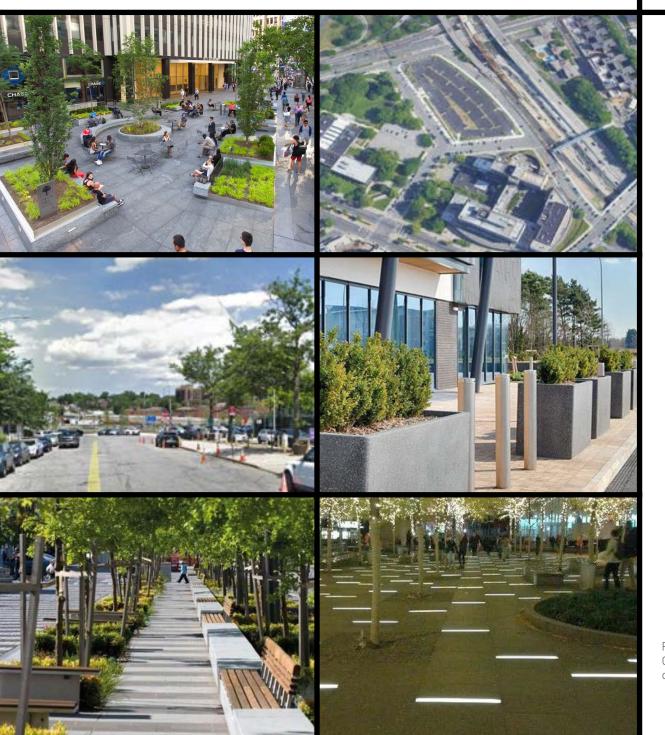






# QUEENS Borough-Based Jails Community Workshops

NYC Borough-Based Jails Program
A DESIGN-BUILD PROGRAM



Report Delivered by Queen Strategy Partners on March 20, 2020

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# EXECUTIVE SUMMARY

### EXECUTIVE SUMMARY

The Queens Borough Based Jail Program Workshop took place on February 13, 2020 at Helen Marshall Cultural Center located at Oueens Boulevard. Kew Gardens. 120-55 New Representatives from the Mayor's Office of Criminal Justice, NYC Department of Design and Construction, Department of Corrections of the City of New York, Department of City Planning and AECOM-Hill JV were present to convene and facilitate a workshop to gather community input on the design guideline principles during the procurement phase of the process. Community liaisons, MWBE certified firms with expertise in designing workshops, strategy, event logistics, communication and translation services, facilitated the workshop experience. Below is a summary of the following key areas of the workshop.

**Workshop Objectives** 

The objectives of the workshop included engaging with the community by providing updates on the design guidelines input process and timelines, sharing the community-driven points of agreement and giving them the opportunity for input on the facility and garage design, permissible uses of the community center and other features such as security, lighting and public space experience. Representatives from the Mayor's Office & Criminal & stice, NYC Department of Design and Construction, Department of Corrections of the City of New York and AECOM-Hill JV provided information on the NYC commitment to project excellence and the ULURP final drawings, and presented key updates on the Queens schedule and milestones.

The workshop provided an opportunity for community members to engage with City agency staff, staff of elected officials and designers and architects. This workshop report documents the questions, feedback and discussions gathered from the Queens workshop session.

#### **Workshop Details**

The guests that participated in the workshop were residents of the neighboring area and members of the Neighborhood Advisory Committee and Community Board 9. During the presentation, participants were provided with program updates, specific facility related questions were answered, and details about the community space and garage were shared.

The Queens facility creates a civic place of arrival and public entrance at the terminus of 82nd Avenue, and steps height and bulk down from the highway scale facing the Van Wyck Expressway to the campus scale facing the courthouse and Queens Boulevard.

#### **GUEST BREAKDOWN**

Workshop Participants	18
Facilitators, Designers Architects	10
City Agency Representatives	20

# EXECUTIVE SUMMARY

#### Workshop Approach, Experience, and Agenda

The workshop experience was led by a room facilitator and a facilitator and note taker at each table. In anticipation of design and technical questions being asked, an architect from AECOM-Hill JV introduced the four program-wide design principles. Workshop participants viewed workshop materials that included images to spark design discussions, maps of the area and questions for community input. Workshop guests engaged in 5 activities that included:

Activity 1: What do you like best about this community?

Activity 2: Design Guidelines Community Input

Activity 3: What can be the best use of the community space?

Activity 4: Report Back (Activities1-2-3)

Activity 5: Comment Card

The workshop engaged participants in facilitator led interactive activities to test images of potential design concepts and enabled community members to share their preferences, likes, and dislikes with their table and during the report back to the entire room.

















# EXECUTIVE SUMMARY Key Takeaways & Main Findings

#### Activity 1: What do you like best about this community?

- Diverse community (ethnically, religiously, socio-economic backgrounds, ages, etc.)
- Sense of community where people know each other
- Vibrant and safe neighborhood with a low-key vibe
- Historical, low-rise buildings, like an urban village
- Trees, greenery and parks
- Close to transportation

#### Activity 2: Design Guidelines Community Input

- Variety of seating options with low-maintenance landscaping accommodating small and large groups
- Seating areas and public space need to be comfortable so people of all ages and abilities can gather
- Community open to creative lighting alternatives that make the space warm and colorful. "Light, space and color are important." Reduces fear for the individuals who live in the community
- Recommends "a building that looks functional, appears bright, and visible to the community"
- Encourage green roofs and consider low maintenance plants like ivy
- Community prefers a facility and public space that is not too "Manhattan"; concern about using too much glass in facades
- Prefers facility able to adapt to changes in population
- Include natural light and windows that allow people in custody to feel connected to exterior
- "The community facility needs to have its own identity and not be a community space in a garage"
- "The community center should be welcoming, and the design should allow visitors to meet inside or out"

#### Activity 3: What can be the best use of the community space?

- Multipurpose community space, ideally run by a non-profit organization providing services for people
- Community meeting spaces (book rooms)
- Health Care Facility (Mental Health Center)
- Technology Professional School (STEM, IT, Coding)
- Cafeteria for visitors (retail not allowed)

# ACTIVITY 1: WHAT'S BEST ABOUT THIS COMMUNITY

### **ACTIVITY 1: SUMMARY & RESULTS**

The first workshop activity was an "ice breaker" designed to start the conversation about the best community features among the participants and the table facilitators. It is common in the early exchanges between designers and stakeholders for the designer to ask questions that elicit an understanding of stakeholder preferences and likes to assist in the development of the design guidelines for the design/build process.

The workshop mirrored this best practice by giving the participants the opportunity to list what they believed was best about their community. During the conversation about the neighboring areas of the proposed Queens facility, we learned that this historical, intergenerational and diverse community has a quiet, clean and peaceful charm. Although it takes a quick ride on the subway or LIRR to reach the hustle and bustle of Manhattan, this community values the suburban and neighborhood feel lending to a sense of safety and familiarity with neighbors. The community members value knowing each other, caring for each other and looking out for each other. The community is family-oriented and values the spaces created for elderly and younger generations. Community members highlighted the presence of senior centers in the area. Community control and monitoring was highlighted as well as the sense that the community is not over-policed by law enforcement.

The what's best about the community conversation also highlighted the physical space and experience in the area. The participants shared the top characteristics of the area for them included low rise buildings, unique architecture and lots of trees, greenery and parks. The community members shared their preference for the area being non-commercial, although they embraced the small business community culture, which is a microcosm of diversity. During this candid open discussion, we also learned that many community members are against the proposed jail and shared that not having a jail in the community makes it special.

In conclusion, the themes of history, architecture, suburban and neighborhood experience, greenery and trees, diversity and an intergenerational community were shared as areas to be acknowledged, understood, and preserved.

ACTIVITY 2: DESIGN GUIDELINES COMMUNITY INPUT

### **ACTIVITY 2: SUMMARY & RESULTS**

This workshop was designed to enable community input and impact on the design guidelines principles, especially in those areas related to the enhancement of the public realm. The following are the areas where community input related to this workshop will be included in the design guidelines:

- Complement Surrounding Neighborhoods
- Promote Safety and Security
- Enhance the Pedestrian Experience
- Establish a Civic Presence
- Cultivate Welcoming and Prominent Public Access

The concepts of Public Space and Streetscape, Ground Floor Activation and Building Materials and Articulation frame the design activities.

For Public Space and Streetscape, this activity allows the participants to reflect on the quality of the pedestrian experience, including seating options, level of greenery, street lighting and different ways in which the street and public space can be used.

For Ground Floor Activation, this activity allows for discussion of the identity of the new entrance and walkway to the facility, which can appear to the public in multiple ways.

For Building Materials and Articulation, this activity allows the participants to reflect on different building materials and strategies which appear to make the building smaller.

The following public realm areas were specifically discussed during the activities and the feedback is included herein:

- 1. Public Space Experience
- 2. Seating Experience
- 3. Sidewalk Safety
- 4. Lighting Experience
- 5. Facility Entry Identity
- 6. Community Space/Garage
- 7. Facility Size Appearance
- 8. Garage Exterior Appearance

The next section begins the specific findings and results from the conversations and hand-written comments gathered in each theme. Workshop participants were provided materials to input their feedback and comments. They were also led in conversations by a facilitator to discuss their preferences and dislikes in a group discussion. And they were also provided an opportunity to share their table consensus and feedback with the room during the report back session.

### **PUBLIC SPACE EXPERIENCE**



We asked the participants "How do you imagine utilizing the open space surrounding the future facilities?" There was overall consensus that the space should be used as a green space and the addition of gardens and a great lawn would be welcomed. Some answered that they envision this space as a meeting place with seating and tables for social interactions. The most liked features included a green community friendly space. The most disliked features included a hardscape plaza, a programmed commercial plaza and an overpopulated flea market which the participants had a hard time imagining in the area. There was a concern expressed to not attract skateboarders and the homeless population with a public space that this hardscaped and programmed.

In designing the public space, the participants would like the designers to take into account that the space should be accessible for seniors. The participants expressed that they do not like too much cement and prefer greenery, flowers and lawns. Light, space and color is important to the community.

### **PUBLIC SPACE EXPERIENCE**

The following images were presented to support the discussion about Public Space Experience and stimulate comments related to different experiences:



- Most compatible with community
- Mixed seating design which is less maintenance but allows small or large groups to meet
- Design has large amount of greenery and encourages more flowers

- Not accessible
- Concerned that seniors won't have supportive seating
- Do not want to encourage skateboarders
- Most incompatible
- Do not want to encourage people to hang out
- This will become a skateboard paradise
- This will attract homeless people
- It's a prison! Not a flea market/farmer's market!

### SEATING EXPERIENCE



We asked the participants "How do you imagine utilizing the seating area surrounding the future facilities?" Their answers included using seating as a comfortable place to have lunch. The most liked features included formal, comfortable and modern seating where people can face each other to socialize. The most disliked features included informal, unsafe and uncomfortable seating.

In designing the seating experience, the participants would like the designers to take into account that they are designing for a community with seniors and elderly people and people with disabilities, therefore; a preference for seating with support. The community would like to see a mixture of benches and chairs. They would also like to see more trees with gates to discourage waste and garbage.

During the discussion, there were two main concerns expressed. The first was with respect to maintenance of the area and the potential for moveable seating and tables to be stolen or defaced. Participants asked, "Will the tables and chairs be bolted down or chained up each night?" The second was a concern that the staff of the facility should be surveyed as the community foresees the staff using the space more. Regarding the facility population, participants mentioned that they wanted the outdoor area to be integrated with the outdoor area of the jail. "So, if there were gardens in the outdoor area of the jail, those gardens should be also in the community space. It should be integrated."

In conclusion, the community favors comfortable, formal, supportive, safe and secure seating.

### SEATING EXPERIENCE

The following images were presented to support the discussion about Seating Experience and stimulate comments related to different experiences:

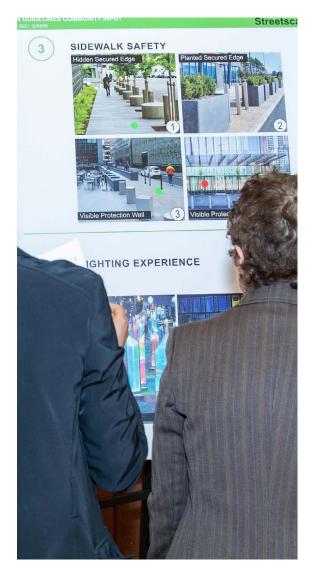


- Looks nice and comfortable
- Like the playground in the picture
- Like trees and seating
- Modern and unique
- Like that people could face each other when talking
- Too comfortable for homeless people

- Like mixed seating and tables and chairs that are movable
- Will be stolen or abused
- Unsafe

- Looks cluttered
- Not good for disabled people
- Does not look comfortable
- Not comfortable for seniors, seating does not provide support
- Less to maintain

### SIDEWALK SAFETY



We asked the participants, "What type of sidewalk safety would you prefer while using the seating area or walking down the street?" They answered by sharing their preference for safety features that are unobtrusive and not so obvious as to give the impression that the "bollards are protecting the area from an attack". The most liked features included having a planted secured edge design. The most disliked feature was the visible protection bollard.

There were some community members who did not like any of the options presented, stating that they all looked cold. And there were other community members who preferred the greenery that the planters provided but want to mix the option of having seating with the planters. They idea of the integration of seating was supported by several participants. There was also a suggestion to use sloped flowerbeds similar to the alleyway on Burn Street. A specific request to avoid male trees and anything that creates pollen was raised. The participants do not want this area to resemble Manhattan and do not like tar used as a material for sidewalks and walkways.

### SIDEWALK SAFETY

The following images were presented to support the discussion about Sidewalk Safety and stimulate comments related to different experiences:

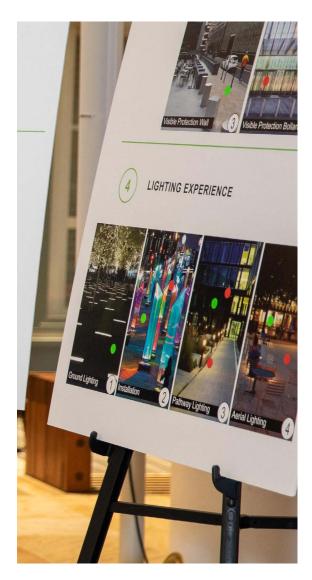


- Participants appreciate the flowerpots/more green to create a relaxing space
- Trash will collect
- Because it is across the street from the jail, it doesn't need safety
- Acceptable with seating in between the planters
- Loves the seating and the protection wall

- Green
- Attracted to seating which allows visitors to sit outside
- Would like to have raised flower beds to avoid tripping
- Suggested sloped flower beds similar to those in the alleyway on Burn street

- Not inviting
- Feels like Manhattan
- Too confusing
- Makes the neighborhood feel like it's being protected from an attack
- Design lacked trees, not inviting and feels like Manhattan
- Don't like the overhang
- Ground looks like tar
- There should be some seating

### LIGHTING EXPERIENCE



We asked the participants, "What type of lighting would you prefer during nighttime?" They shared their preference for limiting light pollution and having lighting that is not too bright and disruptive to residents in the buildings nearby. The most liked features included pathway lighting and aerial lighting. The most disliked features included the installation lighting because the pillars appeared to be too high.

Although there was no consensus on the lighting experience, there were preferences for a mix of ground lighting, pathway lighting and aerial lighting. The participants did agree that consideration for neighboring buildings should be taken into account in the lighting design.

### LIGHTING EXPERIENCE

The following images were presented to support the discussion about Lighting Experience and stimulate comments related to different experiences:



- Feels like lighted footsteps
- Like the personalized lighting
- Every step is lit
- Good illusion for kind of site
- Wanted to see a mixture of designs, didn't want to choose a single option

- Full of different colors
- Makes people feel happy and lighthearted
- Most practical

### **FACILITY ENTRY IDENTITY**



We asked the community members, "How do you imagine the approach to the new building?" Their response was an approach that is accessible, inviting and not intimidating. The most liked features include an integrated entry that is accessible, transparent, and gives the illusion of a smaller building. The most disliked features include a monumental scale that is intimidating, too big, uninviting and prominent. The participants do not want the entry to look like a "cookie-cutter jail" or a "government building".

The stairs as a feature was not liked because it was not accessible by disabled persons. Glass as a feature has mixed opinions in the group with some liking the brightness and sunlight that can come through and be reflected by the glass and others not liking the glass façade at all. Having greenery and trees at the entry was preferred by many because it's environmental, non-threatening, pleasant, humane and welcoming to family visitors, children and staff.

A few of the participants represented a group called Beyond Rosie's. They recommended a separate facility for men and women. Their reasoning for two separate sites and two separate entrances for men and women include ensuring women receive trauma informed care and gender responsive services. Beyond Rosie's recommended specialized staffing, operations, healthcare services and resources to meet the needs of women detainees and provided recommendations for the facility entry that focused on the experience of women and children entering the site.

### **FACILITY ENTRY IDENTITY**

The following images were presented to support the discussion about Facility Entry Identity and stimulate comments related to different experiences:



- Accessible, transparent
- Looks community based. To the naked eye, you would not know it was a jail
- Allows light and is people-friendly
- Entrance looks welcoming to visitors
- Likes floor lighting and trees
- Design is accessible to the disabled and looks pleasant
- Brightness and sunlight can come through glass, but concerned the design would look too Manhattan

- This is the most practical
- Should be smaller
- Desire an integration of materials used in monumental scale & street level, but design of human scale
- Green is pleasing; however, the glass looks "intimidating"
- The trees and panels are most appreciated and is regarded as "happy looking"
- Does not look like a jail to participants

- Not handicapped accessible
- It is a waste of space
- Intimidating, too big, uninviting, and prominent
- Looks like a cookie-cutter jail. Looks like a federal/ government building
- Looks like a courthouse or precinct and similar to Manhattan detention center

## COMMUNITY SPACE IN PARKING GARAGE



We asked the participants, "How do you imagine the approach to the community space facility?" The feedback was for the approach to be welcoming and the design should allow visitors to meet inside and outside. The most liked features included an unobtrusive, modernized center with a bright, inviting and welcoming design for families and children. The most disliked features included an uninviting, intimidating, institutional design. The community members dislike an architecture that looks like a cookie cutter jail.

Participants requested a design that included trees, flowers, bright color building and floor to ceiling windows. They like a design that allows for visitors to see activity inside the building.

Some community members were concerned about the community center being housed in the garage and expressed that combining the uses was not favorable. They expressed that the community facility needs to have its own identity and not be a community space in a garage. They also believe the community center should be welcoming, and the design should allow visitors to meet inside or out.

# COMMUNITY SPACE IN PARKING GARAGE

The following images were presented to support the discussion about Community Space in Parking Garage and stimulate comments related to different experiences:



- Transparent, welcoming, modernized center
- Looks child-friendly, famil-friendly, and people-friendly
- It disguises that it is near a jail. Looks like a movie theater or a Cinemax
- Design is bright, inviting and noticeable from the outside that it's a separate facility
- Design allows for visitors to see activity inside the building but table would like more seating and trees

- Looks like a block house
- Vibrant colors in picture
- Looks like the family processing center of the Rose Center at Rikers
- Costs too much
- Looks governmental and not attractive
- Not inviting
- Looks intimidating and cookie cutter architecture for jails
- Looks like an old warehouse or a jail
- Looks governmental and not attractive
- Not inviting
- Looks cheap
- Most practical

### **FACILITY SIZE APPEARANCE**



We asked the participants, "How do you envision what the New Facility looks like?" Their answers revealed that they believe the interior design will drive the exterior design. The most liked features included cuts and compartments providing options for recreational space or green roof for visitors. The most disliked features included vertical shapes, an imposing look and small windows.

Participants preferred an open, bright, inviting to the outside, well lit experience that's not reminiscent of a precinct or detention center. They prefer for the facility to have adequate and big windows. Energy conservation is important, as well as implementing a community garden and vertical gardens to emphasize a clean, green space.

There is a strong consensus that the detention center should not resemble an office space or appear too corporate. The community members would like a design that harmonizes with the community.

### **FACILITY SIZE APPEARANCE**

The following images were presented to support the discussion about Facility Size Appearance and stimulate comments related to different experiences:



- Selected this option because of the colors
- Liked the windows
- Cuts in the building would allow for outdoor recreational space
- Least governmental and flat roof would allow for a recreational space or a green roof for visitors

- He doesn't like layered design: "It seems like you are in two places at the same time."
- Looks like a psychiatric facility. Building should not look imposing
- Concern with sizing of windows. Looks too small
- Not sure if the pattern on the outside would match the inside of the building

## GARAGE EXTERIOR APPEARANCE



We asked the participants, "How do you envision what the New Parking Garage looks like?" They answered with a preference for an environmentally friendly green exterior that reduces emissions for surrounding area. The most liked features included greenery and plants. The most disliked features included a visible unattractive structure that looks like a regular parking garage in a mall.

The participants would like the design team to reach out to the Queens Botanical Garden to consult on types of low maintenance greenery to use. They would like to see a green roof. They expressed, "the greenery would give an opportunity for the incarcerated people to learn a skill, in terms of maintaining the greenery and be engaged in a meaningful way. Low maintenance plants like ivy or filtering plants like spider plants or snake grass would be great."

# GARAGE EXTERIOR APPEARANCE

The following images were presented to support the discussion about Garage Exterior Appearance and stimulate comments related to different experiences:



- "It looks nice"
- Like the greenery surrounding the exterior and would like plants that are low maintenance
- Want to know who would maintain the greenery and how often
- Practical and least costly

- Ridiculous
- Too "in your face"
- Most expensive
- Too "in your face"
- "How would you ever maintain this?"
- Looks like a mall parking garage similar to Macy's, mundane and not attractive
- Looks like a regular parking garage
- Practical
- Least costly

### ACTIVITY 3: BEST USE OF COMMUNITY SPACE

#### **ACTIVITY 3: SUMMARY & RESULTS**

The community space activity gave the participants the opportunity to share how they would like to use the community space. A list of permissible uses were provided to the participants and the top permissible uses selected are: 1) Libraries 2) Healthcare Facility, Non-Profit and Voluntary Hospitals and 3) Philanthropic/Non-Profit Institutions.

A multipurpose, multifunctional, adaptable community space that serves seniors and youth programs is desired. The selection of the library represents a desire for a learning center with access to computers, tutoring and skills training. The healthcare facility was preferred for

the opportunity to provide urgent care services, free screenings and mental health intervention for the community and anyone leaving the facility. The non-profit was preferred because it can serve teenagers and young adults in the area.

Participants expressed love for their community. They want this design-build to reflect the needs of their community which are plentiful. The following programming suggestions were made as considerations for this space:

- Reentry programs for formerly incarcerated persons
- Designated arts & music studio
- STEM programs for youth, i.e.

- coding/3D printing
- Domestic violence
- Trauma/Crisis/Mental Health programs
- Separate worker space for people to meet
- Library
- Programs setup for people to avoid detention centers

#### TOP PERMISSIBLE USES



- Multifunctional, adaptable community centers are regarded as the best use of community space.
- Curating a space for community groups to meet and activate would be ideal where multiple purposes can be served. A building that looks functional, appears bright, and visible to the outside community.



- A health care facility (Urgent Care)
- For health care, there should be free health screenings.
- Mental health intervention with 24/7 access to provide rap around services for anyone leaving the facility.

Non-profit organization for teenagers and young adults in the area.

# What programming options would your table like to see in the community space?

"Community space should be multipurpose. It shouldn't just have one thing. Would like to see the space used as a learning space. There should be access to healthcare and art which is great for discovery. A non-profit should run it and it should not be run by the city. There should not be a college or university. We have enough institutions."

# ACTIVITY 4: REPORT BACK

### REPORT BACK SUMMARY



The report back activity was an opportunity for each table to summarize the consensus of their table's discussion and identify the top design features that each table wanted to share with the larger group.

Four tables presented during the report back activity and revealed common priorities and preferences for design related to Public Space, Sidewalk Safety, Facility Entry Identity and Community Space in the Garage. Below are their summaries:

**Table 1** shared their preference for a green plaza which is more compatible with their community. They also like the informal seating design to complement the green space and lawn area.

**Table 2** shared their preference for green space and spaces that are comfortable.

**Table 3** echoed the preference for greenery and flowers noting that flower pots used in the Sidewalk Safety image would create a relaxing experience. Energy conservation was important, as well as implementing something like a community garden near the facility to emphasize a clean, green space.

**Table 4** focused on design features that created a humane and enjoyable experience for the community, visitors and children. They preferred seating that created social interactions. They also preferred building façade features that were bright, colorful and welcoming for children and families.

Generally, there was consensus that the following areas are most important to this group and the report back provided these additional insights:

- Sidewalk safety Report included a preference for the visible protection wall and liked the seating included in the photo.
- Facility Entry Identity Report included a preference for the integrated entry. "It seems more community based. Like the trees and greenery. It gives it a humane kind of feel." They desire the design of the entrance to look inviting and distinguishable from the rest of the facility. The area should have seating and greenery to allow the public to socialize while in the area. An area surrounded by trees and being well lit is preferred.
- Community Space in Parking Garage Report included a preference for the inside/outside connection. They liked the family friendly look. They don't want the building to look intimidating to children, visiting families and the community.

### ACTIVITY 5: PARTICIPANT FEEDBACK

#### PARTICIPANT FEEDBACK SUMMARY

Feedback from the workshop participants is a very important tool in understanding the quality of the experience and level of engagement. Questions were designed to provide insights for workshop organizers to understand what worked, what's needed to be improved and how those improvements can be made.

The workshop was split among participants who were not in support of a jail coming to the community and they shared their sentiments about not wanting a jail throughout the process. Those participants felt the workshop was a waste of their time and expressed their disapproval with the process and their not being involved in the overall decision of a placement of the

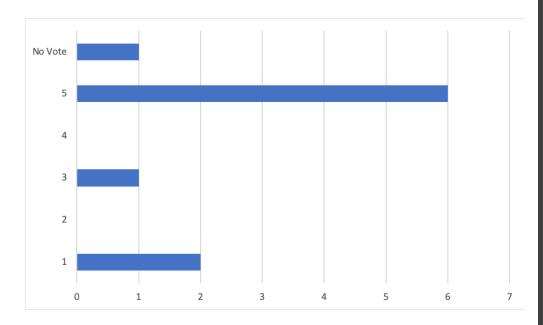
jail in the community. They rated the workshop not good and shared that having a design discussion at this time was insulting. They also expressed that the workshop made them angry, it was too late for this discussion and did not allow for verbal/oral expressions of thought.

There were other participants that highly rated the workshop and shared that it was very informative, organized and interesting. They learned a lot about the entire project. The workshop facilitators were complimented for their dedication to community engagement despite the number of people disinterested in having a productive or constructive conversation about design. It was

expressed that the facilitators make the participants feel like their opinions mattered. This group felt empowered because they had a platform to speak and think freely and the questions were not just yes or no questions; they called for more detailed responses.

We asked the participants, "What would you do differently next time?" They asked to see a plan and be a part of the approval process; more discussion time; an actual facility design; more audience verbal communication; and setting ground rules for disruptive behavior and audience participation.

#### **SUMMARY SCALE**



#### **Key Takeaways**

- For those who participated in the design discussion, they took away that a lot of work goes into the design/build process and there are many decisions that need to be made over the next few years.
- There were positive reactions to the community space.
- For those in opposition of the facilities, they feel the city is moving forward with its own ideas and is checking a box.

The community feedback will be integrated in the planning of future workshops to include suggestions and improvements.

### CONCLUSION

### CONCLUSION

The community workshop yielded information and insights valuable to the design guidelines process. The workshop participants were passionate people with a long history of participating in their community. The community representatives belong to a close-knit group that engages through their community groups, neighborhood advisory committees, and non-profit and advocacy organizations.

We note that the turnout was not as expected. Nevertheless, given the small sample size, we observed that for the community members that did participate, meaningful insights were derived from the workshop experience.

In the public realm feedback aspect of the workshop, we learned that green space, a quiet environment, safety and preservation of the environment are important.

With respect to safety, the participants recommended safety features that were unobtrusive and not obvious. There was concern for the security of any seating that would be placed in the open area.

With respect to community, the participants recommended that elderly and disabled communities are considered in the seating experience design. They would also like the community space to be welcoming to families and children.

With respect to the environment, the use of trees and greenery were preferences of the community. They recommended using greenery in the public space realm, seating experience, sidewalk areas and, in the case of the facility entry, to make it welcoming.

Overall, the community space discussions encouraged participants to share the needs of their community and ways the space can be an asset to the community. They want a multipurpose, multifunctional, adaptable community space that serves seniors and youth programs. They desire a library and learning center with access to computers, tutoring and skills training, a healthcare facility that provides urgent care services, free screenings and mental health intervention and a non-profit to serve teenagers and young adults in the area.

Although the workshop generated design insights in line with our objectives, we acknowledge the tensions in the workshop that led to outbursts and heated debates. We also acknowledge there were questions raised related to the invitations and the low turnout of the event. On the one hand, a group of people is against the project (this group includes multiple participants from the QAC - Queens Advisory Committee.) While on the other side, another group is looking forward to supporting a project that will bring better conditions for people in custody, their families, and supportive environments for the surrounding communities (this group includes justice advocates members.)

Overall, the participants were split with many participating in the discussion, advocating for their design preferences while others did not want to engage in this process and would rather have these discussions after they see a plan for the jail. We noted all of the points of view and committed to continuing the process of sharing and communicating information about the process and developments.

### **APPENDIX**

# APPENDIX A: ADDITIONAL COMMENTS & FEEDBACK

During the workshop presentation and workshop activity stages, there were several questions asked by the participants. Below is a list of questions posed by the group:

- Who is going to use the public space?
- Who is going to maintain the greenery?
- Want low maintenance seating but what if large group wants to meet outside?
- Why does the sidewalk need protection?
- What will be in the community facility? What kind of programs are going to be there?
- The community space is in a garage?
- What are the dimensions of the site? (In Facility Entry section)
- How would you ever maintain this garage?
- How did you let the community know about this meeting?
- What are you going to do when the crime spikes?
- Is there someplace where there is a disclaimer that says I am doing this under protest?
- Who developed this cumbersome procedure?

### **AECOM-HIII JV**





