



FEBRUARY 2016 v2

# MANGAWEKA REPORT

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CLIENT: Rangitikei District Council  
Version 2: 7/2/2016





# 1. SUMMARY

Creative Communities International (CCI) was engaged by Rangitikei District Council to conduct an Exploring Possibilities Workshop in Mangaweka on Sunday, 6 December, 2015.

David Engwicht shared the basic principles of place making with participants before leading the participants on an exploratory walk of the town centre.

On this walk it was identified that the major task is to get travellers to stop, and then get them to go on a short adventure walk that would take in the historic main street, a hidden gem just a few paces from the main road.

It was decided to start this walking circuit by creating a picnic area and children's activities in the grassed area opposite the Hub Cafe. From here travellers would be encouraged to "find the ghosts in the ghost town." This would be potentially reinforced with a map of the ghost trail handed out by cafés and galleries located on the highway.

Since the workshop it has emerged that the grassed area is owned by NZTA and that they are not keen to see a picnic area here. This requires a change in tactics:

- Enhance existing stop points to make them more attractive for travellers to stop
- Create the Ghosts and Forgeries Discovery Walk
- Create wayfinding signs to the Ghosts and Forgeries Discovery Walk.



## 2. LONG TERM PLAN



**STOP OFF POINT:** Attractions that encourage motorists to stop. It is at these points they must be encouraged, via brochure or signage, to go on the walking tour.

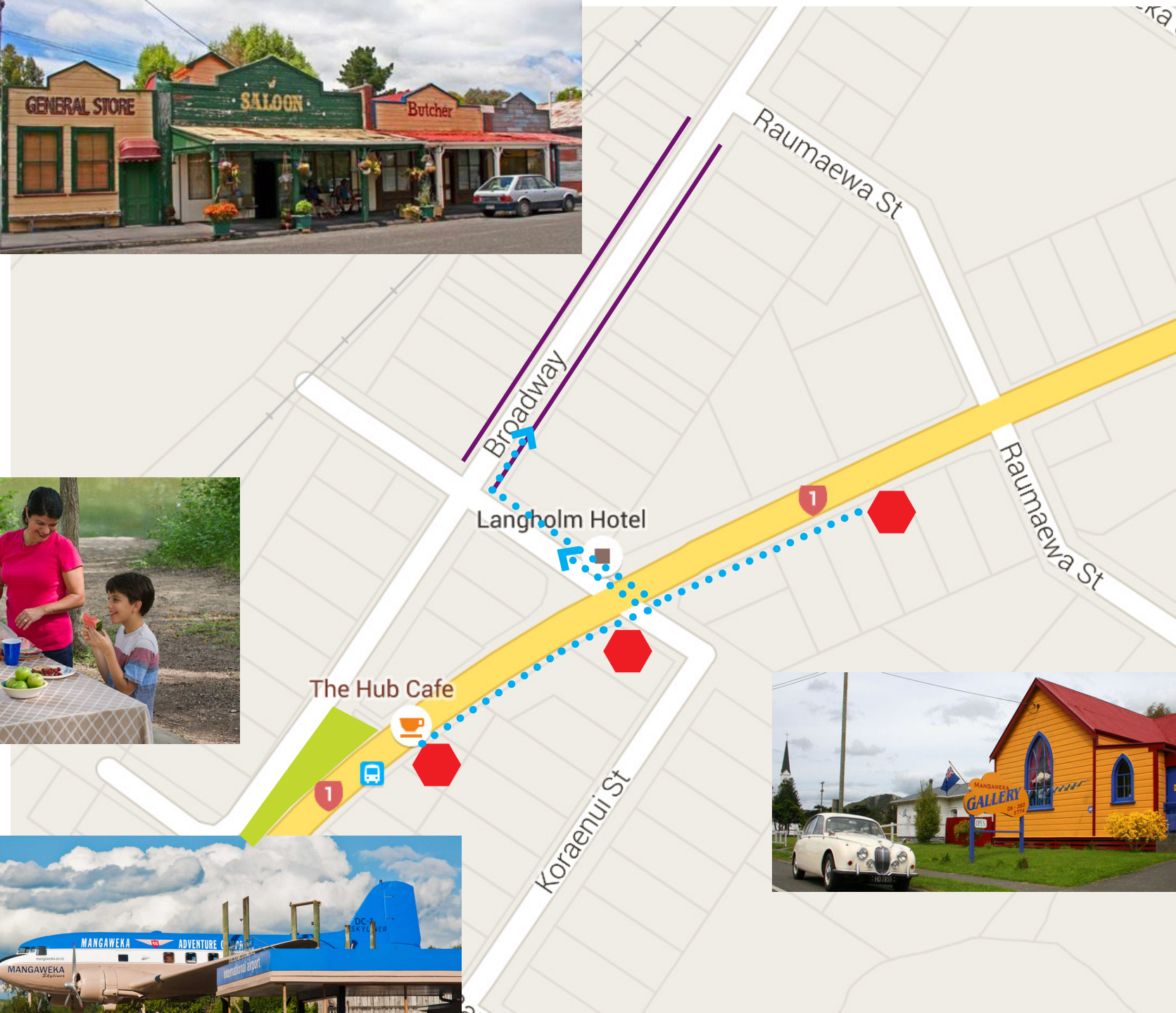
Even those these are on private land, one or more of these stop off points need to be enhanced as a place for kids to stretch their legs and for people to have a picnic.



**SIGNED WALKING TRAIL:** Must include wayfinding signage.



**GHOST TOWN:** Find the ghosts of famous and infamous people (limited to main street). Plus find the fake shops and forgeries.





### 3. RECORD OF IDEAS

#### Resources Bank

\$? Placemaking fund

\$1000

\$400 - 600 Creative Communities

Council Depot

Historic Fake People

Old Buildings / Facades

Patch of Grass

Wide Street

Historic Junk (Cars)

Arts Communities / Galleries

Masterpieces

Skeleton Walking Circuit

DC3

Landscape / River.

Highway

Railway Viaduct

Bushwalks

Hydro

History  
Museum

Revised map - given out by businesses

Grassy knoll - raft / kayak

- playhouse - historic barber shops

- picnic table / chairs.

- paint railings - renewed  
(colours) - historic. & totara post.

- paint on streets

Pedestrian  
points.

(⇒) Bank corner (left bank)  
next left)

Matching things / colours on each side

- paint bottom of power poles.

Cafe - furniture, large coffee cup on corner.

T.G. Taylors - hard wave in windows.

- park benches & paint

Welcome signage?

Entrances - fishermen with rods.

- or rafters / kayakers.

Recognisable <sup>characters</sup> / characters / signs with arrows  
underneath ~~pointing~~ pointing to Broadway.

Display old tractors et al in museum  
ground.

~~Updated~~ <sup>A</sup> Mangaweka brochure to include walks,  
cycleways, museum info, historic buildings, fakes  
& forgeries. - funded by businesses.



EMPTY CHAIRS  
TOWN TABLE

WHERE'S KARL

Henry

create And the "Map"  
characters  
all over Broadway -

Discovery

Adventure Trail  
- ghosts,  
scally wags.

Mangaweka -  
Town of character's  
'Character Village'

Signage.

community  
notice board

Weka  
footprints

"picnic + furniture"

Plane - hosties for  
alt. Signage

Farewell sign

Stockyards  
- Stocks in them

Entrance' to

Geocaching

Broadway clear

self guided

Companion

Signage on

Te kahui Kupua

(Henry's Shed ...

Claim Hero Images

"Control Tower"  
on Village  
green.

Crazy  
Connections

I went to  
Wall of shame  
+ fame

old Tractory things  
paint  
front of  
musem

Surrender Your  
Dead

- immortalised in  
Mangaweka

Batman Str.  
Nelson

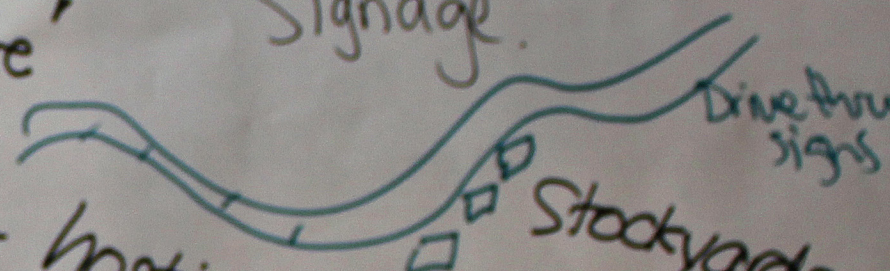
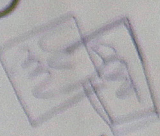
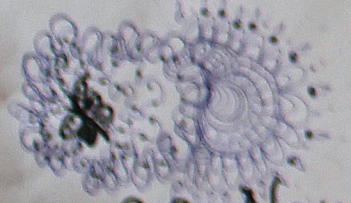
Inviting

tours -  
markers / map  
- themed - ghosts /  
scally wags / art

eg Norsewood

& old Norsewood

for intrigue / shoosjh  
name signage





# 4. ACTION PLAN

## PROJECT PRIORITY

1. PICNIC AREA: Explore possibilities to create a picnic area at one of the stopping points, even if this is on private land – relaxing seats, things for children to play on, shade, and landscaping.
2. ORGANISE GHOST WALK: Who are the ghosts, where do they live, and what is their story? Where are the fakes, and what is their story. Develop numbered plaques at the appropriate locations, detailing the story.
3. CREATE WALKING TRAIL: Put up a sign at the three stopping points, “Can you find the [number] Ghosts and [number] of Fakes?” with an arrow and length of time it will take to walk there. There should be a series of way-finding signs at strategic locations. These would have a symbol for the Ghost Walk, The Gallery, The Plane, with time it takes to walk to each.
4. PROMOTE THE GHOST WALK: Create a map that is handed out at the stop-off points. Maybe a different map for kids and adults.

## PROCESS

Work should be done in an agile manner (see next section). To minimise organising, I suggest deciding the next project, and who is driving that project, at the end of each working bee.



*Example of good wayfinding sign. Notice that it gives the time it takes to walk rather than the actual distance.*

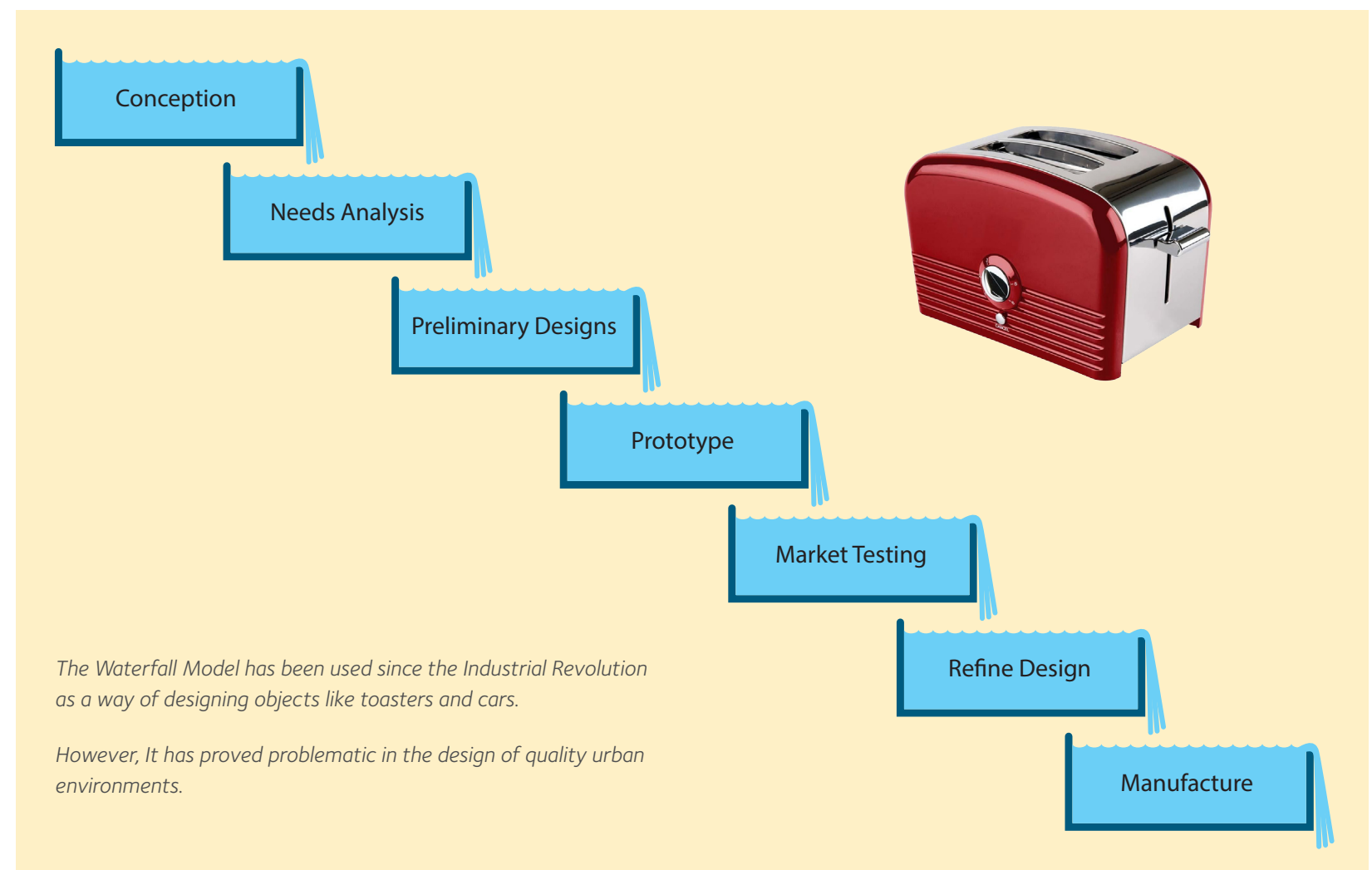
# 5. AGILE PLANNING PROCESS

There is a revolution happening in the way great public spaces are being created around the world. Some call it *Lighter, Quicker, Cheaper* while others call it *Tactical Urbanism*. We call it *Agile Planning*.

We borrowed the term *Agile Planning* from the software development world, because this is where the revolution began. Traditionally, software development (like urban planning) used a design process called the waterfall model (see diagram below). This design process, inherited from the Industrial Revolution, goes through a series of logical, non-reversible one way steps – from scoping of desirable features through to full-scale production. When computers first made their debut, software developers unconsciously adopted this same waterfall model used in industrial design.

However, the waterfall model has proved very problematic in dynamic, fast-changing environments, like the world of technology, or planning our cities and towns. Here are the fatal flaws for software – you make the connection to the way we try to create better public places (OK we will give you some hints).

- Software takes several years to develop, by which time the computer world has changed dramatically and the software is outdated – so a lot of very expensive software ends up sitting on a shelf gathering dust. (Think of all the grand plans for great public spaces sitting on Council shelves gathering dust – or the studies already done on your makeover area.)
- Small mistakes made at the start of the development process become entrenched and built into the software, making it difficult and expensive to remove these bugs at the end of the development process. (Think of very expensive makeovers that don't work because the designers got some small details wrong.)
- The clients only know about 20% of what they really want from the software at the start of the process. They discover the other 80% during the development process. Because the analysis-of-requirements phase is at the start of the process, and has long passed, the resultant software is only 20% as effective as it could have been. (Think of the very expensive makeovers that seem to have delivered only 20% of their potential.)





## The agile alternative

Many software companies have moved to the agile model. Instead of the linear, unidirectional flow of the waterfall model, the agile model moves in small, incremental steps – in a series of sprints lasting two weeks.

Here is an overview of the agile framework. **You will notice that the Exploring Possibilities Workshop covered the first four steps in this process.**

- 1. Aspirational vision:** Ask, “What do we think the client wants”. The agile model does include master-planning, but it does not try to construct an all-encompassing picture of the “end product”. The picture is tentative and aspirational, recognising the picture will become clearer as the process unfolds.
- 2. Brainstorm deliverables:** What are some small deliverables that would move the client closer to what we *think* they want?
- 3. Choose deliverable:** Which of these small deliverables would potentially benefit our client the most?
- 4. Plan the sprint:** How do we work together as a company to deliver this in a sprint? Agile teams are not compartmentalised. Tasks are allocated to whoever has the capacity to deliver. The focus is on delivering the deliverable, not on work positions.
- 5. Sprint:** The deliverable is delivered in the shortest time frame possible
- 6. Retrospective:** After implementing each sprint the team asks: What did we learn? How do we need to adjust our plans for the product? What features should we drop? What new features should we add? Does the aspirational vision need adjusting?

## A warning

Councils and communities have been using the waterfall method of planning for so long, it is an ingrained habit. Even when we give a clear outline of the alternative approach, people revert back to the old model of endless committee meetings, over-planning and over-thinking. Projects lose their spontaneity – and all the action-oriented people bail out. Sometimes the projects get closed down by the town nay-sayers.

Do not think too far ahead. Trust the process. If you find yourself having lots of meetings, you are off track.

