

The Buzz at Yarrabilba Community engagement



309 responses
**Jun–Sep
2020**



REKON online
youth survey
117 responses
ages **12–18**



Youth workshops
39 students
Years **7–8**



**Community
online survey**
57 responses



**Stakeholder
workshop**
34 members
of Stakeholder
Collaborative
Network Group



**Online youth
survey**
64 responses
ages **12–18**

Vision



Across the youth and community online surveys there was:

- Strong support for proposed vision
- Strong support for connecting and learning themes
- Support for earning theme
- Support for community hub to be a safe and welcoming place

Top 4 needs

Youth

The most commonly identified **youth needs** were:

- Sport
- Visual and performance arts
- Informal places to relax and eat
- Computer gaming

Design and operations

Across the groups, the most important **design and operational** considerations were:

- Flexible/multi-functional spaces
- The use of colour as a way to make the design of the community hub feel welcoming
- Hire spaces for meetings and events

Community

The predominately identified **community needs** were:

- Youth training programs
- Youth safe spaces
- Youth programs and events
- Support services and counselling