

EXPLORATORY PHASE: HOA COMMUNITY PLAYGROUND PROJECT

OBJECTIVE:

The purpose of this exploratory phase is to assess the feasibility, community needs, and potential considerations for developing a playground within the HOA community. This phase aims to uncover key insights to inform decision-making and set a strong foundation for the design and implementation process.

GOALS:

- To understand resident interest and demand for a playground
- To identify suitable locations and potential constraints
- To explore budget parameters and funding options
- To assess safety, regulatory, and maintenance considerations
- Define community values and design priorities

STAKEHOLDER ENGAGEMENT

- HOA members
- Residents
- Property Management Company
- Local City or municipal parks department

COMMUNITY AND DEMOGRAPHIC ANALYSIS

- Review HOA demographic data to understand age groups, family sizes and usage needs
- Identify the percentage of households with young children or grandchildren
- Map existing amenities that could integrate with a playground

SITE FEASIBILITY AND ASSESSMENT

- Accessibility for all residents
- Proximity to housing (but not too close to create noise/privacy issues)
- Safe distances from the roads, parking lots and utility lines

POTENTIAL LOCATION

COMPARATIVE RESEARCH

- Explore playgrounds in neighboring communities or HOAs
- Gather inspiration on equipment, layout and scale
- Identify preferred materials (wood, plastic, recycled rubber)
- Note safety features, signage and age-appropriate zones

BUDGET CONSIDERATIONS

Estimated Cost Ranges

Small-scale playground (basic equipment, no surfacing) \$20,000 - \$40,000

Mid-scale playground (multi-age structures, surfacing, fencing) \$50,000 p \$100,000

Additional costs: landscaping, permits, insurance, lighting, maintenance

FUNDING OPTIONS

HOA reserve funds

Annual HOA fee increase

Local grants or partnerships with parks department

Community fundraising events or sponsorships

Harvest Glen - Community Survey Link

<https://forms.gle/fEYyPWwxWBXFoKHL7>