MEETING AGENDA



Veterans Memorial Stakeholders Advisory Committee January 16, 2020 - 6:30 pm

Tualatin Public Library Community Room 18878 SW Martinazzi Avenue, Tualatin

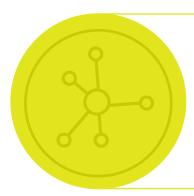
- A. Call to Order
- **B.** Introductions
- C. Communication
 - 1. Staff
 - 2. Consultant
 - 3. Public
- D. Committee Role and Decision Making Process
- **E.** Committee Engagement Activity
- F. Memorial Themes
 - 1. Focus Group Process
 - 2. Review Focus Group Themes
- **G. Next Meeting**
- H. Adjournment

Veterans of Foreign Wars Focus Group Meeting Recap



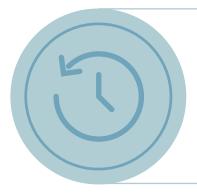
Inclusive

- There are lots of stories to be told, WWII, Korea, Vietnam, Gulf War, Women Veterans, nurses
- Include the future to teach duty, self of service and sacrifice values
- · The families should feel included



Engagement

- A nature trail would be an active space for the community and would draw people in from other places
- Educational opportunities & school field trips
- A park for kids to play
- Gathering space for events



Adaptable

- Something that will have relevance now and in the future
- A space for everybody –a space that has a park, a place to hold gatherings and a memorial feature, field trips
- Ability to change, things could be added and there could be new features



Empathy

- A space to learn what "thank you for your service" means
- Evoking patriotism, healing, mourning, and understanding of sacrifice
- Opportunity to reconnect with people who didn't come back

Forward Assist Meeting Recap



Design Principles

- · Tranquil, uncluttered and peaceful
- · Visibility, welcomes you in, not static
- · Move from one space to the next
- Near kids park display people everyday people can relate to
- Place to reflect and reminisce (bench and covered space)
- Inclusivity (all vets, family members, first responders)



Storytelling

- · Make it about people
- Untold stores: What people went through
- PTSD, suicide, homelessness
- Different perspectives (combat vs. not, draft vs, enlisting)
- Showcase real world "heroes" vs. Marvel
- · Take away bad and focus on good
- Vets attach self to a memory, but each experience is different



Education

- History
- Will we ever learn from past if we do not teach it
- · Why go to war
- Branches of military
- · Preserving the past what country was built on
- Patriotism- incoporate American flag



Shared Values

- Resiliency
- Courage
- Adversity
- Selflessness
- Duty /Volunteerism
- Honor
- Respect

Veterans Focus Group Meeting Recap



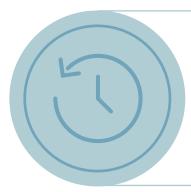
Technology

- Connection to younger generation
- Audio so they can tune into a station
- QR codes
- · Incorporating a digital component



Multi-functional

- A placemaker/destination (first of its kind, connection to I-5)
- Space for events (Memorial Day, Veterans Day)
- Passive space for bench and picnic tables)
- Educational space for field trips/tours
- Interactive



Timeless

- That considers the past and the future
- Includes all wars (Native American Wars all the way to conflicts today)
- · Something that is not static
- A space that can be expandable
- Seasonal information



Educational

- An opportunity for the younger generation to learn about all the different wars
- History is being lost and children are not learning about the wars
- Programming (relationship with the library, Portland State, Historical Society, Tualatin Schools)
- People tend to push uncomfortable things aside like the Native American Wars, and it is okay to talk about it

Diversity Task Force Focus Group Meeting Recap



Therapeutic

- · Sense of recreation
- Possible for more recreation opportunities such as a basketball court for those who are disabled
- A place for people to run
- · A place for healing



Connection to Place

 Veterans are all over the world with families often being displaced, this space should foster a sense of home



Reflection

- A calming and conducive space that encourages healing, reflection and conversation
- · Place to sit and tell stories
- Could have a water feature to promote calming, reflection



Empathy

- A space that provides empathy and understanding for veterans along with their families/ people it affected
- It should honor the families that have had to sacrifice so much
- · A place to visit those who have sacrificed

VISIÓN DE TUALATIN PARA UN MONUMENTO CONMEMORATIVO A LOS VETERANOS

Resumen de la reunión del grupo de enfoque diverso



Terapéutico

- Sentido de recreación
- Posibilidad de más oportunidades de recreación, como cancha de baloncesto para personas discapacitadas
- Un lugar para que las personas corran
- · Un lugar para sanar



Conexión al lugar

 Los veteranos están en todo el mundo, frecuentemente, tienen familias desplazadas; este espacio debe proporcionar una sensación de hogar



Reflexión

- Un espacio relajante y propicio que fomente la curación, la reflexión y la conversación
- Un lugar para sentarse y contar historias
- Podría tener una fuente de agua para promover la calma, la reflexión



Empatía

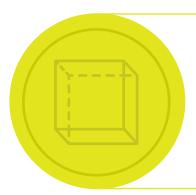
- Un espacio que brinde empatía y comprensión por los veteranos junto con sus familias / personas afectadas
- Debe honrar a las familias que han tenido que sacrificar tanto
- Un lugar para visitar a los que se han sacrificado

Arts, Youth, and Parks Focus Group Meeting Recap



Inclusivity

- For armed services, families, both sides of war, peacekeepers, TFA,
 Peace Corp, AmeriCorp Volunteers, first responders, local heroes and people who provide service to the community
- In who can use the space (people could feel welcome to play nearby)
- · Showing multiple perspectives
- Celebrating community
- · Colorful, welcoming
- Private and public



Spacial Definition

- · Can come in and out of the experience
- Strict boundaries physically or conceptually
- Physically surrounded / immersive
- Explorable / self-paced / guided
- Multimodal
- Limited hardscape
- Enhance space in cohesive way



Multi-Use

- Greenspace
- Educational
- Movement
- Passive space



Educational

- A space where people can stand and tell their story
- Reading
- Programming

Arts, Youth, and Parks Focus Group Meeting Recap



Sensitivity

- · Not glorifying violence
- Discouraging triggers
- If interwoven being sensitive that people don't want to be reminded everywhere they go
- Creating empathy
- Grieving space / reflection



Connectivity

- · Connecting to community
- Accessible and usable
- Part of a greater system
- Integrated / woven
- Linking to the art walk, greenway system, Ice Age discovery trail, and other public spaces



Experiential

- Breadth (more than a statue)
- Finite but endless
- Immersive
- Porous
- Something that surrounds you rather than to look at