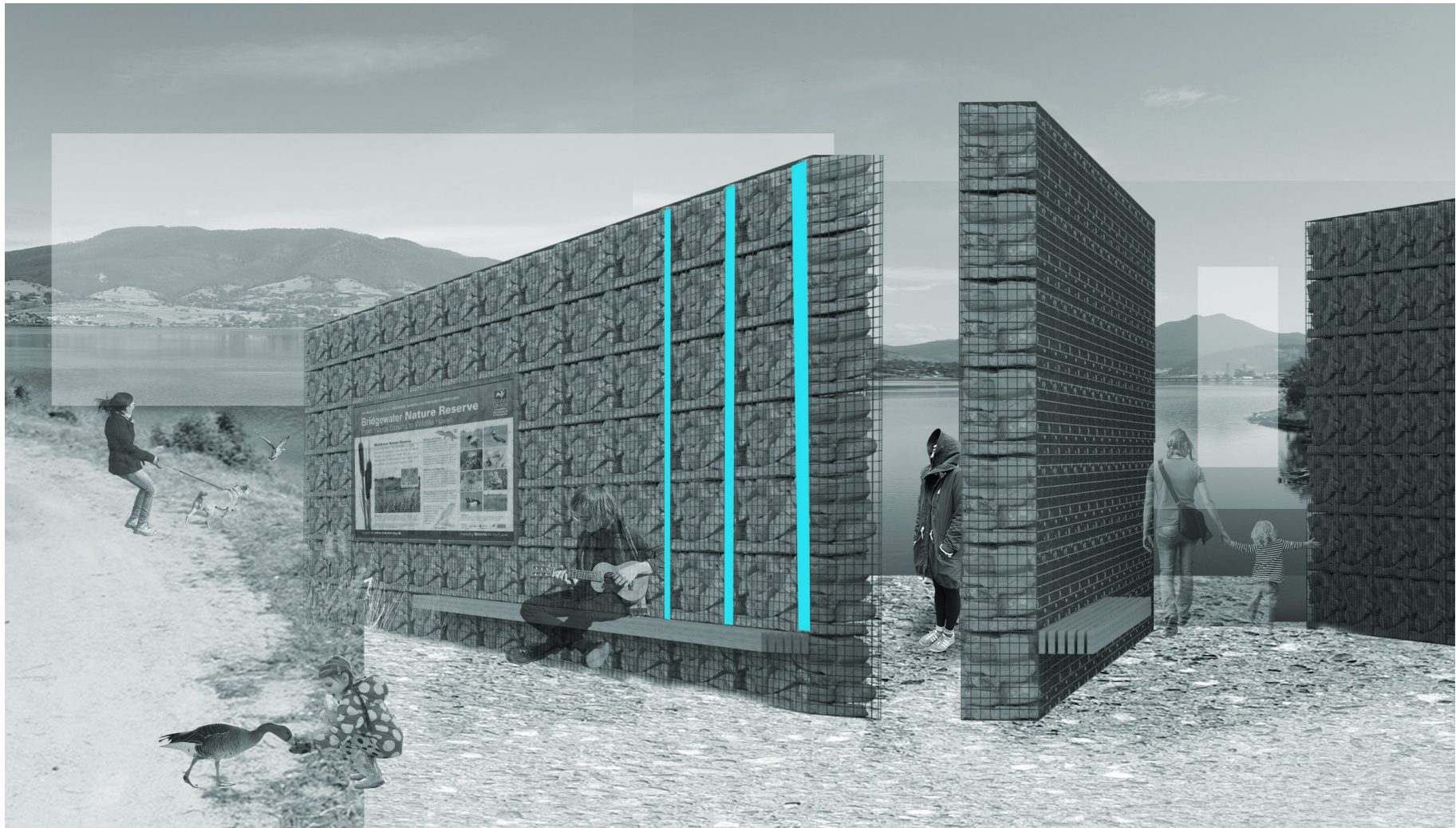
1.
LANDSCAPING / GROUND RE-SURFACING
REST POINT / SEATING
WATER TAP



2.
STRUCTURE FRAMES VIEWS
TOWARDS MIDLAND HWY BRIDGE
MEETING PLACE



3.
ADDED GABION WALL
FRAMES VIEWS TOWARDS
MOUNT FAULKNER MOUNTAIN RANGE



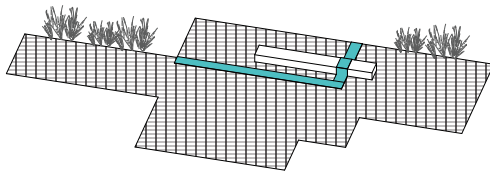
03. LOOKOUT / INFORMATION HUB

C - VISUALISATION

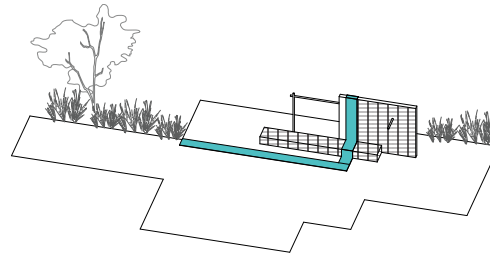


04. GYM / REST POINT

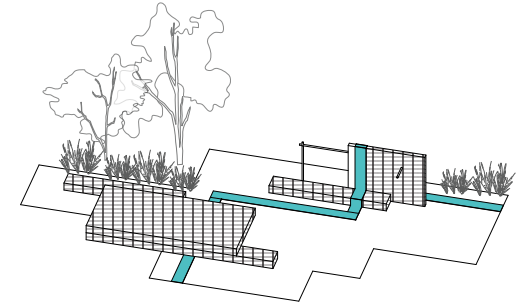
A - SITE LOCATION



1.
CHECKPOINT
REST POINT / SEATING
WATER TAP



2.
STRUCTURE USED AS GYM EQUIPMENT
SHELTER
PLAY EQUIPMENT



3.
ADDED GYM EQUIPMENT
FURTHER SEATING
FRAMES VIEWS OF LANDSCAPE

04. GYM / REST POINT

B - PHASES OF CONSTRUCTION



04. GYM / REST POINT

C - VISUALISATION

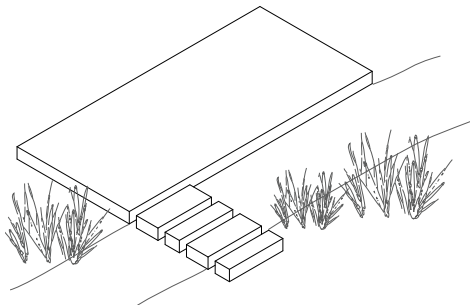


SUBURBAN NODES

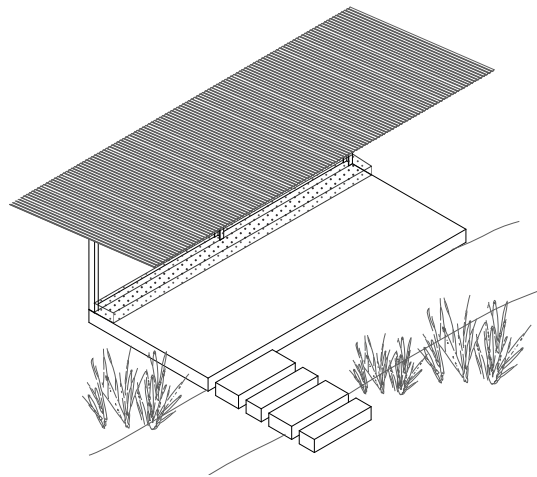


05. CREEK PATH / REST POINT

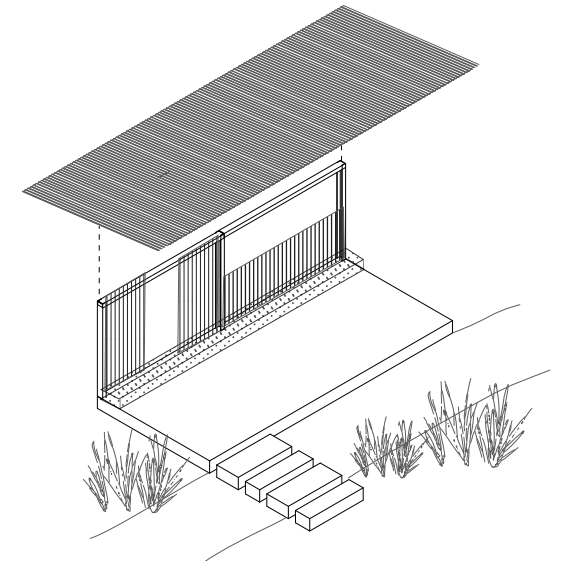
A - SITE LOCATION



1.
RE-ESTABLISH CREEK
NATIVE PLANTING
PATH & PLATFORM



2.
SHELTER & SEATING
PLAY AREA
WATER TAP & ELECTRICITY POINTS



3.
TIMBER PANELS
FRAME VIEWS
IMPROVE SEATING & TABLE AREAS

05. CREEK PATH / REST POINT

B - PHASES OF CONSTRUCTION



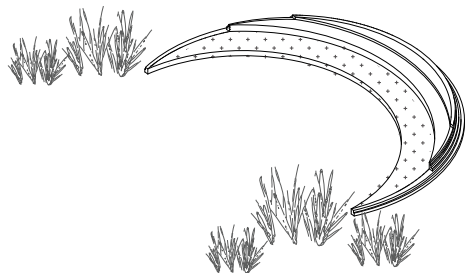
05. CREEK PATH / REST POINT

C - VISUALISATION

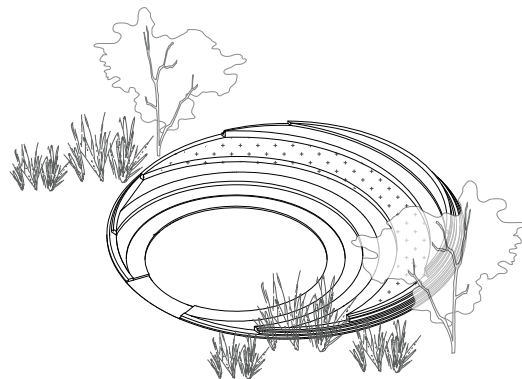


06. SKATE PARK / CINEMA

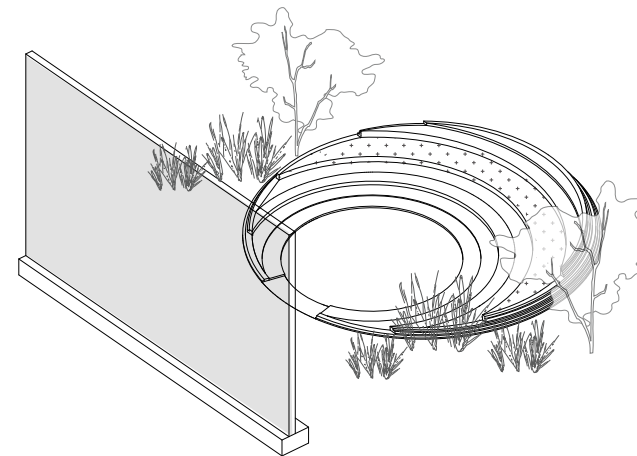
A - SITE LOCATION



1.
REST POINT / SEATING
PLAY AREA
LANDSCAPING



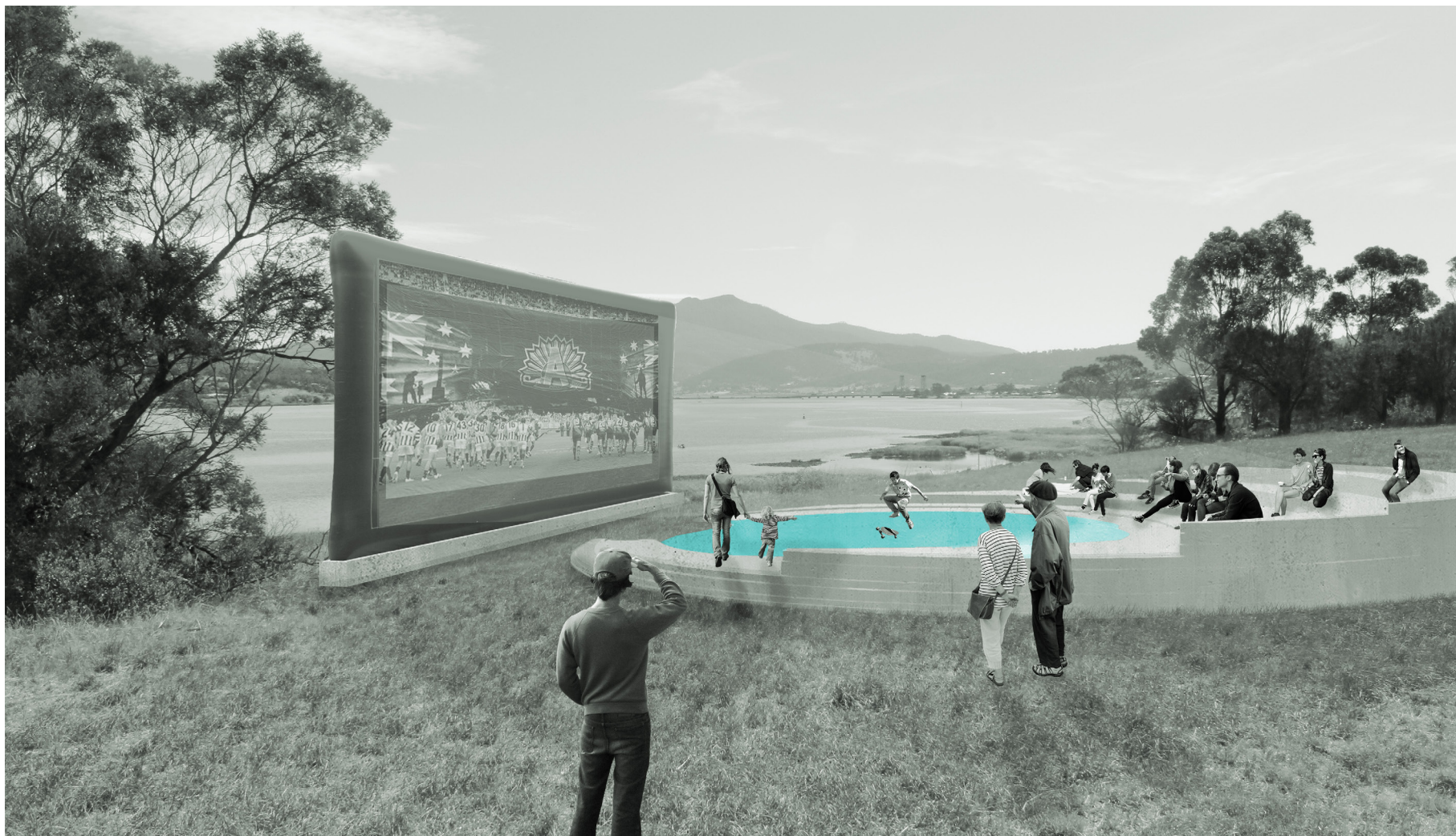
2.
SKATE BOWL
VIEWING PLATFORM
FURTHER LANDSCAPING



3.
CINEMA SCREEN
TENNIS / BASKETBALL WALL
PROTECTION FROM WIND

06. SKATE PARK / CINEMA

B - PHASES OF CONSTRUCTION



06. SKATE PARK / CINEMA

C - VISUALISATION

