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Whare W nanga o Waitaha

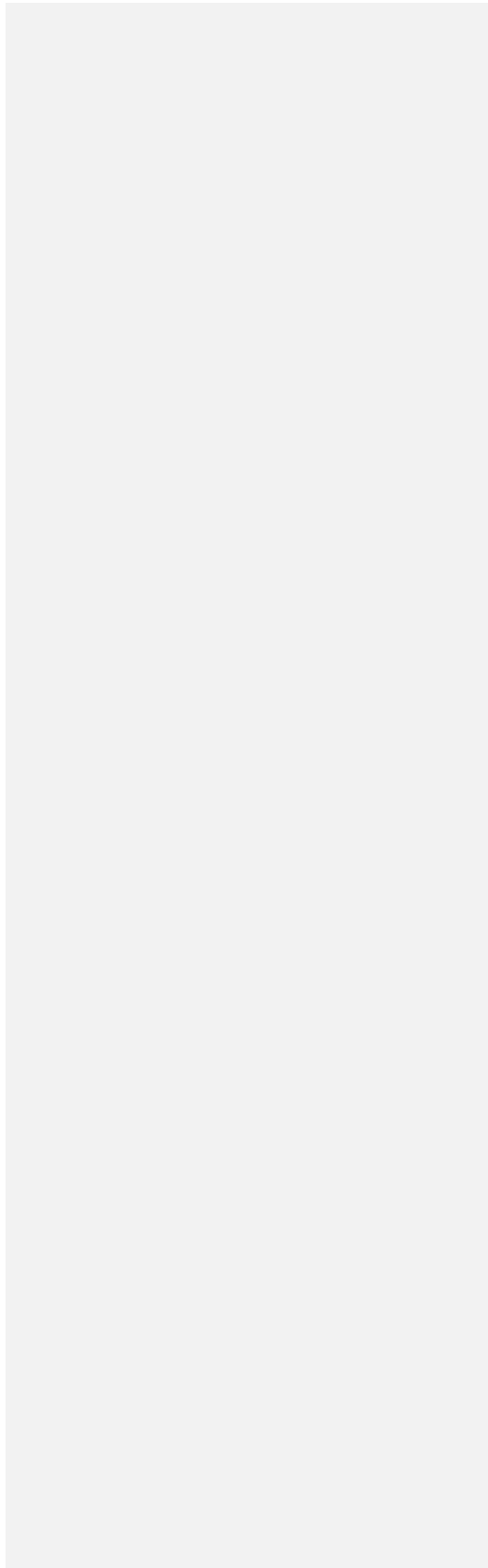
GEOG309: Research for Resilient Environments and Communities

Simon Kingham

20 October 2023

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Introduction



Unstructured, creative, and active outdoor play provides children with physical and mental health benefits. Urban designs that enable play improve community outcomes when environmental, economic, and social costs are adequately assessed. This research aims



inviting play environments for children and families. Louise Van Tongeren and her colleagues at CCC have approached us with approved funding for the implementation of play initiatives in the Bromley community and have asked us to research play types and locations for implementation.

This paper consults existing literature on five sub-topics of interest that relate to the success of play in the Bromley community. These are physical health and development; mental health and wellbeing; accessibility; safety; and sustainability. In addition, this paper also includes direct community consultation on types and locations of play initiatives specific to the Bromley community that we as researchers intend to propose to CCC.

Play streets are initiatives that have gained popularity around the world, which see the



Potential Centre AUT University, 2015; Howard & McInnes, 2012; Marlborough District Council, 2022; McCormick, 2017).

The mental health and wellbeing benefits from play extend to adulthood (Nesbit et al., 2023) through decrea







injuries gained on playgrounds cost \$18million between 2010 and 2014 across playgrounds in New South Wales, Australia (Bierbaum et al., 2018).

Based on the above, our main research question was this: what can be implemented in the Bromley community to encourage play? Where Play is defined as unstructured, creative, innovative, and inclusive. We intend to do this by focusing on quick and accessible play-on-the-way ideas.



The intention was to hold a community event at which community members could be surveyed in person and interviewed in more depth, with the addition of observational data of the types of play most engaged with. Due to the time constraints of the research, an online survey was used to collect



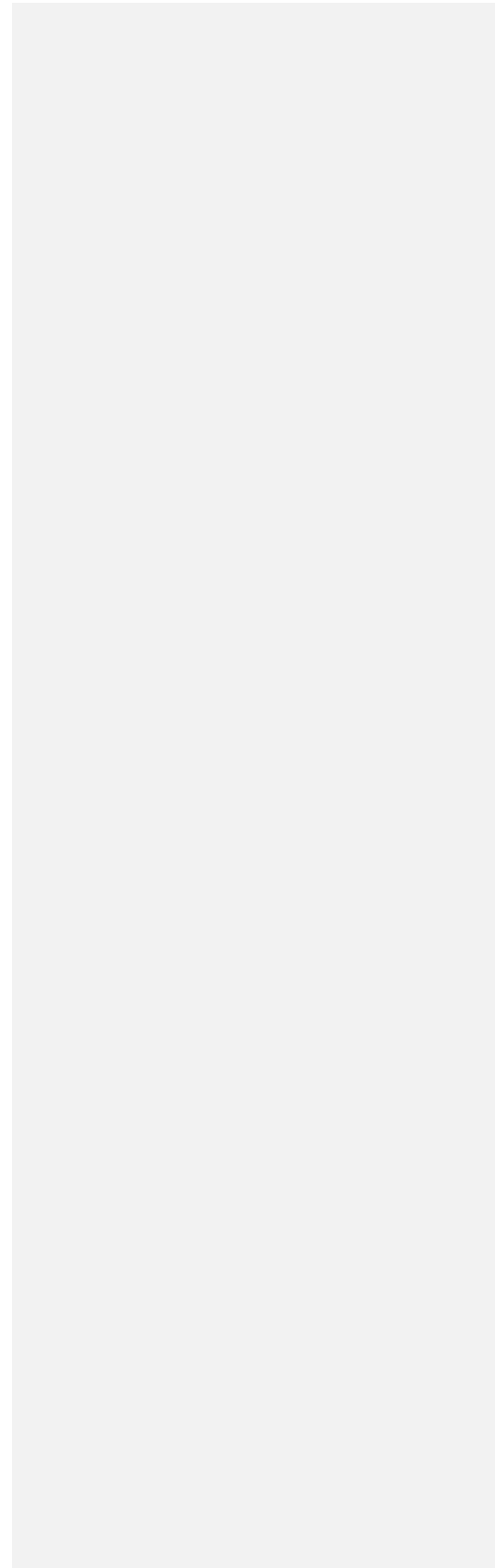
The results depicted positive reactions towards all three options for painted street play (see Figure 1). The Painted Copycat game had 83% of the vote proportion as represented by 'Likely' in green, compared to the lower vote proportions in Painted Hopscotch which is 75% and for Painted Maze 81%. Painted Hopscotch showed the greatest potential resistance represented by 'Unlikely' in the red with a 10% vote proportion.

The results for nature-inspired play show that there were positive reactions towards all three options (see Figure 2). Wooden Stepping Numbers had 85% of the vote proportion as represented by 'Likely' in green, compared to the lower vote proportions in SaKpidb N nes



*Bar Graph of Survey Responses on the Likelihood of Engagement with Play-Based Events  
Displayed as Percentages*

*Note.*



Possible Site Locations of Possible Sites

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*Survey and Traffic Data for Bromley Park, McGregor*

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21	2,460	8.6%
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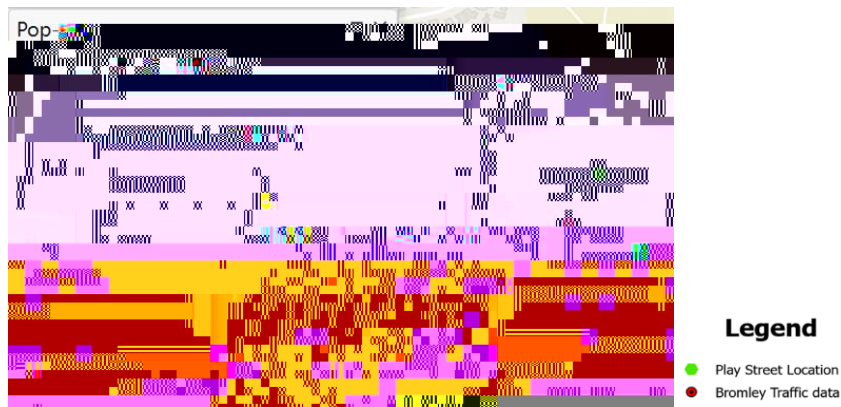
*Survey and Traffic Data for Bromley Old School Reserve, Raymond Road*

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16	468	4.7%	350	45.5km/hr
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*Site Location Option Three: Cypress Garden Reserve, Bromley Road*



*Survey and Traffic Data for Cypress Garden Reserve, Bromley Road*

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21	4,639	15.8%	2,108	55.4km/hr
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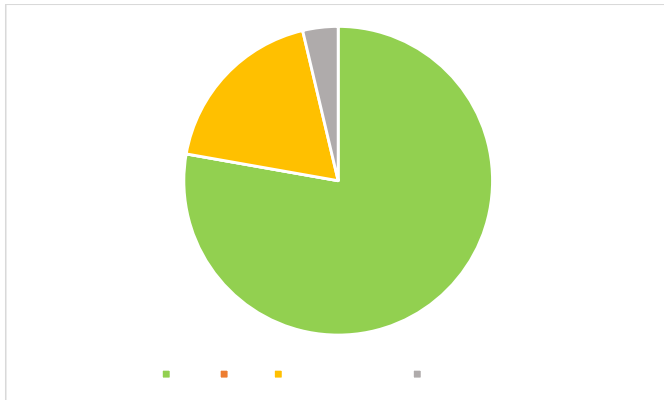
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Sixty-one percent of survey respondents identified themselves or their child as having a disability, and 40% did not identify themselves and/or their child as having a disability

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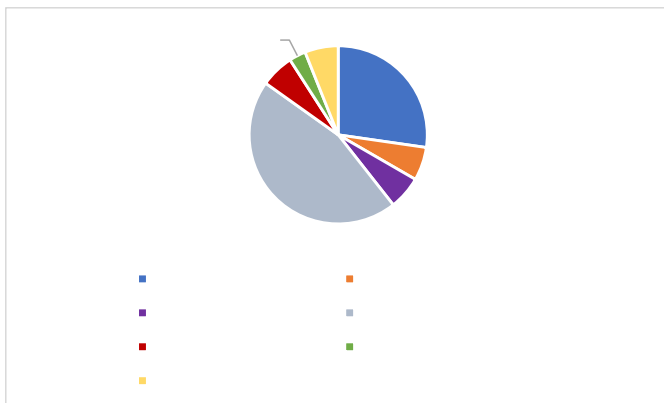
*Responses on the Support of Implemented Play Strategies to Include M ori Language*

*Displayed as Percentages*



*Responses Suggesting Other Cultures to be Expressed in Implemented Play Strategies*

*Displayed as Percentages*





Rock Painting and Bird Feeder events received a high proportion of votes

The disability demographic data obtained by the survey (see Figure 8) allows us to make conscious decisions on aspects like colour, texture, design, and type of play we advise to maximise its use by those who do identify as having accessibility needs in the Bromley community. Thirty-four percent of responses to the disability disclosure were “Mental health condition”, which was inclusive of several conditions (see Appendix A). As a result, stimulation is likely the largest balancing act when considering the accessibility of play spaces in the Bromley community. Positively stimulating design is important for those with the likes of depression and/or anxiety as it increases mood and distracts from unhelpful

After consulting with the community on issues surrounding play in Bromley, the above research suggests that 'play-on-the-way' initiatives like mazes painted on the pavement and log stepping stones near Cypress Garden Reserve are likely to receive most engagement by the Bromley community (see Appendix B). This research acts as a baseline for future work in the space of play, the well-being of children, and road safety. The CCC has plans and the budget to create safe speed neighbourhoods (Christchurch City Council, n.d.-a; Christchurch City Council, n.d.-b; Christchurch City Council, 2023) and we trust that our findings will be used to implement these positive changes in conjunct

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