



# BEYOND THE CASTLE

## Imagining the future



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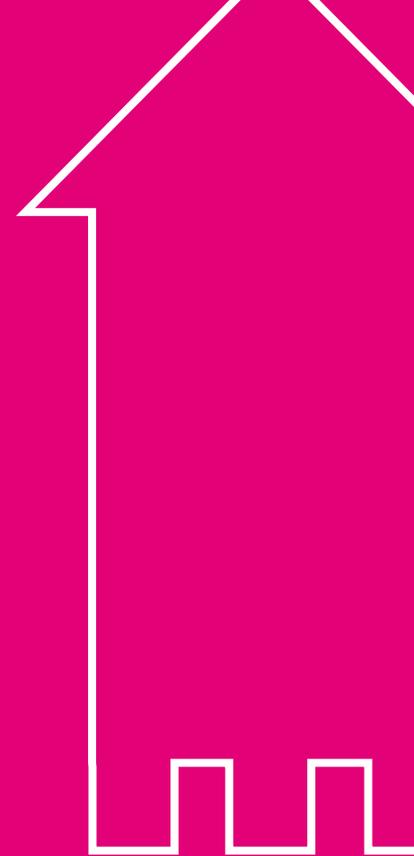
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# SECTION 1 CONTEXT



# JUST IMAGINE BEYOND THE CASTLE

Since April 2012 over 700 people have joined together on a journey to co-design\* a quality public space for the area Beyond The Castle through a series of fun public events. People aged between 3 and 92 generated hundreds of creative ideas, drawings, stories, models and proposals, helping to define how the area around Lancaster's historic castle and priory, down the hill and over the meadows to the quayside might be enhanced.

This report documents the Beyond The Castle project. It tracks the transition from City Park project that is part of Square Routes into a co-design challenge led by Imagination, the design research lab in Lancaster University. The report includes a detailed analysis of the final outcomes and recommendations of the co-design process.

**THE CO-DESIGN CHALLENGE IS FUNDED BY  
PROUD AN EU INTERREG IVB PROJECT.**

[HTTP://IMAGINATION.LANCASTER.AC.UK/ACTIVITIES/BEYOND\\_CASTLE](http://imagination.lancaster.ac.uk/activities/beyond_castle)



**\*CO-DESIGN:  
COMMUNITY DESIGN  
COLLABORATIVE DESIGN**

A design process in which designers and non-designers are creative in their own way.

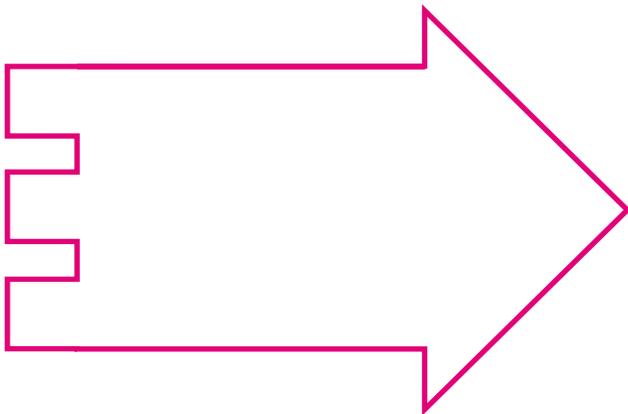
# EXECUTIVE SUMMARY

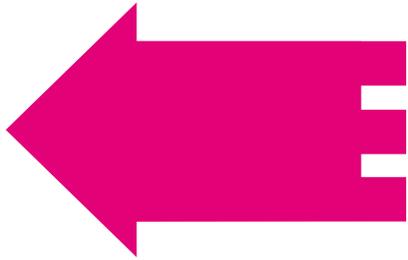
Beyond the Castle is a co-design project that grew out of Lancaster City Council's City Park project. In Beyond the Castle, Lancaster University through their design research lab ImaginationLancaster developed a co-design approach that placed the citizens of Lancaster at the center of this creative process to establish the identity of the green space around the castle.

Funded by the EU (INTERREG IVB) through the PROUD project we developed a range of new processes, approaches and tools to help all sections of society to actively engage with the co-design project. This has been hailed as an example of best practice across Europe and has also resulted in a significant contribution to research in this area.

**“THE TANGIBLE BENEFITS OF THE CO-DESIGN PROCESS HAS BEEN THE INVOLVEMENT OF OVER 700 PEOPLE”**

More locally this has marked a new active collaborative relationship between the University and the City that is set to continue beyond the end of the Proud project in 2014. The tangible benefits of the co-design process has been the involvement of over 700 people and the development of a core of passionate volunteers who are excited about the future possibilities for the space around the castle.





This enthusiasm and community was built through a series of seven events ranging from very targeted training sessions for volunteers, to a major exhibition at the Story Creative Industries Centre to a reception hosted by the Professor Mark E Smith Vice Chancellor of Lancaster University.

These events are all documented in detail in this report along with the outcomes of the co-design process as a whole. These concluding outcomes were developed by participants as part of the interactive co-design exhibition we ran in November. These ideas are remarkable for the quality of the reflection, innovation and their relevance to the key issues and the fact they were developed not by designers or experts but by the everyday participants of the exhibition.

**“THESE IDEAS ARE REMARKABLE FOR THE QUALITY OF THE REFLECTION, INNOVATION AND THEIR RELEVANCE TO THE KEY ISSUES AND THE FACT THEY WERE DEVELOPED NOT BY DESIGNERS OR EXPERTS BUT BY THE EVERYDAY PARTICIPANTS OF THE EXHIBITION.”**

These ideas should form the foundation of a continuing co-design process, facilitated by the council but crucially involving professional designers, in addition to volunteers, council specialists, the Duchy and other participants. This will ensure a living process of development created in a spirit of partnership.

**Dr Leon Cruickshank, Senior Lecturer at ImaginationLancaster**  
Leader of the PROUD project in the UK and researcher on new co-design processes

**Gemma Coupe, Design Manager for PROUD at ImaginationLancaster**  
Managed and led the design team and the co-design process for Beyond the Castle

# PROUD AT LANCASTER UNIVERSITY

**PROUD stands for People Researchers Organisations Using Design for innovation and co-creation. PROUD brings designers together with public organisations, businesses and user communities to experience the value of design whilst working together on innovative solutions for today's real world problems. Working with partners across Europe we are developing and sharing new ways of co-designing improvements to public space and public services.**

ImaginationLancaster is an open and exploratory design-led research lab at Lancaster University. We conduct applied and theoretical research into people, products, places and their interactions. ImaginationLancaster is currently ranked joint third in the UK for design research. Lancaster University Now approaching its 50th year is proud of its international reputation as a centre for excellence in teaching and research, and of the consistent excellent feedback that we receive from our students. Lancaster University is ranked in the top one percent of universities in the world.

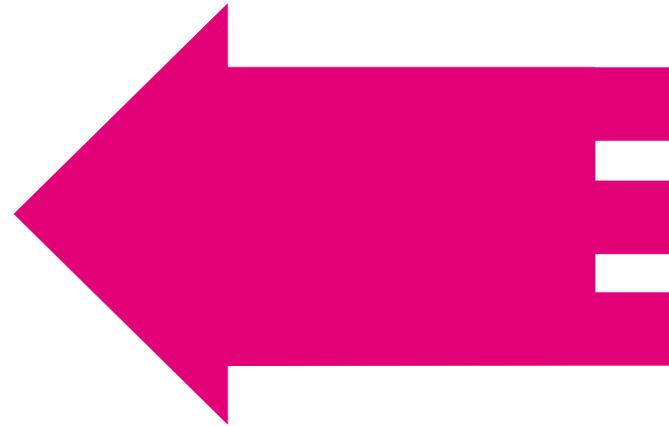


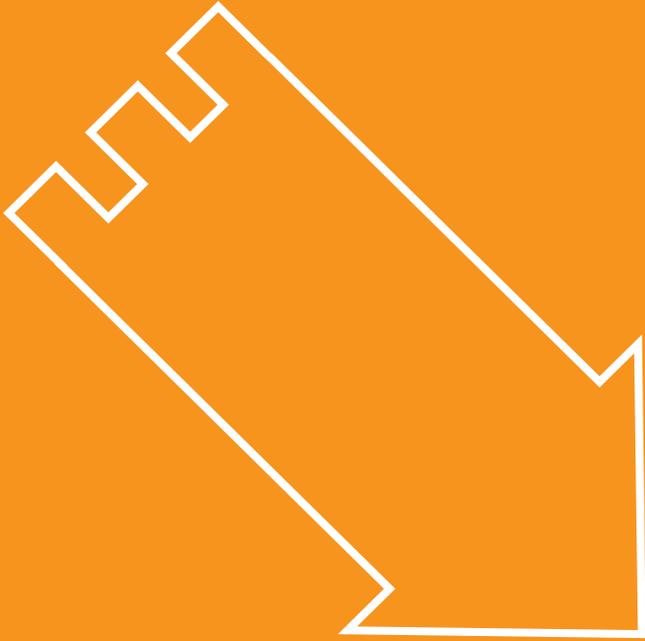
**PROUD**

LANCASTER  
UNIVERSITY



**imagination**  
LANCASTER





# SECTION 2 BACKGROUND

# THE CITY PARK FEASIBILITY PROJECT

In February 2012 Lancashire County Council held an open consultation event to generate interest in the development of a plan to maximise the area's cultural resources and lead to significant improvements to the City Park area.

The City Park area had been previously identified as part of the Lancaster Square Routes programme, a Lancaster City Council led initiative to rejuvenate public streets and spaces within the city. The proposed transformation of Lancaster Castle, following its closure as a prison, offers a real catalyst for the regeneration of the surrounding area.

The City Park site is approximately 14 hectares in size and includes the land immediately surrounding Lancaster's castle and priory, and also north towards St George's Quay, the west coast main railway line and the Luneside East development. The area is in a key location between the city centre, castle and quayside, but the current poor connections through the site mean many people are unaware of what it offers.



# COLLABORATING THROUGH CO-DESIGN

The City Park site is an area of national historic importance with the remains of a Roman fort covering much of the southern area of the site. The Scheduled Ancient Monument which covers much of the site is classified as being 'at risk' because of the encroachment of vegetation, with tree roots damaging the remains of the Roman fort. Consequently, there is a requirement for any proposals to carefully consider the future management and maintenance of the area.

Feedback from the first council consultation was that attendees wanted to go beyond repetitive public consultation and be involved in ways that would involve the community creatively.

**“THE CITY PARK SITE IS  
AN AREA OF NATIONAL  
HISTORIC IMPORTANCE”**

The Lancaster University PROUD team attended the meeting and volunteered to facilitate a co-design process, with funding from the EU INTERREG IVB programme. The complexity of the project, the range of agendas and opinions, and public interest made it an ideal challenge to demonstrate the value of a co-design approach.

From March 2012 onwards the PROUD team worked closely with Lancaster City Council and Lancashire County Council to form a partnership. PROUD agreed to deliver an innovative co-design process aimed at developing a shared aspiration and identity for the city park area, along with proposals and ideas:

- ➡ To bring the rich heritage and history to life
- ➡ For culture and leisure opportunities
- ➡ To enhance the environment, landscape and views
- ➡ To improve accessibility and way-finding





**“THE COMPLEXITY OF THE PROJECT MADE IT AN IDEAL CHALLENGE TO DEMONSTRATE THE VALUE OF A CO-DESIGN APPROACH.”**

# TURNING CONSULTATION INTO CO-DESIGN

PROUD agreed to run a workshop for the City and County Councils that was the first stage in turning consultation into a co-design process. At an event held at The Storey Creative Industries Centre on the 23rd April 2012 the PROUD team created a huge word cloud with ideas which came from the original County Council consultation event held on the 3rd February 2012.

Armed with felt pens and a sense of humour, participants were invited to make connections, to make elements stand out and to articulate what was important. After some frenetic conversations the resulting scribbled and scrawled tracing paper word clouds were carefully overlaid.

## Event 1a:

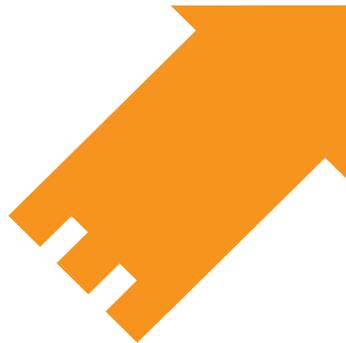
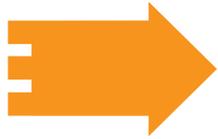
 23rd April 2012

 2.5 hour workshop

 15 participants

The process of discussion and visual layering helped the group to begin to martial the complexity and diversity of information and opinion that the project provokes. Later in the workshop, participants considered ways to engage others in shaping a park in the heart of Lancaster that would aim to find solutions to the challenges identified by participants for the area. The major themes to develop ideas and proposals for in the co-design challenge emerged from this event, which are:

-  Culture & Leisure
-  Heritage and History
-  Environment
-  Accessibility and Way-finding





**IDEAS FOR FUTURE CO-DESIGN  
EVENTS THAT WOULD AIM TO  
DEVELOP CREATIVE SOLUTIONS,  
CONCEPTS AND PROPOSALS  
FOR THE AIMS AND CHALLENGES  
IDENTIFIED FOR THE SITE**



**CONCERNS OVER POLICING AND  
LONG TERM MAINTENANCE OF ANY  
IMPROVEMENTS TO THE AREA**

**IDEAS FOR INTERPRETATION OF AND  
/ OR EVENTS AROUND THE 'DARK'  
PERIODS OF LANCASTER'S HISTORY**

City Park Project – Themes & Keywords



# CITY PARK STRATEGIC WORKSHOP

How could the Beyond The Castle project advance the strategic aims of the transport, culture and heritage, environment and community sectors of Lancaster? The challenge was to make a positive contribution to the economic, cultural and social well being of the city. A workshop was held was to identify possible problems in any future plans for the park, and come up with ideas to solve these problems in advance. It brought together senior managers from the public sector, local ward councilors and interested local groups.

Represented at the meeting were council services including Museums, Environmental Services, Planning, Libraries, Marketing and Tourism, Public Realm, Archaeology, Strategic funding and Regeneration and Policy and the Lancaster Sustainability Partnership.

Others organisations represented were The Civic Society, The Duchy of Lancaster, The Storey Gallery and The Chamber of Commerce, plus observers from the wider project group. PROUD were there to assist and support the group. Be positive, be brave and go for it was the overall message from the workshop.

## Event 1B:

 20th June 2012

 3 hour workshop

 24 participants



**BE BRAVE  
BE BOLD  
GO FOR IT**

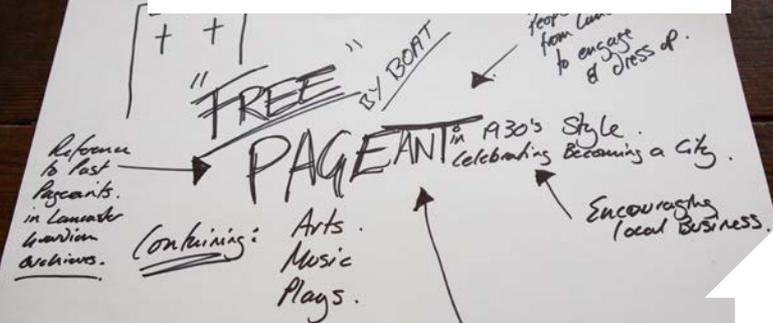
# INSIGHTS FROM THE CITY PARK STRATEGIC WORKSHOP

COUNCIL REPRESENTATIVES AGREED THEY NEEDED TO LISTEN AND LEARN FROM THE NEEDS AND WISHES OF COMMUNITIES AND DEVELOP IMAGINATIVE WAYS TO ENGAGE WITH THEM

BE POSITIVE  
BE BRAVE  
GO FOR IT

A DESIRE FOR FESTIVAL EVENTS SUCH AS RIVER PAGEANTS THAT PROMOTE TOURISM AND LEAD TO AN INCREASE IN VISITORS

THE SHARED ASPIRATION OF THE GROUP THROUGHOUT THE WORKSHOP WAS THAT A HIGH QUALITY SPACE SHOULD BE CREATED AS 'THE BACK GARDEN OF THE CASTLE'

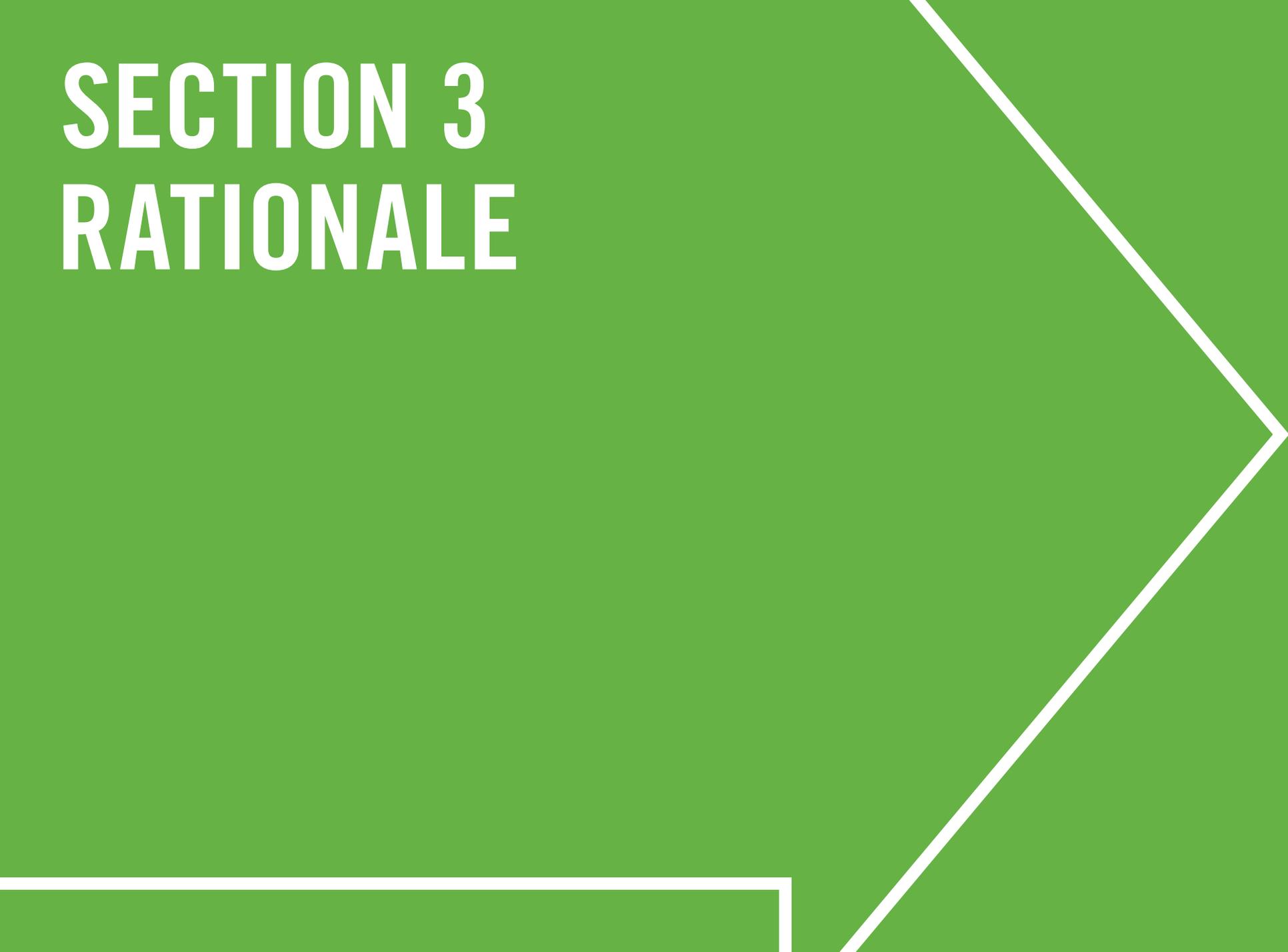


IMPORTANT TO BRING BALANCED IMPROVEMENTS THAT MEET THE NEEDS OF LOCAL RESIDENTS, WILDLIFE AND ARCHAEOLOGICAL REMAINS AND ALSO IMPROVE ACCESS, FOOTPATHS AND SIGNAGE



# SECTION 3

# RATIONALE



# BEYOND THE CASTLE CO-DESIGN CHALLENGE

## ABOUT CO-DESIGN

**Everyone has the capacity to make an active meaningful contribution to society. Co-Design is an approach that enables a wide range of people to have a creative contribution in the formulation and solution of a problem.**

Going beyond mere consultation, co-design builds and deepens an equal collaboration between citizens affected by or attempting to resolve a particular challenge. Citizens here include designers, policy makers, residents, customers, academics, children, engineers and amongst many other possible contributors.

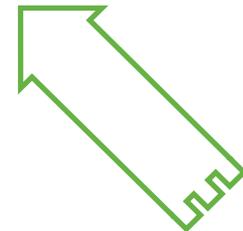
Harnessing the knowledge, experience and creative potential of all these participants' results in relevant, innovative, practical solutions that could never come from one single stakeholder, including professional innovators.

We achieve this collaboration by firstly giving a voice to the citizens involved, developing processes that help them to articulate their vision and ideas in a form that is natural to them, not necessarily the way designers would articulate ideas. We then go on to help citizens to respond to these ideas creatively and flexibly to develop new solutions that are distinctive while addressing the range of agendas and concerns of those involved.

This is not about design by committee, or an average solution but rather challenging all citizens to examine and reassess their assumptions and perspectives. This willingness to rethink what the problem really is forms a critical element for participation in co-design and enables new common perspectives and so solutions to emerge that rather than being compromised are strong and new.

**“IT MEANS OUR INVOLVEMENT IN BETTERING THE COMMUNITY AROUND US”**

**“FEELING THAT WHAT WE DO COUNTS”**



## ENABLING CO-DESIGN

Through the EU INTERREG funding the PROUD project at Lancaster University has to create an multi disciplinary team of designers and consultants that would work together to support the co-design of creative solutions, concepts and proposals for the primary and secondary aims agreed with City and County Councils below.

Their brief was to design innovative and effective co-design activities that promote the exchange of knowledge and ideas between people, drawing non designers into the creative process and maximising human resources.

One of the most important criteria for the co-design challenge was to engage a wide range of communities and ages and include where appropriate academic, business, social and local government communities.



## PRIMARY AIM

Help identify a shared aspiration and identity for the City Park site

### OUTCOMES

- i) Concept and identity options with a sense of local place/ distinctiveness - what is City Park?
- ii) Proposals for how the site might be enhanced, this could include proposals that include culture & leisure, heritage & history, environmental or other perspectives.
- iii) Models and prototypes of the 'City Park' of the future.

## SECONDARY AIM

Improve accessibility and way-finding

### OUTCOMES

- i) Proposals to make the City Park more accessible for different audiences and purposes. This could look at physical mobility and way finding but also 'psychogeographic' effects that may deter or encourage people from using the space.

# THE PROUD DESIGN TEAM

Two days of intense teamwork and creativity as the team came together for the first time in June, resulted in an exciting concept for a series of co-design events to take place across the city centre.

Lotte, who had not visited the site before, was struck by the fact that it was not the Victorian park she had been led to expect from the phrase 'City Park' – the name of the project at the time. Later that day, Beyond The Castle was chosen as the new name for the creative engagement programme.



**Lotte van Wulfften Palthe**, Designer at Studio LVWP in Eindhoven, Netherlands. Lotte brings expertise in developing fun creative tools to ensure effective interaction between designers and diverse communities.

**Andy Darby**, Artistic Director at Litfest, who specialises in using narrative for co-creation through story telling. His perspective is invaluable for the underused green space which has a rich historical background to bring to life.

**Dee Hennessy**, of Creative Exchange, is a Creative Facilitator for organisational change and development. Dee draws on extensive experience in designing and facilitating workshops for multi-disciplinary groups with differing perspectives to produce positive outcomes.

**Andy Walmsley**, Creative Director at Wash Design, a branding and graphic design agency in Preston. Andy specialises in identity development, bringing a thorough, managed process of investigation, development and implementation to the project.

**David Redmore**, Principal Designer at Garden and Landscape Design. David emphasises working with local communities and seeking to find ways in which design can significantly affect the social context of a given community.

# VOLUNTEER RECRUITMENT AND DEVELOPMENT

## Event 1d

-  25th July 2012
-  3 hour workshop
-  22 participants

During the PROUD design team planning days it became apparent that the team would need help to run an ambitious series of public events that could attract large numbers of people so a volunteer information and development event was held before the first Beyond the Castle event took place in Market Square.

Each volunteer became involved for a whole variety of reasons - some came along because they live in the immediate castle area, some because they represent particular constituencies of interest. Some were volunteering to offer additional technical or logistical support on the event days, and some were there because they were interested in learning more about, and getting the opportunity to practice creative facilitation or co-design design techniques themselves in future.

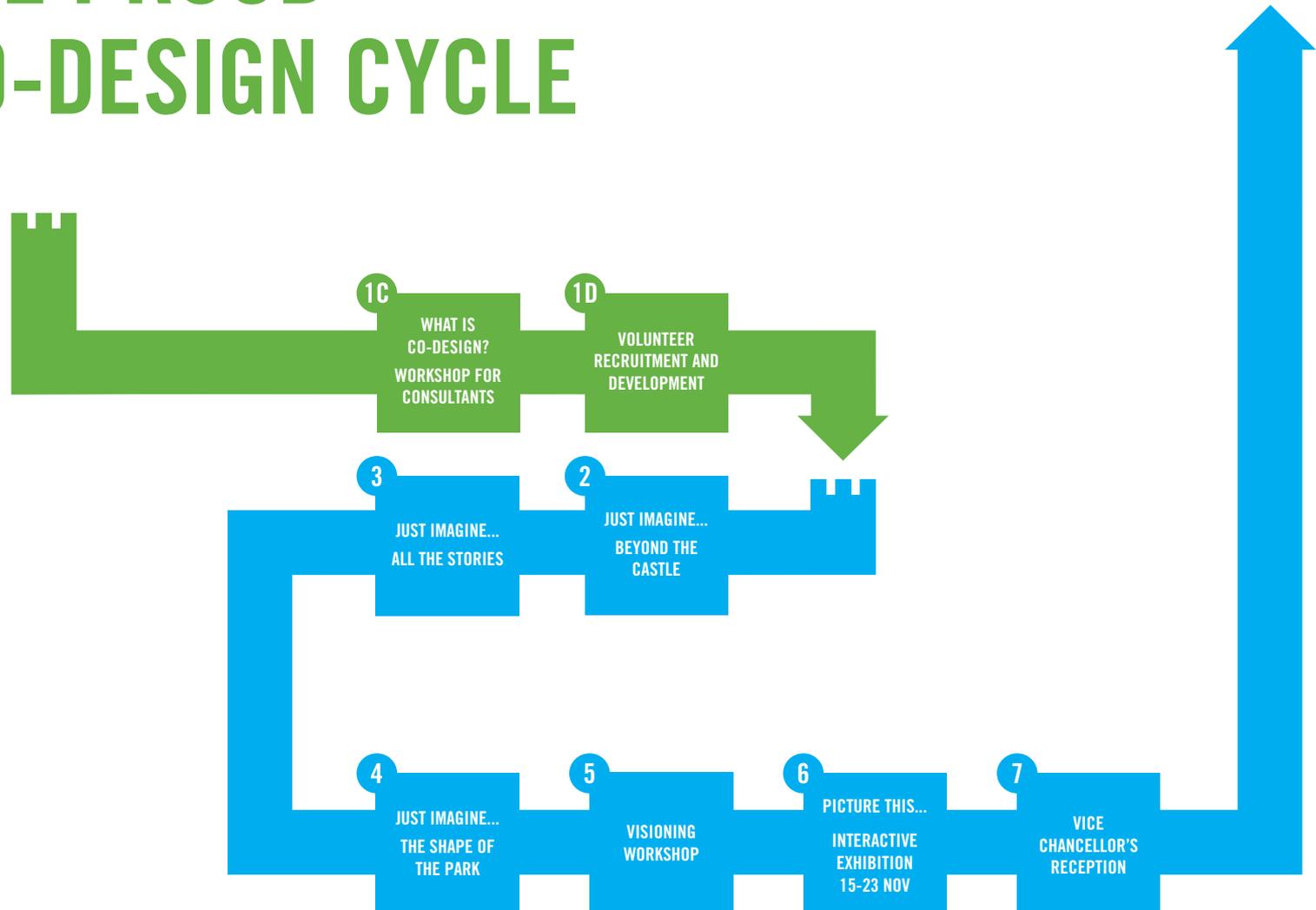


All the potential volunteers came together in great spirits and worked really well together as they focused on making Beyond The Castle events as successful as possible by co-designing their volunteer support resources to use really meaningful ways to engage Lancaster people in the future plans for the area.

A core team of volunteers emerged during the co-design challenge who came to be an integral part of the whole process as they helped to spread the word to their friends and families, promote and run events and bring other valuable perspectives and insights to the project. The PROUD team have been delighted with the energy and commitment that the volunteers have continued to bring to the Beyond the Castle events.



# THE PROUD CO-DESIGN CYCLE



# BEYOND THE CASTLE BRINGS THE PARK TO MARKET SQUARE

By 9.20am on Saturday 4th August the eye catching model of the open spaces Beyond the Castle had been erected before the market traders had set up. The team supported people as they selected and positioned wooden icons to represent themselves and how they wanted to use the space in the future.

We captured big ideas, suggestions for small changes and pleas for everything to be left just as it is; but whatever they had to say about the design of its future use, people wanted their voices heard, because it was clear that this space really matters to them.

The icons and co-design contributions built up and was quickly repopulated after we cleared everything away and started again with a constant flow of people to speak too.

At 1pm we pitched up the parallel event on the Priory green. Muskets sounding from the re-enactment society, more fabulous volunteers engaged local users, tourists and a surprising number of international visitors in imagining the park's possible future uses.

## Event 2



4th August 2012



Full day pop up event



226 participants





# CO-DESIGN INSIGHTS

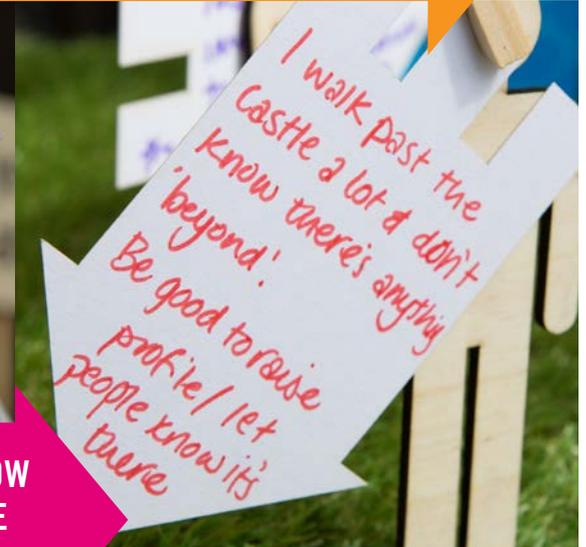
THIS FIRST BEYOND THE CASTLE EVENT ACTED AS A PROFILE RAISER FOR THE CO-DESIGN CHALLENGE. IT ALLOWED THE TEAM TO EXPLAIN THE CONCEPT OF 'CO-DESIGN' TO MANY PASSERS BY AND TO MARKET FUTURE EVENTS THEY COULD PARTICIPATE IN



THE HIGH NUMBER OF CONTRIBUTIONS GAVE A VALUABLE INSIGHT INTO PEOPLES ASPIRATIONS, WISHES AND VIEWS WHICH CONFIRMED OUR ORIGINAL THEMES WERE CORRECT



SOME PEOPLE DID NOT KNOW THERE WAS A GREEN SPACE BEYOND THE CASTLE





MANY IDEAS TO OPEN UP THE VIEWS, FOR WILDFLOWER MEADOWS, FOR SEATING, BBQ AREAS AND EXCAVATIONS OF THE ARCHAEOLOGY BELOW THE GROUND SUCH AS 'TIME TEAM DIGS'



A REAL FONDNESS FOR THE ONLY WILD FEELING SPACE IN THE CITY CENTRE



CONCERNS OVER PARKING AND TRAFFIC IF THERE IS AN INCREASE IN VISITORS TO THE AREA

# JUST IMAGINE... ALL THE STORIES

It was a bright sunny day in autumn when we set out on a quest to consider what was needed for a perfect day out Beyond the Castle. Previous sessions had highlighted the areas we wanted to know more about; what thoughts did people have about using the space for longer periods of time, where did people feel safe across the site and how could Roman Lancaster be brought to life for visitors to the space.

What was most striking was how engaging children and families found the co-design process. They enjoyed going back in time to encounter a Roman Centurion we had found on Twitter, chatting with the Map-keeper and being trapped by a Wetland Fairy intent on making people stay longer in the meadows.

Each interaction was designed to draw out different aspects of the design conversation. To allow everyone that wished too to engage, a more traditional consultation approach was accommodated alongside the co-design process, with people contributing their views directly to team members across the site.

## Event 3



8th September



4 hour event



59 participants



# CO-DESIGN INSIGHTS



HOLDING THE EVENT IN THE AREA BEYOND THE CASTLE HIGHLIGHTED THE ACCESSIBILITY ISSUES OF THE SITE AS PARTICIPANTS REPORTED A STRUGGLE WITH THE STEEP PATHS



CONCERNS OVER ANTI-SOCIAL BEHAVIOUR IN SOME AREAS OF THE SITE



STEPS CAN BE DARK AND SLIPPY



DREW OUT MANY IDEAS TO BRING THE HISTORY & HERITAGE TO LIFE SUCH AS HISTORICAL TRAILS, LEARNING LANDSCAPES AND NEW EXCAVATIONS OF THE SITE

**A MAPPING OF WHERE PEOPLE FELT UNSAFE IN DARK, ENCLOSED AREAS ON THE CYCLE PATH**



**A DESIRE FOR PRACTICAL FACILITIES SUCH AS TOILETS, SEATS, BBQ AREA AND CAFÉS SO PEOPLE CAN STAY LONGER IN THE SPACE, AS WELL AS IDEAS FOR 'POP UP' EVENTS**



**SIGNAGE AND BETTER PATHS TO CONNECT TO LUNESIDE EAST**



**TENSIONS OVER LEAVING IT AS IT IS VERSUS AMBITIOUS IDEAS**



**BETTER, LIGHTING, PATHS AND GRITTING IN THE WINTER NEEDED WAS A COMMON OBSERVATION**

# JUST IMAGINE...

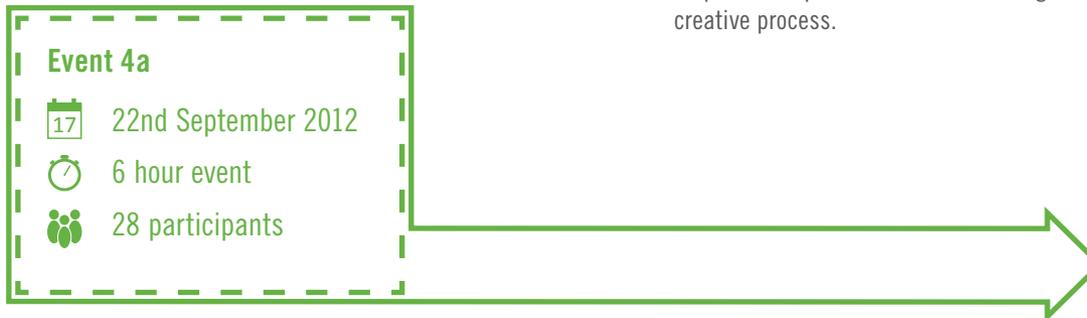
## THE SHAPE OF THE PARK

As soon as we strategically positioned ourselves between The Storey and the Priory Green, people started to arrive as individuals, couples and groups - varying from gangs of Goths to more sedate tourists and dog walkers. The age range was from 3 to 92 and a half years, with a location spread from the depths of Lancashire and beyond including a Sudanese dentist with his Indian wife out for the day drawn by the rich history of this astonishing site.

Our co-design materials consisted of simplified maps of the site with pens and a range of stickers with some of the evocative place names which can be found around the site, asking people to re-imagine different aspects of the site and to capture their ideas on the map.

Ideas poured in ranging from 'Let's leave it alone' to entire re-imaginings of how the Roman fort could be excavated and exposed to view. Viewing platforms, café's, aerial runways to connect one end of the site to another, extensive dog walking routes all carefully planned out, reshaping of the hillside for tourist use and very frequently an enclosed shelter to keep dry in while enjoying the spectacular views.

The activity of the day was fuelled by what seemed to be an endless range of people none of whom showed any negative response but pure interest in the thought of being part of the creative process.



**Event 4a**

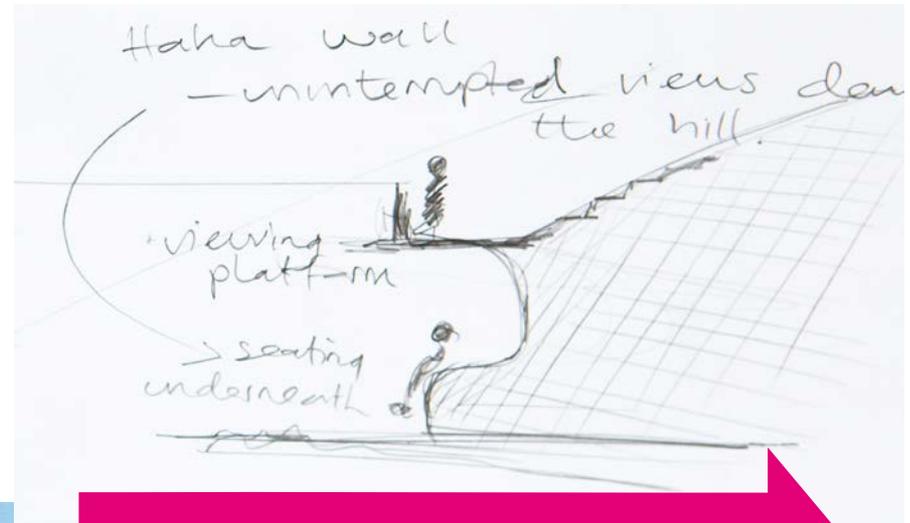
-  22nd September 2012
-  6 hour event
-  28 participants

# CO-DESIGN INSIGHTS

28 DETAILED MAPS COMPLETED.  
MANY PARTICIPANTS ALSO  
WENT ON TO MAKE MODELS OF  
THEIR IDEAS AT THE WORKSHOP  
IN THE STOREY



A DESIRE TO CREATE A SPACE  
THAT IS ACCESSIBLE, SOCIABLE  
AND FAMILY FRIENDLY



IDEAS FOR CULTURAL AND HISTORICAL  
EVENTS THAT LINK UP WITH THE MARITIME  
AND OTHER CITY CENTRE MUSEUMS



**PROPOSALS TO PRESERVE THE WOODLAND, AND OPEN UP THE VISTAS OVER MILLENNIUM BRIDGE, THE HILLS AND BEYOND**

**Our Ideas**

**TRIM TRAIL.**

1. Tethered hot air balloon
2. Camp site with facilities
3. Treetop wildlife viewing platform
4. All-weather power sockets
5. Covered picnic area
6. Trim trail
7. Information about the forts & bath house
8. All weather path

Lots of information about the forts and bath house



**IDEAS FOR NEW TRAILS LEADING FROM THE PRIORY TO LUNESIDE EAST AND IMPROVED PATHS AND LIGHTING**

# JUST IMAGINE... THE SHAPE OF THE PARK

Within minutes our model making session in The Storey Creative Industries Centre was joined by two women with something to make and something to say about the Roman remains they knew had been built on in the 1960s. They made a passionate plea for new excavations as they constructed their clay model and introduced us to some Roman building methods and terms. A family of five then arrived and spent more than an hour creating their vision of The Best Park Ever.



So it continued until 8pm when we counted the 52 models that had been created by the 102 people who had joined us during the day as individuals, in couples and in various family and friendship groups.

The age spread was extraordinary, from our youngest co-designer of 3 years old to our oldest, a distinguished gentleman of 92-and-a-half; from individuals who stayed just twenty minutes to a large group of teenagers who stayed long enough to make four fantastic models, everyone was focussed and passionate and having fun.

## Event 4b



22nd September 2012



6 hour event



102 participants



# CO-DESIGN INSIGHTS

IDEAS EMERGING FOR SUPER  
STRUCTURES THAT ARE BUILT IN OR  
COMPLIMENT THE LANDSCAPE AND  
ENVIRONMENT SUCH AS SHELTERS  
AND VIEWING PLATFORMS



A REAL FOCUS ON OPENING  
UP THE VIEWPOINTS



CREATING CHILDREN'S PLAY  
STRUCTURES AND POSSIBILITIES OUT OF  
NATURAL MATERIALS WHILST RESPECTING  
THE INTRINSIC NATURE OF THE AREA



MODELS OF COVERED SEATING,  
PICNIC AREAS & CAFÉS



PERFORMANCE SPACE AND EVENTS IN  
THE AMPHITHEATRE, BANDSTANDS

IDEAS FOR INTERACTIVE /  
TREASURE TRAILS TO BRING THE  
HISTORY TO LIFE

# VISIONING WORKSHOP

For the visioning workshop, the design team and volunteers transformed the indoor Imagination facilitation space at Lancaster University into a green park, evoking the environment of the space Beyond the Castle. The setting was used to display all the results of the co-design process, which had involved over 500 people so far.

The aim of laying out all the work was to help the curation and organisation of the PICTURE THIS interactive exhibition. Keeping to the co-design philosophy 15 participants, who had been among the most active and enthusiastic co-designers so far, were invited to contribute more deeply. Participants included, professional designers, schoolchildren, residents, archaeologists and musicians.

Once the participants had arrived, they were invited to look around ImaginationLab and familiarise themselves with the layout of the room, the order of the events and the materials laid out before them. The facilitator then gave an overview of the workshop to explain the groups role and desired outcomes, and request that for this workshop personal agendas are left at the door, enabling an accurate insight into the co-design process so far.

## Event 5

17 22nd September 2012

🕒 6 hour event

👥 28 participants





# VISIONING WORKSHOP FACILITATION

## EXERCISE ONE

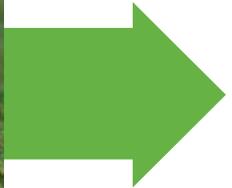
Participants were placed in an event team and assigned to an activity or sub activity of an event. They were asked to go through the materials in detail and consider everything in order to gain an informed insight and overview. As they are doing this, they are asked to group the information into themes which are: **Culture & Leisure, History & Heritage, Environment, Accessibility & Way-Finding and Other Perspectives.**

This process also enabled the team to check the themes whether we started off with at the beginning of the co-design process are still correct, and to see if any major new themes have emerged.

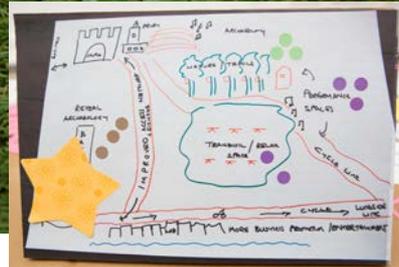
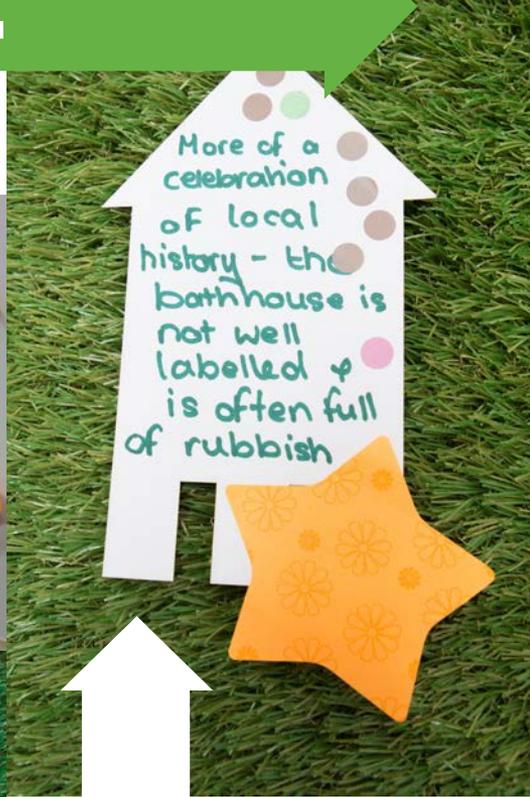
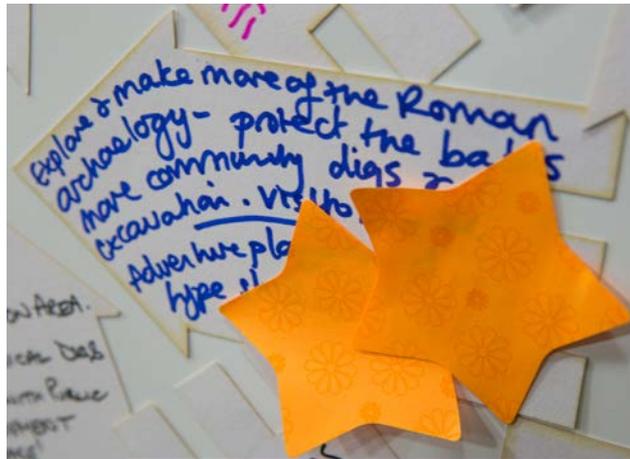
Each group were given a selection of small coloured stickers colour coded to theme. Everyone was asked to identify interesting ideas and case studies and give them the a themed colour sticker/s. For example, ideas that fitted into the theme of environment were given a small round green sticker.

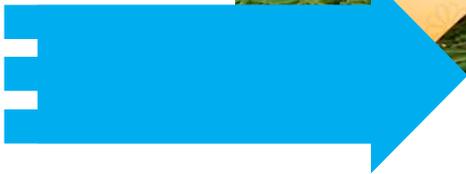
Each participant was also given one large orange star sticker to attach to an idea that really stood out to them. This first exercise took well over an hour as the group worked through all the content presented to them. After a short break the group were asked to report back on the first activity.





# VISIONING WORKSHOP





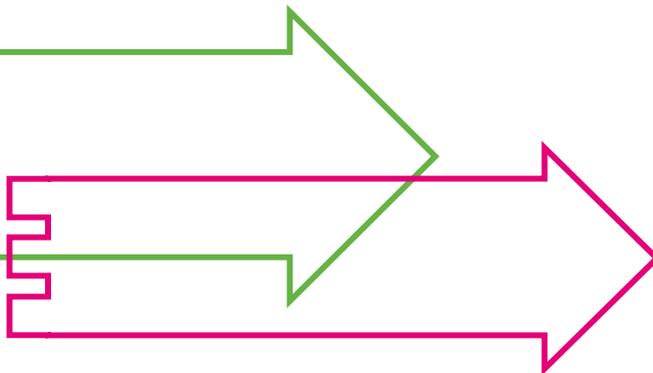
# VISIONING WORKSHOP

## EXERCISE TWO

Participants were placed into groups by theme and asked once more to look at all the co-design ideas. They then worked in small groups to go round every event to gain an overview of insights into each theme.

Each theme group was provided with an A1 pro forma which asked them to note down an overview of each theme and also make links between events by theme. The aim of this exercise was to weave cross cutting themes together as well as identify any contradictions in the data under each theme.

The groups then reported back on each theme and discussed the findings with the wider group. It was clear that the themes we had started off with were the right ones for the area and that no new themes had emerged. An overview of co-design ideas listed by theme follows.



# CO-DESIGN IDEAS BY THEME

## HISTORY & HERITAGE

- Different periods of 'dark' history
- Free pageant
- Popular celebrations
- Not compromising
- Use Amphitheatre
- Proper excavation
- Develop Roman ruins
- Celebration of local history, different periods
- Learning landscape (short story boards or something interactive)
- Historical activities and festivals
- Polarising and broadcasting history
- Interpret Roman remains / excavation
- Reproduction e.g. trebuchet (catapult) / baths
- Historical trail with signs
- Food and produce
- Interactive experiences / trails
- Mapping of history
- Improve Maritime Links
- Unravel history
- Make it social / Family friendly
- Highlight archaeology - Roman baths
- Hold festival events / tourism
- Preserve open space and woodland
- Tidy up
- Wildflower meadows

- Nature trails
- Leave it alone
- Grow fruit trees
- Grow Flowers
- Blackberry picking areas
- Light up dark areas
- Improve pathways
- Nettles versus wildlife
- A viewing platform
- Preserve woodland
- Natural Shelter
- Playground facilities
- Provide bins
- Tidy up rubbish

## ACCESSIBILITY & WAY FINDING

- Improve lighting
- Better paths and grit in the winter
- Slippery, dark and muddy paths
- Provide seating and open up views
- Maintain steps
- Covered picnic areas
- Connect to Luneside East
- Better signage / information
- Provide car parking

## CULTURE & LEISURE

- Events
- Arts, music festivals and play
- Performances, re-enactment in Amphitheatre > use The Dukes
- Better views
- Seating areas > use of natural materials
- Children's play area > state of the art
- Seats, fountains, ice cream and sweets
- Make more of the amphitheatre
- Develop cultural activities: open air sculpture
- Develop cultural activities: giant chairs pop-up activities
- Maps and signage
  - Design and re-imagining of amphitheatre and performance space (other possibilities)
  - Music in amphitheatre
  - Bandstands
  - History dates and historic sensitivity
  - Café > eating and picnics
  - Be brave and ambitious
  - Fitness route



# ANALYSIS OF THE THEMES

Each theme was given a color and small stickers for each of these themes allowed small groups of our key participants to draw attention to some of the ideas that were proposed in earlier events.

These small groups looked in detail the at both the ideas that were developed within a particular event but also in a separate activity were able to look specifically at the themes across all the events.

An analysis of the links, contradictions and tensions across all of the events follows.

“ HEARTFELT PLEAS FOR GRITTING IN WINTER AND A GENERAL CALL TO MAKE THE PATHS SAFER”

“ A MORE CREATIVE RESPONSE SUCH AS VIEWING PLATFORM THAT PROVIDES WEATHER PROTECTION WITHOUT ALSO PROVIDING A HIDING PLACE FOR PEOPLE UP TO NO GOOD”

## CONNECTIONS

Participants were placed into groups by theme and asked once more to look at all the co-design ideas. They then worked in small groups to go round every event to gain an overview of insights into each theme.

Each theme group was provided with an A1 pro forma which asked them to note down an overview of each theme and also make links between events by theme. The aim of this exercise was to weave cross cutting themes together as well as identify any contradictions in the data under each theme.

The groups then reported back on each theme and discussed the findings with the wider group. It was clear that the themes we had started off with were the right ones for the area and that no new themes had emerged. An overview of each theme, with links between events and contradiction follows.

## SHARED ASPIRATION

**When it comes to defining a shared aspiration for the site, more participants wished for improvements to the site than the alternative of doing nothing.**

Those initially opposed to any form of change, once engaged in the process more often than not continued to come up with many practical improvements they would like to see made to the site such as better lighting, paths, safety and accessibility.

**“MORE PARTICIPANTS WISHED FOR IMPROVEMENTS TO THE SITE THAN THE ALTERNATIVE OF DOING NOTHING”**



## CONTRADICTIONS

There were several issues that our 15 reviewers recognized as polarizing the views of the wider group of participants. These tensions represent dimensions or axes of activity, for example one of the key contradictions addresses access. There was a very strong desire to make the area more accessible in terms of better and safer physical infrastructure.

At the same time there was a strong desire not to overdevelop the area and spoil the only wild feeling space in the city. Creating any new features out of natural materials was a suggestion which occurred many times. Connected to this was the desire to keep the wildness while managing plants and vistas in the area. These issues are expected but there were 2 contradictions that were not based on debates to develop or not develop.

One of these was the balance between making the park but also the history of the area popular without trivializing it. This was drawn up by debates around provision for tourists and local residents, first-time visitors with regulars. It points to the need for flexible provision and very careful development of signs, information and any contextualization of the site. In fact an accessible citizen-led digital resource would be ideal for this sort of 'multi-level' communication.

**“THERE WAS A STRONG DESIRE NOT TO OVER DEVELOP THE AREA AND SPOIL THE ONLY WILD FEELING SPACE IN THE CITY”**

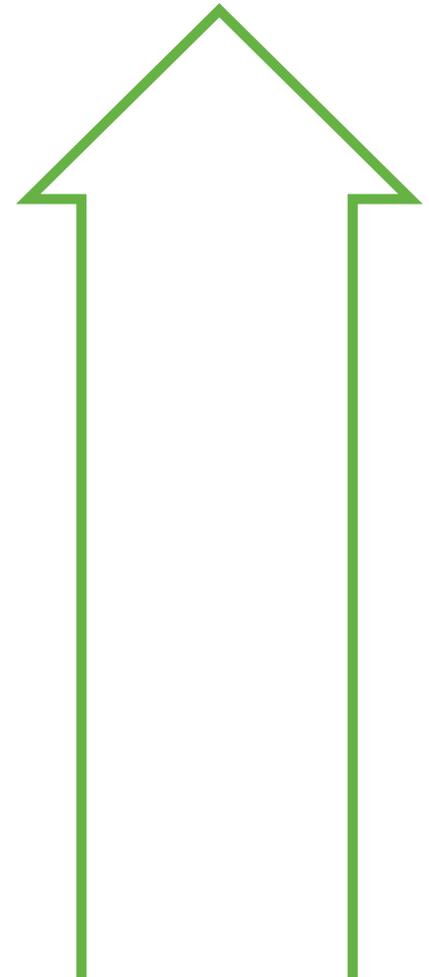
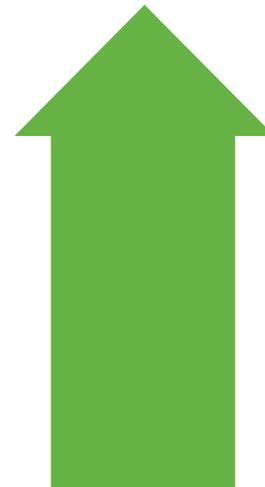
**“THERE IS A HUGE OPPORTUNITY HERE  
BUT ONLY IF ON THE GROUND PRACTICES  
AND THE RELATIONSHIP OF THESE  
ACTIVITIES TO PLANNING HIGHER UP IN THE  
COUNCIL CHANGE”**

The second major area of tension might be uncomfortable for a reader from the Council but there was a great deal of contradiction between a passion and enthusiasm for working in a community way to improve the space sensitively and a scepticism that the council would be unable to work with these enthusiastic people to maintain momentum.

Across all the data and suggestions we collected in the Beyond the Castle project this is the issue that came up most regularly, also with an urge to not change the area too much. The systemic distrust of the council in Beyond the Castle should not be ignored as grumbling. It is clear there is a very strong appetite for participants to be involved in a very real way in the process.

There is a huge opportunity here but only if on the ground practices and the relationship of these activities to planning higher up in the Council change.

**“THERE WERE TWO  
CONTRADICTIONS THAT  
WERE NOT BASED ON  
DEBATES TO DEVELOP  
OR NOT DEVELOP”**



# CREATING THE CORE VALUES PYRAMID

**The co-design process until this point in the process has created well over 500 ideas to enhance or improve the area Beyond the Castle. The team felt it was important to also develop a set of core values for the area which would reflect the co-design process and inform the development of concept designs at a later date.**

To create these core values the Visioning Workshop team worked in pairs. Each pair was then given 10 cards to write down on reflection of all the ideas they had seen that evening the top ten things they felt were the most important things not to forget when it comes to improving the area.

The group then went through an intense process where the size of the group doubled, then the number of 'Don't forget to...' cards had to be halved by negotiation between group members.

This led to lots of debate, laughter and discussion between groups as the values agreed to be the most important rose to the top of what would become the core values pyramid at the PICTURE THIS Exhibition.

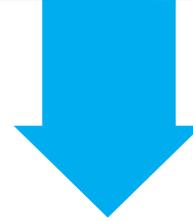


Ultimately the People of Lancaster own this

Please write on your cards

***When it comes to  
Improving the area please  
don't forget to...***

BEYOND  
THE  
CASTLE



# VALUES THAT REFLECT THE CO-DESIGN PROCESS

The pyramid of values and directives was created to assist others thinking about the Beyond the Castle area's development. This was particularly effective in helping to create an exhibition that reflects the aspirations of the participants of the processes while avoiding 'design by committee'.

The contribution of participants (professional and others) really has been exceptional in the quantity of good ideas, but also in the reflective and thoughtful contributions. In the feedback from participants for the Visioning Workshop one person said for the visioning event - 'it was simply joyful'.

Every single core value which came out of this exercise is listed on the following pages.



# THE PYRAMID OF CORE VALUES

SO, WHEN CREATING A VISION FOR THE AREA BEYOND THE CASTLE, PLEASE DON'T FORGET TO...

## TOP TIER

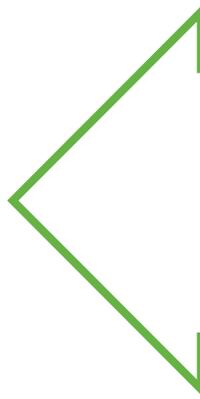
- ➡ Realise the sites historic importance
- ➡ Understand the site can be a cultural hub and strong pulling point to the city centre
- ➡ Keep involving people in a meaningful way in the process
- ➡ The arts - performance, sculpture, re-enactments etc.

## SECOND TIER

- ➡ Without signs of progress on the ground people will continue to be cynical - ACTION!
- ➡ Keep a natural environment when doing any development
- ➡ Safety: lighting, paths, undergrowth - but keep natural
- ➡ Tourists can plan an important part in city development but they can be 'corrosive'
- ➡ Keep the quality high even if it means doing less or more slowly
- ➡ Consider the need for policies / support to HELP homeless people - joined up thinking
- ➡ Consider the needs of people with disabilities
- ➡ Cherish and enhance the viewpoints and vistas
- ➡ Keep it tranquil
- ➡ Lighting is an important element in the space for safety

## MIDDLE TIER

- The residents!
- The maintenance
- Facilities to increase dwell time
- Make any new features blend with the landscape
- The vistas are amongst the best from any city, anywhere. Cherish them, find ways to let more people enjoy them. But don't over manufacture them
- Refrain from over-stuffing the park - 'less is more'
- Lancaster is WET - we need shelters that fit into the landscape
- To INTEGRATE the parks into the city and the Quayside
- Culture in the park
- We own it!
- We need to make the most of the archaeology - we should dig!
- Assess the issue of accessibility
- Use the whole process as a catalyst to solving anti-social behaviour issues
- Consider the need for open natural space that shouldn't be spoiled
- Put the arts at the centre of how people enjoy the space
- Keep people safe
- Make it future proof
- Be ambitious
- Access for all!
- The needs of families, especially children
- To engage the people, communicate and keep in touch
- Keep the history at the forefront
- Work with the relevant agencies to reach out to 'campers' - homeless etc.



## LOWER TIER

- The cars and buses?
- Keep it tidy, clean up rubbish
- Remember the dog walkers
- Develop 'wild' open space which can be used!
- Keep a balance between local and tourist interest
- Have public services (toilets, refreshments)
- The parks existing environs/surroundings and how to keep / enhance connections
- Remember it's a historic space
- Communicate regularly about progress
- Popularise and market the area
- The paths really do need to be looked at
- Feed body and mind
- Invest in the culture and heritage that already exists
- Make it a cultural space
- The wildlife
- Make it a place you want to be
- Make the whole place accessible to all abilities and disabilities
- Make it accessible
- Create employment
- Protect against the weather
- This could be a real centre for the theatrical / arts / music Look after the natural assets of the space
- Make more of existing features of amphitheatre
- Use Lancaster's heritage
- Improve the space in line with Lancaster's Castle development
- The regular and long-term maintenance needs of the park
- Use clear directive and informative signage
- The archaeology: Potential for full display, engagement - Yes. But a precious resource. Don't destroy it, utilise it very carefully
- The history!!
- The Castle and Priory in this
- Cafés and play parks important and necessary to keep visitors Beyond The Castle longer but they need to be 'different' even unique, a destination in themselves
- Build in toilets and seating for those unable to walk far
- Keep people informed of what's going on
- To make it feel SAFE
- Put histories front and centre
- Provide shelters and hang out space for kids and teenagers
- Consider needs of all user groups and demographics
- Improve it in ways that are realistically maintainable
- Make it family friendly
- Make the most of the history
- To make it unique and celebrate LANCASTER Provide leisure facilities
- Keep people in the space for longer
- We can become a centre of re-enactment societies - we need to allow camping for this
- Keep on co-designing with communities
- Remember the unexcavated site
- Give people shelter from the weather
- Provide the basics (litter bins, benches)

# SECTION 4

# PICTURE THIS

# CO-DESIGN EXHIBITION

## 15<sup>TH</sup> - 21<sup>ST</sup> NOVEMBER 2012

THE OUTCOMES OF THE VISIONING WORKSHOP CURATED THE FINAL PUBLIC EVENT IN THIS PHASE OF BEYOND THE CASTLE.

PICTURE THIS WAS AN INTERACTIVE EXHIBITION THAT DREW TOGETHER ALL THE KNOWLEDGE AND IDEAS EMERGING FROM THE EVENTS AND TOLD THE STORY OF THE PREVIOUS EVENTS.



# PICTURE THIS

## THESE ARE THE BUILDING BLOCKS FOR THE NEXT PHASE OF BEYOND THE CASTLE





# CURATING THE EXHIBITION

## AIMS

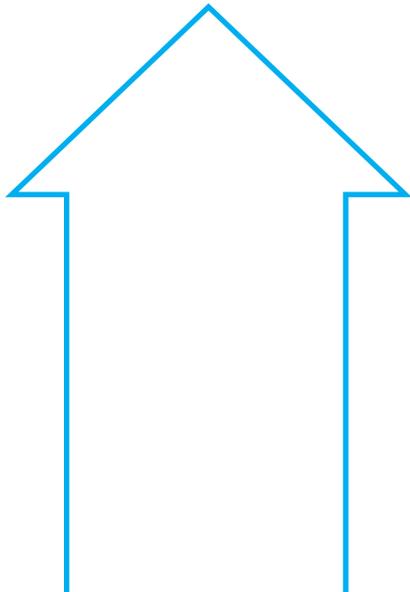
PICTURE THIS displayed every single idea, drawing, model, map or proposal contributed to the co-design process. The exhibition allowed everyone to be a co-designer. People were able to interact with what was on show, and add further contributions, opinions and ideas to the final event in the PROUD Beyond the Castle co-design series.

The aim of the exhibition which took place at The Storey Creative Industries Centre was to exhibit and summarise the outcomes of what had taken place so far to put it in context for participants who had no involvement in the process so far. All visitors to the exhibition would be invited to participate in co-designing solutions and proposals that responded to the themes, ideas and challenges that had emerged from the previous co-design events.



## RATIONALE

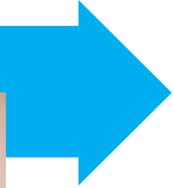
After much reflection and discussion amongst the PROUD team, the interactive part of the exhibition was created using the main outcomes from the Visioning Workshop - an overview for each theme along with themed links between events and contradictions and the core values pyramid.

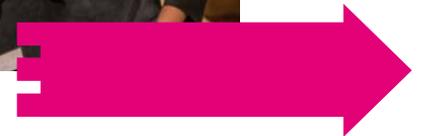


SO, WHEN CREATING  
A VISION FOR THE  
AREA, PLEASE DON'T  
FORGET TO...

- KEEP THE HISTORY AS THE FOREFRONT
- WORK WITH THE RELEVANT AGENCIES TO REACH OUT TO 'CAMPEERS' - HOMELESS ETC
- MAKE IT A CULTURAL SPACE
- THE WILDLIFE
- THE ARCHITECTURE, POTENTIAL FOR FULL DISPLAY ENGAGEMENT - YES, BUT A PRECIOUS RESOURCE. DON'T DESTROY IT, UTILISE IT VERY CAREFULLY
- THE HISTORY!!
- THE CASTLE AND PRIORY IN THIS
- CAPES AND PLAY PARKS IMPORTANT AND NECESSARY TO KEEP VISITORS 'BEYOND THE CASTLE' LONGER BUT THEY NEED TO BE 'DIFFERENT' EVEN UNIQUE, A DESTINATION IN THEMSELVES







# PICTURE THIS CO-DESIGN CHALLENGE

**The analysis of the co-design process so far at the Visioning Workshop showed that there was a great deal of consensus in terms of a shared aspiration for the site and many overlapping ideas of how the space could be enhanced and improved.**

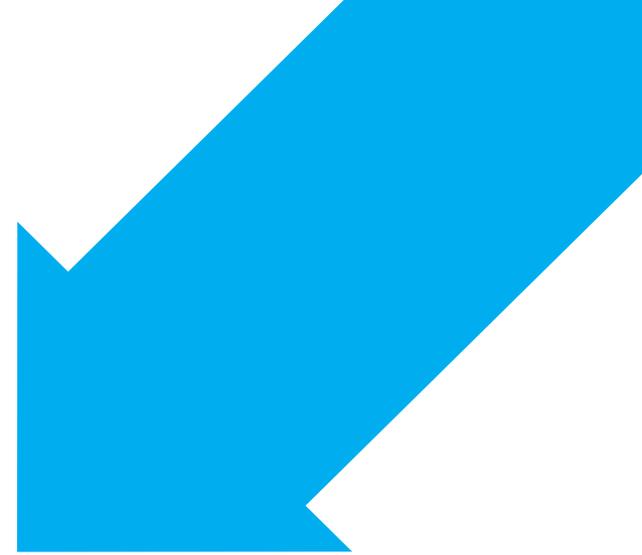
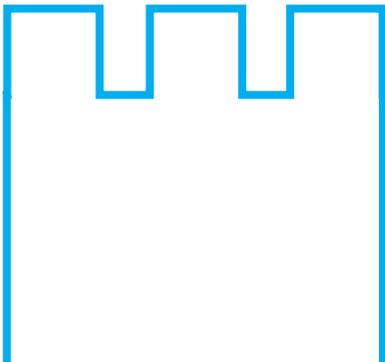
However a great deal of contradiction also exists in the data. For example, people asking for physical structures to be created versus people who do not want any or limited development. There is also tensions between the needs and wishes of local residents and visitors to the site.

With these tensions and contradictions in mind the PROUD team created an exercise which asked visitors who came to PICTURE THIS to participate in co-designing solutions and proposals to responding to the themes, ideas and challenges for the site that have emerged so far.

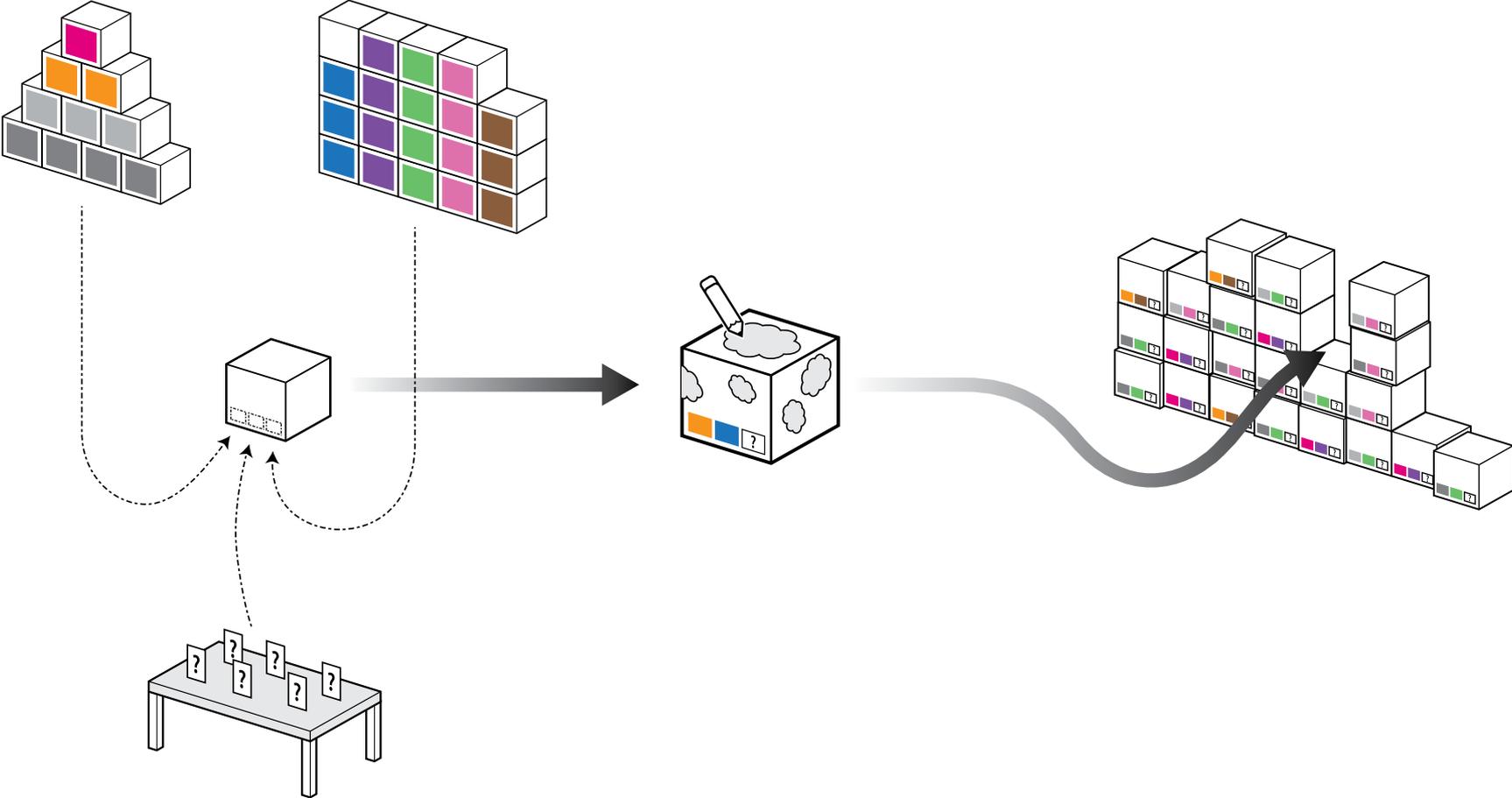
Participants were invited to select a sticker of one of the core values from the pyramid that they feel best represents their interest in the area. They then selected a sticker from the themes wall which contained a summary of the ideas to enhance the site as well as the contradictions in the data. The final step asked them to select a sticker question. For example, how can we do this so it meets the needs of both residents and visitors? Or, What's a great way to do this?

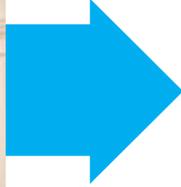
Participants then worked either alone, in pairs or small groups to co-design a solution to the challenge they had set themselves using the cardboard box to work their ideas out on and placing the final solution on the side with the stickers. This was then displayed to form part of the exhibition as an ever growing ideas wall. The PROUD team and volunteers were there to assist and support people with the exercise.

A diagram of how the co-design exercise worked follows.



# CO-DESIGNING AT THE EXHIBITION





# PICTURE THIS CO-DESIGN CHALLENGE

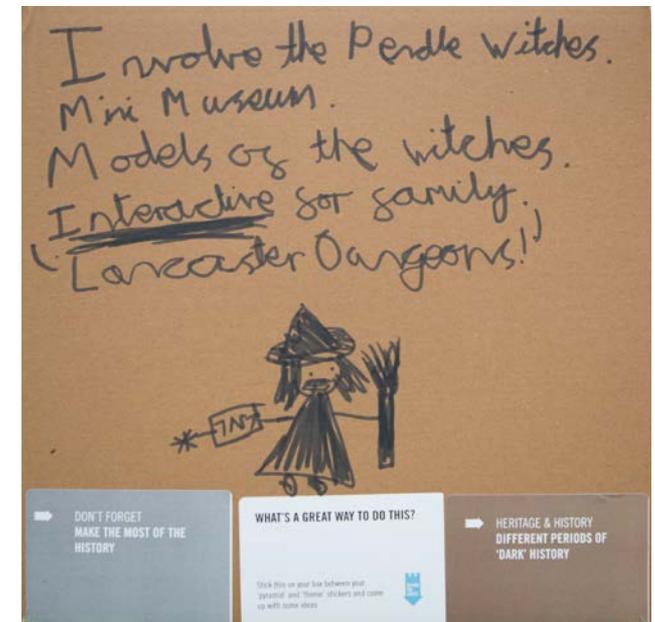
The interactive element of the exhibition was a great success with 122 co-design challenge boxes completed.

219 people attended the exhibition over a 5 day period which included workshops for local residents and the Advocacy Group.

Every one of these boxes, often detailed, innovative and thoughtful ideas has been transcribed and analysed to form the final outcomes and recommendations resulting from the Beyond the Castle co-design challenge.

All the Beyond the Castle co-design challenge boxes are included in the appendix of this report.

**ALL THE BEYOND THE CASTLE  
CO-DESIGN CHALLENGE BOXES ARE  
INCLUDED IN THE APPENDIX OF  
THIS REPORT**



# CO-DESIGN OUTCOMES OF THE EXHIBITION



# VICE-CHANCELLOR'S RECEPTION

The Vice Chancellor of Lancaster University Prof. Mark E Smith hosted a reception for Beyond the Castle during the PROUD partner visit to Lancaster. The reception was an opportunity for delegates to see the outcomes of the interactive exhibition at The Storey, a taster of which was exhibited in the foyer of the LICA Building.

The reception was an opportunity for local stakeholders, local and county councilor, members of the advocacy group and project board for the wider Beyond The Castle feasibility project to meet with the international partners of PROUD, the EU project that funded the Beyond the Castle co-design challenge. These partners come from Germany, France, Luxembourg, Belgium and the Netherlands and are a mixture of representatives of City Councils and regional design support agencies.



The Vice Chancellor's speech focused on the importance of innovative projects like PROUD that work closely with external partners and communities to exchange knowledge and expertise, and explored the growing relationship between Lancaster University, County and City Councils and the Duchy of Lancaster. Prof. Rachel Cooper, Co-Director of ImaginationLancaster explained the philosophy and purpose behind ImaginationLancaster and the many different types of projects Imagination is a key partner in, ending with the role design can play in the prosperity of cities and regions.

Final speaker Dr. Leon Cruickshank told the story of Beyond the Castle so far, and invited delegates to look closely at the co-design outcomes on display. The ideas and proposals on show were in the process of being analysed to form the conclusion of this final handover report to City and County Councils at an event on the 1st February 2013.

## Event 7

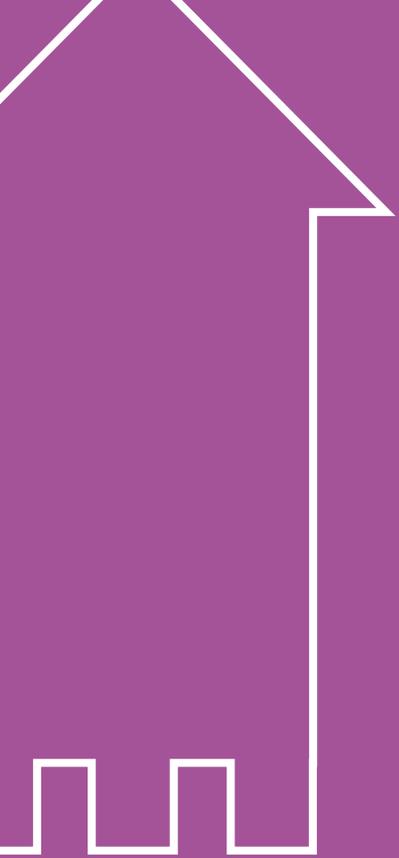
 14th January 2013

 2 hour event

 42 participants



# SECTION 5 CONCLUSIONS



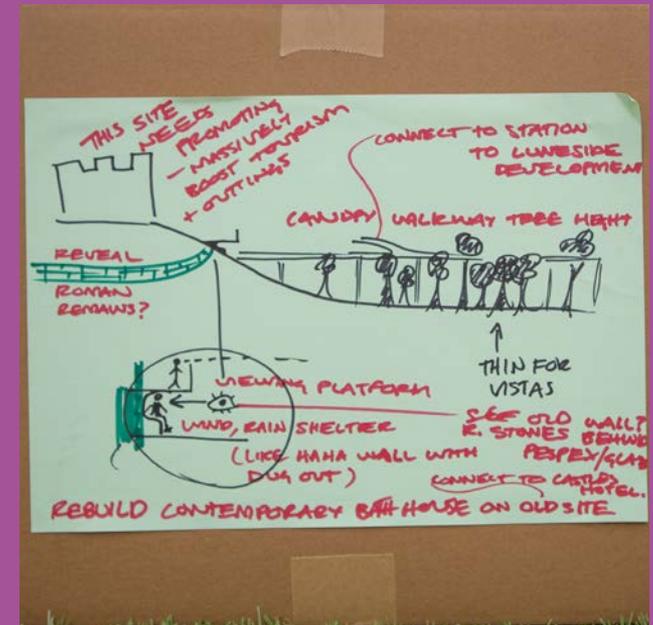
# CONCLUSIONS

We collected over 120 ideas boxes, the majority of which contained at least one, and often many, well considered and thoughtfully articulated ideas. The full record of these ideas are documented at the end of this report. As one would expect at this stage in any design process these ideas are not fully formed and implementable, they can all be refined and developed further but they do present some very interesting possibilities.

The aim of this analysis is to draw some of these specific proposals out into the open but also to present more general review of the contributions made here.

Specific Ideas: These have been selected not as concepts to be applied right now, but rather as provocations for the people that continue to work in this area.

- Quarterly community 'litter drives' and picnics
- Climbable, all weather sculpture (with optional robots)
- Wind breaks and weather protection
- A tree-top viewing platform for both wildlife viewing and also general scenic views
- Magnifying screens to help 'pull the views closer'
- A geo-tagging system or QR code linking physical spaces to the archaeology beneath.
- A map of the space to help newcomers to explore and for everyone to realize what is beneath their feet.



In addition to these ideas, all of which have something to offer with a little creative development, there were 4 general categories of suggestion.

## ENVIRONMENT

In general these ideas covered areas well discussed previously in the process, better paths and lighting and the degree of 'wildness'. Its interesting that this category of suggestions was relatively small. This reinforces the observation that the green space itself is only a small part of the equation, the community, networks and activities within the space are key. The perception taken from the boxes is that because these elements are intangible they are neglected at the moment.

## ACTIVITY

There were many suggestions around events and activities in the space. One of the most common of these was to make better use of the amphitheater. This included creating a (temporary) covered area for concerts and performances. There were also ideas around using this as an income generating mechanism to support other parts of the space. There were also wider calls for summer festivals and pageants throughout the space, often linked to 'bringing our history to life'.

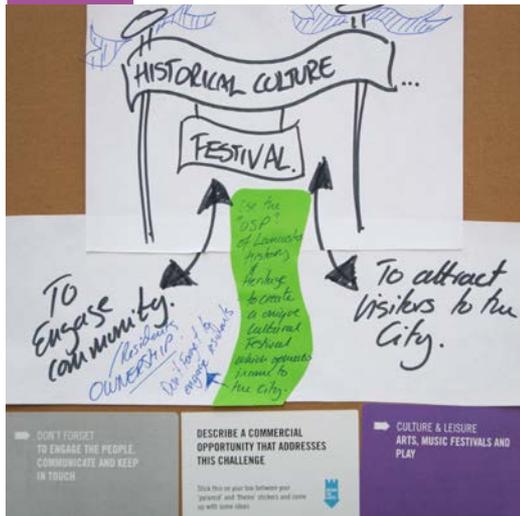
Finally there were many calls for 'sympathetic' trails on subjects ranging from jogging and fitness to history.



## COMMUNITY

There was a great deal of passion (and some frustration) that communities are often not engaged with in a way that encourages participation by the Council as one person wrote on their box:

**“PEOPLE DO WANT TO HELP AND BE INVOLVED THEY JUST NEED SOMEONE TO INSTIGATE IT. WORKING GROUPS CAN HELP MAINTAIN THE SITE, A TRIP TO ONE OF THE QUAY PUBS AT THE END OF THE DAY ALWAYS HELPS! QUARTERLY EVENTS COULD HELP PEOPLE FIND OUT ABOUT THE AREA. THEN THEY MIGHT GET INVOLVED TOO!”**

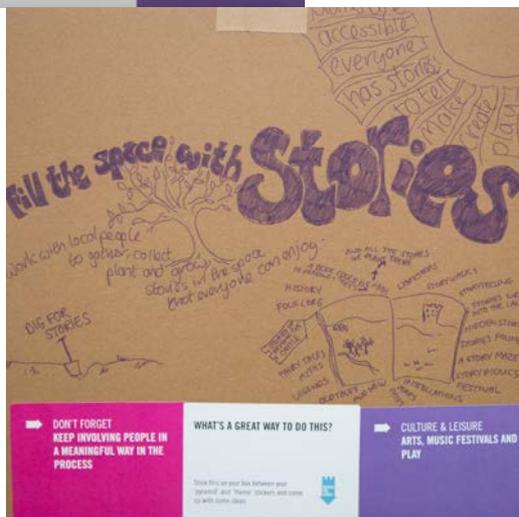


Following on from this another participant that outlines their view of the value of participation:

## COMMUNITY OWNERSHIP LEADS TO PRIDE OF PLACE, VALUED ASSET, PROTECTED AND CARED FOR COMMUNALLY

This reflects the community-led approach to co-design adopted by Beyond the Castle so far in the project (and quite different from processes before ImaginationLancaster got involved). The challenge here is that to get a sense of ownership there needs to be a sense that contributions count, that they have an effect on the decisions that are made. This means giving citizens a real voice and responding to this even if it does not match exactly the personal view of officers on the ground. The key question is whether the development of this site will continue in a participatory manner?

There were some suggestions to enable this participation to continue, a strong social media presence and good content was mentioned, also having subject specific volunteers to help communications and even undertake small events on site were suggested. Finally one person suggested the regular production of post-cards that helped communicate the progress on the project.

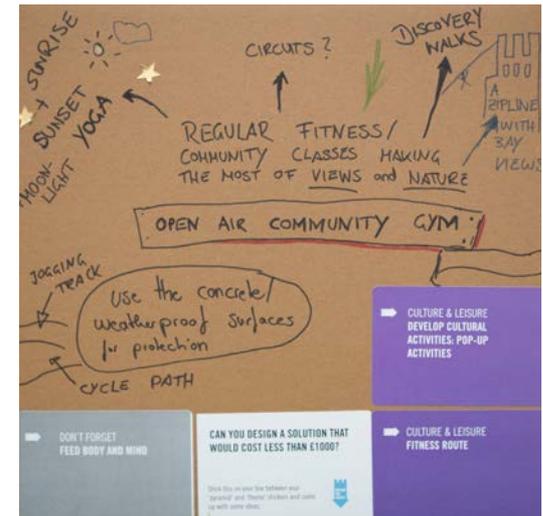


## DIGITAL

Given the physical restrictions of development on the site, the hidden wonders under it and the multiple agendas of the people passionate about the space as digital strategy seems essential. As one person put on their box 'Use the power of the internet'. We have already described specific digital tools to help bring the history to life, clearly these should tie into education and schools in the area. The cost of these does not need to be prohibitive, it would require almost no material investment but does require a coherent strategy to link the space to the huge quantity of expert knowledge in the volunteers and participants in the project so far.

Social media will be a large part of this there were many calls for an enhanced and energetic Facebook presence not just for networking but also for the communication and information sharing. There are calls for authorship of this to be shared within a community of participants rather than becoming a broadcast tool.

**“GIVEN THE PHYSICAL RESTRICTIONS OF DEVELOPMENT ON THE SITE, THE HIDDEN WONDERS UNDER IT AND THE MULTIPLE AGENDAS OF THE PEOPLE PASSIONATE ABOUT THE SPACE AS DIGITAL STRATEGY SEEMS ESSENTIAL”**



# COUNCIL LED CO-DESIGN

Beyond the Castle has received well over 1,000 person hours of participation and engagement in the process so far, concluding with the exhibition and the 120 ideas boxes described here. The ideas and suggestions in these provide a strong basis for the development of a significantly improved space that responds to the technical requirements of the space (e.g. archeological protection) as well as community perspectives.

Achieving this requires the services of technical experts but also a creative designer who can respond to the technical requirements and the good, but embryonic ideas here in an innovative way. Leaving the final part of this analysis to a participant

**“THE CASTLE AND THE GREEN SPACE ARE ONLY JUST THE BEGINNING. WILL THE COUNCILS RESPOND WITH ENTHUSIASM, COMMITMENT AND MONEY?”**

3  
DON'T WAIT NOW TILL THE CASTLE DEVELOPMENT IS A REALITY. COUNTY & CITY COUNCIL NEED TO WORK QUICKLY TO RESOLVE & IMPLEMENT ~~THE~~ INFRASTRUCTURE IMPROVEMENTS, WHICH WILL SET THE SCENE FOR 'BEYOND THE CASTLE'.

Solar panel lighting  
(but ones that point downwards only on the path rather than blocking out the sky night keep the skies dark + the paths lit.  
Don't make it all too lit up, only the sites that need it.

→ DON'T FORGET KEEP IT TRANQUIL

COME UP WITH A SOLUTION THAT IS LOW MAINTENANCE

→ ENVIRONMENT DARKNESS

Stick this on your box between your 'green' and 'brown' stickers and come up with better ideas.

# REFLECTIONS

**Beyond the Castle has been an intense, exciting highly challenging project. Normally this would be code for an activity with a high degree of friction or stress but in this instance it is not the case. Here we have all been outside our comfort zones and together been on a voyage of discovery.**

We have agonized about the fundamental nature of co-design, dodged torrential rain in Market Square, listened to a Roman Centurion on Priory green, offered free pizza to all and enjoyed the participation of people aged from 3 to 92.

The results of this included some excellent contributions to an ongoing co-design process now being led by the City Council. We also developed some truly new approaches to co-design with national and international significance.

Finally we came to know and collaborate with a group of exceptional, talented, committed, eccentric and creative volunteers and council officers. Thanks to all of you for making it so enjoyable.



# SECTION 5

# APPENDICES

**WHATS A GREAT WAY  
TO DO THIS?**



**STICKERS**

- Don't forget: Realise the sites historic importance
- Heritage & History: Learning landscape (Short storyboards or something interactive)

# THE BIG IDEAS

- Permanent projector.
- Hidden nook.
- Seating.
- Concealed speakers.
- Tells stories of history and culture.
- Can update / change content.



INTERREG IVB



*Permanent projector. Hidden nook. Seating. Concealed speakers. Tell stories of history + culture. Can update / change content.*

<p>➡ <b>DON'T FORGET REALISE THE SITES HISTORIC IMPORTANCE</b></p>	<p><b>WHAT'S A GREAT WAY TO DO THIS?</b></p> <p>Stick this on your box between your 'pyramid' and 'theme' stickers and come up with some ideas</p> 	<p>➡ <b>HERITAGE &amp; HISTORY LEARNING LANDSCAPE (SHORT STORY BOARDS OR SOMETHING INTERACTIVE)</b></p> <p>➡ <b>CULTURE &amp; LEISURE DEVELOP A HISTORICAL TRAIL</b></p> <p>➡ <b>ACCESSIBILITY &amp; WAY-FINDING BETTER SIGNAGE / INFORMATION</b></p>
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# 2

## STICKERS

- Culture & Leisure: Seats, fountains, ice cream and sweets
- Culture & Leisure: Develop an open-air sculpture

## THE BIG IDEAS

- Have a great café (good food, not rubbish like in Williamson Park) to attract people even in winter and seating with shelters. Light up the place at night.
- Stage performances e.g. medieval jousting (like in York).
- Historical re-enactments. Make the place come alive.



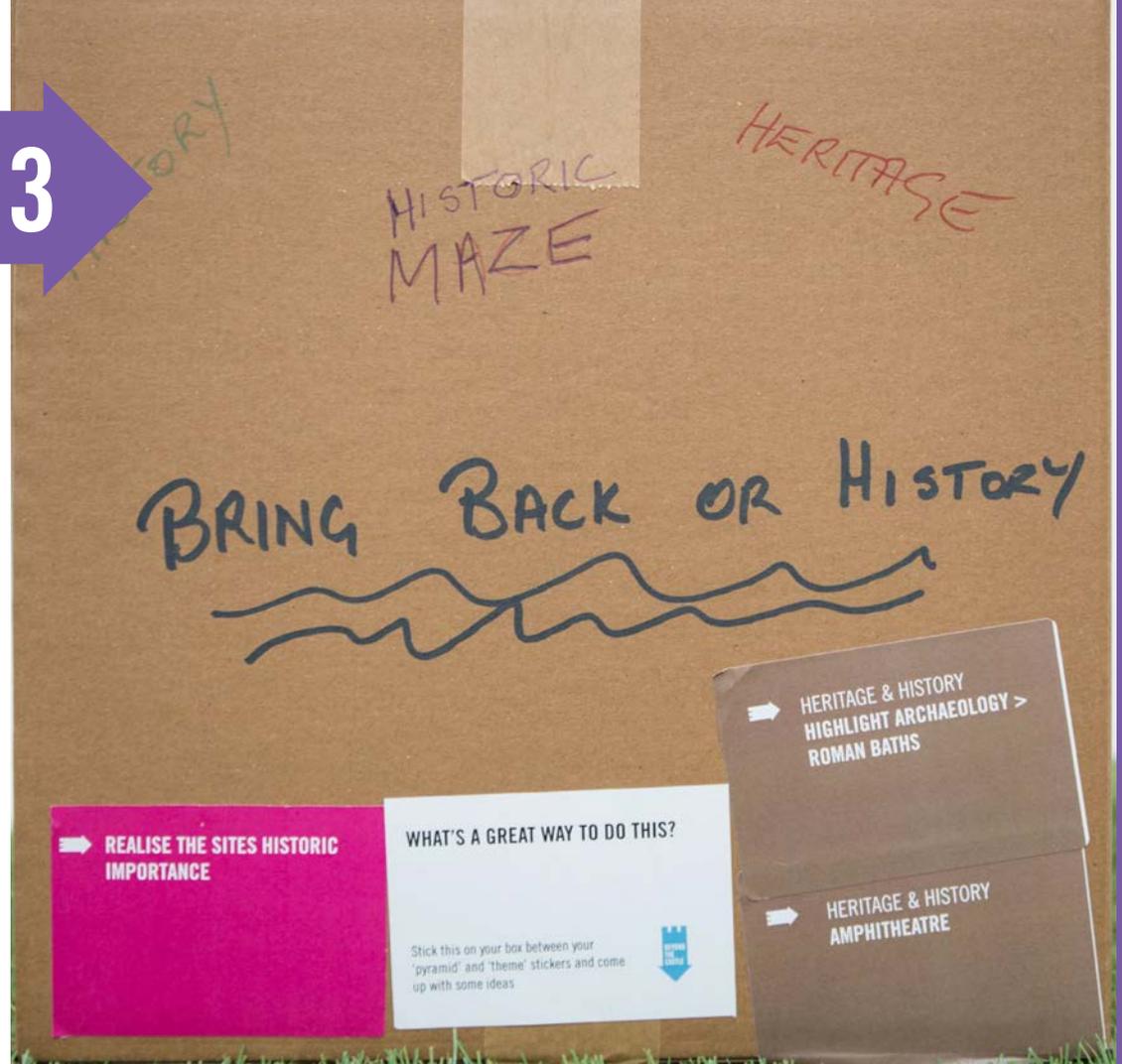
3

### STICKERS

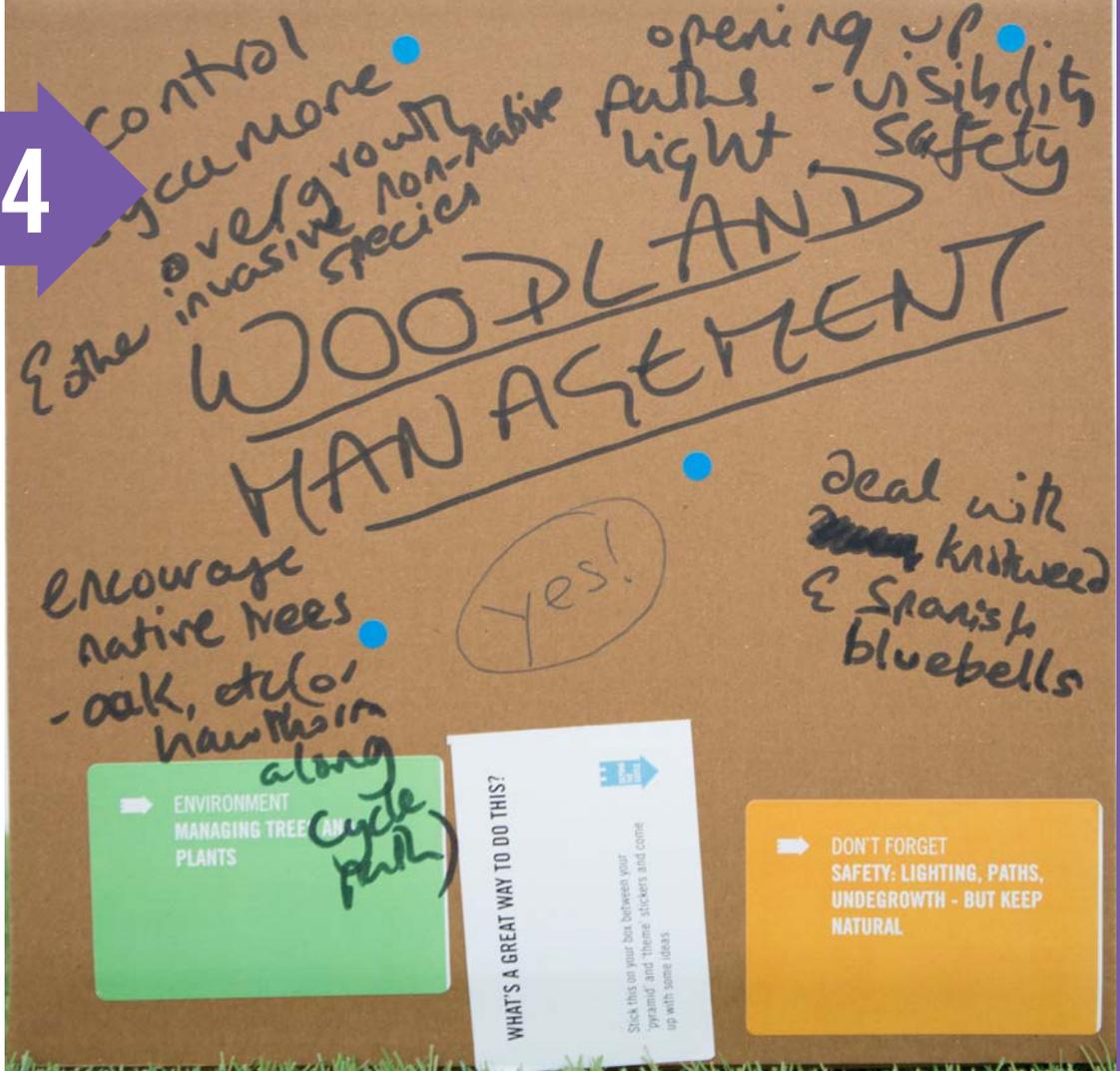
- Don't forget: Realise the sites historic importance
- Theme: Heritage & History: Highlight archaeology > Roman baths
- Theme: Heritage & History: Amphitheatre

## THE BIG IDEAS

- Bring back our history
- History – historic maze - heritage



# 4



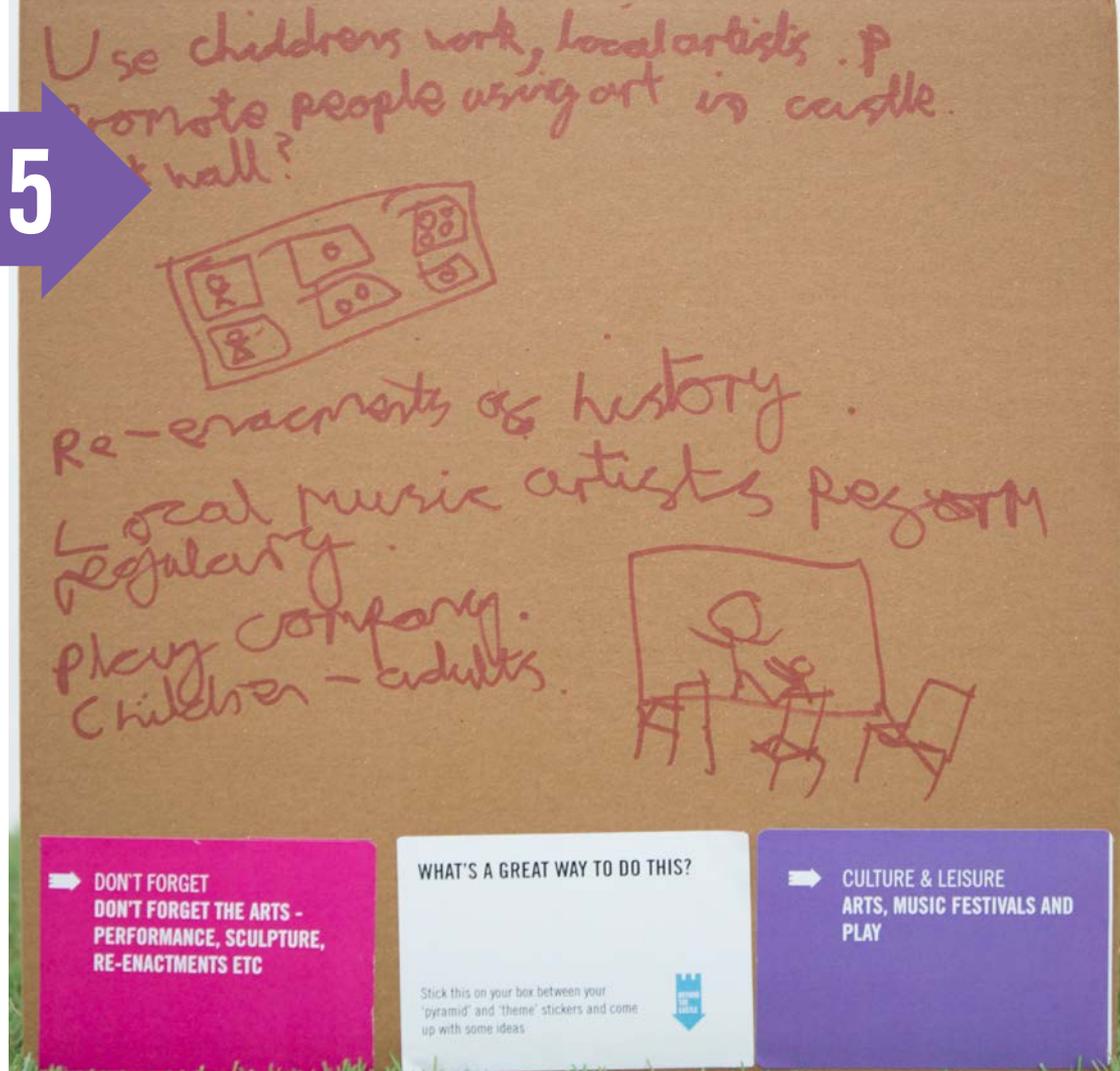
## STICKERS

- Don't forget: Safety: Lighting, paths, undergrowth – but keep natural
- Theme: Environment: Managing trees and plants

## THE BIG IDEAS

- WOODLAND MANAGEMENT
- Control sycamore overgrowth and other invasive non-native species.
- Encourage native trees – oak, etc. (or hawthorn along cycle path).
- Deal with knotweed and Spanish bluebells.
- Opening up paths for visibility, light and safety.

# 5

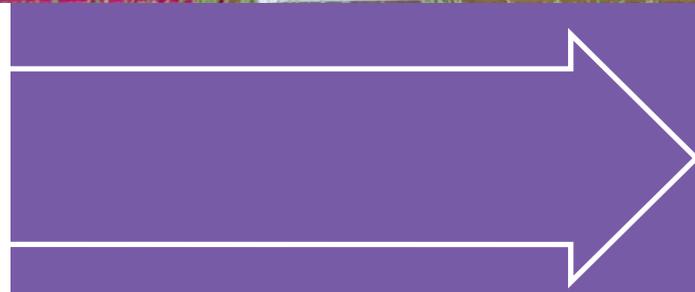


## STICKERS

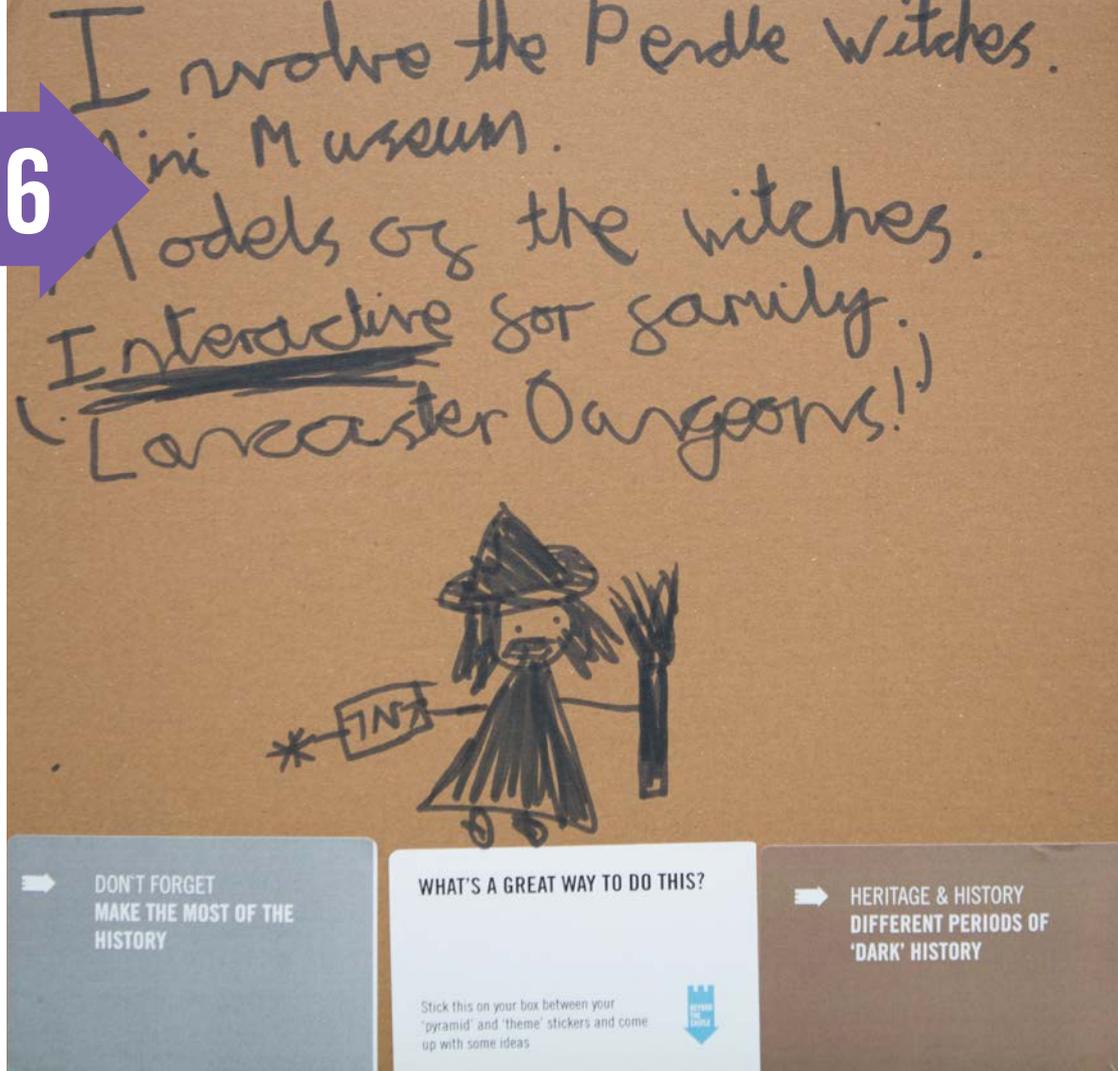
- Don't forget: The arts – performance, sculpture, re-enactments etc.
- Theme: Culture & Leisure: Arts, music festivals and play

## THE BIG IDEAS

- Use children's work, local artists.
- Promote people using art in castle. Art wall?
- Re-enactments of history.
- Local music artists perform regularly.
- Play company.
- Children and adults.



# 6



## STICKERS

- Don't forget: Make the most of the history
- Heritage & History: Different periods of 'dark' history

## THE BIG IDEAS

- Involve the Pendle Witches Mini Museum.
- Models of the witches.
- Interactive for family.
- 'Lancaster Dungeons'

## STICKERS

- Don't forget: Keep involving people in a meaningful way in the process
- Theme: Culture & Leisure: Arts, music festival and play

## THE BIG IDEAS

- **Fill the space with stories:** Stories are accessible / Everyone has stories to tell, make, create, play.
- Work with local people to gather, collect, plant and grow stories in the space that everyone can enjoy. Dig for stories.

- **Stories of 'Beyond the Castle'**

A book could be made of meadows and trees and all the stories we plant there.

*Workshops*

*Storytelling*

*Stories written into the landscape*

*Hidden stories*

*Stories found*

*A story maze*

*Story picnics*

*Festival*

*History*

*Folk lore*

*Installations*

*Maps*

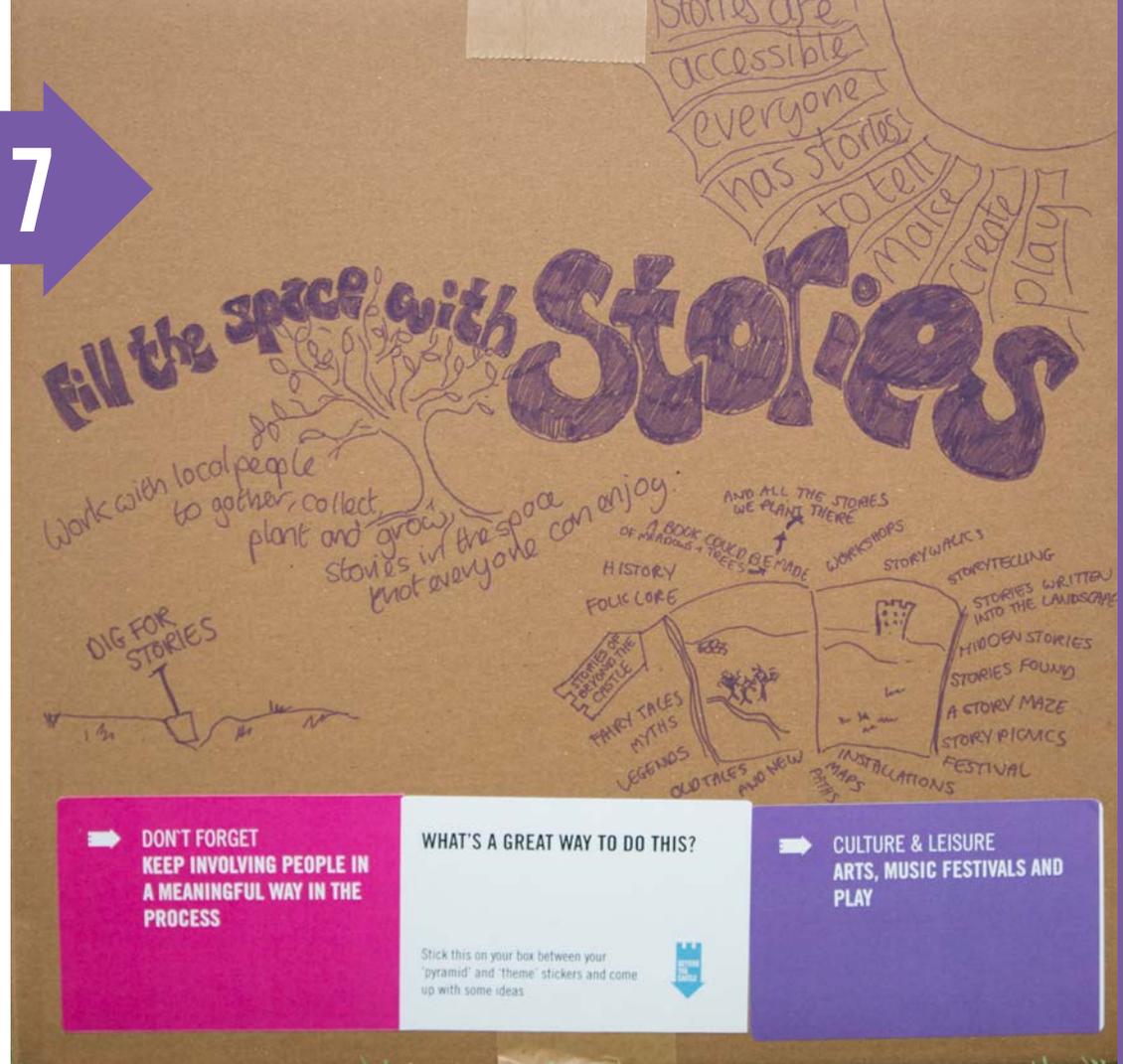
*Paths*

*Old tales and new*

*Legends*

*Fairytales*

*Myths*



**DON'T FORGET  
KEEP INVOLVING PEOPLE IN  
A MEANINGFUL WAY IN THE  
PROCESS**

**WHAT'S A GREAT WAY TO DO THIS?**

Stick this on your box between your 'pyramid' and 'theme' stickers and come up with some ideas.



**CULTURE & LEISURE  
ARTS, MUSIC FESTIVALS AND  
PLAY**

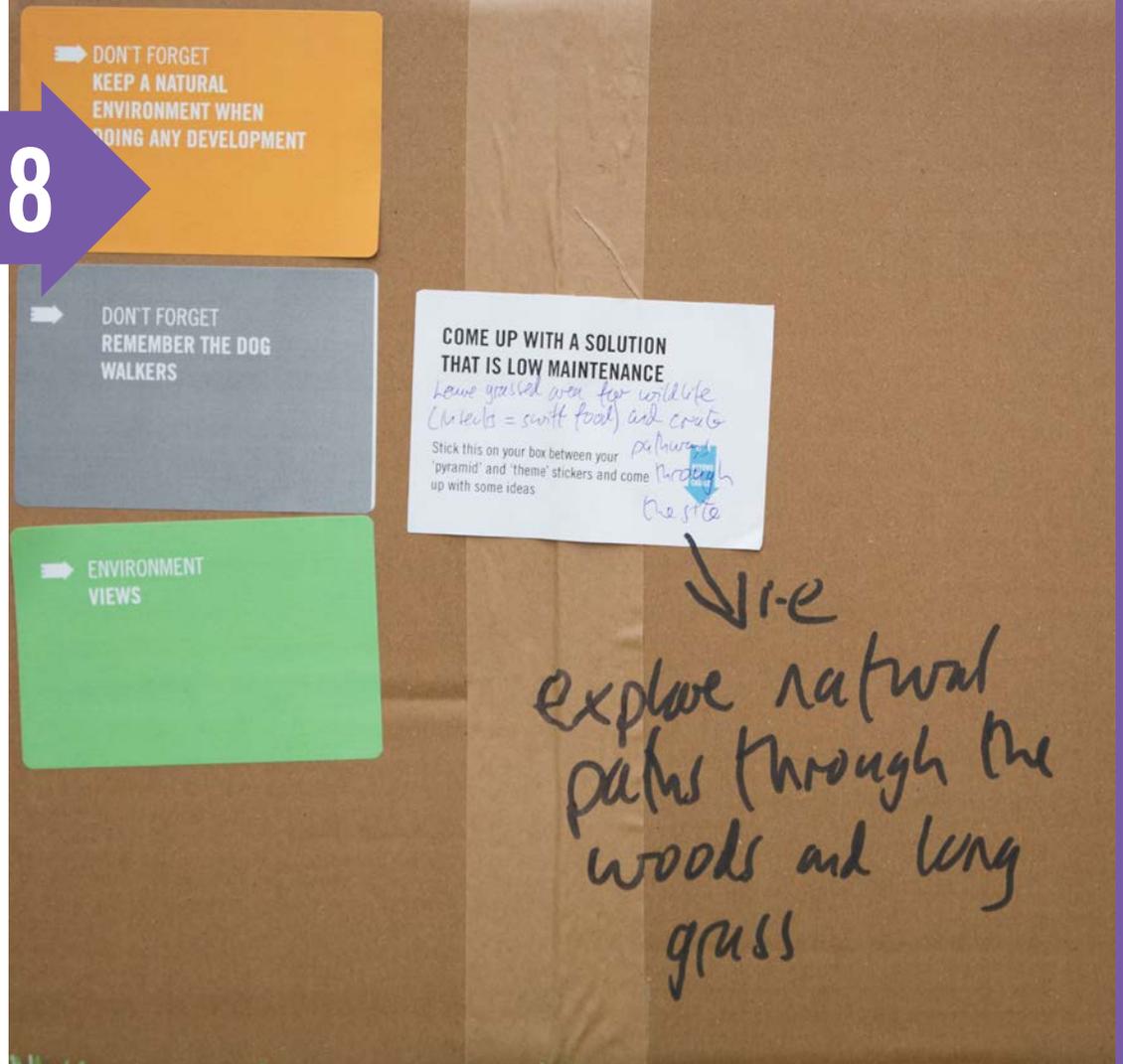
# 8

## STICKERS

- Don't forget: Keep a natural development when doing any development
- Don't forget" Remember the dog walkers
- Theme: Environment: Views

## THE BIG IDEAS

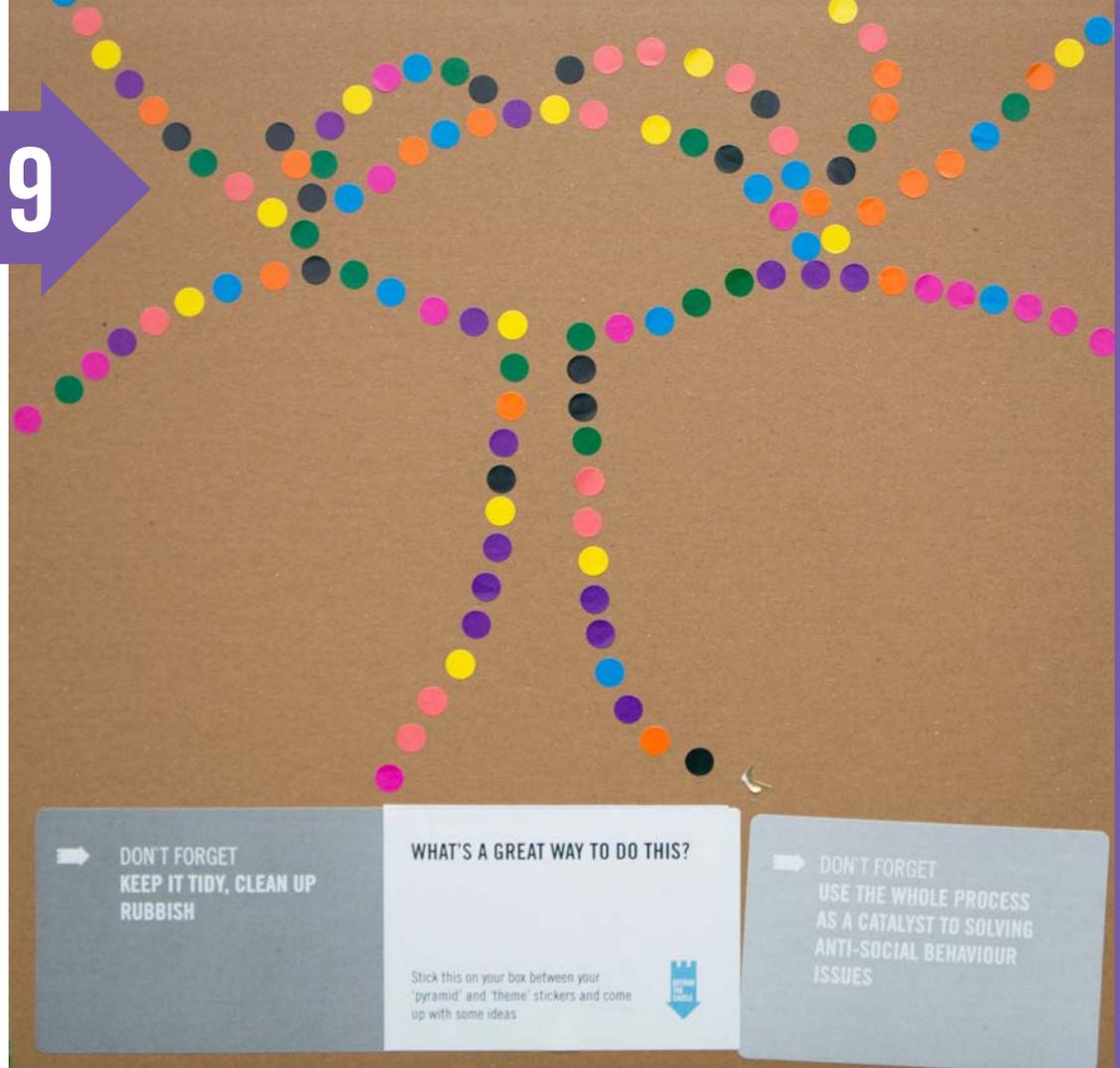
- Leave grassed area for wildlife (insects = swift food) and create pathways through the site.
- Explore natural paths through the woods and long grass



# 9

## STICKERS

- Don't forget: Keep it tidy, clean up rubbish
- Don't forget: Use the whole process as a catalyst to solving anti-social behavior issues



# 10

## STICKERS

- Culture & Leisure: Children's play area > state of the art
- Idea: Encourage families (eject drunks!)
- Theme: Environment: Blackberry picking
- Idea: Plums and sloes!
- Theme: Environment: Fruit trees
- Ideas: Overgrown 'scrub' areas could yield fruit for locals while looking good/natural
- There's room for several themes in the park...
- Play area
- Historical info
- Family seating
- Fruit trees/berries
- 'Wilderness'/nature
- Walking/jogging
- Address each in a simple low-cost way. Nothing too fancy is needed!



# 11

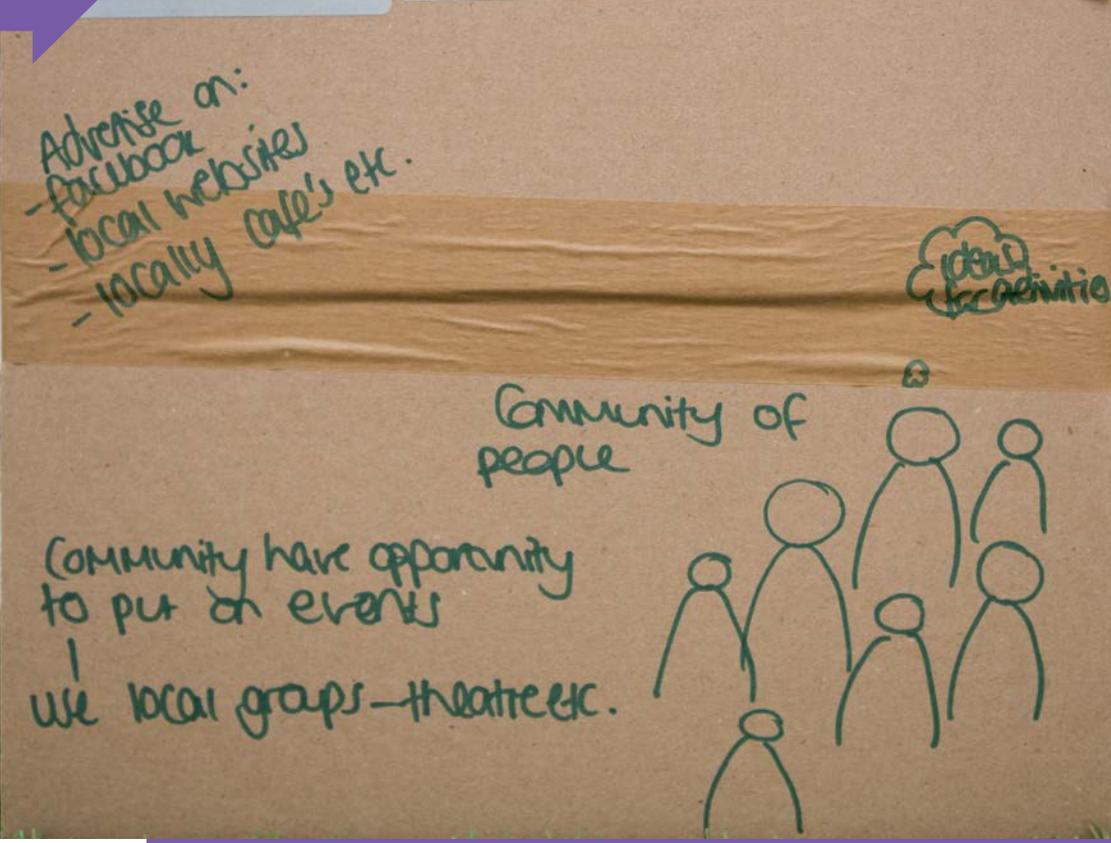
→ DON'T FORGET ACCESS FOR ALL!

WHAT'S A GREAT WAY TO DO THIS?  
Stick this on your box between your 'pyramid' and 'theme' stickers and come up with some ideas

→ CULTURE & LEISURE DEVELOP CULTURAL ACTIVITIES: POP-UP ACTIVITIES

### STICKERS

- Don't forget: Access for all
- Theme: Culture & Leisure activities: Pop up activities



## THE BIG IDEAS

- Advertise on Facebook, local web sites, local cafes etc.
- Community of people who have ideas for activities and opportunity to put on events
- Use local groups – theatre etc.



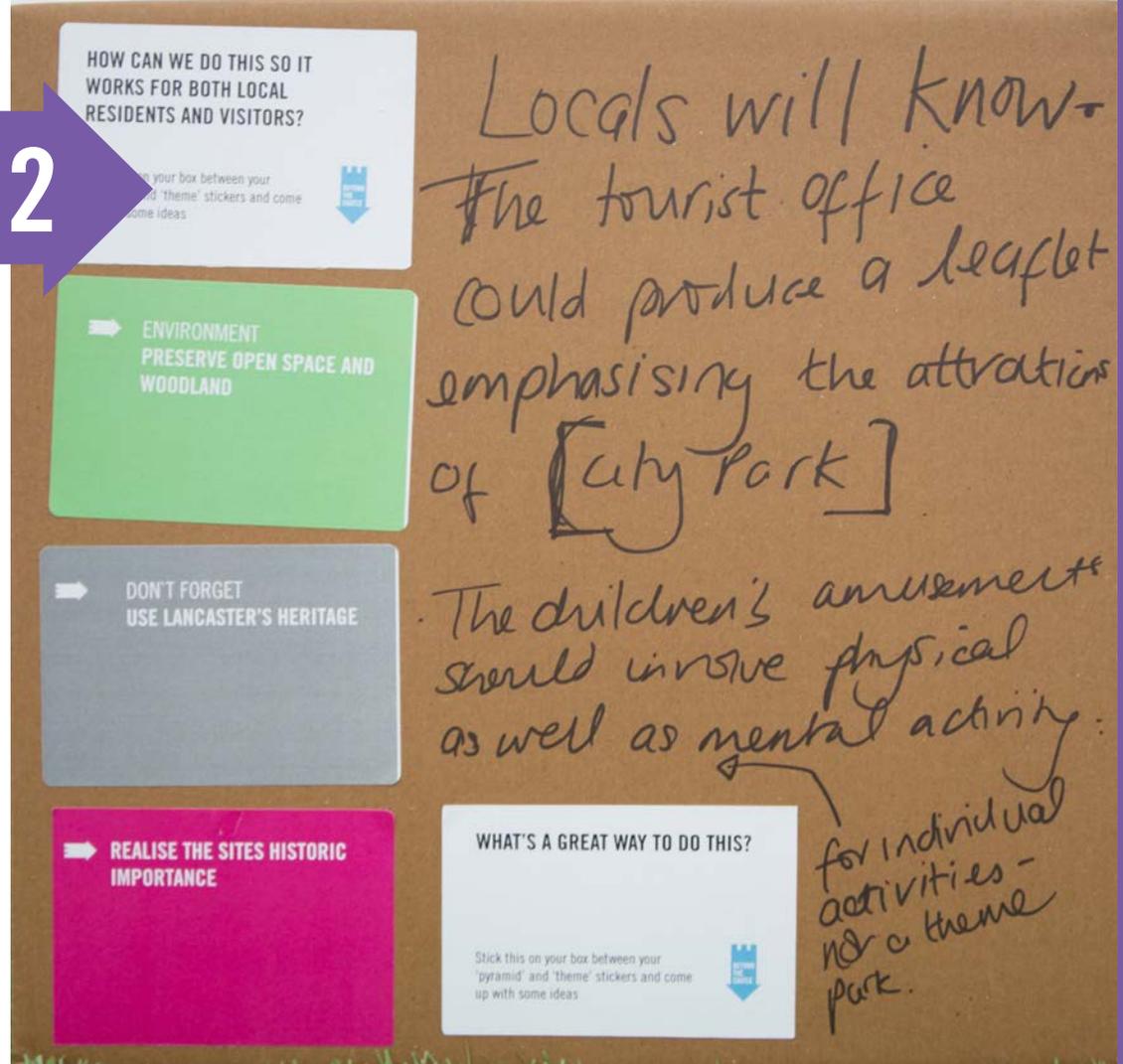
# 12

## STICKERS

- Don't forget: Use of Lancaster's heritage.
- Realise the site's historic importance.
- Theme: Environment: Preserve open space and woodland.

## THE BIG IDEAS

- Locals will know – the tourist office could produce a leaflet emphasizing the attractions of [city park]. The children's amusements should involve physical as well as mental activity – for individual activities – not a theme park.

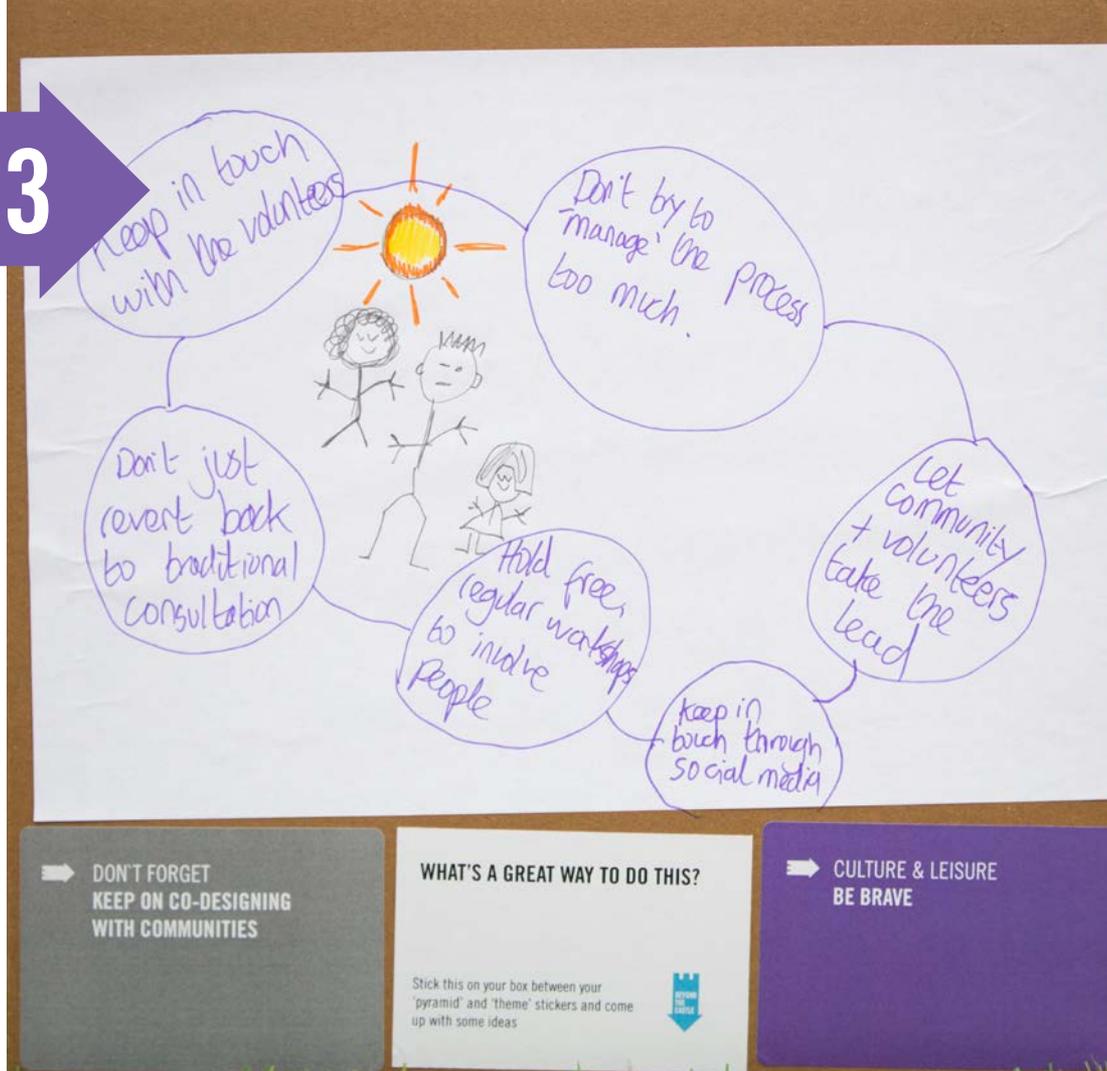


## STICKERS

- Don't forget: keep on co-designing with communities
- Theme: Culture and Leisure: Be brave

## THE BIG IDEAS

- Don't try to "manage" the process too much.
- Let community and volunteers take the lead
- Keep in touch through social media
- Hold free, regular workshops to involve people
- Don't just revert back to traditional consultation
- Keep in touch with the volunteers.



➡ DON'T FORGET  
KEEP ON CO-DESIGNING  
WITH COMMUNITIES

WHAT'S A GREAT WAY TO DO THIS?

Stick this on your box between your 'pyramid' and 'theme' stickers and come up with some ideas

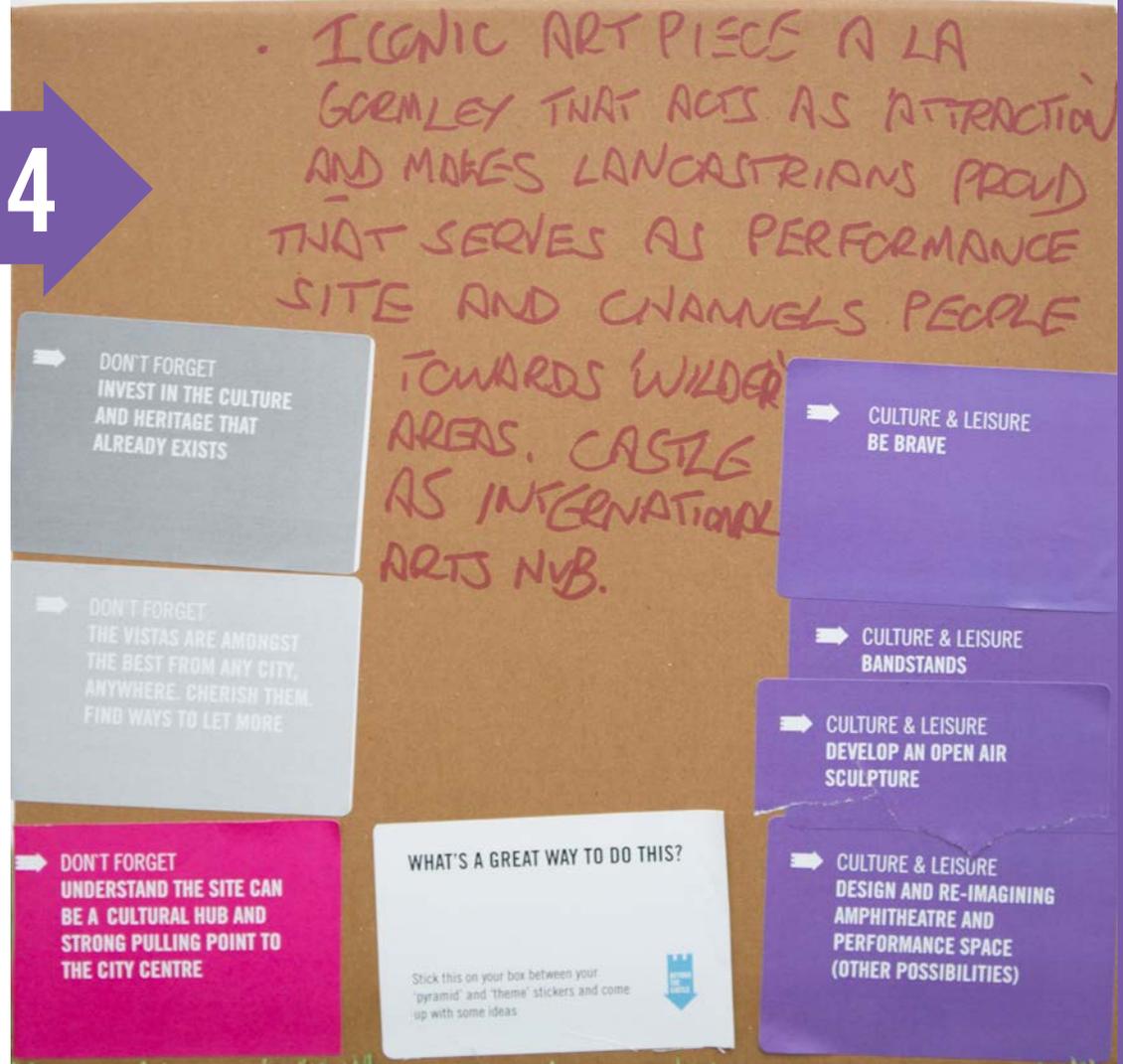
➡ CULTURE & LEISURE  
BE BRAVE

## STICKERS

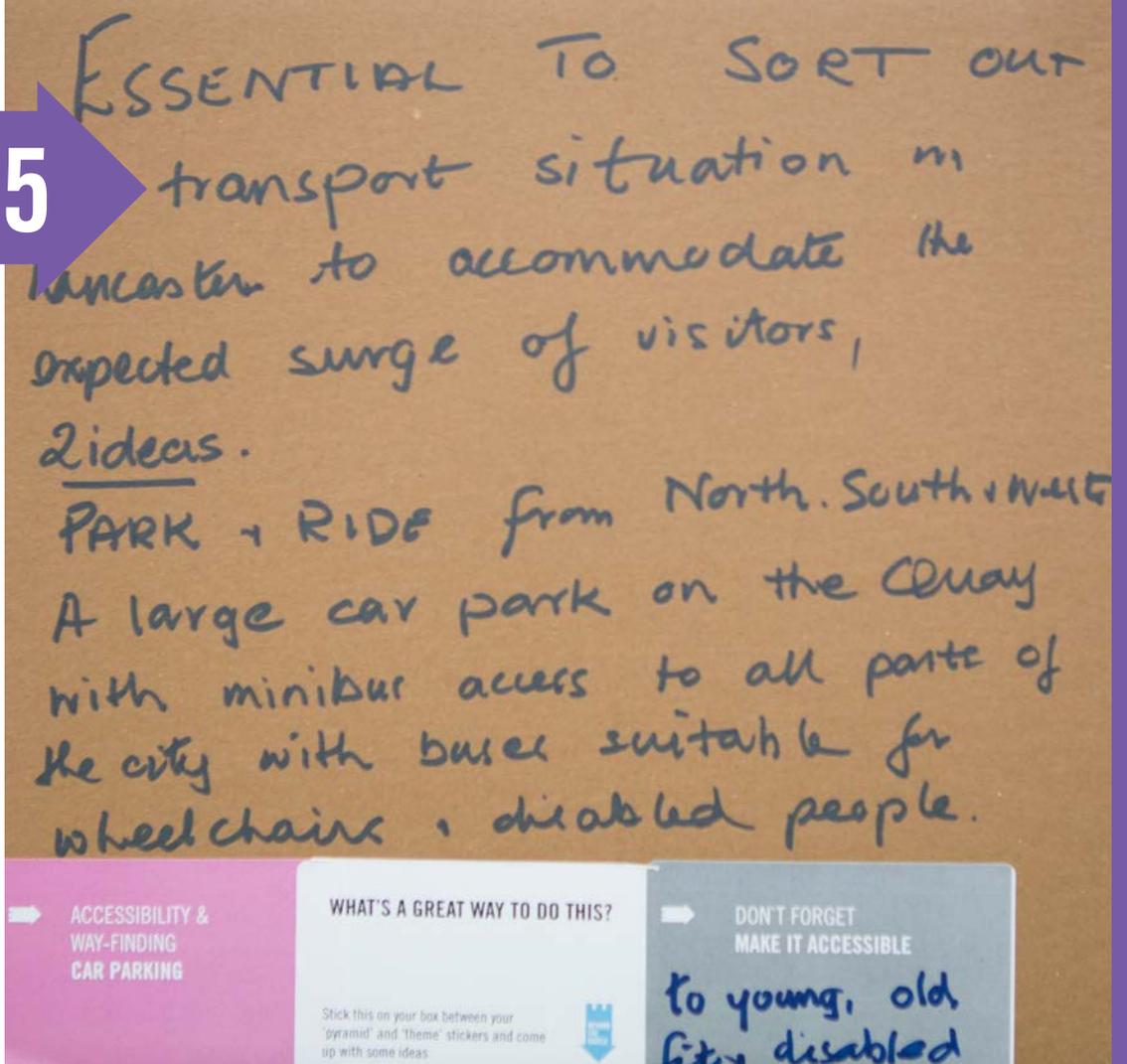
- Don't forget invest in the culture and heritage that already exists
- Don't forget the vistas are amongst the best from any city, anywhere. Cherish them. Find ways to let more.
- Don't forget understand the site can be a cultural hub and strong point to the city centre
- Culture and leisure: be brave
- Culture and leisure: bandstands
- Culture and leisure: develop an open-air sculpture
- Culture and leisure: design and re-imagining the amphitheatre and performance space (other possibilities)

## THE BIG IDEAS

- Iconic art piece a la Gormley that acts as attraction and makes Lancastrians proud. That serves as performance site and channels people towards "wilder" areas. Castle as international arts hub.



# 15



## STICKERS

- Don't forget make it accessible to young, old, fit, disabled.
- Theme: Accessibility and way-finding: car parking

## THE BIG IDEAS

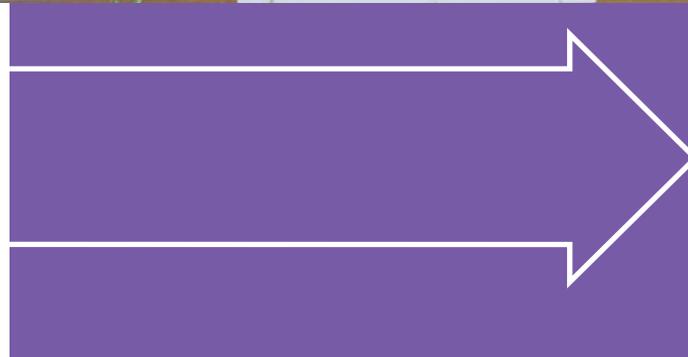
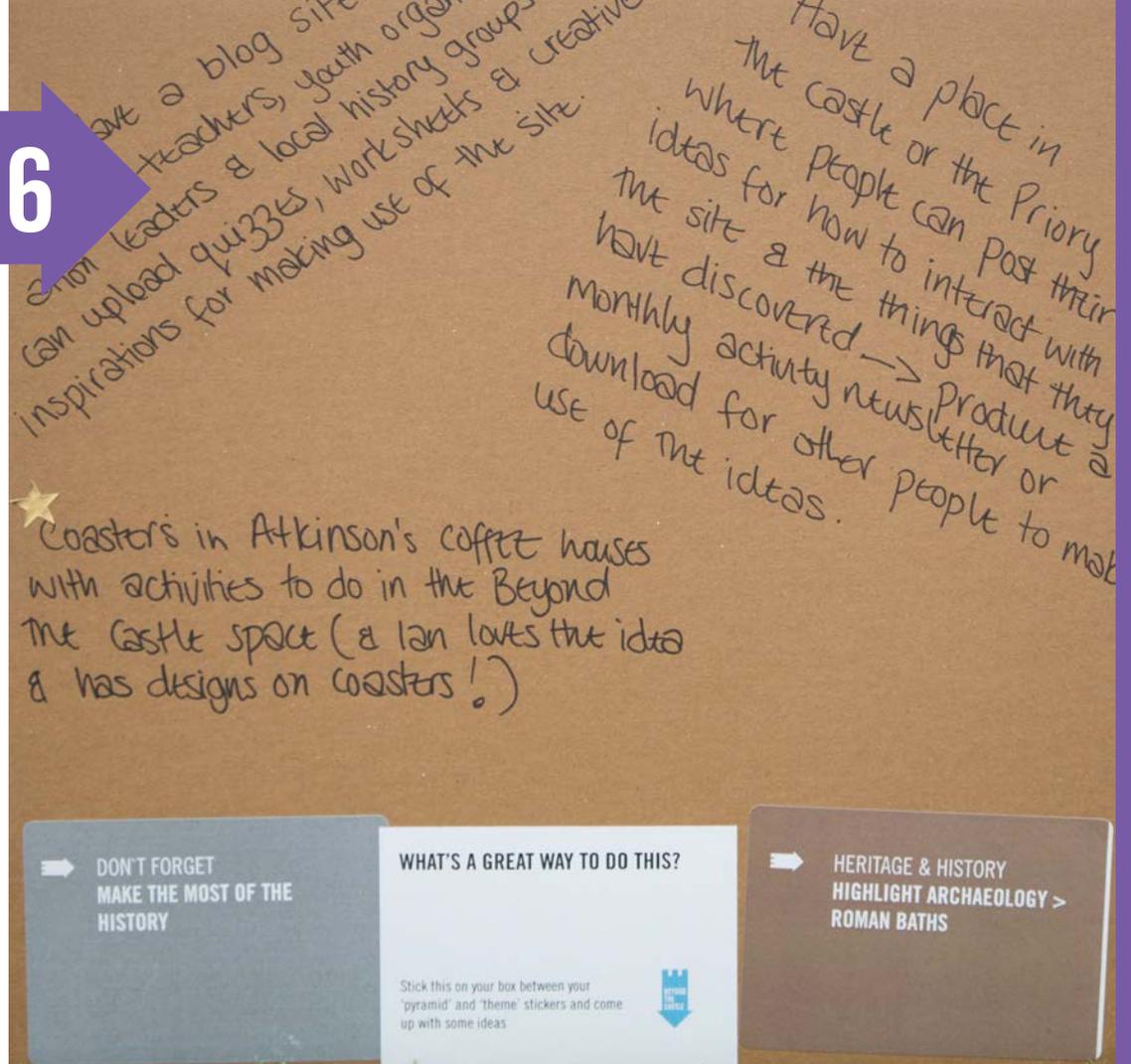
- Essential to sort out the transport situation in Lancaster to accommodate the expected surge of visitors, 2 ideas:
- PARK + RIDE from North, South and West.
- A large car park on the Quay with a minibus access to all parts of the city with buses suitable for wheelchairs, disabled people.

**STICKERS**

- Don't forget make the most of the history
- Themes: Heritage and History: highlight archeology > Roman Baths

**THE BIG IDEAS**

- Have a blog site where teachers, youth organization leaders and local history groups can upload quizzes, worksheets and creative inspirations for making use of the site
- Coasters in Atkinson's coffee houses with activities to do in the Beyond the Castle space (and Ian loves the idea and has designs on coasters!)
- Have a place in the castle or in the Priory where people can post their ideas for how to interact with the site and the things that they have discovered – produce a monthly activity newsletter or download for other people to make use of the ideas.



## STICKERS

- Resident Sticker
- Don't forget consider the need for open natural space that shouldn't be spoiled.
- Themes: Environment: Leave it alone (see above [indicating an illustration of the fields])

# THE BIG IDEAS

- The area can be managed with mowing and preservation of existing wildlife and new plants and trees encouraged.



**STICKERS**

- Don't forget consider the need for policies/support to help homeless people- joined up thinking.
- Themes: Heritage and History: social/ family friendly

**THE BIG IDEAS**

- Respect
- Include
- Inspire
- Socially sustainable collaboration



## STICKERS

- Don't forget keep people safe
- Themes: Environment: playground

## THE BIG IDEAS

- CCTV



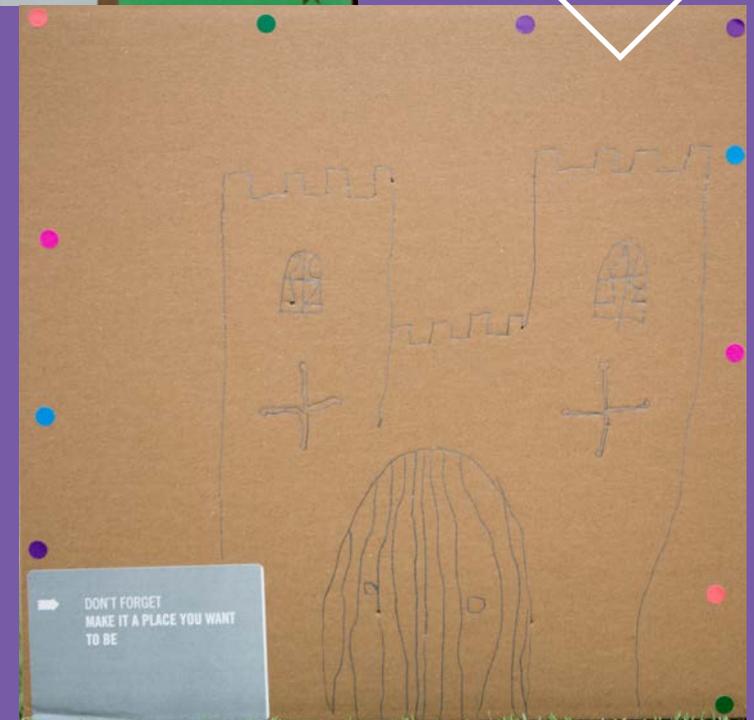
## STICKERS

- Theme: Environment: woodland
- Don't forget: Don't forget the arts – performance, sculpture, re-enactments etc
- Theme: Heritage & History: Popular celebrations
- Don't forget: Don't forget the arts – performance sculpture, re-enactments etc.
- Don't forget: Make it a place you want to be



## THE BIG IDEAS

- Woodland on Quay Meadow
- A skate park in the area next to Quay Meadows between the cycle path and St George's Quay.
- A drawing of a grand historic castle





## STICKERS

- Don't Forget: To intergrate the parks into the city and the outside
- Culture & Leisure: Be Brave

## THE BIG IDEAS

- A new weir by the railway bridge
- Water always at the height of weir. Approximately high water, near tide
- Construct a weir access across the river approx. at Carlisle Bridge.
- Produce a pool of water when the tide is out.
- E.g. the River Dee at Chester

CONSTRUCT A WEIR. ACROSS THE RIVER  
APPROX AT CARLISLE BRIDGE  
TO PRODUCE A POOL OF WATER. WHEN  
THE TIDE IS OUT.  
EG THE RIVER DEE AT CHESTER

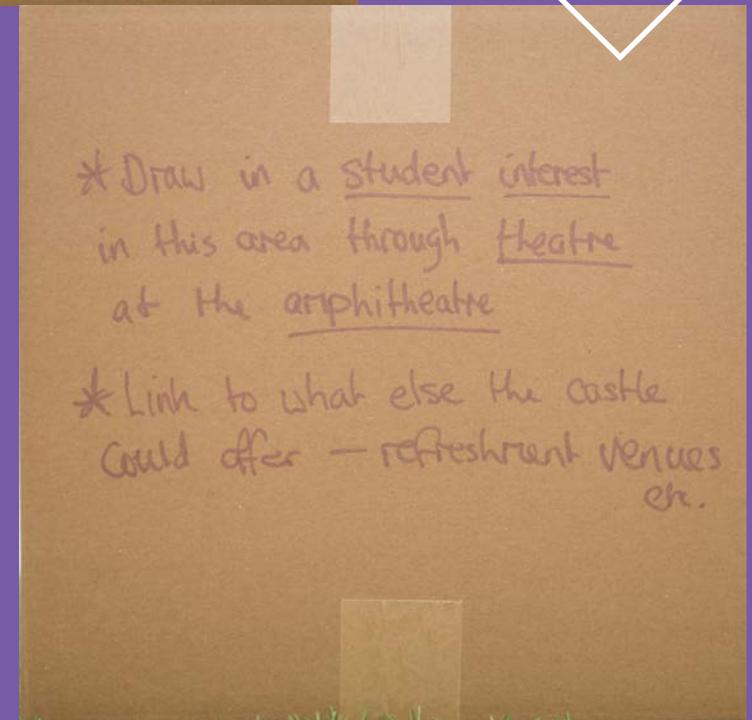
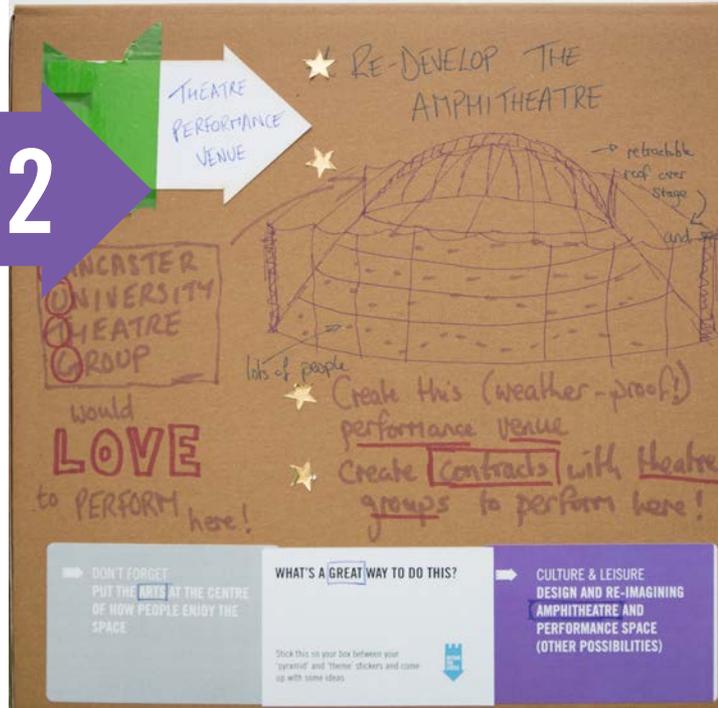


## STICKERS

- Don't forget: put the arts at the centre of how people enjoy the space.
- Theme: Culture and leisure; design and re-imagining amphitheatre and performance space (other possibilities)

## THE BIG IDEAS

- Theatre performance venue
- Redevelop the amphitheatre.
  - Retractable roof over stage and seating
  - Lots of people
  - Create this (weather-proof ! performance venue)
  - Create contracts with theatre groups to perform here!
  - LANCASTER UNIVERSITY THEATRE GROUP would LOVE to PERFORM here!
- Draw in a student interest in this area through theatre at the amphitheatre.
- Link to what else the castle could offer – refreshment venues etc.



## STICKERS

- Don't forget: Lancaster is wet – we need shelters that fit into the landscape.
- Theme: Culture and leisure: Better views
- 

## THE BIG IDEAS

- Temporary café/ event space [to left of priory]
- Seating/ covered
- Covered viewing platform
- Extended viewing [between hill side and Lancaster castle]
- Nice view from the priory
- Prune and maintain trees and grass
- Covered area for seating
- Pop up café/ bar for event (not permanent)
- Temporary events with lighting (not permanent)
- Maintain park better
- better paths and lighting.
- Lancaster does not need view permanent café/ bar!
- Illustration describing the temp bar/ café space, cover and seating.



Nice View from the priory

- Prune + maintain trees + grass
- covered area for seating
- Pop up cafe/bar for event (not permment)
- Tempary events with lighting (not permment)
- maintain park better
- Better paths + lighting

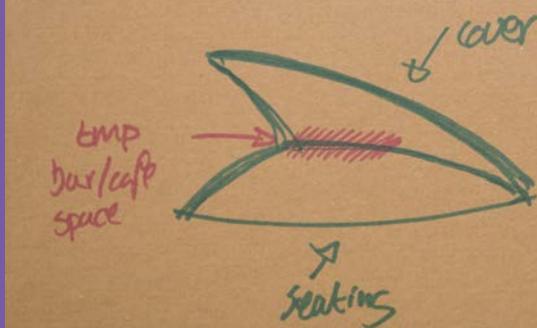
→ DON'T FORGET: LANCASTER IS WET - WE NEED SHELTERS THAT FIT INTO THE LANDSCAPE

WHAT'S A GREAT WAY TO DO THIS?

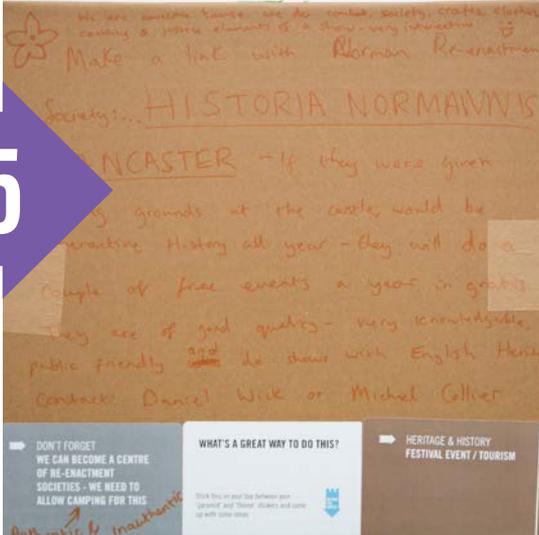
Stick this on your box between your 'plans' and 'theme' stickers and come up with some ideas

→ CULTURE & LEISURE BETTER VIEWS

Lancaster does not need a new permanent cafe/bar!!





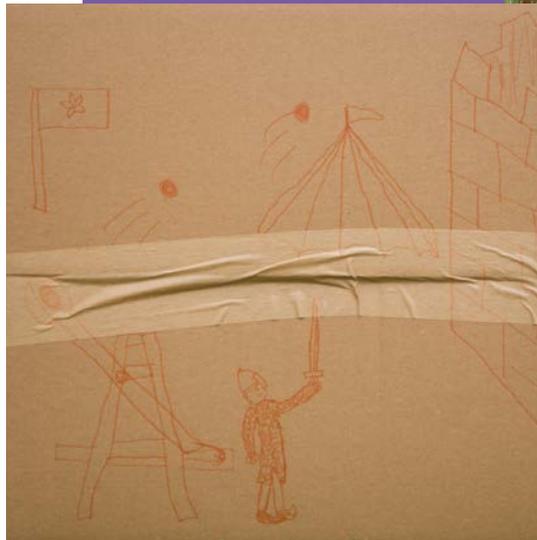


## STICKERS

- Don't forget: We can become a centre of re-enactment societies- we need to allow camping for this – authentic and inauthentic
- Themes: Heritage and history: festival events/ tourism

## THE BIG IDEAS

- Make a link with Norman Re-enactment society: HISTORIA NORMANNIS LANCASTER - If they were given training ground at the castle, would be interactive History all year - they will do a couple of free events a year in gratis. They are of good quality – very knowledgeable, public friendly and do the shows with English Heritage. Contact: Daniel Wick or Michael Collier.
- We are awesome because we do combat, society, crafts, clothes, cooking and justice elements of a show - very interactive.
- **Ideas – illustrated on a map:**
  - [St George's Quay]
  - Good pub (run by real people) [\*\*\*\*]
  - Water activities please
  - [Field by Roman Fort]
  - Historia Normannis (Lanc)!!
  - [Roman Fort]
  - [\*\*\*\*]
  - Outside museum
  - [Between The Priory, Lancaster Castle and St Mary's Gate]
  - Buskers
- Illustration depicting Norman soldier, camp, catapult in action and castle wall

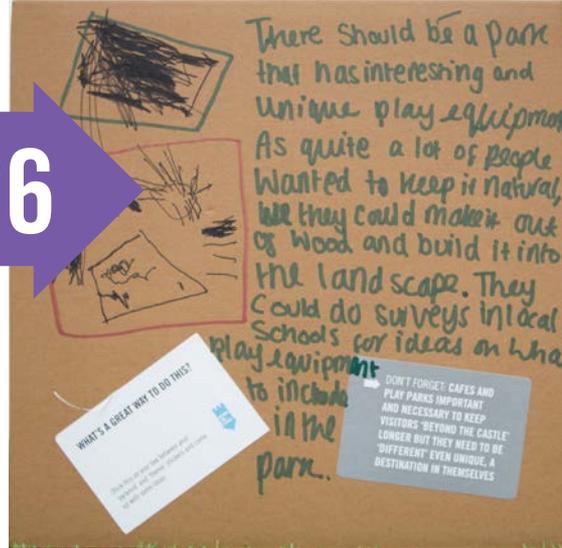


## STICKERS

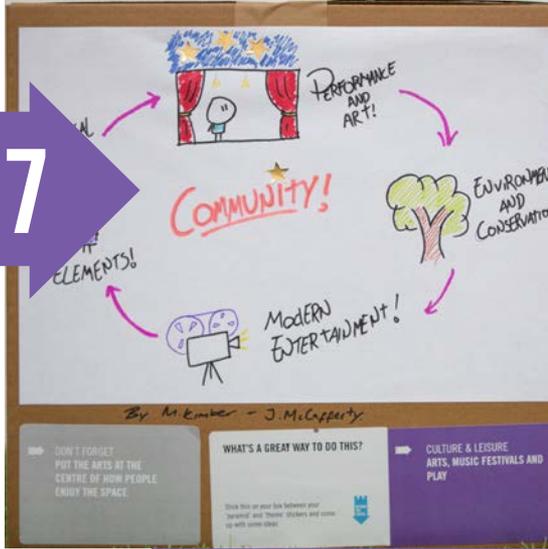
- Don't forget: Cafes and play parks important and necessary to keep visitors 'Beyond the Castle' longer but they need to be 'different' even unique, a destination in themselves.

## THE BIG IDEAS

- There should be a park that has interesting and unique play equipment. As quite a lot of people wanted to keep it natural, but they could make it out of wood and build it into the landscape.
- They could do surveys in local schools for ideas on what play equipment to include in the park.
- Ideas for a zip wire platform and zip wire swing into a net.
- Printed map
- Map of where the playgrounds could be!!
- Idea for a treasure hunt around the castle.
- By Charlie, age 3.



Charlie  
(3)

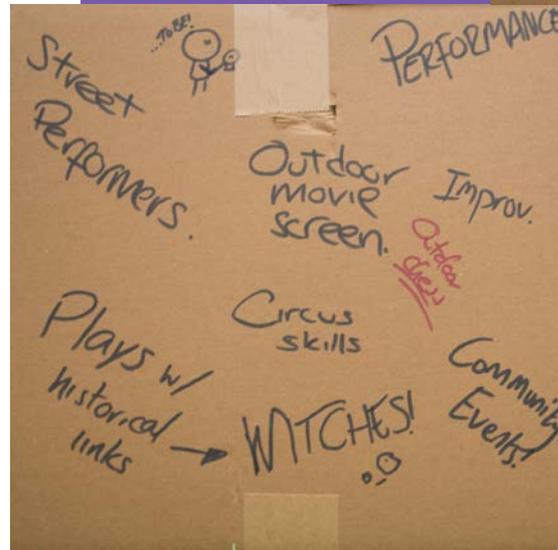
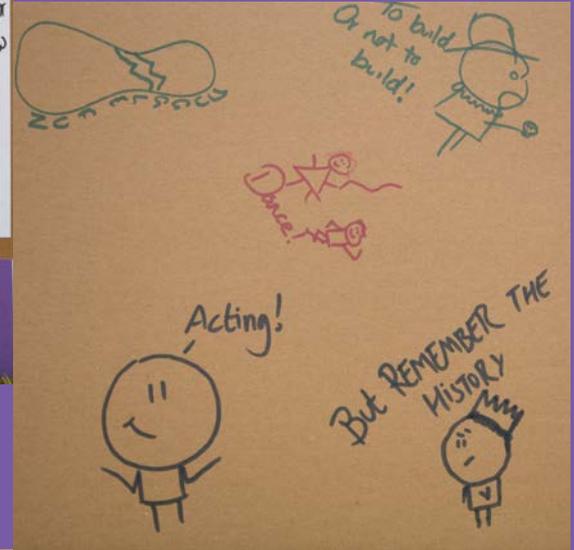


## STICKERS

- Don't forget: Put the arts at the centre of how people enjoy the space
- Theme: Culture & Leisure: Arts, music festivals and play

## THE BIG IDEAS

- Involve community and bring the space to life with a combination of performance and art, environment and conservation, modern entertainment and historical elements.
- To build or not to build!
- Acting!
- But remember the history
- Street performers
- Performance
- Outdoor movie screen
- Improv.
- Outdoor chess
- Circus skills
- Plays with historical links
- Community events!
- WITCHES!
- Promote introduction of wildlife
- Sheltered – built with natural removable resources – Bamboo?
- Benches
- Vandal free please
- Bins
- Solar powered
- Security
- PRETTY



THIS WAY UP HEAVY GOURTEOUS



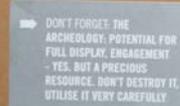
## STICKERS

- Don't forget: remember it's a historic space.
- Don't forget the archeology: potential for full display, engagement – yes, but a precious resource. Don't destroy it, utilize it very carefully.

## THE BIG IDEAS

- Emphasise the importance of the castle in history and why it was so important – but point out how it can be important in our modern cultural life – eg – as a centre for current cultural activities – especially music – theatre – important to embrace all members of our society.
- Retain the dignity while making the subject interesting. So easy to trivialise.
- Lancaster is unique – make sure that the castle and its environs enhances and elevates this point – and does not trivialise.
- ARTS AND CRAFTS  
Involve local artists... of places that have thriving artistic communities like those in St. Ives in Cornwall – where art thrives in small studios which could similarly be encouraged in the environs of our castle – as well as helping a much under appreciated group in this town.

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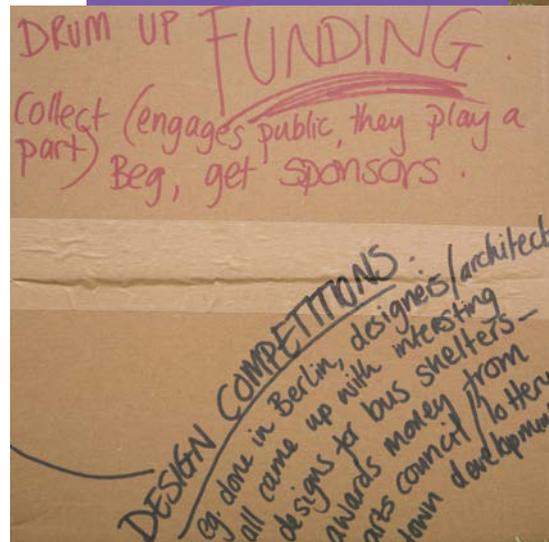
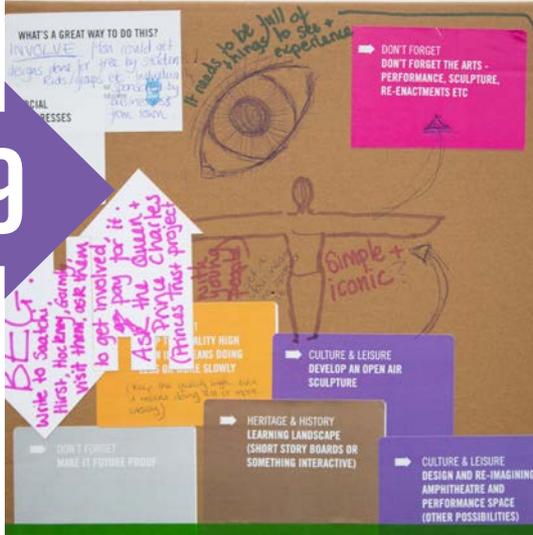
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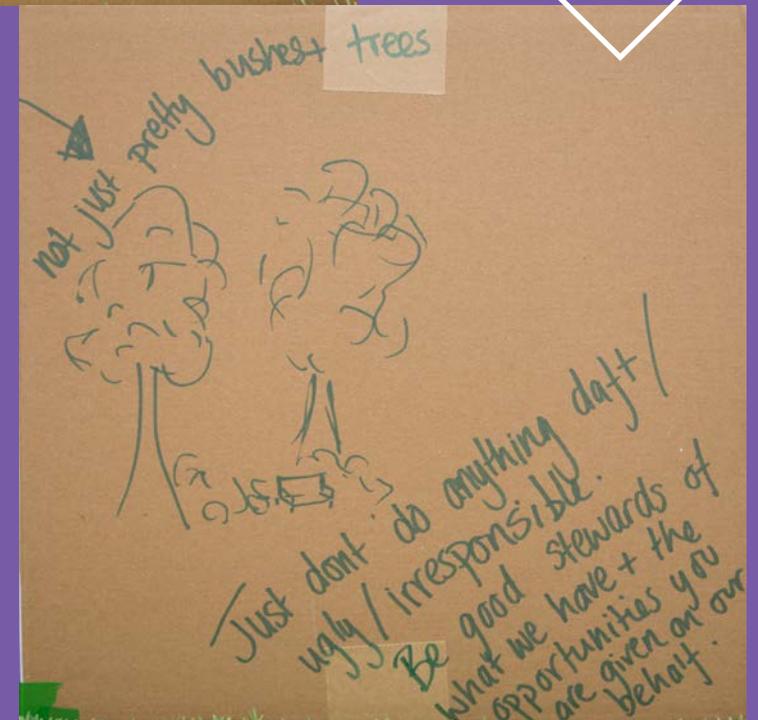
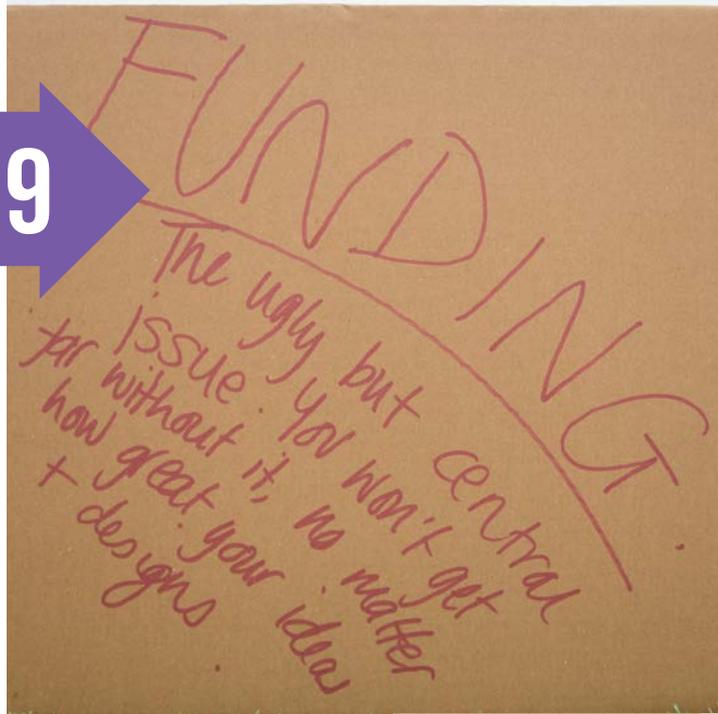
## STICKERS

- Don't forget: the arts – performance, sculpture, re-enactments etc.
- Don't forget : make it future proof.
- Keep the quality high, even if it means doing less slowly
- Culture and leisure: Develop and open air sculpture
- Culture and leisure: Design and re-imagining amphitheatre and performance space (other possibilities)
- Heritage and History: Learning Landscape (short story boards or something interactive)



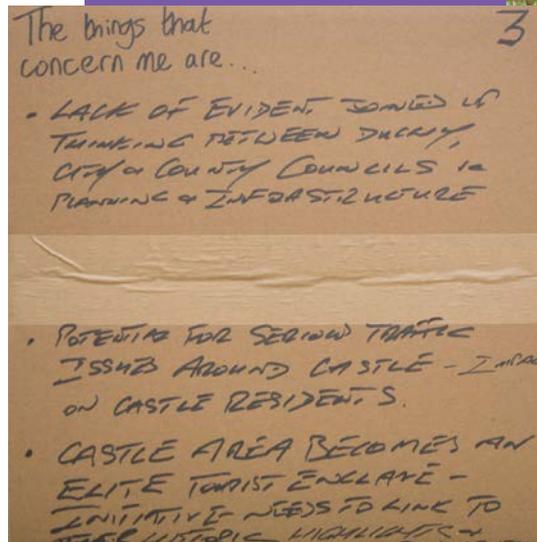
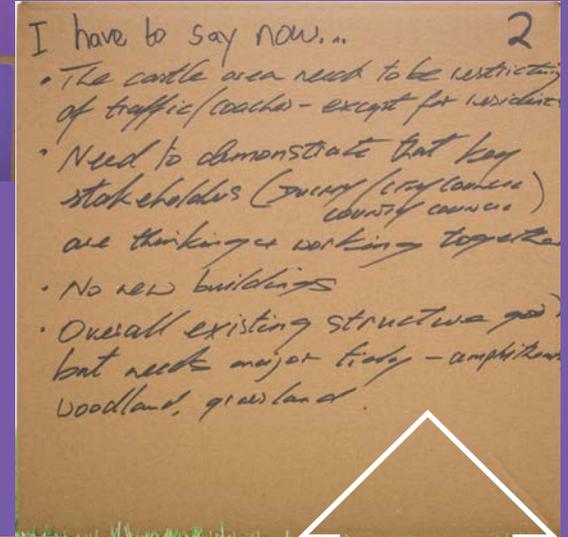
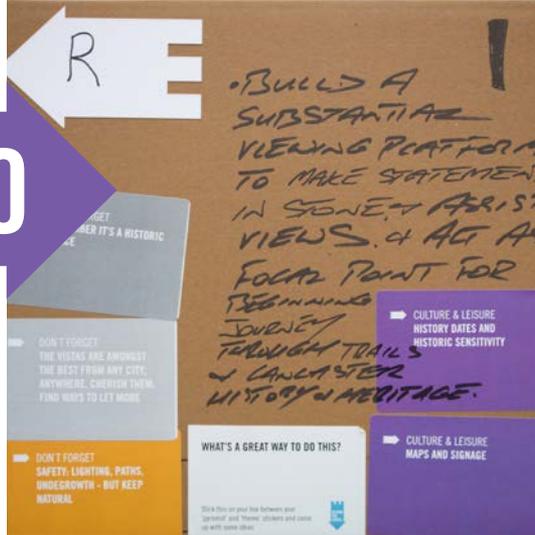
## THE BIG IDEAS

- It needs to be full of things to see and experience.
- Simple and iconic
- BEG. Write to Saatchi, Hirst, Hockney, Gormley, visit them, ask them to get involved, pay for it. Ask the Queen and Prince Charles (Princes Trust project).
- Ha! You guys are funny!
- Drum up funding.
- Collect (engages public, they play a part?).
- Beg, get sponsors.
- Design competitions
- Eg done in Berlin, designers, architects all came up with interesting designs for bus shelters – awards money from arts council/ lottery/ town development.
- Funding. The ugly but central issue. You won't get far without it, no matter how great your ideas and designs.
- Not just pretty bushes and trees. Just don't do anything daft/ ugly/ irresponsible. Be good stewards of what we have and the opportunities you are given on our behalf.



## STICKERS

- Don't forget: remember it's a historic space
- Don't forget: the vistas are amongst the best from any city anywhere, cherish them. Find ways to let more.
- Don't forget: safety lighting, paths, undergrowth – but keep natural.
- Culture and leisure: history dates and historic sensitivity
- Culture and leisure: Maps and signage



30

## THE BIG IDEAS

- Build a substantial viewing platform to make statement in stone and assist views of CAN'T READ as focal point for beginning journey through trails of Lancaster history and heritage.
- I have to say now...
- The castle area needs to be restricting of traffic/ coaches – except for residents.
- Need to demonstrate that key stakeholders (Duchy/ City Council, County Council) are thinking of working together
- No new buildings
- Overall existing structure good but needs major tidy – amphitheatre, woodland, grassland.
- The things that concern me are...
- Lack of evident joined up thinking between Duchy, City or County Councils re planning of infrastructure
- Potential for serious traffic issues around the castle - impact on Castle residents
- Castle area becomes an elite tourist enclave – initiative needs to link to other historic highlights of CAN'T READ Lancaster in general
- It would be fantastic if as a result of this process...
- Lancaster in widest sense is regenerated – but in keeping with its historic and cultural (artsy music) heritage.
- A place of destination for visitors and proud to be local too.
- Thin out trees to improve grassland/ quality of growth of what's under and around them (tidy around cycle path, walkways etc) which encourage biodiversity.
- Digital representation of history – supported by info boards.
- Create a viewing platform
- Themed trails around Lancaster.

It would be fantastic  
if as a result of  
process...

4

LANCASTER IN WIDEST SENSE  
IS REGENERATED - BUT IN  
KEEPING WITH ITS HISTORIC  
& CULTURAL (ARTSY MUSIC)  
HERITAGE.

• A PLACE OF DESTINATION  
FOR VISITORS - & PROUD  
TO BE LOCAL TOO

IDEAS 1

5

- THIN OUT TREES TO IMPROVE  
GRASSLAND/ QUALITY OF GROWTH  
OF WHAT'S UNDER & AROUND THEM  
[TIDY AROUND CYCLE PATH,  
WALKWAYS ETC] WHILE ENCOURAGING  
BIO DIVERSITY
- ~~REDO~~ DIGITAL REPRESENTATION  
OF HISTORY - SUPPORTED BY  
INFO BOARDS
- CREATE A VIEWING  
PLATFORM
- THEMED TRAILS AROUND  
LANCASTER

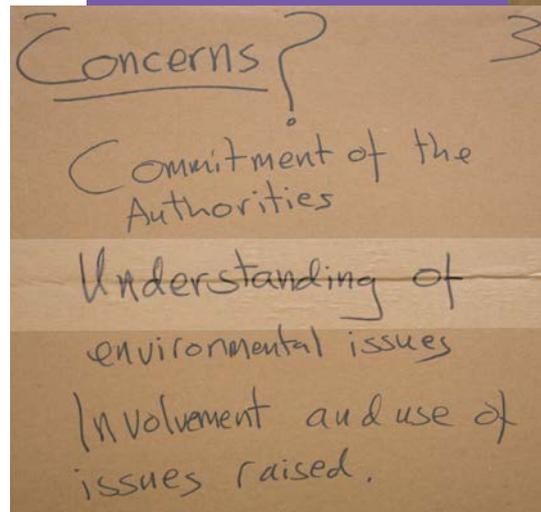
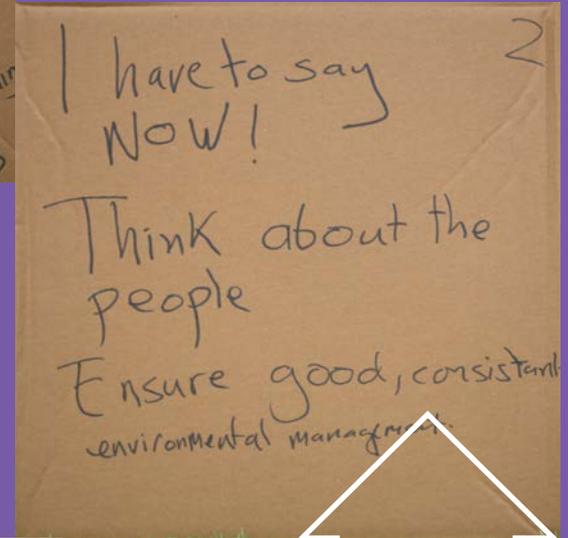
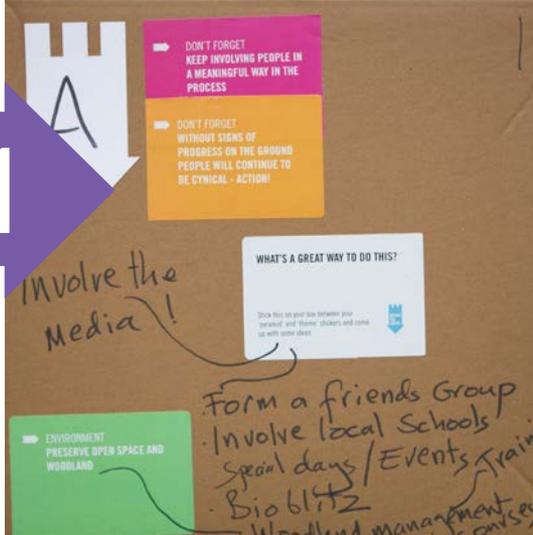
# 31

## STICKERS

- Don't forget keep involving people in a meaningful way in the process
- Don't forget without signs of progress on the ground people will continue to be cynical
- Environment: preserve open space

## THE BIG IDEAS

- Involve the media
- Form a friends group
- Involve local school special days/ events
- Bioblitz
- Woodland management courses – training
- I have to say now!
- Think about the people
- Ensure good, consistent environmental management
- Concerns?



31

- Involve the media
- Form a friends group
- Involve local school special days/ events
- Bioblitz
- Woodland management courses – training
- I have to say now!
- Think about the people
- Ensure good, consistent environmental management
- Concerns?
- Commitment of the authorities
- Understanding of environmental issues
- Involvement and use of issues raised
- It would be fantastic if as a result of this process...
- The people of Lancaster and beyond excited about what was concretely happening!
- Good environmental management
- Viewing platform with managed views
- Create new access point into open space
- Links into Woodland Trust conservation bodies to create education
- Spray paint
- What might happen
- Creates interest

It would be fantastic 4  
as a result of this  
process if.....  
The people of Lancaster  
and beyond were  
excited about what was  
concretely happening!  
Good Environmental management.

Ideas 5  
Viewing platform with  
Managed views -  
Create new access  
points into open space  
Links into Woodland Trust  
conservation bodies  
to create education  
Spray paint - Ideas  
- What might happen  
- Creates interest

## STICKERS

- Don't forget make any new features blend with the landscape.
- Themes: Culture and leisure: better views



## THE BIG IDEAS

- Lancaster has made some noticeable changes, architecturally, recently. Don't make the mistakes of the past, by creating bad design next to good. In other words, harmonise any development around the castle with the castle and Priory and Georgian surroundings. Keep it simple, unobtrusive and popular but don't trash the area! [Signed] Phil.
- Aesthetics
- Heritage needs presentation
- Elevated site of local and national importance
- Peace and tranquility

2  
Lancaster has made some noticeable changes, architecturally, recently. Don't make the mistakes of the past by creating bad design next to good. In other words, harmonise any development around the castle with the castle and priory and Georgian surroundings. Keep it simple, unobtrusive and popular but don't trash the area!

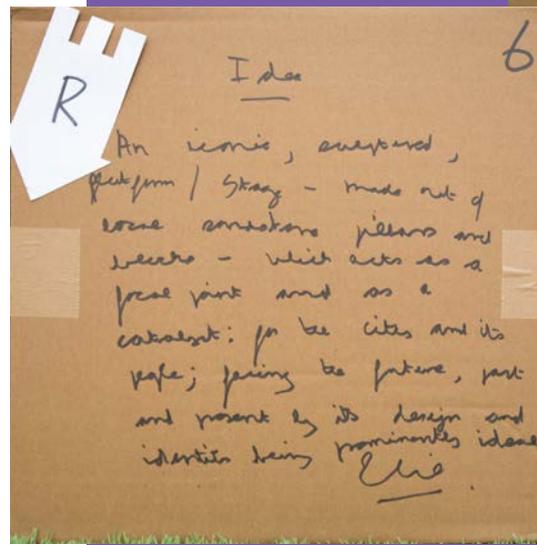
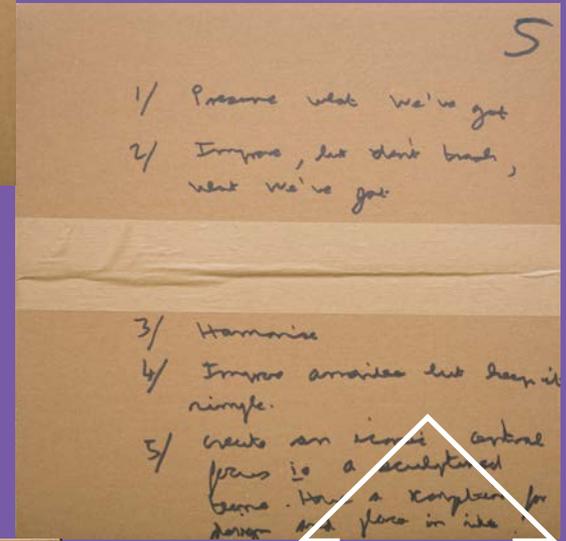
Phil

3  
Aesthetics  
Heritage needs presentation.  
Elevated site of local and national importance.

Peace & tranquility  
Visuals critical  
Presentation

# 32

- Viability critical
- Practicality
- Iconic
- 1. Preserve what we've got
- 2. Improve but don't trash, what we've got
- 3. Harmonise
- 4. Improve amenities but keep it simple
- 5. Create an iconic central focus ie a sculptured theme. Have a competition for design and place in situ.
- An iconic, sculptured platform/ stage – made out of local sandstone pillars and blocks – which acts as a focal point and as a catalyst: for the city and its people; facing the future, past and present by its design and identity being prominently ideal! [Signed] Phil



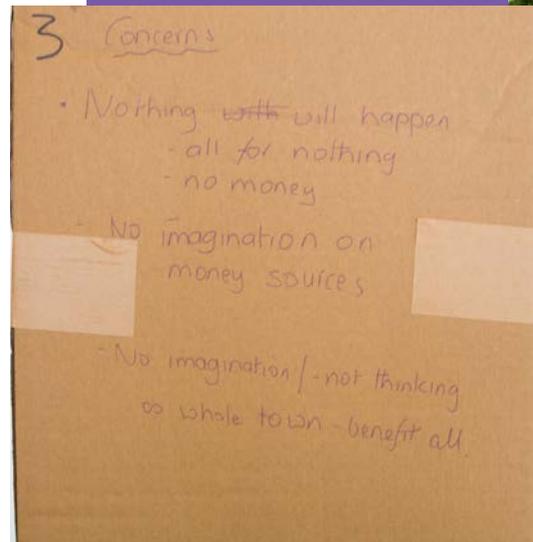
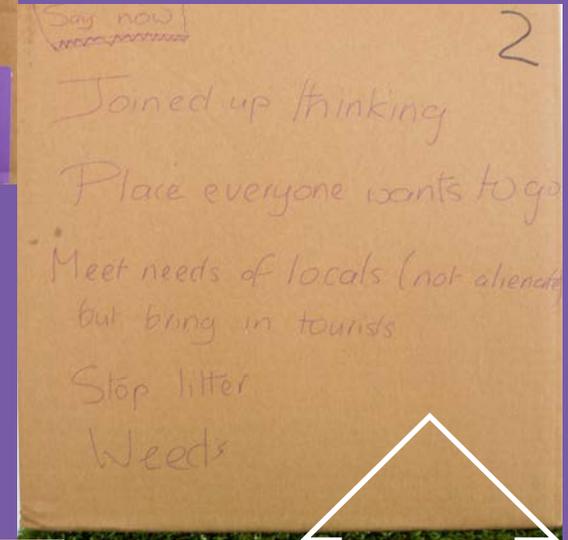
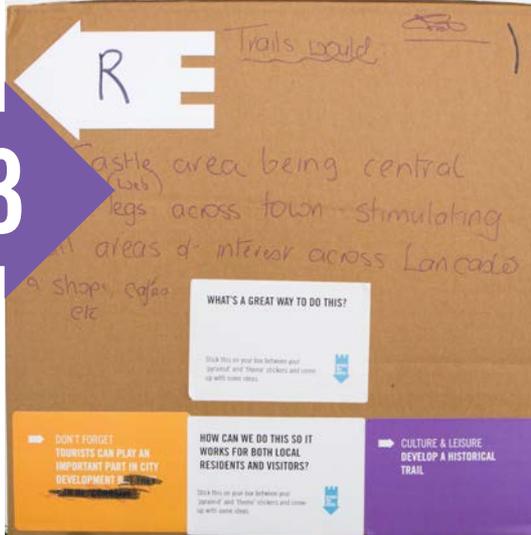
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## STICKERS

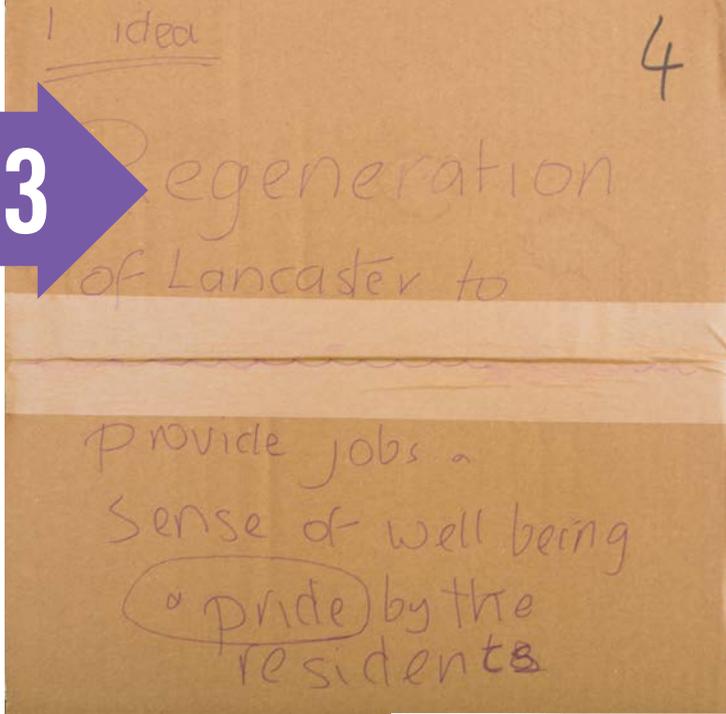
- Themes
- Culture and leisure: develop a historical trail
- Don't forget tourists can play an important part in city development
- How can we do this so it works for both local residents and visitors?

## THE BIG IDEAS

- Make the Castle area being central with (web) legs across town – stimulating all areas of interest across Lancaster in shops, cafes etc.
- Say now...
- Joined up thinking
- Place everyone wants to go
- Meet needs of locals (not alienate) but bring in tourists
- Stop litter
- Weeds
- Concerns
- Nothing will happen



# 33



- All for nothing
- No money
- No imagination on money sources
- No imagination/ not thinking to whole town – benefit all
- Regeneration of Lancaster to provide jobs – sense of wellbeing – a pride by the residents
- Historical trails
- Treasure hunts
- I spy
- Historical buildings
- Apps
- Paper based
- Take people to other parts of Lancaster
- Slave trade
- Interactive
- Food
- Signs in town
- Children version
- Audio
- Witches
- Improve walking
- Related to water
- Night
- Wildlife



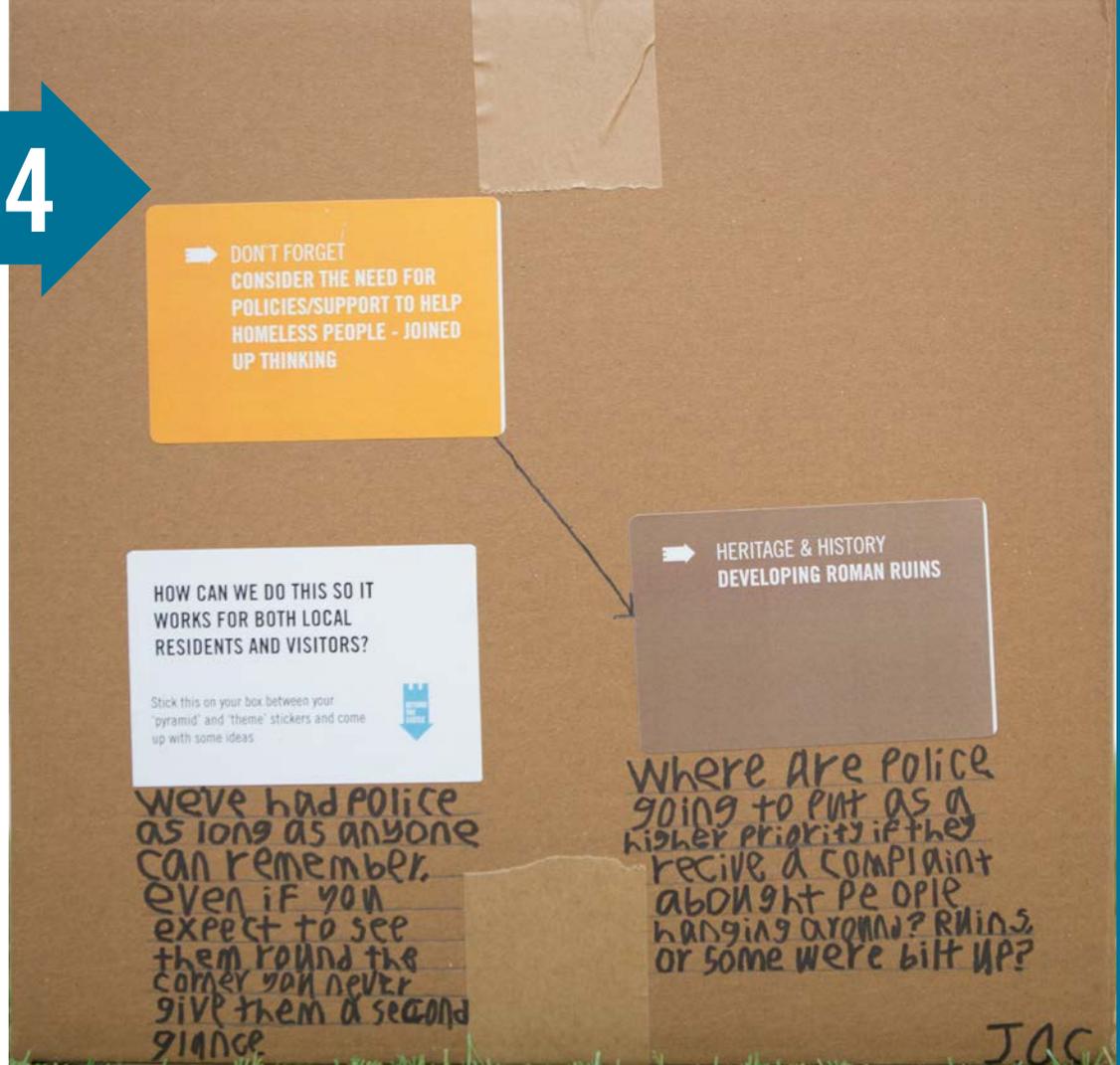
**HOW CAN WE DO THIS SO  
IT WORKS FOR BOTH LOCAL  
RESIDENTS AND VISITORS?**

## STICKERS

- Don't forget: Consider the need for policies/support to help homeless people – joined up thinking
- Theme: Heritage & History: developing Roman ruins

## THE BIG IDEAS

- We've had police as long as anyone can remember. Even if you expect to see them round the corner you never give them a second glance.
- Where are police going to put as a higher priority if they receive a complaint about people hanging around? The ruins or somewhere a bit up?

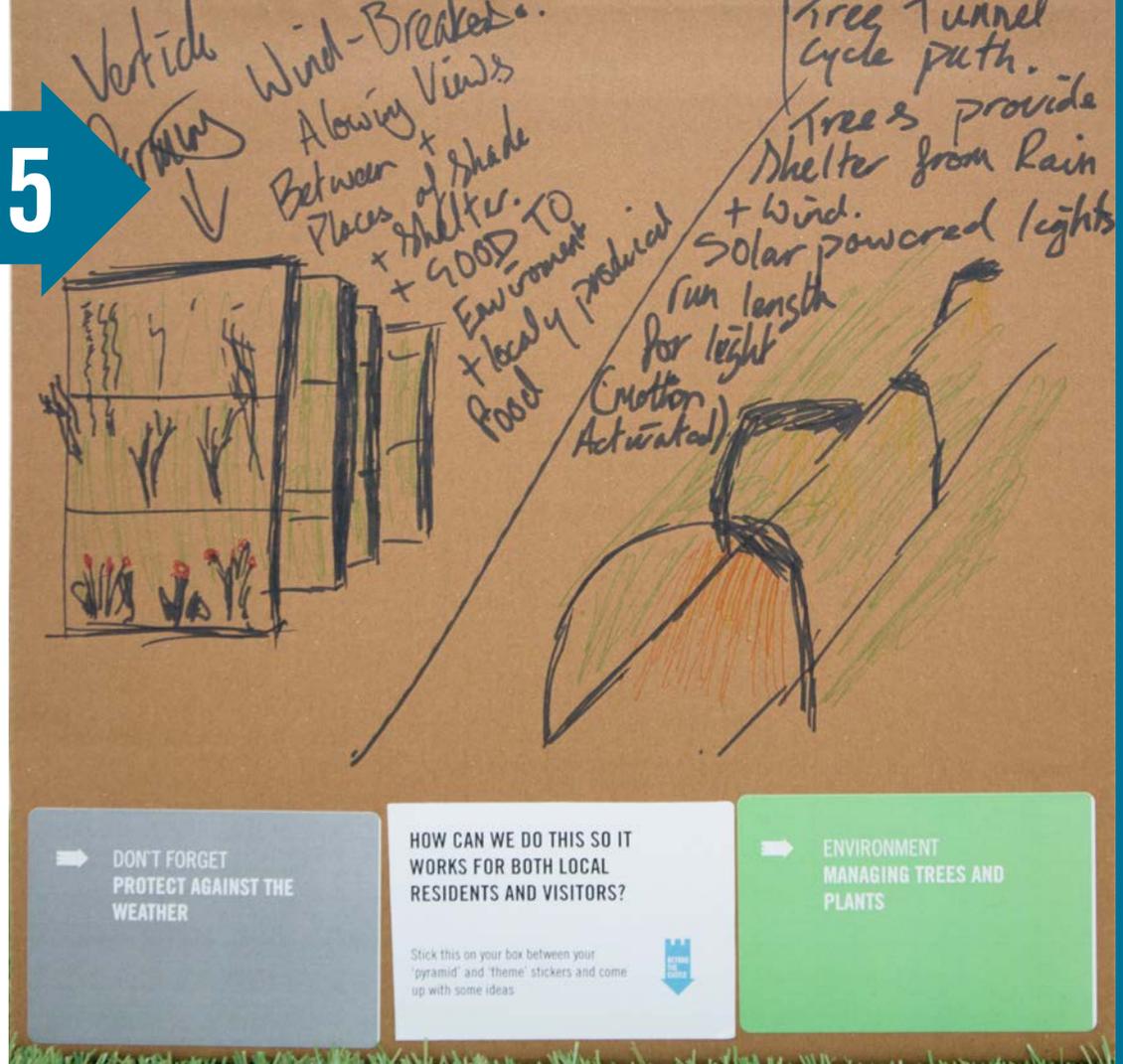


## STICKERS

- Don't forget: Protect against the weather
- Theme: Environment: Managing trees and plants

## THE BIG IDEAS

- **Vertical Partition Wind Breakers**  
Allowing views between places of shade and shelter. Good to environment and locally produced food
- **Tree Tunnel Cycle Path**  
Trees provide shelter from rain and wind. Solar powered lights run length for light (motion activated)

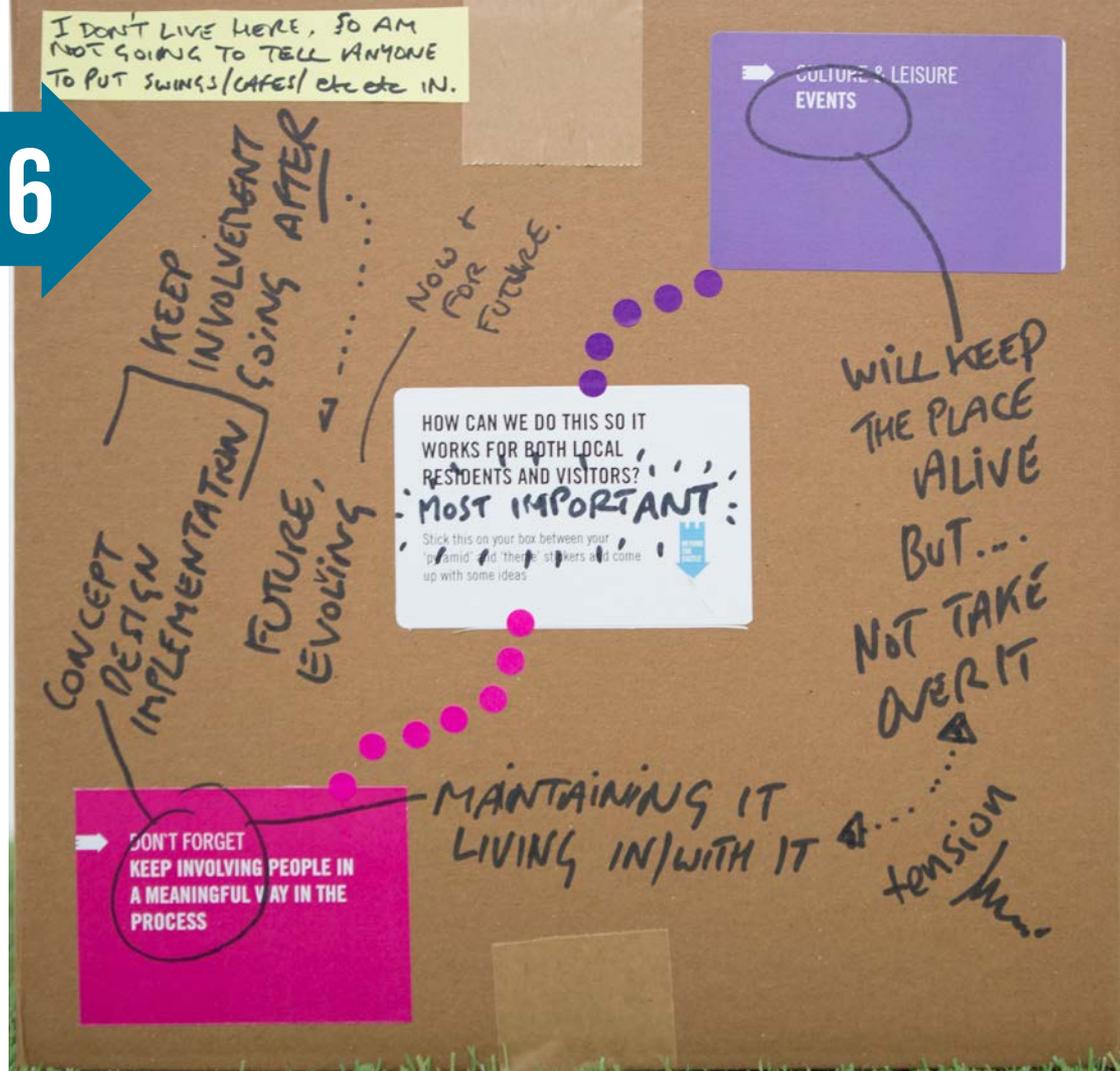


## STICKERS

- Theme: Culture & Leisure: events
- Don't forget: Keep involving people in a meaningful way in the process

## THE BIG IDEAS

- I don't live here so I'm not going to tell anyone to put swings/ cafes etc. in.
- Concept design and implementation – keep involvement going.
- Future evolving, now and for future.
- Events will keep the place alive but... not take over it.
- Tension between maintaining it and people living in/ with it.



## STICKERS

- Don't forget: The vistas are amongst the best from any city, anywhere.
- Cherish them. Find ways to let more people enjoy them. But don't over manufacture them.

## THE BIG IDEAS

- Use local resources. Student project to involve Myerscough College.



## STICKERS

- Don't forget: The wildlife
- Theme: Environment: Shelter

## THE BIG IDEAS

- Build wooden huts
- Make mini gardens
- Bird attractors
- Ponds
- Flower meadows
- Wooden playgrounds
- Willow mazes

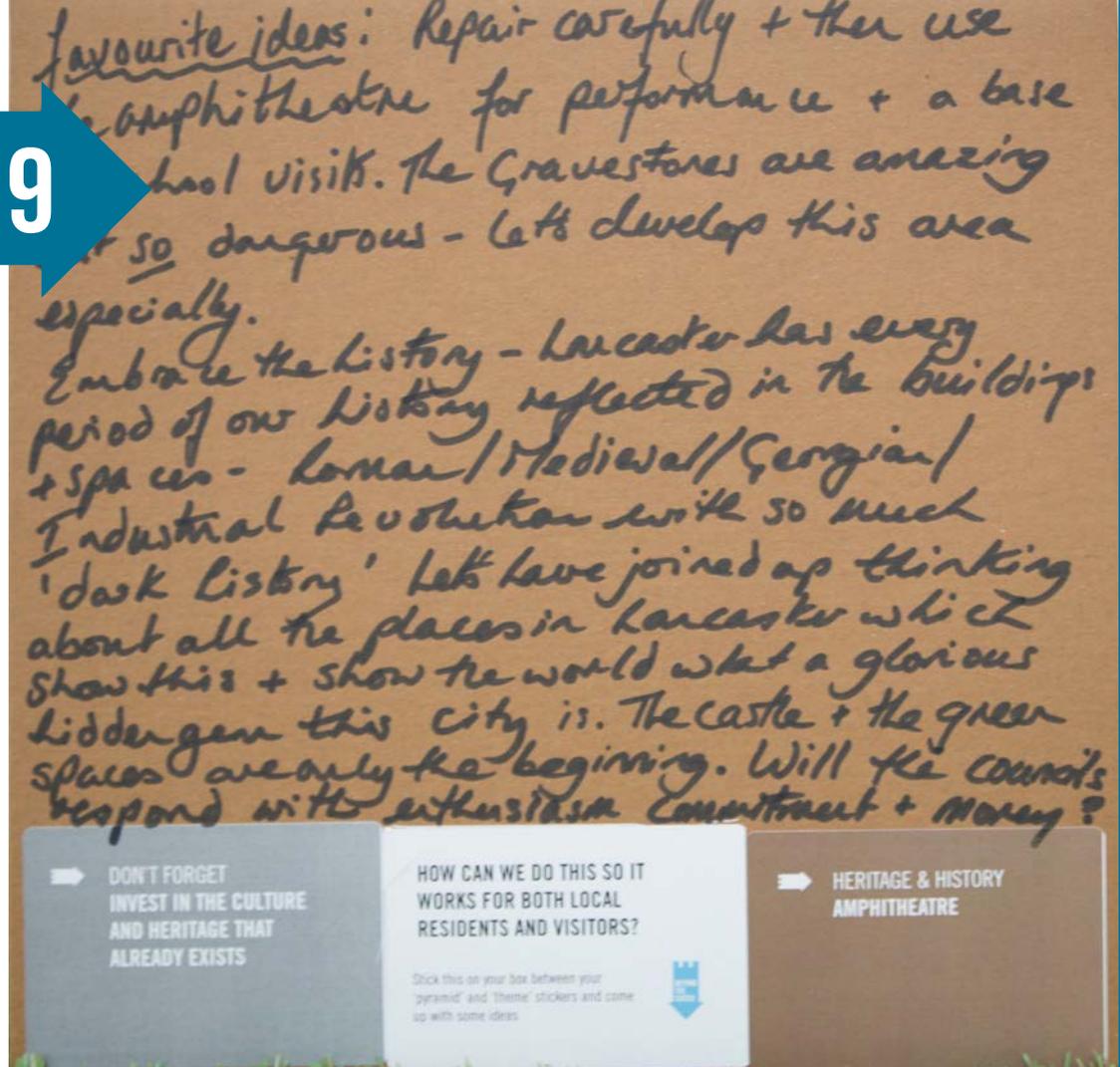


## STICKERS

- Don't forget" Invest in the culture and heritage that already exists
- Theme: Heritage & History: Amphitheatre

## THE BIG IDEAS

- Favourite ideas: Repair carefully and then use the Amphitheatre for performance and a base for school visits. The gravestones are amazing but so dangerous – let's develop this area especially.
- Embrace the history – Lancaster has every period of our history reflected in the buildings and spaces – Roman/Medieval/Georgian/Industrial Revolution with so much 'dark history'. Let's have joined up thinking about all the places in Lancaster which show this and show the world what a glorious hidden gem this city is.
- The castle and the green space are only just the beginning. Will the councils respond with enthusiasm, commitment and money?

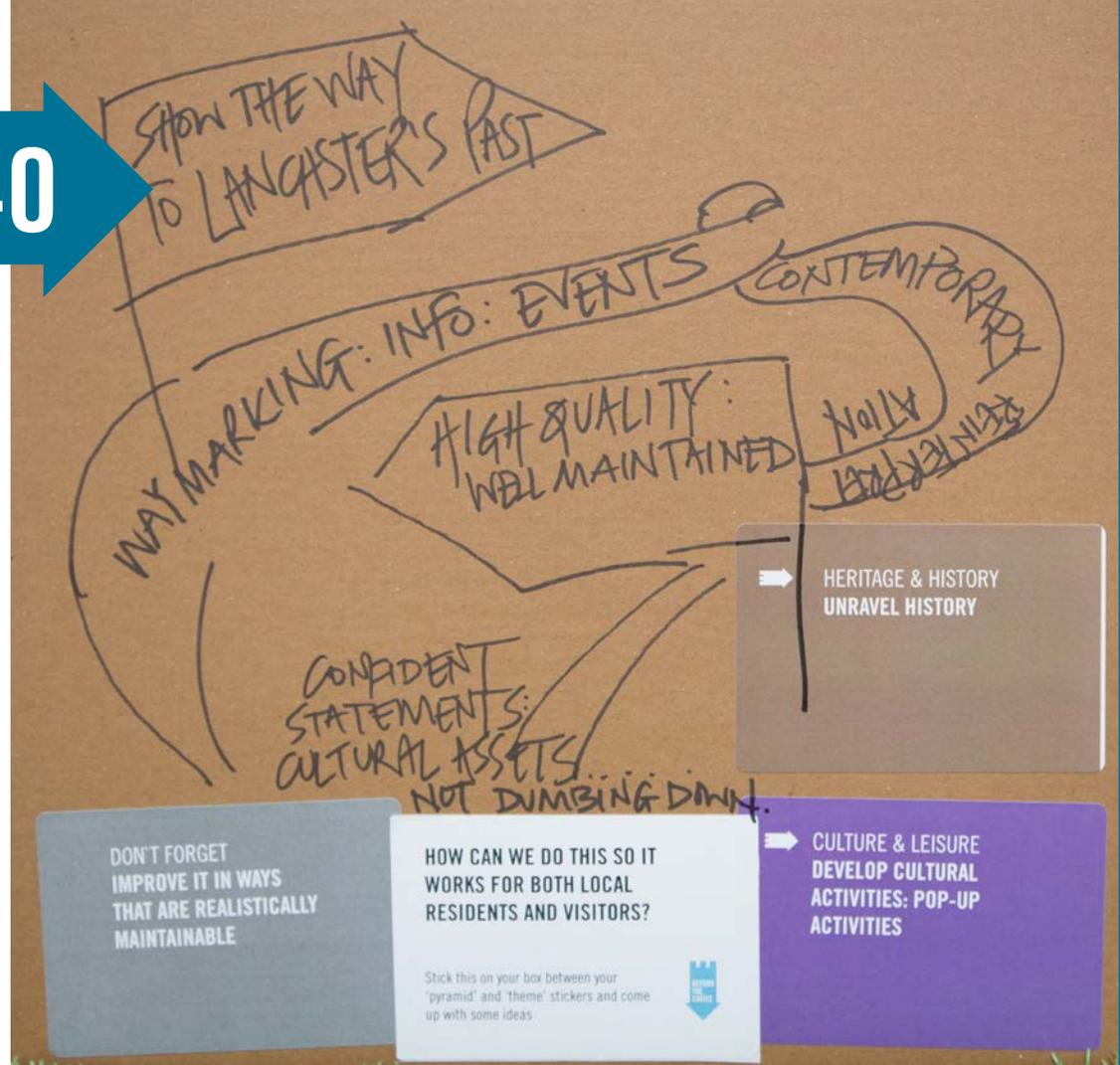


## STICKERS

- Don't forget: Improve it in ways that are realistically maintainable
- Theme: Heritage & History: Unravel history
- Theme: Culture & Leisure: Develop cultural activities: Pop

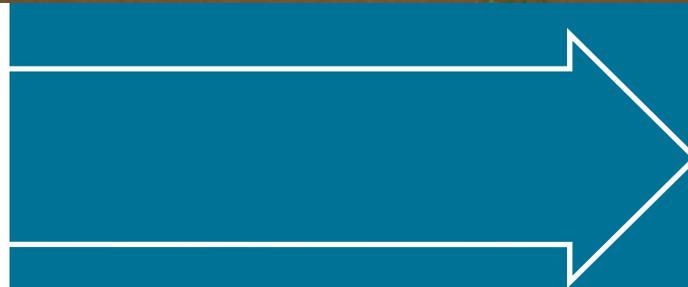
## THE BIG IDEAS

- Show the way to Lancaster's past
- Way marking info: Events
- Contemporary reinterpretation
- High quality: Well maintained
- Confident statements
- Cultural assets
- Not dumbing down



## STICKERS

- Theme: Environment: Preserve open space and woodland
- This is PRIORITY so any structures have minimal visual impact
- Improve pathways, also lighting and accessibility.
- Seating, picnic tables and fire pits?
- Don't forget: Consider the needs of all user groups and demographics
- Especially elderly people with disabilities.
- Places for young people to meet and hang around.
- Roman Fort – no excavation, minimal interpretation.
- Roman bath house – minimal but high quality interpretation here
- Performance space – leave the Amphitheatre as it is but USE IT MORE.
- Improve the path between the Priory and the cycle path.
- Theme: Culture & Leisure: Fitness route
- An accessible fitness route for all ages and abilities – using natural materials so not visually intrusive.
- Health and well-being, plus aesthetics, plus nature.
- Could also incorporate flexible and natural play facilities.



➔ DON'T FORGET  
THE HISTORY!!

HOW CAN WE DO THIS SO IT  
WORKS FOR BOTH LOCAL  
RESIDENTS AND VISITORS?

➔ CULTURE & LEISURE  
EVENTS

Stick this on your box between your  
'pyramid' and 'theme' stickers and come  
up with some ideas

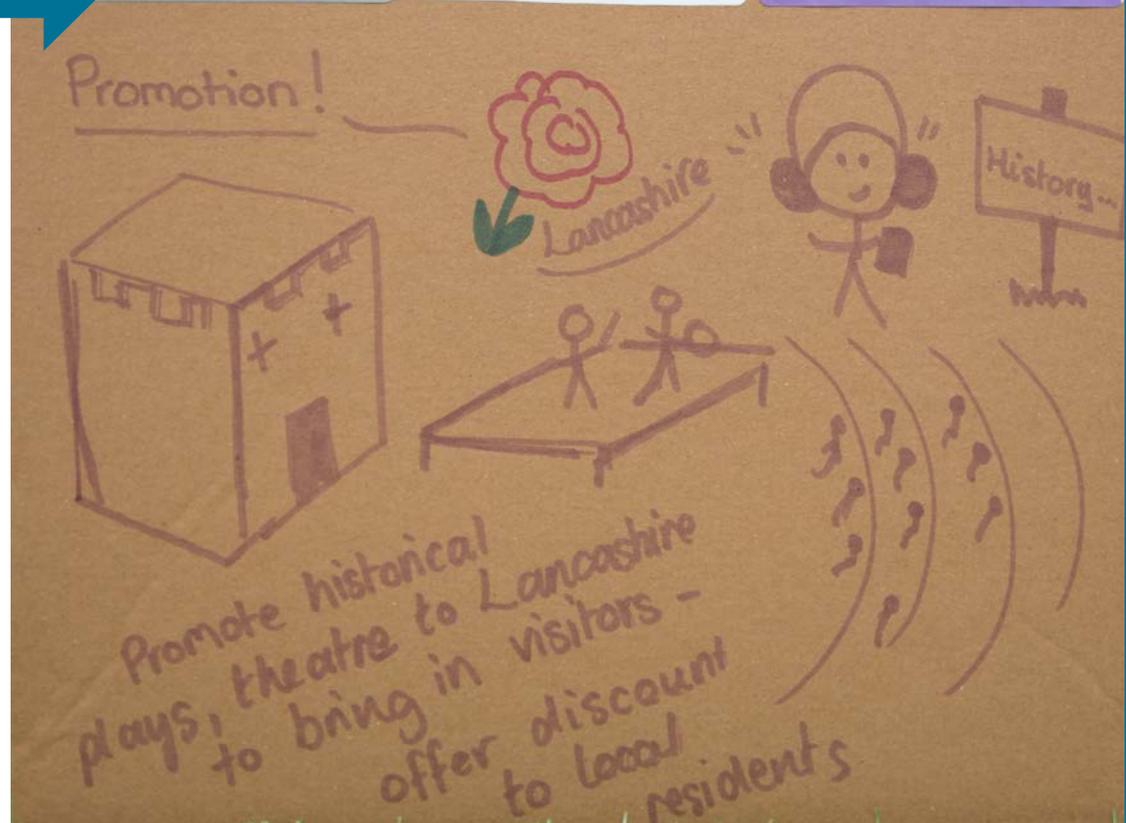


### STICKERS

- Don't forget: This history!!!
- Theme: Culture & Leisure: Events

## THE BIG IDEAS

- Promote Lancashire through its history.
- Promote historical plays, theatre t Lancashire to bring in visitors – offer discount to local residents.

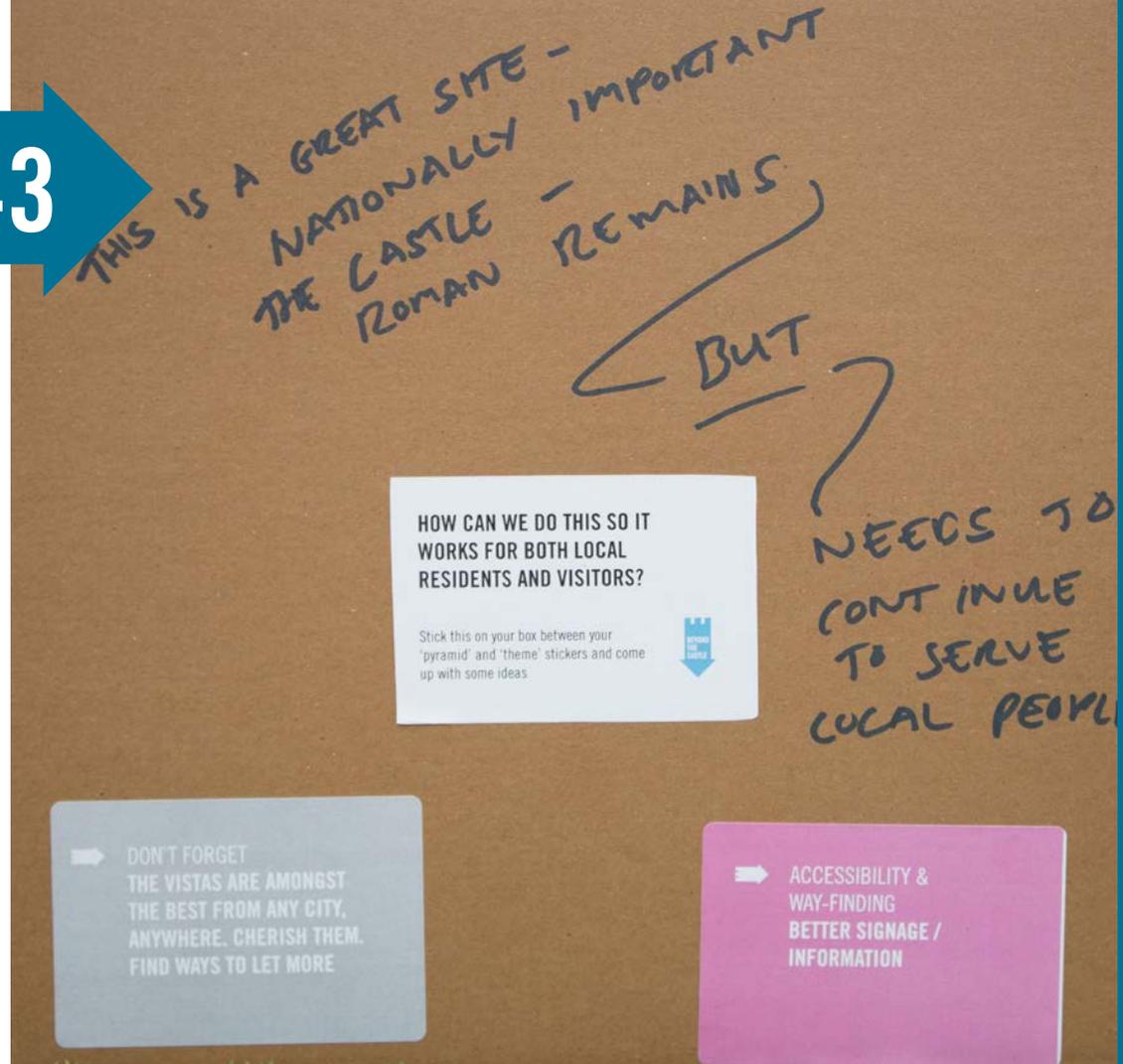


## STICKERS

- Don't forget: The vistas are amongst the best from any city, anywhere, cherish them, find ways to let more.
- Themes: Accessibility and way-finding: Better signage / information

## THE BIG IDEAS

- This is a great site – nationally important. The Castle – Roman remains – but needs to continue to serve local people.

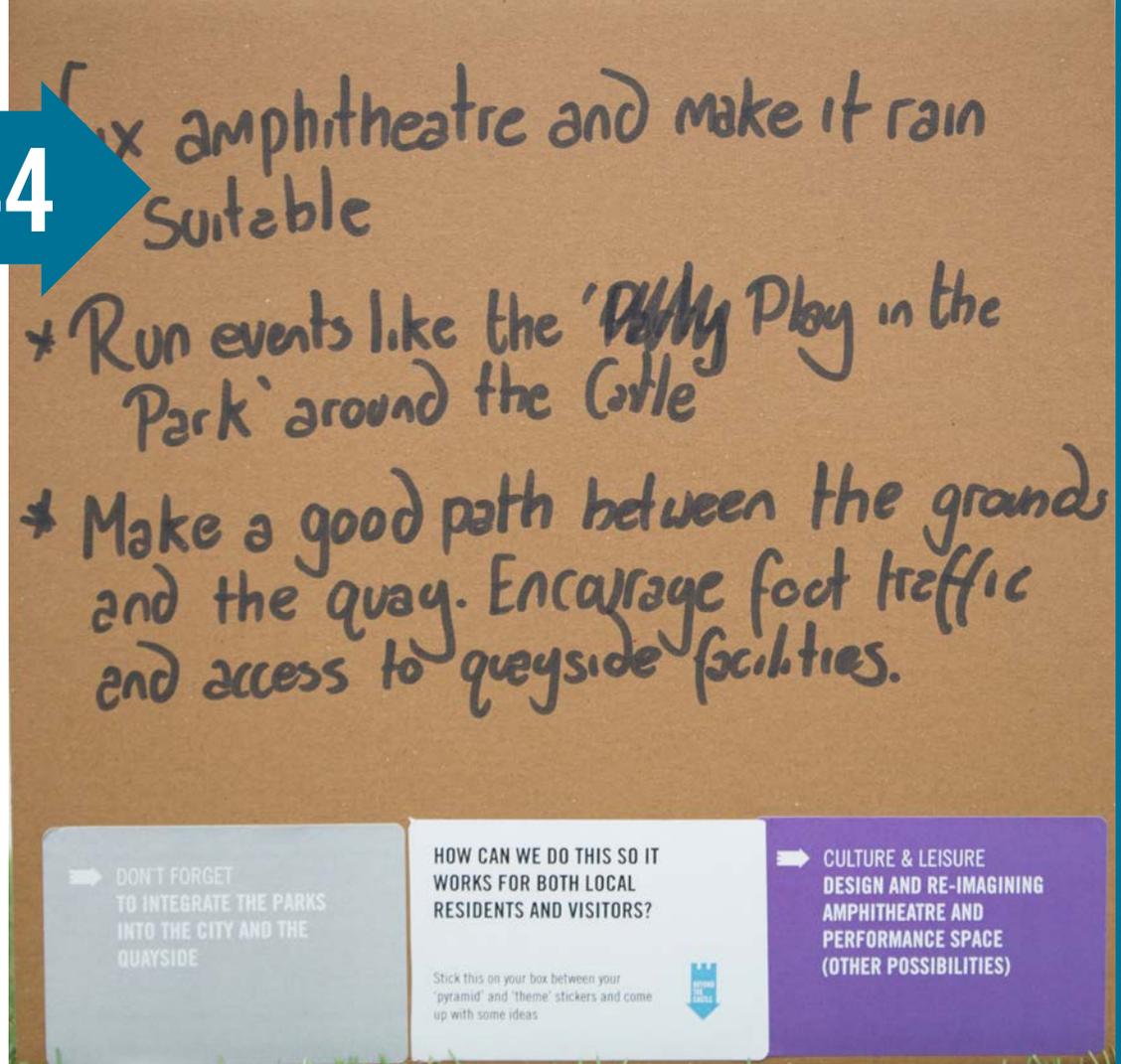


## STICKERS

- Don't forget: to integrate the parks into the city and the quayside.
- Theme: Culture and leisure; design and re-imagining amphitheatre and performance space (other possibilities)

## THE BIG IDEAS

- Fix amphitheatre and make it rain suitable.
- Run events like the "lay in the Park" around the castle.
- Make a good path between the grounds and the quay. Encourage foot traffic and access to quayside facilities.

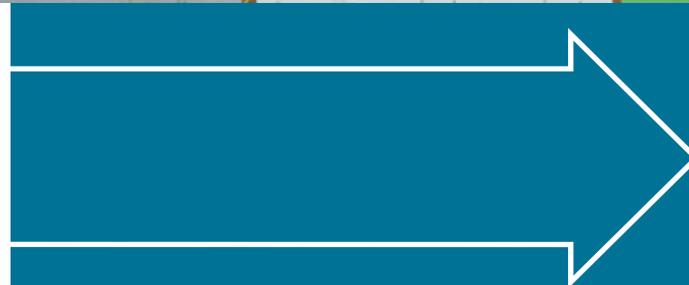
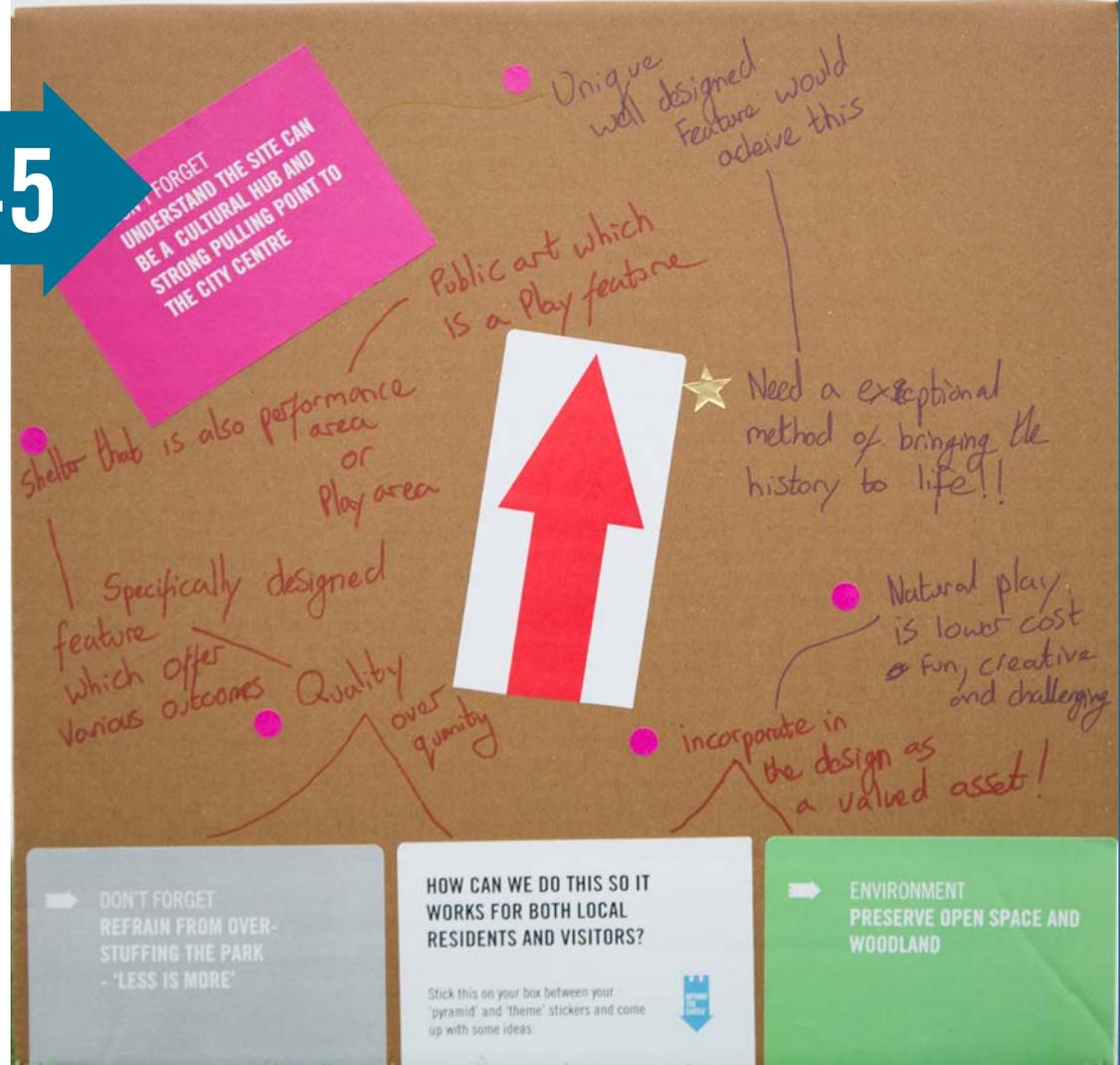


## STICKERS

- Don't forget: Refrain from over-stuffing the park – “less is more”
- Don't forget: Understand the site can be a cultural hub and strong pulling point to the city centre.
- Theme: Environment: Preserve open space and woodland

## THE BIG IDEAS

- Unique well designed feature would achieve this.
- Need an exceptional method of bringing the history to life!!
- Natural play is lower cost, fun, creative and challenging – incorporate [ How can we do this so it works or both residents and local visitors? And Environment: Preserve open space and woodland] as a valued asset!
- Public art which is a play feature
- Shelter that is also performance area or play area
- Specifically designed feature which will offer various outcomes
- Quality over quantity.



## STICKERS

- Don't forget: Understand the site can be a cultural hub and strong pulling point to the city centre
- Don't forget: invest in the culture and heritage that already exists
- Don't forget: keep on co-designing with communities
- Theme: Heritage and History: Historical activities and festivals
- Culture and Leisure: arts, music festivals and play.
- Culture and leisure: maps and signage

## THE BIG IDEAS

- Love your castle!
- Love your park!
- More action!
- No complaints!



## STICKERS

- Don't forget cherish and enhance the viewpoints
- Don't forget realise the site's historic importance
- Theme: Environment: managing trees and plants
- Culture and leisure: fitness route
- Culture and leisure: develop historical trail
- Culture and leisure: develop an open air sculpture

## THE BIG IDEAS

- All of the above would work for both residents and visitors. But all would require funding. Could this be raised from e.g. the Heritage Lottery Fund?



LANCASTER HAS SO MUCH TO OFFER + A TRAFFIC CONGESTION PROBLEM ALREADY.

STICKERS

- Don't forget understand the site an be a cultural hub and strong pulling point to the city centre
- Don't forget make it accessible
- Themes:Accessibility and way-finding: car parking

THE BIG IDEAS

- Lancaster has so much to offer and traffic congestion problem already. A traffic free city centre including park and ride scheme

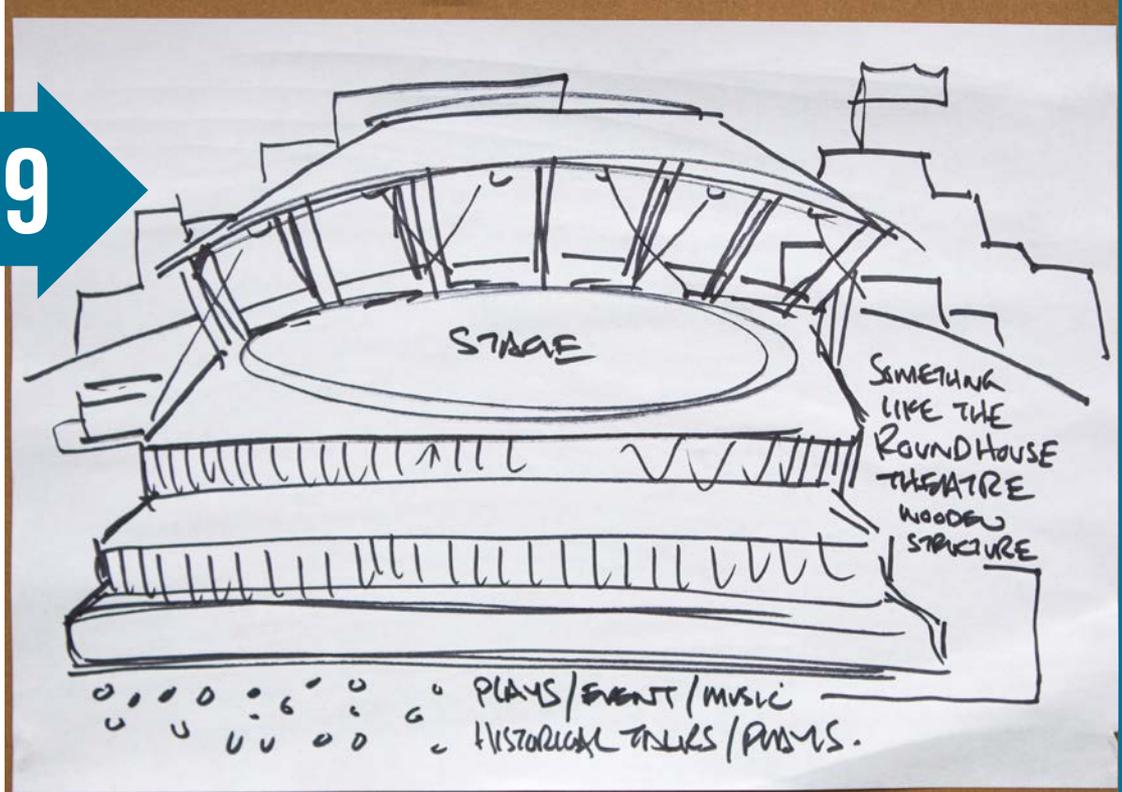


## STICKERS

- Realise the sites historic importance
- Themes: Culture and leisure: design and re-imagining amphitheatre and performance space (other possibilities).

## THE BIG IDEAS

- Stage
- Something like the Roundhouse Theatre wooden structure
- Plays, event, music, historical talks, plays.



➡ **REALISE THE SITES HISTORIC IMPORTANCE**

**HOW CAN WE DO THIS SO IT WORKS FOR BOTH LOCAL RESIDENTS AND VISITORS?**

Stick this on your box between your 'pyramid' and 'theme' stickers and come up with some ideas



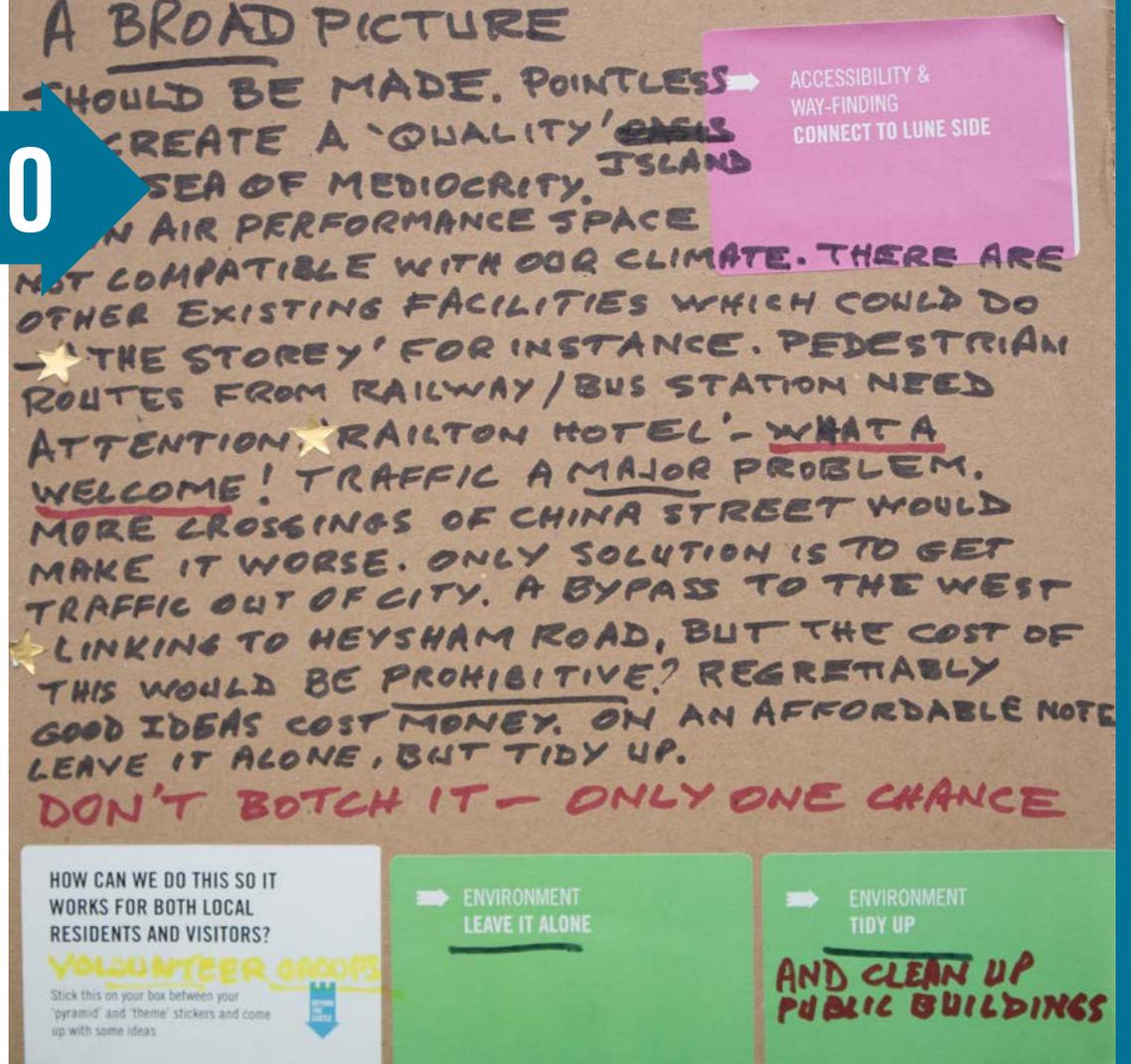
➡ **CULTURE & LEISURE DESIGN AND RE-IMAGINING AMPHITHEATRE AND PERFORMANCE SPACE (OTHER POSSIBILITIES)**

## STICKERS

- Theme: Accessibility and way-finding: connect to Lune side
- Theme: Environment: leave it alone
- Theme: Environment: tidy up and clean public buildings

## THE BIG IDEAS

- Volunteer groups
- A broad picture should be made. Pointless to create a “quality” island in a sea of mediocrity. Open air performance space not compatible with our climate. There are other existing facilities which could do – ‘The Storey’ for instance. Pedestrian routes from railway/ bust station need attention. “Railton hotel” – what a welcome! Traffic a major problem. More crossings of China Street would make it worse. Only solution is to get traffic out of city. A bypass to the West linking to Heysham Road, but the cost of this would be prohibitive? Regrettably good ideas cost money. On an affordable note, leave it alone, but tidy up. Don’t botch it - only one chance.

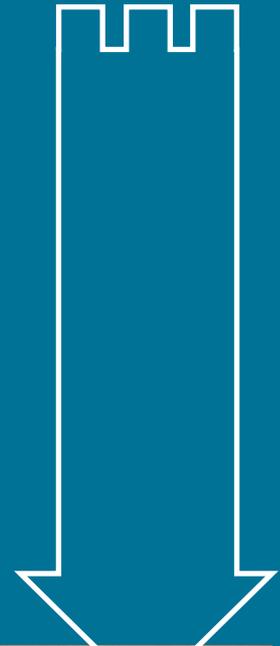
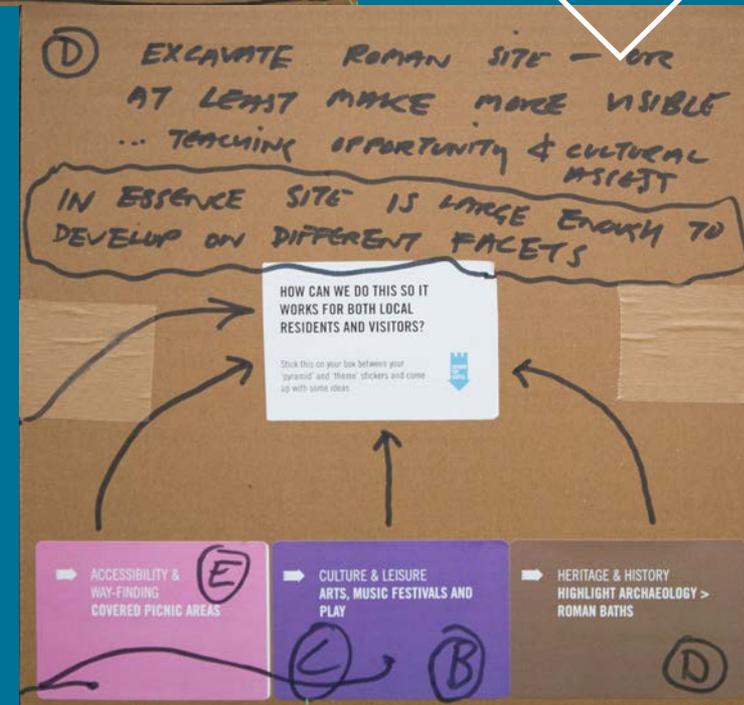
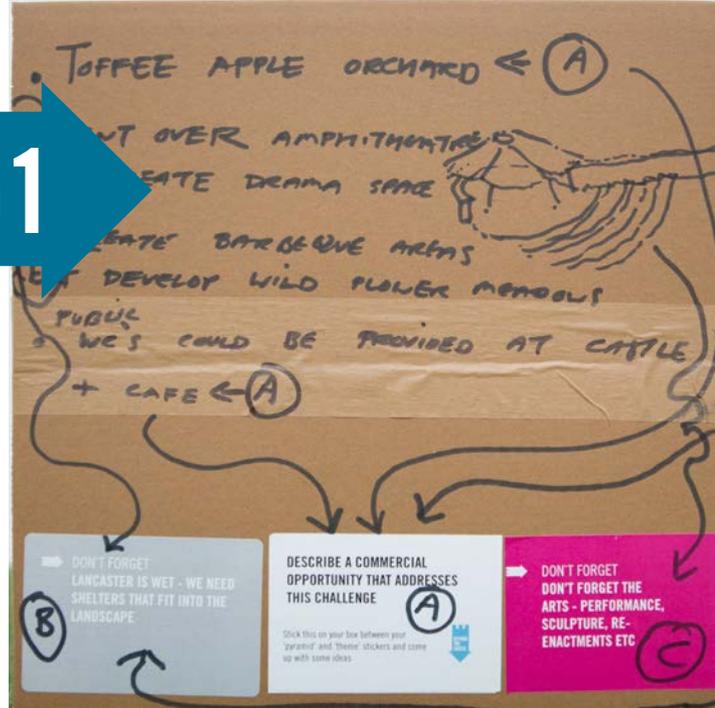


## STICKERS

- Don't forget: Lancaster is wet – we need shelters that fit into the landscape
- Don't forget: The arts – performance, sculpture, re-enactments etc.
- Accessibility & way finding: Covered picnic areas
- Culture & Leisure: Arts, music festivals and play
- Heritage & History: Highlight archaeology > Roman Baths

## THE BIG IDEAS

- Toffee Apple Orchard
- Tent over amphitheatre to create drama space.
- Create barbeque areas and develop wild flower meadows
- Public WC's could be provided at castle
- A café
- Excavate Roman site – or at least make more visible... teaching opportunity and cultural asset.
- In essence site is large enough to develop different facets



## STICKERS

- Don't forget consider the need for policies/ support to help homeless people- joined up thinking.
- Themes: Culture and leisure: seats, fountains, ice cream and sweets

## THE BIG IDEAS

- For homeless people, they have cheap food and drink with a place for them to stay and sit.
- Ideas [as part of illustration]  
This provides a place for homeless people to sleep, stay and have a seat and for cheap food and water!



→ DON'T FORGET CONSIDER THE NEED FOR POLICIES/SUPPORT TO HELP HOMELESS PEOPLE - JOINED UP THINKING

HOW CAN WE DO THIS SO IT WORKS FOR BOTH LOCAL RESIDENTS AND VISITORS?

Stick this on your box between your 'pyramid' and 'theme' stickers and come up with some ideas

→ CULTURE & LEISURE SEATS, FOUNTAINS, ICE CREAM AND SWEETS

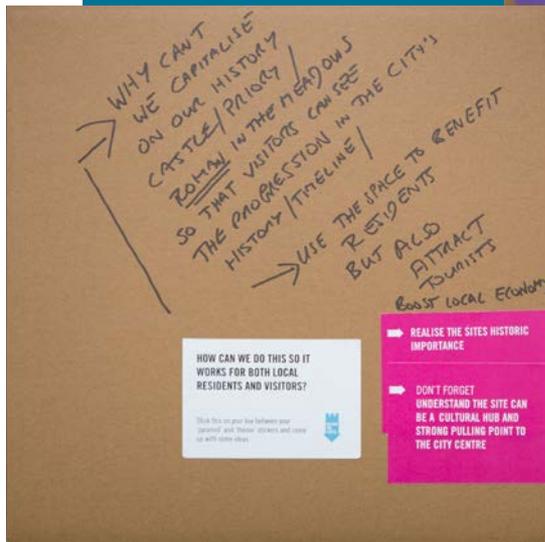
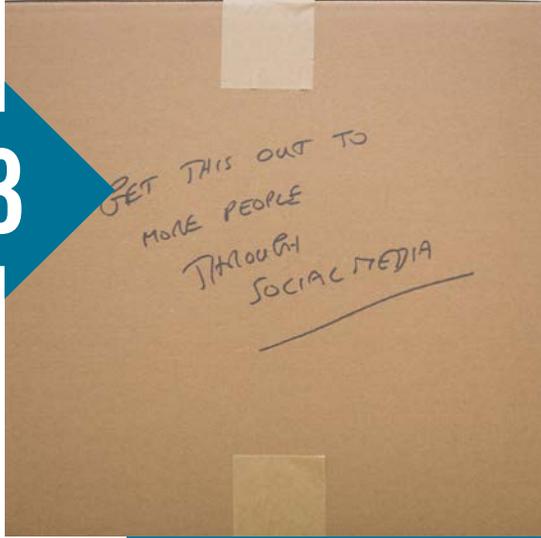


## STICKERS

- Theme: Realise the sites historic importance
- Don't forget: Understand the site can be a cultural hub and strong pulling point to the city centre
- Theme: Culture & Leisure: Design and re-imagining of Amphitheatre as performance space (and other possibilities)
- Theme: Heritage and History: Festival event / tourism
- Theme: Heritage & heritage: Amphitheatre

## THE BIG IDEAS

- Why can't we capitalise on our history castle/Priory/Roman in the meadows so that visitors can see the progression in the city's history/timeline.
- Use the space to benefit residents. But also attract tourists.
- Boost local economy
- Keep a quality base!! Don't want a theme park / fun fair – a living historical space that educates and entertains
- Get this out to people through social media

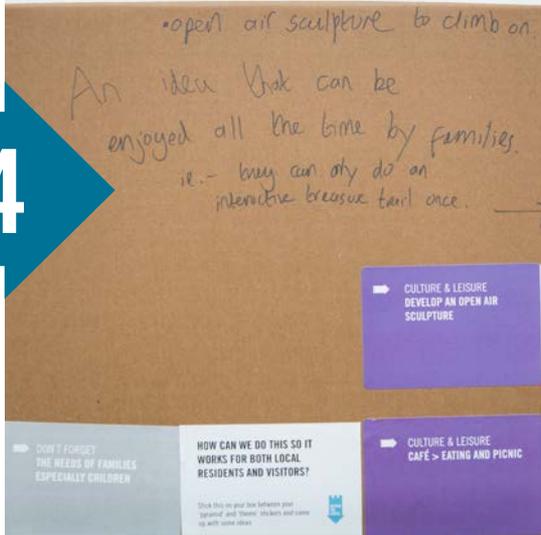


HOW CAN WE DO THIS SO IT WORKS FOR BOTH LOCAL RESIDENTS AND VISITORS?

Think like a pro! Use before you open! and think about how you can work with other sites

► REALISE THE SITES HISTORIC IMPORTANCE

► DON'T FORGET UNDERSTAND THE SITE CAN BE A CULTURAL HUB AND STRONG PULLING POINT TO THE CITY CENTRE

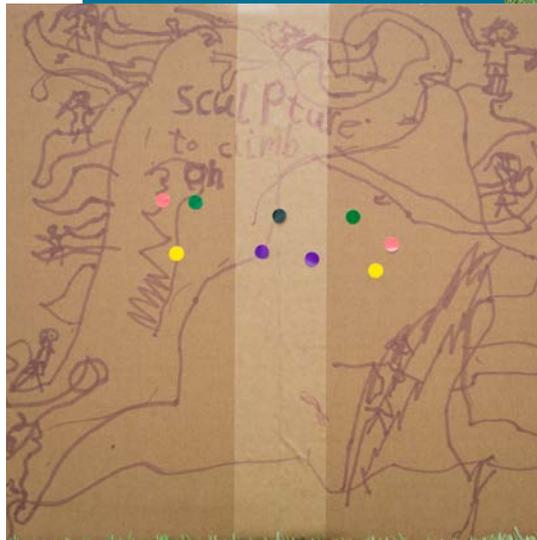
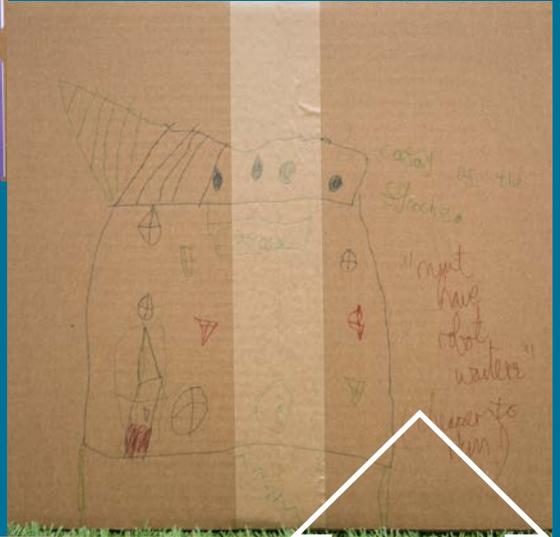


## STICKERS

- Don't forget: The needs of families especially children
- Theme: Culture & Leisure: Develop an open-air sculpture
- Theme: Culture & Leisure: Eating and picnics

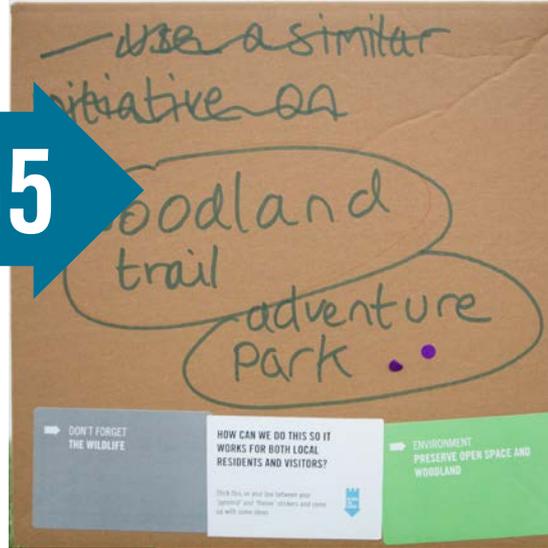
## THE BIG IDEAS

- An idea for an open-air sculpture to climb on that can be enjoyed all the time by families. I.e. they can only do an interactive treasure trail once.
- Sculpture must have robot waiters – cheaper to run



## STICKERS

- Don't forget: The wildlife
- Theme: Environment: Preserve open space and woodland



← links with Williamson Park — Ryelands Park → **FAUNA**  
GET PEOPLE USING PARKS

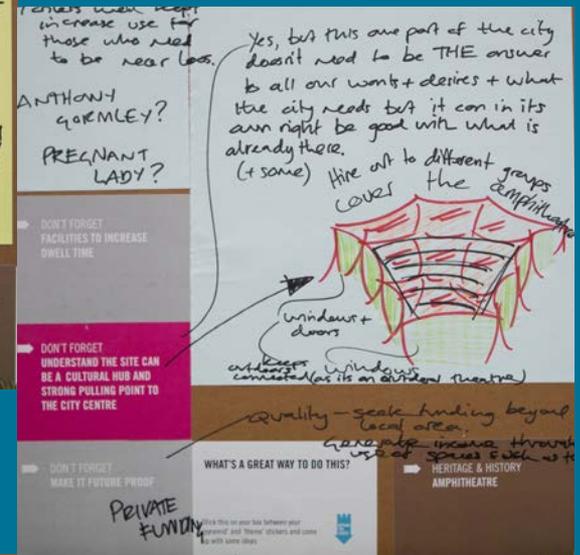
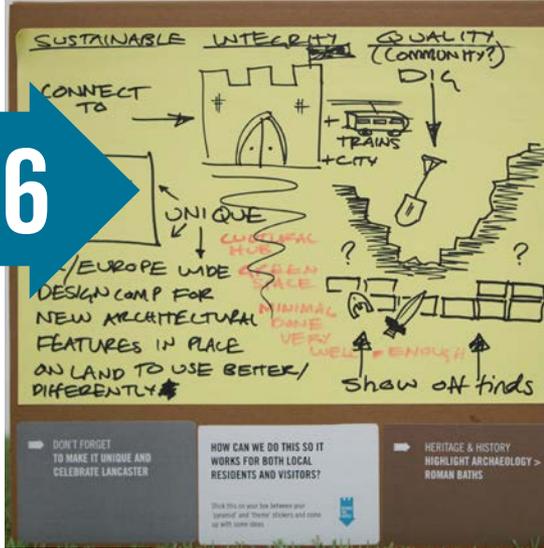
## THE BIG IDEAS

- Woodland trail
- Adventure Park
- With links Williamson Park and Rylelands Park
- Fauna
- Get people using parks
- Take this 'Beyond the Castle' conceptual design to schools — get children involved!
- Let people use the space without alienating locals.
- Open up Roman Bath area.
- Discourage drug users and alcoholics

TAKE THIS "BEYOND THE CASTLE" 'CONCEPTUAL' DESIGN TO SCHOOLS — GET CHILDREN INVOLVED!

let people use the space without alienating locals.

OPEN UP ROMAN BATH AREA  
 → Discourage drug users + alcoholics

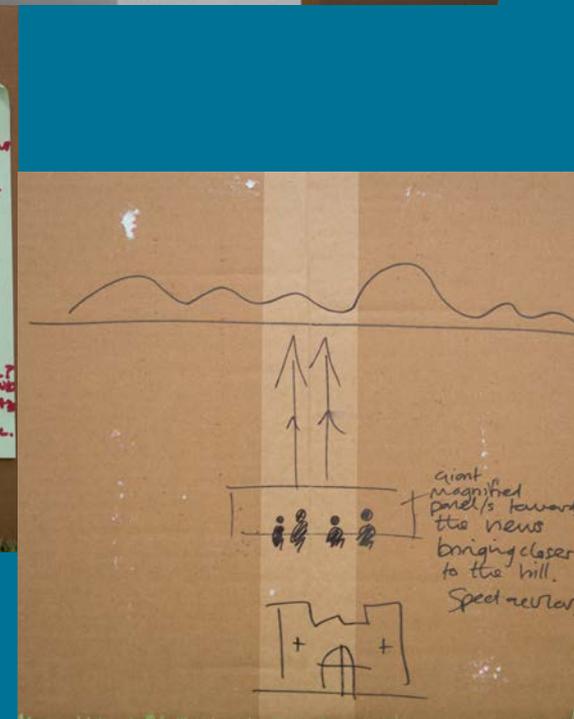
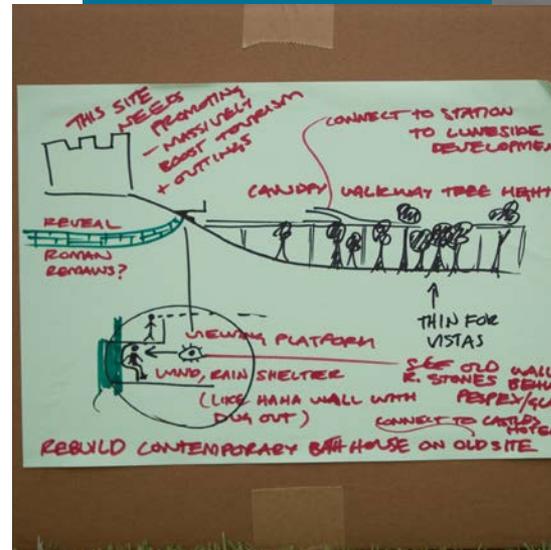


## STICKERS

- Don't forget: To make it unique and celebrate Lancaster
- Theme: Heritage & History: Highlight archaeology > Roman baths
- Don't forget: Understand the site can be a cultural hub and strong pulling point to the city centre
- Don't forget: Facilities to increase dwell time
- Theme: Heritage & History: Amphitheatre

## THE BIG IDEAS

- Sustainable Integrity Quality Community Dig
- Connect the castle to the railways station and the city.
- A UNIQUE UK/European wide design competition for new architectural features in place on land to use better/differently.
- Cultural hub
- Green space
- Minimal
- Done very well and enough
- Then show off archaeological finds
- The city doesn't need to be THE answer to all our wants and desires. What the city needs but it can in its own right be good with, is already there (and some).
- Well kept toilets increase use for those who need to be near loos. Pregnant lady?
- Hire the Amphitheatre out to different groups.
- Cover the Amphitheatre. Have windows and doors.
- This keeps outdoors connected as it's an outdoor theatre.
- Don't forget: Make it future proof
- Seek private funding beyond the local area.
- Generate income through use of spaces such as these.
- Anthony Gormley?
- The site needs promoting massively to boost tourism and outings.
- Connect to train station and Luneside Development
- Reveal Roman Remains
- Create a canopy walkway at tree height and thin the trees to reveal the vistas.
- Build a viewing platform that is a shelter from the wind and rain - like a HA wall with a dug out.
- See old wall Roman stones behind Perspex glass
- Connect to castle hotel
- Rebuild contemporary bathhouse on old site.
- An idea for giant magnified panel/s towards the views. Bring them closer to the hills. Spectacular



## STICKERS

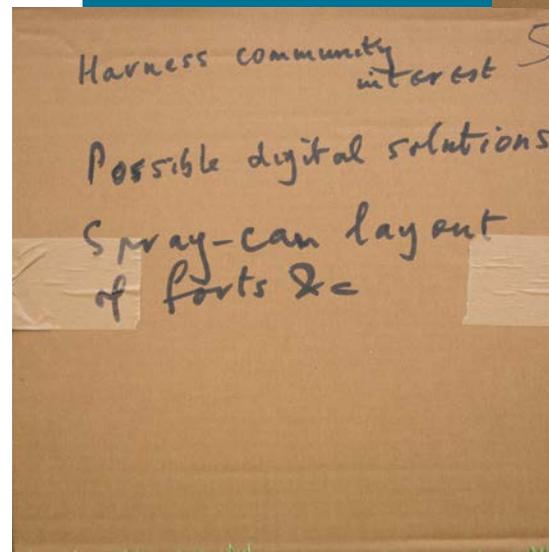
- Don't forget realise the sites historic importance
- Don't forget understand the site can be a cultural hub and strong pulling point to the city centre
- Culture and leisure: better views
- Culture and leisure: history dates and historic sensitivity.

## THE BIG IDEAS

- How will the various bodies work to ensure progress?
- If: people, both local and visitors were able to appreciate the exceptional value of the site
- Harness community interest
- Possible digital solutions
- Spray-can layout of forts &c



If: People, both local & visitors, were able to appreciate the exceptional value of the site.



How will the various bodies work to ensure progress?

## STICKERS

- Don't forget the arts – performance, sculpture, re-enactments etc
- Theme: Heritage and History: Popular celebrations

## THE BIG IDEAS

- Park parties - like street parties but in the park!
- Community picnics



**COME UP WITH A SOLUTION  
THAT IS LOW MAINTENANCE**

## STICKERS

- Don't forget: Make it a place you want to be
- Theme: Culture & Leisure: Develop Giant Chairs

## THE BIG IDEAS

- LIFE/BEING = PEOPLE
- The best places in the world are those that make you feel happy and comfortable just to be. If a space is designed as somewhere people can gather and do any thing and want to be (without loads of 'things' in permanently, because we have enough 'things') that's the best space.
- I keep thinking Gaudi-esque...

LIFE / BEING = PEOPLE

The best places in the world are those that make you feel happy & comfortable just to be. If a space is designed as somewhere where people can gather & do ANYTHING, without loads of 'things' in, (because we have enough 'things') that's the best space. I keep thinking Gaudi-esque...

→ DON'T FORGET  
MAKE IT A PLACE YOU WANT  
TO BE

COME UP WITH A SOLUTION  
THAT IS LOW MAINTENANCE

Stick this on your box between your 'pyramid' and 'theme' stickers and come up with some ideas

→ CULTURE & LEISURE  
DEVELOP : GIANT CHAIRS

Want to be...

## STICKERS

- Don't forget: Make more of existing features of Amphitheatre
- Don't forget: Use Lancaster's heritage
- Theme: Environment: Woodland
- Theme: Environment: Views
- Theme: Environment: Flowers

## THE BIG IDEAS

- Local groups
- Interested people giving free time to make a new landscape



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ENVIRONMENT  
FRUIT TREES

DON'T FORGET  
THE WILDLIFE

DON'T FORGET  
REMEMBER THE DOG  
WALKERS

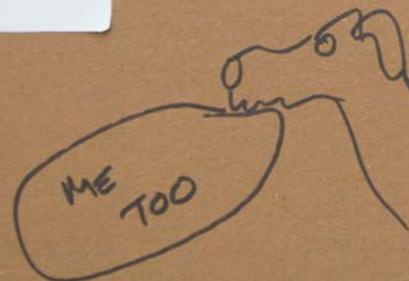
### STICKERS

- Don't forget: The wildlife
- Don't forget: Remember the dog walkers
- Theme: Environment: Fruit trees

COME UP WITH A SOLUTION  
THAT IS LOW MAINTENANCE

*Let the grass grow*

Stick this on your box between your  
'pyramid' and 'theme' stickers and come  
up with some ideas



## THE BIG IDEAS

- Let the grass grow

## STICKERS

- Don't forget: The regular and long term maintenance needs of the park
- Theme: Heritage & History: Developing Roman ruins

## THE BIG IDEAS

- Just Do [Maintenance]



## STICKERS

- Don't forget: Safety, lighting, paths, undergrowth – but keep natural
- Theme: Culture & Leisure: Be brave

## THE BIG IDEAS

- Plant shaped and sculptural solar lights along paths with reflective 'stems' to collect light in the day and shine at night.

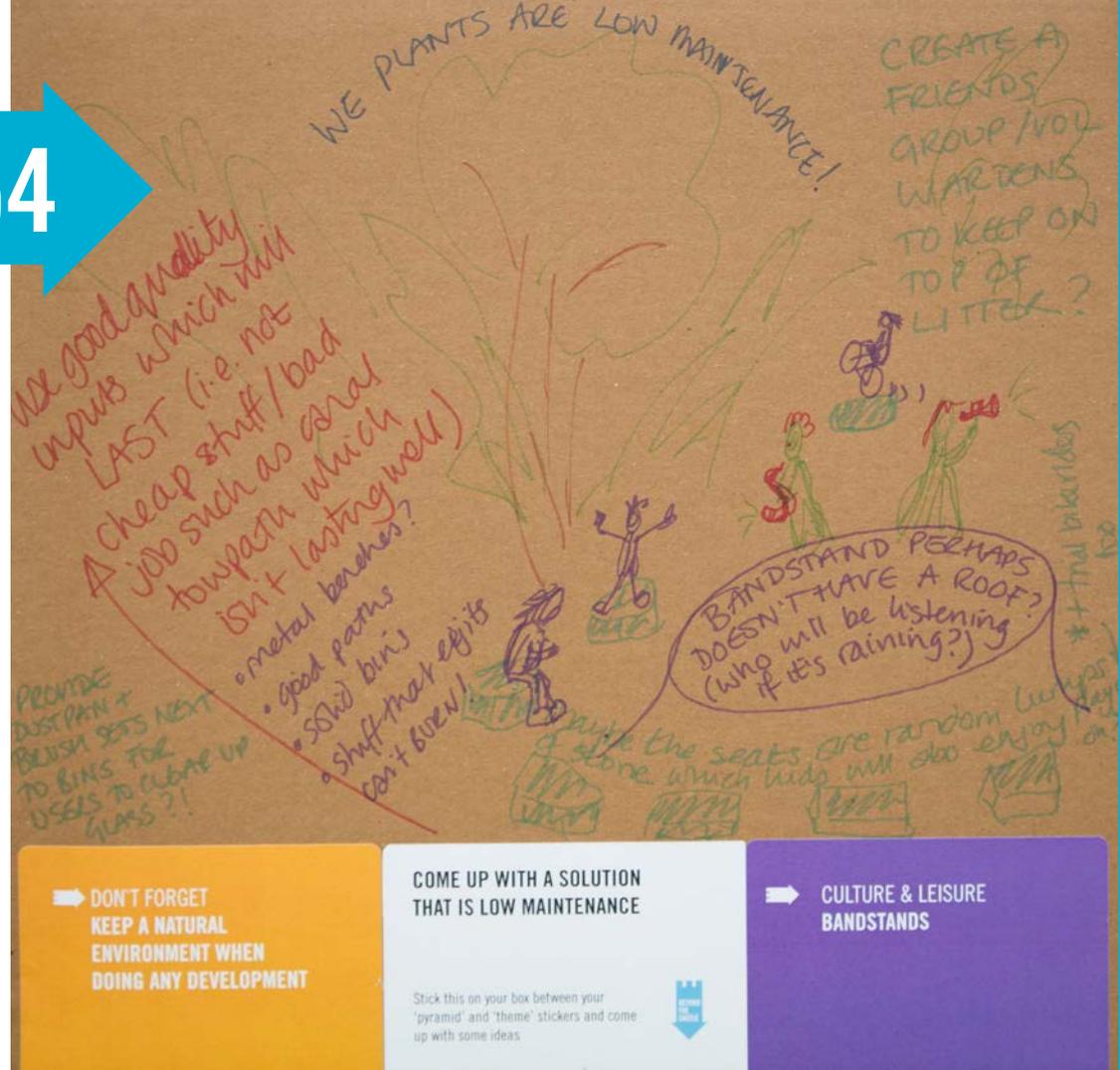


## STICKERS

- Don't forget: keep a natural environment when doing any development.
- Themes: Culture and leisure: Bandstands

## THE BIG IDEAS

- We plants are low maintenance!
- Create a friends group. Volunteer wardens to keep on top of litter?
- Bandstand perhaps doesn't have a roof? (Who will be listening if it's raining?)
- Provide dustpan and brush sets next to bins for users to clear up glass?!
- Use good quality inputs which will LAST (ie not cheap stuff/ bad job such as canal towpath which isn't lasting well.
- Metal benches?
- Good paths
- Solid bins
- Stuff that egits can't burn!



➡ DONT FORGET  
KEEP A NATURAL  
ENVIRONMENT WHEN  
DOING ANY DEVELOPMENT

COME UP WITH A SOLUTION  
THAT IS LOW MAINTENANCE

Stick this on your box between your  
'pyramid' and 'theme' stickers and come  
up with some ideas

➡ CULTURE & LEISURE  
BANDSTANDS

## STICKERS

- Don't forget: safety – lighting, paths, undergrowth – but keep natural.
- Themes: Heritage and history: social/ family friendly

## THE BIG IDEAS

- Mini orienteering – different levels of difficulty. In clues to keep interest and involve all levels from [\*\*\*\*] to children on [\*\*\*\*] over could pick up clued map from Visitor Centre/ Storey.
- Solar power/ wind power for lighting
- Create a “friends of...” group to help maintain site/ park – see Fairfield Association for example.
- Involve local school children in any planting/ signage. If involved, less likely to damage in future (see Ingol Pond, Preston).

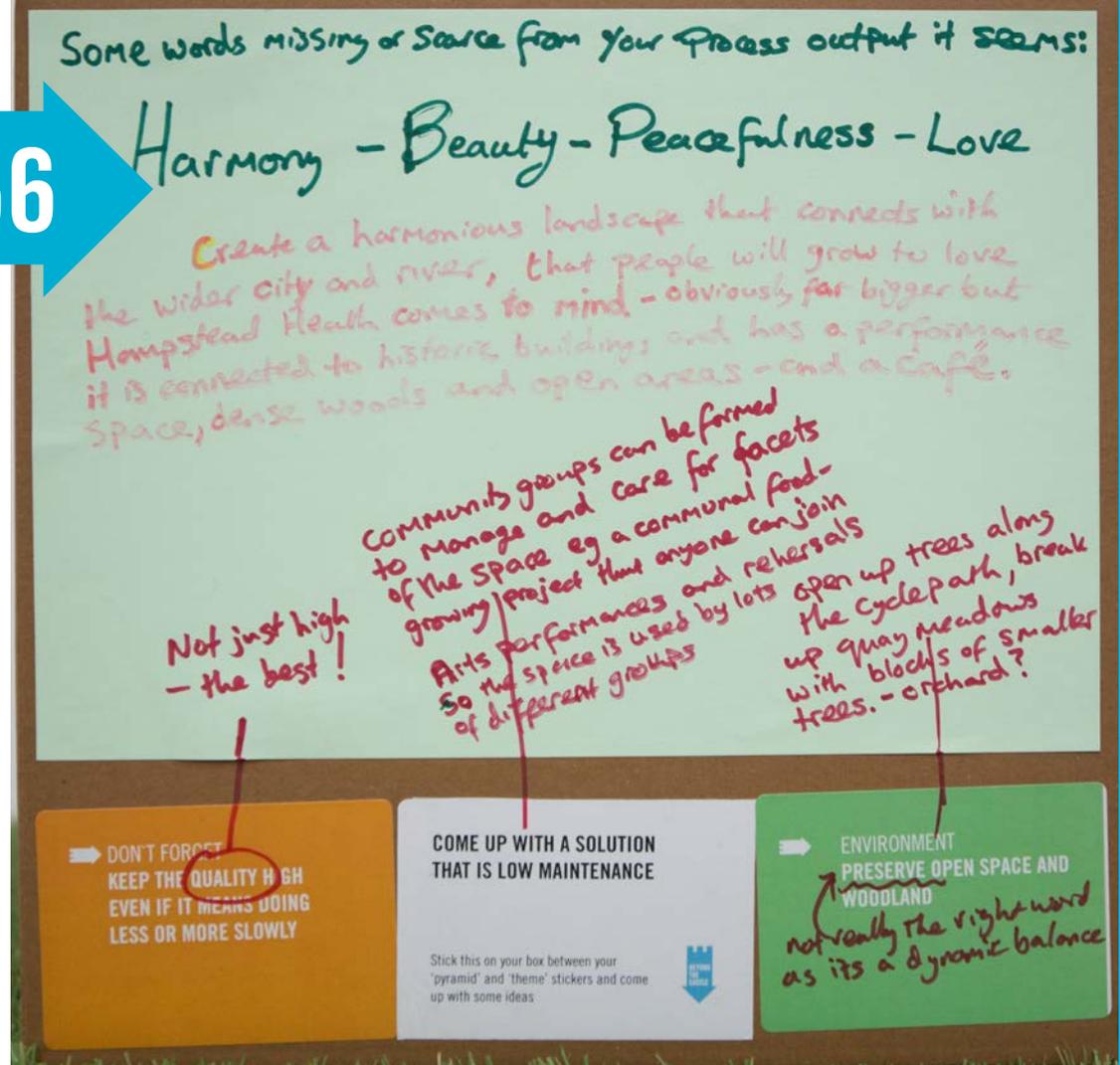


## STICKERS

- Don't forget keep the quality high (not just high – the best!) even if it means doing less or more slowly.
- Themes: Environment: preserve (not really the right word as it's a dynamic balance) open space and woodland.

## THE BIG IDEAS

- Some words missing or scarce from your process output it seems:
  - Harmony
  - Beauty
  - Peacefulness
  - Love
- Create a harmonious landscape that connects with the wider city and river, that people will grow to love. Hampstead Heath comes to mind – obviously far bigger but it is connected to historic buildings and has a performance space, dense woods and open areas and a café.
- Community groups can be formed to manage and care for facets of the space eg a communal food growing project that anyone can join.
- Arts performances and rehearsals so the space is used by lots of different groups.

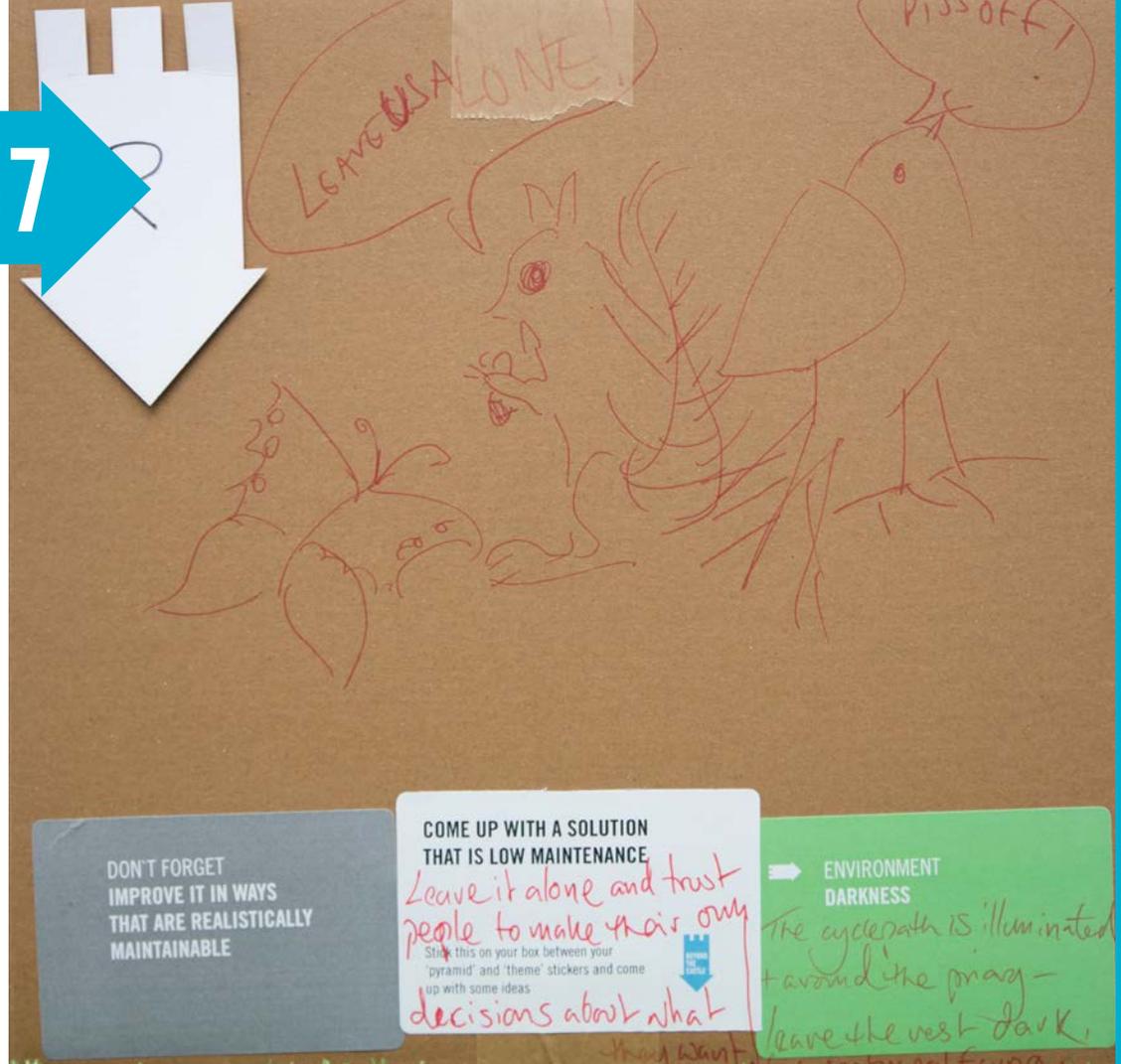


## STICKERS

- Don't forget improve it in ways that are realistically maintainable
- Themes: Environment: darkness

## THE BIG IDEAS

- Leave it alone and trust people to make their own decisions about what they want
- The cycle path is illuminated and around the Priory – leave the rest dark for nocturnal fauna.
- [Illustration depicting animals saying “LEAVE US ALONE!”, “PISS OFF!”]

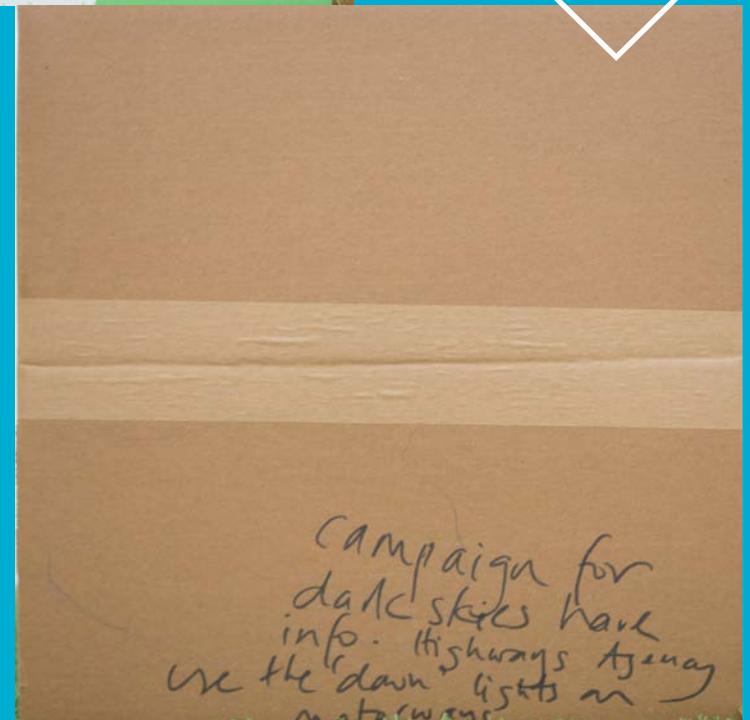
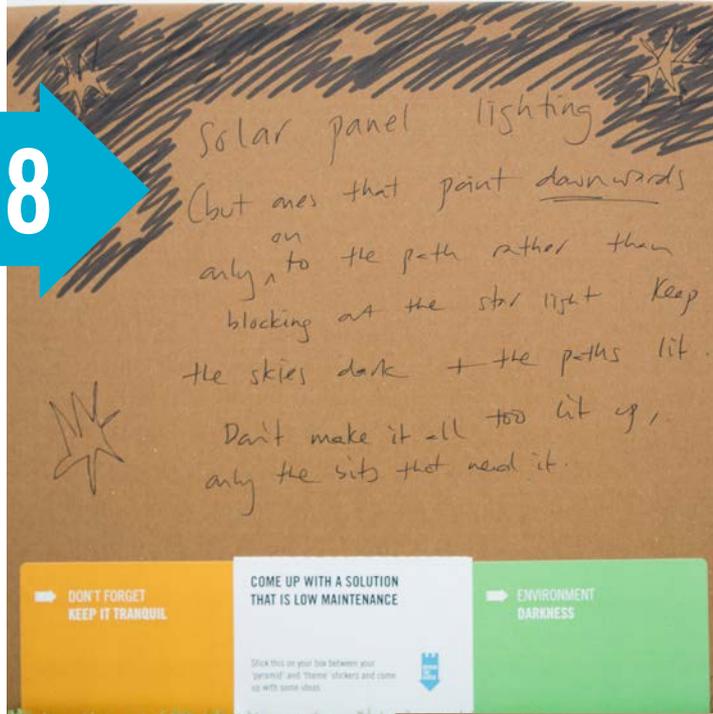


## STICKERS

- Don't forget: Keep it tranquil
- Theme: Environment: Darkness

## THE BIG IDEAS

- Solar Panel Lighting
- But ones that point downwards only on the path rather than blocking out the starlight.
- Keep the skies dark and the paths lit.
- Don't make it all lit up, only the bits that need it.
- Campaign for dark skies have information.
- Highways Agency use the 'dawn' lights on motorways.

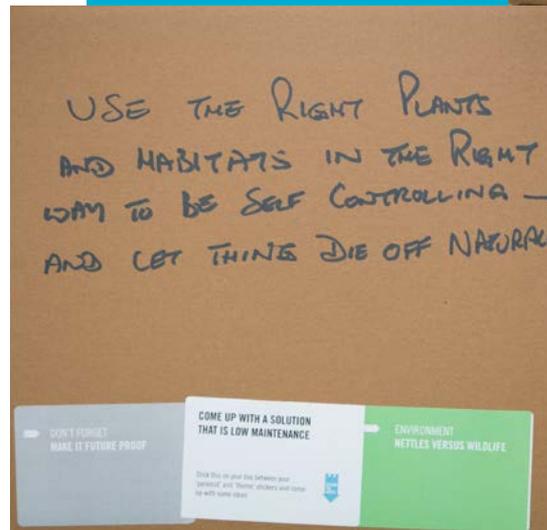
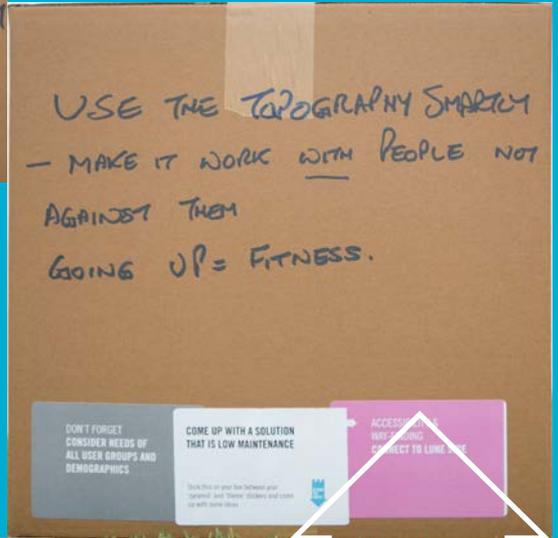
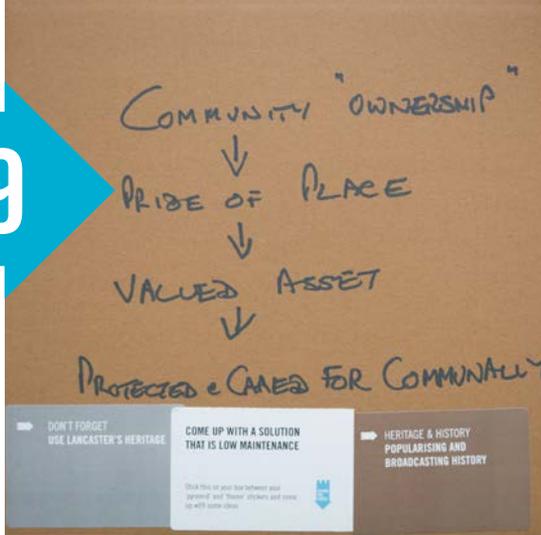


## STICKERS

- Don't forget: Use Lancaster's heritage
- Heritage & History: Popularising and broadcasting history
- Don't forget: Consider needs of all user groups and demographics
- Theme: Accessibility & way finding: Connect to Luneside
- Don't forget: Make it future proof
- Theme: Environment: Nettles versus wildlife

## THE BIG IDEAS

- Community 'Ownership'
- Leads to Pride of Place
- Valued Asset
- Protected and Cared for Communally
- Use the topography smartly.
- Make it work WITH people NOT against them
- Going Up = Fitness
- Use the right plants and habitats in the right way to be self controlling – and let things die off naturally.

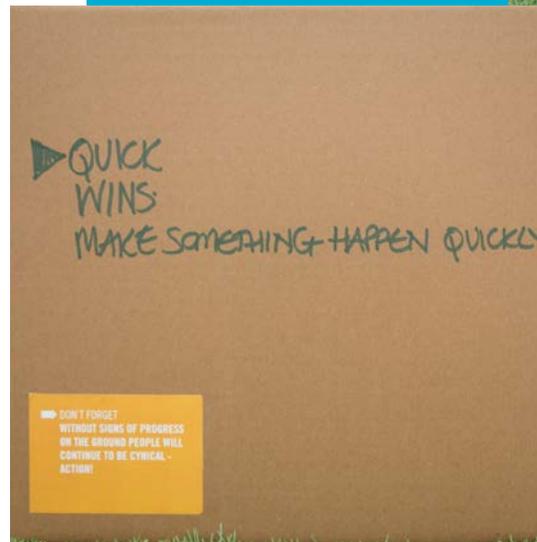
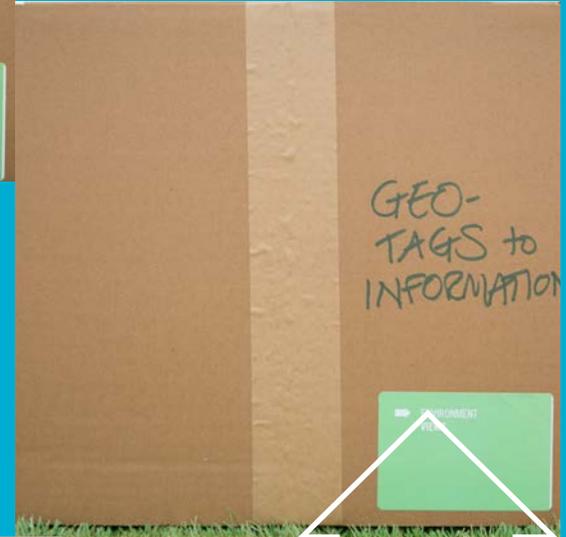


## STICKERS

- Don't forget: Without signs of progress on the ground people will continue to be cynical – action!
- Theme: Environment: Views
- Theme: Environment: Preserve open space and woodland

## THE BIG IDEAS

- Friends of the castle park
- Geo-tags for information
- Quick Wins – Make something happen quickly

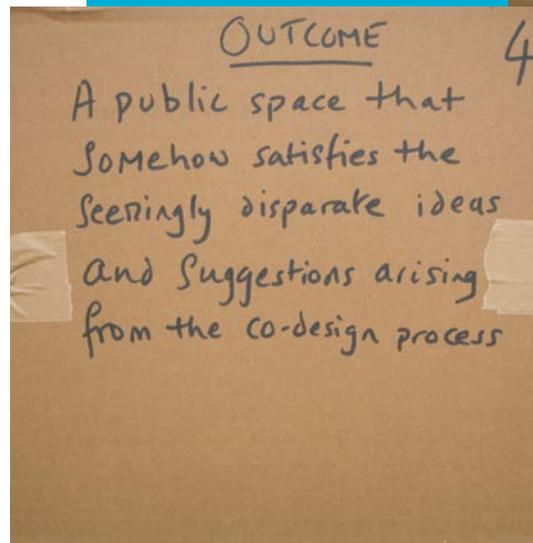
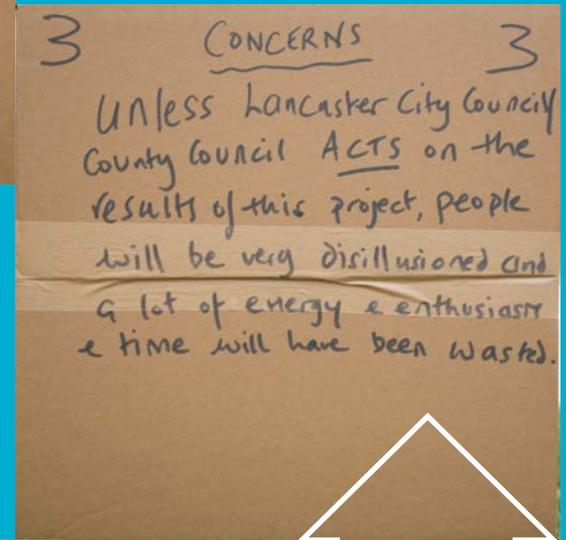


## STICKERS

- Advocacy Group
- Don't forget keep a natural environment when doing any development
- Don't forget without signs of progress on the ground people will continue to be cynical
- Environment: fruit trees
- Environment: wildflowers
- Don't forget consider the need for open natural space that shouldn't be spoiled.

## THE BIG IDEAS

- Concerns
- Unless Lancaster City Council ACTS on the results of this project, people will be very disillusioned and a lot of energy and enthusiasm and time will have been wasted.



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- OUTCOME
- A public space that somehow satisfied the seemingly disparate ideas and suggestions arising from the co-design process.
- IDEAS around the CHALLENGE
- If we stick to a 'natural' space that focuses on trees, flowers etc and encourage volunteer ecologists supported by some input from council staff, this could work. The more maintenance needed and the more potential for mess.

IDEAS around the CHALLENGE

If we stick to a 'natural' space that focusses on trees, flowers<sup>etc.</sup> and encourage volunteer ecologists supported by some input from council staff, this could work. The more 'stuff' the more maintenance needed and the more potential for mess

6

Develop open space 'champions' of all ages to help maintain the area

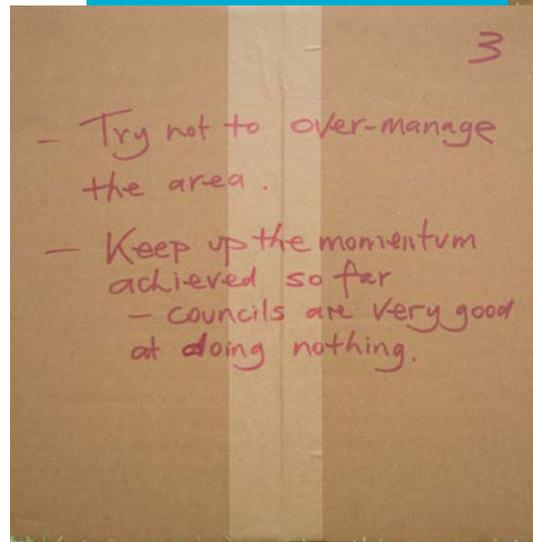
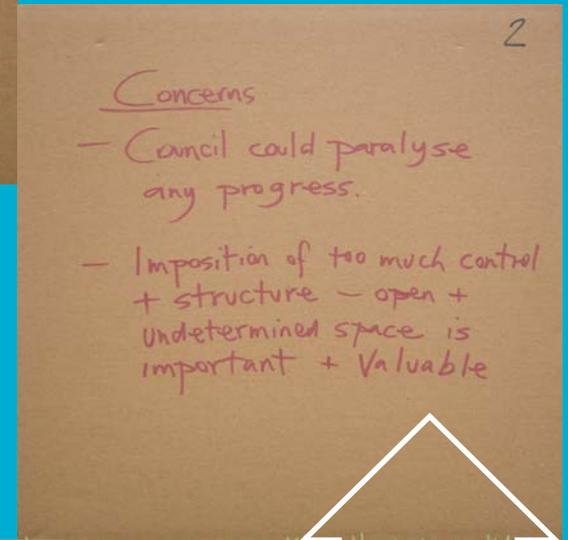
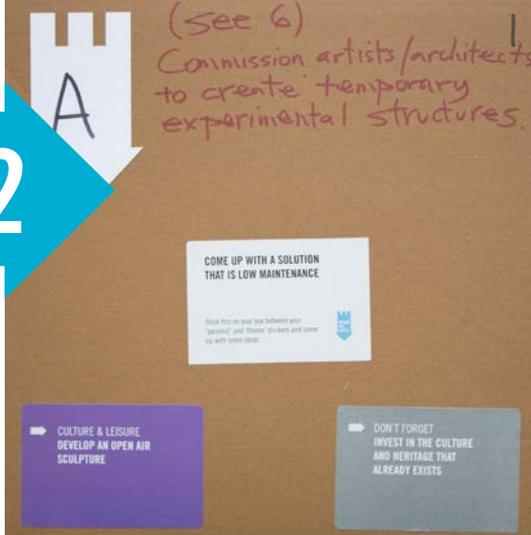
DON'T FORGET  
CONSIDER THE NEED FOR  
OPEN NATURAL SPACE THAT  
SHOULDN'T BE SPILLED

## STICKERS

- Don't forget invest in the culture and heritage that already exists
- Themes: Culture and leisure: Develop an open air sculpture

## THE BIG IDEAS

- Concerns
- Council could paralyse any progress
- Imposition of too much control and structure – open and undetermined space is important and valuable.
- Try not to over-manage the area
- Keep up the momentum achieved so far – councils are very good at doing nothing.



- Opening up this side of the city
- Stimulation of thought about the use of public space
- Use of contemporary culture for the above.
- Artist/ architect-led creation of experimental structure – to provide:
- Visual stimulation
- Fun
- Places for meetings
- Discussions
- Events
- performances
- Commission artists/ architects with experience of socially engaged ways of working. They will create structures/ objects which are temporary and stimulating, and which animate the space.

4  
- Opening up this side of the city.

Stimulation of thought about the use of public space.

- Use of contemporary culture for the above.

5  
Artist / Architect - led  
Creation of experimental structures – to provide:  
Visual stimulation; fun;  
places for meetings / discussions / events / performances.

6  
Commission artists/architects with experience of socially engaged ways of working. They will create structures / objects which are temporary + stimulating, and which animate the space

**PROPOSE A FREE  
SOLUTION TO DO THIS**

## BOOSTING VISITING/TOURISM

CAN THIS BE SELF-FINANCING FOR THE COUNCIL?

⇒ HOW DOES THIS DOVETAIL WITH OTHER ATTRACTIONS NEARBY?

- LAKE DISTRICT
- FOREST OF BOWLAND
- CASTLE
- OTHER NATIONAL TRUST SITES.

⇒ HOW DOES THIS BENEFIT THE LOCAL ECONOMY?

- ⇒ HERITAGE & HISTORY HIGHLIGHT ARCHAEOLOGY > ROMAN BATHS
- ⇒ HERITAGE & HISTORY DEVELOPING ROMAN RUINS
- ⇒ HERITAGE & HISTORY PROPER EXCAVATION

⇒ DON'T FORGET UNDERSTAND THE SITE CAN BE A CULTURAL HUB AND STRONG PULLING POINT TO THE CITY CENTRE

PROPOSE A ~~FREE~~ SOLUTION TO DO THIS  
 ↓  
**COST NEUTRAL INCOME GENERATE**

Stick this on your box between your 'pyramid' and 'theme' stickers and come up with some ideas

### STICKERS

- Don't forget: Understand the site can be a cultural hub and strong pulling point to the city centre
- Theme: Heritage & History: Highlight archaeology > Roman Baths
- Theme: Heritage & History: Developing Roman ruins

## THE BIG IDEAS

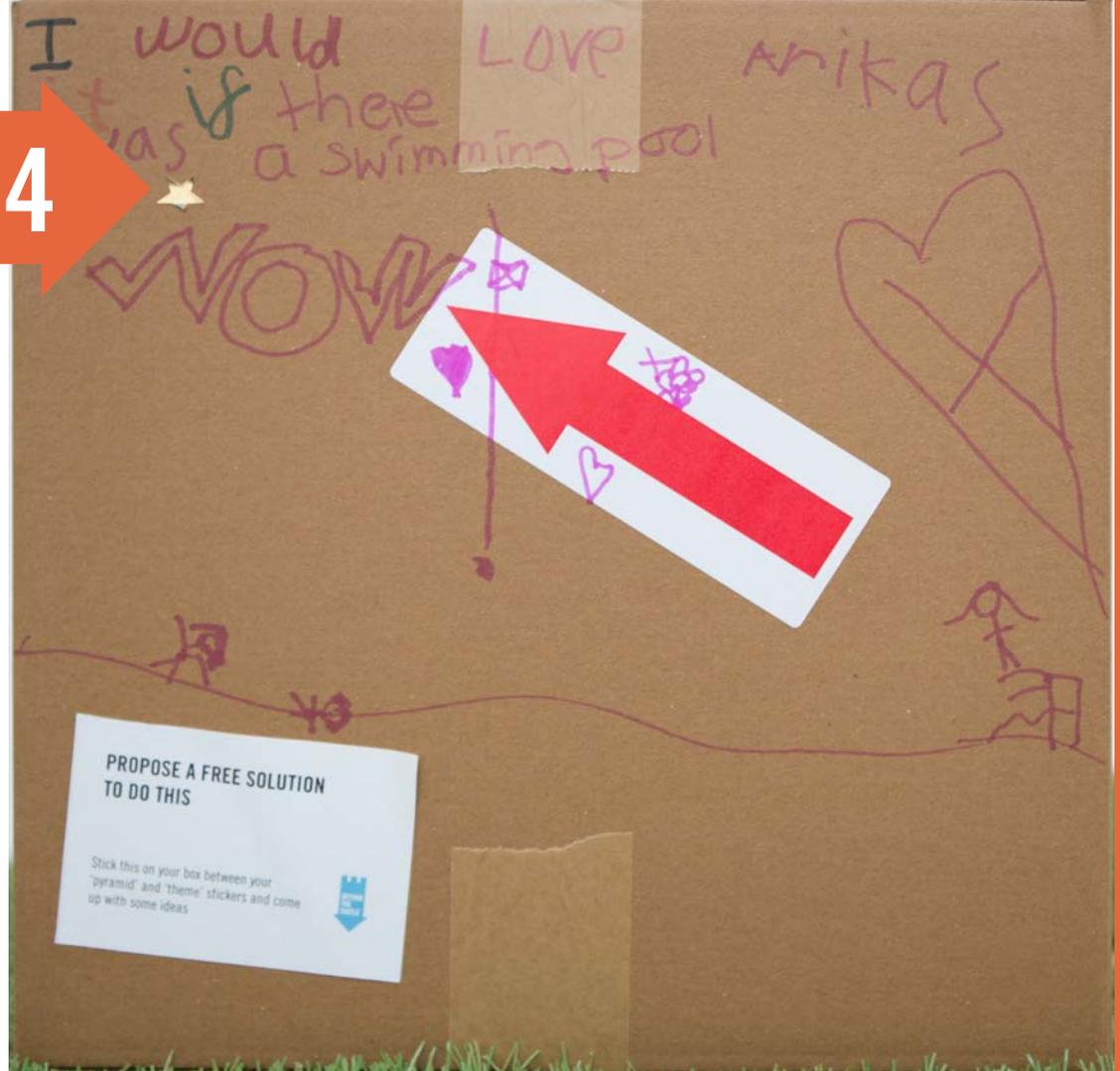
- BOOSTING VISITING/TOURISM
- Can this be self-financing for the council?
- How does this dovetail with other attractions nearby?
  - Lake District
  - Forest of Bowland
  - Lancaster castle
  - Other natural tourist sites
- How does this benefit the economy?



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## THE BIG IDEAS

- I would love it if there was a swimming pool.
- WOW.

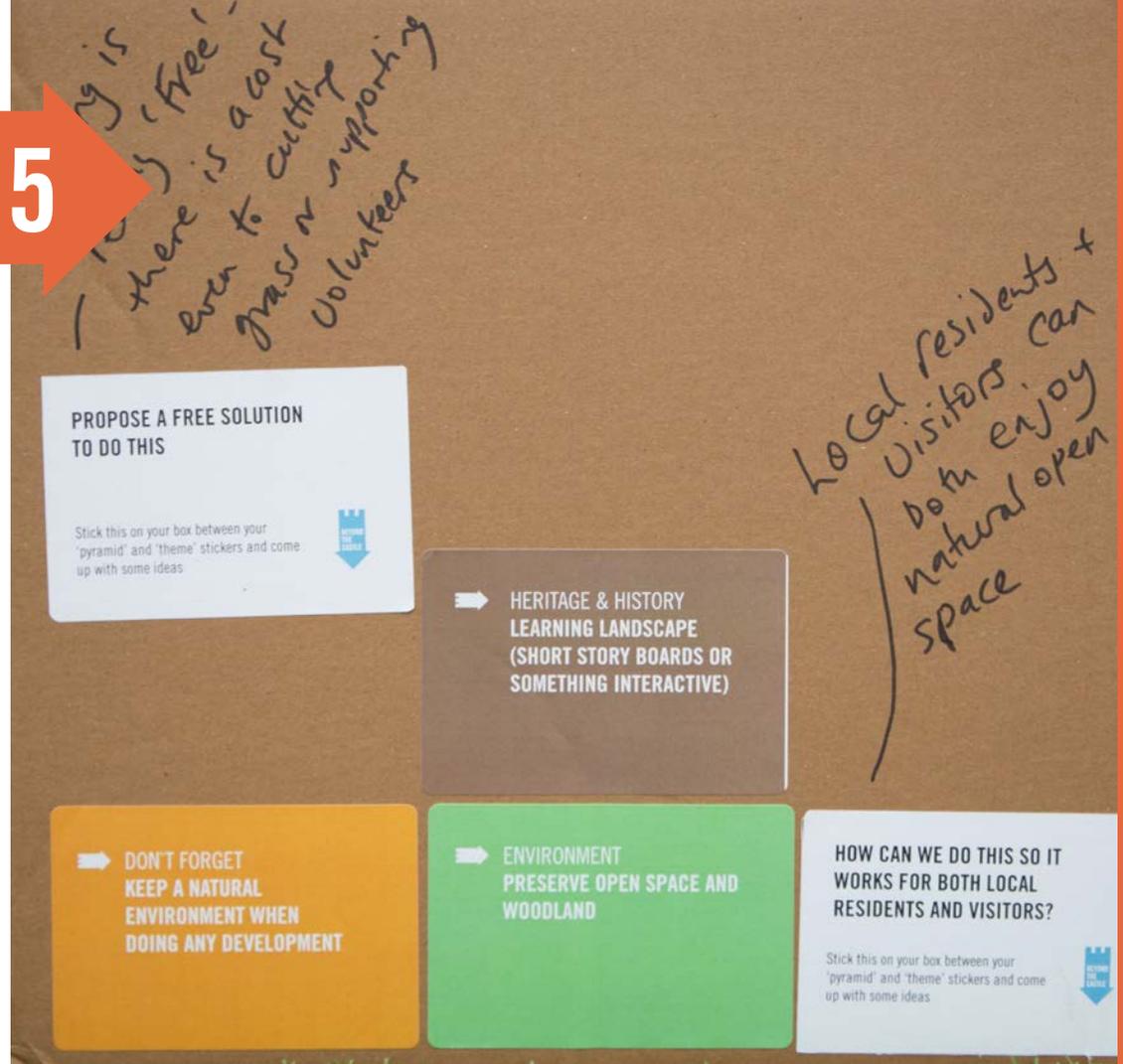


## STICKERS

- Don't forget keep a natural environment when doing any development.
- Themes: Heritage and History: learning landscape (short story boards or something interactive)
- Environment: preserve open space and woodland

## THE BIG IDEAS

- Nothing is really “free” – there is a cost even to cutting grass or supporting volunteers
- Local residents and visitors can both enjoy natural open space.



## STICKERS

- Don't forget the arts – performance, sculpture, re-enactments etc
- Themes: Environment: fruit trees

## THE BIG IDEAS

- Harvest festival and preparing dinners outside
- Could we ask farmers from the neighbourhood to donate a couple of fruit trees.

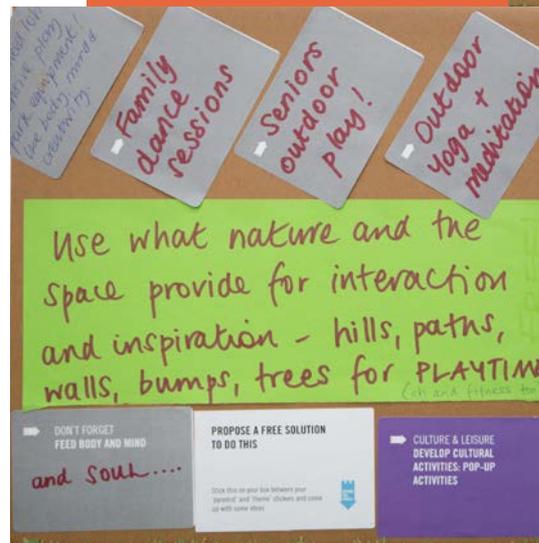
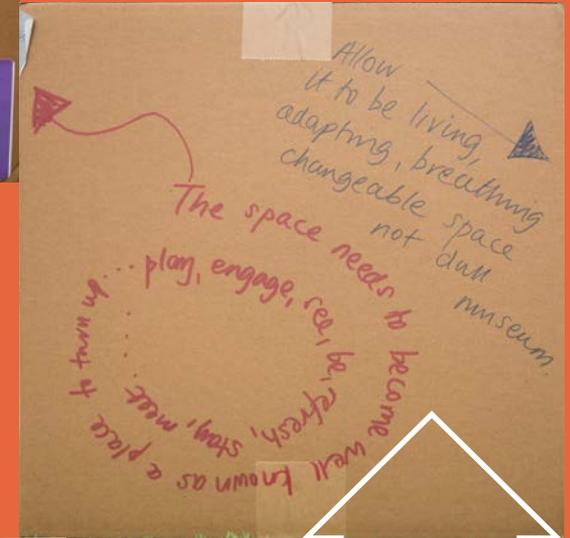
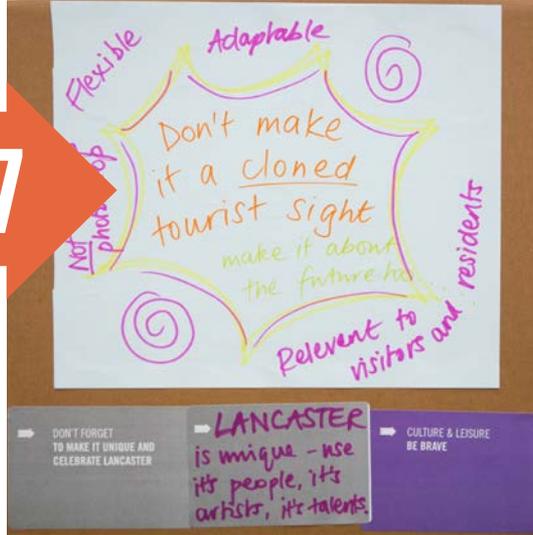


## STICKERS

- Don't forget to make it unique and celebrate Lancaster.
- Themes: Culture and Leisure: Be brave
- Don't forget feed body and mind (and soul...)
- Themes: Culture and Leisure: Develop cultural activities – pop-up activities

## THE BIG IDEAS

- Lancaster is unique – use it's people, its artists, its talents
- Don't make it a cloned tourist site.
- Make it about the future too.
- Adaptable
- Flexible
- Not one stop photoshop
- Relevant to visitors and residents
- The space needs to become well known as a place to turn up... play, engage, see, be, refresh, stay, meet...
- Allow it to be living, adapting, breathing, changeable space not dull museum.
- Don't need lots of expensive play park equipment! Use body, mind and creativity.
- Family dance sessions
- Seniors outdoor play!
- Outdoor yoga and meditation
- Use what nature and the space provide for interaction and inspiration - hills, paths, walls, bumps, trees for PLAYTIME!



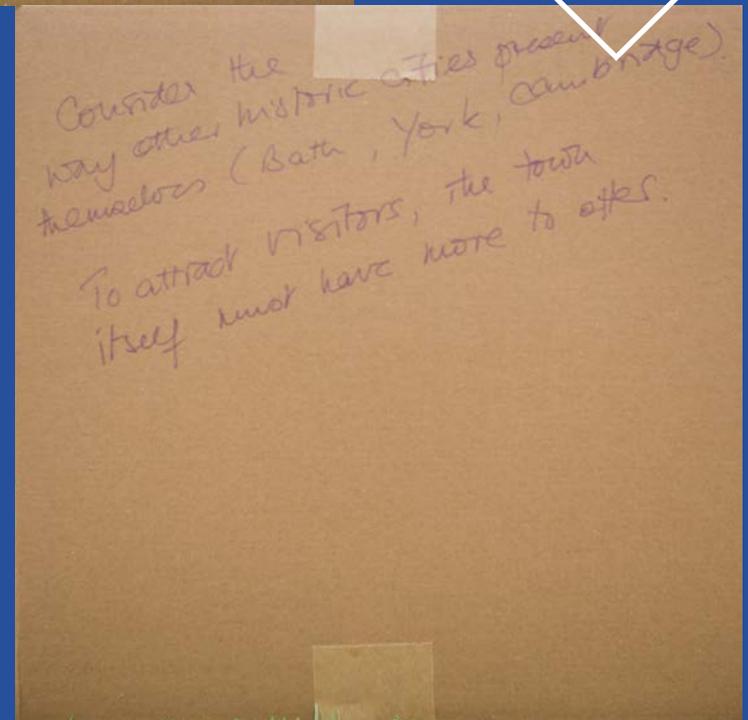
**HOW COULD DIGITAL OR  
SOCIAL MEDIA ACHIEVE THIS**

## STICKERS

- Don't forget: Invest to invest in the culture and heritage that already exists
- Heritage & History: Interactive experiences/trails

## THE BIG IDEAS

- Consider the way other historic cities present themselves (Bath, York, Cambridge). To attract visitors the town itself must have more to offer).
- Go into the castle/Priory and pick up an audio guide, or a guide with visualisation of how the town has looked in the past. I have aerial photos of the 1950's – just as interesting as medieval history.
- Please no storyboards. We need some good postcards of Lancaster.
- Improve the Tourist Information Centre!!

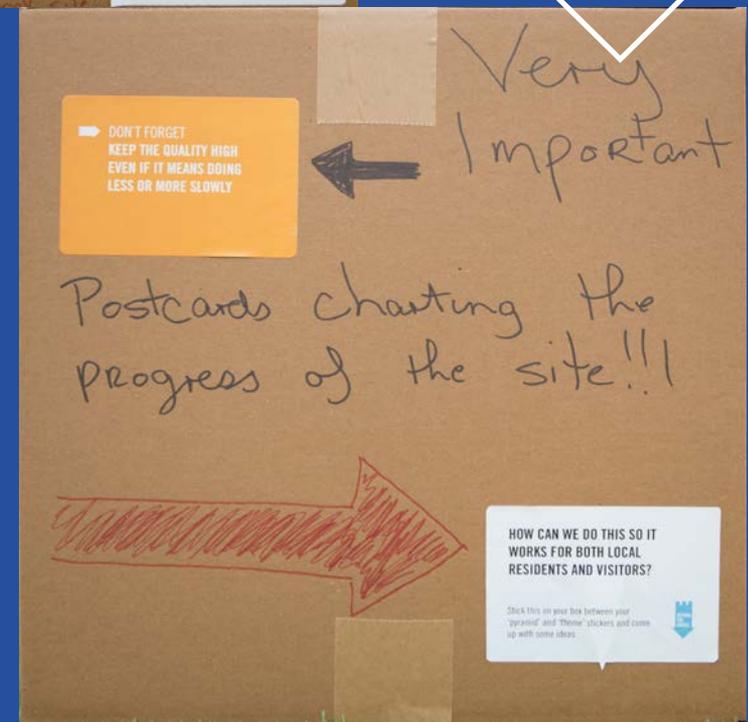


## STICKERS

- Don't forget: to engage the people, communicate and keep in touch
- Culture & Leisure: Design and re-imagining of the Amphitheatre and performance space (and other possibilities)
- Don't forget: Keep the quality high even if it means doing less or more slowly – very important

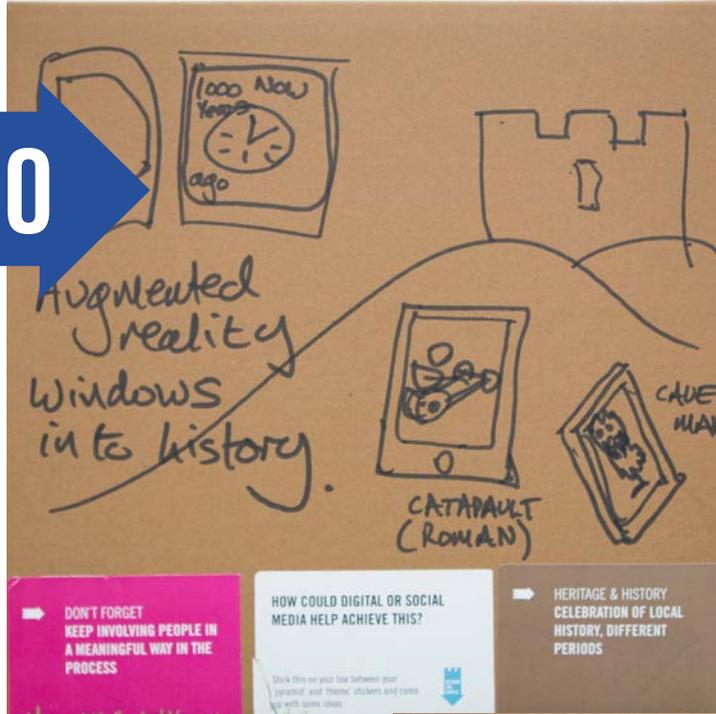
## THE BIG IDEAS

- Use the power of the internet – a web site!
- Have an interactive display of the site to draw people in, in keeping with the history of this historical site!!
- Postcards charting the progress of the site



## STICKERS

- Don't forget: Keep involving people a meaningful way in the process
- Theme: Heritage & History: Celebration of local history, different period



## THE BIG IDEAS

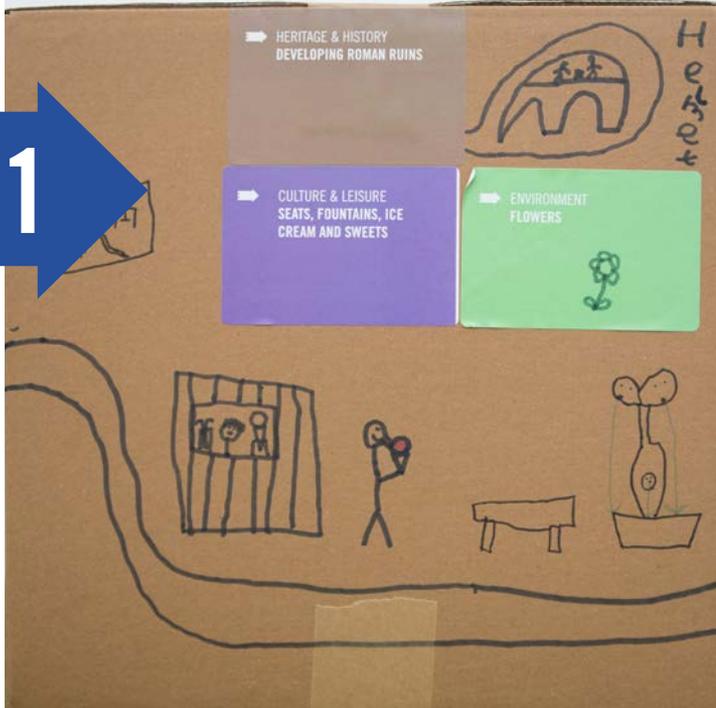
- An augmented reality windows into different periods of history using mobile devices.
- Fund by crowd sourcing

Covid source.

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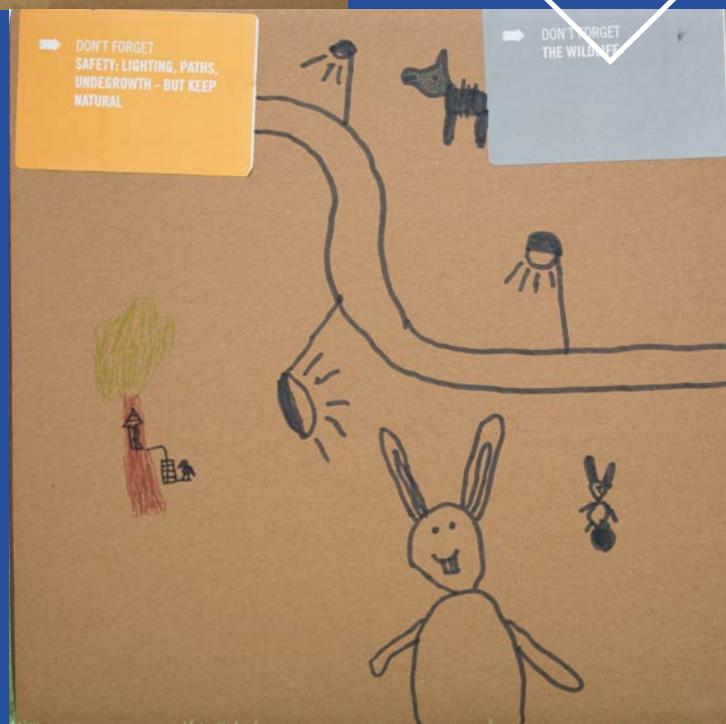
## STICKERS

- Heritage and history: developing roman ruins
- Culture and leisure: seats, fountains, ice cream and sweets
- Environment: flowers
- Don't forget safety: lighting, paths undergrowth – but keep natural.
- Don't forget wildlife.



## THE BIG IDEAS

- Helmet
- [depiction of ice cream vendor, park, bench fountain and structure possibly depicting developed ruins, given proximity to the theme Heritage & History]
- [depiction of lights on a path, dog and rabbits, a tree with a bird house and bird feeder]

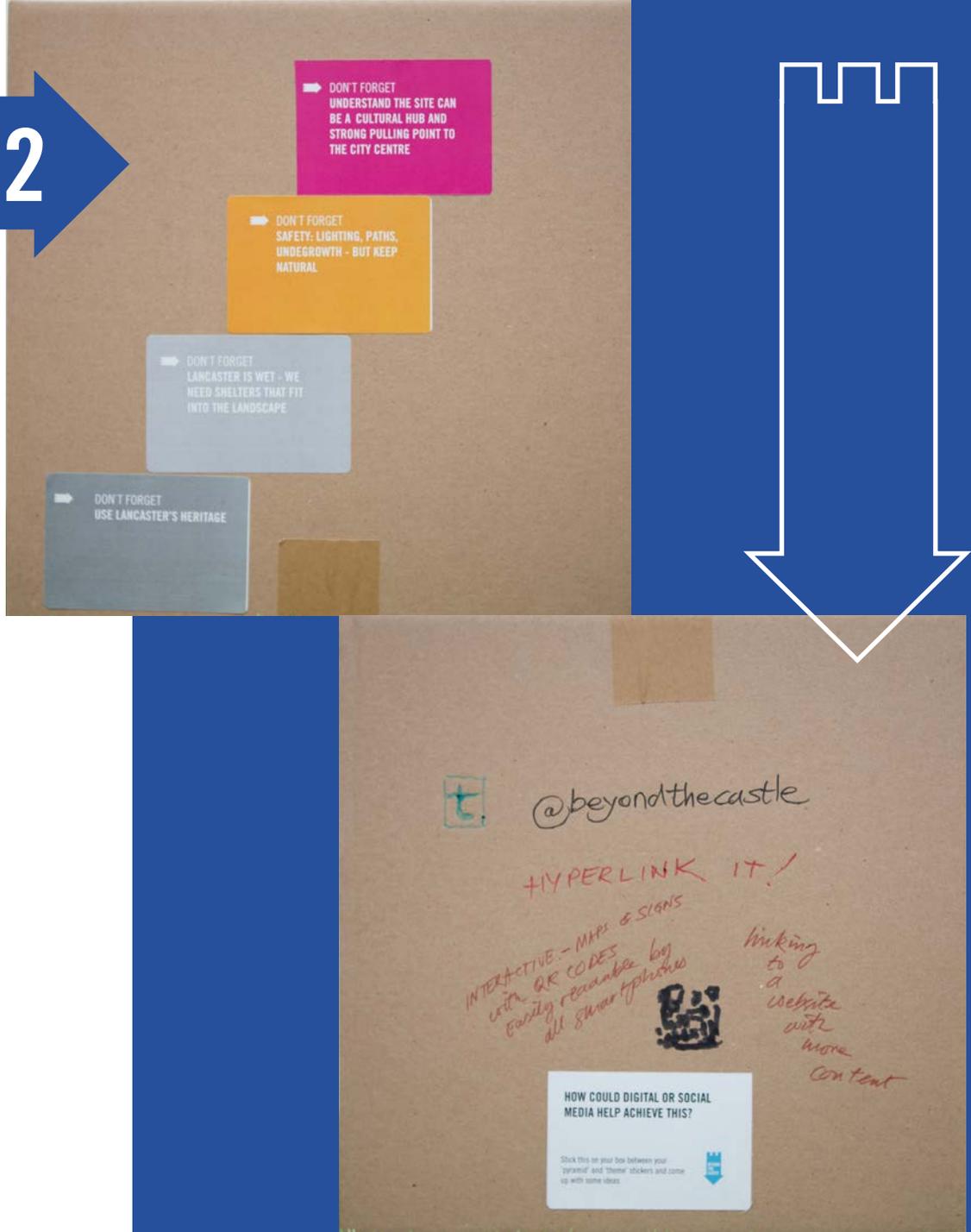


## STICKERS

- Don't forget understand the site an be a cultural hub and strong pulling point to the city centre
- Don't forget safety: lighting, paths, undergrowth – but keep natural
- Don't forget Lancaster is wet – we need shelters that fit into the landscape
- Don't forget use Lancaster's heritage.

## THE BIG IDEAS

- Twitter @beyondthecastle
- Hyperlink it!
- Interactive – maps and signs with QR codes easily readable by all smartphones, linking to website with more content

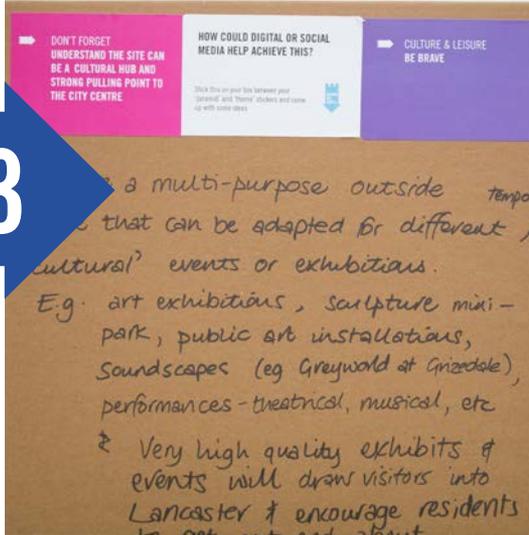


## STICKERS

- Don't forget: Understand the site can be a cultural hub and strong pulling point to the city centre.
- Theme: Culture and leisure: be brave

## THE BIG IDEAS

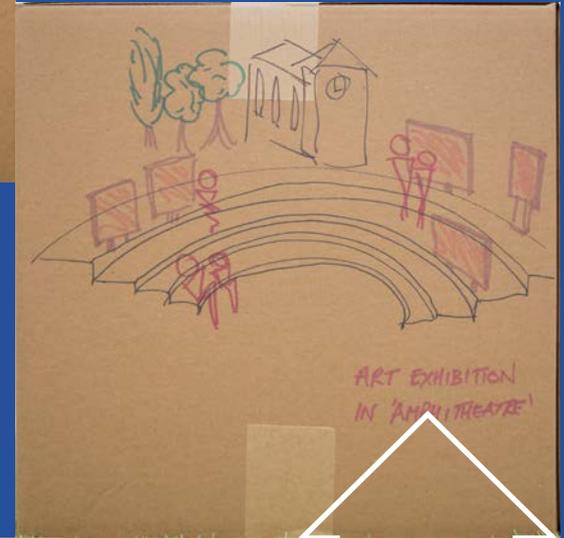
- Create a multi-purpose outside space that can be adapted for different temporary "cultural" events of exhibitions. E.g. art exhibitions, sculpture mini-park, public art installations, soundscapes (eg Greyworld at Grizedale), performances – theatrical, musical etc.
- Very high quality exhibits and events will draw visitors into Lancaster and encourage residents to get out and about.
- Art exhibition in "amphitheatre"
- Social media – promote events, record temporary exhibits, create excitement and a buzz.



a multi-purpose outside temporary  
 that can be adapted for different  
 'cultural' events or exhibitions.

E.g. art exhibitions, sculpture mini-  
 park, public art installations,  
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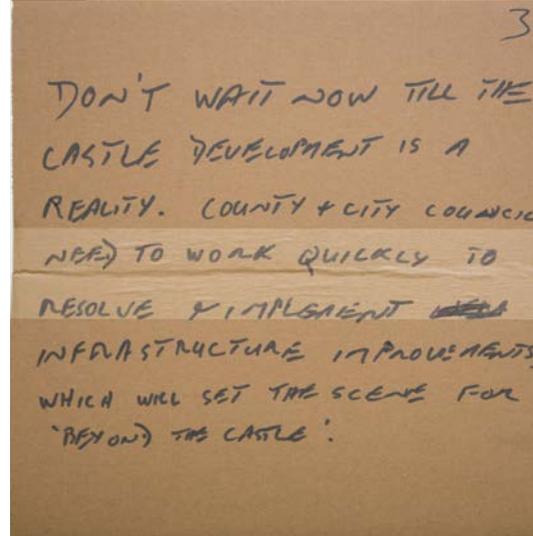
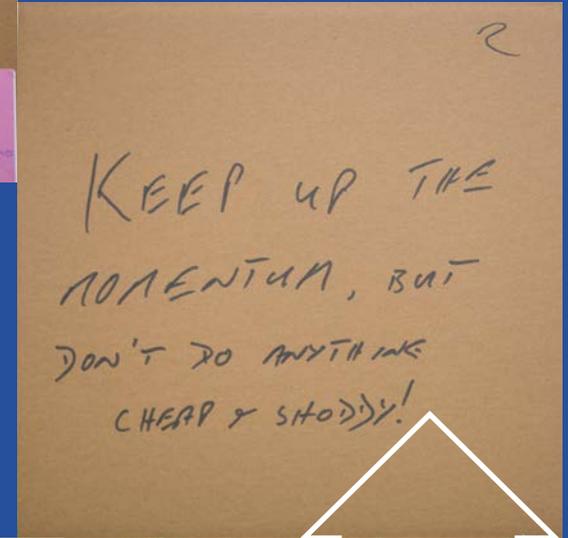


## STICKERS

- Advocacy Group
- Don't forget: Understand the site can be a cultural hub and strong pulling point to the city centre.
- Don't forget: without sign of progress on the ground people will continue to be cynical – action!
- Accessibility and way finding: (theme customised by participant) How to get visitors and residents to the open spaces without simplified interpretation?

## THE BIG IDEAS

- Keep up the momentum, but don't do anything cheap and shoddy!
- Don't wait now till the castle development is a reality. County and City Council need to work quickly to resolve and implement infrastructure improvements, which will set the scene for "Beyond the castle".
- It would be fantastic if Lancaster could gain a reputation for innovative but environmentally-friendly design.



- Media solutions:
- 1. Get info out onto web/ apps ASAP (eg CAN'T READ : Geophysics: Topographical etc. surveys – with [\*\*\*\*])
- Do something non-permanent on site which will help people to understand the buried archeology: eg spray-can marking-out of the forts, known buildings etc .
- Find a way to get a large team of volunteers involved – all ages, abilities, sub-divided into “teams” (egg look at Latham Park Trust in West Lancashire). Get volunteers to co-write blogs, to talk about on-going “Beyond the castle” work – this will help to bring in visitors to Lancaster.

4  
IT WOULD BE FANTASTIC IF  
LANCASTER COULD GAIN A  
REPUTATION FOR INNOVATIVE  
BUT ENVIRONMENTALLY-FRIENDLY  
DESIGN.

5  
MEDIA SOLUTIONS:  
GET INFO' OUT ONTO WEB/APPS. ASAP.  
(eg! ARCHAEOLOGY: GEOPHYSICS: TOPOGRAPHICAL  
etc. SURVEYS - WITH SIMPLIFIED INTERPRETS)  
2. ACCESS, 'WHERE IS...?', How can I do...?

DO SOMETHING NON-PERMANENT  
ON SITE WHICH WILL HELP PEOPLE TO  
UNDERSTAND THE BURIED ARCHAEOLOGY:  
eg. SPRAY-CAN MARKING OUT OF  
THE FORTS, KNOWN BUILDINGS etc.

6  
FIND A WAY TO GET  
A LARGE TEAM OF VOLUNTEERS  
INVOLVED) - ALL AGES, ABILITIES,  
SUB-DIVIDED INTO 'TEAMS'  
(LOOK AT LATHAM PARK TRUST IN  
WEST LANCASHIRE). GET VOLUNTEERS TO  
CO-WRITE BLOGS, TO TALK ABOUT ONGOING  
'BEYOND THE CASTLE' WORK - THIS WILL HELP  
TO BRING IN VISITORS TO LANCASTER.

# MISCELLANEOUS

## STICKERS

- Culture & Leisure: Events

## THE BIG IDEAS

- Lancaster Priory bells are rung regularly, not just for church services but on practice nights (Tuesday) and for special occasions (e.g. 3 hour peal for the Queen's Diamond Jubilee).
- It is important to allow this to continue – the bells are heavy and noisy and would conflict with arts events in the immediate vicinity!
- Bell ringing is part of our heritage. Please liaise with us!



Lancaster Priory bells are rung regularly, not just for church services but on practice nights (Tuesday) and for special occasions (eg 3 hour peal for the Queen's Diamond Jubilee).



It is important to allow this to continue – the bells are heavy and noisy and would conflict with arts events in the immediate vicinity!

Bell ringing is part of our heritage. Please liaise with us!!!

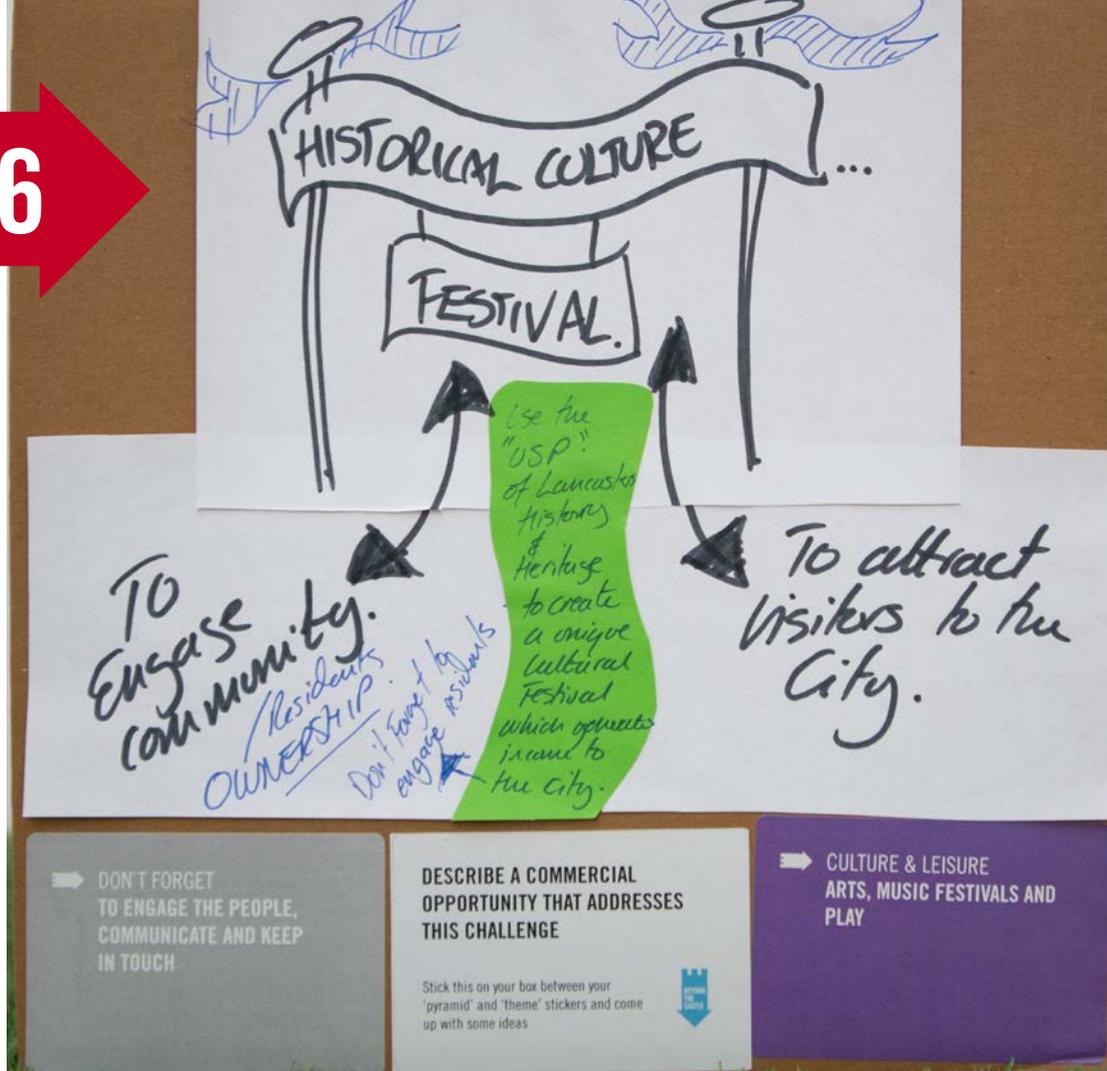
➡ CULTURE & LEISURE  
EVENTS

## STICKERS

- Don't forget: To engage the people, communicate and keep in touch
- Theme
- Culture & Leisure: Arts, music, festivals and play

## THE BIG IDEAS

- Permanent projector.
- Hidden nook.
- Seating.
- Concealed speakers.
- Tells stories of history and culture.
- Can update / change content.



## STICKERS

- Don't forget: Safety: Lighting, paths, undergrowth – but keep natural
- Theme: Accessibility & way finding: Maintain steps

## THE BIG IDEAS

- Paths & Cycle Paths
- Remove trees on either side to open the view and improve perception of a safe, open path. Keep other trees.
- Make cycle/pedestrian path much wider, or separate pedestrian and cycle paths (examples all over Europe).
- Provide a 'wild' area for trees, nettles, undergrowth in an area that would be difficult to maintain anyway. (Then feel free to have a more managed park else where – for people rather than wild life).
- Keep it clean with sponsorship from local business without excessive advertising. Perhaps interpretation boards by each entrance, listing sponsors'. Products/ services etc.
- Patrol, especially at night with Police.

↓  
DON'T FORGET  
SAFETY: LIGHTING, PATHS,  
UNDERGROWTH - BUT KEEP  
NATURAL

↓  
ACCESSIBILITY &  
WAY-FINDING  
MAINTAIN STEPS

PATHS + CYCLE PATHS

- REMOVE TREES ON EITHER SIDE TO OPEN THE VIEW AND IMPROVE PERCEPTION OF A SAFE, OPEN PATH. KEEP OTHER TREES.
- MAKE CYCLE/PEDESTRIAN PATH MUCH WIDER OR SEPARATE PEDESTRIAN + CYCLE PATHS (EXAMPLES ALL OVER EUROPE).
- PROVIDE A "WILD" AREA FOR TREES, NETTLES, UNDERGROWTH IN AN AREA THAT WOULD BE DIFFICULT TO MAINTAIN ANYWAY. (THEN FEEL FREE TO HAVE A MORE MANAGED PARK ELSE WHERE - FOR PEOPLE RATHER THAN WILD LIFE).
- KEEP IT CLEAN WITH SPONSORSHIP FROM LOCAL BUSINESS, WITHOUT EXCESSIVE ADVERTISING. (PERHAPS INTERPRETATION BOARDS BY EACH ENTRANCE, LISTING SPONSORS' PRODUCTS/SERVICES ETC.
- PATROL, ESP AT NIGHT WITH POLICE.

## THE BIG IDEAS

- Honour the castle as the North's greatest historic site.
- Don't forget fun!
- A maze
- An adventure playground
- A zip line with a bay view!



→ DON'T FORGET  
WITHOUT SIGNS OF  
PROGRESS ON THE GROUND  
PEOPLE WILL CONTINUE TO  
BE CYNICAL - ACTION!

### STICKERS

- Don't forget: without signs of progress on the ground people will continue to be cynical – action!

## THE BIG IDEAS

- Identity is not an option – All environments change through time.
- The 'natural' does not exist. It is managed by inaction – or not.

INACTIVITY IS NOT  
AN OPTION =  
ALL ENVIRONMENTS CHANGE  
THROUGH TIME. • • (agree!)  
THE "NATURAL" DOES NOT  
EXIST — "ITS MANAGED"  
BY INACTION - OR NOT

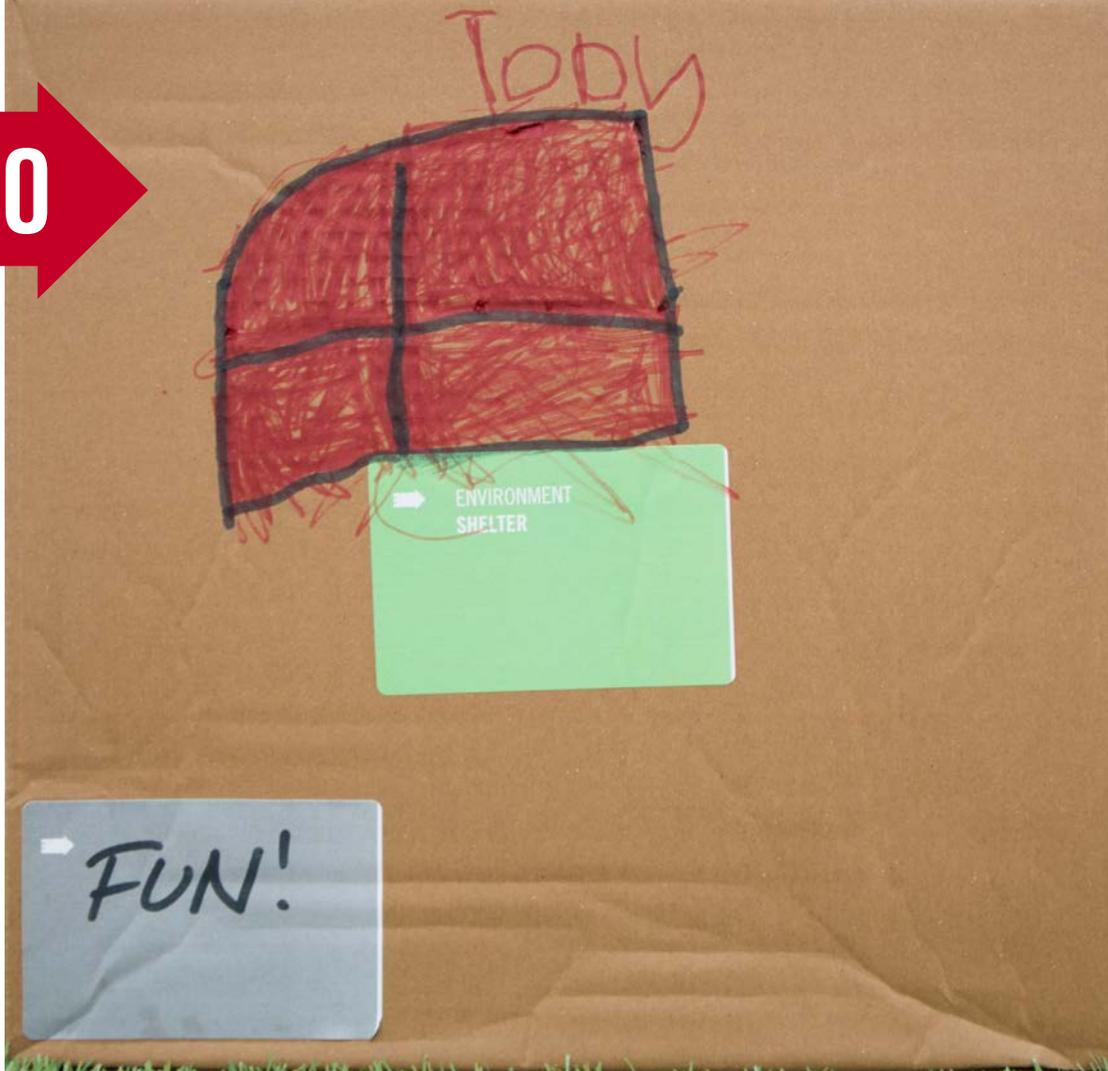
90

#### STICKERS

- Don't forget: Fun!
- Theme: Environment: Shelter

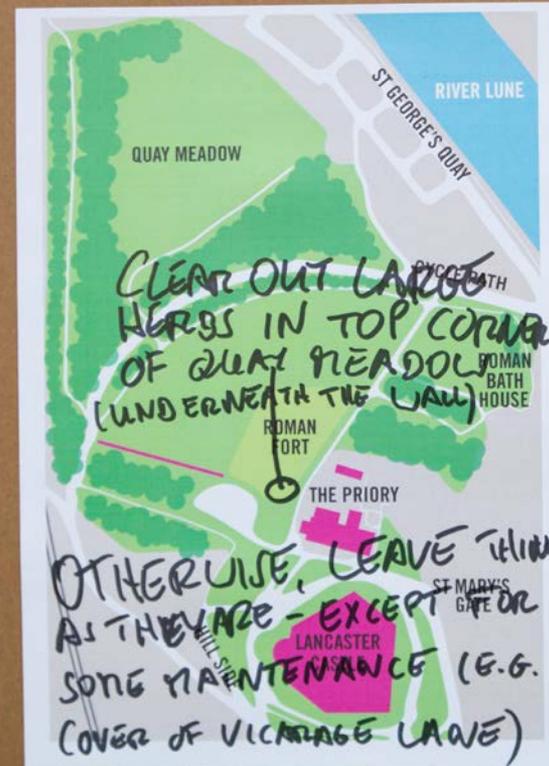
## THE BIG IDEAS

- A shelter for Toby



## THE BIG IDEAS

- Clear out large herbs in top corner of Quay Meadow (underneath the wall).
- Otherwise, leave things as they are – except for some maintenance (e.g. over of Vicarage Lane).



92

## THE BIG IDEAS

- Don't forget: Make the most of the history
- But don't dumb it down with too many cheesy signs

DON'T FORGET  
MAKE THE MOST OF THE  
HISTORY

but ~~and~~ don't dumb <sup>it</sup> down  
with too many cheesy  
signs.

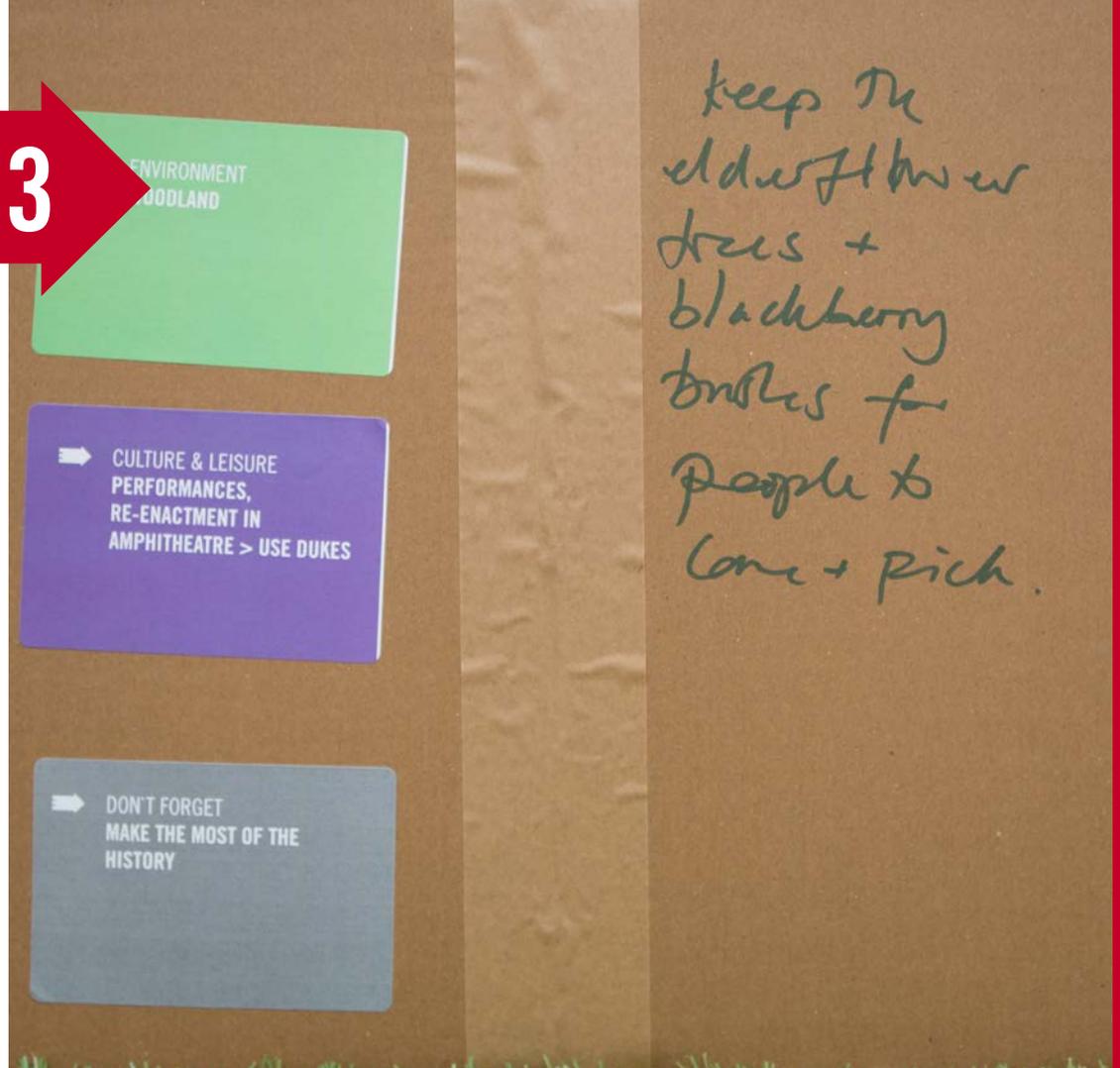
93

### STICKERS

- Theme: Environment: Woodland
- Theme: Culture & Leisure: Performances, re-enactment in Amphitheatre > Use The Dukes
- Don't forget: Make the most of the history

## THE BIG IDEAS

- Keep the elderflower trees and blackberry bushes for people to come and pick.



## STICKERS

- Residents box
- Map

## THE BIG IDEAS

- Create a 'contained' childrens somewhere close to castle (Quay Meadow?) Hillside?
- Bath House Field?
- Hillside?

CREATE A 'CONTAINED'  
CHILDRENS' PLAYGROUND SOME-  
WHERE CLOSE TO CASTLE  
(QUAY MEADOW?) HILLSIDE?  
BATH HOUSE FIELD?  
HILLSIDE?



## STICKERS

- Resident Sticker
- Don't forget: The wildlife
- Theme: Environment: Managing trees and plants

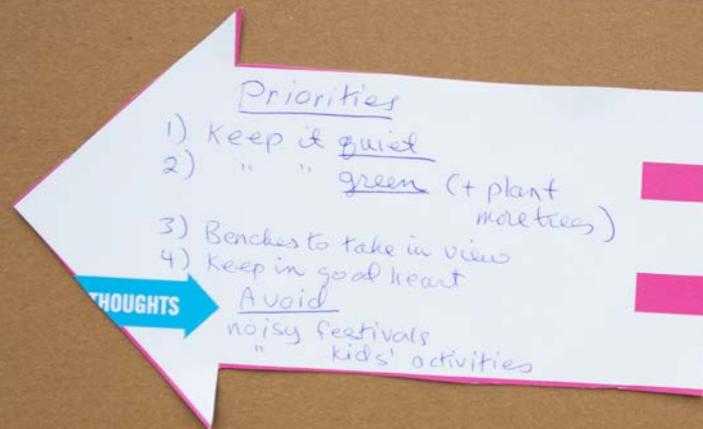
## THE BIG IDEAS

- I like the Vicarage Field and Quay Meadows pretty much as they are already and wouldn't like to see radical change. However, I think a lot could be done, relatively cheaply, to improve the biodiversity of the area. Introducing more native species to the woodland and remove the invasive sycamore gradually as new trees grow. Open up the woodland to encourage the growth of wild flowers. Getting more light onto the cycle tracks will make it feel safer for people too. Introduce meadow flowers on the open areas.



## THE BIG IDEAS

- Priorities:
  1. Keep it quiet
  2. Keep it green (and plant more trees)
  3. Benches to take in view
  4. Keep in good heart
- Avoid noisy festivals / noisy kids' activities

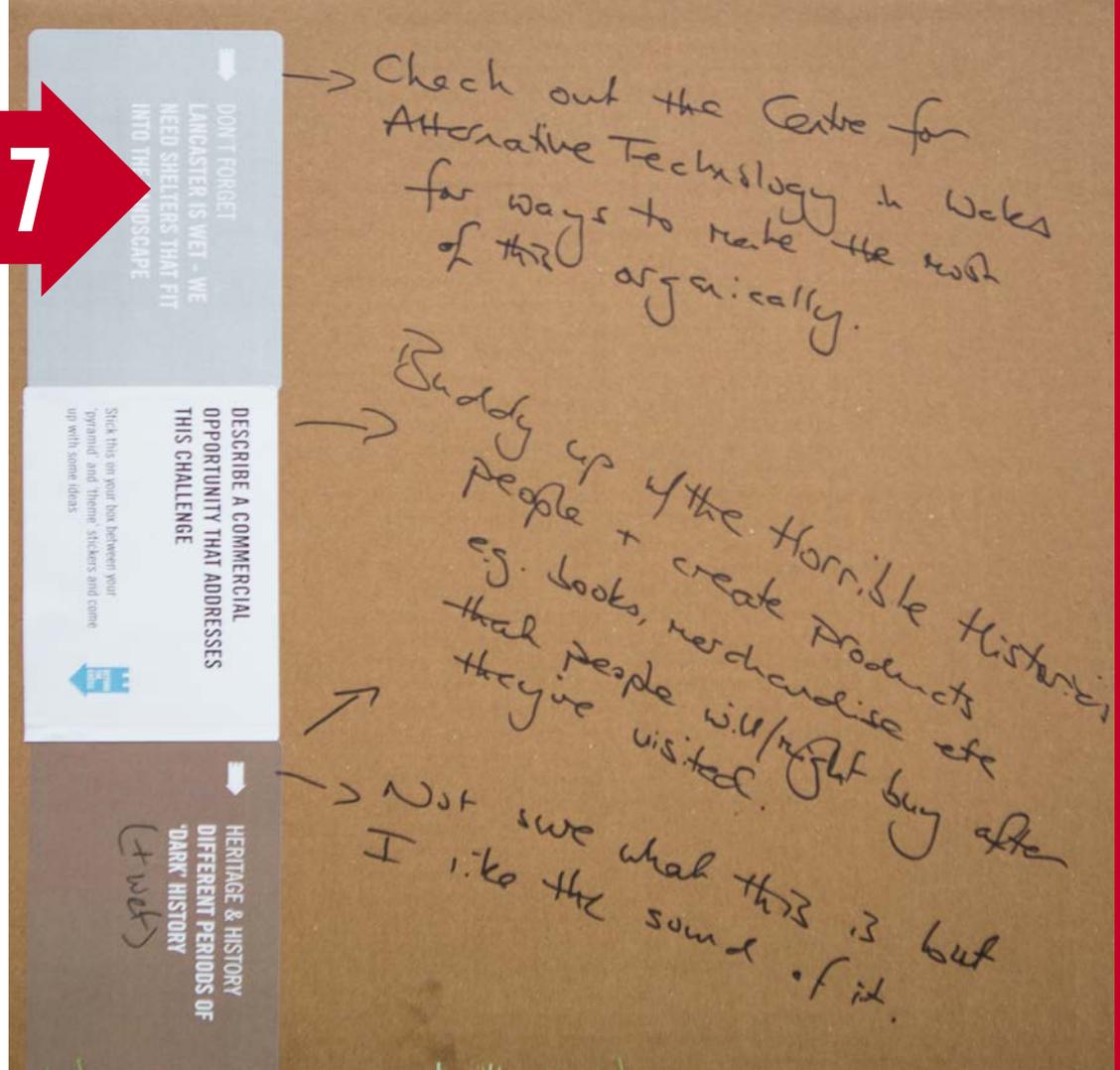


## STICKERS

- Don't forget: Lancaster is wet – we need shelters that fit into the landscape.
- Theme: Heritage and History: Different periods of 'dark' history (and wet)

## THE BIG IDEAS

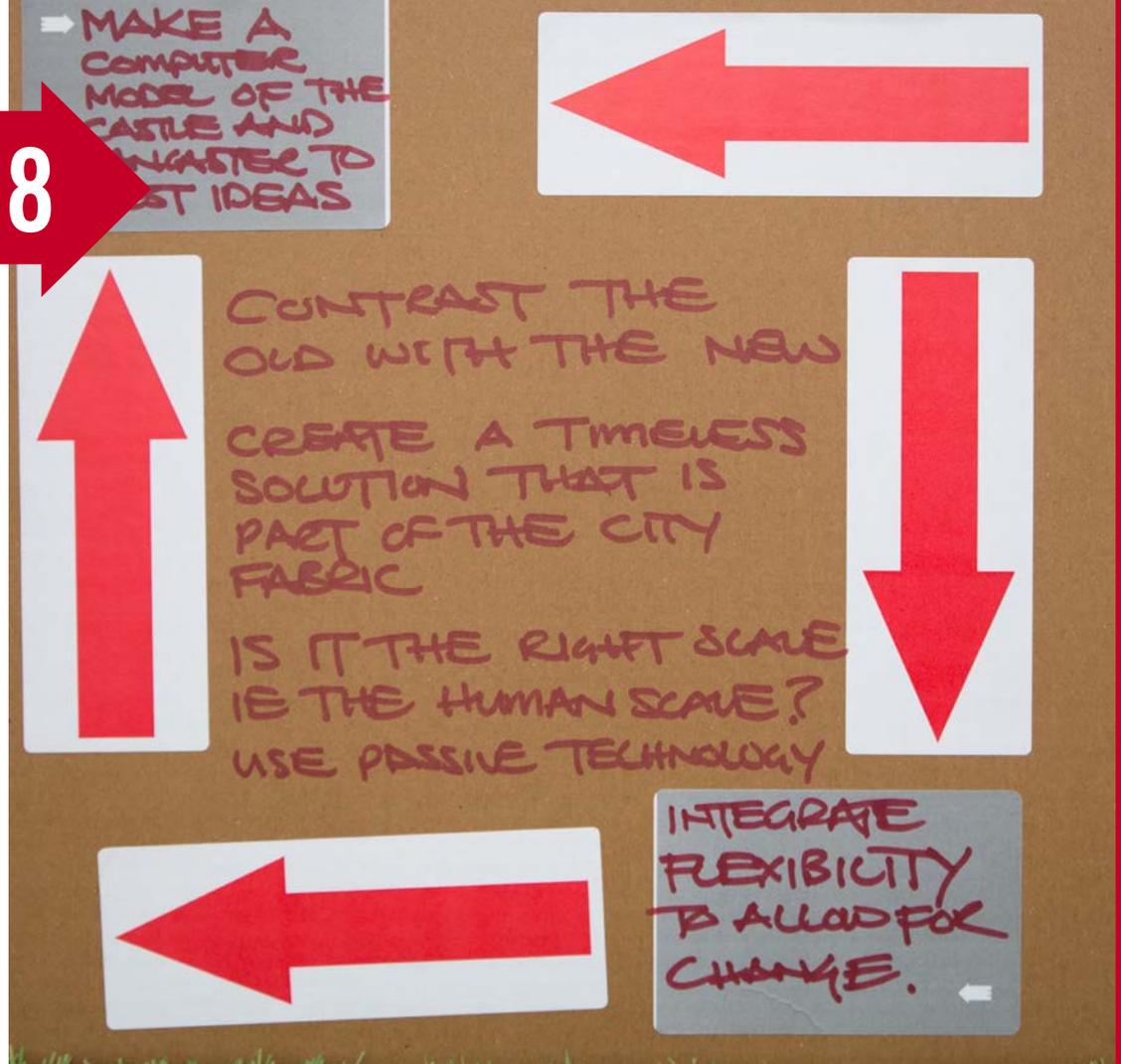
- Check out the Centre for Alternative Technology in Wales for ways to make the most of this organically.
- Buddy up with the Horrible Histories people and create products eg books, merchandise etc that people will/might buy after they've visited.
- Not sure what this [Heritage and History: Different periods of 'dark' history (and wet)] is but I like the sound of it.



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## THE BIG IDEAS

- Make a computer model of the Castle and Lancaster to test ideas
- Contrast the old with the new
- Create a timeless solution that is part of the city fabric
- Is it the right scale ie the human scale? Use passive technology
- Integrate flexibility to allow for change

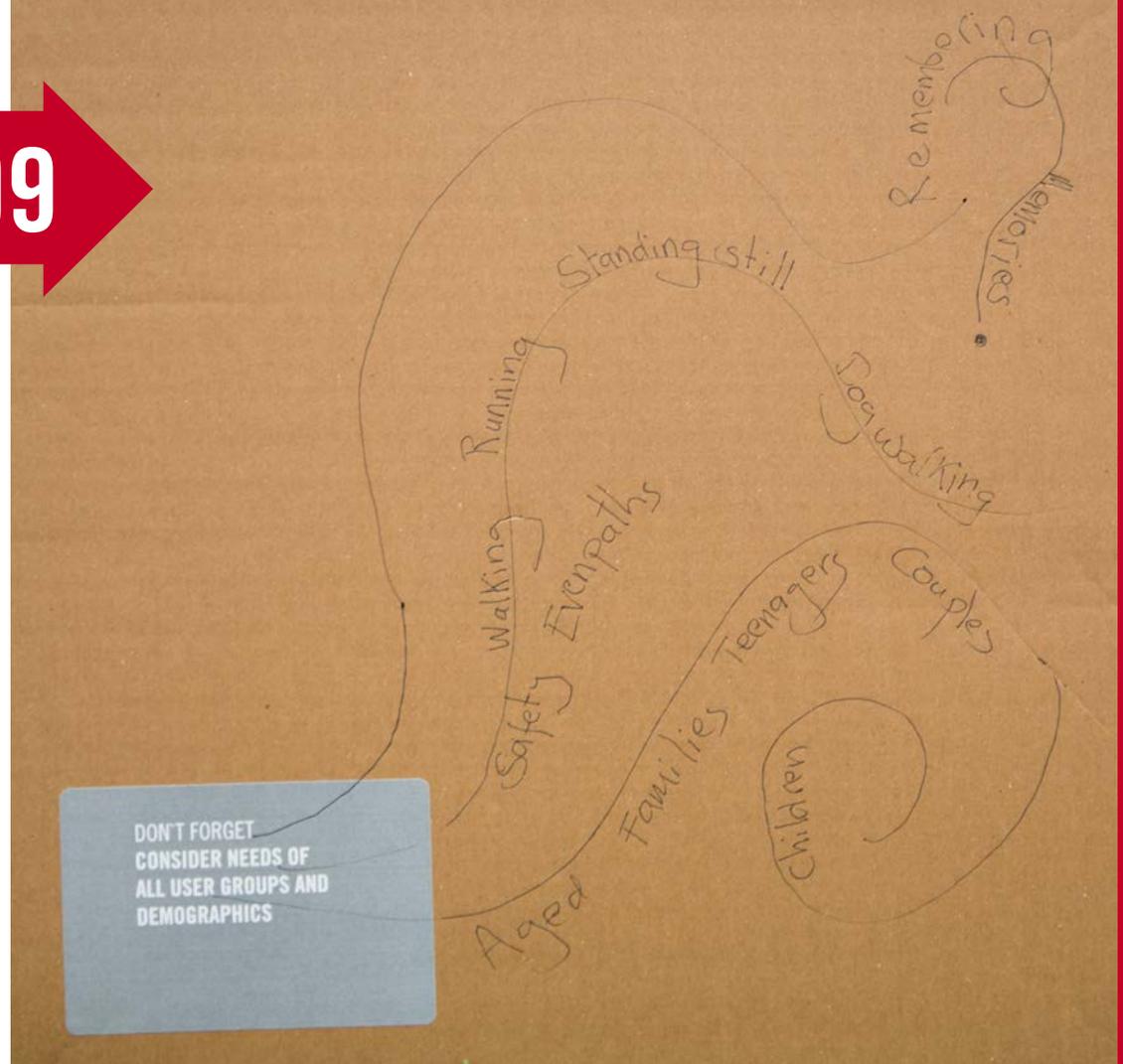


**STICKERS**

- Don't forget consider needs of all user groups and demographics

**THE BIG IDEAS**

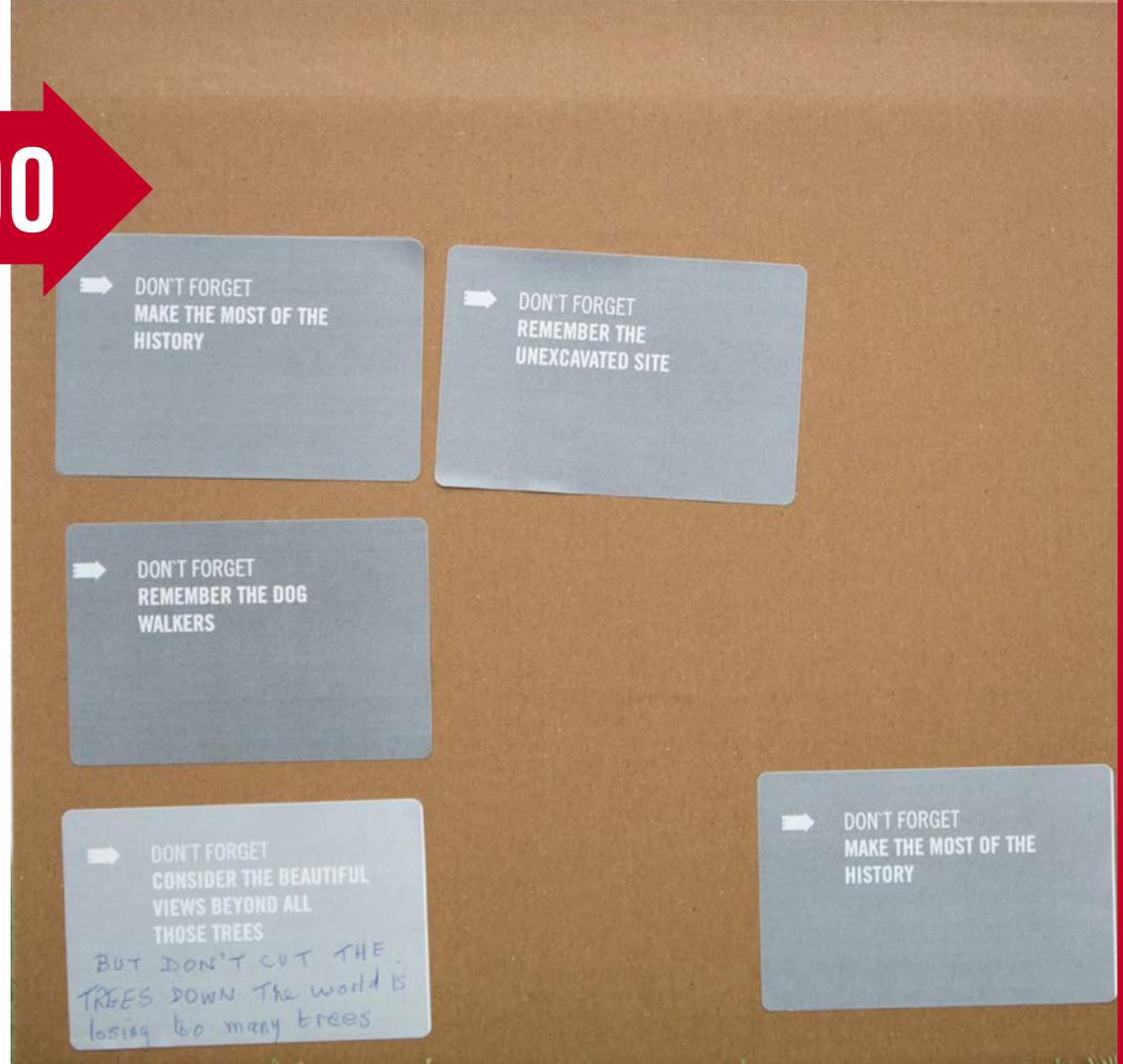
- Walking
- Running
- Standing still
- Dog walking
- Safety even paths
- Remembering memories
- Aged
- Families
- Teenagers
- Couples
- Children



# 100

## STICKERS

- Don't forget make the most of the history
- Don't forget remember the dog walkers
- Don't forget consider the beautiful views beyond all those trees (but don't cut the trees down. The world is losing too many trees)
- Don't forget remember the unexcavated site
- Don't forget make the most of the history.



101

### STICKERS

- Resident Sticker
- Don't forget the cars and buses?
- Themes: Culture and leisure: café > eating and picnic

## THE BIG IDEAS

- Turn Quay Meadow into a coach park (nicely done).

TURN QUAY MEADOW INTO A  
COACH PARK (NICELY DONE).

R

→ DON'T FORGET  
THE CARS AND BUSES?

DESCRIBE A COMMERCIAL  
OPPORTUNITY THAT ADDRESSES  
THIS CHALLENGE

Stick this on your box between your  
'pyramid' and 'theme' stickers and come  
up with some ideas

→ CULTURE & LEISURE  
CAFÉ > EATING AND PICNIC

Don't forget that, when weather, seasons, etc, most of the time will be a space for 'quiet recreation'. Fine to include visions of re-enactments, fêtes, and so on, but it needs to be appealing on a dull November day!

#### STICKERS

- Don't forget: The wildlife
- Theme: Environment: Shelter

## THE BIG IDEAS

- Build wooden huts
- Make mini gardens
- Bird attractors
- Ponds
- Flower meadows
- Wooden playgrounds
- Willow mazes

➡ HERITAGE & HISTORY  
LEARNING LANDSCAPE  
(SHORT STORY BOARDS OR  
SOMETHING INTERACTIVE)

➡ CULTURE & LEISURE  
DESIGN AND RE-IMAGINING  
AMPHITHEATRE AND  
PERFORMANCE SPACE  
(OTHER POSSIBILITIES)

➡ DON'T FORGET  
CONSIDER THE BEAUTIFUL  
VIEWS BEYOND ALL  
THOSE TREES

➡ DON'T FORGET  
KEEP A NATURAL  
ENVIRONMENT WHEN  
DOING ANY DEVELOPMENT

➡ DON'T FORGET  
MAKE THE MOST OF THE  
HISTORY

## STICKERS

- Theme sticker: Accessibility & Way-finding: Car parking – without, we lose
- Theme: Environment: Views – can't hurt
- Theme: Culture & leisure: Art, music festivals and play – always needed
- Theme: Heritage & History: Amphitheatre – make the most of
- Theme: Culture & leisure: Develop Giant Chairs – sounds fun (for all)



## THE BIG IDEAS

- Let them do this..... Persuade them.....
- ..... to be free

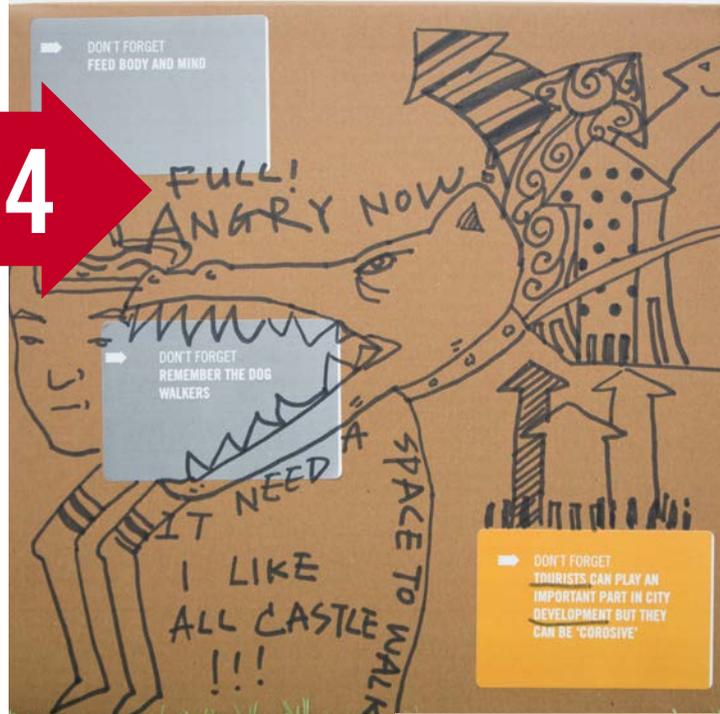


## STICKERS

- Don't forget: To feed body and mind
- Don't forget: Remember the dog walkers
- Don't forget: Tourists can play an important part in city development but they can be 'corrosive'

## THE BIG IDEAS

- I like all castles and with a full mind, get angry and need a place to walk!
- Co-design freely!



co-design  
freely!

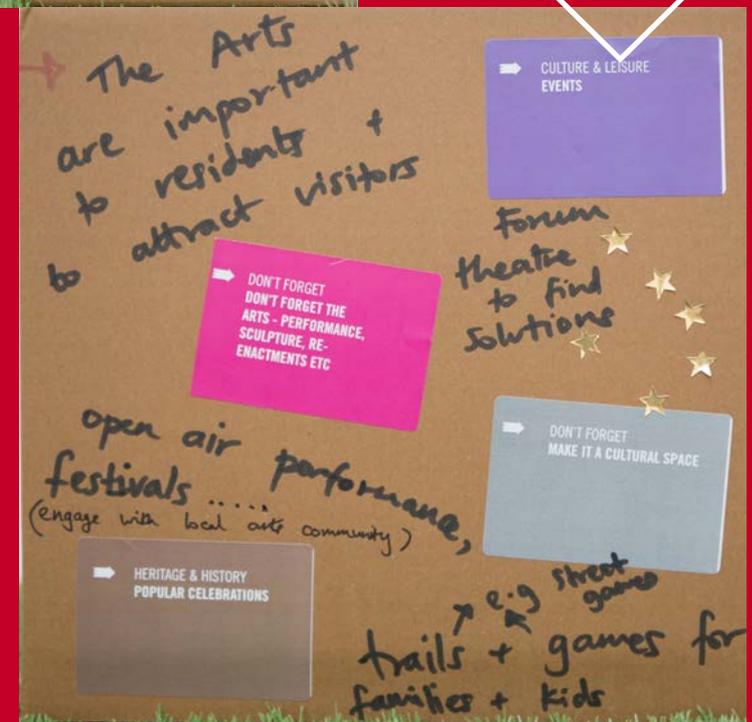
## STICKERS

- Don't forget: Keep a natural environment when doing any development
- Theme: Environment: Preserve open space and woodland
- Don't forget: The arts – performance, sculpture, re-enactments etc.
- Don't forget: Make it a cultural space
- Theme: Culture & Leisure: Events
- Theme: Heritage & History: Popular celebrations



## THE BIG IDEAS

- Food growing for residents
- Orchards of berries, vegetables and fruit
- Community picnics and meals
- Healthy eating initiatives
- Wildflowers for bees/insects
- The arts are important to attract visitors
- Forum theatre to find solutions
- Open air performances, festivals...
- Engage with local community
- Trails e.g. street games for families and kids



## STICKERS

- Don't forget: Keep involving people in a meaningful way in the process
- Don't forget to use Lancaster's heritage



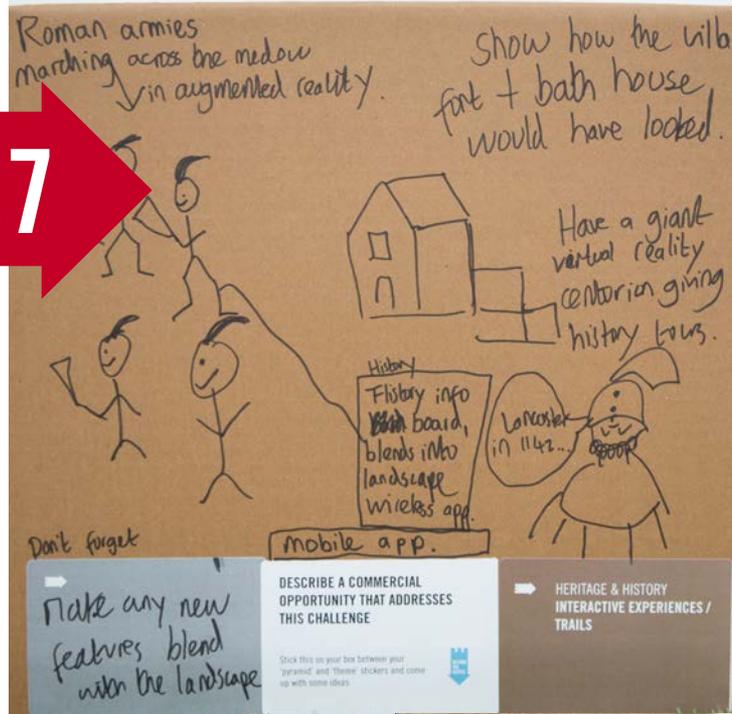
## THE BIG IDEAS

- A castle on a hill depicted in the background with a princess icon in the top left turret. A flower depicted in the foreground
- We are family!!
- Bring us in.
- North
- East
- West
- South



## STICKERS

- Don't forget: Make any new features blend with the landscape
- Theme: Heritage and History: Interactive experiences/trails



## THE BIG IDEAS

- Roman armies marching across the meadow in augmented reality
  - History info board, blends into landscape.
  - Wireless app.
  - Mobile app.
- Show how the villa, fort and bath house would have looked
- Have a giant virtual reality centurion giving history tours
- A way to not build on the site and do something new to attract visitors and not spoil the space for residents is to bring the history to life with augmented reality.

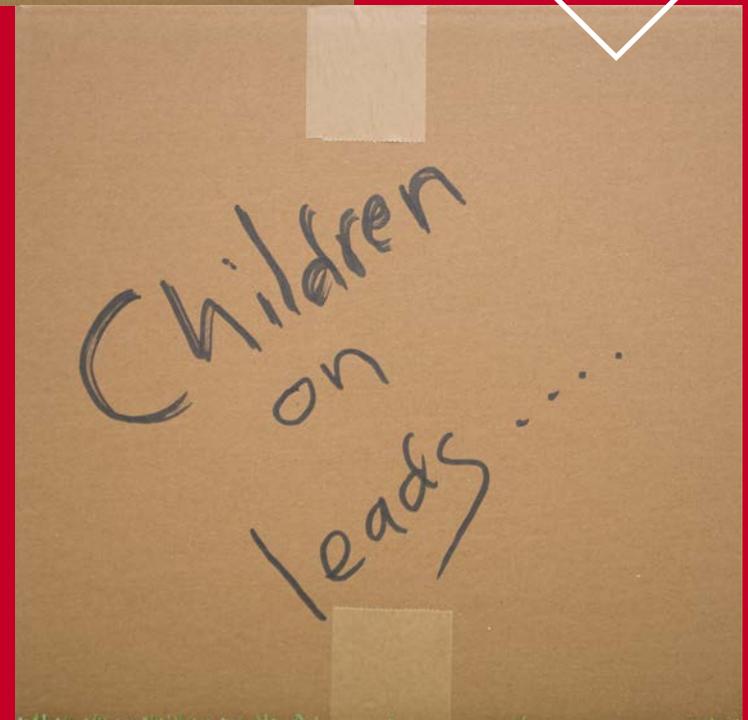
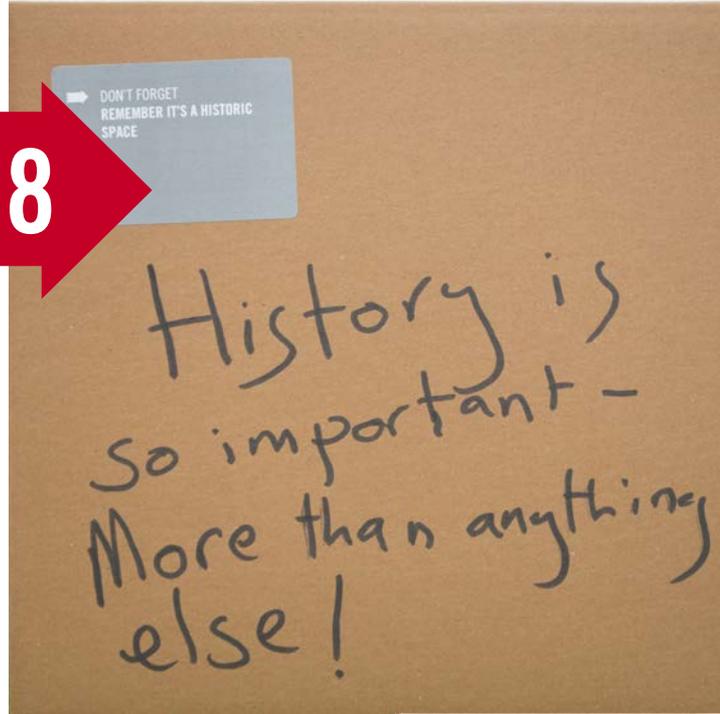
A way to not build on the site + do something new to attract visitors + not spoil the space for residents is to bring the history to life with augmented reality.

## STICKERS

- Don't forget: Remember it's a historic space.

## THE BIG IDEAS

- History is so important – more than anything else!
- Children on leads...

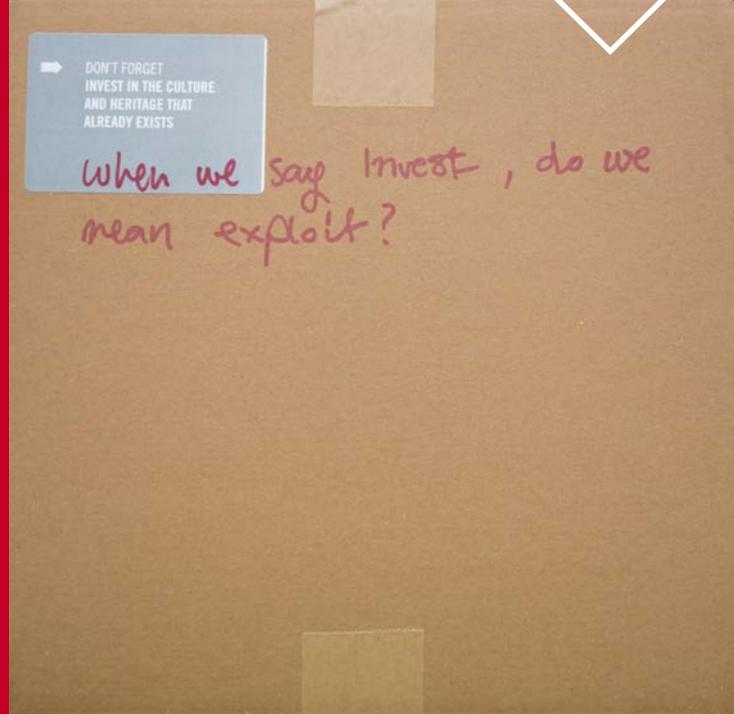
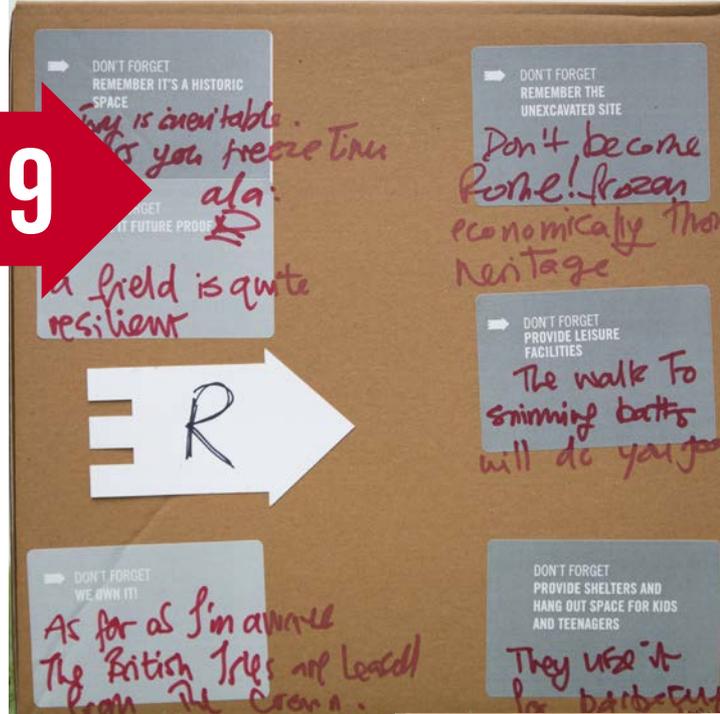


## STICKERS

- Don't forget: Remember it's a historic space
- Don't forget: Make it future proof
- Don't forget: we own it.
- Don't forget: remember the unexcavated site
- Don't forget: provide leisure facilities
- Don't forget: provide shelters and hang out space for kids and teenagers.
- Don't forget: Invest in the culture and heritage that already exists.

## THE BIG IDEAS

- History is inevitable unless you freeze time
- A field is quite resilient
- As far as I'm aware, The British Isles are leased from The Crown
- Don't become [\*\*\*\*] frozen economically [\*\*\*\*] heritage
- The walk to swimming baths will do you good.
- They use it for barbeques [\*\*\*\*]
- When we say invest, do we mean exploit?



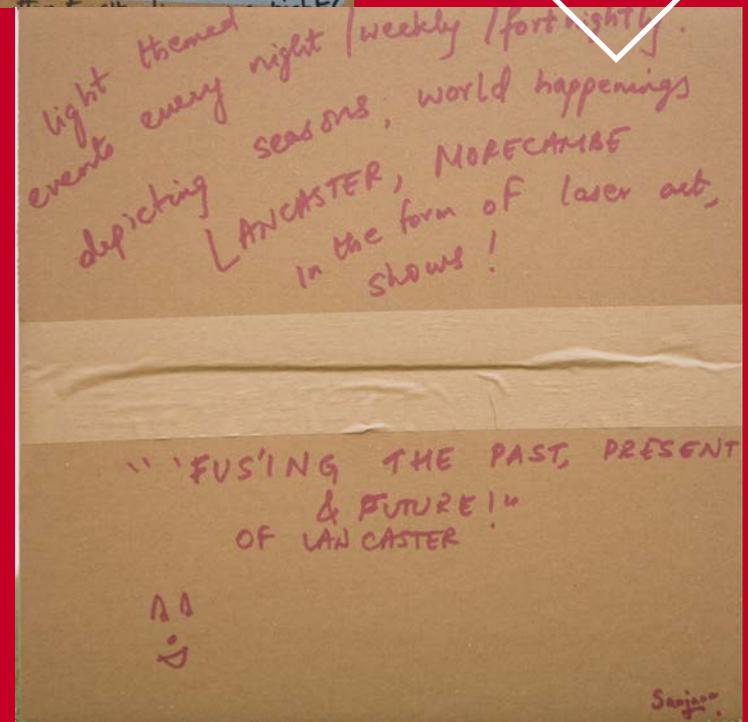
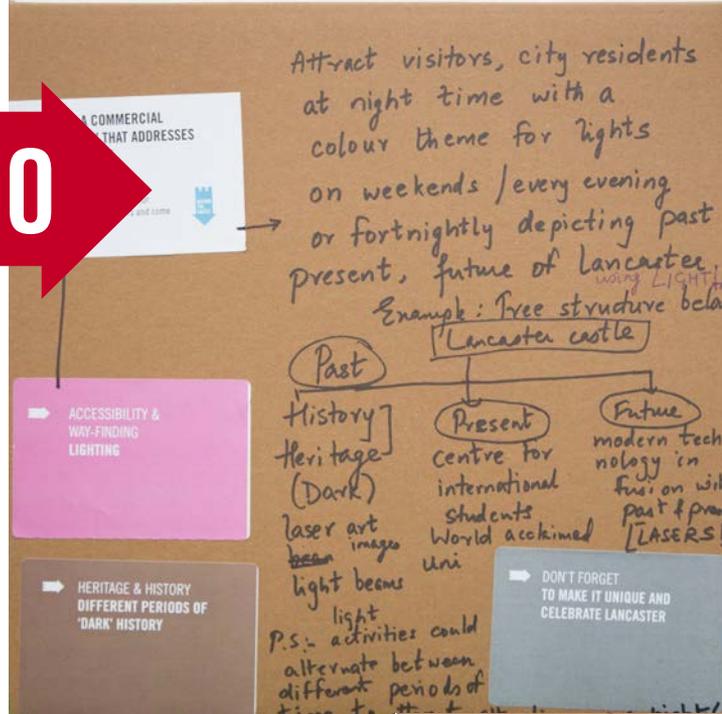
# 110

## STICKERS

- Don't forget to make it unique and celebrate Lancaster
- Accessibility and way-finding: lighting
- Heritage and History: different periods of "dark" history.

## THE BIG IDEAS

- Attract visitors, city residents at night time with a colour theme for lights on weekends/ every evening or fortnightly depicting past, present, future of Lancaster using LIGHT!!!
- Example: Tree structure below [tree diagram labeled as follows]
- Past
  - History and heritage (Dark)
  - Laser art images
  - Light beams
- Present
  - Centre for international students
  - World acclaimed uni
- Future
  - Modern technology in fusion with past and present (LASERS!!!!)
- PS – light activities could alternate between different periods of time to attract attention every night.
- Light themed events every night/ weekly/ fortnightly depicting seasons, world happenings, LANCASTER, MORECAMBE in the form of laser art shows!
- "FUSING THE PAST, PRESENT AND FUTURE OF LANCASTER!"



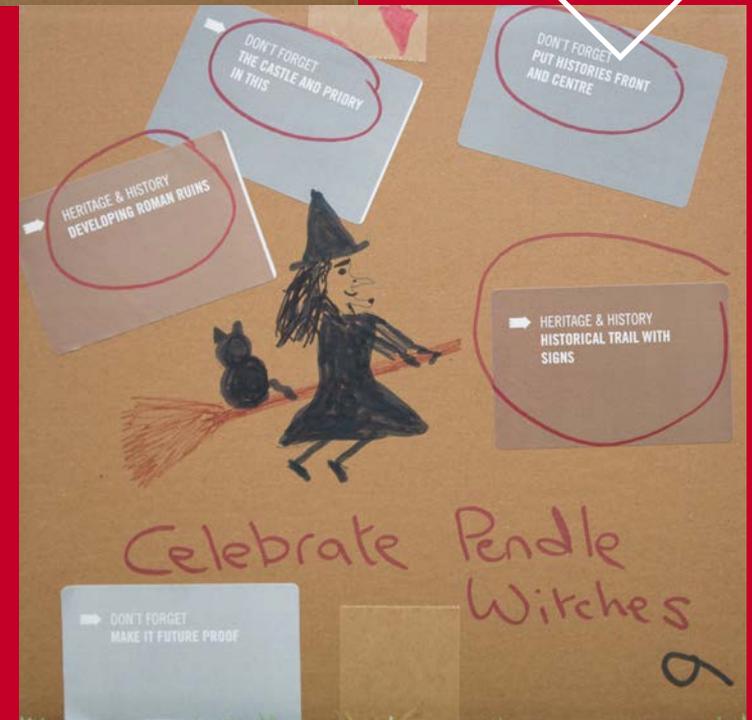
111

## STICKERS

- Don't forget to make it unique and celebrate Lancaster
- Don't forget the history!!
- Don't forget make more of existing features of amphitheatre
- Don't forget remember the unexcavated site
- Don't forget the Castle and the Priory in this
- Don't forget out histories front and centre
- Don't forget make it future proof
- Heritage and History: developing roman ruins
- Heritage and History: historical trail with signs

## THE BIG IDEAS

- Horrible History 5
- [\*\*\*\*] – Romans – Saxons – Vikings – Normans – Plantagenets – Georgian – Victorian.
- [\*\*\*\*]
- Visual viewing area
- This is a roman soldier [next to illustration of soldier]
- Celebrate Pendle witches

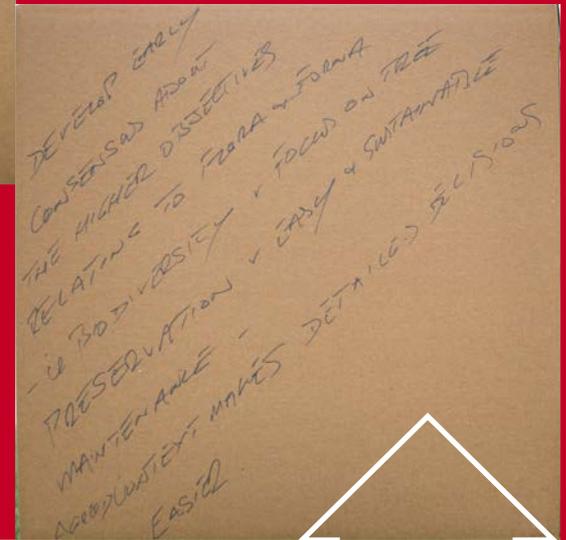
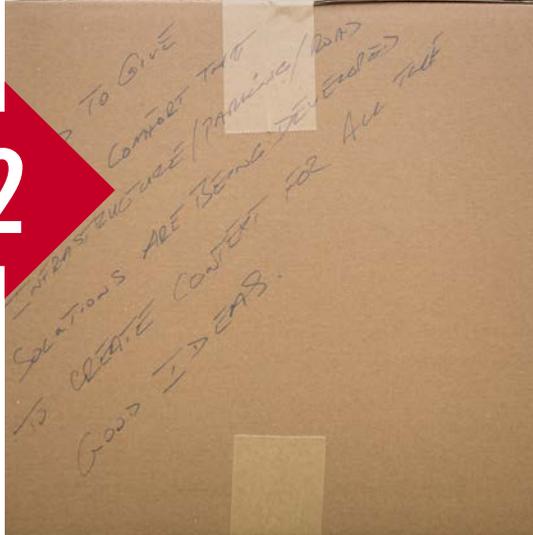


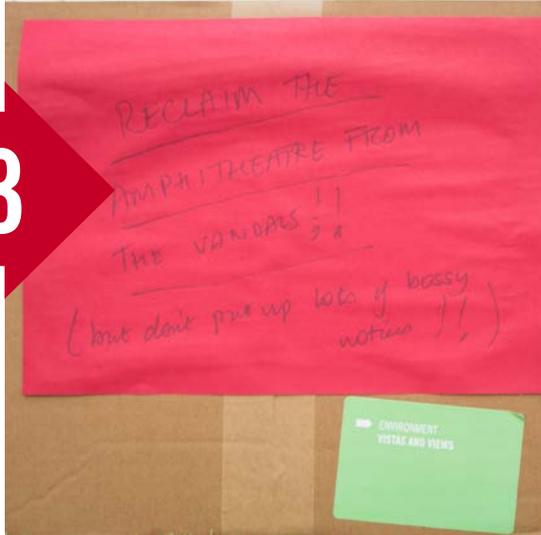
## STICKERS

- Theme: Heritage and History: Unravel history
- Theme: Culture & leisure: Arts, music festivals and play
- Theme: Environment: Managing trees and plants
- Theme" Environment: woodland

## THE BIG IDEAS

- Develop early consensus about the wider objectives relating to flora and fauna. I.e. Biodiversity and focus on tree preservation - very easy sustainable maintenance.
- Agreed context makes detailed decisions easier.
- Need to give early comfort that infrastructure/parking/road solutions are being developed to create context for all the good ideas.



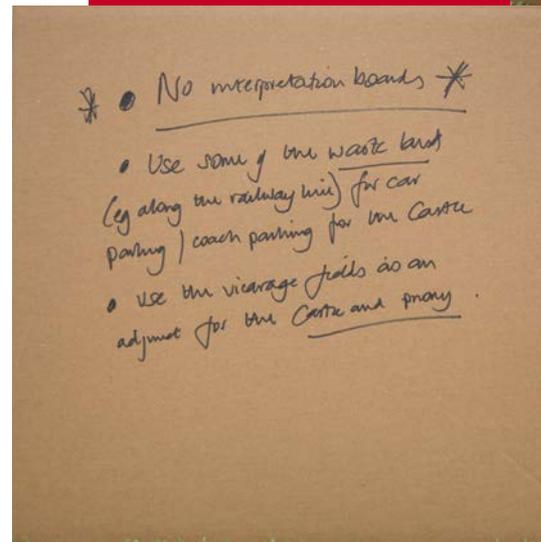


## STICKERS

- Theme: Environment: Vistas and views
- Don't forget: Make the most of the history
- Don't forget: The castle and Priory in this
- Don't forget: Make it future proof
- Don't forget: The vistas are amongst the best in any city, anywhere. Cherish them. Find ways to let more people enjoy them. But don't over manufacture them.

## THE BIG IDEAS

- Reclaim the Amphitheatre from the vandals!!
- But don't put up lots of bossy notices!!
- No interpretation boards. Use some of the wasteland (e.g. along the railway line) for car parking/coach parking for the centre.
- Use the Vicarage Fields as an adjunct for the centre and Priory.

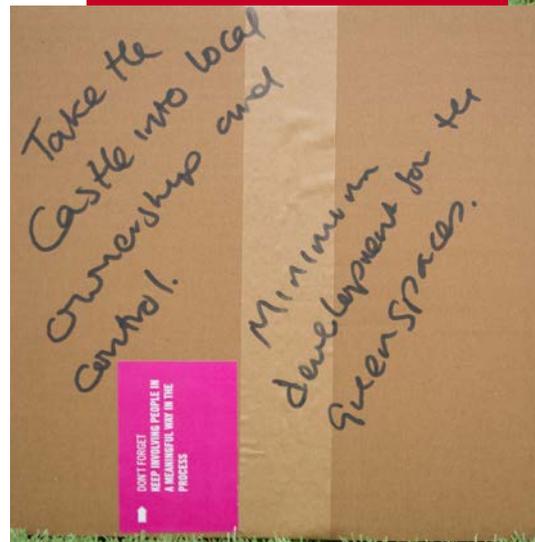
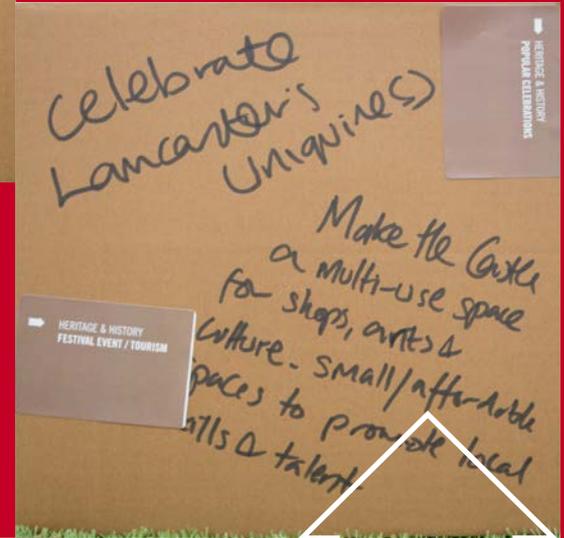


## STICKERS

- Don't forget: Create employment
- Don't forget: Make it accessible
- Theme: Heritage & history: Popular celebrations
- Theme: Heritage & History: Festival event/tourism
- Don't forget: Keep involving people in a meaningful way in the process

## THE BIG IDEAS

- Make use of the railway station.
- Promote public transport
- Create accommodation in the castle
- Link to the cycle ways
- Make the castle a multi-use space for shops, arts and culture – small affordable spaces to promote local skills and talent.
- Take the castle into local ownership and control.
- Minimum development for the green spaces.



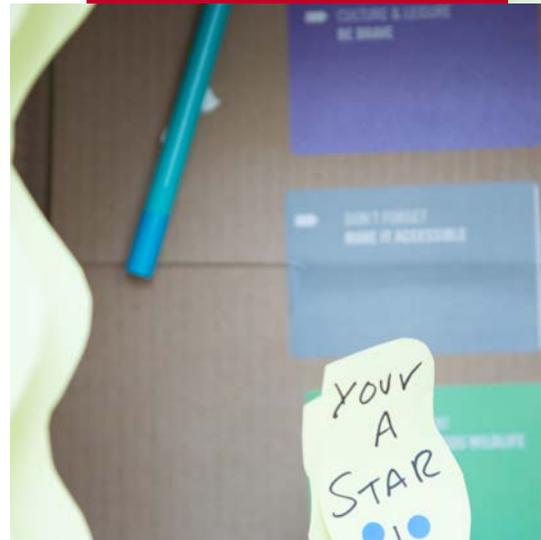
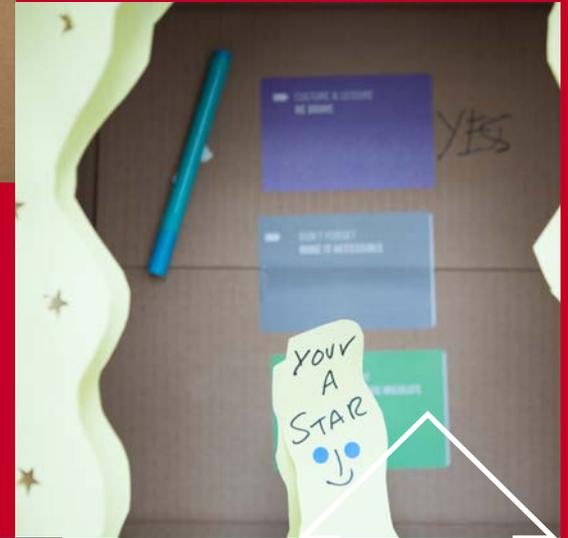
# 115

## STICKERS

- Don't forget make it accessible
- Culture and leisure: be brave
- Environment: Nettles versus wildlife

## THE BIG IDEAS

- Are we all outside the box?
- Look inside
- Yes
- You're a star.



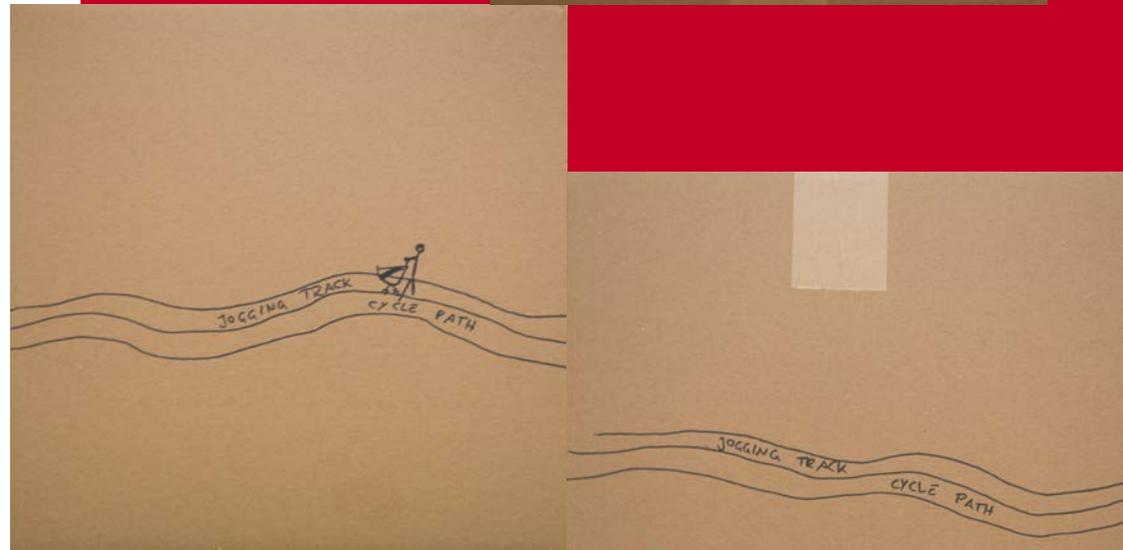
# 116

## STICKERS

- Don't forget Feed body and mind
- Theme: Culture & Leisure: Develop cultural activities: Pop up activities
- Theme: Culture & Leisure: Fitness route

## THE BIG IDEAS

- Open Air Community Gym
- Regular fitness community classes making the most of views and nature
- Sunrise, sunset and moonlight yoga
- Circuits
- A zip line with bay views
- Discovery walks
- Use the concrete waterproof surfaces for protection for cycle path and jogging track
- Activities to take place near the graveyard where the best views and mud avoidance are.
- Are you bothered that it's a graveyard?
- Plus 2 sides with drawings on of cycle and jogging paths.





## THE BIG IDEAS

- Maybe some sort of natural or composting toilets. The whole site could be a showcase for environmentally friendly features, eg lighting, loos, buildings (if there are any)
- [in relation to Don't forget keep involving people in a meaningful way in the process ] You've done a brilliant job so far. I was very nervous and skeptical at the first workshop back in February. But I am amazed, delighted and excited by the energy and ideas. I was and still am a "like it as it is" person. But can see with these ideas it can be both preserved and enhanced and be an interesting, informative, enjoyable and relaxing gem in Lancaster.
- Use local residents and [\*\*\*\*], give them training, learn new skills, especially young people, school kids, college students.
- A very mad idea but could an eco-café be dug into the side of the hill? Huge glass windows looking out over the river. No heating bills. I know it would be costly to build though. Serving locally sourced and organic and fairtrade food etc.
- Opening up the Castle and "Beyond the Castle" are the two most exciting things to happen in Lancaster probably since Williamson Park was conceived. So many fantastic opportunities for jobs, culture, education, relaxation, tourism and the local community to be engaged over a long period. But it needs to be tasteful not tacky. Needs to be sustainable ie not take lots of money to build and maintain. The worst thing would be exciting plans that start, then stop and lay derelict or decay in 10 years when the excitement has worn off.
- The trick is to involve the local community in creating it at every level; building, cleaning, putting on events, making sculpture, being 'guardians', sign-posting people.
- On a wet day in Lancaster (in which there are many, this could be the "quarter" to come to – also close to Judges Lodgings, Cottage Museum and Maritime Museum. But also a location just to enjoy, cycle, walk the dog, walk to Sainsbury's etc. But also, all those visitors to the Lake District – or a wet day. They should be induced to head to Lancaster Castle and "grounds". Therefore, parking and transport and access for all will be an issue – small, regular "green" buses or "little trains" to take people around. Hopefully this will shift the emphasis to this side of town and kill dead the idea of centres once and for all!



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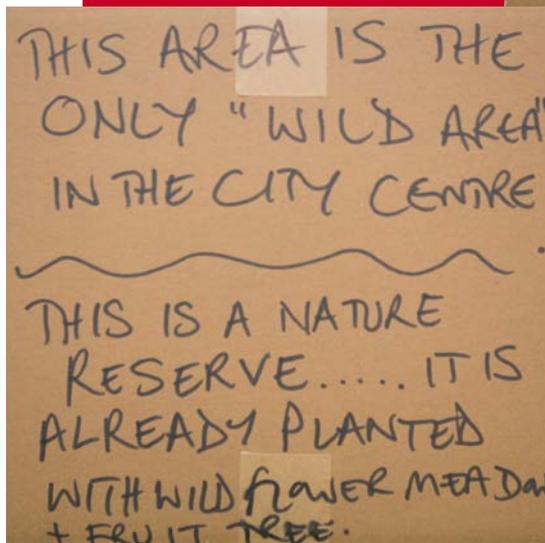
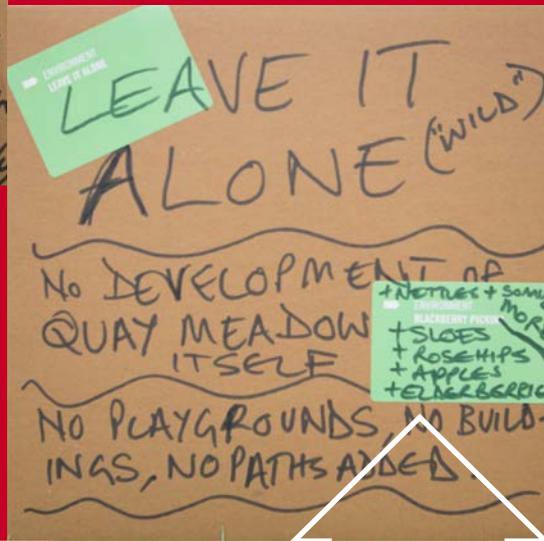
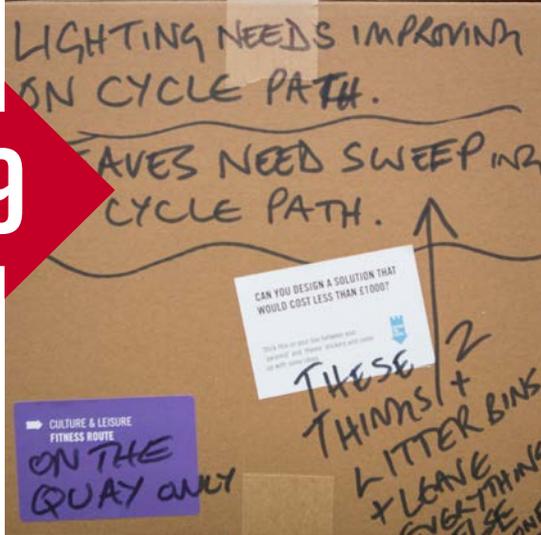
Hopefully this will shift the emphasis to this side of town + kill dead the idea of centres once + for all!

## STICKERS

- Theme: Culture & leisure: Fitness route
- Environment: Leave it alone 'wild'

## THE BIG IDEAS

- No development of Quay Meadows itself.
- More nettles, sloes, rosehips, apples, elderberries
- No playgrounds, no buildings, no paths added
- This area is the only 'wild' area in the city centre. This is a nature reserve... it is already planted with wildflower meadow and fruit trees.



119

- Needs regular litter picking and dog litter bins.
- This is a safe space for young people to play (especially now Freeman's Wood is not accessible).
- This is a huge waste of money – compost these boxes afterward for environment sake!
- Lighting needs improving on cycle path. Leaves need sweeping on cycle path. These 2 things plus litter bins. Leave everything else alone.

NEEDS ~~REGULAR~~ REGULAR  
LITTER PICKING  
AND DOG LITTER BINS.

---

THIS IS A SAFE SPACE  
FOR YOUNG PEOPLE TO  
PLAY (ESPECIALLY NOW FREE-  
MAN'S WOOD IS NOT ACCESS-  
IBLE.)

THIS IS A HUGE WASTE  
OF MONEY

~ COMPOST THESE BOXES  
OR SOMETHING USEFUL  
AFTERWARD FOR  
ENVIRONMENT SAKE!

# 120

People do want to help and be involved they just need someone to instigate it. ✓

Working groups can help maintain the site, a trip to one of the Quay pubs at the end of the day always helps! ●●

Quarterly events could help people find out about the area. Then they might get involved too! ●

ENVIRONMENT  
TIDY UP

DON'T FORGET  
KEEP INVOLVING PEOPLE IN  
A MEANINGFUL WAY IN THE  
PROCESS

CAN YOU DESIGN A SOLUTION THAT  
WOULD COST LESS THAN £1000?  
  
Think about your budget, your group and how you can work with other ideas.

CULTURE & LEISURE  
DEVELOP CULTURAL  
ACTIVITIES: POP-UP  
ACTIVITIES

I like:

- Hot air balloon.
- Art/Theatre/Cultural Events i.e. Williamson Park type plays
- Festivals/Markets
- Crappy Walkway
- Light Displays (on canals etc)
- Sculpture trail (local Artists/People/Students)

Lots of people don't want too much change. Others want crazy ideas, one off events would be great for everyone!

## STICKERS

- Don't forget : Keep involving people in a meaningful way in the process
- Theme: Environment: Tidy up
- Theme: Culture & leisure: Develop cultural activities: Pop up activities
- Don't forget: Keep the quality high even if it means doing less or more slowly
- Theme: Accessibility & Way-Finding: Better signage / information

## THE BIG IDEAS

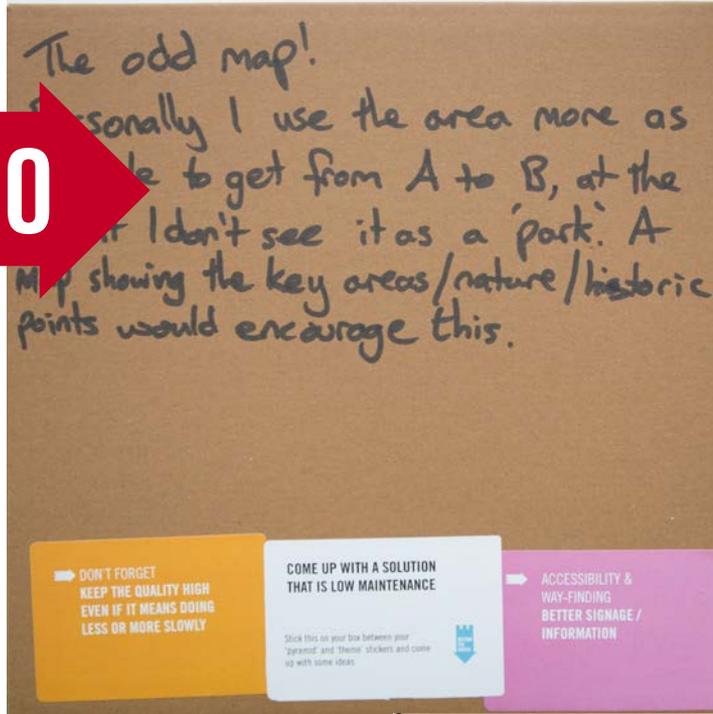
- People do want to help and be involved they just need someone to instigate it.
- Working groups can help maintain the site, a trip to one of the Quay pubs at the end of the day always helps!
- Quarterly events could help people find out about the area. Then they might get involved too!
- Hot air balloon
- Art/theatre/cultural events. i.e. Williamson Park type plays.

Most important:

**MARKETING!**

Make sure people know!

- Festivals/markets
- Canopy walkway
- Light displays (on castle etc.)
- Sculpture trail (local artists/people/students)
- Lots of people don't want too much change. Others want crazy ideas.
- One off events would be great for everyone!
- Most important: **MARKETING!** Make sure people know!
- The odd map! Personally I use the area more as a route to get from A to B, at the moment I don't see it as a 'park'. A map showing the key areas/nature/historic points would encourage this.
- Good Luck! It looks good so far!



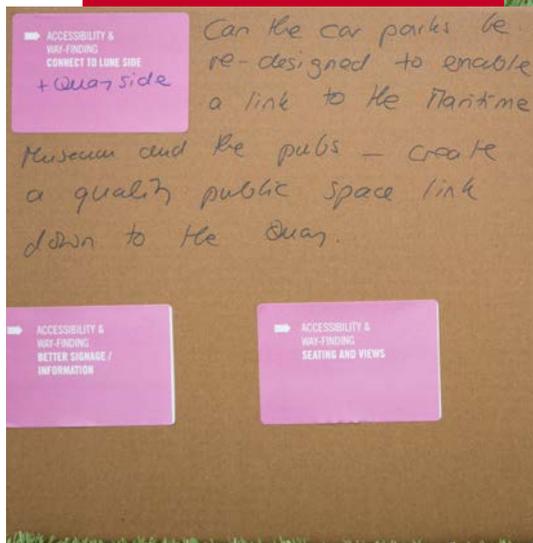
Good Luck!  
It looks good so far!

# 121



## STICKERS

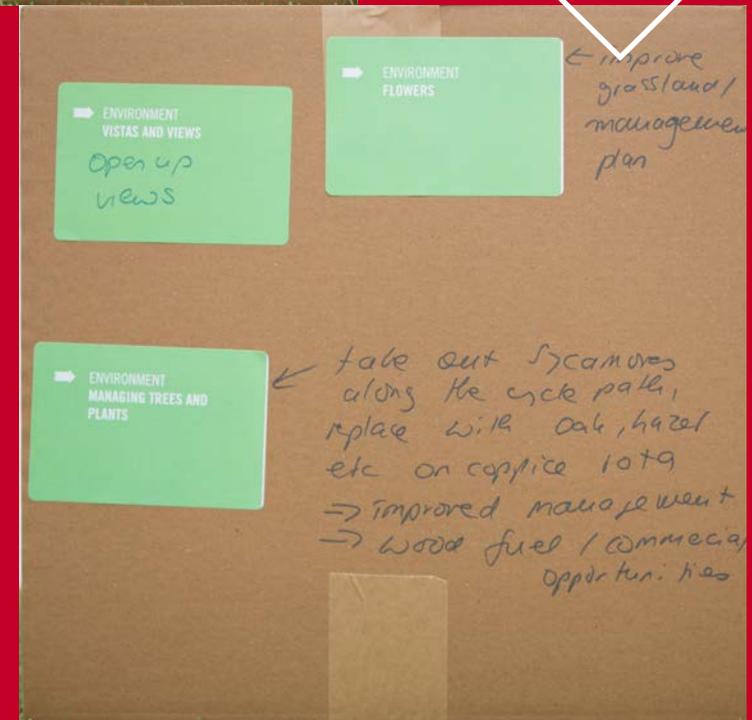
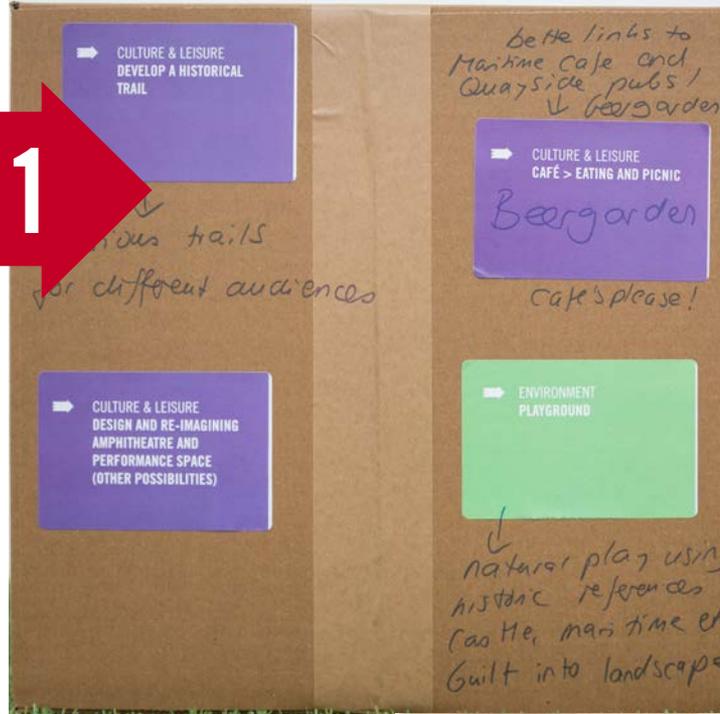
- Don't forget: Make it future proof
- Don't forget: Remember it's a historic space
- Theme: Heritage & History: Festival event/tourism
- Theme: Heritage & History: Mapping
- Theme: Heritage & History: Maritime links
- Theme: Heritage & History: Interactive experiences / trails
- Theme: Heritage & History: Amphitheatre
- Theme: Accessibility & Way-finding: Connect to Lune Side
- Theme: Accessibility & Way-finding: Better signage / information
- Theme: Accessibility & Way-finding: Seating & views
- Theme: Culture & Leisure: Develop a historical trail
- Theme: Culture & Leisure: Café > Eating and picnics
- Theme: Environment: Playground
- Theme: Culture & Leisure: Design and re-imagining Amphitheatre and performance space (other possibilities)
- Theme: Environment: Vistas and views
- Theme: Environment: Flowers
- Theme: Environment: Managing trees and plants



# 121

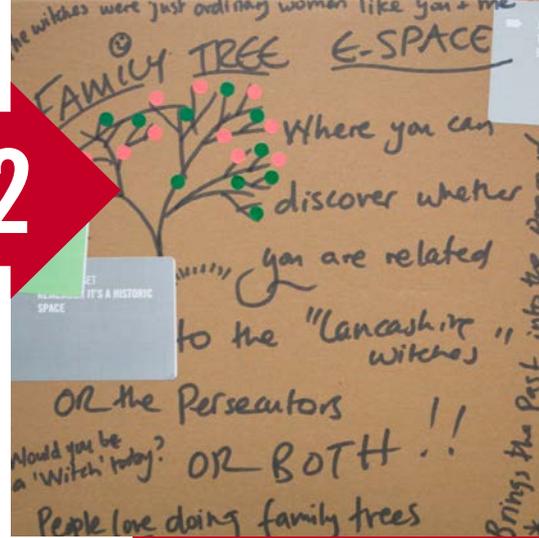
## THE BIG IDEAS

- Would love to see the use of goats or sheep explored to manage the grassland and keep down undergrowth.
- How? Creative solution required – volunteer shepherds, work with local farmer/goats. Cased with the Maritime Museum (or one of the Quayside pubs).
- Various trails for different audiences
- Better links to Maritime Café and Quayside pubs and beer garden
- Cafes please!
- Natural play using historic references, castle, Maritime etc. Built into landscape
- Improve grassland/management plan
- Take out sycamores along the cycle path, replace with oak, hazel etc. on coppice iota.
- Improved management
- > Wood fuel / commercial opportunities



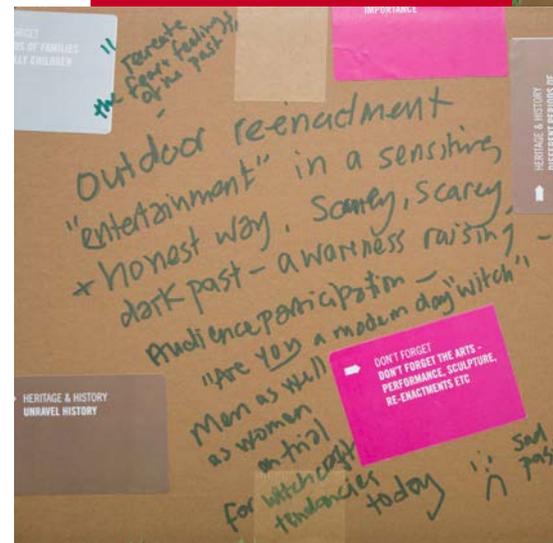
## STICKERS

- Don't forget: Consider the need for open natural space that shouldn't be spoiled
- Environment: Leave it alone
- Environment: Preserve open space and woodland
- Environment: Fruit trees
- Environment: Nature trails
- Environment: Managing trees and plants
- Environment: Heritage & history: Food and Produce
- Heritage & History: Mapping, Festival event / tourism, interactive experiences and trails
- Don't forget: To make it unique and celebrate Lancaster
- Culture & Leisure: Develop a historical trail
- Don't forget: Be ambitious
- Don't forget: Use the whole process as a catalyst to solving anti-social behavioral issues
- Don't forget the arts – performance, sculpture, re-enactments etc.
- Don't forget: The needs of families, especially children
- Heritage & History: Unravel history. Different periods of 'dark' history
- Don't forget: Access for all
- Don't forget: the needs of families, especially children
- Don't forget: Remember it's a historic space
- Theme: Environment - Nature trails



## THE BIG IDEAS

- Environment – Diversity in a naturalistic way – meadows, streams, copses, wildlife walks, fruit hedgerows.
- Free food
- Wild food walks
- Incredible edible... mmmmm
- HANDLE WITH CARE – The past (history) + (herstory)
- The present environment
- Don't glamourise the past – what happened was VERY wrong.
- Outdoor re-enactment 'entertainment' in a sensitive and honest way. Scary, scary dark past – awareness raising. Audience participation, 'Are you a modern day 'witch?' Men as well as women on trial for witchcraft tendencies today in sad past
- Open air summer music festivals. Yippee
- Family tree e-space - where you can discover whether you are related to the "Lancashire Witches" or the persecutors, OR BOTH!!
- The witches were just ordinary women like you and me.
- Would you be a witch today?
- People love doing family trees
- No pride in our dark past
- Brings the past into the present



# ALL THE E-MAILS

# JUST IMAGINE ALL THE EMAILS

THROUGHOUT THE PROJECT WE ENCOURAGED PEOPLE TO CONTACT US WITH QUESTIONS AND COMMENTS, OFTEN THESE WERE IN THE FORM OF LONG EMAILS TO DESIGN MANAGER, GEMMA COUPE. THESE WERE OFTEN PACKED WITH GOOD IDEAS AND INTERESTING PERSPECTIVES.

**E-mail to:** Beyond The Castle  
**From:** A resident of River Street in Lancaster

23rd August 2012

### Ideas within the e-mail

I moved to Lancaster from Germany and was surprised that this open space, in the middle of a city did not have a jogging fitness route with 'workout' stations.

A recognised BBQ area would avoid people scorching the grass.

There is an obvious requirement for a cycle path to join at the corner of Carlisle Bridge with Quay Meadow and the 'junction' between the Vicarage Field and Quay Meadow. Perhaps by running a cinder track next to the existing fence to the railway embankment.

The meadow and Vicarage Fields should be assessed for wild flower population and improved if required.

There is scope for the planting of fruit tree clusters in line with the success of the other orchards in Lancaster.



**E-mail to:** Beyond The Castle

23rd August 2012

**From:** A regular visitor to Lancaster over the last 15 years  
who lives in Snowtown, Australia

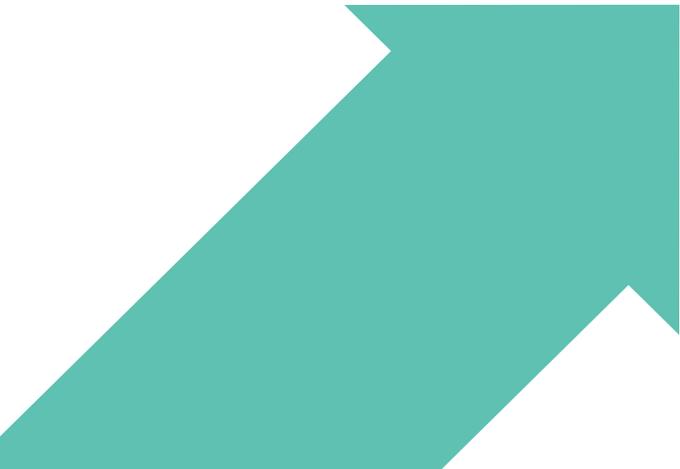
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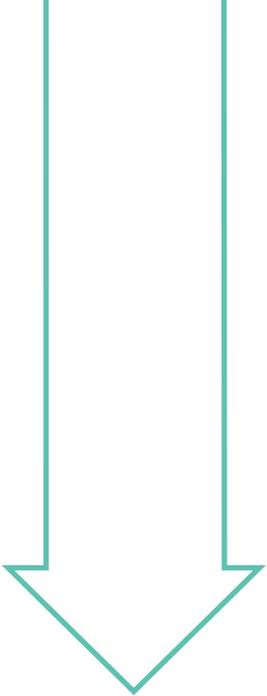
The open spaces around the castle and Priory are an asset that need to be maintained. The grassed surrounds are a distinct contrast to the sometimes narrow streets and lanes of the town that grew around the castle. This contrast in use fits in nicely with the history of the city.

An area that does need development is the hill that runs from below the Priory down to the Quay. In particular, the Roman Baths are a sad sight, tucked away in a muddy field as they are.

It would be good to see this area landscaped with seating that allows visitors to enjoy the views over the Lune and down to Morecambe Bay.

Some development of the Roman Baths and some form of interpretative signage would add to the area.





**E-mail to:** Beyond The Castle  
**From:** A resident of River Street in Lancaster

23rd August 2012

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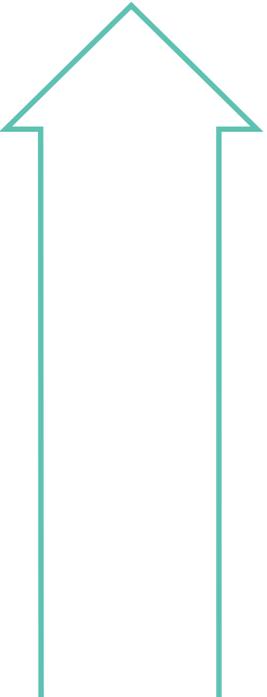
Ideas within the email on the topic of Litter and Maintenance:

Over 7 years of walking my dog around Quay Meadow and Vicarage Fields I have picked up at least 7 x 52 x 2 x 2 bags = 1456 carrier bags of rubbish! My point is that without the Council taking responsibility for this area and putting resources into keeping it tidy, your initiative will be undermined by a significant minority of people.

I have 'deep cleaned' the woods bordering River Street at least 8 times over the years. A working party of volunteers could sort out the litter and discarded shopping trollies.

The overgrown aspect of the fields' borders has often attracted the homeless 'campers' who leave behind detritus including used syringes which make it unsafe for kids to play in these areas. Without suitable ongoing enforcement of a 'No Camping' rule this will continue to be an issue.

At low tide when the silt has been washed away due to heavy rainfall, the river bed can be seen to be covered with rubbish between the Millenium Bridge and the slipway opposite Lune Road. This presents a hazard to boats tempted to sail up from the sea and moor against the Quay. An option would be to provide a floating pontoon in the river to at least tempt some sailing or sea kayaking activity up from the coast to tie up for refreshment at the Quayside pubs and attract footfall into the Maritime Museum and fields beyond.



**E-mail to:** Beyond The Castle  
**From:** A resident of River Street in Lancaster

5th September 2012

Ideas within the e-mail:

The writer took the following sentence from the beyond the castle event marketing and responded to it: 'How can we bring its feature to life in ways that fit the needs of Lancaster people and those who visit it?'

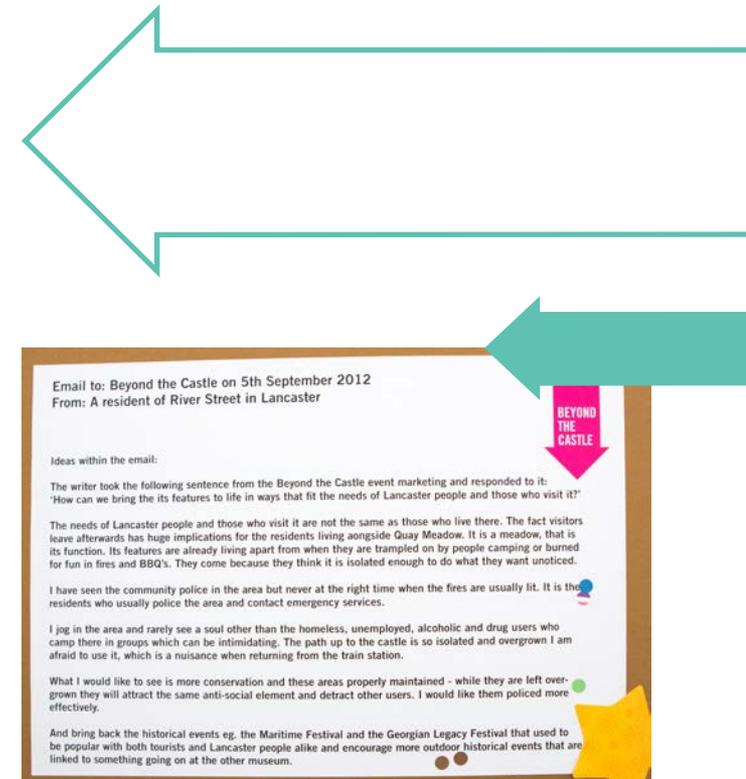
The needs of Lancaster people and the who visit it are not the same as those who live there. The fact visitors leaves afterwards has huge implications for the residents living alongside Quay Meadow. It is a meadow, that is it's function. Its features already living part from when they are trampled on by people camping or burned for fun in fires and BBQs. The come because they it is isolated enough to do what they want unnoticed.

I have seen the community police in the area but never at the right time when the fires are usually lit. it is the residents who usually police the area and contact emergency services.

I jog in the area and rarely see a soul other than the homeless, unemployed, alcoholic and drug users who camp there in groups which can be intimidating. The path up to the castle is so isolated and overgrown I am afraid to use it, which is a nuisance when returning from the train station.

What I would like to see is more conservation and these areas properly maintained - while they are left overgrown they will attract the same anti-social element and detract other users. I would like them policed more effectively.

And bring back the historical events e.g. the Maritime Festival and the Georgian Legacy Festival that used to be popular with both tourist and Lancaster people alike and encourage more outdoor historical events that are linked to something going on at the other museum.



**E-mail to:** Beyond The Castle  
**From:** A local resident

5th September 2012

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Ideas within the email:

Anyone venturing from the Maritime Museum or The Priory is in great danger of multiple nettle stings etc.

I am sure this will upset many people but most of the opportunistic growth of trees should be removed. To be replaced by carefully chosen species in keeping with our natural flora with appropriate landscaping.

Perhaps gently graded paths sweeping down to the lower field will now be in sight and at least something made of the Roman Remains.

The beauty of Britain's great country house parks is not because of messy little lanes and dingy, dark pathways but open vistas where nature can be seen and felt.

