

Final Draft Report – Presented for Approval | June 5, 2025

# The Plan

A Long-Term, Multi-Step Facility Improvement Plan Improving Public Services

#### **Purpose**

This Study is commissioned by the Library to test the strategies outlined in the Space Audit prepared by ThirdWay Space (undated, approximately August of 2024), and to assist the Library in identifying practical test exercises that can be conducted in the near future to verify whether the furnishings and furnishing arrangements suggest in the audit have the intended utility to the patrons of the Warren Newport Public Library District.

#### **Process**

The initial steps focused on the definition of updated staff work zone space requirements. This was to develop confidence in the testing of the major space shifts identified in the Long Term Recommendations. In combination with evaluations of space needs for Youth Services and the merits of adding a second entry to the building would provide a framework for determining if the underlying principles of these recommendations fit the Library's goals and, if so, aid in developing refinements for the strategy.

Next steps, conducted in parallel, were to focus on the Near Term Recommendations and Zone Layout and procure furnishings that would add to the Library's capabilities both in presenting collections in a browsable environment and providing the microenvironments needed to support a wider variety of patron uses and space needs. The process was used to determine the furnishings that fit both principles of the Space Audit and the Library's understanding of patron needs, intended service model, operational considerations of greeting, supervision, and assistance to patrons.

A series of space need calculations, diagrams, and furnishing evaluations were developed to accomplish these goals.

The following plan provides a set of near and long term steps that can be adapted as needed to meet evolving specific needs and funding resources.

# The Space Audit

Observations & Near Term Recommendations from ThirdWay Space



## Space Audit



#### **Summary**

The Warren-Newport Public Library is a 57,300 square foot space originally built in 1978 and expanded in 1986. The building had another major addition in 2011. Smaller updates of the space were completed in 2016, 2019 and 2023.

#### The anachronistic layout of the library creates numerous problems.

The entry is relatively dark, and narrow compared to the main Adult and Youth spaces in the building. The Youth room is not well defined and is confusing to navigate. While there is a quiet room, there are inadequate seating zones for active workers, tutoring or other collaborative work. Study rooms can be monopolized by individuals on zoom calls or studying quietly.

## Given this, there are three primary challenges in reimagining this structure:

#### 1. Entry Experience –

The current entry path is dark and narrow and requires a long walk to reach seating.

#### 2. Youth & Teens -

The Youth room is sprawling and hard to navigate. The active play area caters only to toddlers and misses school-age children who need to move after a day sitting in classes.

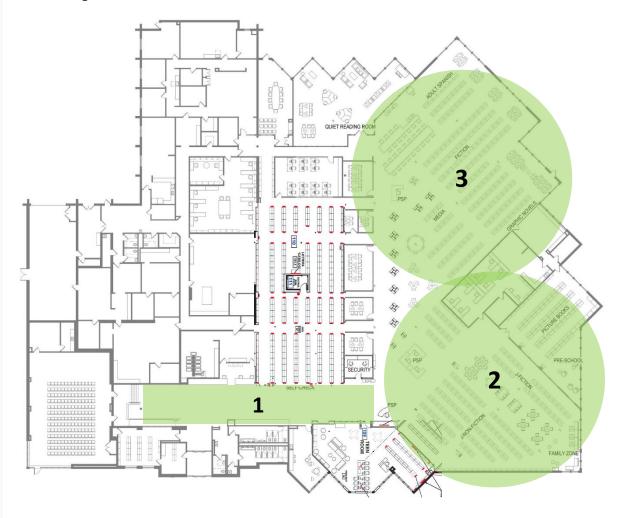
#### 3. Work and Study -

This space has study rooms, but they are often filled by a single person on a call or zoom, or two people in a tutoring session. The seating options and work surfaces are dated. The number of desktop computers can be adjusted to current usage.

#### **Two Solutions**

This audit presents two different solutions to these primary space challenges: an interim solution that can be accomplished primarily with furniture and minor interior construction, and a long-term solution which requires re-locating the primary entrance to the library – ironically to the location it was in before the last renovation.

#### **Existing Plan @ Time of Audit**



## **Key Observations**



## These are the most pressing issues observed during the space audit visit or gleaned from staff.

#### Entrance -

The entrance experience is meant to be a symbolic journey from Warren-Newport's past to its present. It succeeds only in being gloomy, dark and unrewarding. The entry experience is the single most challenging aspect of the library in its current configuration.

#### Signage –

The signage in this building is recessive and easy to miss. There is little use of graphic elements like wall clings to create more visible and dramatic wayfinding aids.

#### Service Points -

Rethinking the service experience will mean broader coverage of the expansive area open to the public. This may mean moving away from stations with two or more staff members to single-staff desks. Safety and sightlines must be carefully considered in this process.

#### Youth -

The Youth room is split by age and favors an expansive collection over spaces for children to sit, play and engage.

#### Noise -

Noise is an issue in the core of the library as the Youth room is partly open to the rest of the library.

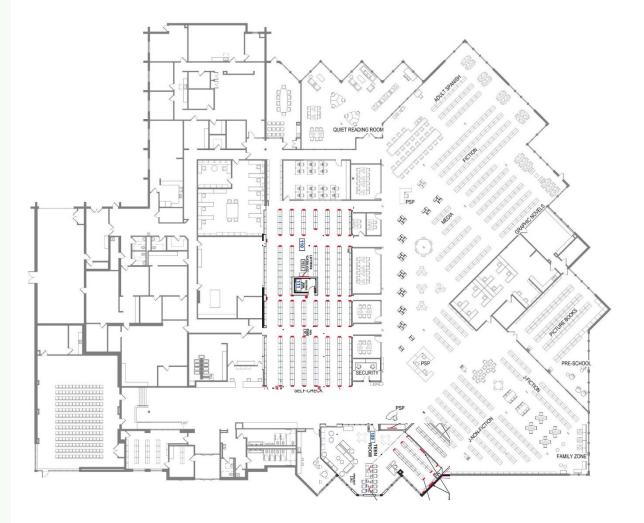
#### Computers -

The library has many desktop computers, which has the unintentional effect of making the space much less flexible. Reducing the number of desktop computers to reflect post-pandemic usage and providing rental laptops and docking stations for some users will allow for work options that support more users.

#### Work Surfaces -

The work surfaces in the library are mostly traditional – hard wooden tables, desktop booths and wooden study carrels. A lack of modern accommodations for work and study limits productivity and use.

#### Existing Plan @ Time of Audit



## **Key Observations**



#### Circulation -

There is some good display in the library, but overall, there are not enough books presented face-out to patrons. Adding a substantial marketplace should bolster circulation. Reducing legacy media collections and further weeding the collection will free space for more seating and work areas for patrons without impairing circulation.

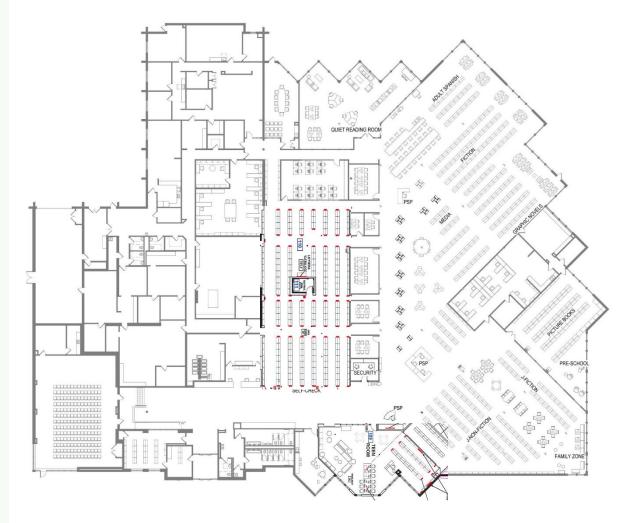
#### Meeting Space –

Adding Workpods and 1 or 2-person phonebooths (good for a quick meeting or zoom call) will help relieve some of the demand for study rooms.

#### Teen Space -

The current teen space is too small. It should not contain collection items that are not on display, as adults read many of these titles. Teens need more active space and more diverse areas for different groups to occupy.

#### Existing Plan @ Time of Audit



### Recommendations – Near Term



#### Café Seating -

Remove nonfiction stacks immediately off the entry corridor to create a café seating area (hard surface). This area will be ideal for caregivers with infants/toddlers in the morning, seniors at mid-day and teens in the afternoon.

#### Signage -

Create a new signage taxonomy using size, color, shape, font & position.

#### Information Desk -

Add an information desk staffed by reference-trained employees at the turning point of the library

#### Game Lounge -

Next to the Café Seating, add a glassed-in game lounge. While the primary use is teens w. pc or console games, it could also convert to mahjong, D&D (pre-teen or adult plus teen), chess and other gaming uses.

#### Marketplace -

Create a display pathway in the entrance corridor leading to a full marketplace of displays combining new items and older items divided by genre or subject matter.

#### Teen Collection and Teen Room -

Teen collections move behind the café seating area and game room. The current teen room becomes a lounge and active hangout space.

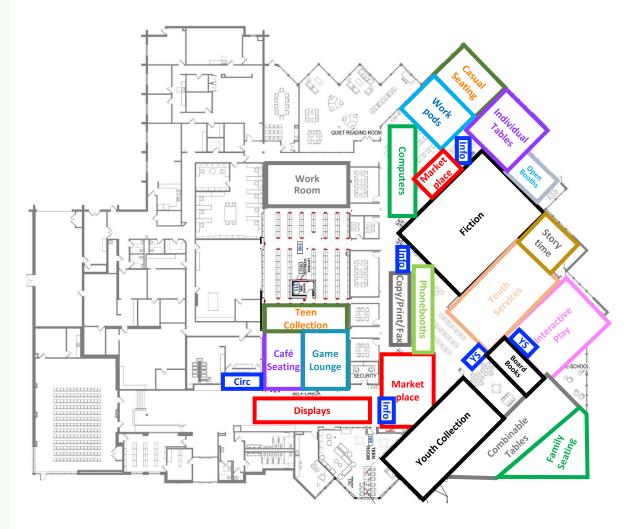
#### **Dual Purpose Storytime Room -**

Add a back exit to the storytime room and use it for adult programs in the afternoon/evening. Allows the "computer lab" to be repurposed as a staff room

#### Youth -

Divide the Youth room into three distinct areas - an interactive play zone for toddler through elementary age with museum-quality interactives, a collection area with all the Youth collection located just off the main pathway through the library and a focus zone behind the collection stacks.

#### **Recommended Zone Plan**





## Recommendations – Near Term



#### **New Furniture Options –**

Add individual/movable tables (p. 14), Workpods (p. 15), phone booths (p. 16) and booth seating (p. 17) as well as updated casual seating. Reduce the number of desktop computers and check out laptops for in-library use.

#### The Flex -

This room becomes an additional staff workroom.

#### Circulation Desk -

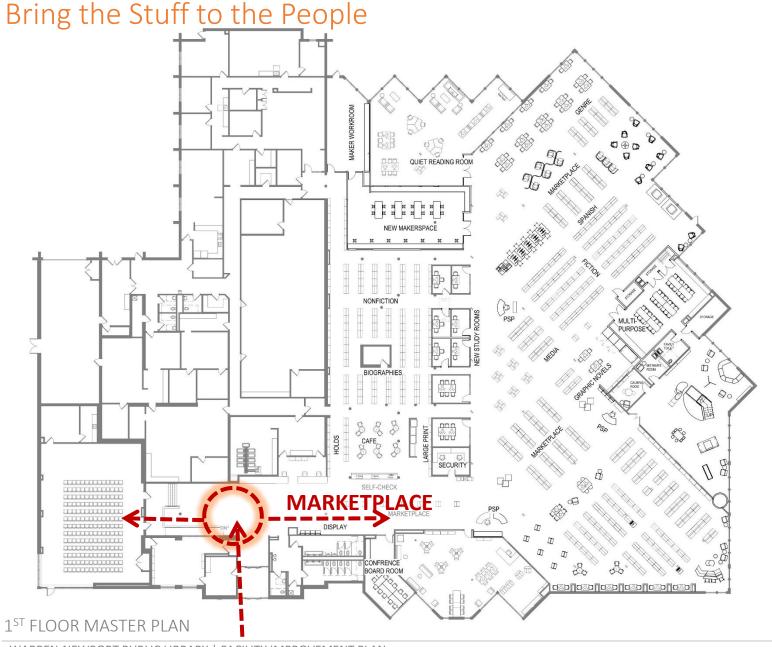
Move circulation desk back to sit flush with circulation enclosure. This will allow for easier movement at the entrance, and the creation of a pathway of displays leading to a marketplace.

#### **Recommended Zone Plan**



# Developing the Near Term Framework

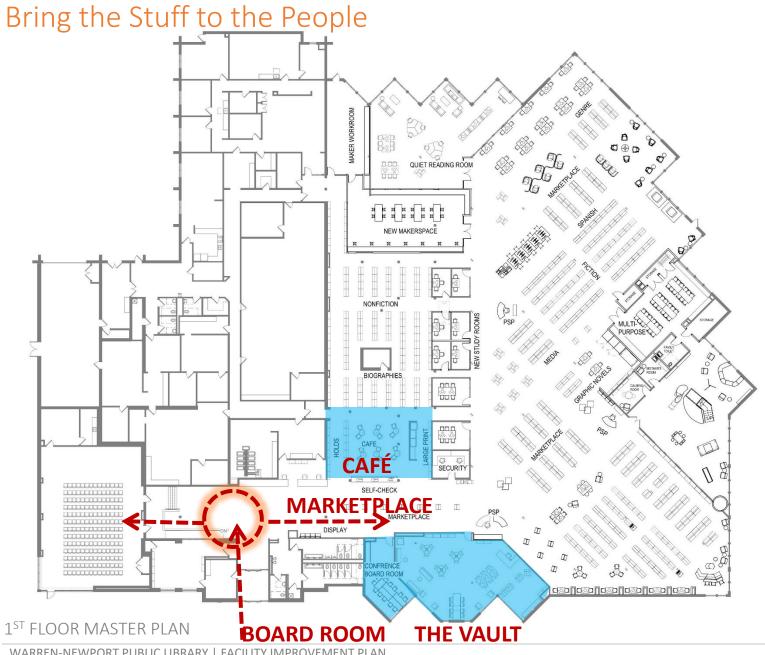
Leveraging Existing Geography & Recent Investments in concert with the Near Term Recommendations to Guide Long-Term Space Use & Service Improvements



#### Bring the Stuff to the People

- > Bring the services closer to the door
- > Animate the path with highly curated materials on best in class display shelves
- Provide a place to stop, refresh, get oriented, and mingle
- Showcase collections, activities, coming events, and friendly staff
- ➤ Open the AMH machine room with a glass wall for viewing





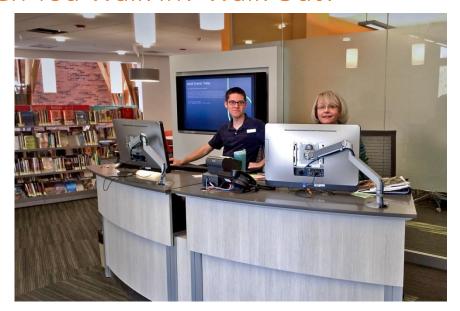
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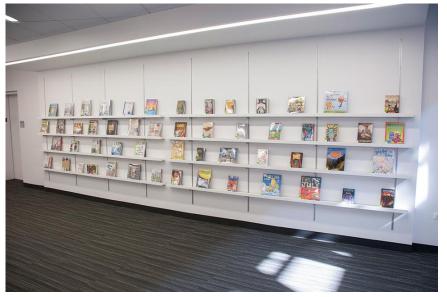
## Entry, Marketplace & Café



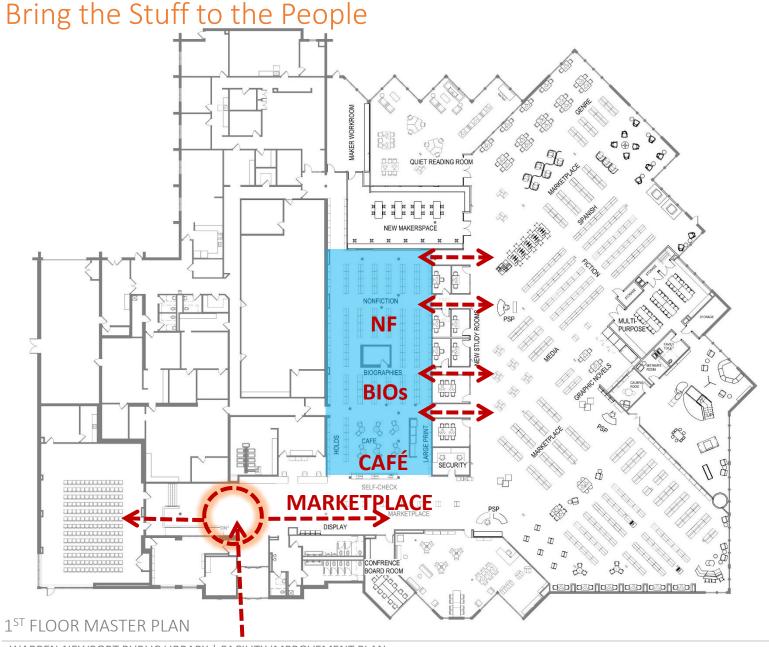
## What Do You See When You Walk In? Walk Out?











#### Bring the Stuff to the People

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## Entry, Marketplace & Café

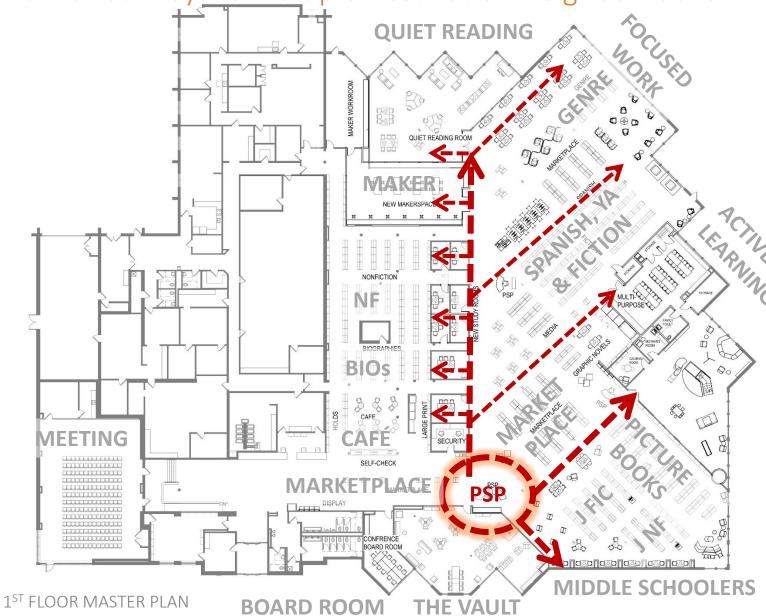
#### **Provide the Feeling of a Café**

It will not be staffed but it can still have the feel of a comfortable place that invites you to sit, read, and socialize.

Views of people, services, collections and events can be compelling to watch and raise awareness of the breadth of offerings on hand.



Active Pathways to Multiple Destination Neighborhoods Drives Use & Satisfaction



## The Nexus: Arrival, Orientation, and Assistance (if needed)

- ➤ The Nexus of several primary pathways to destinations deeper in the building is a key location for patrons to decide how to get to tier destinations
- > Space is provide patrons to maneuver around one another easily
- > This is a place to engage with staff at one of a series of visually connected service points
- ➤ A clear path to a wide variety of services and neighborhoods is established

## Furniture – Height Adjustable Information Desks



3branch Kurve Height Adjustable Desk





Custom Designed Height Adjustable Desks



**HON Ignition Chair** 

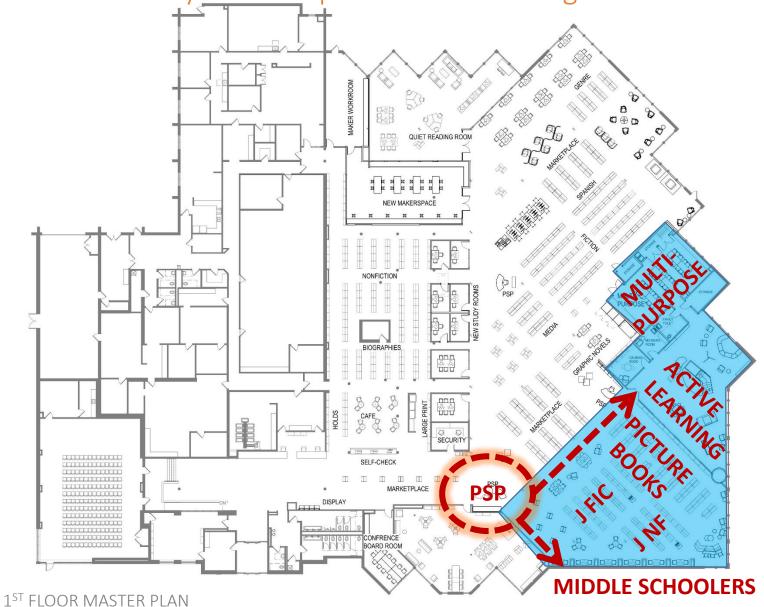


HON Cliq Chair

KI Limelite Chair

Task Chair Options

Active Pathways to Multiple Destination Neighborhoods Drives Use & Satisfaction



#### **Youth Services**

- Destination Spaces
- > Space is provide patrons to maneuver around one another easily
- ➤ A clear path to a wide variety of services and neighborhoods is established

## Furniture – Youth Interactives





Everbrite LED Interactive

Momentum Illumination Station





Momentum Magnetic Gears & Ball Wall

## Furniture – Youth Interactives



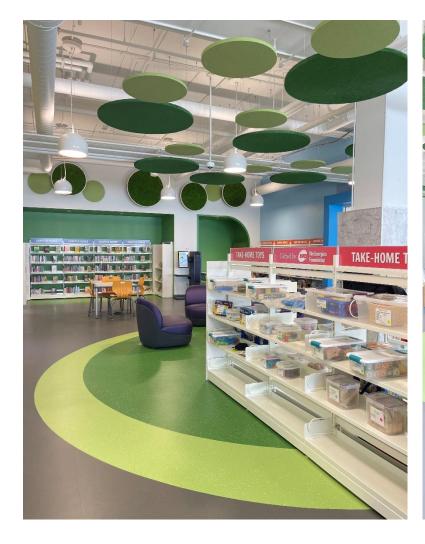








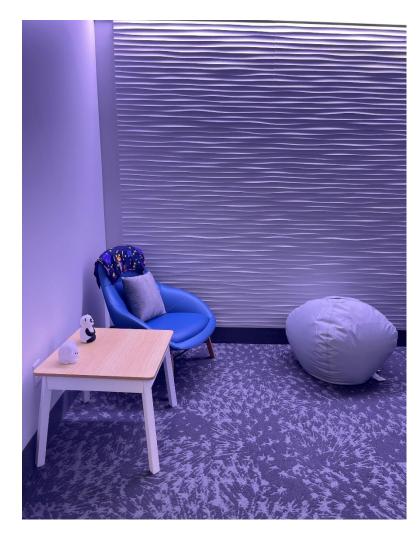
## Furniture – Youth Interactives



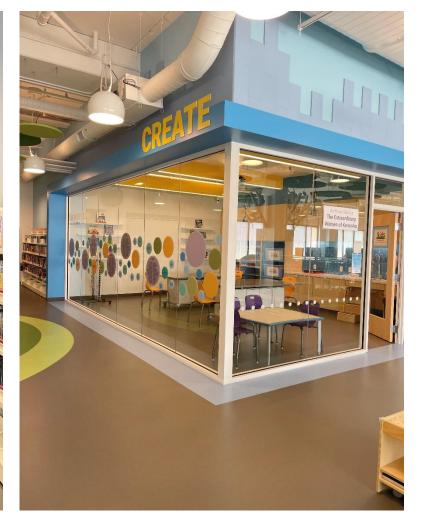




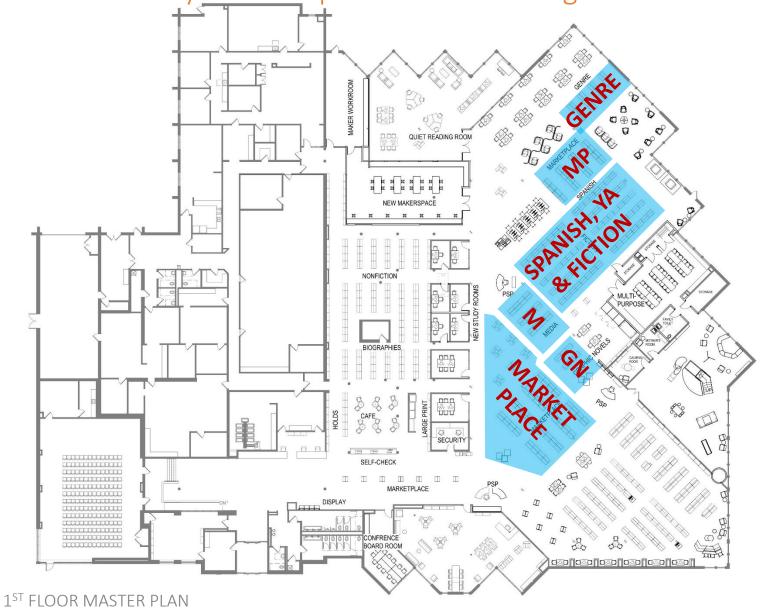
## Furniture – Youth Neighborhoods







Active Pathways to Multiple Destination Neighborhoods Drives Use & Satisfaction

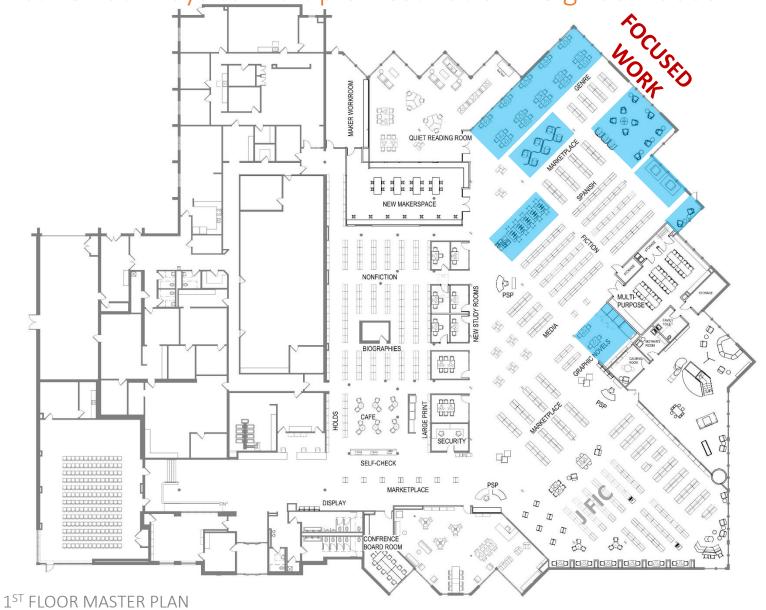


#### **Adult & Teen Collections**

➤ A clear path to a wide variety of services and neighborhoods is established via the arrangement of collections that are each in themselves a destination.



Active Pathways to Multiple Destination Neighborhoods Drives Use & Satisfaction



#### **Adult & Teen Spaces**

➤ Neighborhoods offer a variety of seating environments, engagement levels, and connections.







KI Tributaire Square Tables







Arcadia Co-op Booth



Hightower FourLikes Booth



Kimball Pairings Booth











JSI Indie Lounge





Kimball Eklund Lounge

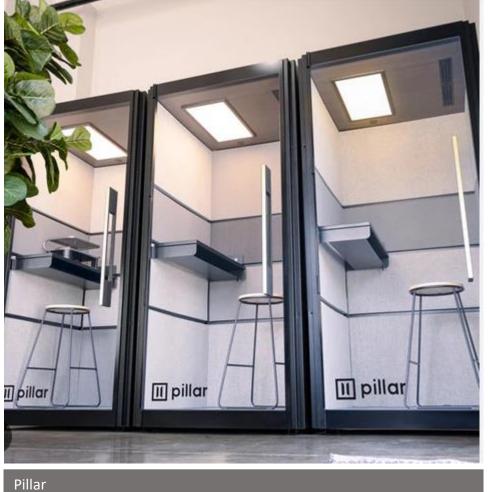
Studio TK Fractals Seat & Nook



Steelcase Brody Worklounge



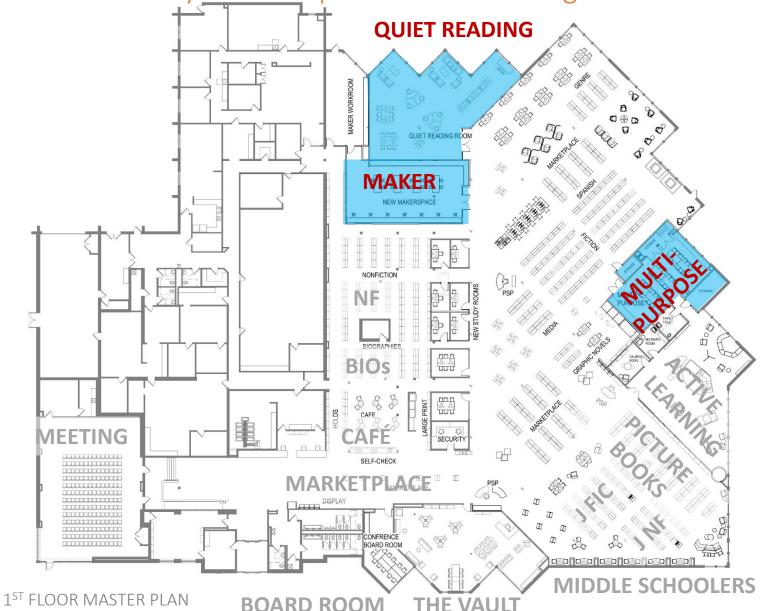
Steelcase Brody Study Carrel







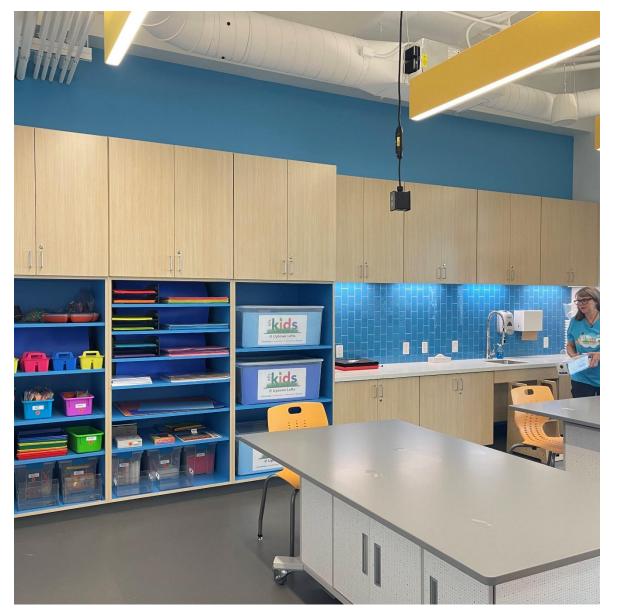
## Active Pathways to Multiple Destination Neighborhoods Drives Use & Satisfaction



#### **Destination Rooms**

> A variety of purpose-specific rooms are preserved, enhanced, or created.

## Maker

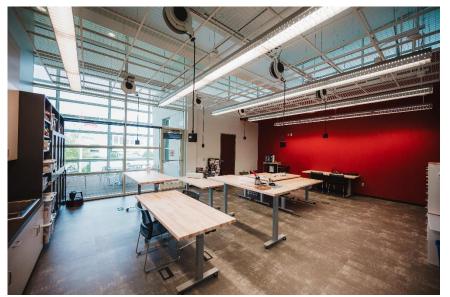




## Maker









## Furniture – Maker



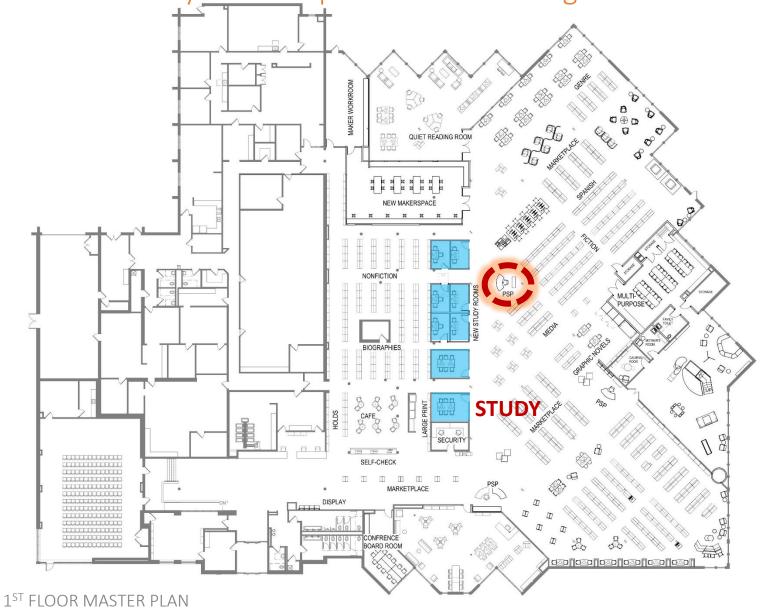
CEF Ed 8 Maker Table & Stools



KI Stout Table

3branch Maker Flex Table

Active Pathways to Multiple Destination Neighborhoods Drives Use & Satisfaction

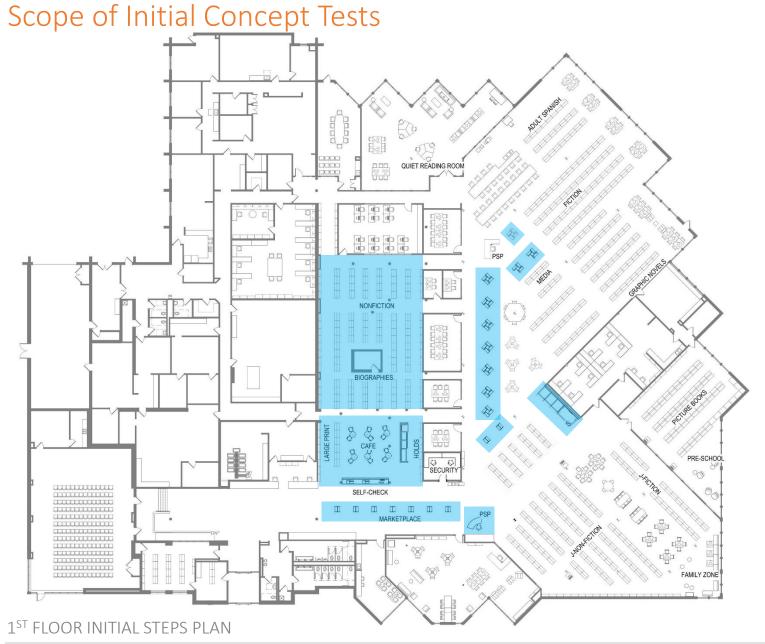


#### **Small Scale Activity Rooms**

- > The existing rooms are enhanced with marker boards and a/v capabilities
- Additional small rooms are created out of larger, underutilized rooms
- ➤ There is a place to engage with staff at one of a series of visually connected service points

# Initial Tests

**Proof of Concepts** 



#### Keep It Simple

- > Furniture Purchases
- > In-House Moves
- > In-House Millwork
- > Minor Electrical & Plumbing

Test Projects - Furnishings
Future Furniture Focused Improvements
Future Construction Focused Improvements



Scope of Initial Concept Tests





#### **Test Project Initial Estimates**

➤ Opto Display Shelving \$49,000

➤ Café Seating \$13,800

> PSP/Security \$38,800

+ Pillar Booths

+ Security Office

Test Projects - Furnishings

**Future Furniture Focused Improvements** 

Future Construction Focused Improvements



# Furniture – Shelving Displays

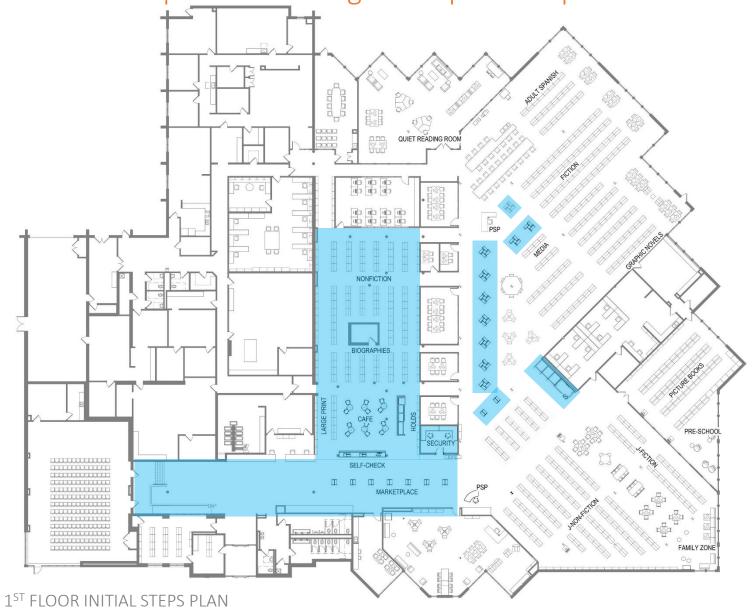






OPTO Shelving – Display Shelving

# Initial Concepts Set the Stage for Updated Spaces



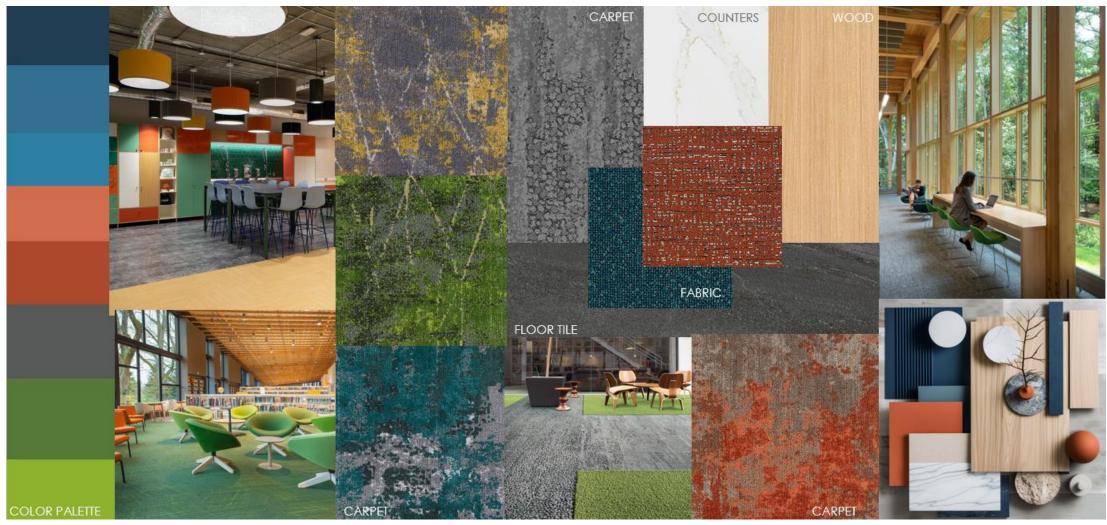
# Add On Components

- > Ceilings
- **➤** Lighting
- > Flooring

Test Projects - Furnishings
Future Furniture Focused Improvements
Future Construction Focused Improvements



# Working Incrementally Within a Framework and Toward a Vision



**Mood Board – Option C – Bold Biophilic** 

# Multiple Paths Forward

**Getting From Here to There** 

# Overall Budget Models – The Full Vision

|  |                                      | UPDATED |    |              |       |             |         |             |      |
|--|--------------------------------------|---------|----|--------------|-------|-------------|---------|-------------|------|
| Туре                                   | Space                                | Area    |    | Construction | \$/sf | FF&E        | \$/sf   | Total       |      |
| sh                                     | Lobby & Café                         | 4,550   | sf | \$452,600    | \$99  | \$182,000   | \$40    | \$634,600   | A, B |
| Fini                                   | Lobby & Café<br>Non-Fiction<br>Youth | 2,980   | sf | \$241,800    | \$81  | \$20,000    | \$7     | \$261,800   |      |
| & SPro                                 | Youth                                | 4,450   | sf | \$264,100    | \$59  | \$70,000    | \$16    | \$334,100   | С    |
| Furniture & Finish<br>Focused Projects | Active Learning                      | 1,775   | sf | \$355,600    | \$200 | \$325,000   | \$183   | \$680,600   | D    |
| ırnit                                  | Adults                               | 11,000  | sf | \$874,500    | \$80  | \$384,000   | \$35    | \$1,258,500 | E    |
| 급 곳                                    |                                      | 24,755  | sf | \$2,188,600  | \$88  | \$981,000   | \$39.63 | \$3,169,600 |      |
|  |                                      |         |    |              |       |             |         |             |      |
|  | Study Rooms                          | 1,200   | sf | \$355,200    | \$296 | \$30,000    | \$25    | \$385,200   | F    |
| Construction Focused Projects          | Office to Public                     | 4,146   | sf | \$710,500    | \$171 | \$194,000   | \$47    | \$904,500   | Н    |
| roje                                   | Open Area                            | 1,220   | sf | \$114,200    | \$90  |             |         |             |      |
| P P                                    | Restroom                             | 100     | sf | \$61,300     | \$610 |             |         |             |      |
| esn:                                   | Nursing Room                         | 100     | sf | \$52,000     | \$520 |             |         |             |      |
| F00                                    | Low Sensory Room                     | 150     | sf | \$62,200     | \$410 |             |         |             |      |
| ion                                    | Expanded Story Time                  | 450     | sf | \$354,300    | \$310 |             |         |             |      |
| uct                                    | Library Services Ofc                 | 1,444   | sf | \$66,500     | \$50  |             |         |             |      |
| ıstr                                   | Maker Suite                          | 2,070   | sf | \$697,100    | \$337 | \$75,000    | \$36    | \$772,100   | G    |
| Cor                                    | Makerspace                           | 1,350   | sf | \$466,300    | \$430 |             |         |             |      |
|  | Maker Ofc                            | 720     | sf | \$230,800    | \$383 |             |         |             |      |
|  |                                      | 6,734   | sf | \$1,715,100  | \$255 | \$275,576   |         | \$1,990,676 |      |
|  |                                      | 32,170  | sf | \$4,156,200  | \$129 | \$1,111,696 | \$35    | \$5,295,296 |      |

The Budget Models in the Study offer a series of components that can be prioritized based on need and available resource.

A series of furniture budgets can stand alone or be paired with logical finish improvements. The finish / furniture focused improvement combination will save overhead costs and limit disruption.

Another set of more invasive and construction-based improvements (room demolition and room construction) can be independent from each other and from the more furniture / finish based projects if desired.

Each model is an opinion of probable cost. As noted above, material selection, system development and project parameters have yet to be defined.

Market conditions, as always, are beyond the control of the architect or estimator and will vary over time. No guarantee is given or implied that costs will not vary from these models.

It is imperative that additional estimates are prepared as the project is developed to ensure conformance with project budgets established by the Library for each implementation project.

# Overall Budget Models – Furniture & Finishes First

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# Possible First Steps: Three Tiers of Investment

1: GETTING STARTED - Basic Youth Services Upgrade

2: BROAD IMPACT - Basic Youth Services Upgrade + Adult & Teen Furniture

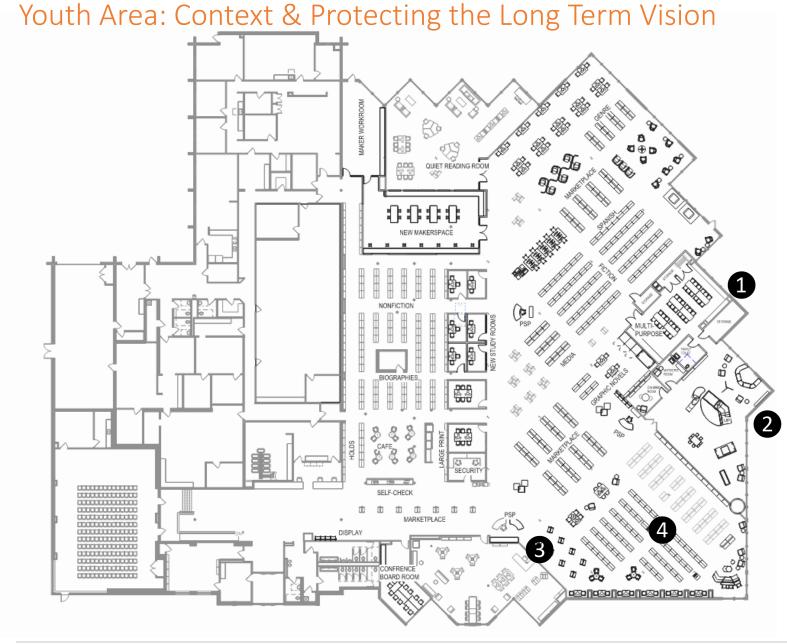
3: LONGER TERM - Full Youth Services Upgrade + Adult & Teen Furniture

# Youth Upgrade Levels

1: Minimum Youth Services Upgrade

2: Basic Youth Services Upgrade

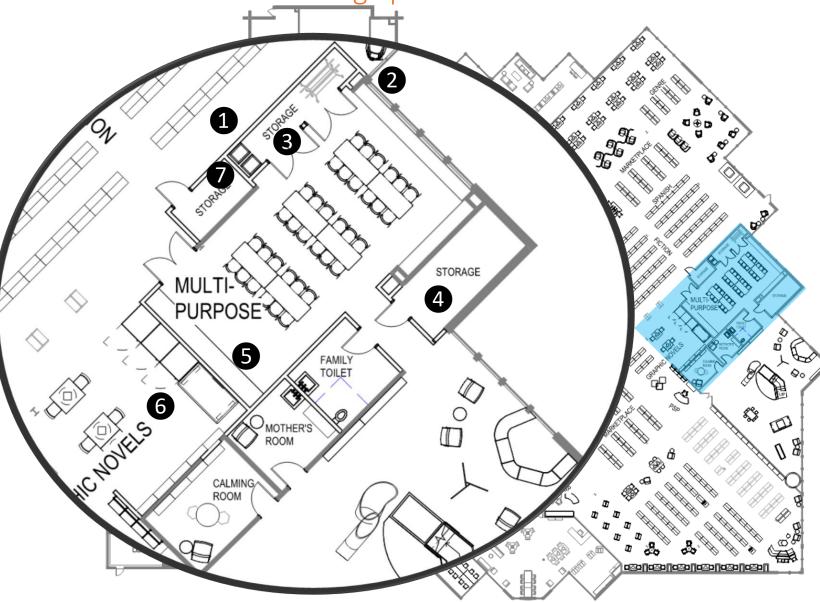
3: Full Youth Services Upgrade



# The Long-Term Plan

- Multi-Purpose Room is Expanded
   A future project
- 2. Interactive Learning Space is Developed
- 3. Youth Marketplace is Defined
- 4. Collection Spaces are Rejuvenated

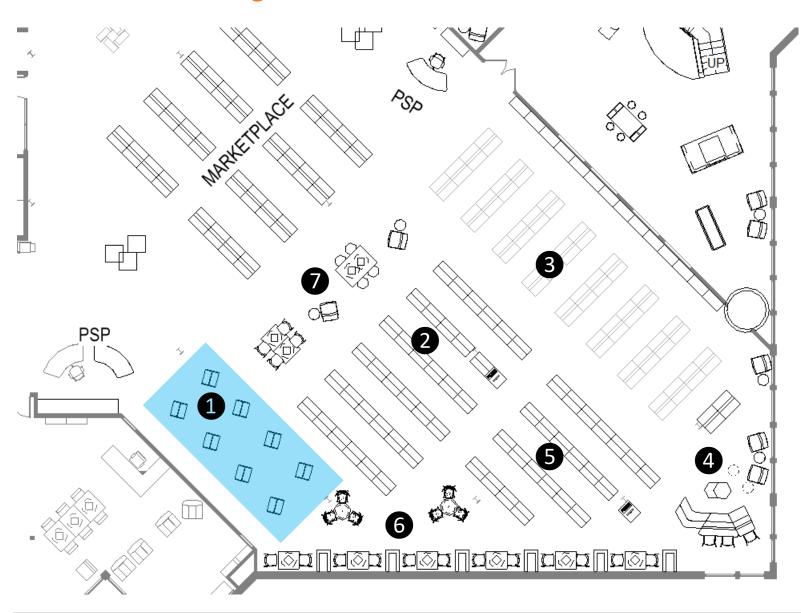
Youth Area: Rebalancing Space at Reclaimed Workroom



# Long-Term, the Multi-Purpose Room is Expanded

- Aisle is scaled for access to seating at end of path (2), access to Multi-Purpose Room, and adjacent collection. Seating shown is packed tight. Max capacity is about 48 – a bit uncomfortable – 30-40 would be better.
- 2. Seating at end of path is more comfortable out of the circulation path.
- 3. Storage is added for larger pieces of furniture.
- 4. Storage Room is expanded.
- 5. A Storage Wall is added. This could be more open floor area if storage needs are met.
- 6. Phonebooths and related seating are compressed a small amount.
- 7. The electrical panels can remain. The box-out shown can be more building equipment, more storage, or public space a seating alcove or display area.

# Youth Area: Seating & Collection Balance



# A Healthy Youth Marketplace is Started

#### **Collection Strategies are Tested**

- Marketplace is located as entry into the Youth Area. It announces the path to the Active learning Area and to the Middle School Zone. 12 sections needed are provided initially.
- 2. J-Fiction Collection. 60 or 66" high shelving, 1 row face out, 4 rows spine out. 68 of 82+ SF sections needed are provided. Use first sections as display shelves (3 face out, 2 spine out). Replace with Opto and aisle over time (see next page) as the Marketplace strategy takes hold.
- 3. Elementary Collection. 3 row bins, typical. 78 of 77 sections needed are provided.
- 4. Family Zone The use of this area shifts over the course of a day.
- 5. J-Nonfiction Collection, 60 or 66" high shelving, 1 row face out, 4 rows spine out. 46 of 61+ SF sections needed are provided.
- 6. Middle School Zone.
- 7. Entry Mixed Seating Zone with I-pad Table. The use of this area also shifts over the course of a day.

SF = single face



# Youth Area: Seating & Collection Balance



# A Healthy Youth Marketplace is Defined

#### **Collection Counts are Tested**

The Marketplace strategy can be tuned to meet use patterns with additional Opto shelving used to promote discovery and discernment. Space allocations and shelving patterns in zones 2 and 3 can be adjusted to meet the reservoir shelving needs that support the juvenile fiction and nonfiction collection.

SF = single face

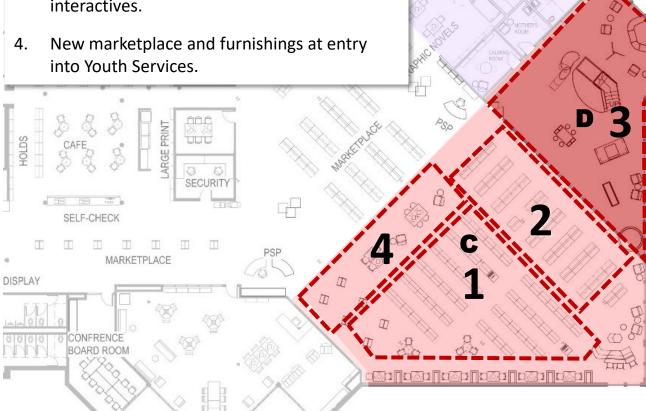


# Budgeting – Youth Area Level 1 – Entry & Interactives (Minimum)

# \$500,000



- 1. Shift existing JF and JNF collections and reconfigure as needed.
- 2. Move PB collection out of CoCos Cove.
- 3. Refresh the Cove with flooring, paint, and interactives.



# 1 Reconfigure Open Area Shelving, Reuse Existing Furniture

\$16,000 Moving, Allowance

\$16,000 Reconfiguring, Allowance

\$5,000 Recycling, Allowance

# 2 Move Shelving and Seating from CoCo's Cove

\$16,000 Include new components for bins, Allowance

\$5,000 Shelf signage, Allowance

#### 3 Refresh The Cove, Install Interactives

\$52,000 Walls, finishes,

\$46,000 Flooring

\$15,000 Select Lighting Changes

\$22,000 Power

\$8,000 HVAC Modifications

\$4,000 Fire Protection Modifications

\$15,000 Baby Garden

\$62,000 Real Play

\$9,000 Discovery Table

\$ 15,000 Interactive Pinwheel

\$7,500 Lounge Seats (5)

\$5,600 Laptop Table Interactives (7)

\$150,000 Play Structure (Medium, Allowance)

# 4 Entry Display & Seating

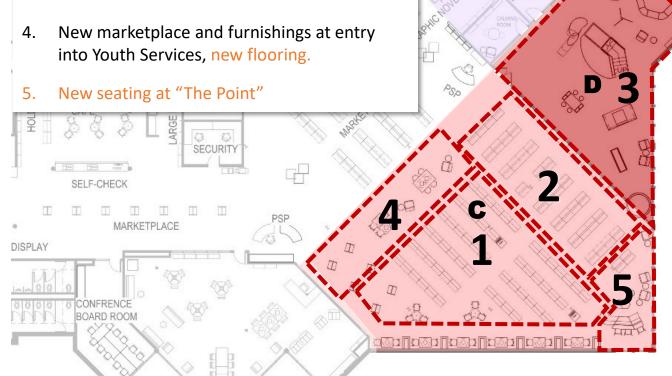
\$17,000 New Units, Estimate

Plus about \$14,000 in other expenses

\* All figures are exclusive of supply chain surcharges.

# Concept

- 1. Shift existing JF and JNF collections and reconfigure as needed; new flooring.
- 2. Move PB collection out of CoCos Cove; new flooring.
- Refresh the Cove with flooring, paint, and interactives.



# Included in Tier 1 and Tier 2 Options

# 1 Reconfigure Open Area Shelving, Reuse Existing Furniture

\$16,000 Moving, Allowance

\$24,000 Reconfiguring, Allowance

\$5,000 Recycling, Allowance

\$54,000 New Flooring

# 2 Move Shelving and Seating from CoCo's Cove

\$16,000 Include new components for bins, Allowance

\$5,000 Shelf signage, Allowance

# 3 Refresh The Cove, Install Interactives

\$411,100 See previous page

# 4 Entry Display & Seating

\$17,000 New Units, Estimate

#### 5 The Point

\$10,000 Seating

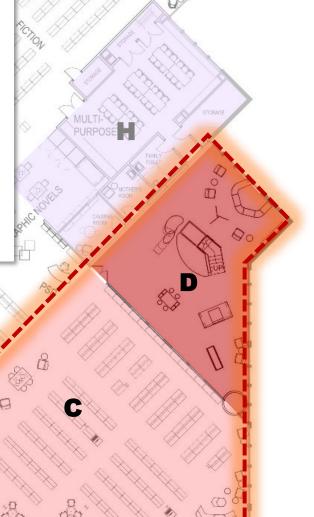
\$26,000 Power (areas 4 and 5)

Plus about \$16,000 in other expenses

\* All figures are exclusive of supply chain surcharges.

# Budgeting – Youth Area Level 3 – Do It All (Full)

# Concept 6. Build out the south edge "Middle School" Wall (recognizing that this will have different users at different times of day). This will have physical construction of the Wall including power, data, lighting, fire protection, HVAC and high-wear finishes Finish the space: more power, data, finish updates and improvements including lighting, acoustic treatments, data and other building systems.



# **Included in Tier 3 Option**

C Open Youth' Area
D Interactive Learning Area

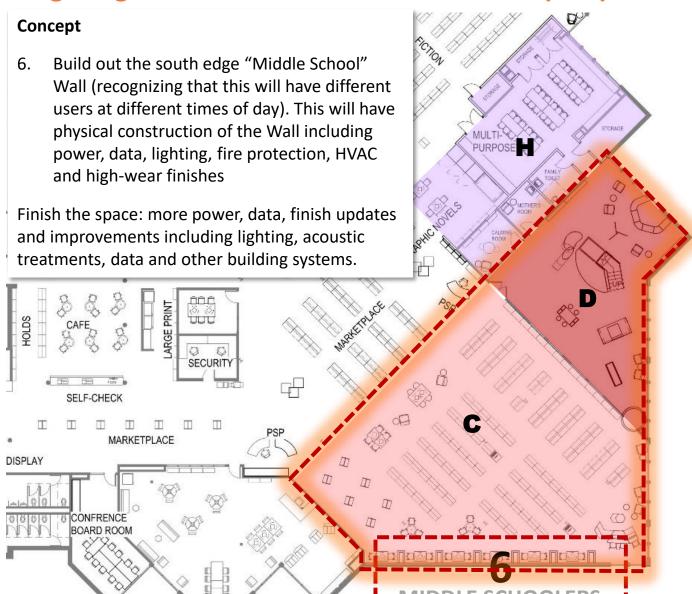
\$334,100 \$680,600

See the next page for detail.

\* All figures are exclusive of supply chain surcharges.

DISPLAY

# Budgeting – Youth Area Level 3 – Do It All (Full)



#### The Furniture Part

\$395,300

Key components of this include:

#### **Reconfigure Open Area Shelving and Reuse Existing Furniture**

| \$16,000 | Moving, Allowance        |
|----------|--------------------------|
| \$16,000 | Reconfiguring, Allowance |
| \$5,000  | Recycling, Allowance     |
| \$70,000 | New Units, Estimate      |

#### Move Shelving and Seating from CoCo's Cove

| \$16,000 | Include new components for bins, Allowance |
|----------|--|
| \$16,000 | Include new components for bins, Allowance |

\$5,000 Shelf signage, Allowance

#### **Install Interactives in New Cove**

| \$0       | Reuse of Existing Interactives, Moving, Internal |
|-----------|--|
| \$15,000  | Baby Garden                                      |
| \$12,000  | Real Play  |
| \$9,000   | Discovery Table                                  |
| \$50,000  | Interactive House                                |
| \$ 15,000 | Interactive Pinwheel                             |
| \$7,500   | Lounge Seats (5)                                 |
| \$5,600   | Laptop Table Interactives (7)                    |
|           |  |

Play Structure (Medium, Allowance)

Plus about \$2,800 in additional expenses

\$150,000

\* All figures are exclusive of supply chain surcharges.

# Budgeting – Youth Area Level 3 – Do It All (Full)

# Concept Build out the south edge "Middle School" Wall (recognizing that this will have different users at different times of day). This will have physical construction of the Wall including power, data, lighting, fire protection, HVAC and high-wear finishes Finish the space: more power, data, finish updates and improvements including lighting, acoustic treatments, data and other building systems. DISPLAY

# The Construction & Finishes Part \$619,700

Key components of this include:

| tey components of this include. |                                       |  |  |  |  |
|---------------------------------|---------------------------------------|--|--|--|--|
| \$355,100                       | Open Youth Area (C), including        |  |  |  |  |
| \$31,000                        | Walls, finishes,                      |  |  |  |  |
| \$25,000                        | Millwork                              |  |  |  |  |
| \$54,000                        | Flooring                              |  |  |  |  |
| \$114,000                       | Acoustic Panels                       |  |  |  |  |
| \$61,000                        | Select Lighting Changes               |  |  |  |  |
| \$26,000                        | Power                                 |  |  |  |  |
| \$18,000                        | HVAC Modifications                    |  |  |  |  |
|                                 | Plus about \$26,700 in other expenses |  |  |  |  |
| \$264,100                       | Interactive Learning (D), including   |  |  |  |  |
| \$52,000                        | Walls, finishes,                      |  |  |  |  |
| \$25,000                        | Millwork                              |  |  |  |  |
| \$46,000                        | Flooring                              |  |  |  |  |
| \$70,000                        | Acoustic Panels                       |  |  |  |  |
| \$15,000                        | Select Lighting Changes               |  |  |  |  |
| \$22,000                        | Power                                 |  |  |  |  |
| \$8,000                         | HVAC Modifications                    |  |  |  |  |
| \$4,000                         | Fire Protection Modifications         |  |  |  |  |
|                                 | Plus about \$22,000 in other expenses |  |  |  |  |
|                                 |                                       |  |  |  |  |

<sup>\*</sup> All figures are exclusive of supply chain surcharges.

# Adult & Teen Upgrades

**New and Rearranged Furniture & Shelving** 

# Youth Area: Context & Protecting the Long-Term Vision



# Large scale reorganization of rooms are in a future phase

Maker

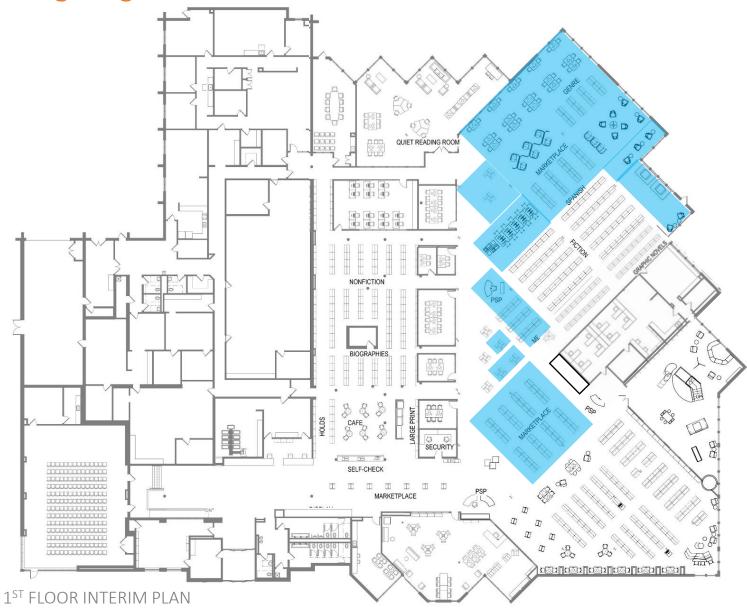
**Study Rooms** 

**Multi-Purpose Room** 

**Low Sensory Room** 

**Wellness Room** 

# Budgeting – Adult & Teen Area Furniture Purchases

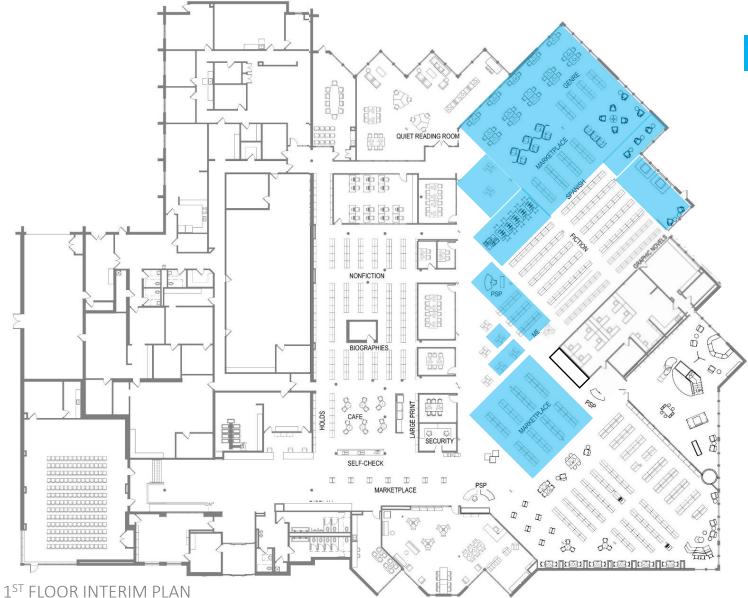


# **New purchases and rearrangements**

Initial efforts are focused on seating of various types to create neighborhoods and a variety of micro-environments.

The impact of purchase and rearrangements if perceived throughout the space.

# Budgeting – Adult & Teen Area **Upgrades**



Included in Tier 2 and Tier 3 Options

#### New purchases and rearrangements

Initial efforts are focused on seating of various types to create neighborhoods and a variety of micro-environments.

The impact of purchase and rearrangements if perceived throughout the space.

# Breaking Down First Steps: Three Tiers of Investment

1: GETTING STARTED - Basic Youth Upgrade

\$600,000

2: BROAD IMPACT - Basic Youth Upgrade + Adult & Teen Furniture

\$984,000

3: LONGER TERM - Full Youth Upgrade + Adult & Teen Furniture

\$1,399,000