



Memo

Date: July 11, 2023

To: file

From: Pamela Kliment

Subject: Rainier Community Center Play Area Renovation project

Phone Conversation with Afua Kouyate ([//www.adefuacenter.org](http://www.adefuacenter.org)) 7/7/2023

The intent of this conversation was to gather ideas that can be used by the consultant (ABLE) to develop concept plans. These plans will be presented and discussed at the public meeting.

General Ideas

- Art in this neighborhood park might be performance based and/or integrated art (trying to avoid “plop art”).
 - Consider a drumming circle where art could be worked into the park. People come from all over and are different ages to see and participate in existing drumming activities put on by the Afuacenter community art organization. There are regular drumming classes and events at Columbia Park.
- Move events from Columbia Park to Rainier CC (make it more “event friendly”)
 - Provide an appropriate shelter.
 - Provide on-site electrical outlets.
- Branding/name suggestions: A sense of “belonging” is important- examples below.
 - Welcoming language in different languages- “Be Safe” in multiple languages.
 - East African (Swahili): Harambe (for example)– means gathering place/circle.
- Signage/wayfinding to find park/gathering spot.
- Infrastructure for adults
 - Gathering space: Tables with electrical outlets

Specific play ideas

- Drums as a permanent feature (maybe a drumming circle?)
 - Review drums at Seward Park and Powell Barnett but more (suggested – 6 drums circle or half circle) would aide in people playing together.
- Kids like sandbox, but it can be messy.
- Rubberized surface – use thickest time bouncy texture motivates people to move.
 - Incorporate art/conversation piece (World map, flowers, animals)
- Zipline
 - Good for older kids
 - Suggestion: sign for supervision for younger children

Outreach Opportunities

- Columbia Park: All four Sundays in July (11AM-3PM) Children begin dancing at 11:30
- August 19-Big Day of Play
- August 20 – Columbia Park – Arts Resource Fair