

# THE KODJA PLACE MASTER PLAN



**GibsonGroup**   
Creative Experiences for Screens and Spaces

In association with



## Preamble

The Kodja Place opened in September 2002 and is situated in the small rural township of Kojonup, 256 km south-east of Perth, Western Australia along the Albany Highway.

Developed by the Shire of Kojonup and the community to mark the Centenary of Federation in 2001, it began as two centres - an Aboriginal Cultural Heritage Centre and a Historical Interpretive Centre (for local settler history). Through a process of reconciliation and collaboration between local Noongar-Aboriginal and Wadjela (non-Indigenous) communities the outcome was a single interpretive visitor centre with community meeting spaces and an Australian Rose Maze.

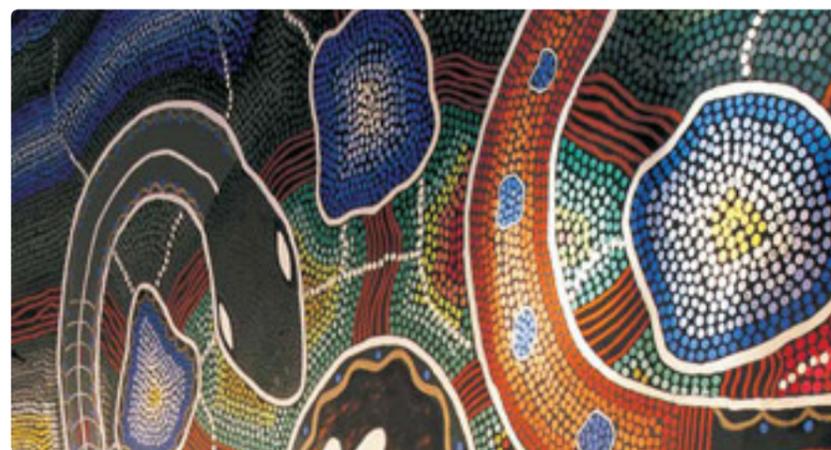
The Kodja Place has a strong and contemporary narrative framework of 'One Story, Many Voices' as its interpretive experience. It interweaves cross cultural stories of Kojonup Shire's transition from traditional Noongar culture through European settlement to contemporary life. Delivered using the personal voices and experiences of community members this interpretive approach is present in both the interpretive galleries and Rose Maze. It is a successful and compelling experience, which has been acknowledged by several regional, state and national awards.

In subsequent years, a café complex and associated car park were added, as well as hard and soft landscaping elements in the inner Courtyard that include an outdoor stage. It has been recognised that the cafe, while excellent in concept, has not been successfully integrated into a holistic visitor flow that benefits the entire Kodja Place precinct. Likewise, thousands of visitors explore the Rose Maze without going into the Visitor Centre and galleries.

Fifteen years on, with a change of management structure, and architectural and multimedia issues to address, along with the need to boost visitor numbers, decrease the reliance on ratepayer resources and increase the volunteer base, it has been recognised that The Kodja Place precinct requires redevelopment and revitalization.

Hence, this master plan, commissioned by the Shire of Kojonup in collaboration with The Kodja Place Advisory Committee and the Kojonup Aboriginal Corporation.

The intention of the master plan is to recommend architectural, landscaping, digital and multimedia opportunities to revitalize and enrich the visitor experience, enhance the functionality as a cross-cultural community hub and expand its business revenue potential. The master plan will become a key part of a business case for attracting funds to develop and implement detailed design plans for The Kodja Place precinct, so that it once again becomes a vital and valued asset to the Kojonup community.



## Executive Summary

Gibson International Limited along with architectural consulting partner Jerry Hewitt of FIT Architects were commissioned by the Shire of Kojonup in July 2016 to develop a master plan for the redevelopment and revitalization of The Kodja Place precinct.

The scope of works focuses primarily on mitigating the spatial and functional limitations of the building and precinct, as well as developing digital and multimedia approaches and enhancing the interpretive spaces across the precinct.

To achieve this, we undertook an extensive research and consultative process that involved travel to Kojonup and discussions with a wide group of community stakeholders. Observations and research of documentation and notes taken during stakeholder engagement identified several core challenges that need to be addressed as part of the design strategy.

This master plan responds to those challenges by:

1. Establishing the mission, mandate and key objectives for the revitalized precinct and what the ideal result will be if successfully implemented.
2. Identifying an agreed set of design requirements that express the improvements necessary to respond to the key objectives.
3. Recommending agreed design solutions that address each design requirement. Providing drawings, examples and high level guidance on their form and function.
4. Providing a rough order of magnitude cost for implementation of the recommendations.
5. Providing a basic implementation plan for the phasing of the redevelopment.

It should be noted that this master plan is a strategic document. Therefore, the design solutions and plans are presented at a high, conceptual level. They are intended to function as a road map, guiding the next stages of design development and implementation, based on the agreed principles and objectives detailed.

We would like to thank all those who attended and contributed to this master plan. There are too many to name but we would like to take this opportunity to specifically mention Margaret Robertson who has been a constant presence and guidance throughout this project. Her longitudinal knowledge and commitment to The Kodja Place and what it represents is unwavering and her involvement has been genuine, tangible and considered.



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## Vision Statement

- **THE MISSION OF The Kodja Place** Is to tell the stories of Kojonup Shire, and to cultivate the continuing development of its culture and community wellbeing.
  
- **OUR MANDATE IS** To collect, preserve and display the oral and visual stories of Kojonup Shire, and provide facilities and services that engage community members and visitors with the historical and contemporary culture of Kojonup.
  
- **OUR OBJECTIVES ARE**

  1. To be sustainable – financially, socially and culturally
  2. To be a place of community pride and engagement
  3. To nurture our future storytellers and makers
  
- **THE OUTCOME WILL BE** A vibrant and thriving community hub that connects people and ideas, encourages participation and allows Kojonup’s cultures to be experienced by a global audience.



## Three Design Aims<sup>1</sup>

For The Kodja Place to achieve the proposed mission and objectives the following three design aims need to be achieved.



### 1 Increase revenue opportunities

- Better leveraging of existing assets is essential. Currently, the highest visitation is to the Black Cockatoo Café and Rose Maze, both of which can be accessed for free, independently of The Kodja Place main entrance. This results in significant lost revenue and visitation opportunities for the Visitor Centre, retail shop, and the Kodj Gallery and StoryPlace exhibition spaces
- The geographical position of Kojonup and the underlying quality of the attractions at The Kodja Place provide opportunities to develop visitation and create new product offerings with enhanced facilities that will generate new and increased revenue streams (coach and school tours, meetings and training, etc.)
- Programmed initiatives to increase visitation are essential to revenue and for creating a vibrant precinct for both community and tourist visitation, from school tours to market driven one-off events. Opportunities include wildflower festival (existing), rose-blooming festival, farmers' markets, local art-shows, artists in residence, children's activities, evening films, performances, concerts and travelling exhibitions etc.



### 2 Develop a coherent, consistent experience

- There are many activities available, but the lack of integration means the current visitor experience is fragmented and confusing. For example, the Kodj Gallery, StoryPlace, the Rose Maze, the Black Cockatoo Café, Yoondi's Mia Mia, and Jack's Indigenous Tours are all presented as separate, unrelated experiences. They need to be made coherent in identity and public perception, as well as community perception
- Visibility of The Kodja Place is poor in every aspect, from the street-presence of the buildings/precinct itself, to visibility in the marketplace. The lack of signage on road approaches to Kojonup extends to the township and precinct, as well as signage within exhibition spaces. What signage there is within the precinct is inconsistent and ad hoc, from A4 printed sheets on stands and doors to the use of a variety of fonts and colours
- Visitor flow within the building and precinct is compromised in numerous areas, with multiple entry points and physical walls between activity areas (e.g. café/retail wall), exacerbating disorientation and disconnection
- Coherence between exhibition display areas is sometimes tenuous, with individual displays and the exhibition environment itself needing enhancement to connect and signify to visitors the interpretive themes and content



### 3 Provide functional, flexible spaces and supporting infrastructure

- There is a need for more and enhanced accommodation and facilities for community and broader programmed activity that will extend The Kodja Place's value to the wider community and increase revenue opportunities
- Equipment and infrastructure is sometimes tired, obsolete or inappropriate
- Environmental issues such as heating, cooling, light spill and outdoor shading are impacting many areas
- There needs to be an appropriate division between the functions of 'back of house' areas, which are currently inappropriately dual purpose, such as the Kojonup Aboriginal Corporation room doubling as a storage area, and the small meeting room doubling as a room for hire and a work space for the curatorial group/gallery co-ordinator and MOSAiC data inputting

<sup>1</sup> These challenges represent an amalgam of the consultants observations and that of previous commissioned reports and workshop notes. Subsequent design requirements and recommendations of the master plan respond only in part to these design challenges, because some of the identified challenges require programmatic, marketing and management strategies that lie outside the master plan scope and are the responsibility of other work streams.

# DESIGN REQUIREMENTS

The following design requirements address the core design aims of increasing revenue, providing a consistent and coherent experience, and creating functional, flexible spaces with supporting infrastructure.

Each design requirement is listed below, along with the key observations about the current challenges faced and the objectives and functionality required to meet those challenges. From that a list of recommendations with architectural and landscape plans and examples is presented, along with considerations and notes as appropriate.

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Considerable documentation from other commissioned work, community workshops and the Shire of Kojonup has been read and digested to form these recommendations (see Appendix 4).

The most important of these is Sue Graham-Taylor's Curatorial Audit of The Kodja Place Precinct (November 2015), which this Master Plan periodically refers to and should be read in conjunction with this document.

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The illustrations, architectural plans and renderings shown in this Master Plan are indicative only. They have been produced as part of the planning exercise to ascertain the function, scale and type of requirements needed for the redevelopment so rough order of cost calculations could be made. The style, materials and shape of building elements will be finalised in later design phases.

We have selected example images to illustrate some of the recommendations in the Master Plan. We don't control the copyright in these images and they are provided solely for the purposes of understanding our suggestions and should not be widely shared.

## Design Requirement 1: Marketing and branding

### OBSERVATIONS & CHALLENGES

Although marketing and brand strategies have been clearly documented in earlier reports<sup>2</sup>, it is important to recognise that an updated marketing and branding strategy will need to be implemented in conjunction with the other recommendations detailed in this master plan.

### OBJECTIVES & FUNCTIONAL REQUIREMENTS:

- Consistent and coherent experience online and on-site
- Promotion and information
- Conversion of audience from browsers (e.g. of website or brochure) to visitors to purchasers



## DR1 - Recommendation

### 1A: DEVELOP MARKETING IMPLEMENTATION PLAN

Redevelop The Kodja Place website to reflect the full experience and new product offerings, such as function and event spaces, and the new exhibition content and multimedia.

Commission professional photography at the completion of The Kodja Place redevelopment for use in marketing material.

Develop a brand and style guide document so all printed and digital material has continuity across all media platforms and signage.

### Considerations & Notes

Besides the need to provide a consistent and coherent experience (of which branding and marketing is part), there are interdependencies such as the website and signage that will need to be considered. Therefore, it is pertinent that when branding and marketing work streams are commissioned, they are informed and work in parallel to the appointed visitor experience designers to ensure continuity and integration.

Content on the website must be easily updated by staff and volunteers (at low cost), especially current events, promotions and teasers for new exhibition content (see Recommendation 12E).

<sup>2</sup> Two marketing reviews and strategies have taken place since 2004 with both reports providing market insights, recommendations and strategies. They are Tourism Co-ordinates (2004) and nbd marketing (2008).



## Design Requirement 2: Visibility - public approaches

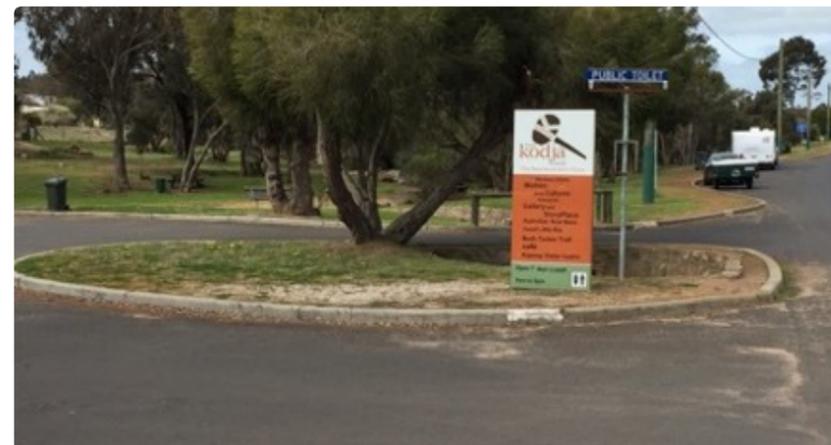
### CURRENT OBSERVATIONS & CHALLENGES

There is a significant absence of signage marketing The Kodja Place on public road approaches to Kojonup, the on arrival into the township and approaching the precinct itself.

Signage that is being used is often inappropriately positioned and carries content that lacks core messaging.

Upon arrival, way-finding and car parking signage is inadequate, causing visitors to park inappropriately.

Current signage is confusing and in one instance actively directs visitors away from the main entrance and informs them it is a free experience that can be entered down the side of the café.



### OBJECTIVES AND FUNCTIONAL REQUIREMENTS:

- Raise awareness of offering to passing traffic (day and night)
- Inform people of where to stop
- Make it easy for them to know where to go once in car park

## DR2 - Recommendations

### 2A - IMPLEMENT A HIERARCHY OF SIGNAGE

Tier One: Main highway/roads - identity and high level information

- Out of town approaches to Kojonup and edge of township<sup>3</sup>
- Repeated on each road approach up to three times before arrival to township
- Provide 'high-level' messaging – brand, offering, call to action, website address (so passengers can check it out on mobiles and/or look it up for next time they are passing through)
- Potential to change out a section of content to market upcoming events (needs to be cost effective and self-managed)

Tier Two: Township and precinct entrance points – directional information

- From all road directions position directional information signage guiding visitors to the precinct (500m on left etc.)
- Large branding signage at critical entrance/turnoff points into precinct

Tier Three: Precinct way-finding

- At car park and foot traffic points
- Provide direction for parking for different vehicle types (disabled, coaches, caravan)
- Physically point to main entrance and amenities available
- Use icons as well as text

#### Considerations and Notes

Continuity of brand and design across all signage (font, colour, contrast).

Lighting for night time visibility.

Seek permission from WA Main Roads to erect official tourist signage on the road verge.

Reference:

<http://www.usscfoundation.org/USSCSignLegiRulesThumb.pdf>



<sup>3</sup> TKP Marketing Plan report suggests road signs as far out as Williams, Armadale and Albany



## DR2 - Recommendations

### 2B - IMPROVE STREET APPEAL

Create a dramatic building facade facing the Albany Highway that increases the profile of the building as a visitor attraction.

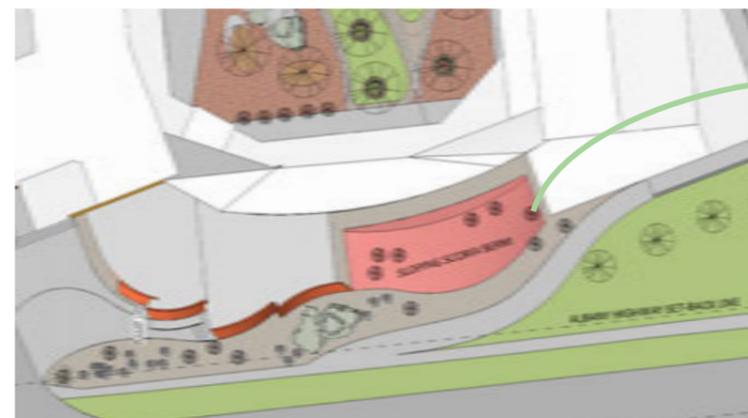
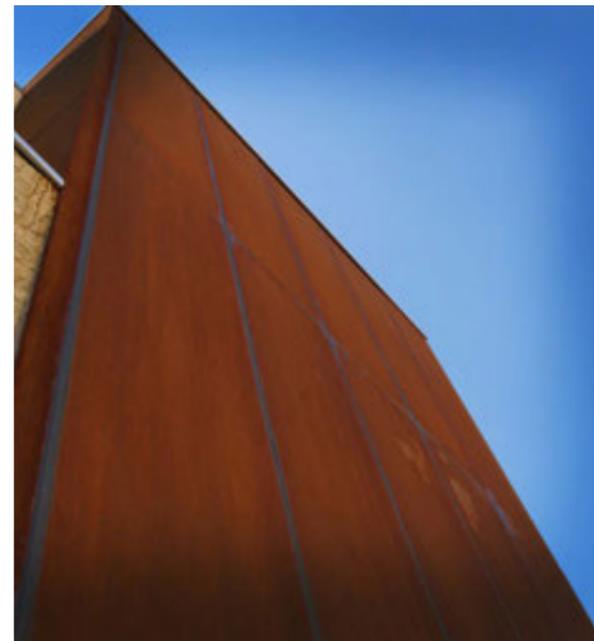
Underscore 'A Real Australian Story' brand statement by developing a dramatic garden frontage inspired by the Noongar vision of the local landscape. Use natural materials from Shire of Kojonup, including granite outcrops, native planting and geometric shapes, such as a sloping laterite berm (for further details see Recommendation 11A).

Light the Albany Highway building frontage, landscaping, entrance and signage (see Recommendation 11G).

Include a representation of the Three Women (see Recommendation 16A).

#### Considerations and Notes

Improvements to street appeal to work in conjunction with architectural improvement and lighting schemes detailed in this master plan.



## Design Requirement 3: Connectivity between precinct and adjacent areas

### CURRENT OBSERVATIONS & CHALLENGES

The Kodja Place, Apex Park and the Tourist Railway precincts are directly across from each other, but Broomehill Road and the Albany Highway are hurdles to connectivity.

Considering they share a common history and culture, interpretive connection between these precincts is inadequate.

Apex Park is a popular stopping point for travellers who use the playground and toilets, yet anecdotal evidence suggests that many people do not realise there is a visitor experience and facilities within a short walking distance.

Visual sight-lines on pedestrian approaches are sometimes obscured.

There is no incentive for foot traffic to migrate from the township towards The Kodja Place.

There is a lack of connectivity between The Kodja Place and historical sites and significant points of interests in the township and shire.

### OBJECTIVES AND FUNCTIONAL REQUIREMENTS:

- Encourage foot traffic from areas immediately adjacent to visit The Kodja Place
- Encourage visitors to the town and other shire locations to visit The Kodja Place and vice versa





## DR3 - Recommendations

### 3A - IMPROVE SIGHT LINES

Remove the bus stop and reduce the scale of the bus shelter, which is a visual block for sight lines from Apex Park and south along the Albany Highway.

Position 2nd Tier precinct signage (see signage Recommendation 2A) so it is visible to both pedestrian and vehicle traffic.

Use Three Women interpretive signage (as detailed in Recommendation 3C & 16A) in Apex Park and Tourist Railway precinct.

Extend 3rd Tier signage (as detailed in Recommendation 2A) into Apex Park and Tourist Railway precincts so people are informed that there is another visitor attraction close by and vice versa (signage at The Kodja Place should point out the Tourist Railway, Apex Park and distance to township).

#### Considerations and Notes

Remove bus shelter roof and wall but keep seating.

The Tourist Railway Precinct is situated across a busy state highway. Therefore, encouraging people to cross over to The Kodja Place raises health and safety issues, which must be carefully addressed.



Sight lines Key:

○ Foot traffic

— Signage

○ Road traffic

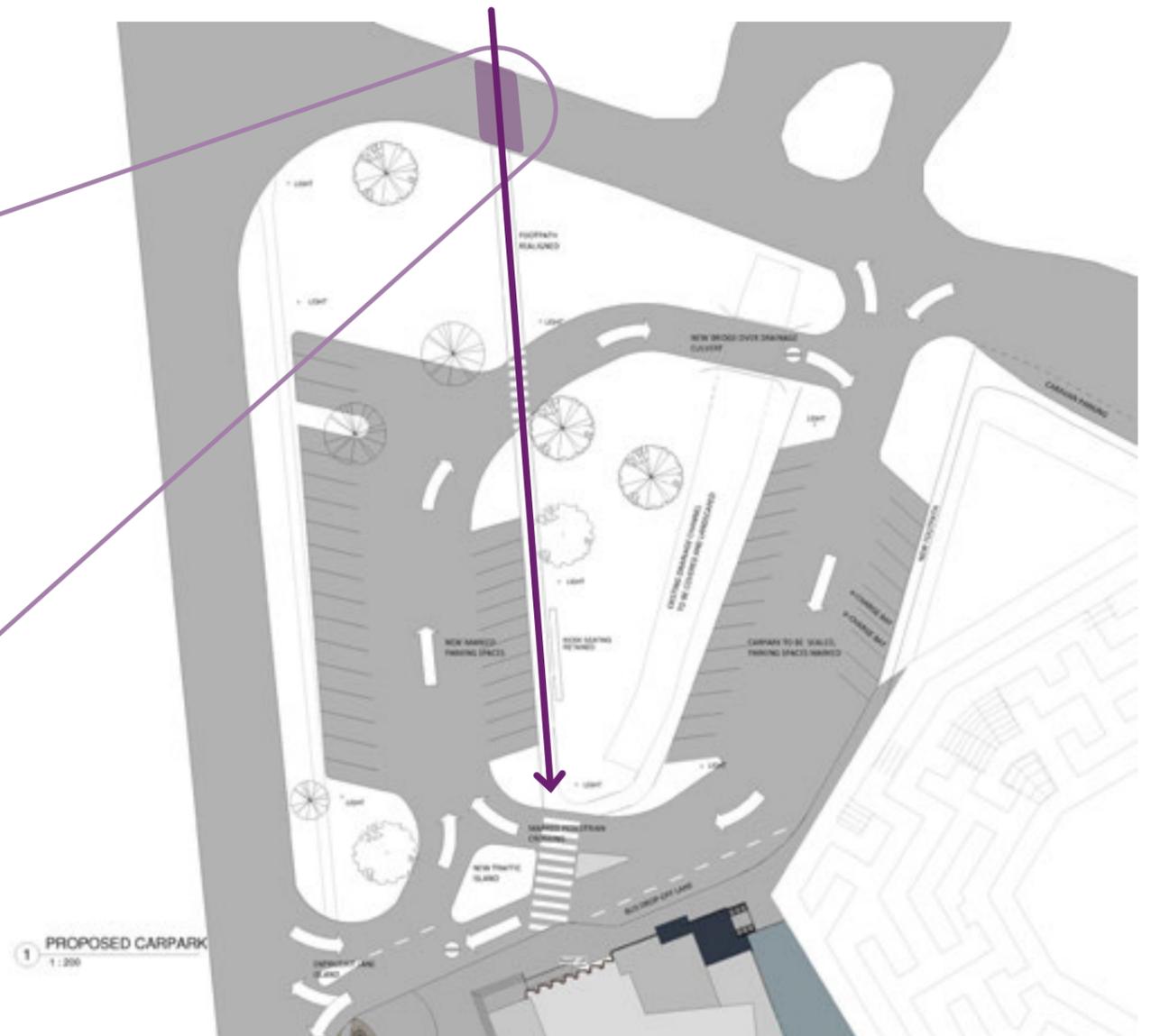


## DR3 - Recommendations

### 3B - VISUALLY AND PHYSICALLY CONNECT THE KODJA PLACE AND APEX PARK PRECINCTS

Align pathways between The Kodja Place and Apex Park so they create a strong visual sightline and direct access.

Install an 'artwork' pedestrian crossing across Broomehill Road to connect Apex Park and The Kodja Place precincts.



## DR3 - Recommendations

### 3C - CREATE A PRESENCE AT OTHER TOWN & HISTORICAL SHIRE LOCATIONS

Create site specific, professionally designed interpretive signage that utilizes the Three Women's Stories to tell historical stories that tie into The Kodja Place (see Recommendation 16A for further detail).

Use a contemporary, repeatable technique that enables text panels to be easily maintained and changed. Consider a more contemporary design than simple flat steel cut-outs as this design approach has been used in a lot of places in WA.

#### Considerations and Notes

Maintain continuity of brand and design elements across all signage. The interpretive stories need to be told in a first-person voice to underscore The Kodja Place visitor experience (see Recommendation 16A).



Possible locations for interpretive signage



## Design Requirement 4: Improve ease of arrival and define precinct

### CURRENT OBSERVATIONS & CHALLENGES

With multiple points of vehicle entry/exit it is difficult to navigate arrival into the car park.

The car park in general is under developed and not very inviting. Significant areas are unsealed or in need of resurfacing.

Lack of marked parking is causing inappropriate parking which impinges on capacity.

The TransWA bus stop significantly impacts on parking availability for the small amount of time it is used each day.

Once visitors alight from their vehicle they have multiple choices on how to access The Kodja Place precinct, which is confusing.

There is a lack of wayfinding signage in the car park to signify where the main entrance is. Existing signage entices visitors to visit the Cafe and gain free entry to the Rose Maze by bypassing the main entrance altogether.

Foot traffic is often not separated from vehicles and there is a lack of structured pathways from the car park to a defined single entrance.

There is a lack of night lighting in the eastern car park and approaches.

### OBJECTIVES AND FUNCTIONAL REQUIREMENTS:

- Create a welcoming, safe and consistent arrival/staging area that clearly defines a single precinct entrance and leads the visitor to it



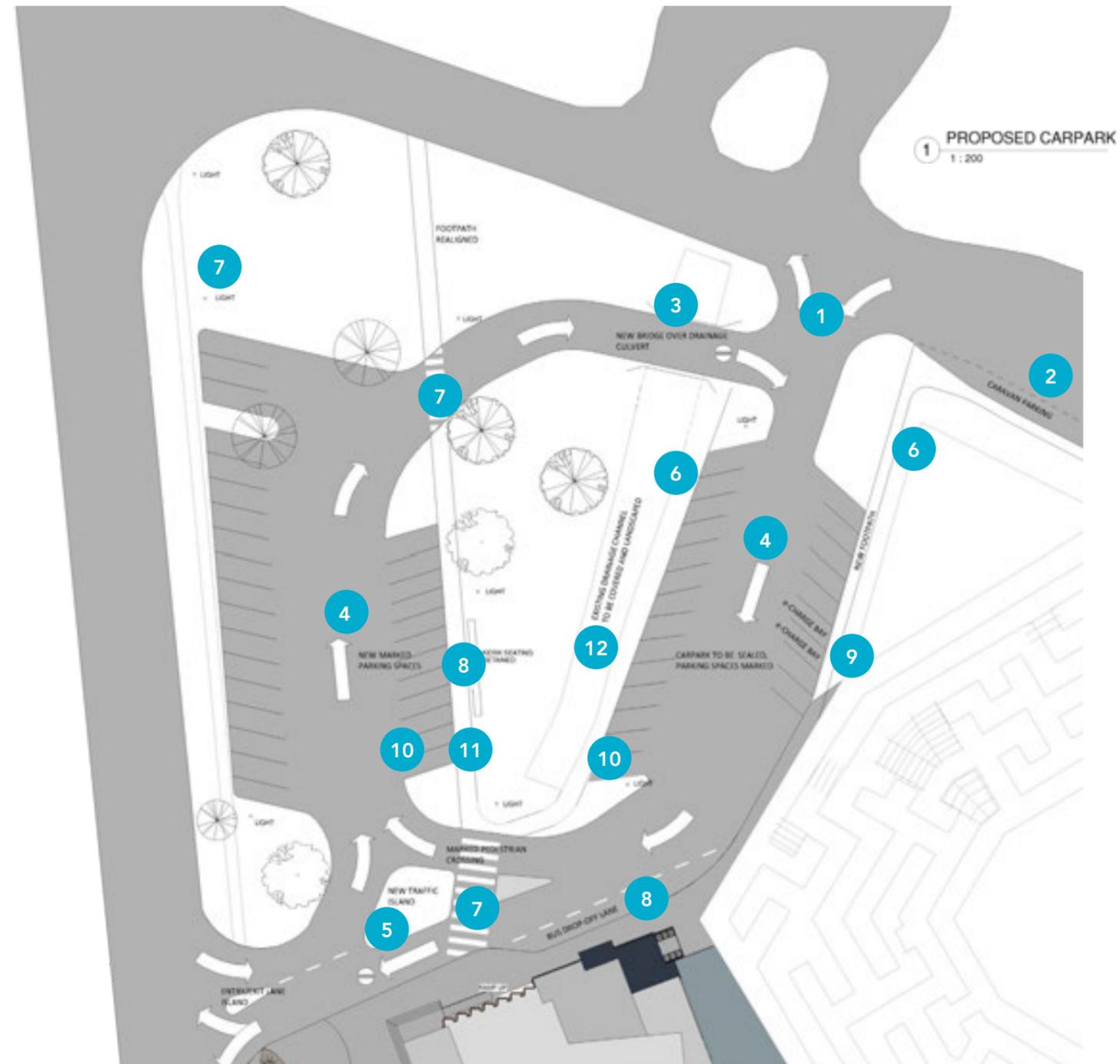
## DR4 - Recommendations

### 4A - REDEVELOP ENTIRE CAR PARK & LANDSCAPED AREA TO IMPROVE FUNCTIONALITY & TRAFFIC & PEDESTRIAN FLOW

- 1 Consolidate the vehicle entrance/exit on Broomehill Road to a single entrance/exit located further away from Albany Highway.
- 2 Create a dedicated caravan and mobile-home parking bay located at the northern perimeter between the Rose Maze and Broomehill Road. Use entrance signage to re-direct these vehicles types.
- 3 Link the car parks with a new asphalt road over the drainage channel to afford one way traffic flow.
- 4 Asphalt entire car park and mark angled car parking bays (indicating E-charge and disabled parking).
- 5 Use island traffic controls, signage and painted arrows to direct traffic in one direction.
- 6 Provide pedestrian footpaths from car parking, caravan parking and Apex Park that all lead to a single building entrance.
- 7 Provide marked pedestrian crossings and footpath lighting for night time accessibility (see Recommendation 11G).
- 8 Relocate the TransWA bus stop near the building's front entrance. Provide sheltered seating and tourist information within the building's covered entrance (to meet tourist information accreditation requirements).
- 9 Provide electric car charging points.
- 10 Meet disabled car parking requirements.
- 11 Remove or relocate phone box.
- 12 Existing drainage channel to be covered and landscaped.

#### Considerations and Notes

The new bus stop is drop-off/pick up only. Tour buses can also use the space to drop off guests at the entrance and then park at the rear car park on Crescent Road.





## DR4 - Recommendations

### 4B. INTRODUCE LOW-IMPACT, NATURAL BARRIERS & BUILDING SCREENS TO DEFINE THE PRECINCT & GUIDE VISITORS TO A SINGLE ENTRANCE

Install an artistically designed gate between the Rose Maze and Café to deter the general public from entering the precinct at this point.

Fence off service area behind the stage to deter traffic and improve safety. Fit a sliding/hinged gate for ease of access.

Create a garden service access gate for vehicles between the Rose Maze and the Embankment on the south east side of the maze.

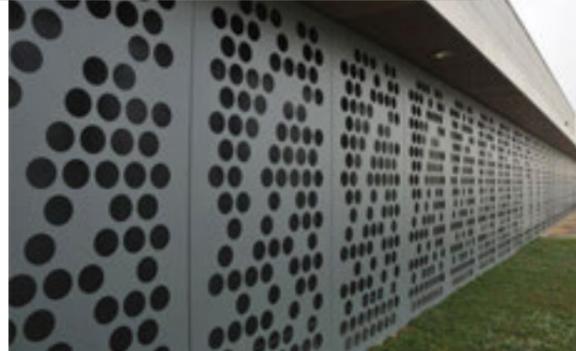
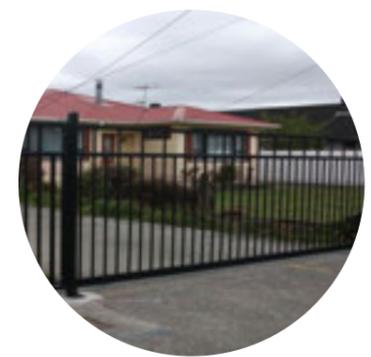
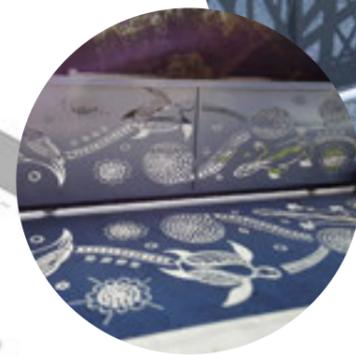
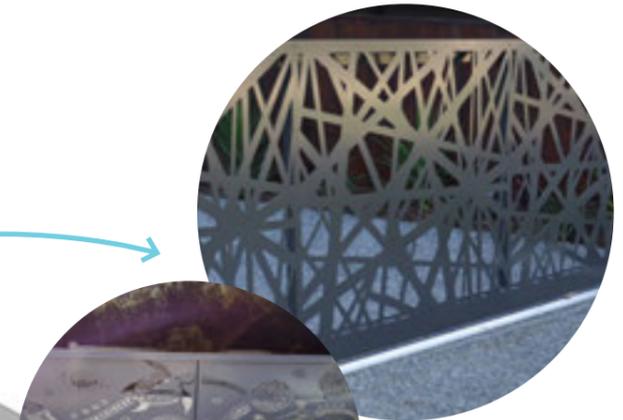
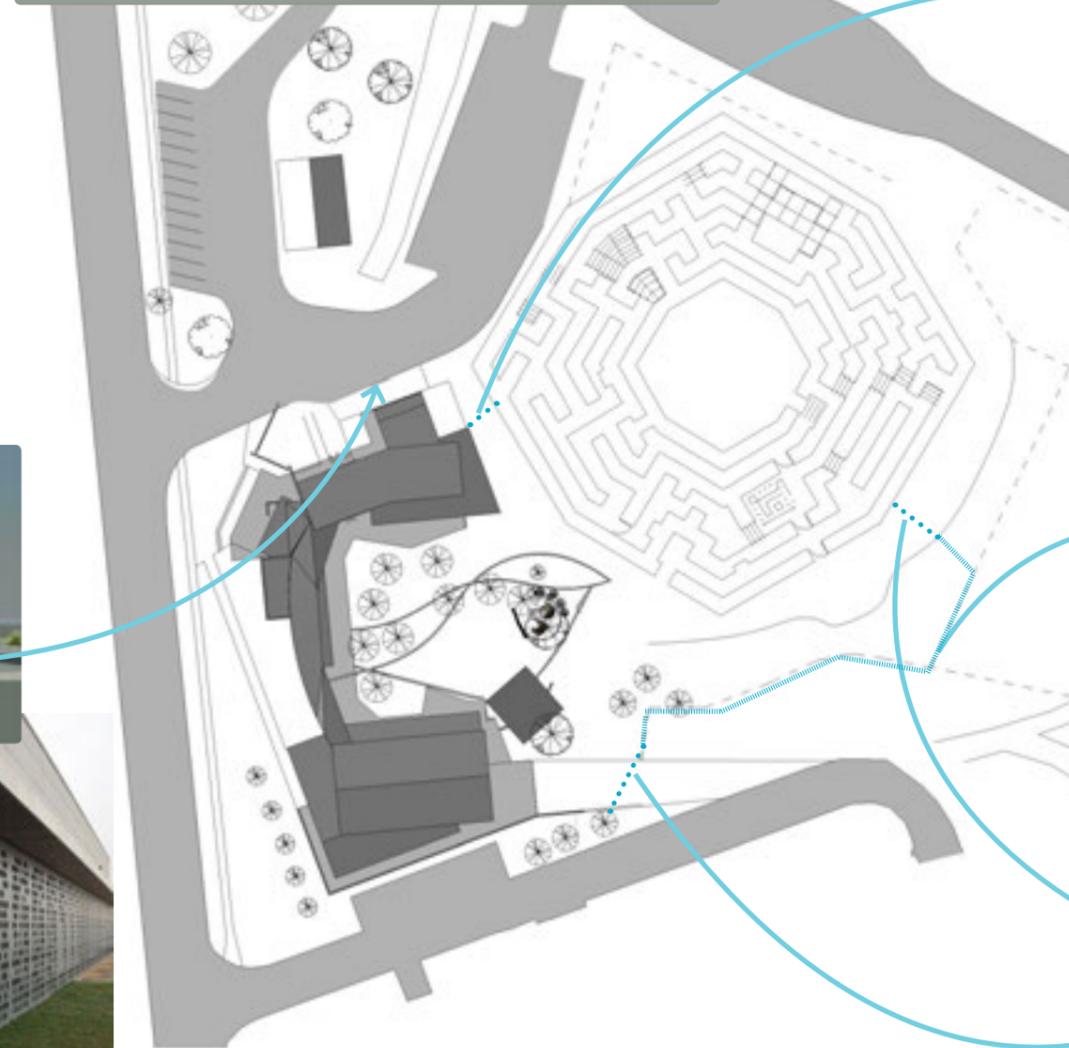
Create a low level barrier along the top and down the sides of the Embankment between the back of stage and garden service entrances.

Screen the Café building from the car park to draw attention to the new unified entrance. Integrate hinged doors into screen to allow access to the Café's loading dock.

Remove existing signage promoting free entry to the Rose Maze.

#### Considerations and Notes

The gate between the Rose Maze and Café remains closed during normal operations but can be used as an alternative entrance into the Café/Courtyard when required. It should not be signposted.



## Design Requirement 5: Create a unified entrance

### CURRENT OBSERVATIONS & CHALLENGES

The Rose Maze is The Kodja Place's most popular attraction with an estimated 30,000 visitors a year. Yet it is free to visit. This is a considerable loss of potential revenue and sets the expectation from guests that the rest of the visitor experience is also free.

The main entrance into the precinct has been compromised with the addition of the Café entrance facing the car park. This inadvertently draws visitors to enter the precinct at the wrong end of the building. This again results in lost revenue from Café patrons who do not realise there is also a visitor experience and retail store.

The main entrance lacks prominence and is largely hidden from view to visitors, especially those arriving in the eastern car park.

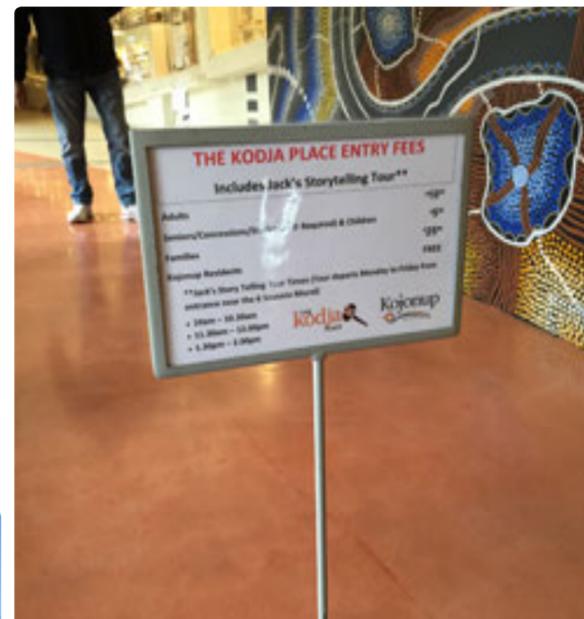
The entrance is underwhelming and the lobby is cluttered. When a bus group enters the entrance, there is a lack of functional space to greet, inform and orientate guests.

The location of visitor toilets at the end of the Kodj Gallery has created a management issue. Visitors entering via the main entrance can turn right to view the exhibition galleries and use the toilets without engaging with Visitor Centre staff /volunteers or seeing the reception desk and paying for entry (often visitors have to be called back to the reception desk).

Information signage and interior wayfinding signage can be improved for the benefit for visitors and community members.

### OBJECTIVES AND FUNCTIONAL REQUIREMENTS:

- Capture visitors at a single point of entry to increase revenue from ticket sales to the precinct's attractions, including the Rose Maze, Courtyard, Kodj Gallery/StoryPlace, Jack's Indigenous Tours and retail sales
- Provide a space for visitors (incl. tour groups) to decompress and assemble in the lobby (up to two coach groups at a time)
- Provide visitors with a consistent and appropriate 'welcome' space that orientates them and informs them of what The Kodja Place is about and what is available to see and do
- Provide queuing and ticketing functions
- Provide local visitor information functions
- Provide exhibition display space (permanent and temporary)
- Has the flexibility to be used as a function space



## DR5 - Recommendation

### 5A - REDEVELOP THE ENTRANCE INTO A SINGULAR & UNIFIED SPACE

Build a prominent building entrance and lobby with a high-quality finish that all visitors enter through, including Cafe patrons.

Create a lobby space that functions as a welcoming decompression and orientation space, as well as a ticketing and information area serviced from a centralised reception desk.

Ensure the Lobby provides good sight lines and physical connection to all product offerings, including unimpeded access to toilets near the Cafe.

Provide static wayfinding signage, as well as information on current events and offerings on a digital information screen so the content can be easily changed and updated.

Relocate the Kodj display into the new entrance space as a 'signature' display that helps to define The Kodja Place.

Relocate and integrate the Ceremonial Objects display into the new lobby layout.

Re-purpose the Beyond Marmalade display in the StoryPlace into the lobby experience to highlight the community's role in the ongoing creation of The Kodj Place.

Provide a lockable cloakroom for use during school visits, group tours and functions etc. (e.g. school bag storage).

Place the reception desk in a centralized area to provide the best sight lines for greetings and security (see Recommendation 8 for further detail).

Include a small conjoined front-of-house office at the reception desk to accommodate staff, enable volunteer support and provide a quiet workspace.

The design should allow the Lobby to also perform as a secondary function space, either separate from, or in conjunction with, the Function Room and Activity Lounge (see Design Requirement 9).

Install architectural lighting in the Lobby to create a dramatic and welcoming space that can also be used for evening functions.

Install a security shutter at entrance to the Kodj Gallery to stop visitors entering the exhibition space after-hours (also see Recommendation 8).

### Considerations and Notes

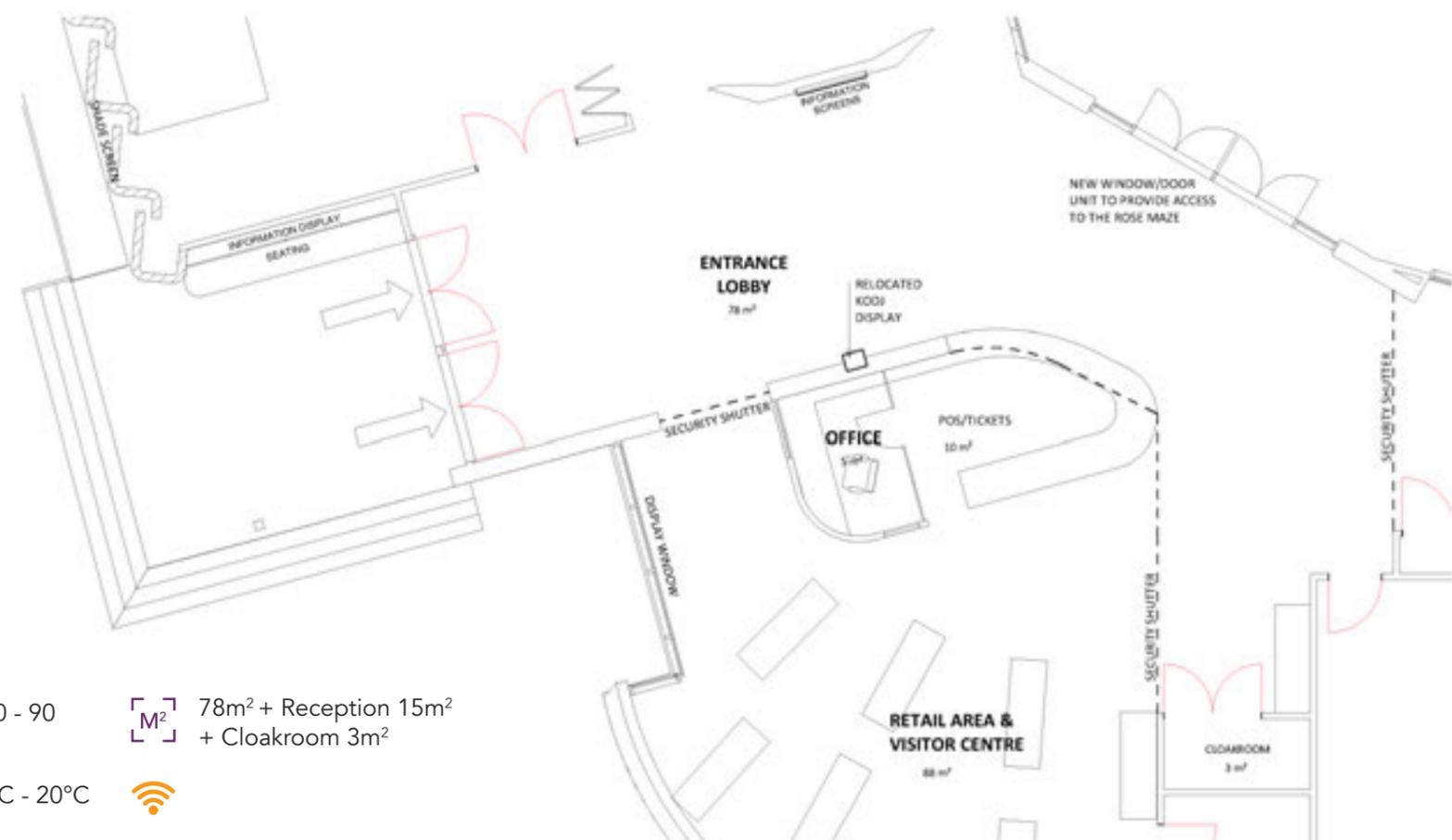
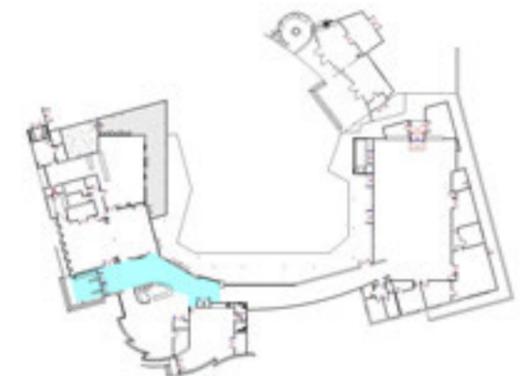
The Lobby should be able to accommodate temporary exhibits and displays, such as the annual wildflower festival display.

Café patrons will still have free access to Café facilities and toilets.

WA Museum conservation requirements for the relocation of the Kodj display need to be incorporated.

Visitor Centre accreditation may require that tourist information signage be accommodated in the external environ of the entrance as replacement for the signage at the current bus stop.

The external part of the entrance needs to provide shelter and seating for people waiting for the TransWA bus service when the centre is closed.





Lobby - indicative illustration





## Design Requirement 6: Integrate and enhance Black Cockatoo Café facilities

### CURRENT OBSERVATIONS & CHALLENGES

Because the Café is physically separated from The Kodja Place entrance and reception, many patrons do not discover the exhibition and retail areas, which results in lost revenue.

Patrons who do explore outside the Café have unrestricted free access to the outdoor precinct, including the Rose Maze, which results in lost revenue.

Seating capacity is limited, especially when the verandah area is unavailable due to hot or cold weather at times during the year.

The verandah is also affected by lack of shade, especially during peak summer.

There is a desire to attract a new lease holder to run the Café and the introduction of a full-service restaurant/kitchen is considered essential to achieve this.

Currently, the Café's functional requirements are not unified. For example, rubbish bins are located behind the stage area and the store room behind the stage is used for Café storage.

The development of the adjacent Function Room (see Recommendation 9C) will require servicing from the Café's kitchen facilities.

Young children (pre-school) are often present with parents and need a safe place to play, under parent supervision, that does not impinge on the Café's seating capacity.



### OBJECTIVES AND FUNCTIONAL REQUIREMENTS:

- Integrate and connect the Café with the rest of the building
- Prevent free access from the Café's deck into the Courtyard/Rose Maze
- Provide a multi-functional, full service kitchen facility (breakfast, snacks, lunch, dinner)
- Provide year-round, full service capability for the deck area
- Consolidate kitchen facilities and functions
- Allow servicing of adjacent Function Room from kitchen



## DR6 - Recommendation

### 6A - REDEVELOP CAFÉ

Create direct access between the Café and new Entrance Lobby by relocating the kitchen.

Extend the kitchen facilities and capacity to allow for full service.

Add a servery between the Function Room and Cafe kitchen (see Design Requirement 9C for Function Room detail).

Create a dry store, chemical store and small office that can all be secured.

Relocate and integrate cold store into new layout.

Redevelop the Café interior (due to reoriented kitchen).

Install a Zinalume balustrade around the existing Café verandah perimeter to stop patrons gaining free access into the Rose Maze and Courtyard area.

Create booth seating on the verandah deck for ease of service.

Provide external heating.

Install a double roller system across the front of the verandah to provide sunshade in summer and acrylic screens to protect dinners during colder months and retain heat from heaters.

Extend verandah roof over a new young children's play area that is visible/accessible from the Café interior and deck.

Install signage in the Cafe promoting The Kodja Place's other attractions.

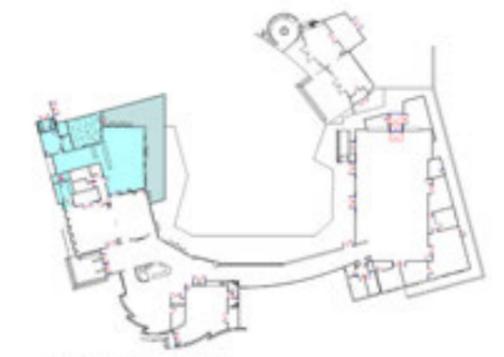
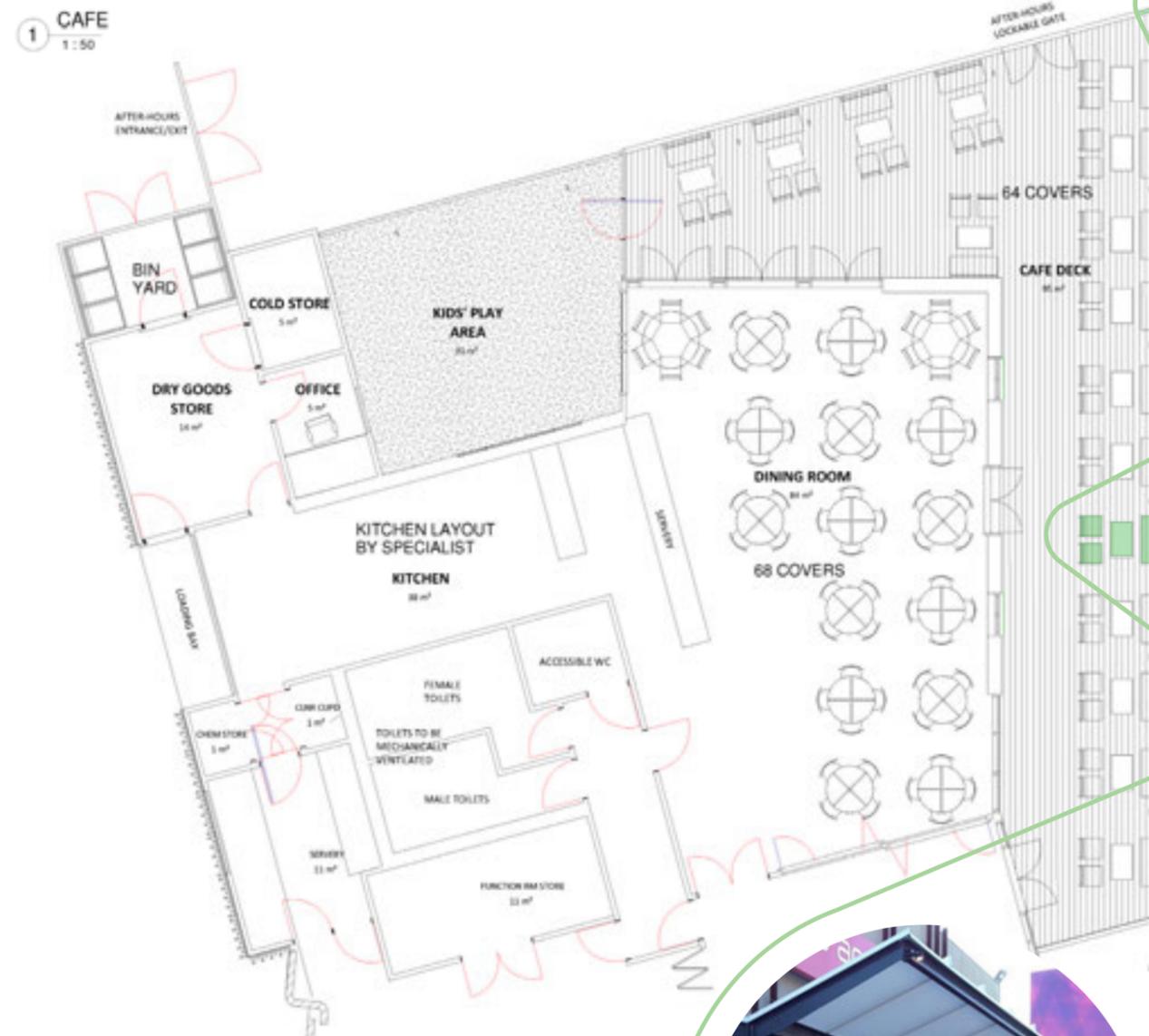
#### Considerations and Notes

These recommendations (and those addressing Design Requirement 9) mean the toilets will become internal and will require mechanical ventilation.

Relocation and possible expansion of kitchen extractors.

After-hours guest access to the Cafe (e.g. for dinner or a private function) will be via a gated entrance between the Cafe and Rose Maze (see Recommendation 4B) and a lockable gate near the south-east corner of the Cafe deck.

After-hours, the Cafe can be secured from other indoor spaces (e.g. Function Room and Activity Lounge) in which events may be taking place (access to these events will be via the main entrance).



- Café 50-60, Deck 45-60, Kitchen 4-6
- Café 84m², Deck 95 m², Kitchen/Servery 49m², Storage and Office 21m²
- Café 18-22°C, Deck 18-22°C, Storage 4°C, 14°C
- Café + Deck



## Design Requirement 7: Provide adequate administration and back-of-house space for staff and volunteers

### CURRENT OBSERVATIONS & CHALLENGES

The current office space is inadequate for the future staffing ratios envisioned.

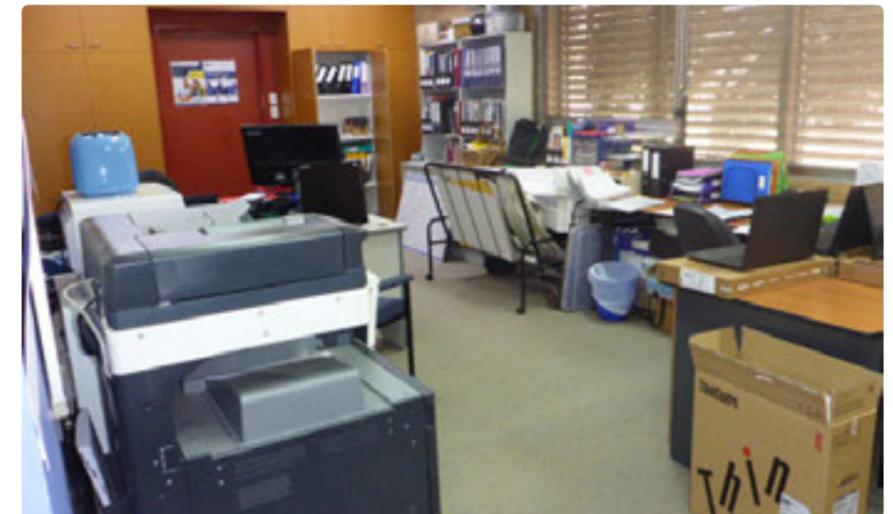
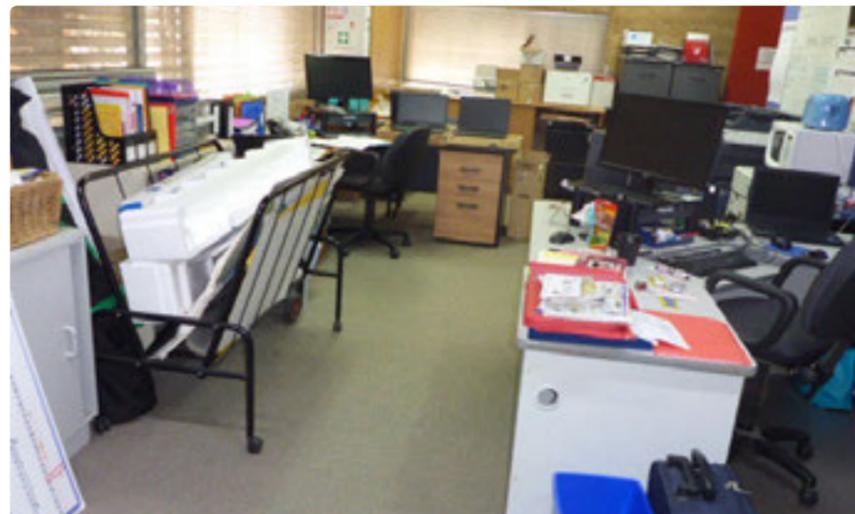
Available storage is inadequate and functionally in the wrong location. For example, supplies of tourism brochures for the Visitor Centre are stored at the other end of the building in the storage area off the Community Room.

There is a lack of a dedicated meeting room for staff and volunteers when the existing Small Meeting Room (also known as the MOSAiC/ Curatorial Room) is booked.

A back of house area for staff and volunteers to eat lunch is also required.

### OBJECTIVES AND FUNCTIONAL REQUIREMENTS:

- Develop administrative and general storage space that is cohesive for both permanent and volunteer staff
- Provide a back of house coffee/tea making area and lunch space for staff and volunteers
- Ensure any new space can be used for multiple functions





## DR7 - Recommendations

### 7A - REDEVELOP ADMINISTRATION SPACES

Relocate all administration functions to the offices in the south-west corner of the building.

Convert the existing Community Room to office space.

Retain the office functionality of the current Kojonup Aboriginal Corporation (KAC) office and adjacent office.

Upgrade the Small Meeting Room (MOSAIC/Curatorial Room) to also function as a computer training room (see Recommendation 9D).

Convert current Community Room/Visitor Centre storage space into a dedicated meeting/lunch room.

#### Considerations and Notes

Office One and Office Two shown on the plan are existing and include the Kojonup Aboriginal Corporation office.

The administration spaces need to be remodelled with appropriate furniture, lighting, wall storage, data and power reticulation.

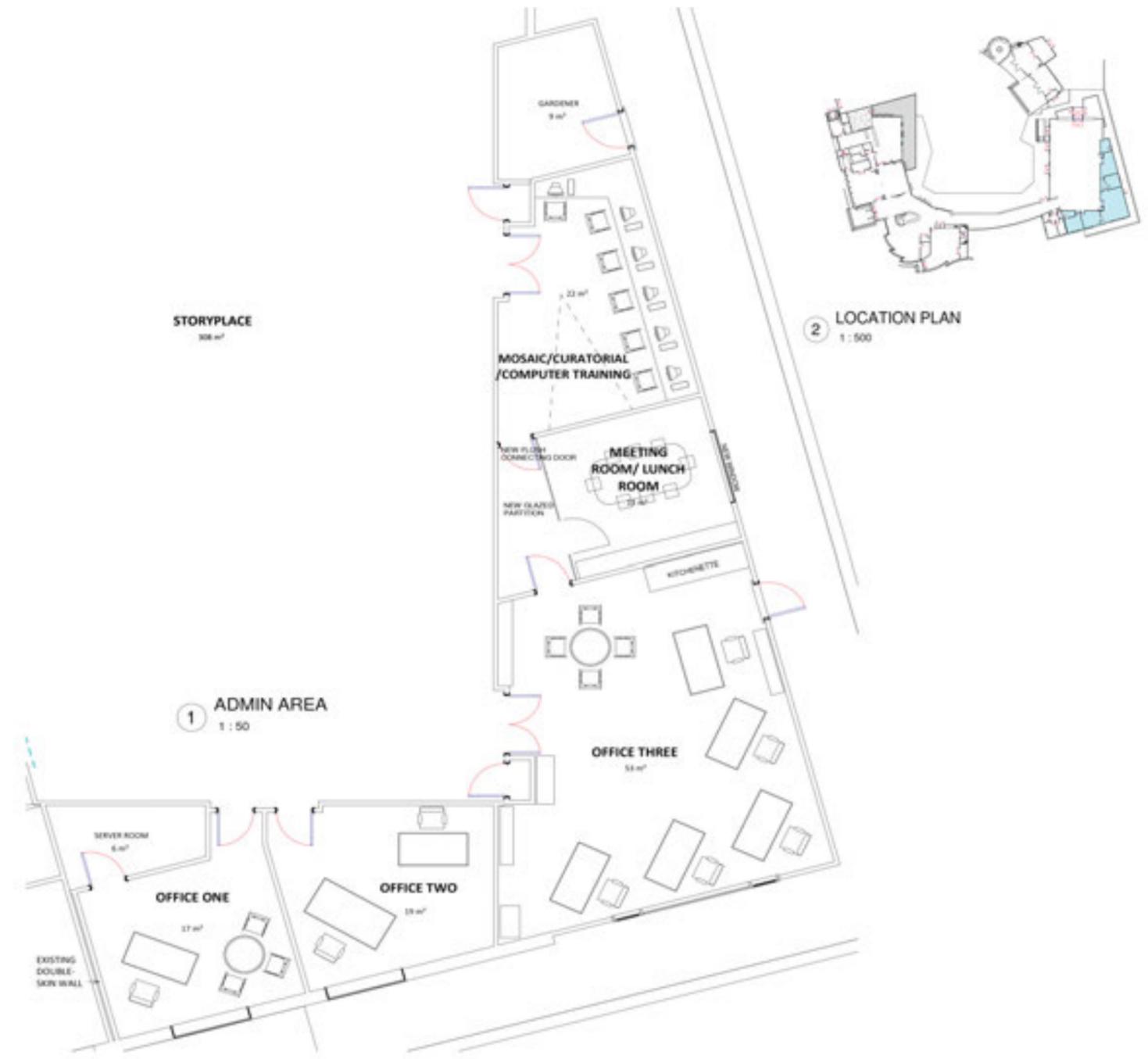
Additional soundproofing is required between the men's toilet and Office One.

Retain the server room in Office One.

Reduce kitchen facilities in current Community Room to a kitchenette for Office Three.

Meeting/lunch room requires larger external window for light.

-  6FT + 2PT
-  107m²
-  18-22°C
-  + CAT6



## DR7 - Recommendations

### 7B - CREATE NEW ADMIN, COLLECTION & GENERAL STORAGE SPACE

Create a new storage space at the end of the StoryPlace exhibition hall.

Retain internal access from the StoryPlace to the new storage area, but build double doors with roller door positioned above and then use the StoryPlace side of the double doors as a new display area (see Recommendation 12F).

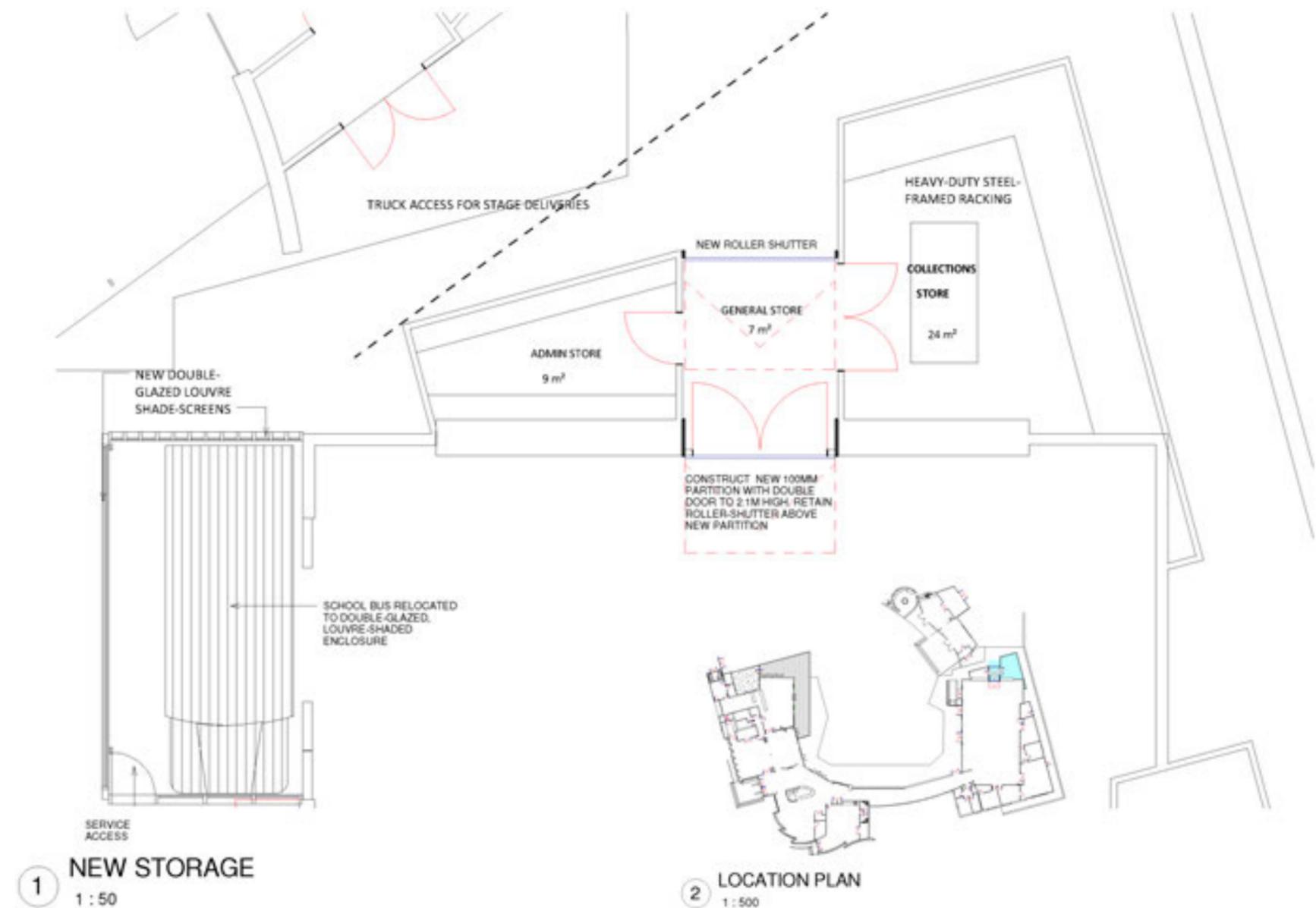
Provide external access into the new storage area too.

Install heavy-duty shelving in the Collections Store.

Install document storage in the Admin Store.

#### Considerations and Notes

Storage space extension must still allow vehicle access between itself and the adjacent stage area.



-  [M<sup>2</sup>] Admin Storage 9m<sup>2</sup> + General Storage 7 m<sup>2</sup> + Collections Storage 24m<sup>2</sup>
-  18-22°C

## Design Requirement 8: Improve functionality of visitor centre and retail area

### CURRENT OBSERVATIONS & CHALLENGES

The Visitor Centre and Retail Area layout is not well integrated into the visitor flow of the precinct.

Currently, Cafe guests can enter and leave the precinct without seeing/passing the Visitor Centre and Retail Area.

Maintaining the Kojonup Visitor Centre's accreditation and functionality is a core design requirement.

A shortage of retail display space has resulted in merchandise spreading into the foyer area.

There is a shortage of convenient storage for information brochures and stock, with the former being stored at the opposite end of the building.

The area is often only staffed by one person at reception.



### OBJECTIVES AND FUNCTIONAL REQUIREMENTS:

- Improve the functionality and visibility of the Visitor Centre and Retail Area
- Provide a welcoming, comfortable environment for visitor servicing
- Ensure visitor interaction, retail servicing, bookings and security can be managed by one staff member
- Increase merchandise sales and bookings, including Jack's Indigenous Tours and local accommodation

## DR8 - Recommendation

### 8A - VISITOR CENTRE AND RETAIL AREA

Expand and reconfigure the Visitor Centre and Retail Area.

Include two-sided reception functionality (welcome and point of sale) with low desk-end for visitor servicing so that all functions can be managed by one staff member when required.

Allow for display of visitor information brochures and maps as per requirements for visitor centre accreditation.

Design and install display shelving that has lockable storage in its base.

Include a lockable stock room that is directly accessible from the Retail Area.

Promote retail sales by providing a display window facing the entrance.

Install roll-up security screens so the Visitor Centre and Retail Area can be cordoned off after hours or when a function is on.

#### Considerations and Notes

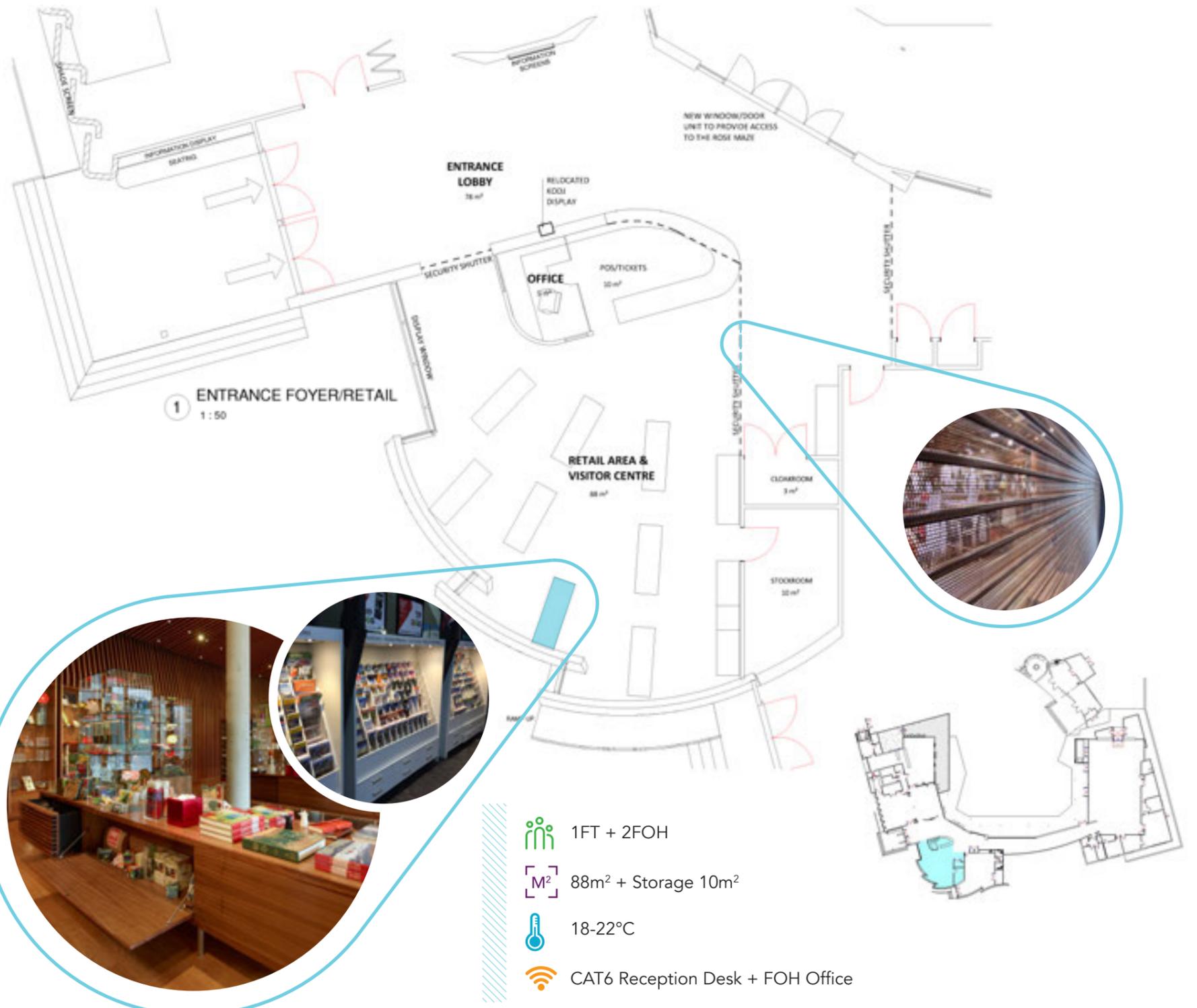
The Visitor Centre needs a discreet, compact kitchenette for staff/volunteer use and provision of 'free coffee for drivers' service as part of accreditation. This facility must be separate to the kitchen facilities in the Community Room.

For the provision of information services to visitors, the reception desk needs to have a low desk and chairs at one end to allow maps to be laid out (see Lobby - indicative illustration Page 21).

Prevent northern and western sun from damaging retail stock.

Sound proofing is needed due to proximity to the Albany Highway and heavy vehicle traffic.

The existing stonewalls that are incorporated into the structure of the Visitor Centre and Retail Area have local, cultural and aesthetic significance and must be retained.



## Design Requirement 9: Provide accommodation to allow simultaneous community and client functions

### CURRENT OBSERVATIONS & CHALLENGES

There is a desire to increase the product offering to customers.

Currently bus tour groups are often fed in the Community Room which is not ideal as a paying tour venue. It also requires frequent re-organising of the space and facilities to juggle other uses, e.g. meetings and workshops.

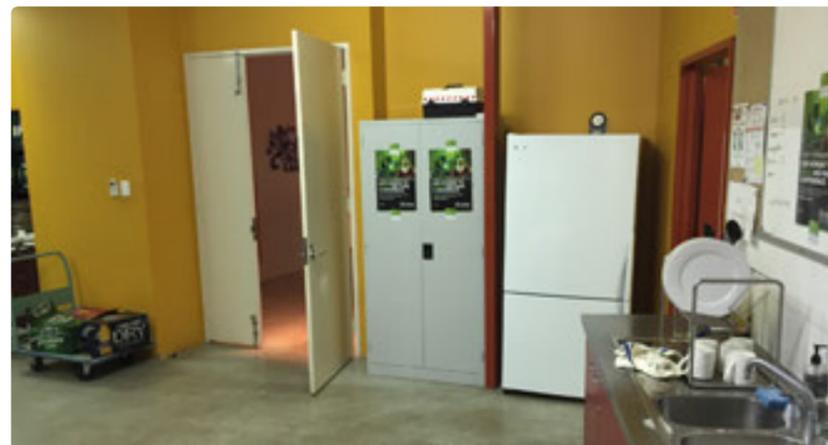
There is limited ability to host separate, concurrent functions and meetings (customer and community) without encountering difficulties.

In general, the community functionality is poor and hidden away. The Community Room is tucked out the back and is not physically a core part of the building. The current shortcomings are not conducive to the outcome of The Kodja Place vision (see p. 3), which includes the creation of 'a vibrant and thriving community hub'.

There is no functional, supervised space for after-school-hours activities, or a waiting/rest area in free public spaces, other than in the Courtyard.

There is no defined functional space for digital and online training workshops, such as computer or video-editing training.

There needs to be a supervised space for visitors and the community to access community stories and to encourage interested community members to become more familiar with the collection.



### OBJECTIVES AND FUNCTIONAL REQUIREMENTS:

- Bring community members to the heart of The Kodja Place and encourage interaction
- Provide opportunities to activate front-of-house areas so the community and visitors can intermingle
- Create separate function and meeting spaces for concurrent community and visitor/guest events (e.g. tour groups and regional meetings)
- Provide a multi-functional Community Room for seminars, meetings, small performances, dinners and parties, workshops and classes, lectures and receptions
- Support the Vision Statement Objectives and Outcomes of nurturing our future storytellers and makers and creating a vibrant and thriving community hub



# DR9 - Recommendations

## 9A - NEW COMMUNITY ROOM

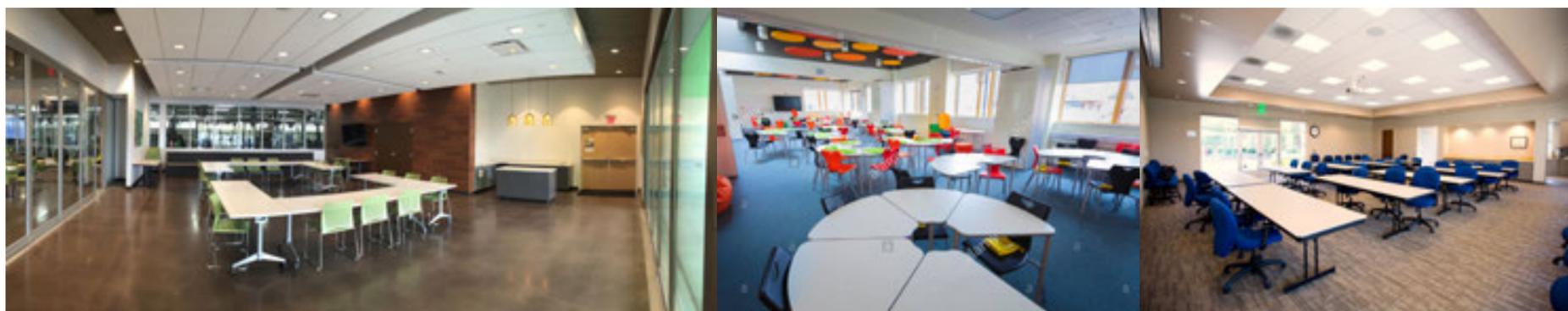
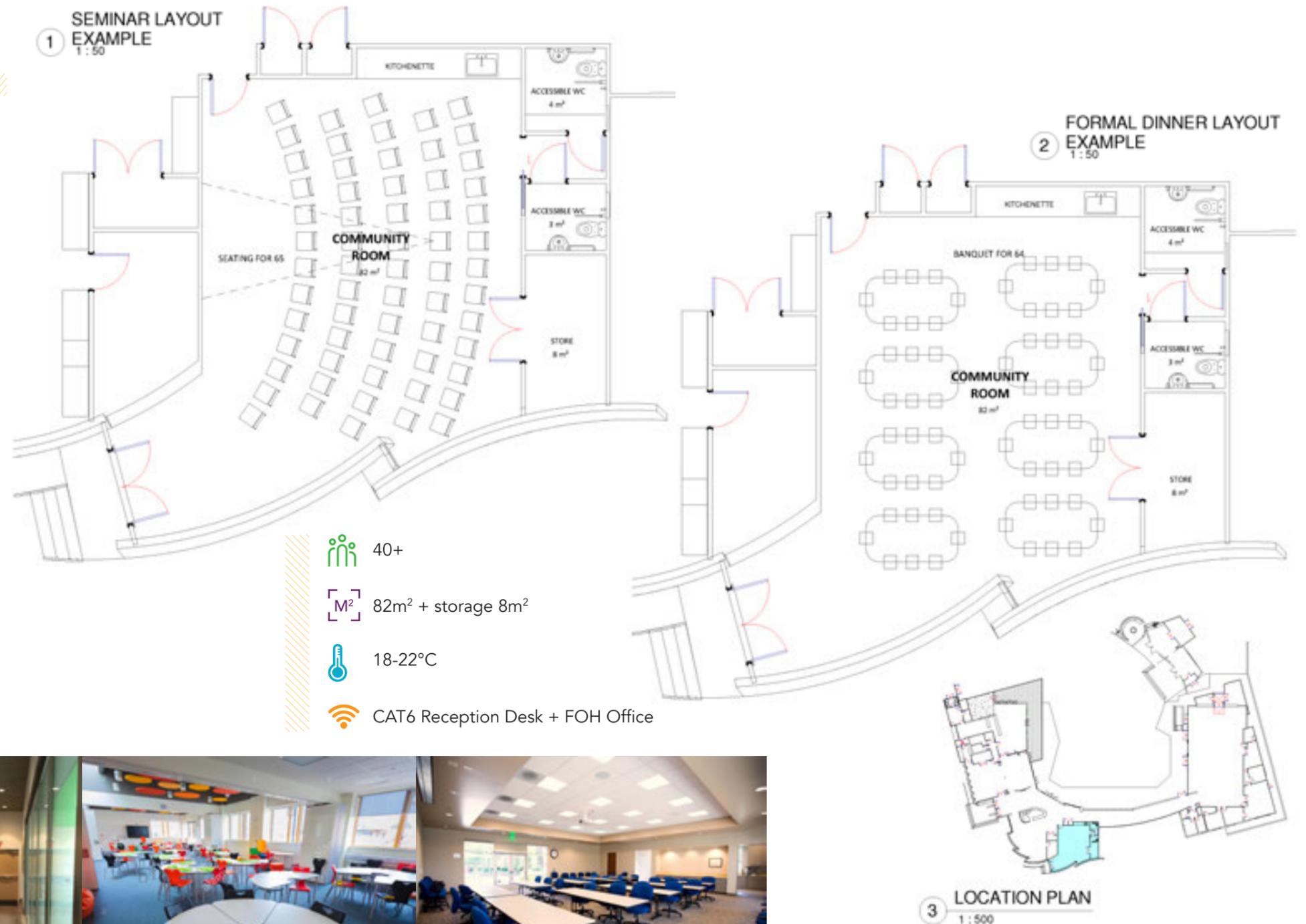
Relocate and redevelop the Community Room so that it is at the heart of the precinct.

Provide a separate entrance for after-hours access from the car park (or when a function is being held in the lobby).

### Considerations and Notes

The Community Room must have:

- audio-visual capacity (e.g. digital projector and screen)
- dimmable lighting
- self-contained toilets
- kitchen facilities
- general equipment store for folding tables, chairs etc.



## DR9 - Recommendations

### 9B - ACTIVITY LOUNGE

Create a free-to-access lounge/hang-out area between the Lobby and Café where visitors can rest and wait. Also, local children/teenagers can gather in the Activity Lounge after school and during holidays, yet still be supervised by staff at the reception desk.

Ensure comfortable, demountable and movable seating for small groups.

Install Kiosk Touchscreen facilities for visitors and community members to access a selection of The Kodja Place digital story collection (see Recommendation 13A for details).

Provide community members and visitors with computer access to The Kodja Place MOSAiC collections database (read-only 'visitor' version), which can be easily supported by trained staff and volunteers at the reception desk.

#### Considerations and Notes

Contiguous with Entrance and Lobby so a minimal number of reception staff/ volunteers can easily supervise the area.

Shares operable/movable, acoustic wall with the Function Room so larger functions can expand into the Activity Lounge.

Free access to toilets and the Café.

Can be used as a temporary exhibition space too.

### 9C - NEW FUNCTION ROOM

Create a new purpose-built function space for a range of activities and group sizes, including banquets, bus-tours, movie nights, parties, wedding receptions, exhibitions etc.

Create a general equipment store for folding tables, chairs, staging, exhibition panels etc.

Install an operable/movable wall to allow expansion into the adjacent Activity Lounge.

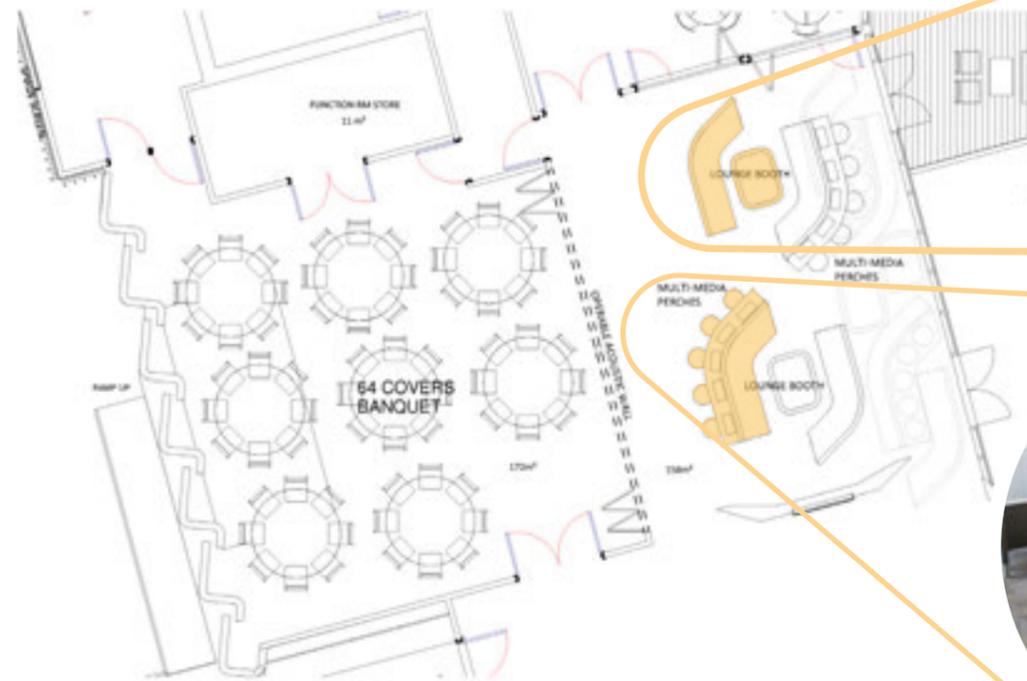
#### Considerations and Notes

Direct access from the Lobby.

Access to the Cafe toilets and Cloakroom

Service access to Servery/Kitchen.

Flexible lighting arrangements that can accommodate an exhibition and other purposes.



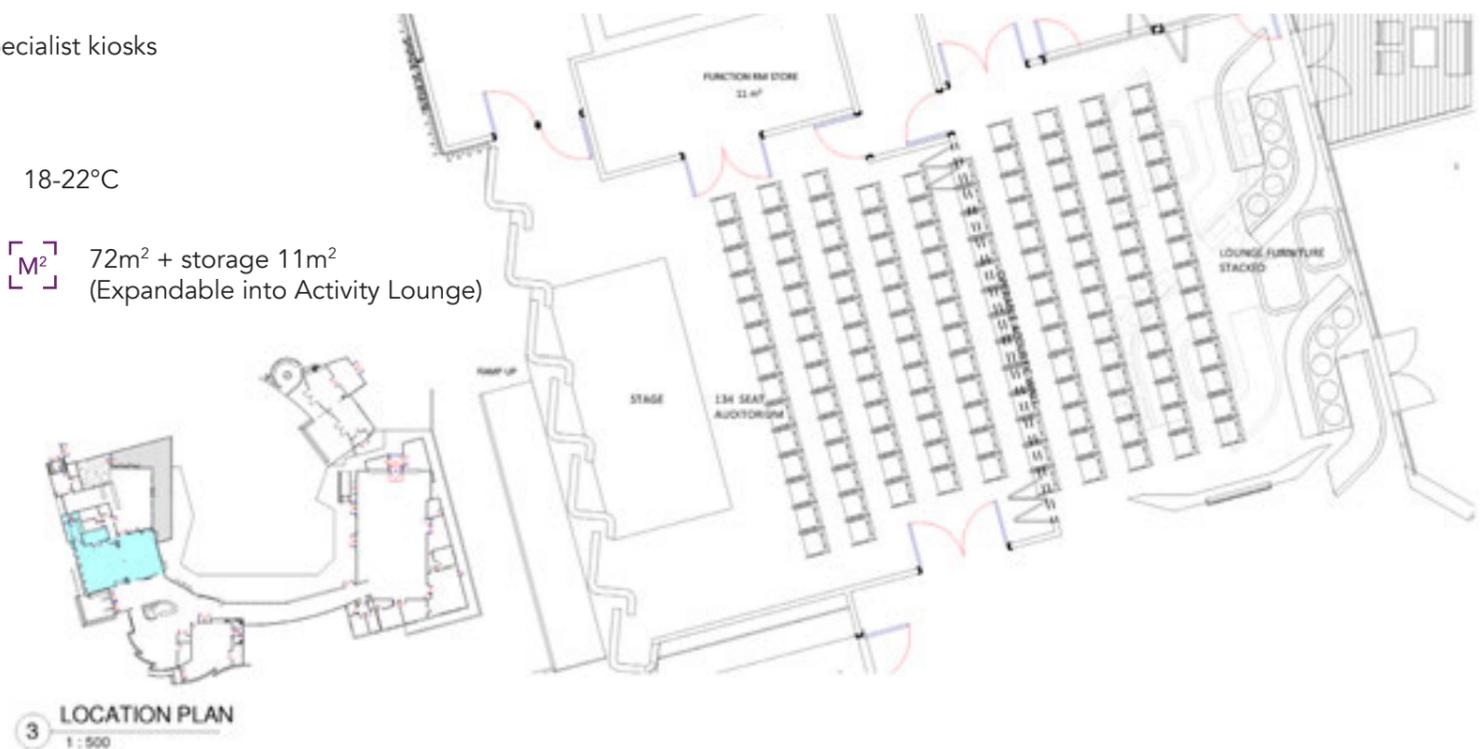
**M<sup>2</sup>** 58m<sup>2</sup> 18-22°C

**Wi-Fi** CAT6 for specialist kiosks

**People** 60+ 18-22°C

**Wi-Fi** + CAT6 **M<sup>2</sup>** 72m<sup>2</sup> + storage 11m<sup>2</sup> (Expandable into Activity Lounge)

2 ALTERNATIVE LAYOUT EXAMPLE 1:50





## DR9 - Recommendations

### 9D - UPGRADE MOSAIC/CURATORIAL WORKSPACE TO INCLUDE AUDIO-VISUAL & COMPUTER TRAINING FUNCTIONALITY

Redevelop the MOSAIC/Curatorial Room to also function as an audio-visual and computer training space, as well as a small meeting room.

Provide a movable desk and chair system to allow reconfiguration of the room for different functions.

Install multiple power and data outlets at desktop height for laptops and screens for a minimum of six (6) workstations.

Install an AV projection screen and ceiling mounted projector for presentations and training workshops.

Install daylight mitigation.

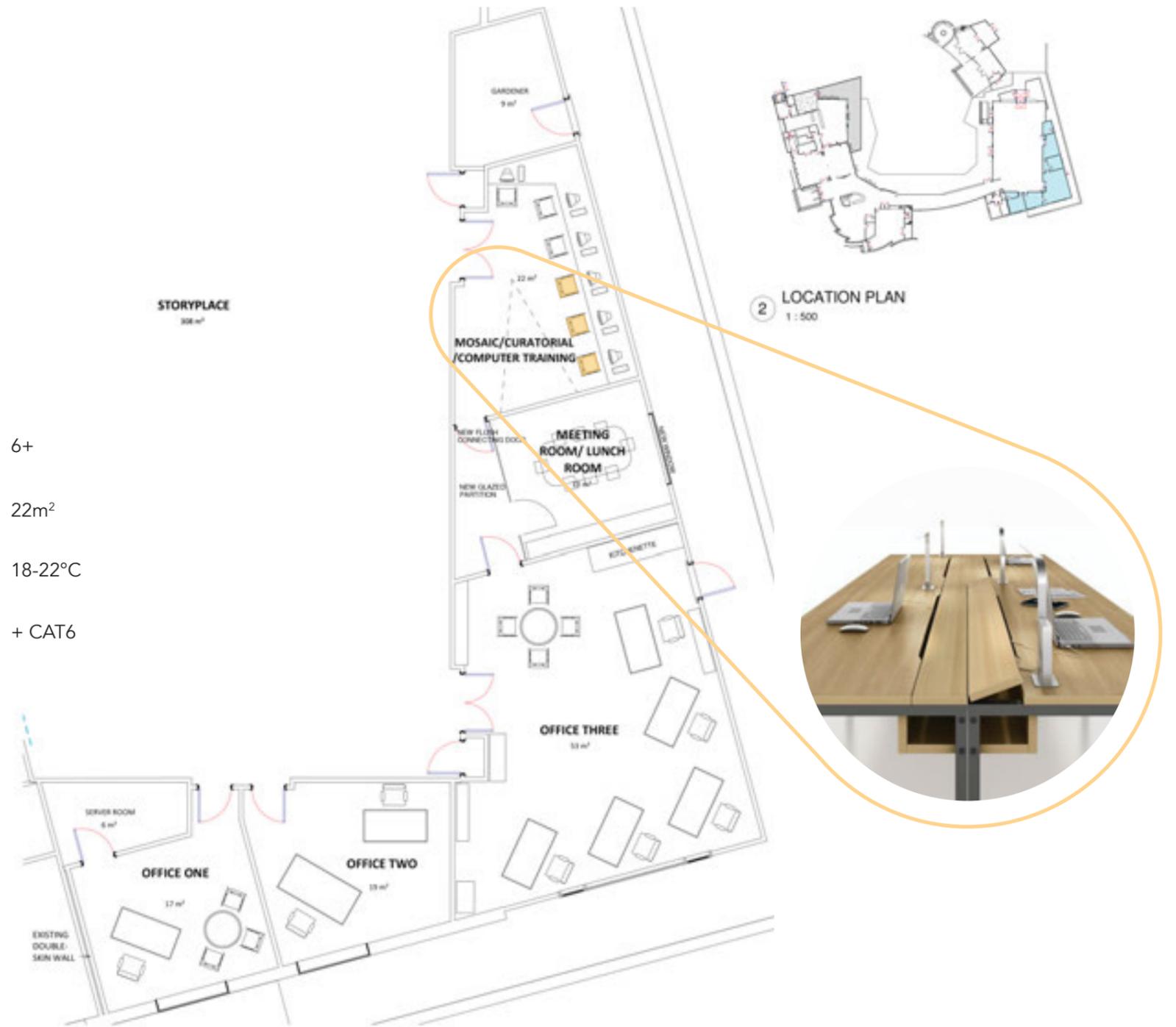
Provide permanent access to the MOSAIC digital collection for researchers, students and community members etc.

#### Considerations and Notes

Additional ventilation may be required.

Retain the core MOSAIC/Curatorial functionality and workstations.

-  6+
-  22m<sup>2</sup>
-  18-22°C
-  + CAT6





## Design Requirement 10: Provide accommodation for makers (e.g. Noongar artists) and youth/adult education

### CURRENT OBSERVATIONS & CHALLENGES

There are no indoor areas for artistic and educational activities that are messy or noisy.

There is no workspace to cater for Noongar and other local and visiting artists to work and where visitors can engage with artists about their work.

It is noticeable that the Stage area is often underutilized during non-event times and is often dead space.

The stage area has limited functionality when utilised for performances, such as lack of back of stage and small wings.

There is no exterior area for preparation and cooking of food for community events and other activities, such as Jack's Indigenous Tours.

### OBJECTIVES AND FUNCTIONAL REQUIREMENTS:

- Activate an underutilised and under performing area of the external Courtyard by creating spaces with multiple functionality and appeal
- Provide studio space for art, craft and other maker projects
- Provide an education space for messy and noisy activities (e.g. music lessons and visiting school art activities)

## DR10 - Recommendation

### 10A - MAKER SPACE & MESSY EDUCATION SPACE

Redevelop and extend the Stage area to include a Maker Space/ Viewing Room and a room for messy and noisy education activities.

Include large window openings that make the internal spaces visible and accessible from the Courtyard.

Provide functionality for wet/messy work with sinks.

Provide storage for stage and artist equipment and education materials.

#### Considerations and Notes

Data connectivity and lighting for temporary gallery displays.

Ventilation, insulation and power sockets for specialist power tools/ equipment.

Movable workbenches and shelving.

Operable/movable wall or doors between Maker Space and Messy Education Space.

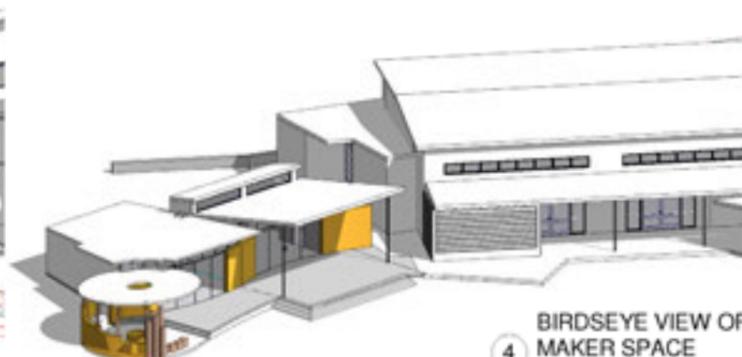
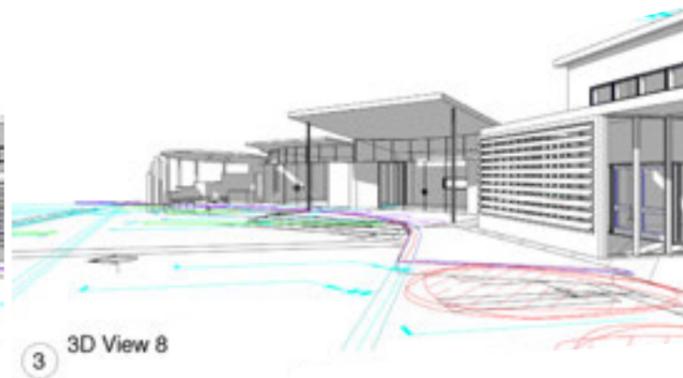
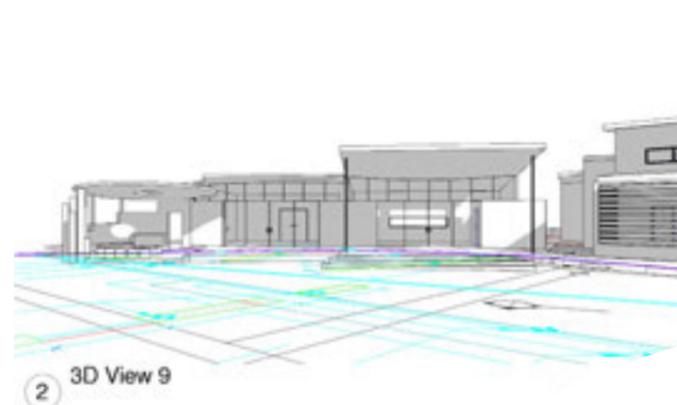
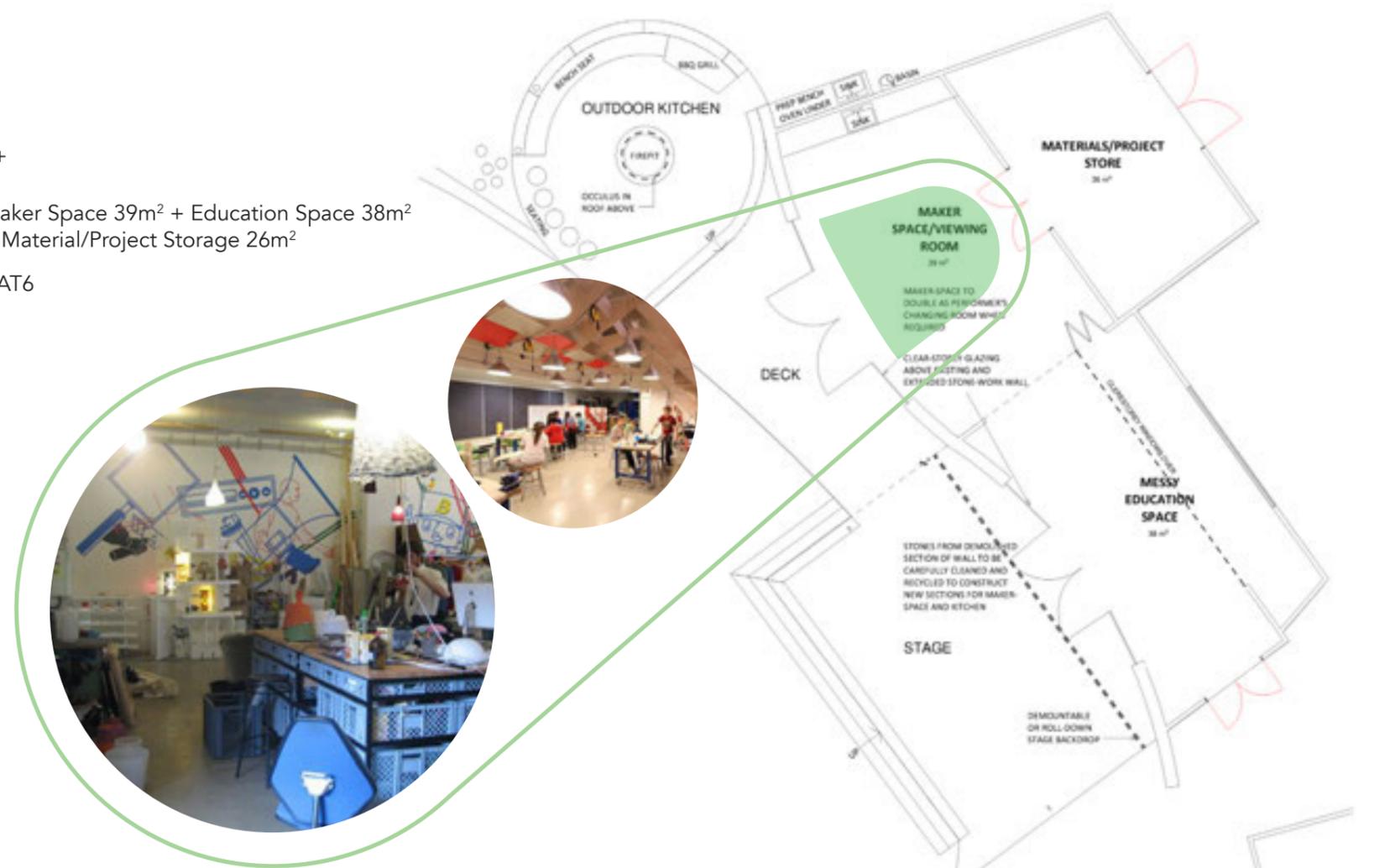
### 10B - STAGE

Provide a demountable screen that creates a back drop and conceals the doors into the Messy Education Space when required. The backdrop also creates a space for performers to enter/exit stage.

#### Considerations and Notes

Not using the screen allows you to use the double doors and the Messy Education Space as part of the stage and set.

-  3+
-  Maker Space 39m<sup>2</sup> + Education Space 38m<sup>2</sup> + Material/Project Storage 26m<sup>2</sup>
-  CAT6





## DR10 - Recommendation

### 10C - OUTDOOR KITCHEN

Provide an Outdoor BBQ/Kitchen area for casual use, events and activities, such as Jack's Indigenous Tours.

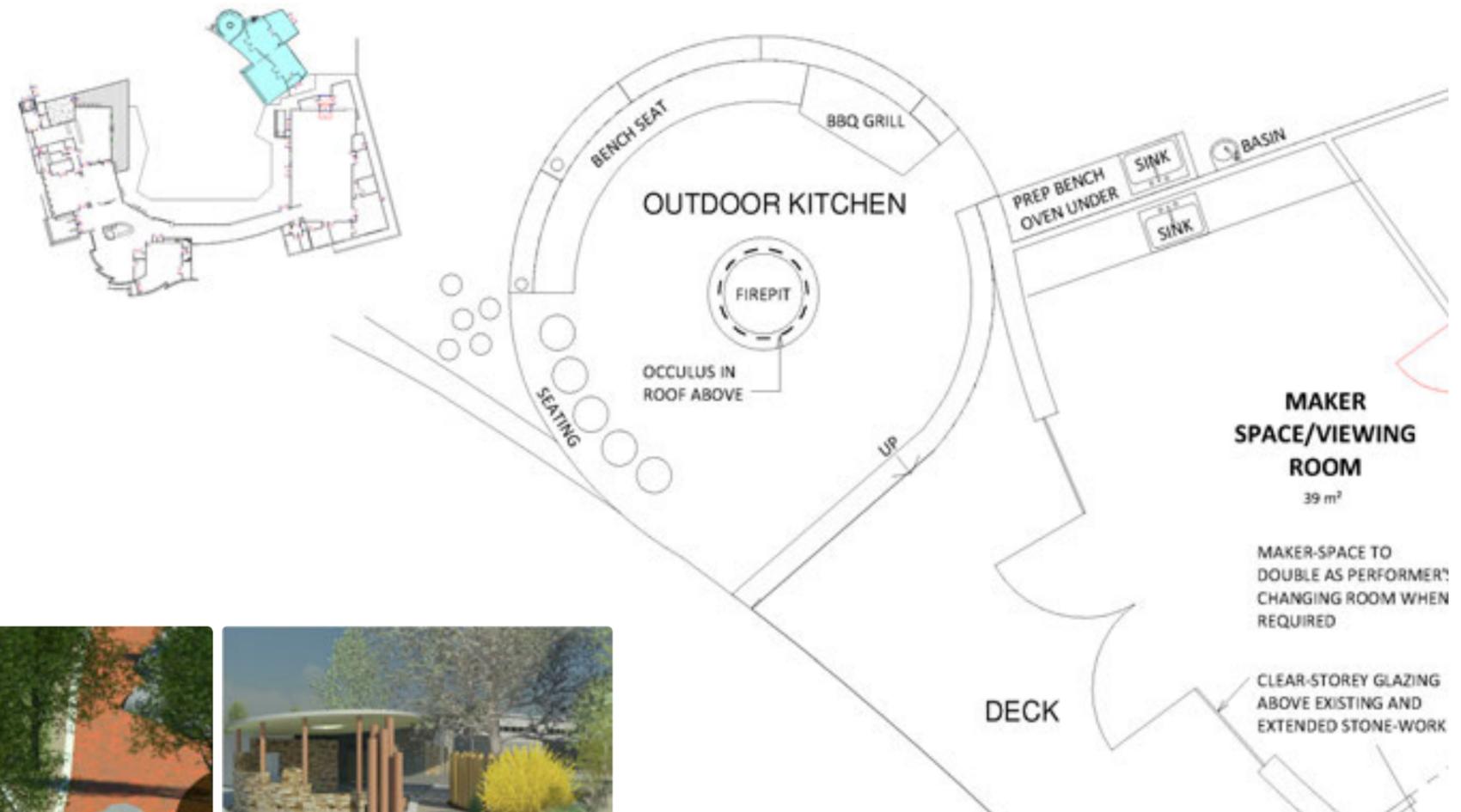
Provide sink for food preparation and cleaning.

Provide shade for visitors and community members using the Courtyard.

Use same stone as on the wall of the stage.

#### Considerations and Notes

Stone from partly demolished stage wall, bus shelter and entrance wall could be reused.





## Design Requirement 11: Improve outdoor zones and functionality in inner precinct

### CURRENT OBSERVATIONS & CHALLENGES

Many of the outdoor areas inside the precinct feel incomplete and underutilized.

The Courtyard lacks a sense of identity that is in contrast to the formality of the Rose Maze.

The Rose Maze needs a better-defined entrance.

The Rose Maze needs to draw visitors from the Café and other areas of the precinct.

The Embankment area is undeveloped.

There is no dedicated outdoor area for visiting school groups.

Sun shade is important and needs improvement.

Lighting across the entire precinct needs improvement.

There is poor drainage across outdoor areas, including the Courtyard and outside perimeter of the Rose Maze.



### OBJECTIVES AND FUNCTIONAL REQUIREMENTS:

- Further activate the outdoor spaces with improved and new functionality and landscape design features
- Improve interpretive context when possible
- Improve night time visibility across the precinct
- Improve drainage



## DR11 - Recommendations

The recommendations for the outdoor, inner precinct areas are extensive, therefore they have been broken down into the following zones.

### 11A - COURTYARD LANDSCAPING & FUNCTIONALITY

The Courtyard should be upgraded to emphasise 'A Real Australian Story' brand statement, with landscaping inspired by the Noongar vision of the local landscape using natural materials from the Shire of Kojonup.

The Courtyard should reflect/complement the Albany Highway frontage landscaping (see Recommendation 2B) and stand as a counterpoint to the 'European' Rose Maze. Concepts to be incorporated are:

- no straight lines
- natural earth colours
- local stone and gravels (laterite and granite)
- native species and bush pockets
- create seating using local rocks to reflect the rock escarpments and outcrops seen across the shire (great for children to climb too).

Connect the Courtyard to the Rose Maze with a visually strong, formed pathway that represents the railway line that used to run across the site. It also represents the physical change to the local landscape due to European settlement, from the natural landscape of the Courtyard towards the formal Rose Garden with interspersed bush pockets along its route.

Improve the lighting across the Courtyard and pathways.

Address drainage issues on grass and areas around the Courtyard.

#### Considerations and Notes

Retain the Three Women's storylines going through the Courtyard.

### 11B - EXTEND VERANDAHS

Create a verandah for shelter and shade at the new Lobby/Courtyard entrance.

Widen the verandah running in front of the Kodj Gallery by approximately 3m to increase its utility and help protect the exterior rammed earth wall at the south end of the gallery.

Ensure a continuous verandah around the entire internal courtyard frontage (from the Café to the StoryPlace).





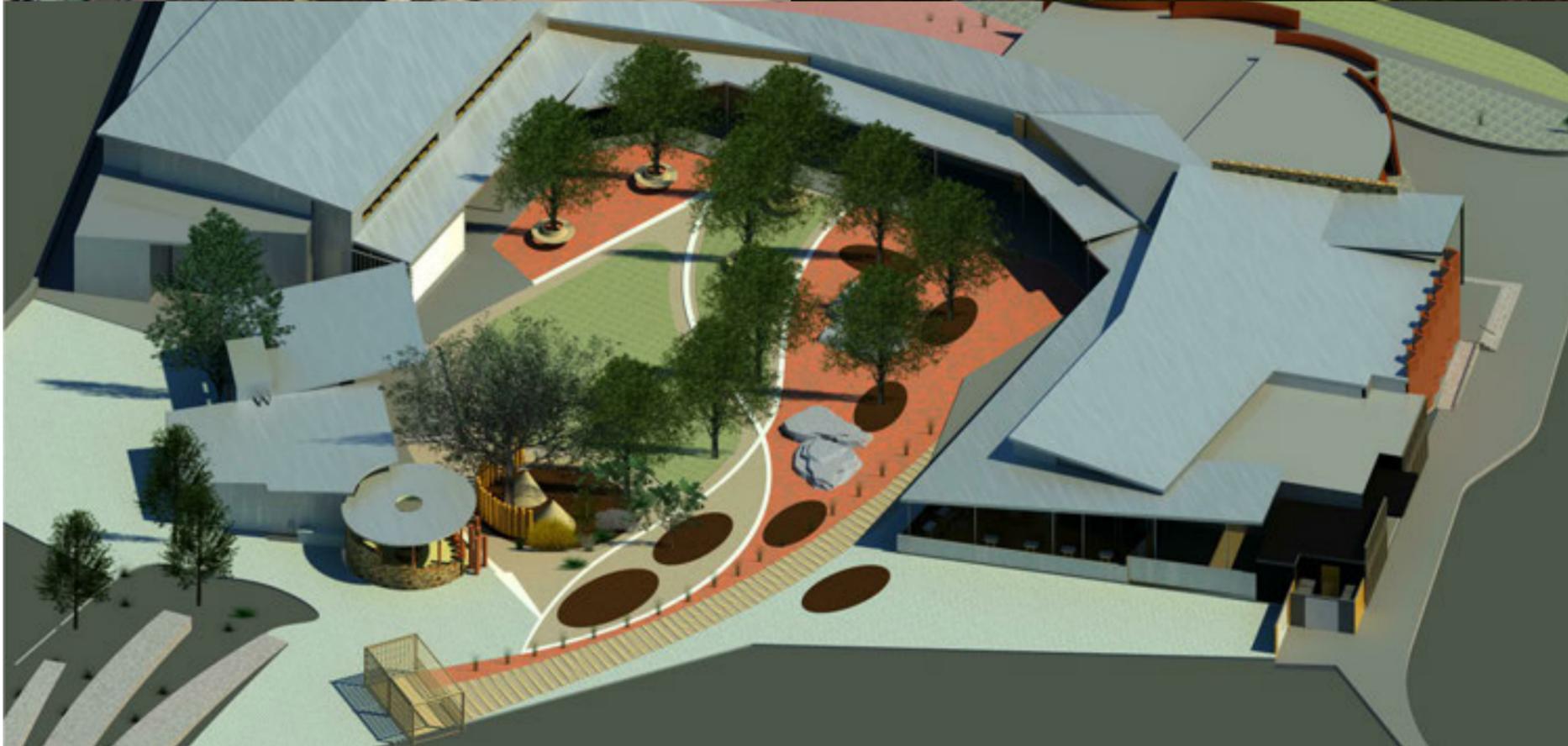
Example: Monash University Earth Sciences Garden



Example: Monash University Earth Sciences Garden



Examples: Australian landscape - Royal Botanic Gardens, Cranbourne





## DR11 - Recommendations

### 11C - SIGNAGE

Redevelop way-finding and informational signage so it fits new branding and has continuity with all other exterior and interior signage.

### 11D - EMBANKMENT

Landscape the Embankment as a rock garden with a ramped zig zag pathway to a viewing platform looking over the Rose Maze.

Under the platform, design and build a teaching area (see Recommendation 11E).

Install lighting (see Recommendation 11G).

The top of the Embankment needs a barrier to stop children running onto the car park and to deter foot access to the precinct from the rear car park on Crescent Road (see Recommendation 4B).

### 11E - VIEWING PLATFORM AND OUTDOOR TEACHING AREA

Install an iconic viewing platform that is accessible from the top of the Embankment pathway.

Under the platform, design and build a teaching area with shade, seating and hardstand.

#### Considerations and Notes

Provide wheelchair access to the platform and ensure wheelchair users on the platform have sight lines to the Rose Maze and surrounds.

Address drainage in front of the outdoor teaching area and at the bottom of the Embankment.





## DR11 - Recommendations

### 11F - ROSE MAZE

Install a new entrance pergola to attract visitor attention and define the entrance.

Redevelop the central area of the Rose Maze with a new perimeter pergola that will provide additional shade.

Install a large sculptural focal point visible from the Café, Courtyard and car park.

Develop the grass area so it can continue to be used for small events (weddings etc.).

Augment existing interpretive signage for the audio guide (see Recommendation 13C).



## DR11 - Recommendations

### 11G - EXTERIOR LIGHTING

Install a cohesive lighting system for all exterior spaces across the entire precinct (signage, pathways, landscaping, sculptures, building etc.).

#### Considerations and Notes

Solar energy options should be considered for lighting to reduce operational costs.

#### NOTES:

##### Car park lighting:

Pole-mounted street-lighting  
Possible augmentation with low-level bollard lights along footpaths

##### Rose maze:

Ground-mounted flood-lighting to central sculpture feature  
Localised down lights to centre entry point  
Possible augmentation with low-level bollard lights around perimeter of central area  
Overhead down light under entrance pergola

##### Viewing platform:

Localised handrail-level lighting to platform.  
Down lights under platform  
Low-level bollard lighting at foot and top of each access ramp

##### Courtyard:

Ground-level up-lighting beneath selected trees  
Pole-mounted floodlighting onto performance stage (existing)  
Overhead lighting to highlight new doorway to foyer  
Down-lights from canopy eaves to light service access when needed after-hours

##### Main entrance:

Down lights mounted in entrance canopy to highlight entrance  
LED display lighting in information display case

##### Albany Highway facade:

Ground-level floodlighting to curved corner walls, incorporating main signage  
Ground-level flood-lighting to sloping laterite berm and other sculptural features  
Illuminated signage precinct entrances

##### Service yard:

Wall-mounted floodlights over loading-bay door



Example: Solispot solar powered light

## Design Requirement 12: Upgrade interpretive content, physical displays and features in the exhibition zones

### CURRENT OBSERVATIONS & CHALLENGES

There is a very strong narrative framework of One Story Many Voices, told through personal, cross-cultural experiences of individuals in the community. In any proposed changes, the aim must be to maintain and enhance the strengths of this narrative approach.<sup>4</sup>

*"It's a marvellous museum – world class. And so well-maintained – everything works – sound stories etc. The layout is fantastic – very thoughtful and interesting. The most interesting social commentary of our trip (campervan from Adelaide). THANK YOU!"* Visitor feedback

However, there is a recognition that some displays are underdeveloped and/or in need of refreshment.

Various display drawers are empty and some displays are large for the quantity of content being displayed.

There are several 'blank spaces' that were part of the original design, but perhaps too many, which could be put to good use.

When guided through the experience by someone who knows the context of the StoryPlace themes, the experience is easily understood. However, for self-guided visitors, interpreting the themes can be challenging. Feedback indicates that this might be because the text is too minimal to enable self-guided visitors to gain context and grasp the theme of each display.<sup>5</sup>

There is a desire to introduce new content and topics into the StoryPlace, which will require new display spaces. This includes a display area for rotating, temporary community stories, where the curatorial group can promote new display content and invite local community input. Additionally, it provides local groups and individuals with the opportunity to create a display about a topic of importance to them, which may then be curated to form part of the StoryPlace story collection. This is an important aspect of the redevelopment, as it reflects one of the key goals in the vision statement of nurturing our future storytellers, as well as helping to connect people to their community's historical and contemporary culture.

The display text can be difficult to read, due to the small font size, text printed onto transparent Perspex that lacks a contrasting background, and text that is sometimes positioned too low.<sup>6</sup>

Visitors often miss the Farm Office and Bush & Fire displays due to poor visitor flow/accessibility.

There is no space available for facilitated children activities.

Additional interpretation is needed to assist visitors with the transition from the Kodj Gallery timeline to the themes and approach in the StoryPlace.

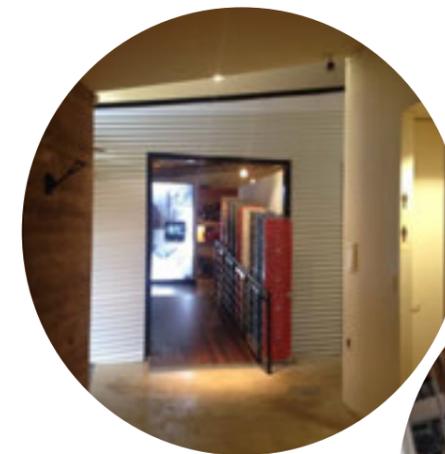
The glass doors and windows reduce the available exhibition display area and cause significant daylight issues for lighting and multi-media etc.

Exhibition spaces are cold in winter and hot in summer.



### OBJECTIVES AND FUNCTIONAL REQUIREMENTS:

- Create new display spaces for new permanent topics and content to be incorporated into the exhibition
- Allow temporary exhibitions to take place
- Provide new digital and multimedia experiences, including strengthening the oral history/many voices approach
- Provide an area for facilitated children's activities
- Improve legibility and comprehension of current displays
- Improve visitor flow issues
- Allow small event/group functionality in the StoryPlace
- Mitigate daylight issues
- Improve temperature control



<sup>4</sup> A Curatorial Audit of The Kodja Place Precinct, 5.5.3, Pg. 45

<sup>5</sup> A Curatorial Audit of The Kodja Place Precinct, 5.5.3, Pg. 45

<sup>6</sup> A Curatorial Audit of The Kodja Place Precinct, 5.6.6.2, Pg. 56

## DR12 - Recommendations

### 12A - IMPROVE BUILDING FABRIC OF EXHIBITION SPACES

Upgrade thermal insulation to the roof and complete ceiling.

Add acoustic panels to the ceiling and possibly external walls to mitigate sound noise from new digital and multimedia installations and group gatherings/events.

Overhaul the clerestory windows so they close properly.

Consider addition of space-heating for winter months.

Install discreet security shutters between the Kodj Gallery and StoryPlace entrance so toilets can be used by guests during after-hours events in the Courtyard.

#### Considerations and Notes

Security shutters should allow ease of access for staff and volunteers who need to move through the building during after-hours events.



### 12B - MITIGATE DAYLIGHT ISSUES

Blackout the clerestory windows to reduce daylight (see adjacent image for potential variation in degree of window tinting).

Install a decorative film on glass windows and doors facing the Courtyard to reduce sunlight and create visual interest inside and out (from Café and Courtyard). Consider a design that complements the Australian Garden concept (see Recommendation 11A), the Noongar Storytelling Circle floor painting in the StoryPlace and the gallery being lit at night.



### 12C - REPAINTING

The floor graphics will need refurbishment and repainting once the StoryPlace has been remodelled.

Repaint Noongar Storytelling Circle floor painting with a hard wearing product.



## DR12 - Recommendations

**The Indicative Display Layout Plan (over page) illustrates the recommendations below and outlines other suggested changes to the display layout and structures that would create new display spaces, assist visitor flow and enhance the visitor experience.**

### 12D – RELOCATE, REBUILD, REFRESH & REALIGN DISPLAYS

#### 1. Relocate School Bus

Shift the school bus to the north east edge of the verandah to free up interior floor space and create a visual link/attractor to the StoryPlace exhibition from the Courtyard/Rose Maze and Café.

Enclose the bus with double-glazed external partitions.

Provide a multi-functional Children’s Activity Area in the vacated school bus display space with movable chairs and low tables for children’s activities and facilitated teaching sessions.

#### 2. Relocate Landscapes and Landcare display to coalesce with Farming display

Currently a large display area that is better used for a children’s activity area. Also, the existing display is orphaned from the rest of the landscape stories.<sup>7</sup>

##### Considerations and Notes

Power and data supply chasing across floor.

#### 3. Revision and realign Bush and Fire display so it is more accessible and faces out to visitors (currently too hard to get to)<sup>8</sup>

#### 4. Rebuild and reposition Spring Bar

The Spring Bar is a multipurpose display that contains recessed display units for objects and can also be used for informal meetings and small structured events which will need separate lighting to any display lighting.

There is a disconnection between the interactive controls on the bar and the playout of videos across the floor on a large screen. Incorporating a Display Touchscreen (see Recommendation 13A1) with video content at the bar would resolve this.

##### Considerations and Notes

Power and data supply chasing across floor.

#### 5. Relocate Beyond Marmalade display to lobby. (see Recommendation 5)

#### 6. Remodel Office display

Dismantle Office display, block off stairs, raise and infill floor to same height as Shearing Shed display and then rebuild office display to connect directly from the Shearing Shed.

##### Considerations and Special Notes:

Ear tag display may require re-staging.

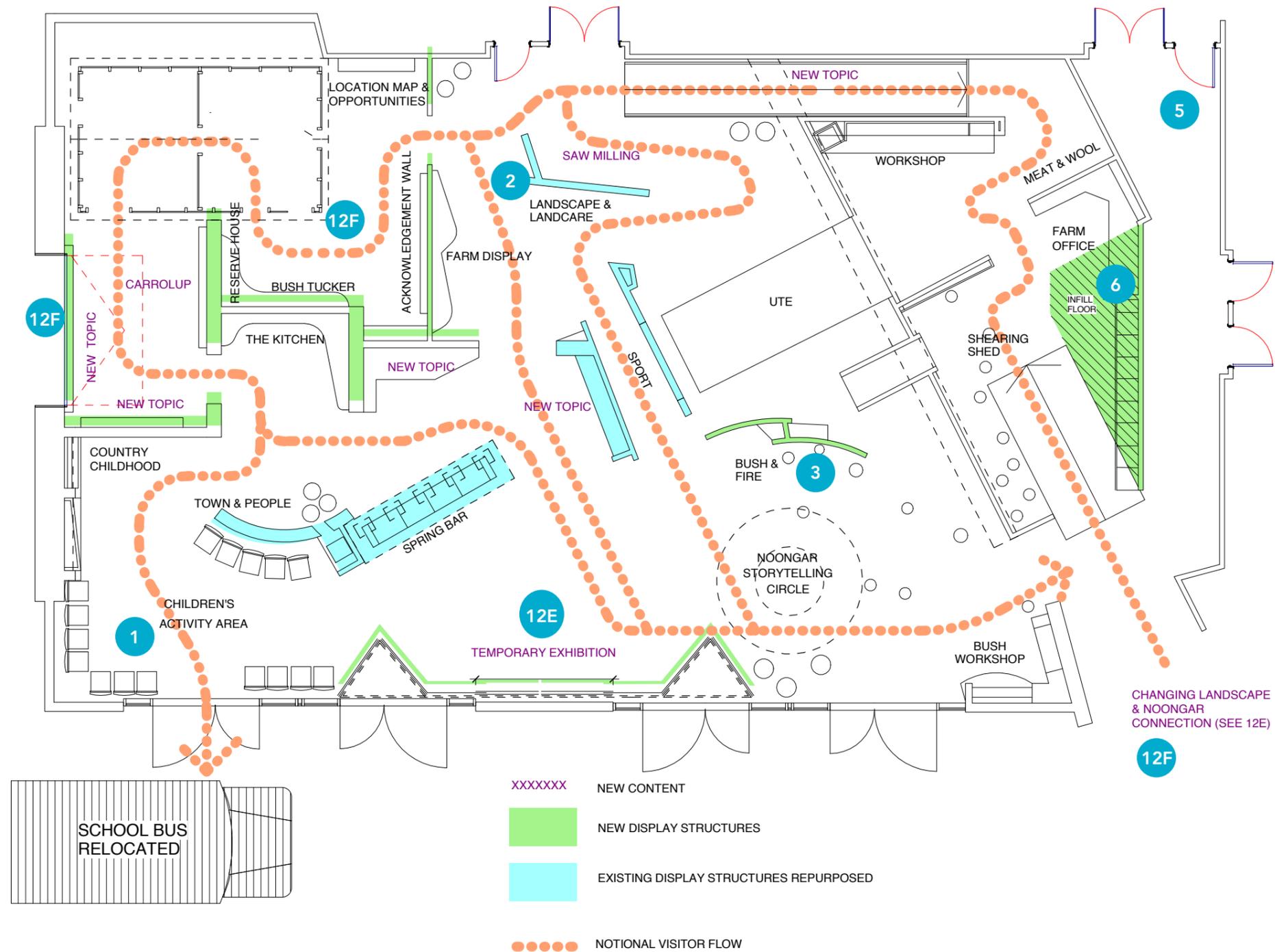


<sup>7</sup> A Curatorial Audit of The Kodja Place Precinct, 5.6.13, page 69

<sup>8</sup> A Curatorial Audit of The Kodja Place Precinct, R22.3, page98



# INDICATIVE DISPLAY LAYOUT PLAN



## DR12 - Recommendations

### 12E – CREATE A TEMPORARY EXHIBIT & PRESENTATION/EVENT AREA

Between the StoryPlace windows mount a large (65"+) touchscreen for presentations and temporary exhibitions (see Recommendation 13A).

Provide a sliding/hinged display screen mounted on a wall-hung track, which will be stacked along the wall when unused.

Provide mobile exhibit cases on wheels for display of objects.

#### Considerations and Notes

The space can also be configured for small events/presentations.

The touchscreen will require switchable display inputs to plug in laptops/devices for presentations etc.

Display panels will need to be lit (see Recommendation 12I for details).

Panels and mobile exhibits can be removed/reduced in scale to fit exhibition content, and stored in display storage when not required.

Content for temporary exhibitions and presentations to be promoted on the website.

### 12F – INCREASE EXHIBITION DISPLAY AREA

Install removable display panels in front of the roller door in the StoryPlace. (See Recommendation 7B).

Remodel, resize, re-purpose, re-orientate displays to create space for larger content text and new topics and stories.

Use vertical height of the StoryPlace to increase display areas.

Create a display space between the Kodj Gallery and Shearing Shed entrance using projections (see Recommendation 13) and highlight the changes from natural landscape to farmland using an animation of historical topographic maps (re-purposed from Farm Office and Beyond Marmalade display). Install this projection opposite a new display (possibly another projection) that highlights the continuation of Noongar culture, customs and beliefs.<sup>9</sup>

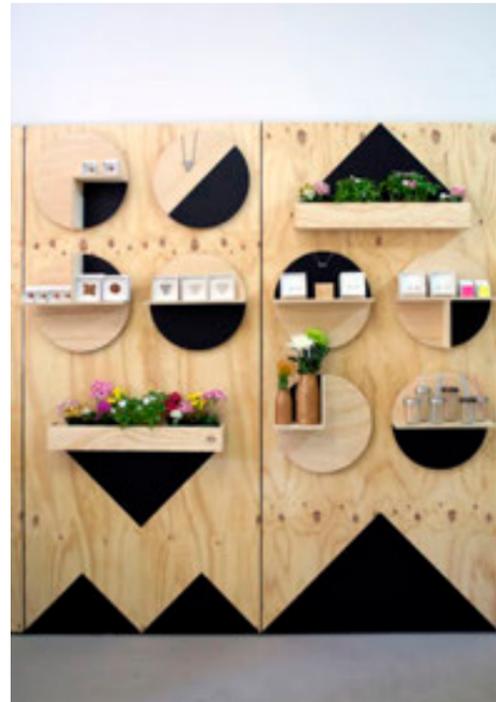
#### Considerations and Notes

The stage set and existing style of the display structures are preferred by the client instead of flat display panels.

Consider relocating some bush poles.

Power and data supply chasing across floor.

Consider relocating Location Map to new display at end of Kodj Gallery.



<sup>9</sup> Responds to Curatorial Audit Report 5.4.7, Pg42



## DR12 - Recommendations

### 12G – IMPROVE COMPREHENSION & LEGIBILITY OF WRITTEN & VISUAL CONTENT

Increase text sizes for content across all displays to a minimum of 18pt font.<sup>10</sup>

Contain text on panelling to a nominal zone of 1300mm-1650mm.

Use colour and hue to signify different display area themes.

Use high level text titles and sub-titles to inform visitor of theme and context.

Remove the large acrylic panels and replace with new techniques to increase image and text legibility.

Consider using more objects in StoryPlace displays to signify themes.

Change titles of some display themes to better reflect content (e.g. 'School Display' to 'Country Childhood').

Reference:

[http://mavic.asn.au/assets/Info\\_Sheet\\_11\\_Display\\_Basics.pdf](http://mavic.asn.au/assets/Info_Sheet_11_Display_Basics.pdf)



<sup>10</sup> Responds to Curatorial Audit Report 5.6.6.2, Pg57

## Design Requirement 13: Upgrade digital and multimedia experiences and enhance digital access to story content

### CURRENT OBSERVATIONS & CHALLENGES

Apart from the recent display upgrades involving one new video touchscreen and two BrightSign media players for video and audio, the digital and multimedia technology is at the end-of-life stage and needs replacing, especially in the Shearing Shed, Workshop, Farm Office and Spring Bar displays.

Past experience has identified that with limited operational resources and technical staff available, the digital and multimedia systems need to be robust and simple to operate and replace.

There are opportunities to introduce digital experiences targeted at young children.

Existing videos and photo movies are only on small screens.

Considering the exhibition is based on oral history, hearing people's voices and stories is limited and could be enhanced.

Lighting technology to enhance ambience, text and objects needs to be brought up to date too.

When night-time events are being held in the Courtyard, the StoryPlace exhibition needs better lighting to showcase the displays.

There is strong support to provide the visitor with access to more content (other than just the text content on physical displays) through the use of multimedia. This extends to areas outside of the exhibition galleries (see Recommendation 9B).

### OBJECTIVES AND FUNCTIONAL REQUIREMENTS:

- Create more life, movement and vibrancy in the exhibition spaces
- Provide digital and multimedia experiences that are sustainable and robust
- To avoid visitor confusion, ensure interactive displays share the same functionality when possible
- When possible, provide technical solutions that use standardised hardware and include spares with simple replacement methods to reduce downtime
- Give children more opportunity to play and interact



## DR13 - Recommendations

### 13A – INSTALL TOUCHSCREEN TECHNOLOGY

Provide touchscreen experiences to allow visitors to drill down into more stories from the digital collection.

#### 1. Display Touchscreens

Touchscreens that have stories associated with a particular theme and are installed in the physical display that corresponds to that theme.

#### 2. A Temporary Exhibition Touchscreen

A large (65"+) touchscreen against the north wall of the StoryPlace with specific content prepared for presentations and temporary exhibitions (see Recommendation 12E).

#### 3. Kiosk Touchscreens

A consolidated collection of digital stories from Display Touchscreens and the Temporary Exhibition Touchscreen. Kiosk Touchscreens are available in the StoryPlace. They will also be built into bespoke furniture pods in the Activity Lounge (see Recommendation 9B). The latter has a limited amount of content to promote and entice visitors and community members into the StoryPlace and Kodj Gallery.

#### Considerations and Notes

Unified usability and functionality for all touchscreens (no matter the content) so that visitors need only learn one interface for all displays.<sup>11</sup>

Provide a mechanism to update and change content easily across all touchscreens (see Recommendation 14).

With the interface design, consider allowing visitors to leave comments, such as leaving a tribute at the Acknowledgment Wall display.

### 13B – IMPROVE EXHIBITION LIGHTING

Lighting is a critical means to create ambience and mood. Use gobo lighting effects (stencil or template that is placed inside or in front of a light source to create patterns of light) to fill in blank and underutilized spaces and enhance hero objects like the ute.

Remove wall-mounted lights in the StoryPlace and the wall lights on the rammed earth wall at the south end of the Kodj Gallery to make provision for the projection (see Recommendation 12F)

Install ceiling-mounted lighting in the StoryPlace to create controllable zones for different functional areas, such as the temporary exhibition zone, children’s activity space or during evening courtyard events.

Upgrade and improve display case lighting for objects and graphics.

Install a DALI (Digital Addressable Lighting Interface) or similar digital lighting control system (see Recommendation 15).



### 13C – AUDIO GUIDE<sup>12</sup>

To enhance oral storytelling and the number and variety of voices, provide an audio guide that individual visitors can use across all interpretive areas (Rose Maze, Kodj Gallery and StoryPlace).

#### Considerations and Notes

Ensure the audio guide system provides a client-side Content Management System to allow staff and volunteers the ability to change and update audio content.

We do not recommend commissioning a bespoke mobile app because the costs of creating and maintaining a version that works for all mobile phones will be expensive. If a bring your own device (BYOD) policy is adopted for an audio guide then using an established platform as a software as a service (SaaS) model should be considered.

However, be aware that it can be difficult to convince visitors to download an app onto their own device to participate in museum experiences. Providing audio guide hardware, such as an audio guide pen, can reduce the barrier to participation.

Install security reader and alarm at the entrance and/or take a cash bond or driver’s license to ensure people return their audio guide hardware.

<sup>11</sup> For an example of content architecture and approach, refer to ‘The Kodja Place Intranet Site: Draft brief for OM4’ developed by Marg Robertson and Hannah Watkin (16 June, 2014) and ‘The Kodja Place - Preliminary Intranet Site Map for StoryPlace, Marg Robertson, 17 April 2015 (minor revisions)’

<sup>12</sup> Recommended in Curatorial Audit, R5.5, Page 88

## DR13 - Recommendations

### 13D – USE PROJECTION

Consider projecting quotes, images and animations onto exhibition surfaces to create movement and variety of scale for content displays.

Provide a mechanism to update and change projection content easily (see Recommendation 14).

Places to consider for projections:

- Segue between the Kodj Gallery and Shearing Shed entrance (see Recommendation 12F)
- Internal Workshop wall (corrugated wall to left of Ute)
- High southern wall space above MOSAiC/Curatorial Room
- Ceiling
- Reserve House interior
- Up high across the exterior of the Shearing Shed
- Noongar Storytelling Circle with fire effects onto the fire sculpture above

Consider installing an interactive game-type experience for children in the children’s activity area. Using projection allows the area to change quickly to other functional requirements (see Recommendation 12D1)

#### Considerations and Notes

Reserve House east window could have a screen placed behind it instead to show a view from within the Reserve.

Projection must be used judiciously. Maintaining ‘white space’ to prevent information and visual overload is still important.

### 13E – Broadcast and reactive audio zones

Create broadcast audio zones that are triggered by visitors entering a space. For example, down the long ramp from the Workshop/Shearing Shed and when walking under the Noongar storytelling circle (so people look up at fire sculpture above), or oral histories that you can hear are triggered when you sit down on the bed in the Reserve House.

### 13F – CONNECT DIGITAL COLLECTION TO EXHIBITION & COMMUNITY FACILITIES

Install a Kiosk Touchscreen in the front-of-house Activity Lounge (see Recommendation 9B) to allow browsing of a selection of digital stories (see Recommendation 14 for further detail). Kiosk Touchscreens are also used in the StoryPlace but with extended content available (see Recommendation 13A).

Provide continuing and increased access for researchers, students, Noongar and other community members (with training opportunities) to the Collections MOSAiC database in the MOSAiC/Curatorial Room (“read only” version).

Update and purchase additional audio video equipment for the collection of community stories.



### 13G – INSTALL A UNIFIED MEDIA PLAYER SYSTEM

Install a networked BrightSign media player system for all multimedia systems - projectors, audio speakers and touch screens.

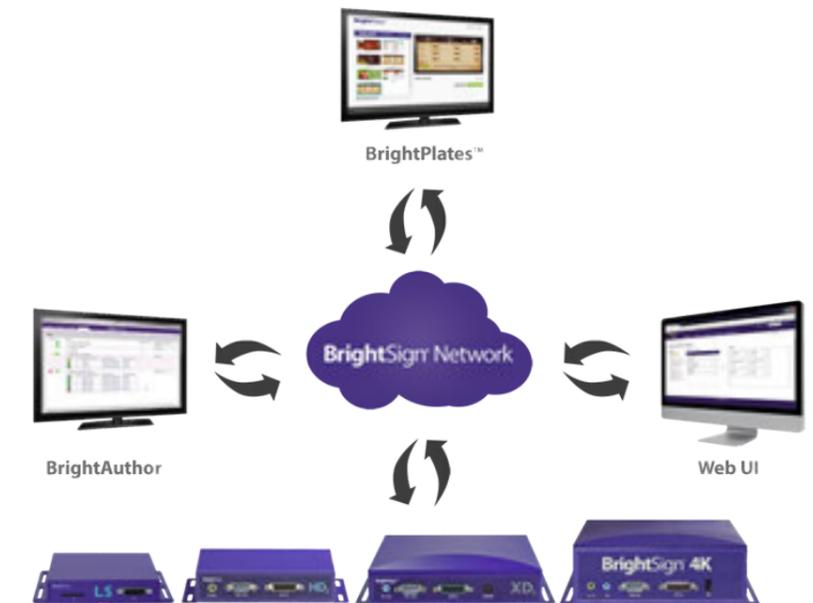
<https://www.brightSign.biz/digital-signage-products>

These media players are very robust and cost effective and are used in museums and media displays across the world. They are easily sourced and replaced, and simple to operate.

Additionally, they support touchscreen interactivity using HTML5 which allows a simplified content delivery platform (see Recommendation 14).

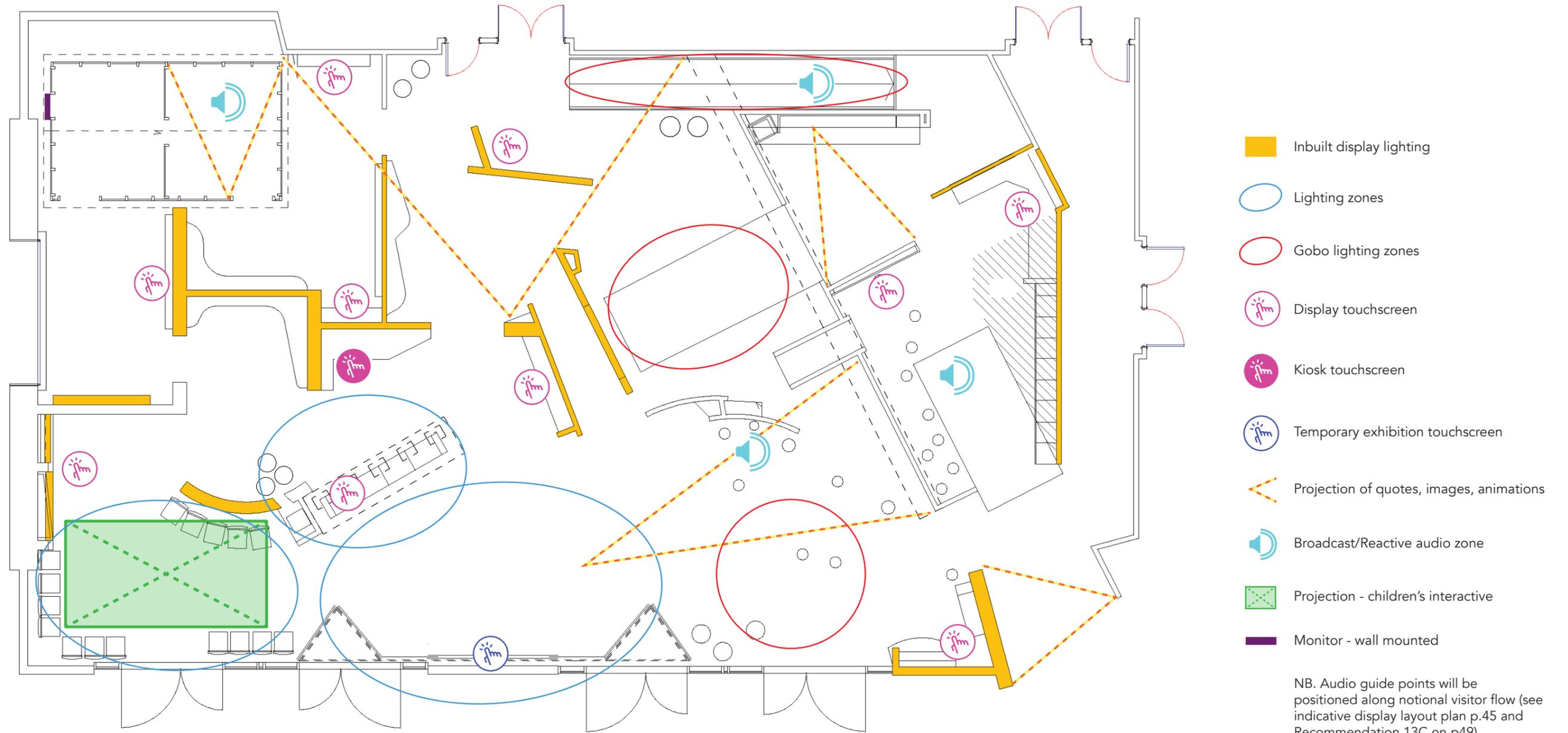
#### Considerations and Notes

The Workshop display interactives should be upgraded with this technology too so they can be centrally controlled (see Design Requirement 15).





# INDICATIVE DIGITAL, MULTIMEDIA AND LIGHTING PLAN



## Design Requirement 14: A digital platform for creation and output of content to digital and multimedia displays

### CURRENT OBSERVATIONS & CHALLENGES

The StoryPlace multimedia operated successfully for many years with a customised central control system and remote log-in maintenance undertaken by the service provider. However, this old system now has critical faults and is no longer viable. Additionally, the company that installed the customised system in 2002 has since gone out of business. As an interim measure, the StoryPlace is currently running a hybrid system consisting of stand-alone touchscreen and audio displays and the remnants of the original central control system. A key multi-media display connected to the latter is dysfunctional.

The lack of a universal Content Management System (CMS) for the digital and multimedia displays, which makes it hard to update and maintain content efficiently.

If the above digital recommendations are implemented (see Recommendations 9B, 13A, 13D, 13E, 13F, 13G), then content will need to be managed across a multitude of digital and multimedia end-points.

The skills and resources required to refresh and maintain the museum's digital and multimedia content are limited. They rely significantly on a small but enthusiastic team devoting much voluntary time. A system and workflow that is easy to collect, create and display community content has the potential to foster and re-engage community participation.

There is little or no in-house IT support.

Ultra-fast broadband is scheduled to arrive in Kojonup in June 2017 and is an opportunity to look at new methodologies to create and manage content.

### OBJECTIVES AND FUNCTIONAL REQUIREMENTS:

- A single system/workflow that makes it as easy as possible for new and varied content to be created and managed
- A single system/workflow to update content across all digital and multimedia displays throughout the museum from one control point
- A system that does not rely on in-house IT or audio-visual support

## DR14 - Recommendations

### 14A - A NETWORKED WEB SERVICE

Use an externally provided secure web service (available only in The Kodja Place) for hosting all story content media that is to be displayed on digital and multimedia devices (see Recommendation 13).

Network all digital and multimedia devices in The Kodja Place that deliver story and media content so they can access the web host via the ultra-broadband service.

#### Considerations and Notes

With limited locally-based IT and audio-visual support, an external web hosting service is the best way to keep a secure web-server maintained and up to date cost effectively.

This recommendation depends on a reliable connection to the Internet via the new NBN fixed line network which will be more than suitable.

### 14B - TEMPLATE CONTENT APPROACH<sup>13</sup>

Content on all digital and multimedia devices will be created and managed by means of fixed templates developed for each content type and digital or multimedia device (touchscreen, projector, audio player).

Templates are interactive pages empty of content but populated by containers for pictures, text, video and audio, complete with controls to navigate and view.

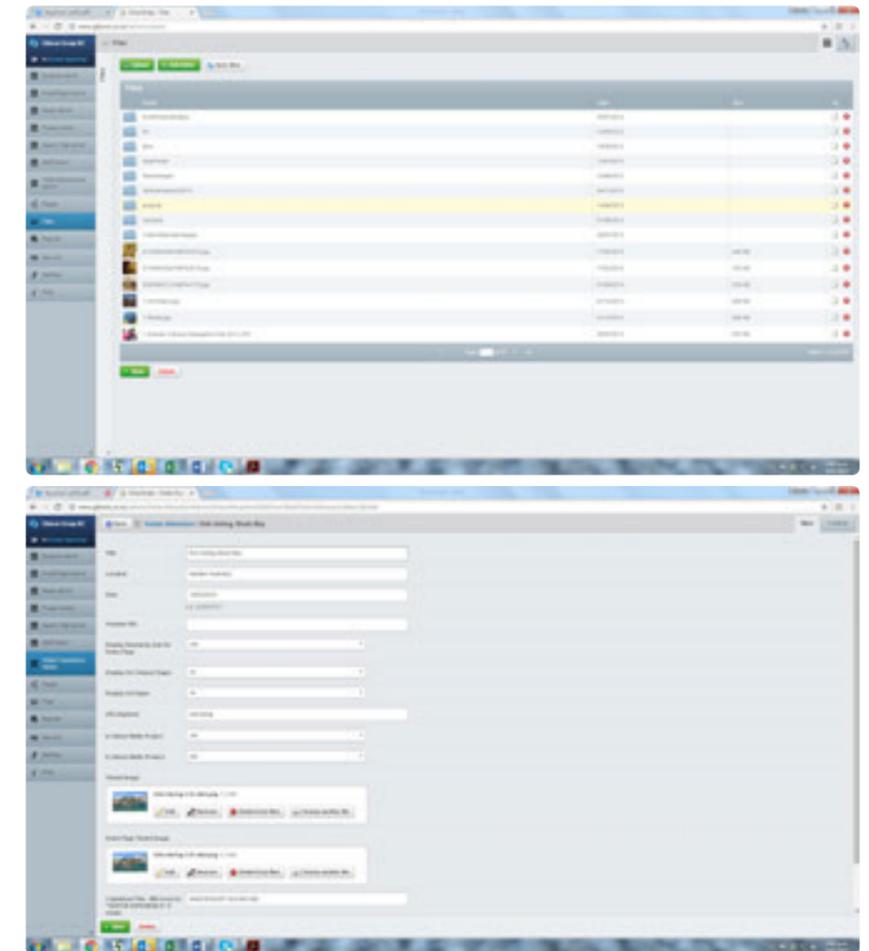
Curators use the templates to create new stories by copying the appropriate templates and filling them with content which they then publish to the target device in the order they want them displayed.

The templates and the content/media that populates them are housed on a web based Content Management System. We recommend using a fully featured CMS platform such as [SilverStripe](#) or [Wagtail](#).<sup>14</sup>

#### Considerations and Notes

It may seem unusual to manage a projector or audio source by means of a web interface, but the advantages are clear. One place to manage everything means less to learn, and less to forget. It also taps into web-based skills that many people are acquiring.

This recommendation does not apply to the use of MOSAiC or the Audio Guides, which are separate content systems.



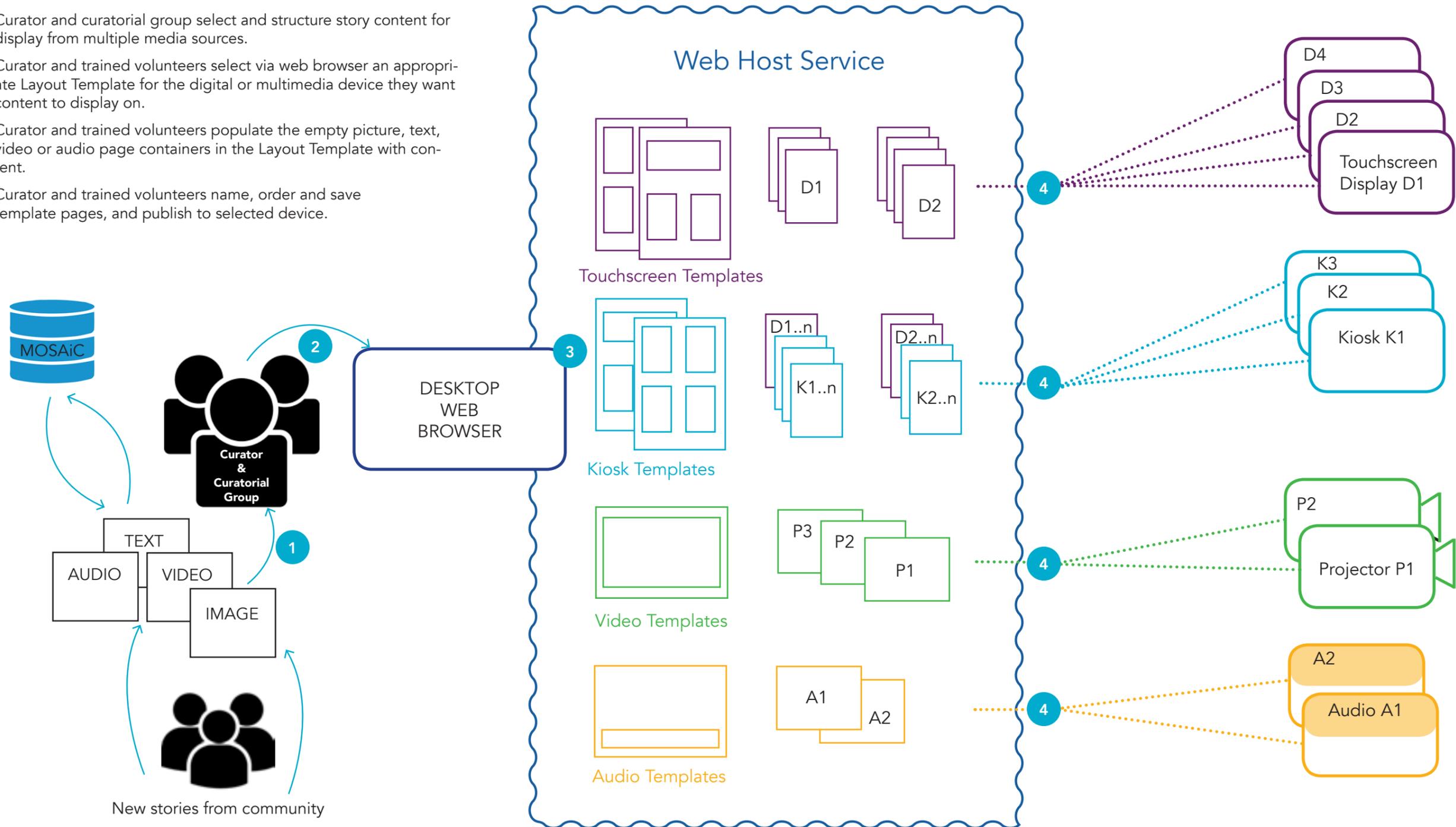
<sup>13</sup> A similar approach has been detailed for the Shire of Kojonup by OM4 in *Intranet Site (Expanded)* – Quotation.

<sup>14</sup> We do not recommend using WordPress platform (as suggested in the OM4 quote) because it is not a fully featured CMS platform and will require higher level skills to manage.



# DR14 - Indicative content workflow

1. Curator and curatorial group select and structure story content for display from multiple media sources.
2. Curator and trained volunteers select via web browser an appropriate Layout Template for the digital or multimedia device they want content to display on.
3. Curator and trained volunteers populate the empty picture, text, video or audio page containers in the Layout Template with content.
4. Curator and trained volunteers name, order and save template pages, and publish to selected device.



## Design Requirement 15: Unified show control

### CURRENT OBSERVATIONS & CHALLENGES

The StoryPlace is also used for social and community gatherings and events, including music recitals and as part of larger events involving the Courtyard venue (e.g. the Harvest Ball).

New functional spaces are being recommended for the StoryPlace, such as the Children’s Activity Area and the Temporary Exhibition Space.

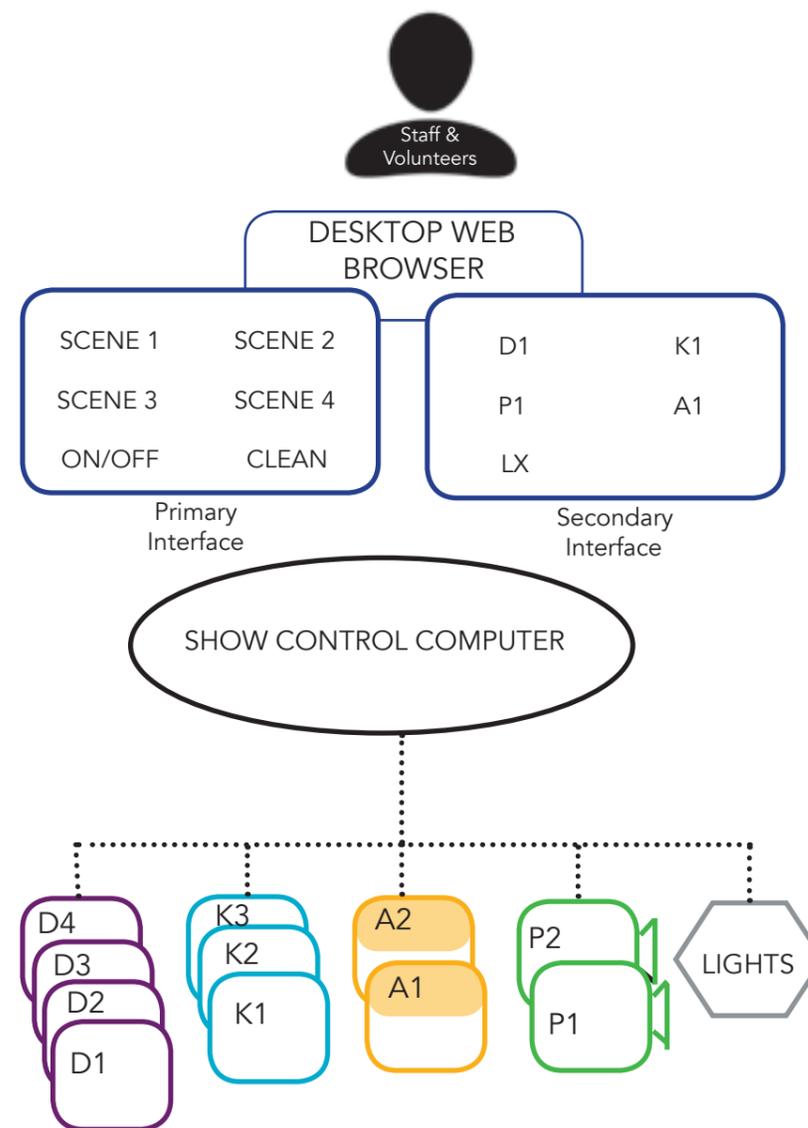
The inclusion of new lighting, digital and multimedia experiences in the StoryPlace (see Recommendation 13) will require a control system to cater for different types of functions. For example, a presentation is to take place and exhibition audio and touch screens need to be turned off, or the temporary exhibition space requires a specific lighting scene.

There are a limited number of operational staff available to manage the space and change the technical settings required for each type of function and/or event.

There needs to be consideration of other daily operational needs, such as out-of-hours cleaning.

### OBJECTIVES AND FUNCTIONAL REQUIREMENTS:

- Provide a simple to use show control system that allows independent control of lighting and audio-visual systems in the StoryPlace and Kodj Gallery



## DR15 - Recommendation

### 15A- CREATE A WEB-BASED SHOW CONTROL SYSTEM

Create a single show control interface managed through a secure web page.

Can be accessed from a desktop or portable device by authorised staff or volunteers.

Controls all AV equipment and lighting.

Design a primary interface with a set of pre-programmed scenes that change lighting, and audio-visual settings and states with one button.

Design a secondary interface to give granular control over individual devices and lights.

Install a computer in the existing server room for master show control and systems monitoring.

### Considerations and Notes

All controllable audio-visual devices need to be networked.

Lighting needs Digital Addressable Lighting Interface DALI (or similar digital lighting control system).

Provide manual override DALI switches in the exhibition space for basic scenes/functions (cleaning, exhibition on/off).

## Design Requirement 16: Increase presence of the Three Women's Stories

## DR16 - Recommendation

### CURRENT OBSERVATIONS & CHALLENGES

The inclusion of the Three Women's stories is a great narrative device but is not used as much as it could be.

It is easy to miss the references to Maria, Yoondi and Elizabeth when first encountered in the Kodj Gallery and to overlook their storylines running across the Courtyard.<sup>15</sup>

### OBJECTIVES AND FUNCTIONAL REQUIREMENTS:

- Strengthen the presence of women's voices across the precinct.
- Use the Three Women's Stories narrative as an interpretive and emblematic hook across all areas, including beyond the precinct.



### 16A - EXPAND THREE WOMEN'S NARRATIVE

Use the Three Women concept as a binding visual for interpretive signage at historical sites across the shire (see Recommendation 3A).

Use the Three Women storytelling framework (of first person voice) to tell the stories on the interpretive signage at these historical sites.

Consider using the Three Women's narrative concept for the Rose Maze Sculpture (see Recommendation 11F).

Consider creating a Three Women's presence at the main Kodja Place entrance exterior, perhaps at the site of the existing information bay/ bus shelter, which will be relocated (see Recommendation 3A).

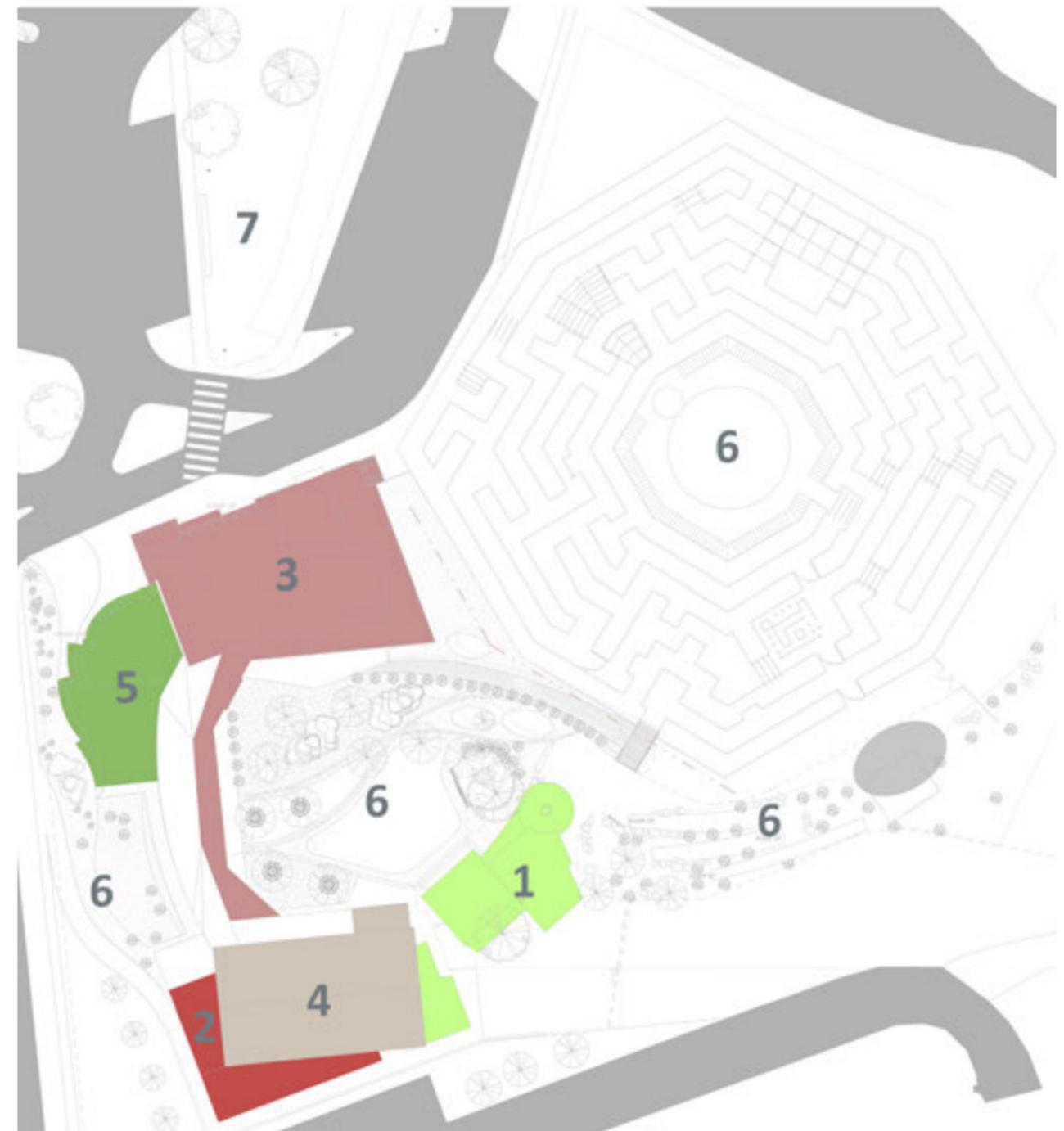
Clarify and highlight the Three Women's storylines from the Kodj Gallery to the Rose Maze.<sup>16</sup>

<sup>15</sup> Also noted in Curatorial Audit, R5.2.1, Pg 26.

<sup>16</sup> Curatorial Audit recommendation R3.1, Pg 84

## Construction Phasing

PHASE	SCOPE OF WORK	OUTLINE
1	Construct new storage space, south-east end of StoryPlace  Extend and modify existing stage structure  Construct new maker space and adjacent outdoor kitchen	Light steel-framed structure with Zinalume roof and cladding on concrete slab  Stage to have clerestory glazing over existing stone work wall, lean-to extension to south  Kitchen to have stepped local stone curved wall, Zinalume roof supported on light steel tube posts, concrete slab with sunken fire-pit
2	Internal alterations to existing rooms	Modify room layouts; construct new glazed partitions to form meeting room; new external window; remove existing door between rooms
3	Construct new entrance and lobby, extend building to create new function room and store. Relocate existing kitchen and extend building to add link to function room, dry store and office. Extend verandah canopy over new kid's play area; construct new lean-to canopy around courtyard perimeter; construct Zinalume balustrade around existing cafe verandah; internal remodelling to activity lounge and toilet access.	Demolish existing north façade; extend Zinalume roof with light steel-framed structure, new pc concrete profiled façade to function room. Lean-to extension north of toilets block with timber shade-screen façade to concrete block external wall; kitchen and dry-store addition concrete blockwork walls with timber-framed lean-to roof. Zinalume canopy extension over kids' play and around courtyard perimeter with light steel framing. Modify and extend air-conditioning and mechanical ventilation systems. Operable acoustic wall to activity lounge.
4	Alterations to StoryPlace exhibition	TBC
5	Construct new retail corner space and adjoining community room, inc. new accessible toilets, kitchenette, cloakroom, store rooms, office and ticketing desk	Pre-cast concrete curved/raked external wall units, steel framed structure, membrane roof deck; existing stone wall to be retained and refurbished; lightweight Zinalume cladding on steel studwork to community room south wall; internal gib. Lined partitions; free-standing retail gondolas and wall-mounted shelving; new glazed office partition; new retail and ticketing counter unit.
6	Landscaping works to frontage to Albany Highway, courtyard area, embankment along southern boundary, viewing platform, fencing, and rose-maze entrance and central lawn	Regrading to form ramped walkways to southern embankment; timber framed viewing platform with shaded teaching space beneath; new land-drains and soakaways to vehicle access ways and courtyard area; hard and soft landscaping and footpaths, rock features, timber garden-seating; planting, timber-framed rustic pergolas to maze entrance and perimeter of central lawn; central sculpture feature; external lighting.
7	External works to car park	Demolish existing bus shelter; retain stone bench-seat; bridge open culvert and modify access from Broomehill Road; form new traffic islands to access from Albany highway; modify parking layout, re-seal and repaint markings; form new footpaths; install new pole-mounted lighting.





## Rough Order of Magnitude Costs: Summary

The Kodja Place Rough Order of Magnitude Costing provides high level costing for the Kodja Place development as detailed in The Kodja Place Master Plan. These costs are indicative only and further work is required to provide detailed costings.

The Master Plan recommendations have been detailed and costed using the following methodology:

- reference to the 2017 "Australian Construction Handbook", Edition 35, published by Rawlinsons. Base build m<sup>2</sup> and fixture and fittings costs used are as detailed for Perth plus a 25% regional loading for Kojonup. References to the handbook source are included in the costing.
- sourcing quotes from Western Australian suppliers and industry contacts for items and services not covered in the Rawlinsons Australian Construction Handbook.
- Shire of Kojonup Works and Services Department for all exterior landscaping and structures, including lighting.
- in the absence of information from Rawlinsons or quotes, estimates are based on our knowledge of building costs.

Escalation costs have been included separately as a yearly factor, based on published construction and State consumer pricing index (CPI) projections.

### Exclusions:

Exclusive of GST

Costs for upgrading building to comply with new energy efficiency requirements.

Summary of Total Expenditure	excl. GST
Building Redevelopment / Fixture and Fittings	\$4,402,889
Exterior - Landscaping and Structures	\$1,482,500
Exhibition & Interpretive Redevelopment	\$1,378,750
	<b>\$7,264,139</b>
<b>Other Costs</b>	
Building Fees	\$37,574
Professional Fees (12-14%)	\$1,016,979
Project Management (1.5-2%)	\$145,283
Contingency - 7%	\$592,478
	<b>\$1,774,964</b>
<b>TOTAL</b>	<b>\$9,056,478</b>
<b>Escalation - CPI of 3% per annum</b>	
2018 - TOTAL	\$9,328,147
2019 - TOTAL	\$9,607,992
2020 - TOTAL	\$9,896,231



## APPENDIX 1: Rough Order of Magnitude Costs - Details

ROOM NAME	REFERENCE	OCCUPANCY	FLOOR AREA M <sup>2</sup>	FUNCTION	ENVIRONMENT	SPECIAL NOTES	MEASURE	UNIT OF MEASURE	MEASURE COST \$	ROUGH ORDER OF MAGNITUDE COSTS			RAWLINSONS REFERENCE	
										Building cost	F&F	Total		
<b>BUILDING</b>														
Entrance foyer/ lobby	5A	80 -90	78	Decompression/assembly/orientation. Ticketing, tourist information; waiting area; exhibition space.	18°C - 22°C	Access to toilets, café, retail, gallery, function room, community room, cloakroom; secure access to gallery, retail, community room after hours. High quality finish, double height costing								
						NEW BUILD	78	sqm	\$4,170	\$325,260		\$325,260		1.2.4
Reception Desk	5A 8A	1Ft +2pt FOH	15	Small conjoined front-of-house office to enable staff and volunteer support and supervision, and a quiet workspace.	18°C - 22°C	"Reception desk needs one end lower with chairs to allow presenting of maps. Possible to monitor access, egress, gallery, and activity ;"						\$80,050		
						NEW BUILD	15	sqm	\$4,170	\$62,550				1.2.4
						DESK	1	unit	\$17,500		\$17,500			Page 354
Cloakroom	5A		3	Coats, hats, boots and school bags	N/A	Lighting, clothes hanger, shelf, lockable.	3	sqm	\$3,570	\$10,710		\$10,710		1.1.2
Café - dining room	6A	50-60	84	Full-service restaurant capability: breakfast, coffee/snacks, lunch , dinner	18°C - 22°C	Operational hours: 0730 - 2100; after-hours access; self-contained operation; securable from adjacent spaces.						\$147,280		
						REDEVELOPMENT	84	sqm	\$1,560	\$131,040				1.1.1 * 50%
						TABLES	16	unit	\$375		\$6,000			Page 656
						CHAIRS	64	unit	\$160		\$10,240			Page 656
Café: deck	6A	45 -60	95	Year-round full-service during Cafe operational hours. Booth-type seating along perimeter balustrade.	18°C - 22°C	Fixed balustrade to enclose deck; roll-down clear acrylic side-screens for winter, roll-down sunshades for summer. Install space heaters around perimeter						\$109,991		
						BALUSTRADE powder coated 1000mm high	39	mt	\$269	\$10,491				Page 311
						Winter and Summer BLINDS	1	unit	\$50,000	\$50,000				Shire estimate
						SPACE HEATERS - Outdoors	7	unit	\$900		\$6,300			Page 583
						BOOTHS	16	unit	\$2,700		\$43,200			Page 656
Café kitchen & Servery	6A	4-6	49	Full-service kitchen; plating kitchen/servery to function room; loading bay	Relocate extraction; mech.	Direct access to functions room. Shift pipes and plumbing .Specialist kitchen fit out						\$274,520		
						NEW BUILD	18	sqm	\$3,570	\$64,260				1.1.2
						REDEVELOPMENT	31	sqm	\$1,560	\$48,360				1.1.1 * 50%
						KITCHEN	1	unit	\$145,000		\$145,000			Page 645
						VENTILATION	1	10 cu	\$9,000	\$9,000				Page 617
						SHELVING	8	mt	\$988		\$7,900			Page 646



ROOM NAME	REFERENCE	OCCUPANCY	FLOOR AREA M <sup>2</sup>	FUNCTION	ENVIRONMENT	SPECIAL NOTES	MEASURE	UNIT OF MEASURE	MEASURE COST \$	ROUGH ORDER OF MAGNITUDE COSTS			RAWLINSONS REFERENCE	
										Building cost	F&F	Total		
Toilets	6A		N/A	Mechanical ventilation		VENTILATION	1	unit	\$6,000	\$6,000		\$6,000	Page 615	
Kitchen storage	6A	N/A	17	Dry goods store; cleaners cup'd, chem cup'd	14°C	Secure storage						\$60,690		
						NEW BUILD	17	sqm	\$3,570	\$60,690		1.1.2		
Kitchen: office	6A	1	5	"Mgr. Desk, phone, computer, filing, cash, staff locker etc.	18°C - 22°C	Lockable						\$17,850		
						NEW BUILD	5	sqm	\$3,570	\$17,850		1.1.2		
Kitchen cool store	6A	N/A	5		4°C	Cold store already purchased relocated						\$17,850		
						NEW BUILD	5	sqm	\$3,570	\$17,850		1.1.2		
Admin accommodation	7A	4ft +2pt admin 1ft + 1pt ext 1ft +1pt KAC	107	Admin office for staff and volunteers	18°C - 22°C	Admin desk and storage. Kitchenette; separate meeting room/lunch room;							\$141,350	
						REDEVELOPMENT	107	sqm	\$838	\$89,613		9.1.5.1		
						WORKSTATIONS	107	sqm	\$213		\$22,738		9.1.5.1.2	
						Heating and Cooling Split Air conditioner	2	unit	\$4,500	\$9,000			Page 582	
Admin Store, General Store, Collections Store	7B	N/A	40	For storage of office files & IT equipment, display equipment and collection materials and objects	18°C - 22°C	Lighting, lockable. Collection store to have heavy duty shelving						\$152,600		
						NEW BUILD	40	sqm	\$3,570	\$142,800		1.1.2		
Visitor Centre & Retail Area	8A	N/A	88	Merchandise sales; tourist information; visitor interaction. Accreditation requirements for W.A. Visitor Centre.	18°C - 22°C	Secure access from entrance foyer after hours; display window towards car park; exclude sun from west., sound mitigation from Albany Highway, double height costing						\$394,460		
						NEW BUILD	88	sqm	\$4,170	\$366,960		1.2.4		
Retail Storage	8A	N/A	10	Lockable storage with easy access from retail area for merchandise and brochures	18°C - 22°C	Lighting and shelving						\$45,375		
						NEW BUILD	10	sqm	\$4,170	\$41,700		1.2.4		
						SHELVING	6	unit	\$613		\$3,675		Page 308	
Community Room	9A	40+	82	Multi-purpose: seminars, meetings, small performances, community dinners, workshops, lectures, receptions, parties.	18°C - 22°C	Separate access; kitchen facilities;							\$271,620	
						NEW BUILD	46	sqm	\$3,570	\$164,220		1.1.2		
						REDEVELOPMENT	36	sqm	\$1,560	\$56,160		1.1.1		
						TABLES (8 seater)	8	unit	\$750		\$6,000		Page 656	
						CHAIRS	64	unit	\$160		\$10,240		Page 656	
						AV	1	unit	\$15,000	\$15,000			Estimate	
						KITCHEN	1	unit	\$20,000		\$20,000		Estimate	



ROOM NAME	REFERENCE	OCCUPANCY	FLOOR AREA M <sup>2</sup>	FUNCTION	ENVIRONMENT	SPECIAL NOTES	MEASURE	UNIT OF MEASURE	MEASURE COST \$	ROUGH ORDER OF MAGNITUDE COSTS			RAWLINSONS REFERENCE	
										Building cost	F&F	Total		
Community Room Store	9A		8	For demountable tables, stacking chairs, etc;	N/A	General equipment store for folding tables, stacking chairs, etc.						\$33,360		
							NEW BUILD	8	sqm	\$4,170	\$33,360		1.2.4	
Community Room Toilets	9A		9	Self-contained toilets		1 x wheelchair accessible						\$28,080		
							REDEVELOPMENT	9	sqm	\$3,120	\$28,080		1.1.1	
Activity Lounge	9B		58	Gathering space for visitors; community resource space; computer kiosk access for local community stories; occasional overspill for function room; temporary exhibition space	18°C - 22°C	Contiguous with entrance foyer; shares operable wall with adjacent function room; access to toilets; access to café; mobile/ demountable furniture; comfortable casual seating for small groups							\$130,580	
							REDEVELOPMENT	58	sqm	\$1,560	\$90,480		1.1.1 * 50%	
							BOOTHS (semi-circular for 4)	4	unit	\$8,125		\$32,500		Page 656
							KIOSKS	2	unit	\$3,000		\$6,000		Estimate
							CHAIRS	10	unit	\$160		\$1,600		Page 656
Function Room	9C	60+	72	Flexible space for a range of functions: banquet, bus-tour parties, school parties; wedding receptions, etc.	18°C - 22°C	Operable wall to allow expansion into adjacent activity lounge; access to toilets							\$388,665	
							NEW BUILD	72	sqm	\$4,170	\$300,240		1.2.4	
							TABLES (round)	10	unit	\$563		\$5,625		Page 656
							CHAIRS	80	unit	\$160		\$12,800		Page 656
							STAGE	1	unit	\$20,000		\$20,000		Estimate
							LIGHTING	1	unit	\$25,000	\$25,000		Estimate	
							AV	1	unit	\$25,000	\$25,000		Estimate	
Function Room Storage	9C	N/A	11	For demountable tables, stacking chairs, lectern, demountable stage, etc;	18°C - 22°C	General equipment store for folding tables, stacking chairs, etc.						\$45,870		
							NEW BUILD	11	sqm	\$4,170	\$45,870		1.2.4	
Mosaic/ Curatorial/ Computer Training Room	9D	6	22	Visitor access to research the mosaic database; community facility for computer training	18°C - 22°C	Bench/tables for laptop and desktop computers; convenient power outlets at table-height; av projection screen; daylight mitigation.							\$37,925	
							REDEVELOPMENT	22	sqm	\$838	\$18,425		9.1.5.1	
							Heating and Cooling Split Air Conditioner	1	unit	\$4,500	\$4,500		Page 582	
							AV	1	unit	\$5,000	\$5,000		Estimate	
							DESK AND CHAIRS	1	unit	\$10,000		\$10,000		Estimate



ROOM NAME	REFERENCE	OCCUPANCY	FLOOR AREA M <sup>2</sup>	FUNCTION	ENVIRONMENT	SPECIAL NOTES	MEASURE	UNIT OF MEASURE	MEASURE COST \$	ROUGH ORDER OF MAGNITUDE COSTS			RAWLINSONS REFERENCE
										Building cost	F&F	Total	
Maker & Messy Education Space	10A	3+	77	Studio space for art projects and craft work, including carving, painting, weaving, music practice and viewing artists at work	18°C - 22°C	Running water/sink; messy storage; materials store, drying area, work-in-progress storage; must be securable. Warm in winter.						\$165,738	
							NEW BUILD	52	sqm	\$2,400	\$124,800		4.1.3.3
							REDEVELOPMENT	25	sqm	\$838	\$20,938		9.1.5.1
							FIT-OUT	1	unit	\$20,000		\$20,000	Estimate
Maker Space Storage	10A	N/A	26	Storage of paints, tools, equipment, work-in-progress etc.	18°C - 22°C	Lighting and shelving						\$67,300	
							NEW BUILD	26	sqm	\$2,400	\$62,400		4.1.3.3
							SHELVING	8	mt	\$613		\$4,900	Page 308
<b>STORY PLACE BUILDING FABRIC</b>										\$177,900			
Acoustic panelling	12A		100	Reduce noise reflection			1	unit	\$17,875	\$17,875		Page 420	
Bus Enclosure	12D1		18	Move existing display to enclosed deck	Existing deck will be utilised	Requires safety glass at either end of enclosure and louvred panel single stage system to front							
							WINDOWS shop standard with safety glass	32.4	sqm	\$856	\$27,743		Page 362
							FRONT louvred aluminium system	32.4	sqm	\$715	\$23,166		Page 363
Thermal insulation, and clerestory windows finish ceiling, painting	12A		102	Improve thermal integrity of Story Place			1	unit	\$100,000	\$100,000		Shire estimate	
Repair and paint floor	12A		308	Resurface and repaint after display redevelopment		Chasing for power and data need to be installed first.	308	sqm	\$30	\$9,117		page 440	
<b>SPECIALIST DOORS</b>										\$61,978			
Security shutters	5, 8, 12A			Secure Retail & Visitor Centre Area, Kodj Gallery after hours. Allow access to Kodj toilet after hours from Courtyard		Make shutter discreet	75	sqm	\$160	\$12,000		Page 306	
Function Room/ Activity Lounge	9B, 9C			Allows separation or joining of Function Room and Activity Lounge		Operable acoustic wall	30	sqm	\$1,644	\$49,978		Page 148	
<b>NETWORKING</b>										\$82,600			
CAT6	All			Upgrade and add new network for data		Includes joining ultra fast broadband when available	360	mt	\$60	\$21,600		Page 543	
Wi-Fi	All			Visitor and staff access, all areas		Include courtyard	16	room	\$1,000	\$16,000		Estimate	
CCTV	All			Security		For a 16 camera system	1	unit	\$45,000	\$45,000		Page 502	
<b>FIRE &amp; DEMOLITION</b>													
BCA fire	All			Compliance to new building codes		self-contained system	1	unit	\$550,000	\$550,000	\$550,000	Shire estimate	
Demolition				Removal of internal and external wall structures			205	sqm	\$300	\$61,500	\$61,500	Page 205	



ROOM NAME	REFERENCE	OCCUPANCY	FLOOR AREA M <sup>2</sup>	FUNCTION	ENVIRONMENT	SPECIAL NOTES	MEASURE	UNIT OF MEASURE	MEASURE COST \$	ROUGH ORDER OF MAGNITUDE COSTS			RAWLINSONS REFERENCE
										Building cost	F&F	Total	
Building Signage	2A						1	unit	\$30,000	\$30,000		\$30,000	Shire estimate
Specialist cladding on sail walls	2B						1	unit	\$150,000	\$150,000		\$150,000	Elite fabrication estimate
Sail walls				Noise abatement from Albany Highway		Pre cast concrete walls, load bearing, 175mm	165	sqm	\$428	\$70,538		\$70,538	Page 250
Building cladding to screen café and function spaces	4B			Screen café and function space back of house		Screen needs in-built gate for café loading bay	1	unit	\$165,000	\$165,000		\$165,000	Elite fabrication estimate
<b>ENTRANCE</b>													
Tourist Information and seating	5A						1	unit	\$30,000	\$30,000		\$30,000	Shire estimate
Ramp and Entrance	5A						1	unit	\$30,000	\$30,000		\$30,000	Shire estimate
<b>VERANDAHS</b>													
Children's play area	6A					Playground infrastructure and equipment	1	unit	\$20,000	\$20,000		\$20,000	Shire estimate
Verandahh extensions	11B						1	unit	\$20,250	\$20,250		\$20,250	Shire estimate
<b>EXHIBITION REDEVELOPMENT</b>													
Story Place & Kodj Gallery	12A			Increasing display area, layout and content. Introduction and upgrading of digital multimedia			250	sqm	\$4,375	\$1,093,750			Estimate
Audio Guide	12J										\$50,000		Estimate
Digital content system	14B			Template/CMS development							\$50,000		Estimate
Show control	15A			Operational infrastructure							\$25,000		Estimate
Repaint Noongar floor graphic	12C										\$15,000		Estimate
Vinyl graphic for windows	12B										\$20,000		Estimate
Kodj Display - Lobby	5A										\$15,000		Estimate
Beyond Marmalade - Lobby	5A										\$10,000		Estimate
Specialists				Client side curator and stakeholder engagement		For duration of redevelopment					\$100,000		Estimate

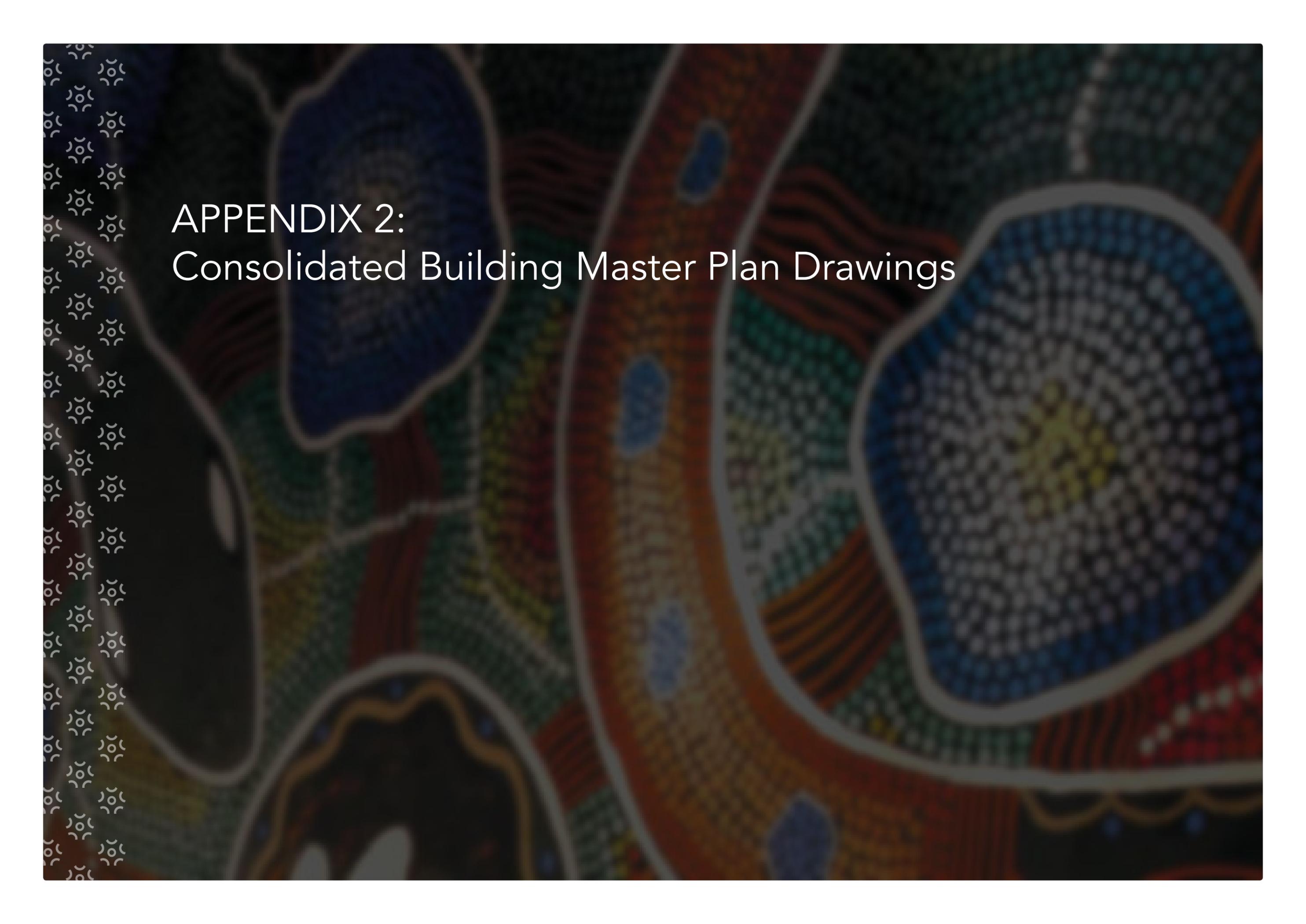
\$1,378,750



ROOM NAME	REFERENCE	FUNCTION	ENVIRONMENT	SPECIAL NOTES	MEASURE	UNIT OF MEASURE	MEASURE COST \$	ROUGH ORDER OF MAGNITUDE COSTS			RAWLINSONS REFERENCE
								Exterior cost	F&F	Total	
<b>EXTERIOR</b>										\$665,000	
<b>VISIBILITY - PUBLIC APPROACHES</b>											
Signage - identity, information, orientation	2A	Highway, township and precinct approaches		Highway and Broomehill information signs (x3); High end, lit signage at precinct main entry points (x2); Mid-end lit signage at secondary entry points (x2); Car park and pedestrian wayfinding signage				\$70,000			Shire estimate
<b>STREET APPEAL</b>											
Garden landscaping of Albany Highway frontage and entrance	2B							\$10,000			Shire estimate
<b>CONNECTIVITY &amp; IMPROVED SIGHTLINES</b>											
Part demolish bus shelter	3A							\$10,000			Shire estimate
Bespoke pedestrian crossing	3B			Highway certification and permission requirements				\$10,000			Shire estimate
3 women – large display at entrance	3C	Located across the shire and township						\$50,000			Shire estimate
3 women/ KP signage – Apex park, Tourist railway, Reserve, Military Barracks, Spring, Pensioners Cottage, Sports Ground, Nature Reserve, main street x 2	3A, 3C							\$20,000			Shire estimate
<b>EASE OF ARRIVAL AND DEFINE PRECINCT</b>											
<b>Car park</b>											
Realignment and redevelopment	4A			New bus stop and caravan park, close in drain and build vehicle bridge, asphalt and paint, traffic islands				\$300,000			Shire estimate
Pedestrian footpaths and crossings	4A							\$100,000			Shire estimate
Relocate phone box	4A							\$10,000			Shire estimate
Landscaping	4A							\$50,000			Shire estimate
<b>GATEWAYS, FENCING &amp; SCREENING</b>											
		Deter access to precinct and guide visitors to front entrance									
Service and access gates	4B			Service access points -embankment/rose maze, cafe/rose maze, rear of stage				\$7,500			Shire estimate
Gabion wall across back of embankment	4B			Fence along top of embankment out of natural materials				\$20,000			Shire estimate
Plantings	4B							\$7,500			Shire estimate



ROOM NAME	REFERENCE	FUNCTION	ENVIRONMENT	SPECIAL NOTES	MEASURE	UNIT OF MEASURE	MEASURE COST \$	ROUGH ORDER OF MAGNITUDE COSTS			RAWLINSONS REFERENCE
								Exterior cost	F&F	Total	
<b>COURTYARD</b>										817,500	
Australian garden courtyard	11A	Rest areas with shade and seating, open space for events, bush pockets , pathways to rose maze	Native species and hard landscaping, local stone	A distinctly Australian landscape look and feel inspired by the Noongar vision of the local landscape to contrast the formality of the Rose Maze. No straight lines. Three Women life lines remain.				\$75,000			Shire estimate
Outdoor Kitchen	10C	BBQ area, rest area, shade, food preparation, presentation area, clean up	Reused stone from bus stop and back stage wall	Drainage for sink (same as maker space)				\$50,000			Shire estimate
Demountable stage backdrop	10B	Demountable curtain		Helps to create wings for performances				\$7,500			Estimate
Signage	11C							\$10,000			Shire estimate
Embankment rock garden with sloped path	11D	Paving, natural barrier and children area for clambering around	Rock garden with native species	Concrete pathway to allow wheelchair access				\$100,000			Shire estimate
Viewing platform with outdoor teaching area underneath	11E	View over rose garden,		Non slip and safety railing, ensure view shaft available for someone in wheelchair, drainage and hardstand around teaching area				\$20,000			Shire estimate
Drainage	11A, 11E	Shade and seating underneath						\$40,000			Shire estimate
<b>ROSE MAZE</b>											
Pergola entrance	11F							\$15,000			Shire estimate
New perimeter pergola	11F							\$100,000			Shire estimate
Sculptural focal point	11F							\$100,000			Shire estimate
<b>EXTERNAL LIGHTING</b>	11G							\$300,000			Rawlinsons Lighting Section



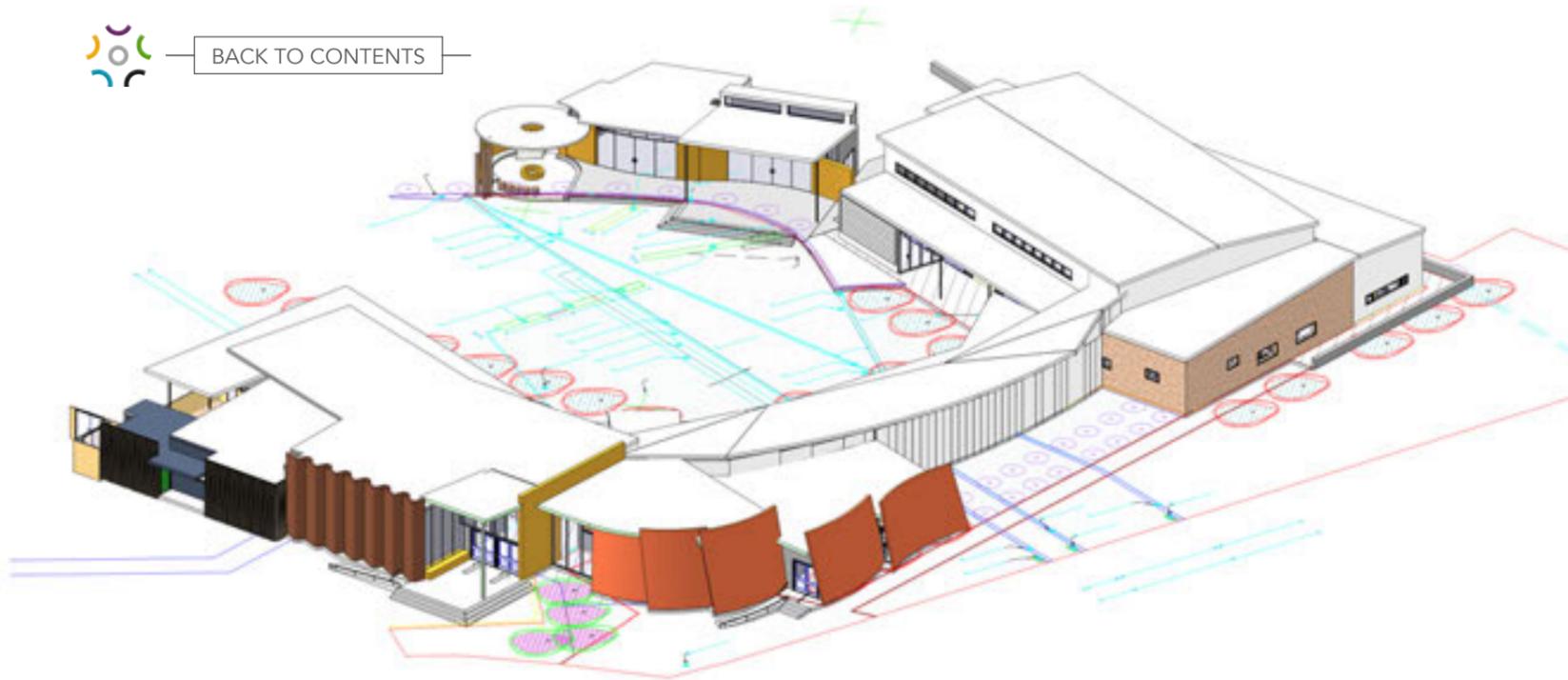
APPENDIX 2:  
Consolidated Building Master Plan Drawings



**1** FLOORPLAN  
1 : 100

**2** FLOORPLAN CONTINUED  
1 : 100

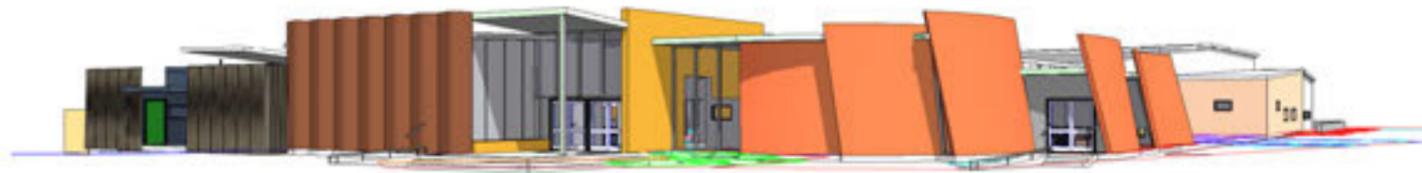
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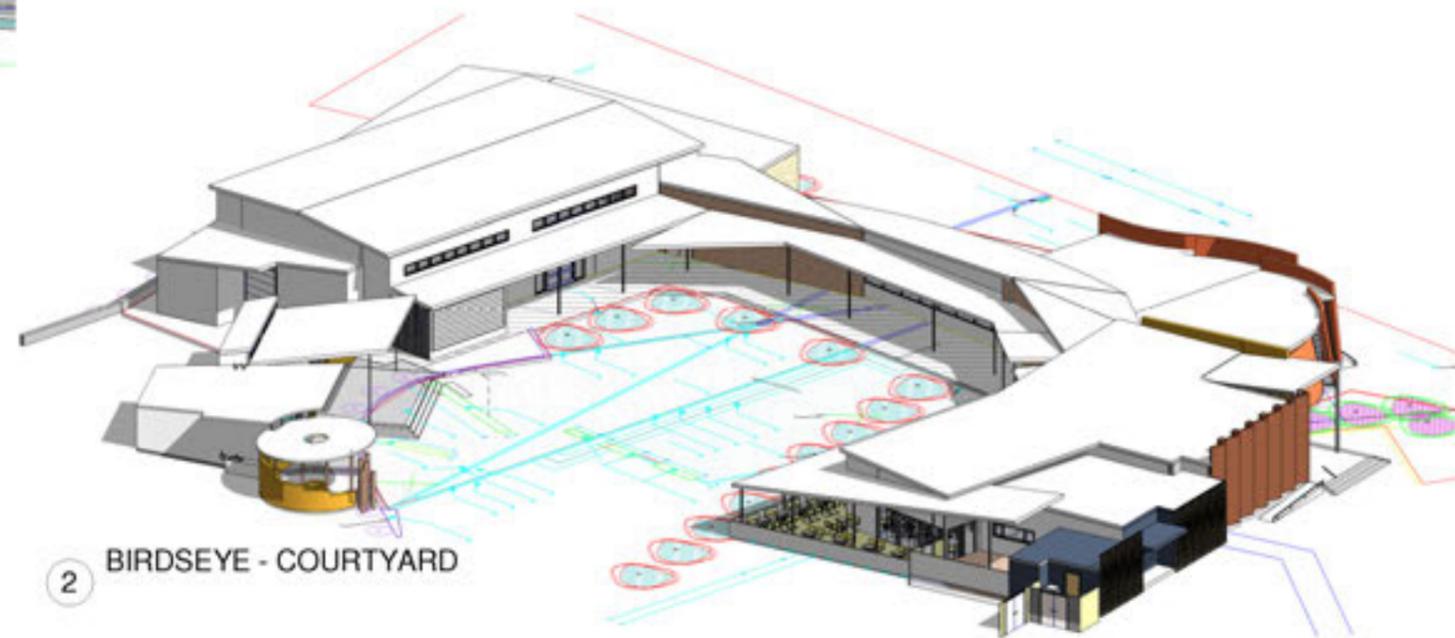
1 BIRDSEYE - FRONT



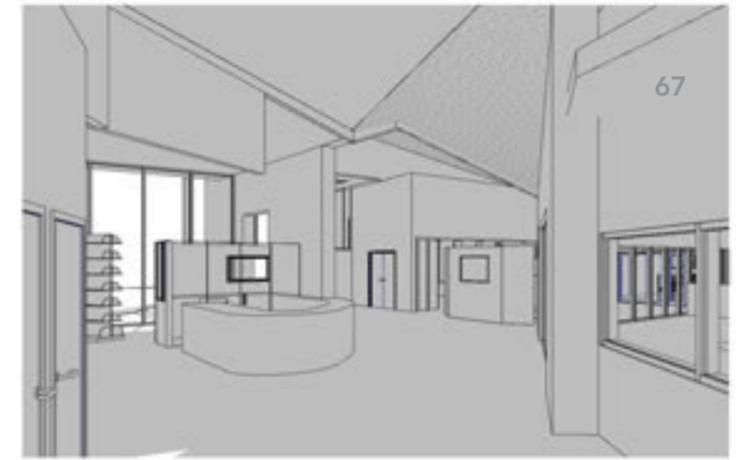
6 COURTYARD VIEW



5 VIEW TO FRONT ENTRANCE



2 BIRDSEYE - COURTYARD

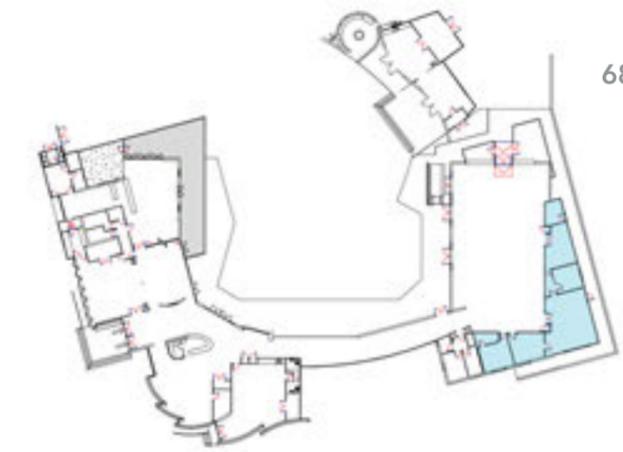


3 INTERIOR FROM GALLERY



4 INTERIOR TOWARDS RETAIL

20 MARCH 2017 (FINAL)



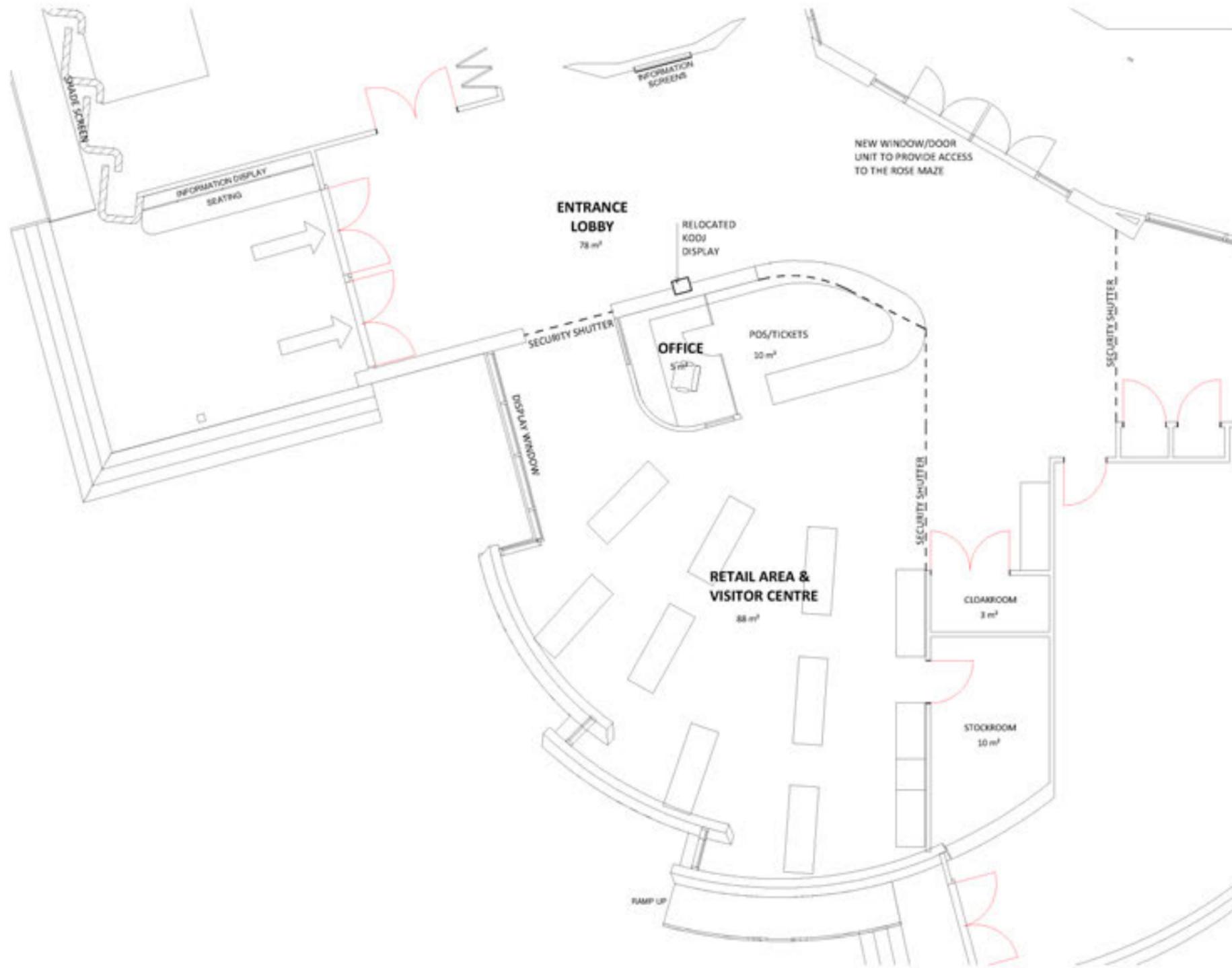
**2 LOCATION PLAN**  
1 : 500

**1 ADMIN AREA**  
1 : 50

20 MARCH 2017 (FINAL)



20 MARCH 2017 (FINAL)

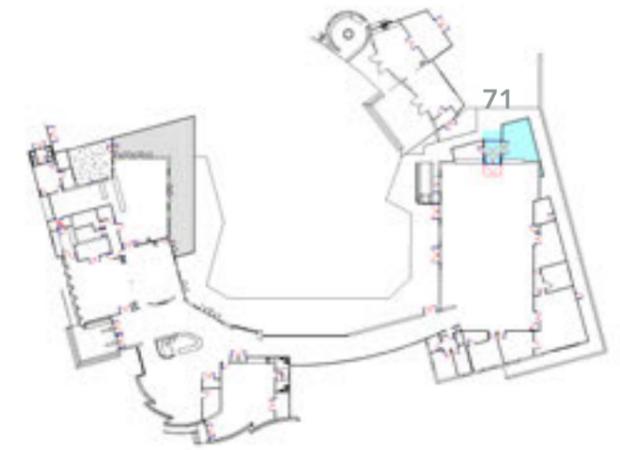


1 ENTRANCE FOYER/RETAIL  
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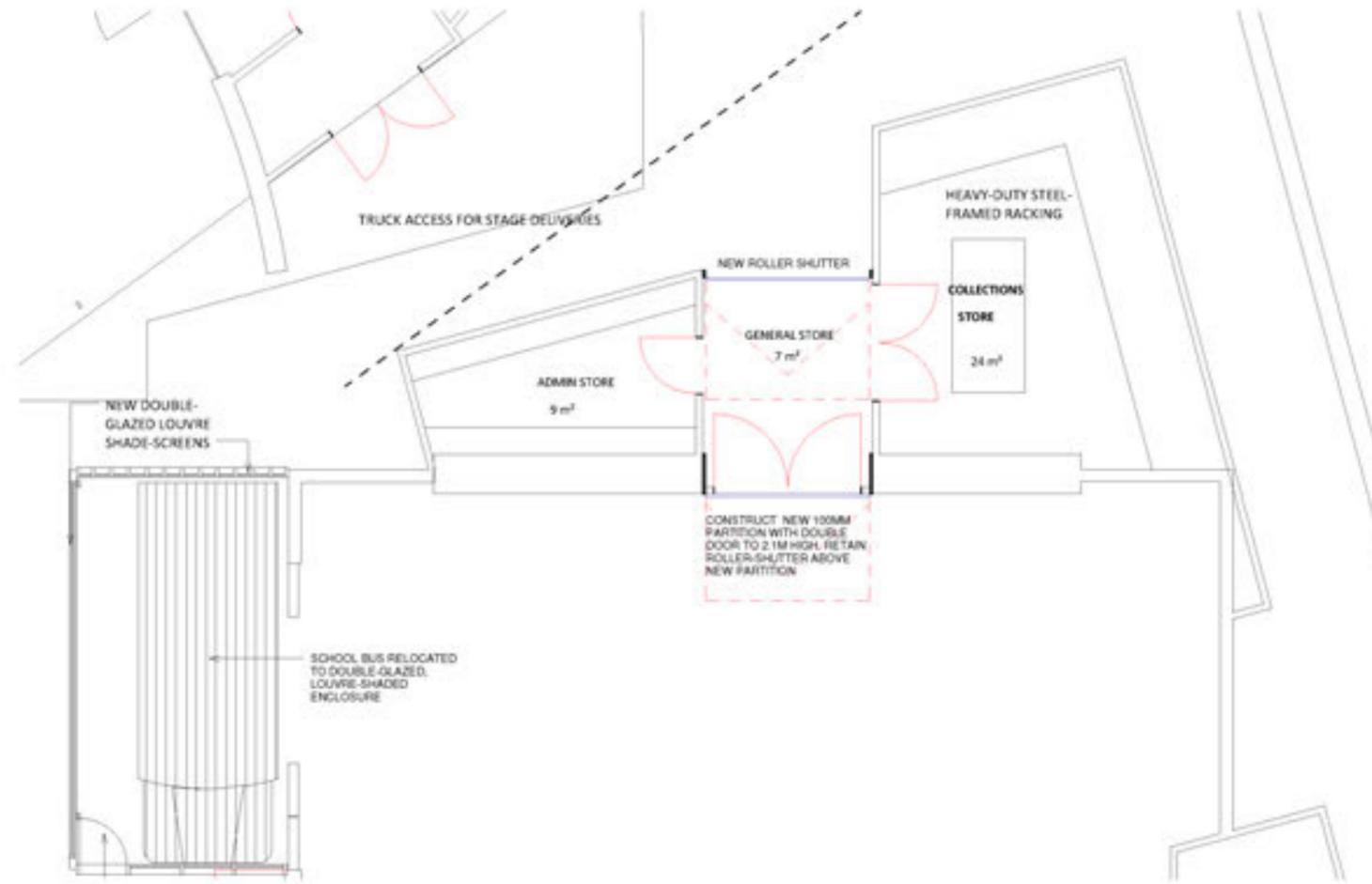


2 LOCATION PLAN  
1:500

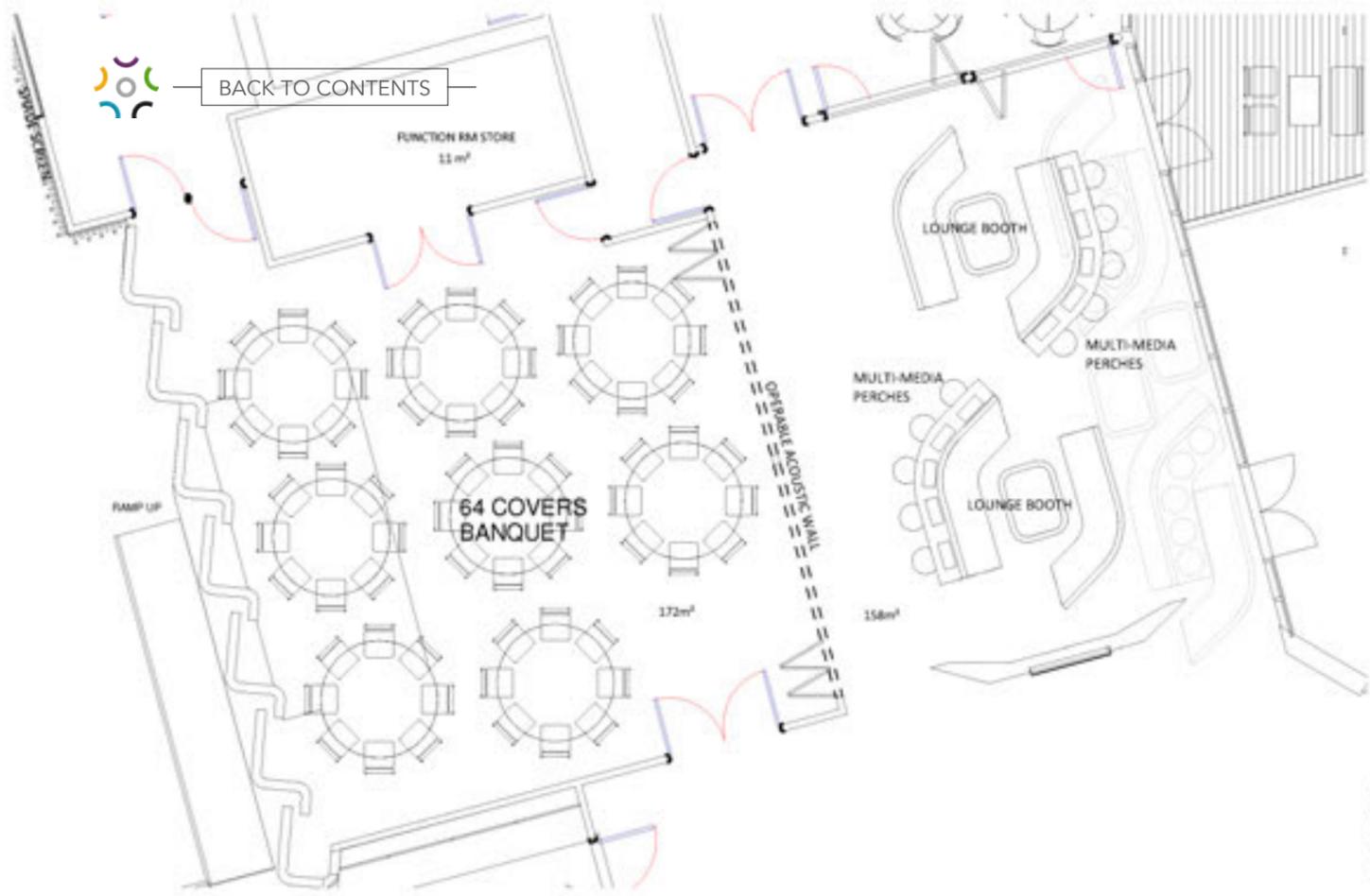
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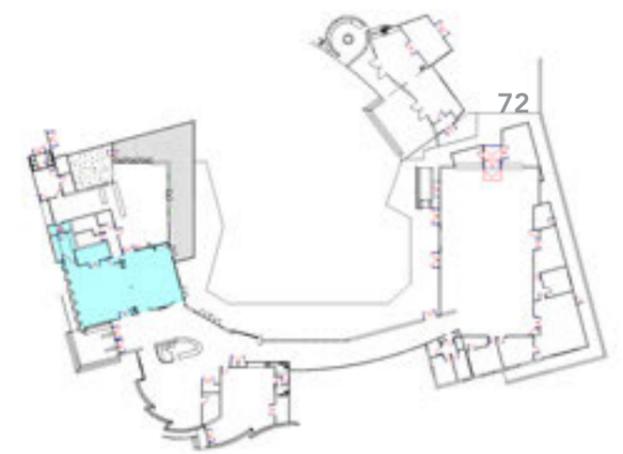
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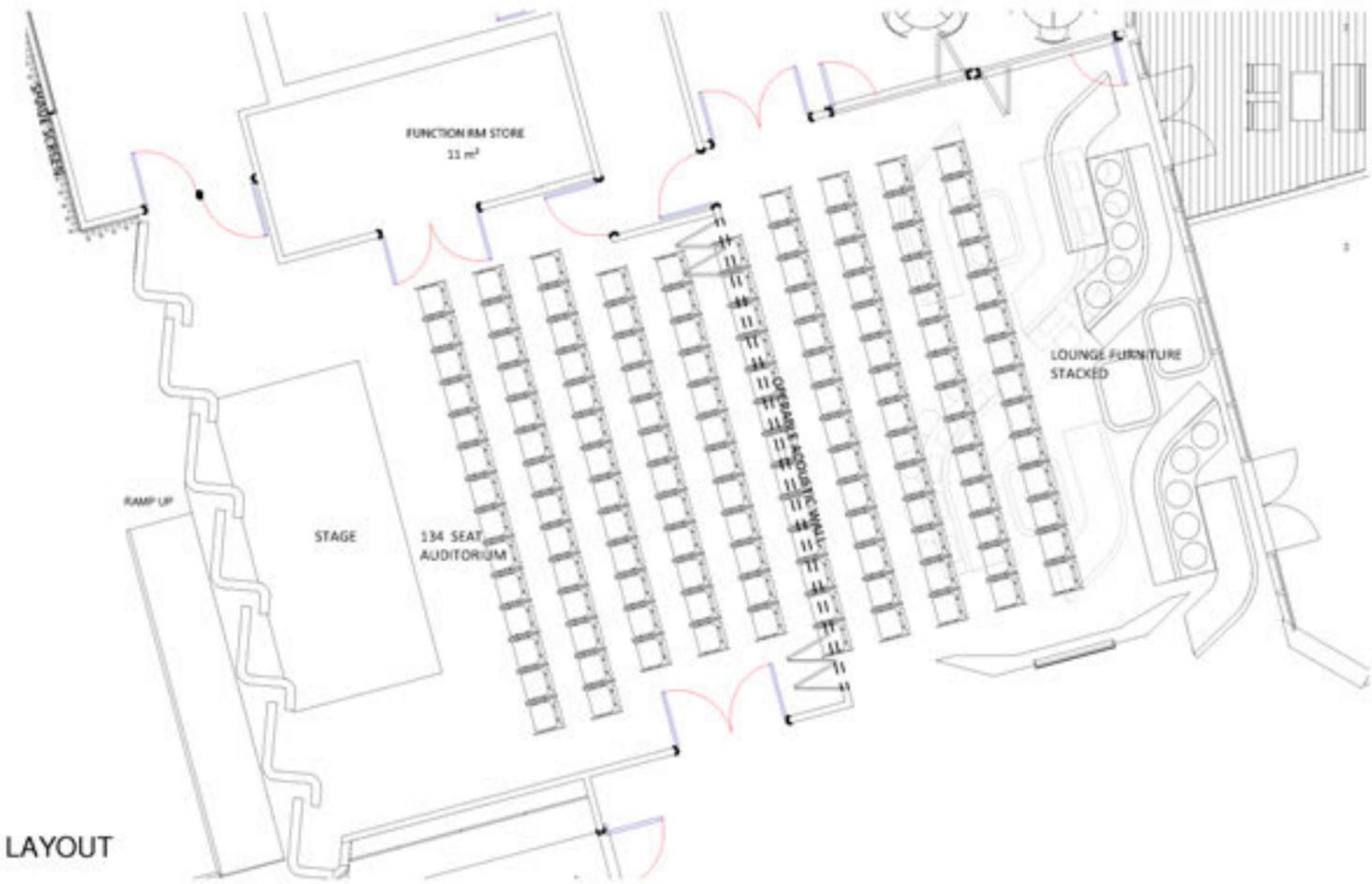
1 NEW STORAGE  
1 : 50



**1** LAYOUT EXAMPLE  
1 : 50



**3** LOCATION PLAN  
1 : 500

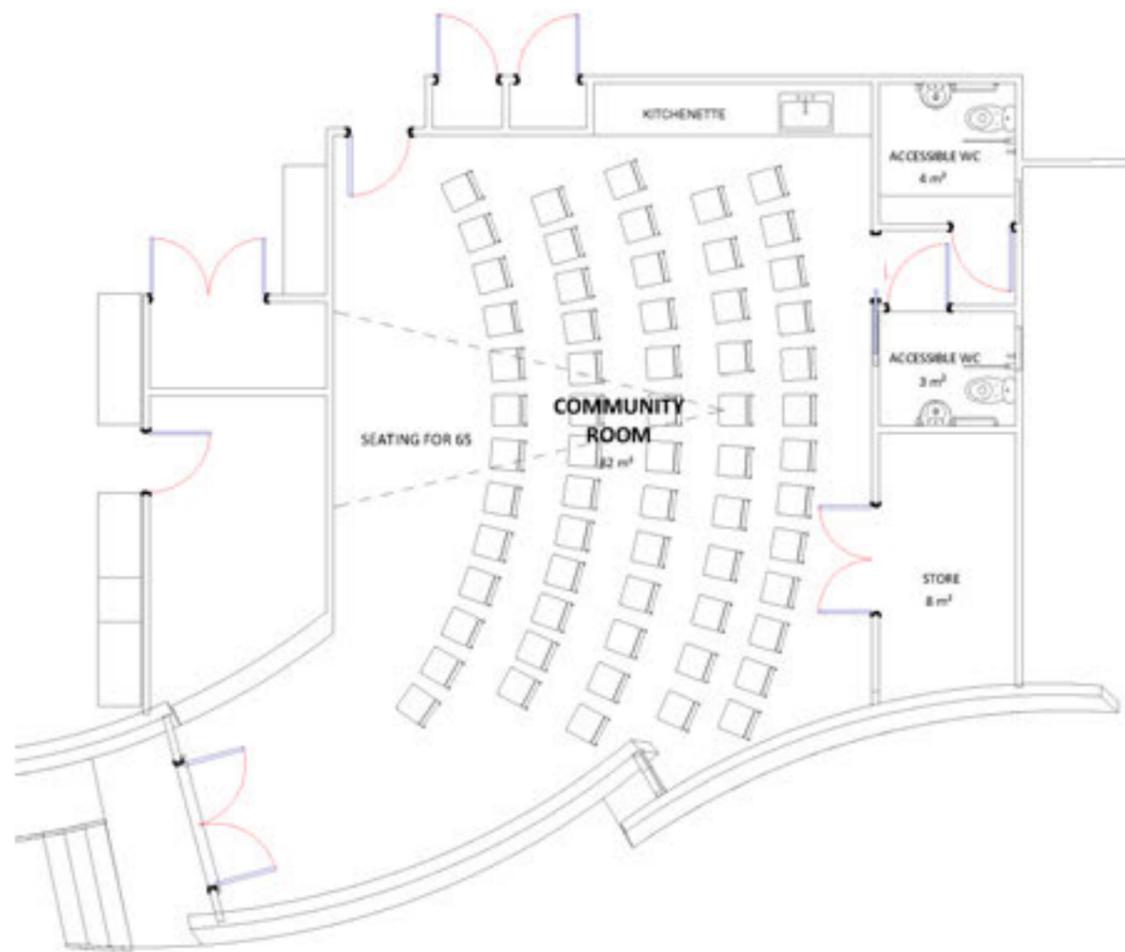


**2** ALTERNATIVE LAYOUT EXAMPLE  
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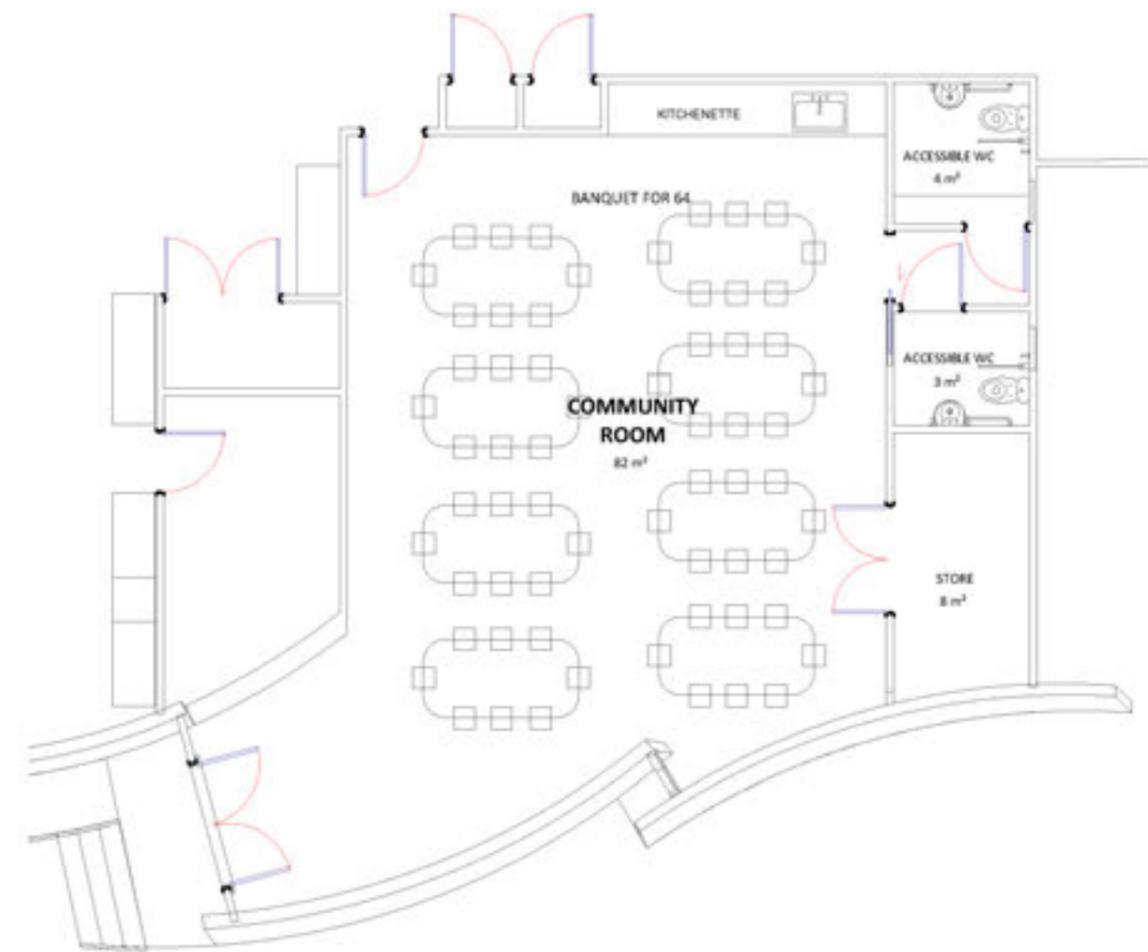
20 MARCH 2017 (FINAL)



3 LOCATION PLAN  
1 : 500



1 SEMINAR LAYOUT  
EXAMPLE  
1 : 50



2 FORMAL DINNER LAYOUT  
EXAMPLE  
1 : 50

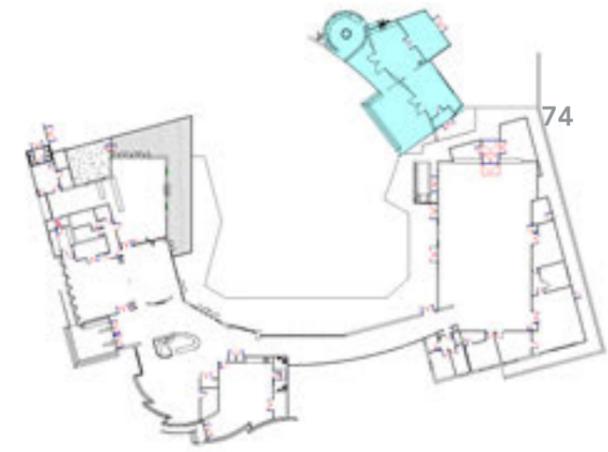
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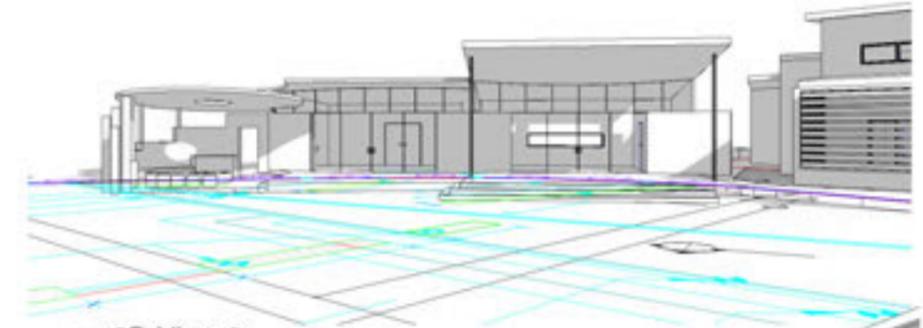
BACK TO CONTENTS



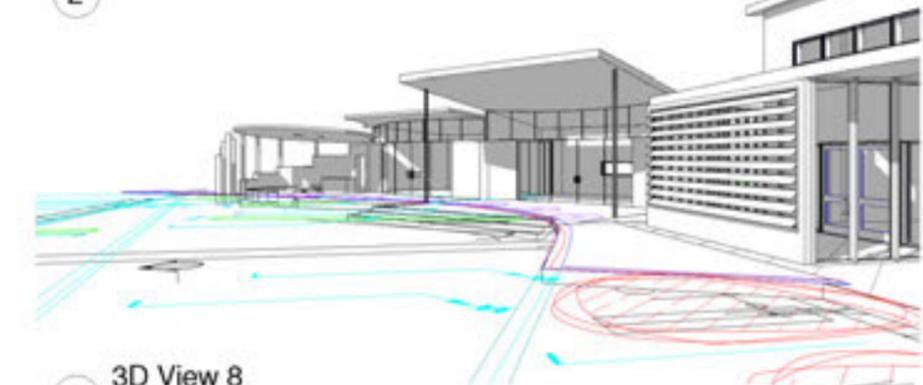
1 MAKER-SPACE/STAGE  
1 : 50



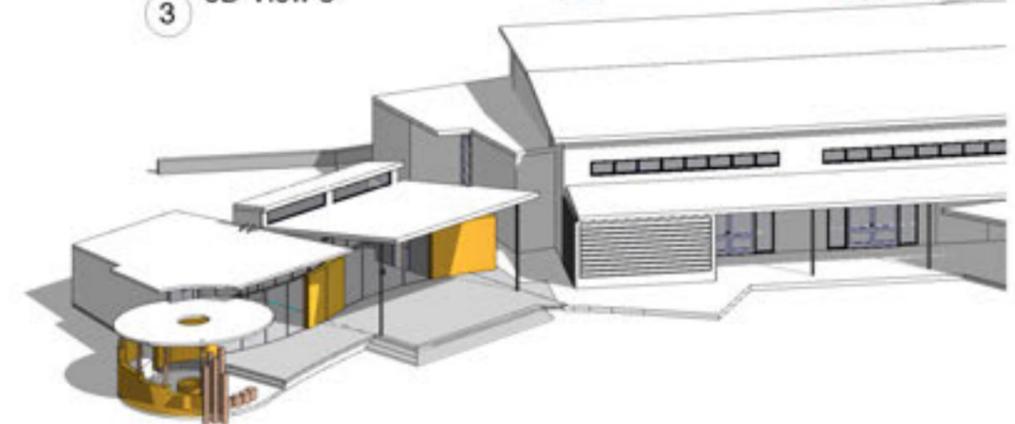
5 LOCATION PLAN  
1 : 500



2 3D View 9

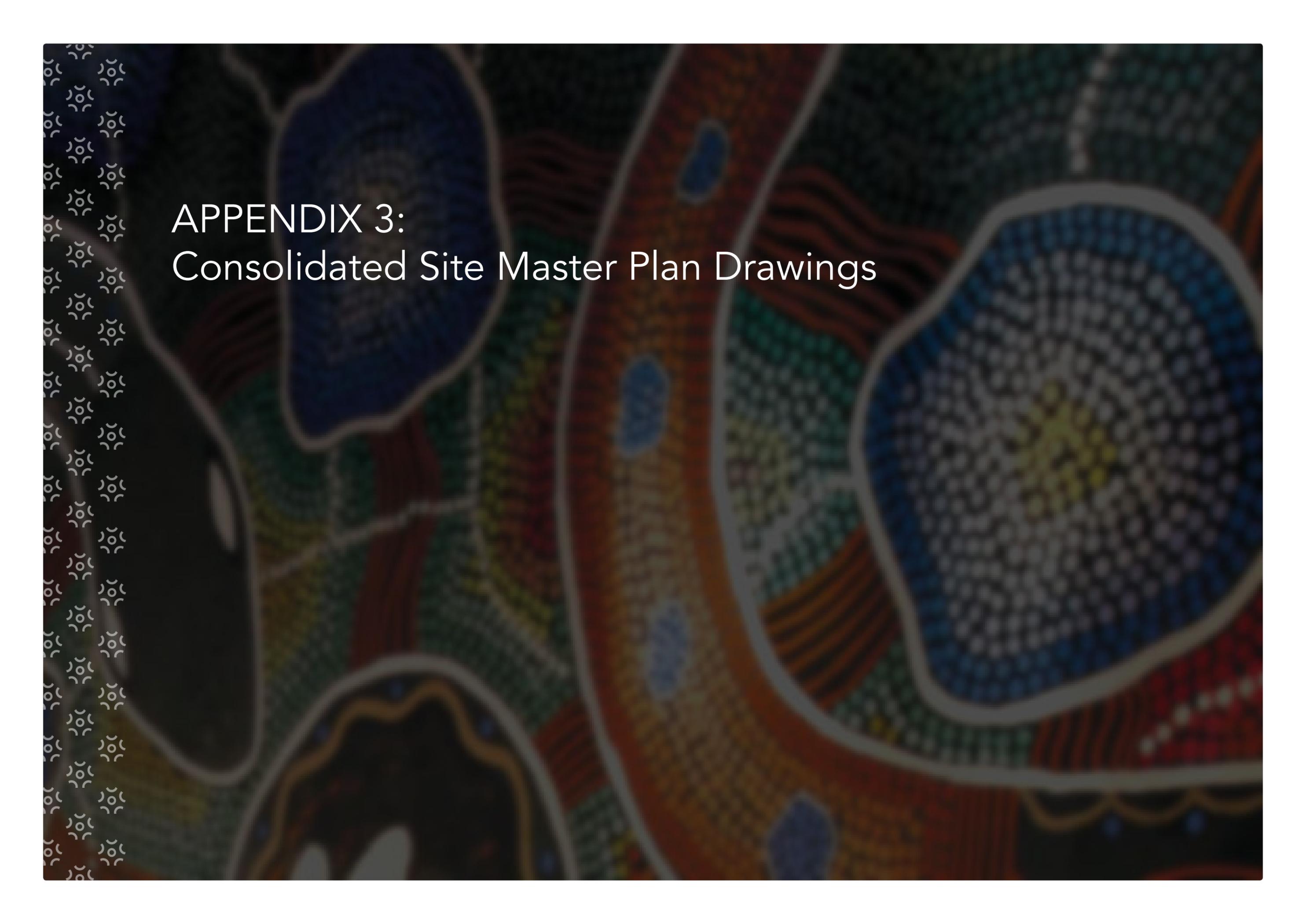


3 3D View 8

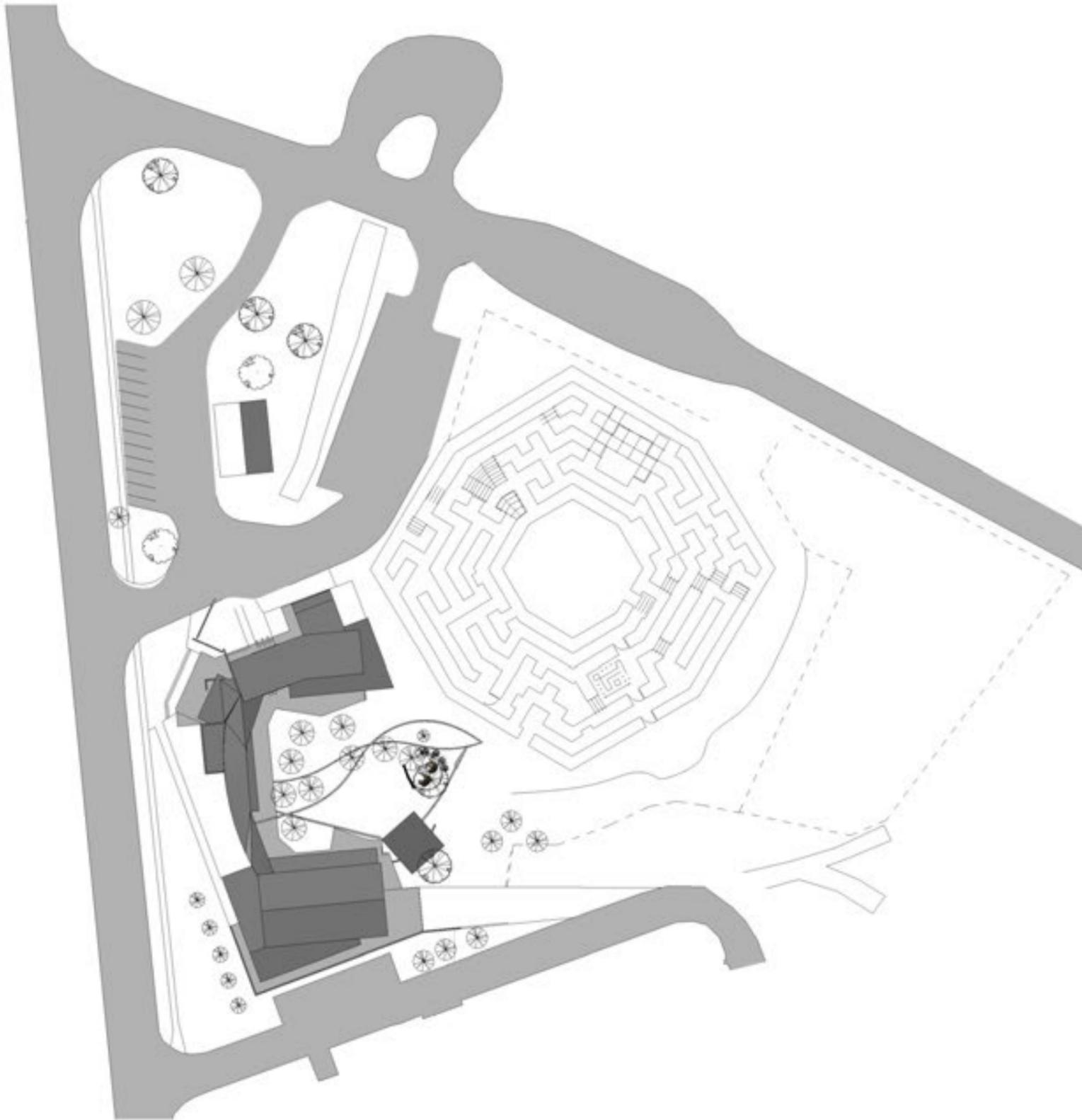


4 BIRDSEYE VIEW OF  
MAKER SPACE

20 MARCH 2017 (FINAL)

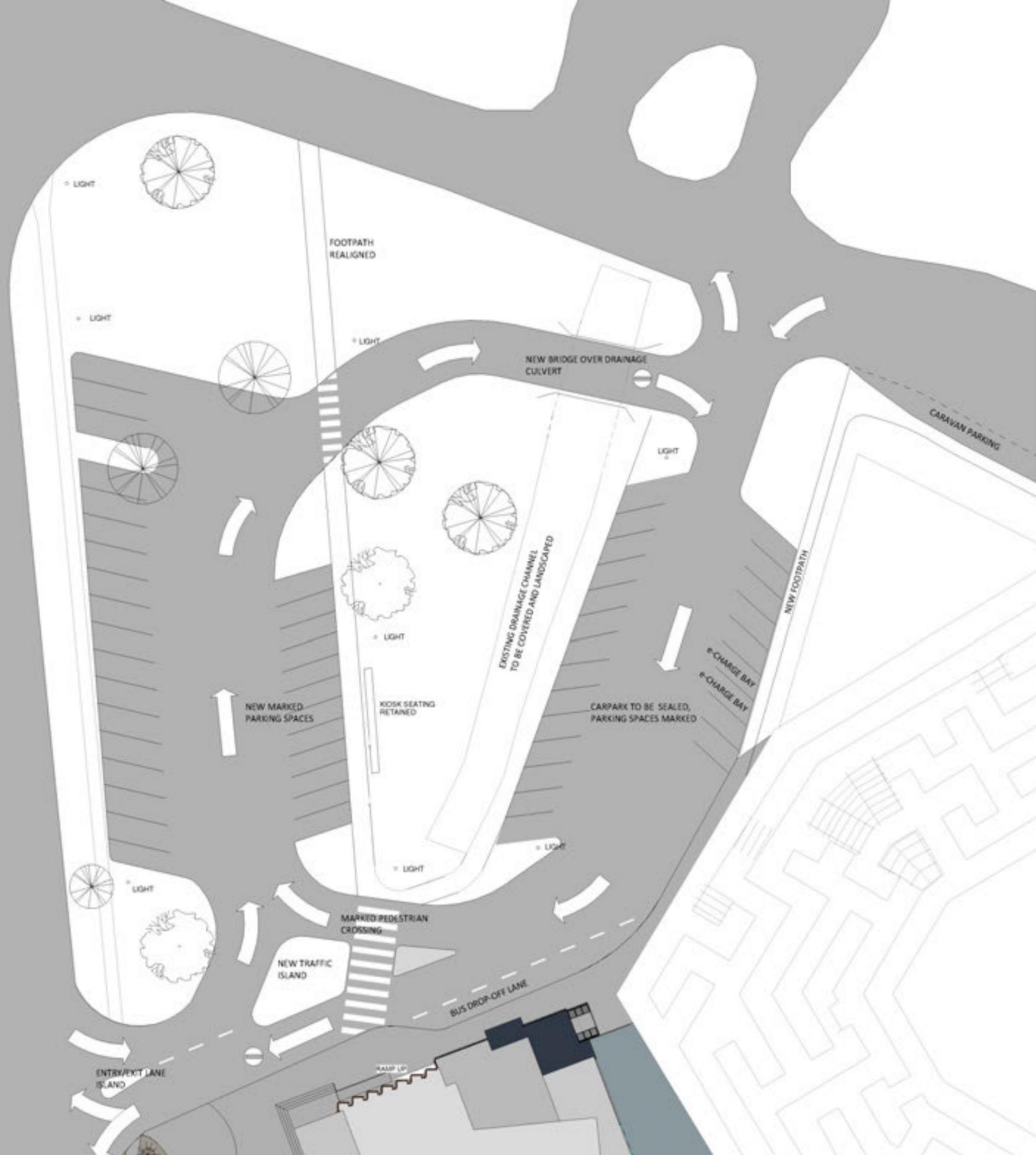


APPENDIX 3:  
Consolidated Site Master Plan Drawings



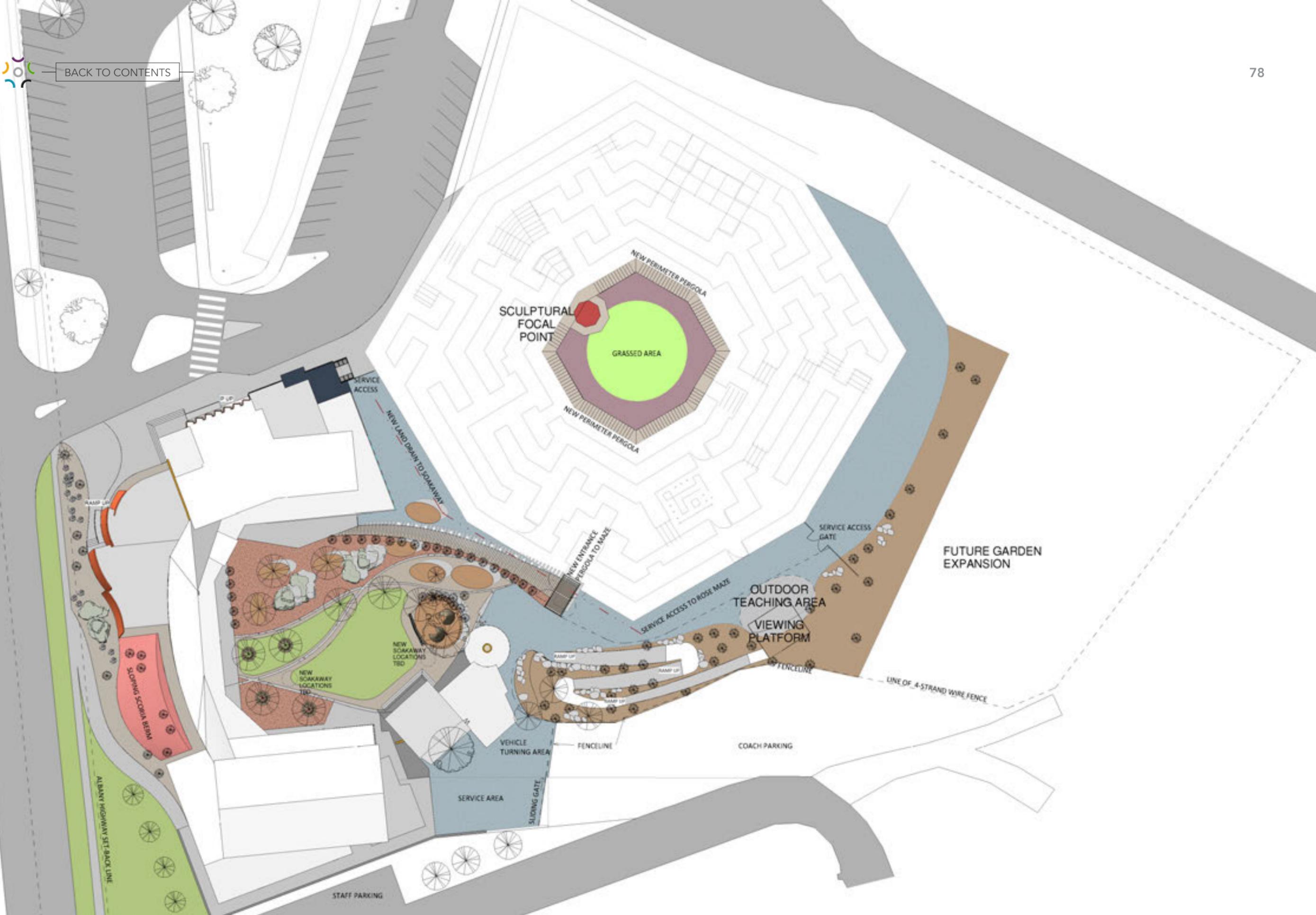
1 Site  
1 : 500

20 MARCH 2017 (FINAL)



1 PROPOSED CARPARK  
1 : 200

20 MARCH 2017 (FINAL)



20 MARCH 2017 (FINAL)



2 FRONT ENTRANCE  
1:1



3 CU ENTRANCE  
1:1



1 ALBANY HIGHWAY  
FACADE  
1:1



4 FRONT ENTRANCE FROM  
CARPARK  
1:1

20 MARCH 2017 (FINAL)



1 OUTDOOR KITCHEN  
1:1



3 COURTYARD TO MIA MIA  
1:1



2 COURTYARD TO NE  
1:1



4 COURTYARD TO SE  
1:1

20 MARCH 2017 (FINAL)



20 MARCH 2017 (FINAL)



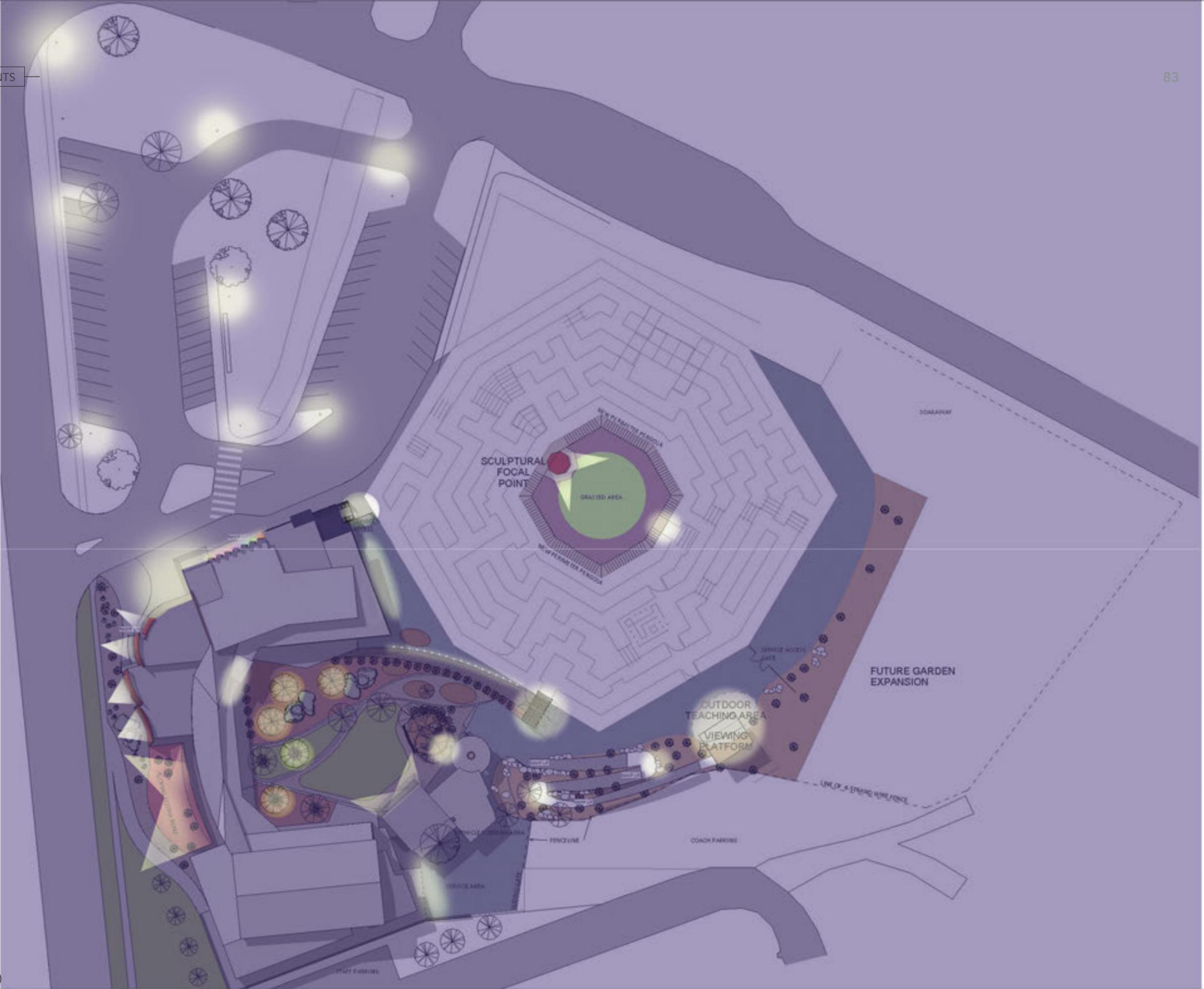
2 BIRDSEYE FRONT  
1:1

20 MARCH 2017 (FINAL)

**NOTES**



- POLE-MOUNTED STREET-LIGHTING**
- POSSIBLE AUGMENTATION WITH LOW-LEVEL BOLLARD LIGHTS ALONG FOOTPATHS
- ROSE MAZE:**
- FLOOR-MOUNTED FLOOD-LIGHTING TO CENTRAL SCULPTURE FEATURE
- LOCALISED DOWNLIGHTS TO CENTRE ENTRY POINT  
POSSIBLE AUGMENTATION WITH LOW-LEVEL BOLLARD LIGHTS AROUND PERIMETER OF CENTRAL AREA
- OVERHEAD DOWNLIGHT UNDER ENTRANCE PERGOLA
- VIEWING PLATFORM:**
- LOCALISED HANDRAIL-LEVEL LIGHTING TO PLATFORM.
- DOWNLIGHTS UNDER PLATFORM
- LOW-LEVEL BOLLARD LIGHTING AT FOOT AND TOP OF EACH ACCESS RAMP
- COURTYARD:**
- GROUND-LEVEL UP-LIGHTING BENEATH SELECTED TREES
- POLE-MOUNTED FLOODLIGHTING ONTO PERFORMANCE STAGE (EXISTING)
- OVERHEAD LIGHTING TO HIGHLIGHT NEW DOORWAY TO FOYER
- DOWN-LIGHTS FROM CANOPY EAVES TO LIGHT SERVICE ACCESS WHEN NEEDED AFTER-HOURS
- MAIN ENTRANCE:**
- DOWNLIGHTS MOUNTED IN ENTRANCE CANOPY TO HIGHLIGHT ENTRANCE
- LED DISPLAY LIGHTING IN INFORMATION DISPLAY CASE
- ALBANY HIGHWAY FACADE:**
- GROUND-LEVEL FLOODLIGHTING TO CURVED CORNER WALLS, INCORPORATING MAIN SIGNAGE
- GROUND-LEVEL FLOOD-LIGHTING TO SLOPING LATERITE BERM, INCORPORATING 3-WOMEN SCULPTURAL FEATURES
- ILLUMINATED SIGN AT CORNER WITH CRESCENT ROAD
- SERVICE YARD:**
- WALL-MOUNTED FLOODLIGHTS OVER LOADING-BAY DOOR



20 MARCH 2017 (FINAL)



## APPENDIX 4: References and Reading

Considerable documentation from other commissioned work, community workshops and the Shire of Kojonup have been read and digested as part of the master planning.

The most important of these is the Curatorial Audit of The Kodja Place Precinct, by Sue Graham Taylor (November 2015), which this Master Plan periodically refers to. We suggest that the curatorial audit is read in conjunction to this document.

- Visioning for The Kodja Place Precinct: Thoughts from The Kodja Place Advisory Committee and others (August 2016)
- Curatorial Audit of The Kodja Place Precinct, by Sue Graham-Taylor (November 2015)
- Curatorial group display review and ideas (4 July 2015)
- The Kodja Place Interpretive Summary (23 April 2015)
- Kojonup Community – Creative Brief Writing Workshop (June 2016)
- The Kodja Place Interpretive Centre – Draft Display Blueprint (2001)
- Dr Sue Graham-Taylor, Curatorial Audit: Community Workshops, transcripts of 8 working groups involving 42 community members
- Compilation of 2002 display stories (text quotes)
- Arbor Vitae (Hassell) drawing files for the StoryPlace exhibits (2001-2002)
- Leith Schmidt's Site Strategy Concepts (The Kodja Place Key Plan, The Kodja Place Precinct, RSL Precinct), 2016
- Marco Vittino drawing files of The Kodja Place building (2000)
- Aerials By Air Image
- Marketing review summaries prepared by Marg Robertson, 2010
- TKP Marketing Plan by nbd marketing (2008)
- A Marketing Review for The Kodja Place Visitor & Interpretive Centre by Tourism Coordinates (2004)
- The Kodja Place – Preliminary Intranet Site Map for the StoryPlace, 17 April 2015 (minor revisions)
- The Kodja Place Intranet Site (Expanded) – Quotation by OM4 (August 2014)
- The Kodja Place Intranet Site: Draft brief for OM4 developed by Marg Robertson and Hannah Watkin (16 June 2014)
- OM4 Web Assist Overview (2014)
- Kojonup Main Street Renewal Strategy and Master Plan (Concept Plans)
- A. Laurino & Co quote to complete ceiling and wall lining and painting estimate (March 2016)
- BGC budget estimates for base building, upgrades and renovation of other Kojonup building projects
- Elite Fabrication estimates for building cladding (Feb 2017)
- Aussie Outdoor Blinds - Albany
- Rawlinsons Construction Handbook 2017
- Shire of Kojonup estimated costs for car park and landscaping