

# Kadaltilla / Adelaide Park Lands Authority

## Wauwi/Light Square Master Plan



# The City of Adelaide is developing the Master Plan with the support of:

Lead Consultant

## Oxigen

Landscape Architecture

Urban Design

Urban Planning

Specialist Subconsultants

## Yellaka - Karl Telfer

Kaurna cultural inputs

## WGA

Strategic Transport Planning

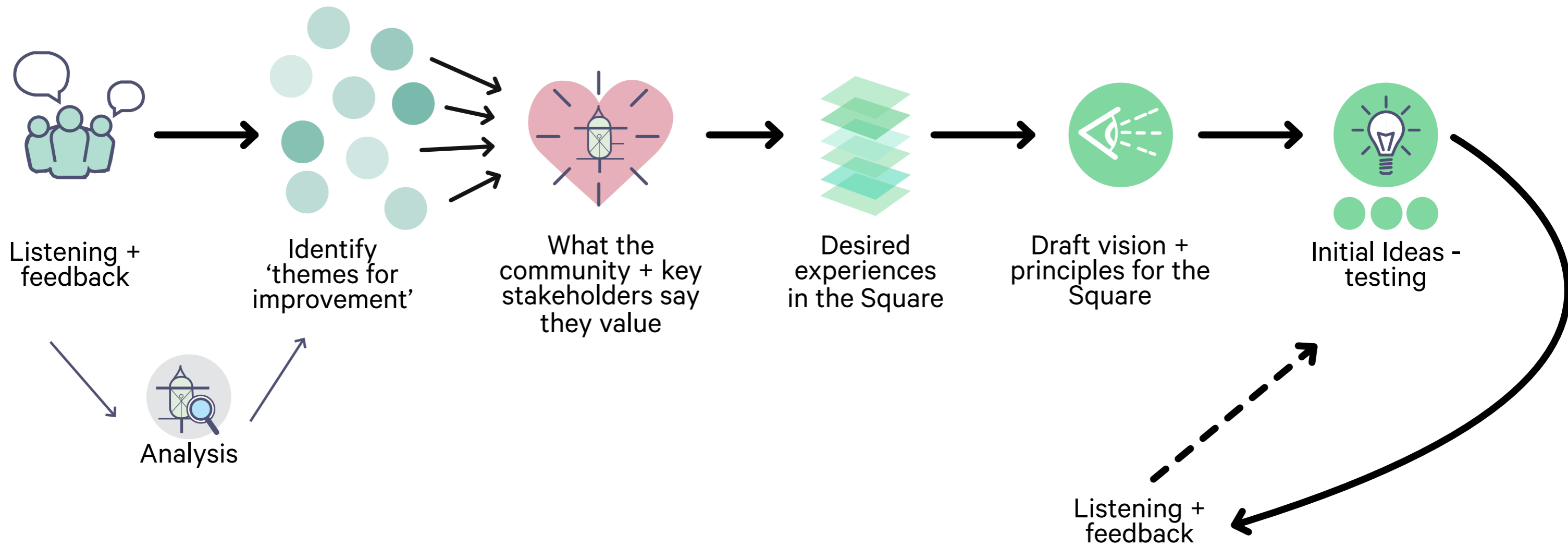
# Purpose

**Council and the project team are seeking input from the Board on design and planning principles to guide the development of the draft Wauwi/Light Square Master Plan**

We are here



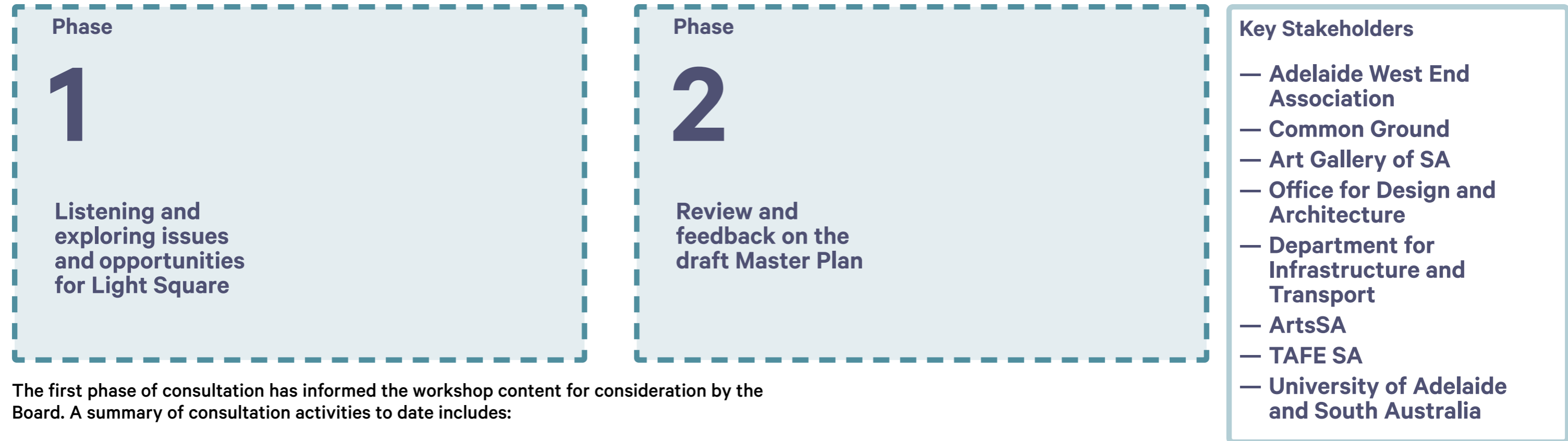
# Process & approach



# Consultation & engagement

Targeted stakeholder and community consultation is occurring in two phases as part of the development of the Master Plan

The feedback collected to date has guided the project team in understanding the opportunities and initial themes for improvement of the Square.

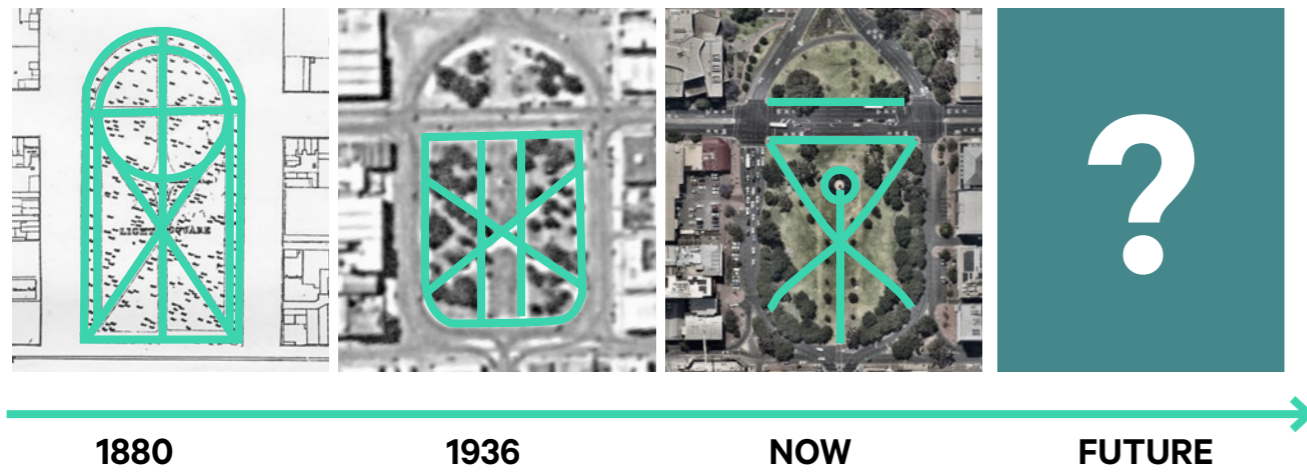


The first phase of consultation has informed the workshop content for consideration by the Board. A summary of consultation activities to date includes:

- The City of Adelaide has undertaken a series of on-site workshops to meet with residents and key stakeholders in the Light Square and north-west precinct of the city.
- A combined Reconciliation Committee and KYAC Walk on Country on 22 March 2024.
- A workshop with adjacent residents to complement Neighbour Day activities in Light Square on 26 March 2024.

# Wauwi/ Light Square today

## Evolution of Layout

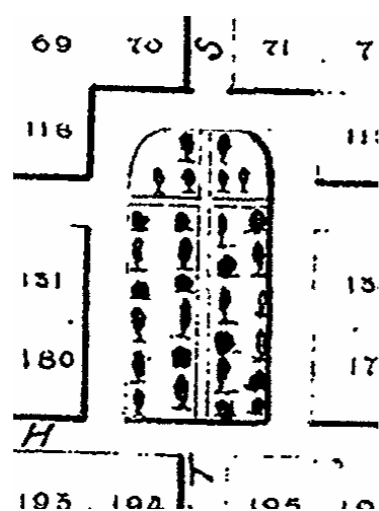


# Stories of the Square

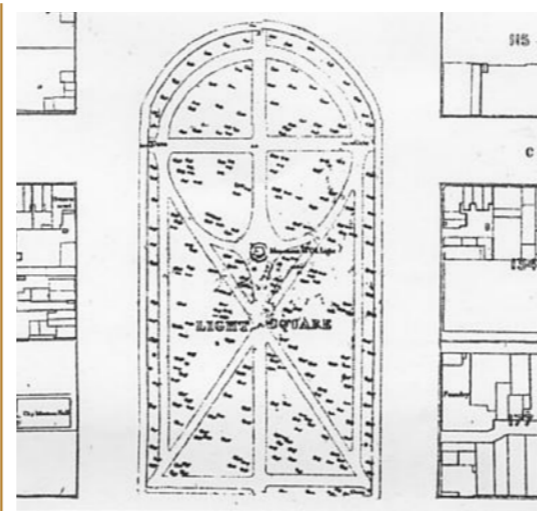
Light Square and the surrounding community represent a rich and diverse multi-cultural. This history includes many individuals who have influenced the character of the Square today.



Colonel William Light passed away in 1839 and was buried in Light Square. A memorial in the form of a marble column now stands over his grave.



1865\_extract from a plan of the City of Adelaide



1880\_extract from Smith Survey of the City of Adelaide



Plan Showing Improved Pavements in the City of Adelaide by the City Engineer dated 14 November 1927



1936 Light Square Plan

Kaurna heritage

<1800

1839

1865

1880

1927

1936

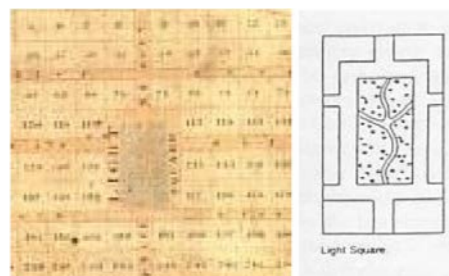
1875

1908

1911

1928

2003



Light Square exists as a rectangular Square, or village green, as originally envisaged and laid out by Colonel Light in his 1836 survey 'Plan of Adelaide'. It was named on 23 May 1837 by the Street Naming Committee in honour of Colonel William Light's survey, which Light also served upon. No change to this surveyed plan has occurred thereafter.



1875 aerial axiometric view of Light Square. Australasian Sketcher 10 July 1875

Light Square was modified with the tramway works cutting a new east-west route along the present Currie Street alignment (Annual Report 1908,p.21;1909,pp.47-48).



A 1911 photograph taken from the northern portion of Light Square.

Note the absence of the present water feature surrounding the Memorial, the flagpole to the left (north-east) of the Memorial, and the dense but open Gardenesque style of mature tree planting in the Square. Source: City of Adelaide 1928, np.

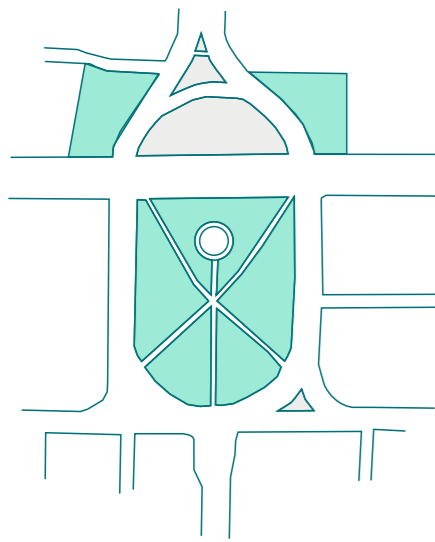


Photograph of the Light Memorial and Light Square in 1928.



In 2003, a set of 7 black granite sculpture pieces entitled 'The Eternal Question', commissioned for the Adelaide Festival in 1986, by way of a gift from Barbara and William F Stewart through the Art Gallery of South Australia Foundation in 1984, was sited in Light Square on loan to the Corporation from the Art Gallery of South Australia. The artist was Richard Kelly Tipping (b.1949).

# Analysis to date



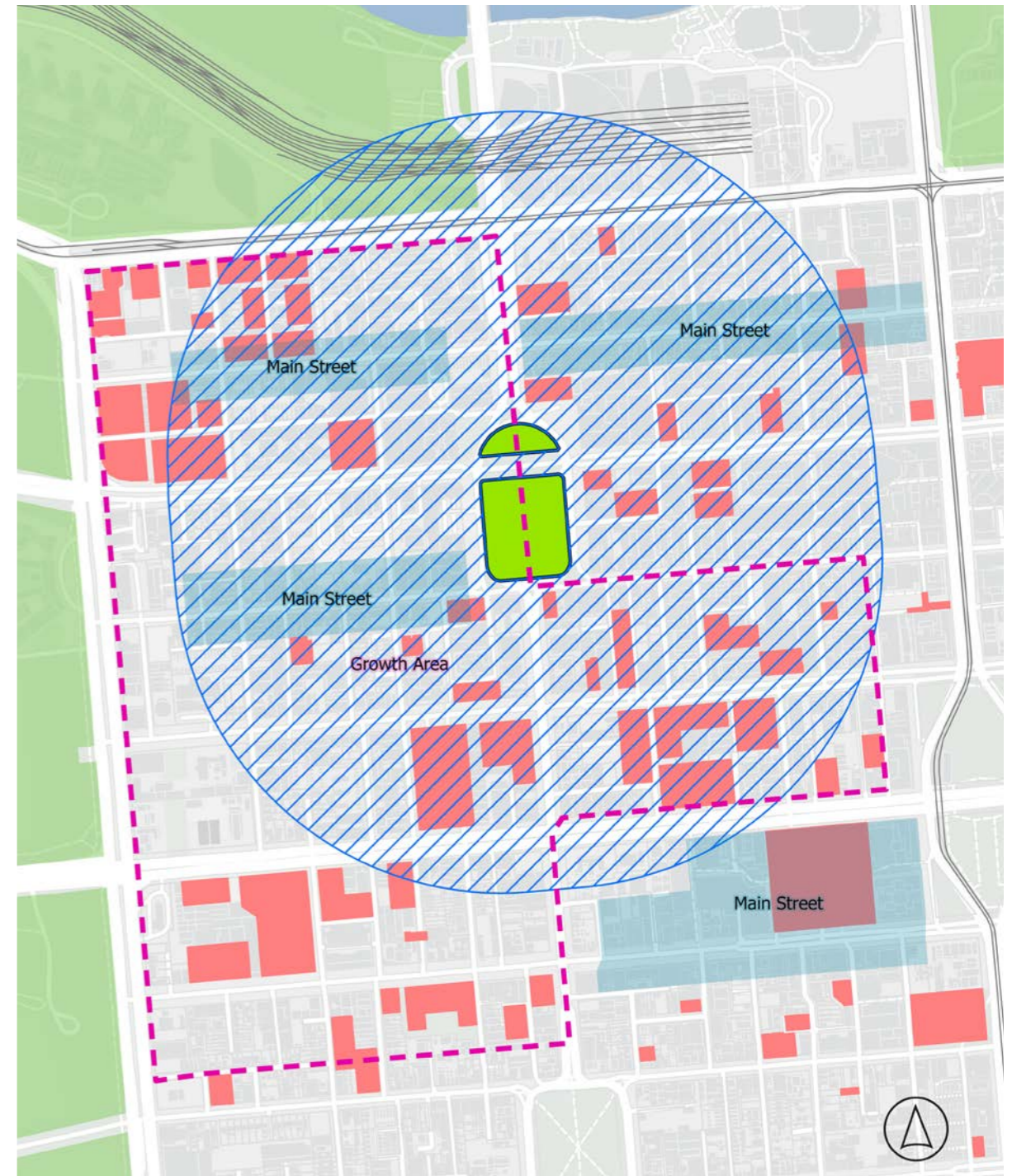
## LIGHT SQUARE

Usable public space:  
**20,368m<sup>2</sup>**

- Adjacency to Education/Training/Research Institutional Uses
- Businesses
- Residential population growth
- Large-scale gatherings and functions
- North-south arterial road link
- Important east-west metropolitan bus route

## Growth Implications

-  400m buffer
-  High Growth Forecast Sites
-  Light Square
-  Growth Area
-  Main Street
-  Adelaide Park Lands





# Desired experiences

From feedback the following experiences have been considered desirable



**Walking & Fitness**



**Recreation & Play**



**Community Events & Activities**



**History & Story Telling**



**Picnicking**



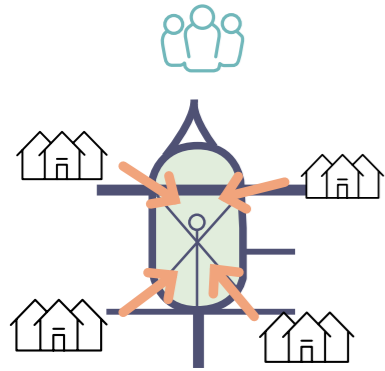
**Relaxing**



**People watching**

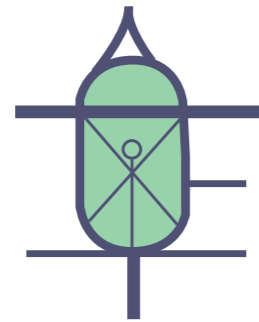
# Principles

A set of six key principles describing what the square could be. These elements will guide ideas that are developed and tested.



## Use by everyone

- Everyone feels comfortable using the Square either by themselves or in a group.



## Relaxed spaces

- A variety of activities and spaces within the Square.



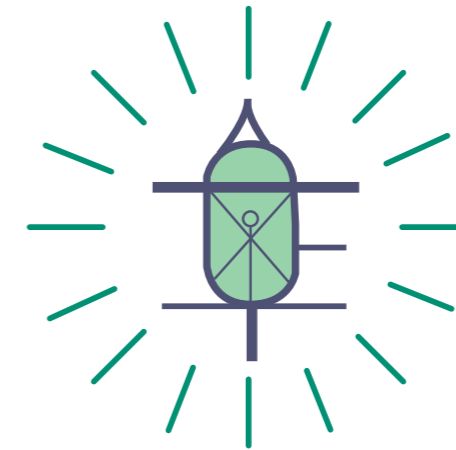
## Fun to be in

- Distinctive character to SW quadrant of the city.
- Opportunities for people to share their stories and experiences.



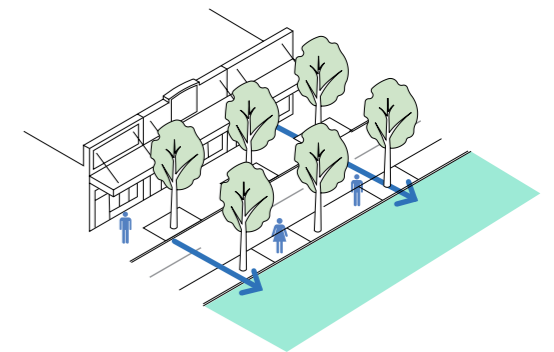
## Comfortable + safe

- Comfortable spaces that are shaded in summer and sunny in winter.
- Spaces that are safe to use at all times of the day.



## Attractive

- A variety of activities and opportunities for the community to use the Square.



## Green edges

- Separation of the road to increase safety and comfort for users.

# Phase 01 Feedback - Summary

## Existing Square

From feedback and analysis of the site the following elements have been recorded.

### Safety Concerns

- Pedestrian accessibility and movement after dark

### Increasing density

- Surrounding residential development

### Recreation

- Popular recreation facilities

### Limited use afters sunset

- Minimal night time activities

### Community Focus

- Community gardens
- Free events
- Welcoming community

### One type of green space

- Large parcel of green space within the park, mainly trees and lawn with little diversity
- No structure

### Lack of shade & comfort

- Lack of shade along paths and seating areas
- Difficult to find a quiet and protected space

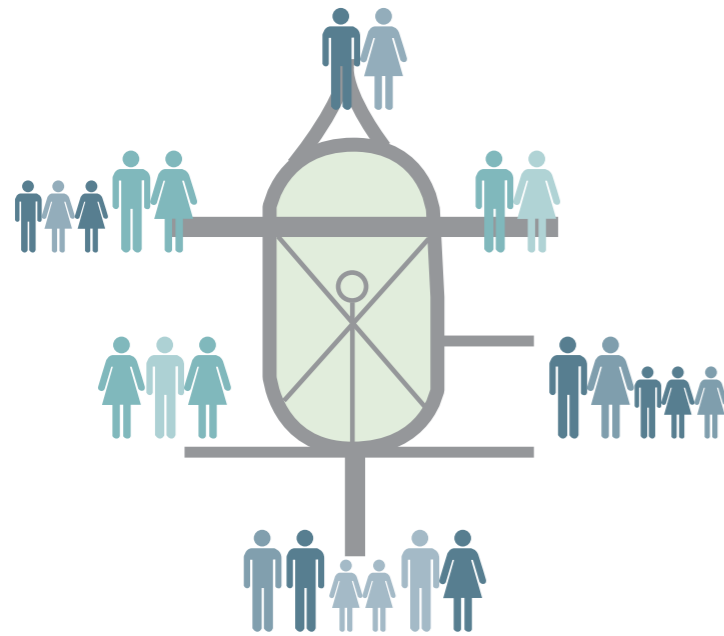
### Vehicle speeds

- Pedestrian crossing made difficult by vehicle speeds around corners
- Surrounded by roads on all sides

### Large majestic trees

- Existing trees

# Core Values



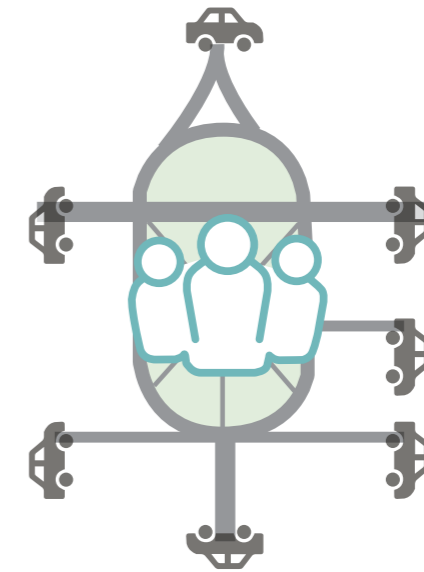
## Welcoming

- Builds on existing character
- A community space with a village feel
- A variety of activities and things to do



## Attractive

- Attractive to be in
- Well maintained gardens and planting
- Something to do there everyday
- Green and lush all year round



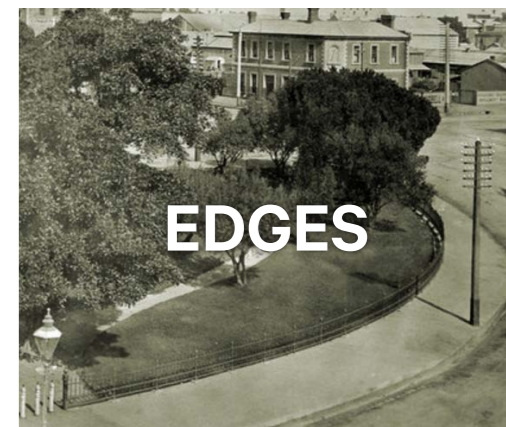
## Safe & Comfortable

- Comfortable and inviting to be in
- Safe for everyone
- Well lit at night
- Easy to access with slower traffic around the square
- Discourage anti-social behaviour

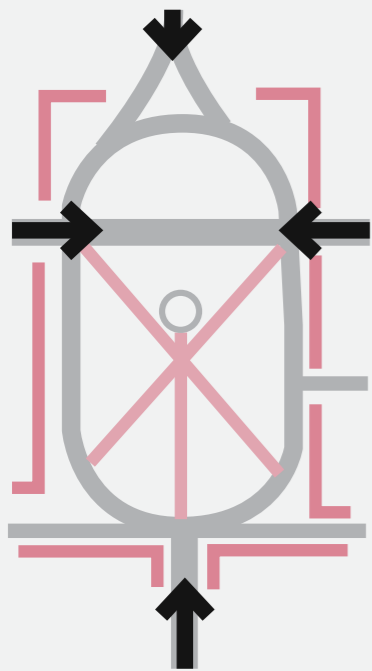
Draft

# Vision

“a community Square with a defined character, that recognises layers of history and plans for contemporary needs including Kaurna connections with country”



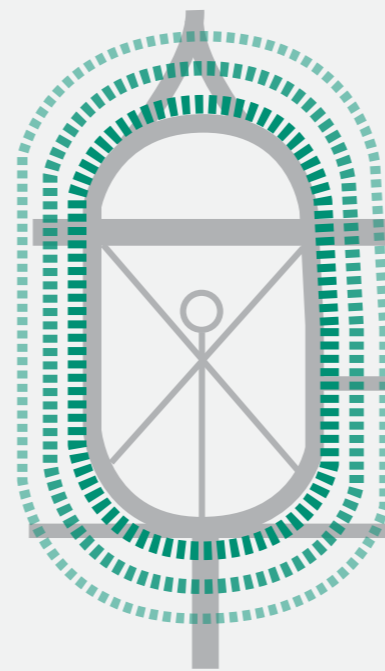
# Key themes for improvement



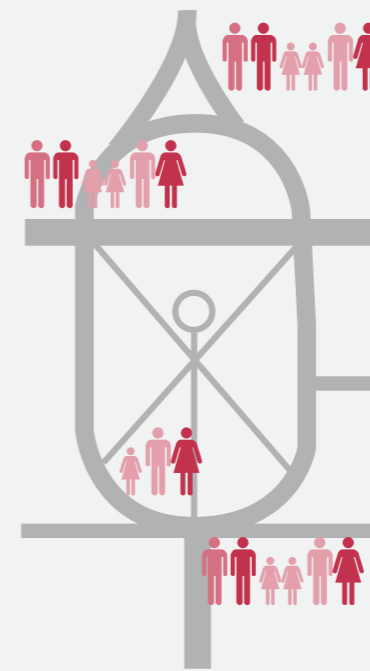
**Theme 1**  
Access,  
Connectivity &  
Edge Treatments



**Theme 2**  
Open Space  
Hierarchy &  
Pedestrian Scale



**Theme 3**  
Vitality, Life and  
Climate



**Theme 4**  
Community,  
Culture & History



**Theme 5**  
Events, Art, Play,  
Programming &  
Participation