

# 3.0 Learning from the Community



**4** Days the Project Team has been in Dysart learning from the community & analysing the town

**47** Individual Civic Centre Studio visits by members of the community

**80** Survey forms completed by members of the community

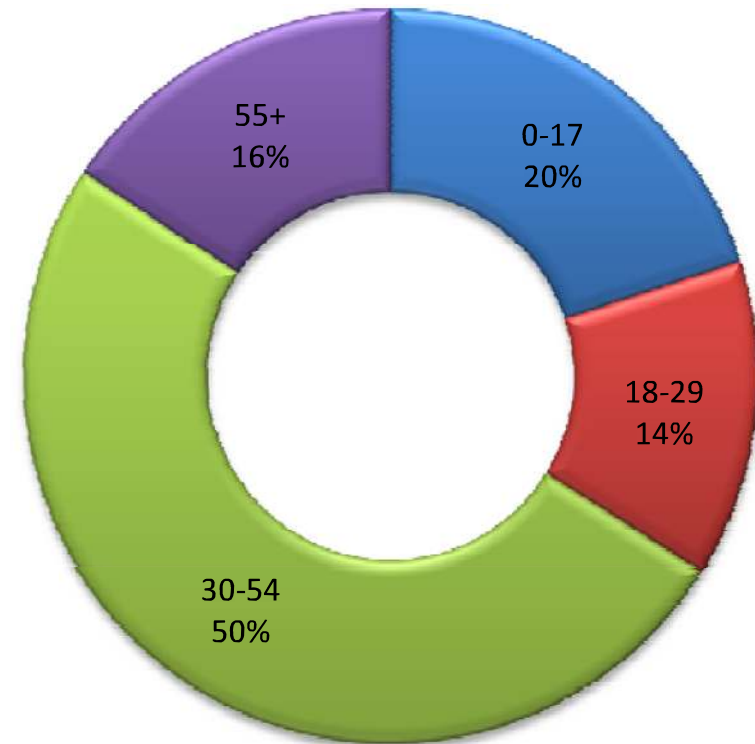
**14** Business and Service Operators involved in the Business Breakfast Workshop

**18** People interviewed at the Hospital's 30th Birthday Markets

**15** Council Staff and Reference Group Members met with by the Project Team

**3430** Permanent residents currently living in Dysart

**5%** Approximate percentage of Dysart's permanent residents involved in the consultation over the 4 days



breakdown of all consultation participants by age group

# 3.1 The Consultation Approach

## Learning from the Community

The consultation approach for the Dysart Urban Design Framework (UDF) focused on engaging the community early in the project process, with the strong intent of building community ownership in the project, and ensuring that the strategic directions of the framework were directly linked to the unique needs of Dysart's community.

The intensive nature of the consultation process, which involved the establishment of a 4 day studio in Dysart by the project team, was designed to enable the team to develop a detailed understanding of Dysart as a place and community.

Throughout the 4 days in town the project team met with the follow groups and individuals:

- Project Reference Group
- Meetings with Council Staff
- Meeting with BMA Community Officer
- Dysart High School student representative group
- Dysart Primary School Student Representative Council
- Local business managers and service operators

Additionally, the Project Team engaged with over 40 Members of the community through the 'drop in' sessions in the Civic Centre. These drop in sessions focused around mapping activities, as well as providing people with the opportunity talk with members of the project team. The project team's attendance at the Dysart Hospital's 30th Birthday Markets provided further opportunities to interview and engage with members of the community.

These face-to-face consultations were supported by further online consultative methods, including a project facebook page and an online survey, which enabled those in the community who could not make it to the drop in sessions to have their say. The high success of this online approach (with 80 survey respondees) will be considered in respect to the next stage of consultation for this project.

A further breakdown of the level of engagement in the context of the town is provided on the opposite page.

## Understanding the Town

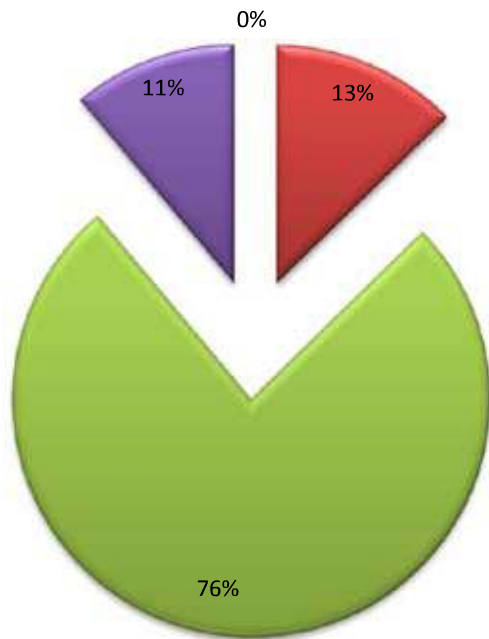
Within these 4 days in Dysart, the project team also undertook extensive site analysis and mapping of key town precincts.

By driving, walking and cycling through the town, the team was able to gain a sense of the issues and opportunities for the structure of the town, its land use and accessibility.

## Affirming the Design Response

Analysis of community feedback and site analysis of the town was undertaken on site, concluding with a presentation of the outcomes of this intensive study to members of the community.

By combining these layers of information and feedback, the Design Team developed a set of guiding principles, as a basis for the development of the Draft Urban Design Framework Report.

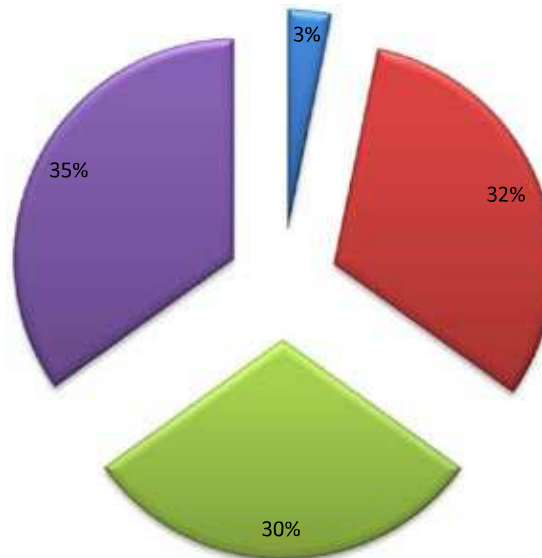


### What is your age?

- 0-17 years old
- 18-29 years old
- 30-54 years old
- 50 years old or older

**76%**

The percentage of responses from 30-54 year olds; the largest group of survey respondees

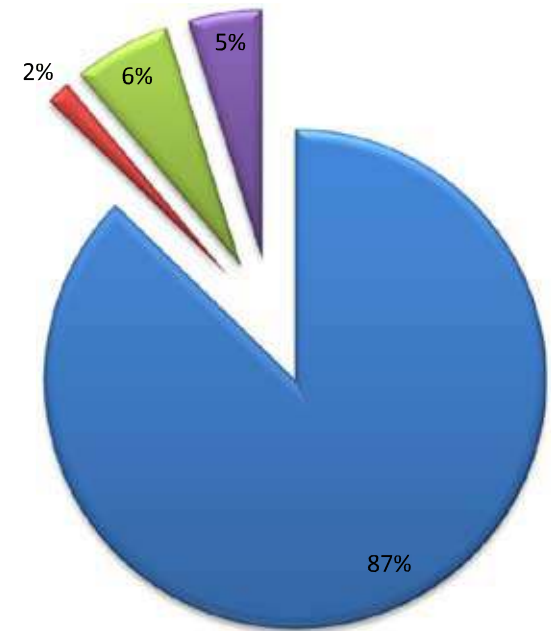


### How long have you lived and worked in or around Dysart?

- I'm just visiting
- 0-5 years
- 6-15 years
- 15 years +

**97%**

The percentage of survey respondees who lived and worked in or around Dysart



### Where do you live?

- I permanently live and work in or around Dysart
- I permanently live in or around Dysart, but work in another town/city or rural area
- I live in another town/city or rural area, but work in or around Dysart
- Other

**2-5am**

The most common time for survey respondees to submit the survey online; highlighting the different lifestyle experienced by those residents working 12 hour shifts in the mining industry

# 3.2 Community Survey Outcomes

## Summary of Survey Responsees

The largest representative age group who participated in the survey were the 30-54 year olds (76.2%).

The survey responsees consisted predominantly of permanent residents with employment in or around Dysart, with an even split of relatively new residents to Dysart and long term residents.

## Key Survey Themes

The online survey was established to provide detailed information on the way the community regarded Dysart as a town, as well as providing valuable insight into the challenges and opportunities for the town, specific precincts and facilities.

It is important to note that this survey was focused towards the physical realm and open space within Dysart, as it is within these areas that the Urban Design Framework will have greatest potential to influence future outcomes for the town.

The analysis of the survey responses is provided over the following pages under the themes of:

- Values, Challenges and Opportunities
- Character & Culture
- Parks and Open Space
- Recreation in Dysart
- The Town Centre & Facilities
- Getting Around Dysart
- Other Comments & Ideas

**Dysart Urban Design Framework Information Sheet and Community Survey**

**Project Context**  
The Isaac Regional Council in partnership with BMA's Community Development Program have engaged JPE Design Studio and WAX Design to develop a strategic and long term planning direction for the Town of Dysart.

The aim of the project is to develop an urban design framework to help the community focus on a future for the town by increasing tourism and economic development, attracting new residents and improving the quality of life for the local community.

For more information and updates about this exciting project, as well as discussion topics and question polls, head to the project facebook page: 'Dysart 2020+'

OR follow the links on the Council website [www.isaac.qld.gov.au](http://www.isaac.qld.gov.au)

For any phone enquiries, please contact Jessica Dix, Manager Economic Development & Tourism, at the Isaac Regional Council on ph (07) 4863 4700

**Sharing your Ideas-The Community Survey**  
During this initial stage of the project, we're trying to get as much feedback from the Community as possible.

This survey is one of the ways you can get involved, and should only take 10 minutes to complete. We are keen to get your feedback about Dysart, as well as your ideas about the places and facilities within the town. Your responses will help to guide the direction of the framework and the vision for the Town.

Please return all completed surveys by November 30th 2011 to: ISAAC REGIONAL COUNCIL, Governance and Community Services Directorate, PO Box 229 Clermont QLD 4721

If you'd like to complete this survey online instead, head to [www.surveymonkey.com/s/dysart2020plus](http://www.surveymonkey.com/s/dysart2020plus)

**How else can I get involved?**  
The team from JPE & WAX will be in Dysart from November 3rd-6th to undertake a detailed analysis of the town, and meet and learn from the community about the 'ins' and 'outs' of life in the town.

Over this time, there are a number of events you can take part in to learn more about this project, talk to the project team, and have your say about the town. Refer to the 'Dysart 2020+ Community Events Schedule' box below for more details.

The project team will return to Dysart in February 2012 to present the draft Urban Design Framework for Dysart to the Community.

**Dysart 2020+ Community Events Schedule 2011**

**Thursday November 3rd**  
**Community 'Placemaking' Workshop**  
An introduction to the project and the concept of 'placemaking'. The project team will also present examples of similar strategies in other regional towns, and look at the challenges and opportunities for Dysart.  
Where: Dysart Civic Centre  
When: 7pm until 8.30pm

**Friday 4th & Saturday 5th November**  
**Community Drop in Sessions**  
We invite you to drop by the Dysart Civic Centre to have a chat, and take part in mapping activities that will get you thinking about how the town 'works'. These sessions are an integral part of the project process and will help to guide the direction of the project!  
Tea/coffee refreshments provided.  
Where: Dysart Civic Centre Foyer  
When: 11-2pm daily

**Sunday 6th November**  
**Community Presentation-Setting the Direction!**  
The closing event will be a presentation that brings together the community feedback and town analysis to define the key principles for the direction of the project. Not to be missed!  
Make sure to stay for the BBQ afterwards and help raise money for the Dysart Lions Club!  
Where: Dysart Civic Centre  
When: 4-5pm, followed by the BBQ until 7pm

**3. What best describes your lifestyle:**

I permanently live and work in or around Dysart

I permanently live in or around Dysart, but work in another locality or rural area

I live in another locality or rural area, but work in or around Dysart

Other (please describe)

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kids can  
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short co  
Generou

People living 2 lives  
living in a country not a country  
culture.  
Industrial suburb.  
changes in community - URBAN  
demographic.

Please return any completed survey forms to the Council address listed below by November 30th, 2011:  
ISAAC REGIONAL COUNCIL, Governance and Community Services Directorate, PO Box 229 Clermont QLD 4721

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Living in Two Wells:

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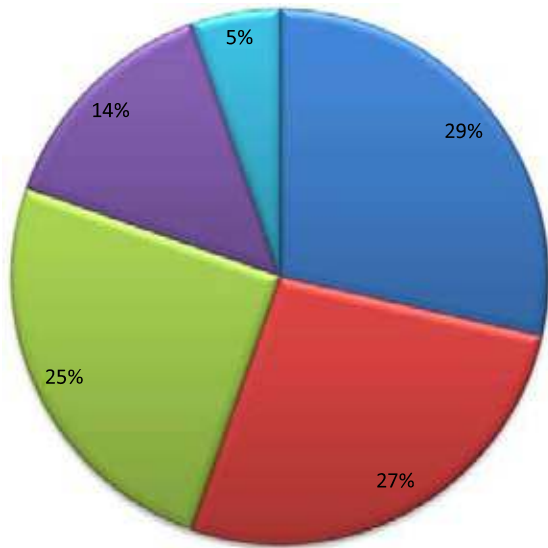
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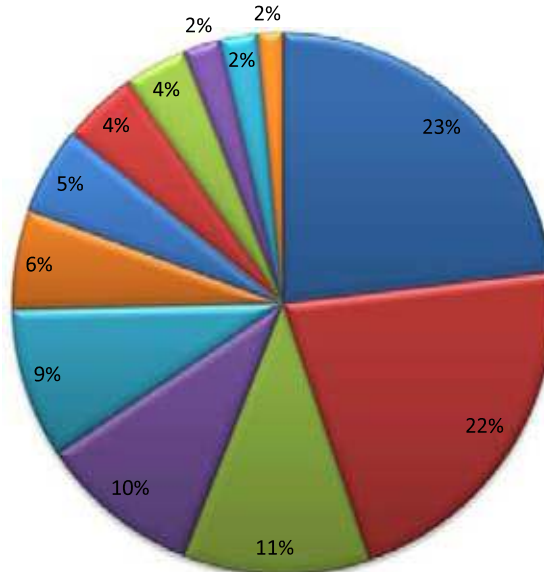
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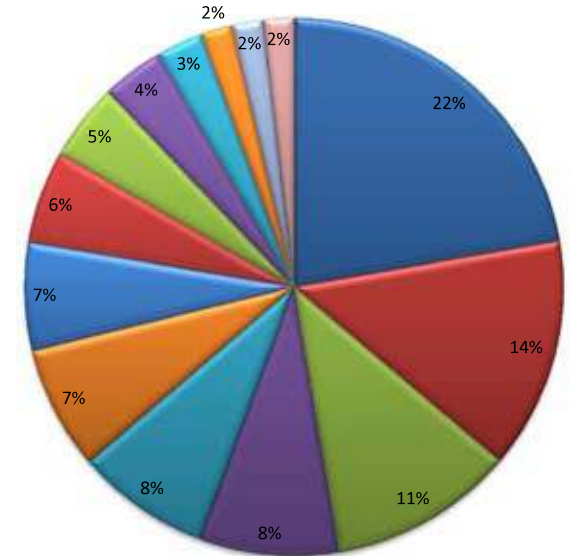
### What do you value about living in Dysart?

- Community Spirit & Values
- Caring & Friendliness
- Free Lifestyle (family & friends)
- Easy Living
- Security & Opportunities



### What are the main challenges for Dysart?

- Affordability and Cost of Living
- Shop & Services Quality/Availability
- Lack of Family Friendly Facilities
- Transient Population
- Lack of Recreation Facilities / Activities
- Divided Community
- Road/Infrastructure Quality
- School & Library Facilities Quality
- Lack of Town Pride
- Medical Facilities Quality
- Lack of Teenager Facilities
- Lack of Town Safety



### What are the main opportunities for Dysart?

- Local Shops & Services Upgrade and Development
- Be Part of a Community
- Growth
- Employment
- Family Based Community Centre, Park
- New Affordable Housing
- Recreation Facilities
- Town Centre Upgrade
- School Facility Upgrade
- Road/Infrastructure Upgrade
- Create Safe Environment for Families
- Bring Families to Town
- Mining Hub
- Expansion of Tourism Based Activities

# Values, Challenges & Opportunities

The community spirit that exists in Dysart and an easy lifestyle that focuses on family and friends were the main values of living in Dysart, for the survey respondees.

A diverse range of challenges were identified by the community (134 individual responses). These have been assessed under 15 key themes, as listed below the chart on the opposite page.

Issues of affordability, including rent/lease costs for both housing and commercial accommodation, and the high cost of living were identified as the greatest challenge by the community, collectively representing 23.1% of the responses.

The most significant opportunity for the town identified by the community was the diversification and improvement to shopping choices and town services (21% of 'opportunity' responses and 22% of 'issue' responses), reflecting the current environment of the town's commercial services; at the time of this survey the local butcher was closing as a result of the premises being redeveloped as residential units.

Closely related to this identified opportunity was the need for more family friendly facilities and more opportunities for connecting Dysart's community. In particular, strong anecdotal feedback from resident interviews highlighted the need for destinations for young mothers; including a good cafe or coffee shop and high quality parks/playgrounds.

This opportunity also relates to the current lack of pride in the Town and its open spaces, which has resulted in a loss of quality and safety of open space within town, with key concerns including broken glass, and a lack of amenity (shade and paths for cycling/walking etc).



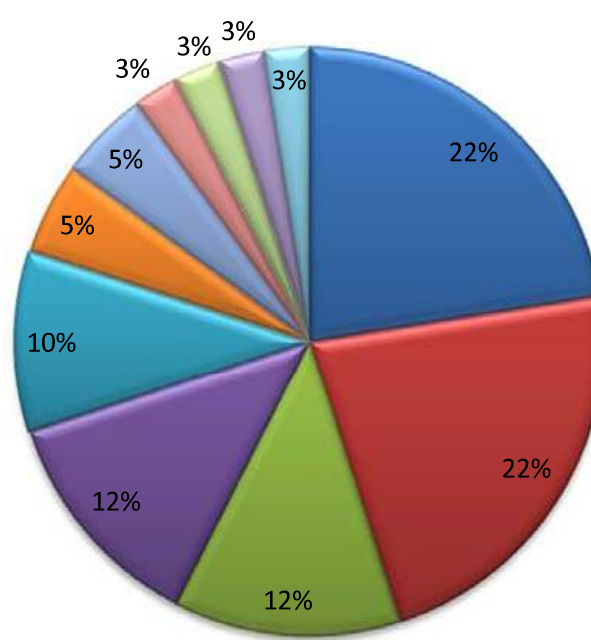
1. The quality and diversity of the Shopping facilities in Dysart were identified as a primary issue and opportunity for the town
2. View of the courtyard garden at the Garden Plaza shopping centre
3. Housing affordability and availability is a critical issue for the town
4. Community feedback indicates that facilities such as Centenary park do not currently provide value for families/children

*“A youngster growing way too fast to handle the changes, whose parents don’t seem to care enough”*

*“Like the before shot of the person from ‘extreme makeover’- neglected, run down and with poor fashion sense”*

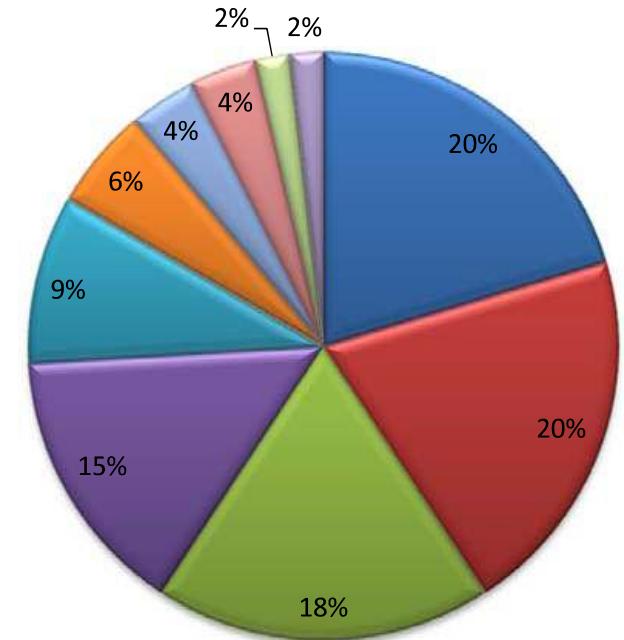
*“Someone with the potential to be better than they are”*

*“Petite, great people skills- with the ability to build relationships”*



**If Dysart were a person, how would you describe them?**

- old, tired, dirty, worn, unkempt
- friendly and down to earth
- boring/dull
- quiet/ shy
- someone with potential
- lonely/lost
- unhappy
- shallow, empty
- unorganised
- unappreciated
- mysterious/ unpredictable



**What sort of personality should Dysart have in the future?**

- exciting/ vibrant/ alive
- caring/ friendly
- community and family
- fun
- growing/ prosperous/
- positive/ optimistic/ h
- proud/ confident
- quiet
- progressive
- able to change



# Character and Culture

The physical character of Dysart and the culture of the town was explored through several questions that asked the community to consider Dysart in humanistic terms; providing a rich description of Dysart's personality as a Town- both existing and desired.

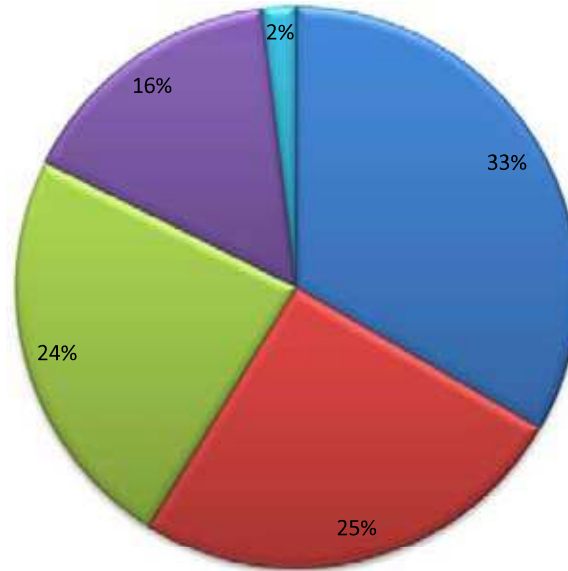
The description of Dysart's character as it stands today, as viewed by the community, reinforces the need to revitalise the urban realm and provide a clearer framework for the Town's future. The most common responses related to the tired and worn down look of the town (22%), however this question also captured that beneath Dysart's tired facade exists a friendly community ('friendly and down to earth- 22%).

Other descriptive words such as 'Boring/Dull' (13%) highlight the lack of activities and vibrancy in town, while 'Quiet/Shy' (13%) highlights the lack of identity and ownership of the town's image.

Looking to the future, the strongest desired characters for Dysart included 'Exciting/Vibrant/Alive' (20%), 'Caring/Friendly' (20%) and 'Community & Family Focused' (18%), which reinforces the comments expressed in the 'value' question on the previous page.

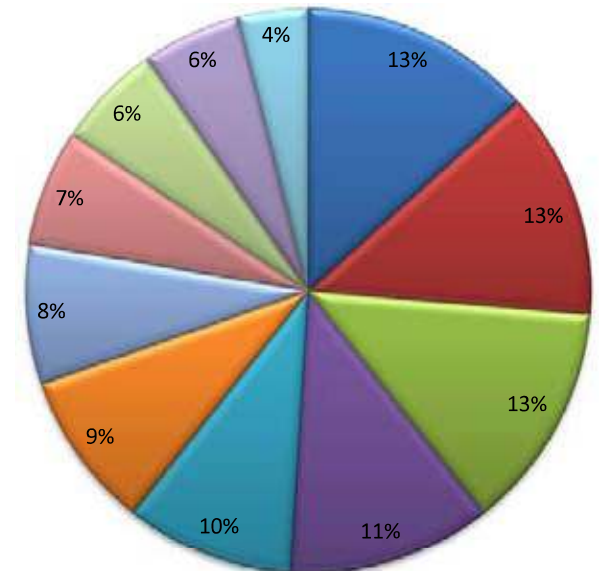
1. The murals alongside the MAC camp provide a vivid entrance to town, but more needs to be done to lift Dysart's identity and visual character
2. The dump truck at the Town's entrance, defining Dysart's identity as a mining community
3. Community events help to reinforce Dysart's community spirit
4. The community notice board at the shopping centre is an indication of the dialogue and 'behind the scenes' community interactions; more places for people to meet and gather in the town centre will help to bring this interaction into the open





**How often do you use parks in Dysart?**

- Less than a few times each month
- I don't use parks in Dysart
- A few times each month
- A few times each week
- Every day



**What features and facilities would improve your enjoyment of parks in Dysart?**

- More Maintenance
- Shade and Shelter (gazebos)
- Lighting
- Play Equipment
- Trees
- All Access Footpaths
- more Seating
- Signage
- Planting and Garden Beds
- Natural Habitats
- Public Art

# Open Space & Parks

Dysart's town plan incorporates a large number of open recreational spaces and parks, ranging from linear 'connector' trails between residential areas to small parks (such as Lions Park and Fox Park), to larger parks (such as Centenary Park and Hewitt Park). While on the one hand Dysart is fortunate to have such a range and supply of open space, unfortunately maintaining the quality of each of these spaces has proven a challenge, reflected in the lack of amenity and function of the parks as they stand today.

This is also reflected in the survey results, which show the infrequent use of parks by the community, with 33% of respondees only using parks once a month or less.

Reflecting on the primary age group of respondees (30-54), it's important to note that young families fall into this age group, and have a strong need for quality places for children to play and recreate, and that also provide amenity for parents to encourage them to stay longer in these spaces with their children. In this respect, future opportunities for Dysart's open space may include looking at ways to associate play areas with other more adult leisure activities; such as cafes or barbeque shelter areas.

This need is clearly identified in the second question, indicating that there is a desire from the community for Dysart's parks to be better equipped for a range of activities, with emphasis placed on improving:

- Shade and shelter
- Maintenance
- Lighting (for extended hours of use/safety) and;
- Play equipment



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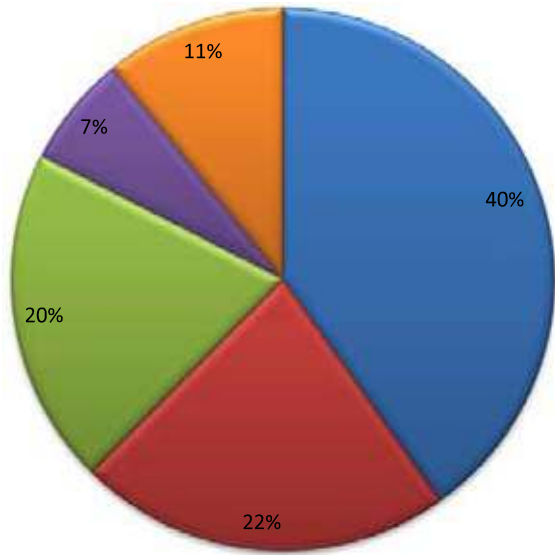


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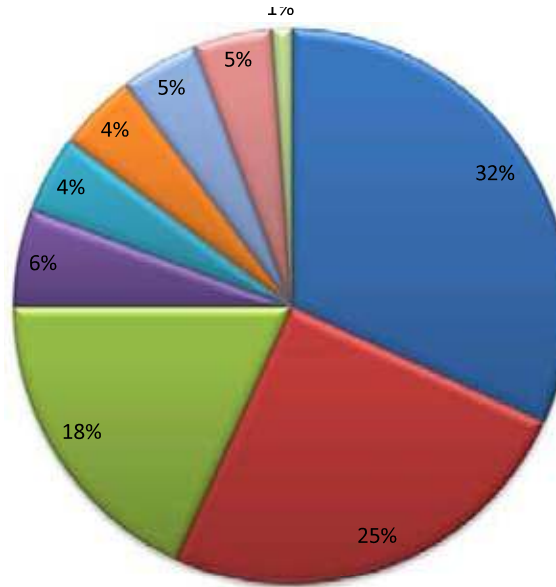
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1. Isolated and small shade structures without adjacent tree planting or pathway access, such as this one shown in Centenary Park, do not create a welcoming destination for families
2. Centenary park has a large supply of play equipment, but it does not cater for all age ranges, and is not well supported by paths
3. The recently installed exercise equipment in Lions Park is a great initiative, but does not provide shade or connection to the recreation centre
4. Main pathways do not currently suit 'all access' (ie- bicycles/ scooters, prams/wheelchairs)



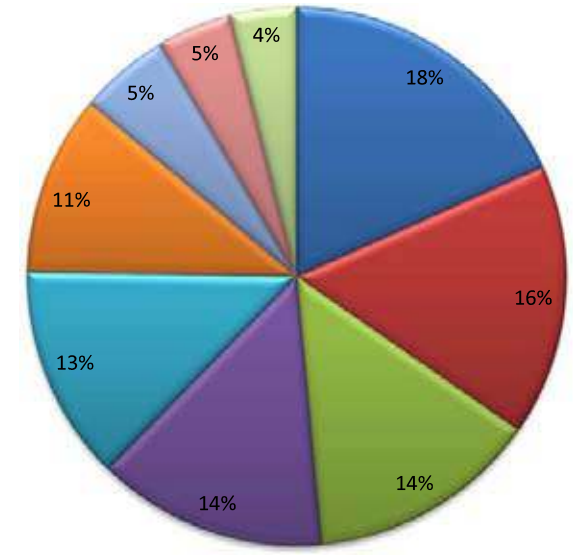
**How often do you use recreation facilities in Dysart?**

- A few times each week
- Less than a few times each month
- A few times each month
- Every day
- I don't use recreation facilities in Dysart



**Which recreation facilities do you visit regularly in Dysart?**

- Swimming Pool
- Recreation Centre
- Sporting Ovals
- Golf Club
- Centenary Park
- Other Parks
- Outdoor Courts
- Bowls Club
- Pony Club



**What features and facilities would improve your enjoyment of recreation facilities in Dysart?**

- Shade and Shelter (gazebos)
- Playgrounds
- Seating
- Foot and Cycle Paths
- Trees
- Car Parks
- Skate Park
- BMX Park
- More Sports Ovals

# Recreation in Dysart

Recreation facilities in Dysart, such as the swimming pool, sporting precinct, golf course and the new recreation centre are currently well used by the community, with over a third of the survey respondents using such facilities several times a week.

This shows a preference towards more 'programmed' or tailored recreation facilities and activities, rather than 'unprogrammed' open space/parks, due to both the amenity of these recreation facilities, and the social motivation to participate in team sports or activities.

The most regularly visited facilities included:

- Dysart swimming centre (32%)
- Dysart recreation centre (25%)
- Sporting Ovals (18%)

The community value of these facilities is reinforced by the results of the mapping exercises (refer section 3.3 of this report).

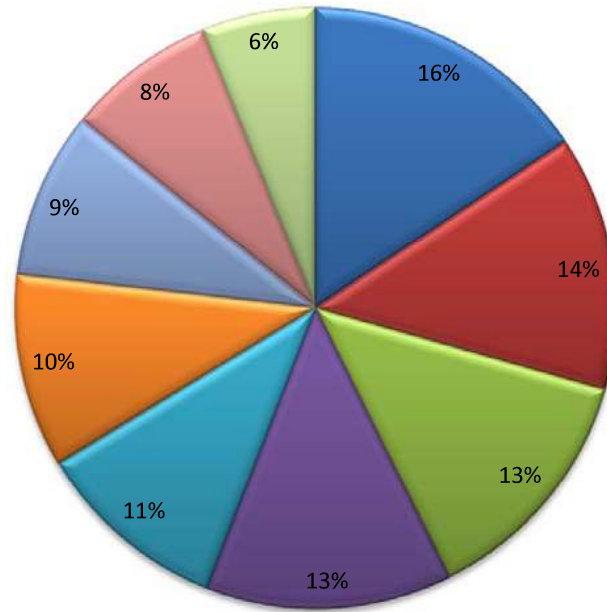
Features or facilities that would improve people's experience of recreation facilities included:

- Shade and shelter
- Playgrounds
- Seating
- Foot and Cycle Paths

This again highlights the opportunity to co-locate recreation and leisure facilities, to provide 'one stop' destinations that provide activities for both adults and children, and to improve the accessibility and amenity of these facilities.

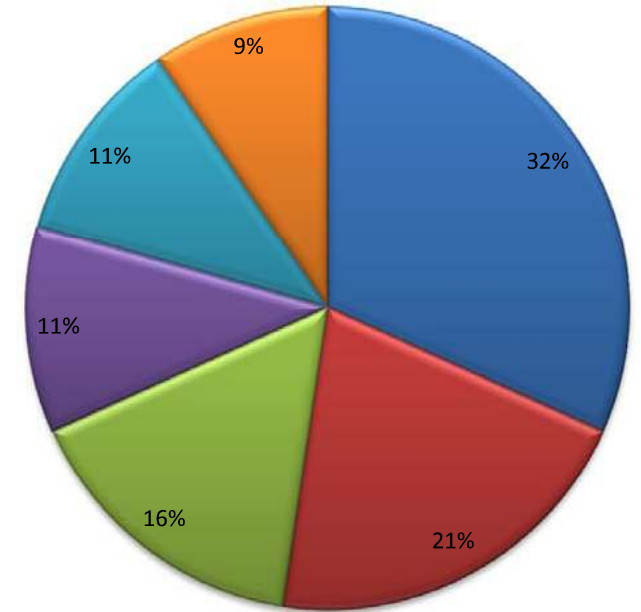


1. The swimming pool is highly valued by the community and combines opportunity for both recreation and leisure activities within the one area
2. The sporting precinct and clubrooms are a well used facility, and enabler of large sporting events, which are a strong part of Dysart's community culture
3. The new recreation centre has great potential for developing a stronger community culture and range of programmed recreation activities
4. Dysart Golf Club is a well maintained and valued facility



**What features would you value in the town centre?**

- Places for the Youth
- Shade Trees
- Seating and Places to Rest
- Play Grounds
- Planting and Garden Beds
- Signage
- Wider Footpath
- Public Art
- More Parking



**What facilities are missing in Dysart?**

- Good Shopping Facilities
- Safe & Well Maintained Children / Youth Activities & Centres
- Entertainment Facilities (eg Cinema)
- High Quality Outdoor Space for Community Use
- Places to Eat (eg Cafes)
- Better Access and Pathways

# Town Centre & Facilities

Dysart's Town Centre consists of the Garden Plaza shopping centre, Dysart Civic Centre, Dysart Council offices and library, the Jolly Collier Hotel and associated car parking areas for each building.

These buildings are also surrounded by an extensive amount of open space, consisting of open grass and mature tree plantings; varying from well maintained 'park' setting (outside the Civic Centre) to minimally maintained and non irrigated open grass or dirt areas.

Interestingly, vehicular access to each of these facilities is provided via Shannon Crescent, with exception to the Hotel, which is accessed from Queen Elizabeth Drive (the main roadway through town). Pedestrian access is provided via pathways in some areas, but poorly defined or restricted by barriers or fencing in others.

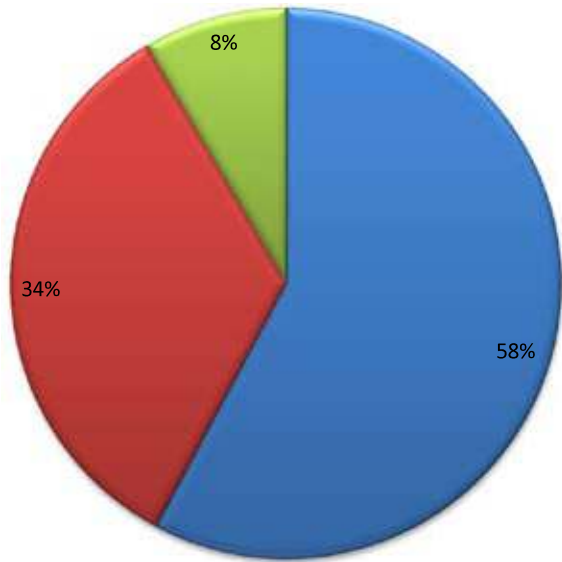
The challenges of the dispersed layout of the Town Centre facilities and the poor quality of much of the open space is reflected in the survey responses, which highlight the need for improvements to the amenity and accessibility of the town centre.

Features such as shade trees, places for youth, playgrounds and seating areas were identified as initiatives that would have the greatest value in making the town centre a better place spend time- and importantly, to cater for both the needs of children, youth and adults.

At the top of the community's comments, however, is the need for improvements to the shopping facilities themselves, including cafes/coffee shops to provide people with a more diverse range of shops and better places to meet friends in Town.

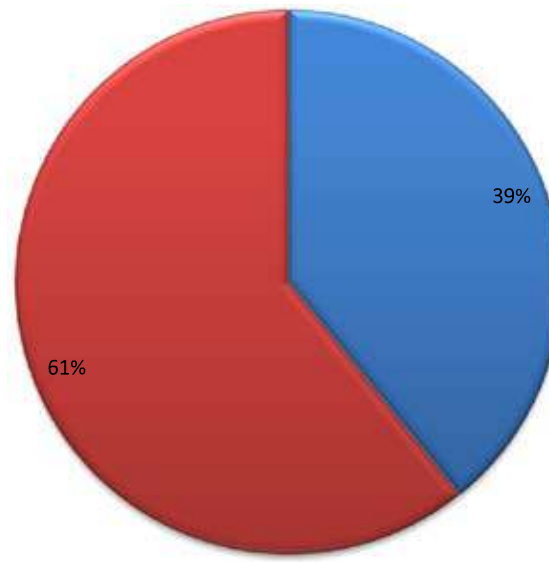


1. Large expanses of carparking without shade trees or clear pedestrian access form the entrance to the Garden Plaza shopping centre, a stark contrast to the shopping facilities at Middlemount (image 2)
2. View across the car park to the Middlemount shopping centre
3. The centre of the Dysart shopping centre lacks any seating or play function
4. The central courtyard of Middlemount's shopping centre features a playground with adjoining seating and cafe deck area



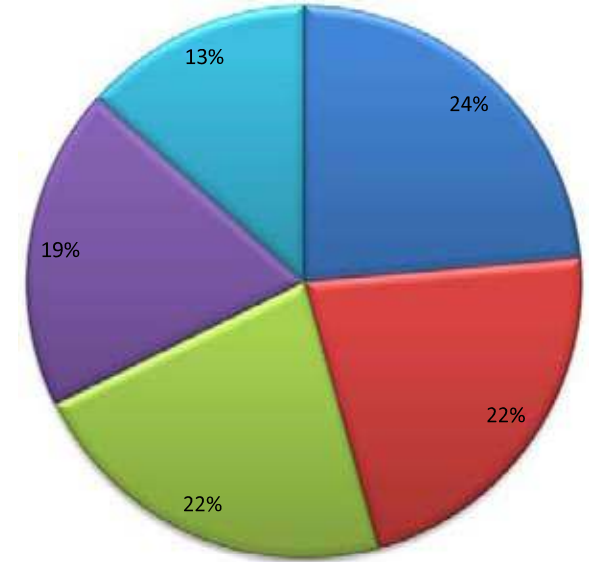
**How do you get to the shops and Town Centre?**

- I drive there
- I walk there
- I cycle there



**Do you walk or drive between shops and facilities in the town centre?**

- I usually walk between different places within the town centre
- I usually drive from place to place within the town centre



**What facilities or features would encourage you to walk or cycle in Dysart more often?**

- Shade Trees
- Designated Cycle Paths
- Signage
- Drink Fountains
- Seating and Rest Spots



# Getting Around Dysart

A number of factors are currently reducing people's ability and motivation to walk or cycle in Dysart, including:

- The large expanses of open space within town
- The spread out nature of facilities
- The low amenity paths and connections
- The dominance of vehicular traffic along the main streets of town
- Vehicular speed limits and driver behaviour
- The dislocated nature of the camp population from the town centre
- Extensive provision of car parking areas

These conditions have resulted in a car dependent culture, to the extent that even when in the Town Centre, most people choose to jump in the car to drive between facilities.

By reducing visible foot traffic, this culture reduces the sense of community, the activation of the streets and incidental opportunities for people to engage and interact with one another.

There is great potential to change this culture and promote walking and cycling as a means of getting around town. Dysart's gentle topography and wide roadways form a perfect foundation for the establishment of a better cycle and footpath network linking key places in town to residential areas.

Other features identified by the community to encourage this cultural change include increased shade tree planting, designated cycle paths and improved signage to communicate safe crossing areas and pathways.



1. Queen Elizabeth Drive has a good footpath on one side, but lacks shade trees
2. Steep kerb transitions make it difficult for cyclists, prams, scooters and wheelchairs to safely cross roadways
3. Extensive barriers to pedestrians reduce the appeal of walking through the town centre
4. Bicycle rails are located outside, rather than within the shopping centre, limiting the appeal of cycling in town

# Other Comments & Ideas

**The following comments reflect the critical issues and opportunities for Dysart, direct from the minds of the community and convey the urgent need for change:**

*"You could have a great little town but it lacks cohesive planning. This isn't about planting trees - its about creating a space that people will visit. See Middlemount's shopping mall with the central playground covered playground area right next to a coffee shop. This is the start of how people begin to interact."*

*"When you look at small towns like Capella or non-resource rich towns like Townsville and all they have available to them it makes you wonder where all the money and resources from our council and mining sectors is going towards here? There is so much potential in this young town with so many people that would look forward to contributing, so lets do it!!"*

*"We need more affordable housing for families. Businesses can't get staff as the rent here is too expensive for people to want to move here unless they get subsidised rent."*

*"fix the shopping centre in dysart it is a real downer on the whole town."*

*"Dysart is in desperate need of a revamp to make it a brighter and more exciting place to live. In particular the shopping precinct is in desperate need of a revamp to attract both more businesses AND more shoppers."*

*"I hope this community can get the spirit back that was here about 5-10years ago before all the transient workers started to outnumber the families and kids in our town. The only way to do that is to start saying no to the mines and camps."*

*"The standard of the town on a whole is poorly maintained by the shire"*

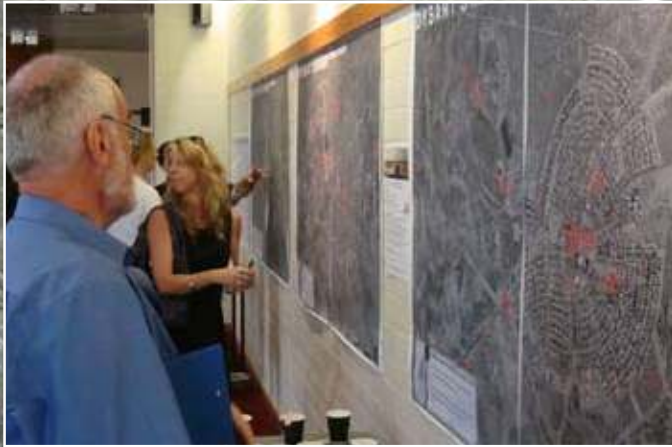
*"The overall impression of Dysart is not of a high standard and there is a lack of community spirit/morale. There are nearby communities which have a very active community spirit/morale and also are more appealing to the residents to remain therrere. There are far too many people commuting to this area due to lack/poor facilities and therefore putting strain on relationships leading to disgruntled employees. This also puts strain on local businesses with regards to staffing and traffic flow - hence closure of businesses."*

*"sooner out of here the better, if ur not a miner and either asleep or at work, this place is a dump. everything is expensive, the food is crap, the people are unfriendly, u can only fuel ur car sometimes if theres fuel to buy, rent is ridiculous...."*

*"this place is going down hill fast, there are that many families moving out of here, the shops are all closing or being bulldozed, the youths are out of control, theft is on the rise, something very drastic has to be done to keep families here"*

*"I hope to see this town become better maintained and clean and tidy. It will be great when there are more things to do. Especially for the teens. We do not use parks as much as we would like to because I constantly have to take a broom to clean up glass, not all parks have bins in them either. I love living here, but it is embarrassing having out of town visitors because the town looks terrible."*

*"before bringing anyone to our great town, would be good to have roads up to standards... we are ashamed of our roads, and they are very dangerous to drive on !!"*



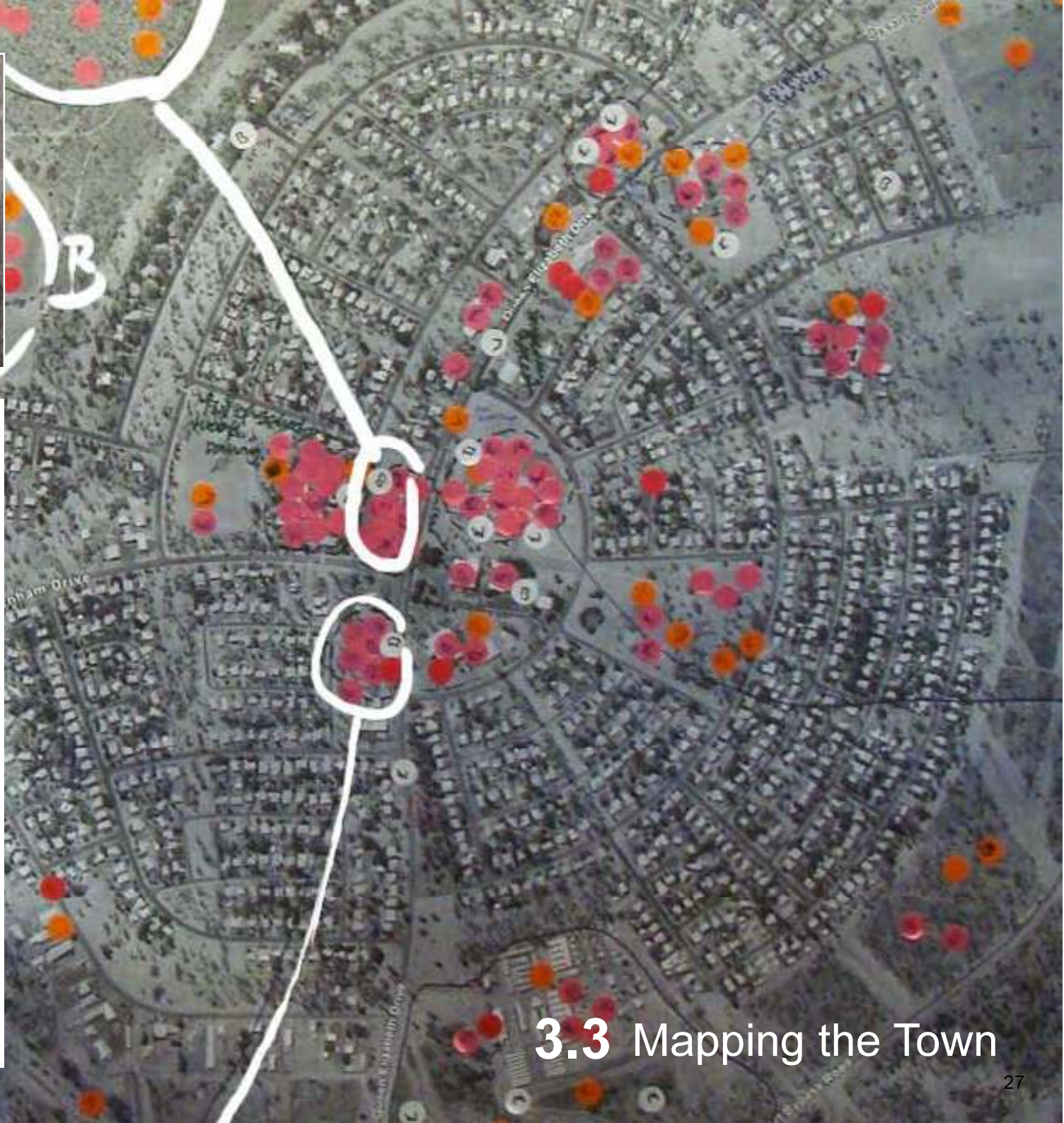
Cognitive mapping, defined as;  
“A process composed of a series of psychological transformations by which an individual acquires, codes, stores, recalls, and decodes information about the relative locations and attributes of phenomena in their everyday spatial environment”<sup>1</sup> formed a significant element of the ‘drop in sessions’ in the Civic Centre, providing the community with the opportunity to map key places and destinations on large scale maps of the town, under the following themes:

- Best and Worst Places in Dysart
- Places of Community Value
- Places for Recreation and Leisure
- Places of Natural or Tourism Value
- Walking and Cycling Journeys in Town

This activity provided the project team with a greater understanding of the way facilities and open space are used by the community, how people travel around town, and insight into which places are valued by the community.

Analysis of these maps is provided over the following pages, with the number of dots shown in brackets.

<sup>1</sup>[www.wisegeek.com/what is cognitive mapping](http://www.wisegeek.com/what-is-cognitive-mapping)



## 3.3 Mapping the Town



## 1. The Best Places in Dysart

Key places identified by the community as the 'best' in Dysart included:

- the Swimming Pool (28 dots) and;
- the new Recreation Centre (25 dots)

Both of these places were enjoyed by a diverse age demographic, highlighting the importance of these facilities as 'activators' of the town centre.

Other places identified included the Sports Precinct (junior and senior rugby fields), and the golf club, reinforcing the importance of formalised recreation in the creation and maintenance of community.



## 2. The Worst Places in Dysart

The Garden Plaza shopping centre was strongly identified by the community as the 'worst' place in Dysart (with a total of 46 dots), on the basis of its current state and appeal as a place to shop and spend time.

Other places identified included the MAC Camp, on the basis of the social implications of this camp on the community, the Hospital, on the basis of issues with accessibility to this important service, the water treatment plant (odour issues) and the new units adjacent the IGA- reflecting community sentiment towards commercial/shopping services being replaced by housing.

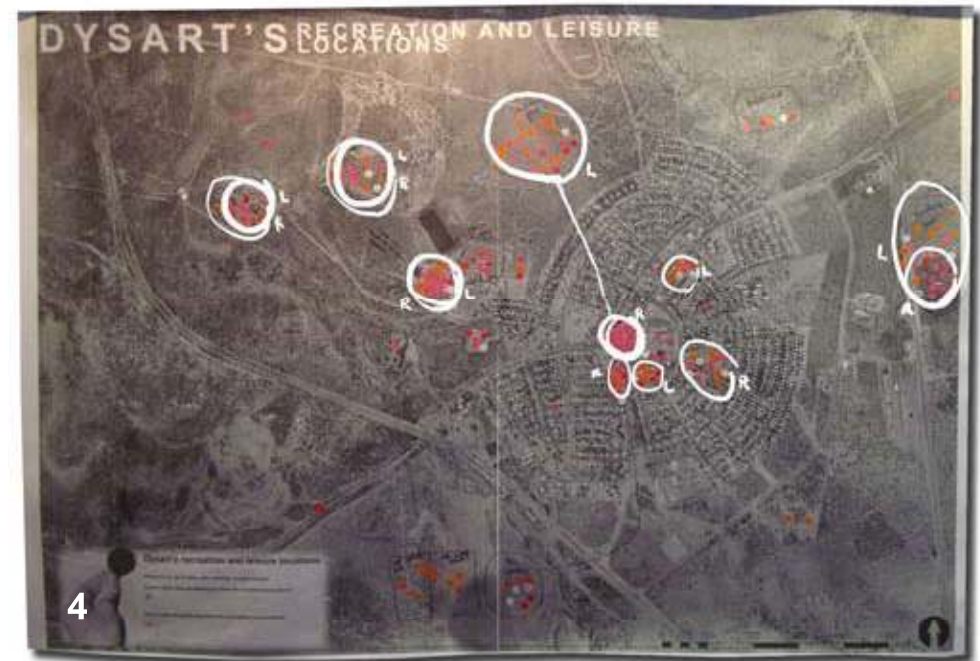


### 3. Places of Community Value

The places most valued by the community (from highest to lower value) included:

1. The Garden Plaza shopping centre
2. The swimming pool
3. The recreation centre
4. The sports precinct, the hospital and the high school

Interestingly, this illustrated that while the community do not like the shopping centre due to its poor physical state and minimal choice of shops, they recognise its value in providing essential services to the community. The same can be said for the hospital facility. Also worth noting is the absence of parks/open space in this list, reflecting the fact that the community does not see the town's open space as having community value.



### 4. Places for Recreation and Leisure

Legend: L- Leisure; R- Recreation

This map asked which facilities or places people spent most time for recreation or leisure activities. The assessment separated Leisure and Recreation, with Leisure being defined as passive or casual activities and recreation relating to formal or organised pursuits.

The swimming pool facility rated highest as a place of both recreation and leisure. The rugby/sports fields, while predominantly functioning as recreation space, were also valued as a place for leisure activities, such as walking or watching sport. Bundora Dam was also a highly popular destination, outside the immediate town area.

Other less widely used destinations included the new Recreation Centre, the Golf Club, Pony Club and Centenary park. The Garden Plaza shopping centre was also seen as a leisure destination.

The strong correlation between leisure and recreation reinforces the role of organised recreation facilities in providing opportunities for leisure and in turn community engagement.



## 5. Places of Natural and Tourism Value

Legend: N- Natural; T- Tourism

Bundora Dam was identified as a place of high natural value, reinforcing its appeal as a recreation and leisure destination near the town. The drive into town from the southeast, with views to the Lords Table was also seen as a journey of high natural value. Other places of natural value included the pony club and the town entrance. Facilities within town with high tourist/visitor value included the swimming pool, and golf course, based on the leisure activities available at these facilities. Centenary park, the bowls club and rugby fields were also identified for their value as a visitor destination, reinforcing the strong sense of community associated with these facilities.



## 6. Walking & Cycling Journeys in Town

Legend: Black- Walking; Red- Cycling

This map provided participants with the opportunity to plot their primary journeys within town by foot or bicycle.

By analysing the feedback, highly frequented paths were able to be identified, establishing the core framework for the further development of a cycle and footpath network throughout Dysart.


In particular, two main axis were established for people walking through town:

- one east-west route stretching from the high school, along Brown St, across the Garden Plaza shopping centre carparks, over Queen Elizabeth Drive and along Garnham Drive (to the sports fields) and;

- a north-south route along Dysart Connection Road/ Queen Elizabeth Drive.

A secondary network of walking paths (refer thinner black lines above) illustrated the popularity and ease of walking around town. Interestingly, most people chose to walk along roadways, rather than through the open space connections between residential areas, even if this meant walking slightly further- as a safer and higher amenity route.

The gentle topography of Dysart means that it is very comfortable/easy to cycle around town. The cycling routes (red) reflect people's recreational rides around town. As illustrated above, the town centre itself did not form part of people's cycling journeys, due to the barriers to cycling access and signs prohibiting cycling in the shopping centre precinct.



The combined analysis of the qualitative and quantitative methods of community engagement has resulted in the following summary of key issues and opportunities, as identified by the Community of Dysart:

This summary defines these issues and opportunities under the 3 themes of Environment, Society/Culture and Economy, and seeks to link issues with corresponding opportunities focused on Dysart's urban realm, structure and character.

## 3.4 Summary of Community Issues & Opportunities

# Issues

## Environment

1. Garden Plaza Shopping Centre is run down, lacking amenity and facilities such as playgrounds, seating and shelter that would encourage people to stay
2. Parks and open space in town are poorly maintained and lack shade, amenities and do not adequately cater to the needs of youth, children and families
3. Poor footpath and cycle network with minimal amenity
4. Roads into town are poor quality and dangerous
5. Entrances into town are defined by the camps and 'tired' streetscapes, which do not create a positive/attractive sense of arrival and ownership

## Social/Cultural

1. The increasing transient population associated with FIFO is creating a divide in the community, due to their lack of connection with Dysart and its community values
2. There are limited places for young parents in town to socialise and take their children
3. There is a lack of options for youth activity and entertainment, resulting in increasing disengagement, vandalism, and antisocial behaviour.
4. Increasing numbers of families leaving town is having a ripple effect on school student and sporting club numbers, reducing the quality of lifestyle and sense of community
5. A 'car culture' and driver attitudes (speeding etc) reduce safety for pedestrians and in particular children
6. Confused sense of community ownership in Dysart, with a community expectation that new initiatives should be funded by BMA solely and be free to the community

## Economic

1. High housing rental rates and low availability and diversity of housing is preventing new people from moving to town, and is forcing existing residents, families and shop owners to leave town
2. The gap between mining wages and normal wages in town is preventing commercial operators in town from recruiting new employees
3. Non-local investors and a 'speculative' approach to property in town is further diminishing local ownership and control of town
4. High commercial lease rates is prompting a dispersion of businesses to areas outside the town centre, and a rise in home business, reducing the town centre's vibrancy

# Opportunities

## Environment

1. Upgrade the shopping centre to attract new businesses and make it a better place for the community
2. Improve the quality and amenity of parks in Dysart and ensure that they cater for a mix of ages and needs
3. Improve the footpath and cycle network, including lighting, tree planting and signage to provide easier access between town facilities and places
4. Review the road system and entrances to increase legibility and balance vehicular and community demands
5. Improve the quality of the public realm, particularly in association with the Garden Plaza shopping centre
6. Improve the streetscapes of the arrival roads into town (Queen Elizabeth Drive/Dysart Connection Road and Garnham Drive) with planting, tree planting, signage

## Social/Cultural

1. Actively seek to engage with camp sites and companies running these facilities, while understanding the limited 'free' time workers have to give to the community (typically 2-4 hrs, excluding work, sleep, travel & food)
2. Improve facilities and activities for youth; focusing both on the formal (BMX, drop in centre, cafes) and informal (good quality seating and congregation areas)
3. Activate Dysart's open spaces with new seating, shade footpath connections, landscape areas and play areas where appropriate
4. Increase the town's walkability, particularly within the town centre, to encourage pedestrian activation

## Economic

1. Increase diversity and quality of housing stock to increase affordability and choice
2. Explore potential to link housing with employment positions, particularly in relation to Garden Plaza shopping centre (potential for 'shop top' housing)