

**HOOKED.**

# SKATEPARK DESIGN RESEARCH STAGE 01

FINAL REPORT  
22.03.08

[WWW.HOOKEDSKATE.COM](http://WWW.HOOKEDSKATE.COM)



## FOREWORD

### **Participants**

The following research is based upon the collection of data submitted by 336 individuals from three main social / sports communities.

The communities are:

Skateboarders  
BMX riders  
Inline skaters

The participants were mainly located in the Derby area as the research primarily affects these people. Approximately 10% of participants were from other cities around England.

### **Distribution**

The research form has mainly been filled in online via the Hooked website, with a number of printed forms being completed by participants with limited internet access. The hard copy data was then fed into the database electronically to allow these results to give a complete view of the feedback from the above community groups.

The awareness campaign for the research form included printed posters, which were distributed locally. Details of the research was also printed in the national skateboard magazine Sidewalk, and a thirty second advert movie was composed and aired for a month on the BBC BigScreen in Derby city centre. A large amount of the awareness campaign was also conducted online, through social networking websites such as MySpace and Facebook, as well as online forums aimed at the above social groups. This enable the campaign to become more viral, and spread via word of mouth also.

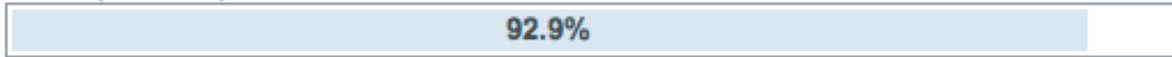
This research was conducted from 11.12.07 - 22.03.08.



# 1 GENDER

## Are you male or female?

**Male** (312 in 336)



**Female** (20 in 336)



The statistics show that the majority of people that filled in this research survey were male. This is representative of the gender breakdown of sports such as skateboarding, bmxing and inline skating.



## 2 AGE

### How old are you?

**Under 9** (3 in 336)

0.9%

**10 - 15** (83 in 336)

24.7%

**16 - 20** (161 in 336)

47.9%

**21 - 29** (47 in 336)

14.0%

**30+** (37 in 336)

11.0%

Here we see the majority of participants fall into the 16 - 20 age bracket. This indicates that sports such as skateboarding are predominantly youth orientated, therefore could play key role in activities aimed at young people.



### 3 SPORT

#### What do you ride?

**Skateboard** (258 in 336)



**BMX** (65 in 336)



**Skates** (36 in 336)



This research shows that more skateboarders were active in filling in this form, allowing us to see the majority of results as a skateboarder's view.



## 4 LOCATION OF ACTIVITY

### Where do you skate / ride most often?

**Mostly in your City Centre** (135 in 336)

40.2%

**Mostly in your local village** (62 in 336)

18.5%

**Skatepark(s) (if so which one?)** (133 in 336)

39.6%

We see that both skateparks and city centres are high here. The smaller amount of people riding in villages will possibly be due to the lack of places to ride in those villages.



## 5 TYPE OF RIDING

### What do you like to skate / ride most?

**Street (blocks, rails, stairs etc.)** (199 in 336)

59.2%

**Ramps (transitions, banks, vert etc.)** (129 in 336)

38.4%

The research shows that street riding is slightly more popular. This is an important factor in skatepark design, as including a well designed street course or area can make the difference between a skatepark being heavily used or deserted. Word of mouth is a great way to generate traffic to a skatepark, so getting the design right is fundamental.



## 6 TERRAIN

### What obstacles make the best skate parks?

**Street (blocks, rails, stairs etc.)** (39 in 336)

11.6%

**Ramps (transitions, banks, vert etc.)** (22 in 336)

6.5%

**Variation of both** (268 in 336)

79.8%

This indicates that although people have a type of obstacle or terrain they favour, people want to go to a skatepark to be challenged, and learn new things. This means that the design of the park must encompass as much variation as possible for people to want to ride it again and again. A large 'plaza' style park is a great place to visit time and time again as it would have the largest selection of terrain and longevity.



## 7 MATERIALS

### What is the best surface for a skatepark to be made from?

**Concrete** (238 in 336)



**Wood** (85 in 336)



**Metal** (7 in 336)



Concrete is highlighted here as the best surface, as it last the longest, incorporates the ramps and banks better, is less liable to be vandalised or destroyed and gives the rider the most consistency and control while riding it. The low maintainance factor allows a park to be built and then run itself.



## 8 USAGE

### What would you use a skate park for?

**Casual / social use** (118 in 336)

35.1%

**Casual skating / riding** (322 in 336)

95.8%

**Tuition** (61 in 336)

18.2%

**Demos by professionals** (149 in 336)

44.3%

**Competitive events** (147 in 336)

43.8%

Here we see a great response from the community, and it tells us that by increasing the amount of opportunities as the skatepark we can attract many more people than if it were just a quiet park in the suburbs.

A larger skatepark would attract many more people and be a prime spot for professionals to perform demos. This in turn illustrates to other community members that the park is great for competitive events, and so on. The more people that ride the park will increase the amount of people who use the park to simply socialise.

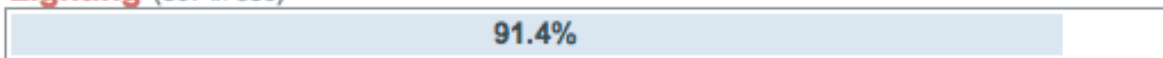
One thing informs another to produce a 'living' skatepark, much like Stoke Skate Plaza.  
([www.sketchyskateboarding.com](http://www.sketchyskateboarding.com))



## 9 IMPROVING FACILITIES

What other facilities, in your opinion, are needed at a skatepark?

**Lighting** (307 in 336)



**Secure fencing** (145 in 336)



**Music** (112 in 336)



**Seating area** (196 in 336)



**Bike racks** (47 in 336)



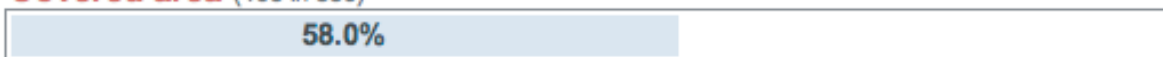
**Food / drink / vending machine** (153 in 336)



**CCTV cameras** (188 in 336)



**Covered area** (195 in 336)





## 9 IMPROVING FACILITIES CONTINUED

**Covered area** (195 in 336)



**Security guard** (70 in 336)



**Toilets** (214 in 336)



From the research we see that lighting is the highest priority on improving outdoor skateparks. This would allow people to ride even when it's dark early in winter, which would improve traffic to the site dramatically. This would also attract people from further afield as it's unique.

Toilets, covered area and CCTV would also give a skatepark a massive advantage over other parks and city spots.



## 10 GETTING THERE

### How do you prefer to travel to a skatepark?

**Skate there** (222 in 336)



**Ride a bike there** (84 in 336)



**Walk there** (102 in 336)



**Take the bus** (126 in 336)



**Drive / get a lift** (194 in 336)



**Take the train** (126 in 336)



The research shows that riding there and driving or getting a lift are the most popular methods of transport. A skatepark situated just outside the city centre would be fine for people walking to the park from the city centre - which is an easy location to travel to. A location close to the train station would be useful for the third most popular travel method.



## 11 TRAVEL DISTANCE

How far would you be prepared to travel to a superpark like this one?

**To your City Centre** (149 in 336)

44.3%

**To another City** (149 in 336)

44.3%

**To another part of the country (more than 20 miles)** (236 in 336)

70.2%

After showing an image of a popular skate 'plaza' (pictured right), the results were positive. We see that people are willing to travel to get to somewhere worth riding. This means increased tourism to Derby City, and the opportunities from this are excellent.





## 12 SEASONAL USAGE COVERED PARK

What time(s) of the year would you use the park the most?

### Covered park

**Spring** (268 in 336)

79.8%

**Summer** (226 in 336)

67.3%

**Autumn** (287 in 336)

85.4%

**Winter** (303 in 336)

90.2%

This illustrates how useful a covered area of the park would be, attracting more visitors in winter and wet weather conditions. To get the best from a park in England, this should be considered.



## 12 SEASONAL USAGE UNCOVERED PARK

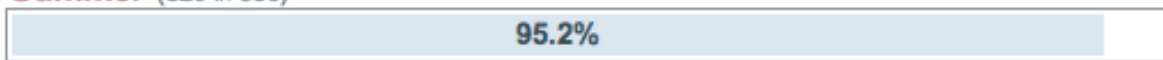
What time(s) of the year would you use the park the most?

### Uncovered park

**Spring** (267 in 336)



**Summer** (320 in 336)



**Autumn** (218 in 336)



**Winter** (102 in 336)



We can see that as all skateparks do, the park would see more visitors in summer than in winter. We can counter balance this by adding a covered area to the park, which means the park would be rideable even when the weather is wet. A unique factor like this would attract people from all over England, just as Milton Keynes Plaza does, for example.



## 13 SKATEPARK LOCATION

### How important is it that a superpark is in the City Centre?

**Not very important (I'd use it wherever it was located)** (129 in 336)

38.4%

**Important (It would be good to be near people / shops)** (157 in 336)

46.7%

**Very important (I wouldn't use it if it wasn't in the centre)** (44 in 336)

13.1%

This research shows that a location not too far from the city is a great location for a skatepark. It should be close enough to the city centre to have great transport links whilst also having a large amount of space.



## 14 CONCLUSION

The volume of people who participated indicates a need for a place to go and ride. Small, badly designed parks are springing up around the city and around the country. These parks won't solve the problem of young people hanging out and riding skateboards in the city centre.

With the correct research and planning, Derby can be put on the map in terms of sports tourism, be seen to have great facilities for young people and bring revenue to the city - all in one go.

This research piece is the start of an innovative partnership between the end user and the council which is fundamental in moving forward in meeting the needs of young people in our communities.

In terms of opinions, we've collected many here. The next stage of research is to look closer at (a) what other activities / elements can be added to generate interest from other community groups, and (b) examples of great extreme sports facilities around the country, using the feedback from the input form to guide us.