

# Project goals:

- Comply with University rules and integrate into University aesthetics.
- Serve stakeholders (users).
- Provide environmental and horticultural education.

## Design will:

- Preserve the existing trees and be predominantly native plants.
- Create a path through garden.
- Practice IPM. It won't depend on herbicide for routine weed control.

# Stakeholder input summary

**IDENTITY:** Identify the space with signs/markers

**PATHS:** Build paths

**ART:** Include more art

**INTERACTIVITY:** Incorporate more interactivity (physical such as seating and digital such as Pokemon Go)

**RESEARCH:** Invite & collaborate with researchers (Engineering, LA, Biology/NRES)

**PUBLIC EDUCATION:** Conduct outreach via digital, brochure, public events and label the plants/explain ecosystem services offered

**NATURE INTERPRETED:** Want middle of formal-wild and multi-season interest

# Design A



# Design B







Design A





Design B





Design A





Design B