

Discuss, Debate, Design – ThinkDunoon

WITH A PACKED programme of events lined up later this month for the ThinkDunoon regeneration initiative, the town had a wee taster last week.

A team from art organisation WAVEparticle, were out and about on Friday and Saturday, accompanied by a giant map of the town.

WAVEparticle were speaking to local people to get their thoughts and suggestions about the town - past, present

and future, as well as gathering people's experiences of living in Dunoon.

This is in advance of a busy programme of events which will take place on Dunoon Pier to garner the opinions of local businesses, tradespeople, community groups and the general public and to encourage them to have their say about the future of our town.

Dunoon town centre is set to benefit from a Scottish Government sponsored approach for involving the community



Think Dunoon

An invitation to events to discuss, debate and design the future of Dunoon Town Centre

Come and share your ideas!

28th-29th-30th March
20th April

Get in touch

@ThinkDunoon #ThinkDunoon
ThinkDunoon
www.paidlet.com/charrette/ThinkDunoon

**The Wooden Pier
Pier Esplanade
Dunoon PA23 7HJ**

in planning and regeneration.

This follows the enthusiastic participation of Argyll and Bute residents and businesses elsewhere in the county, including Rothesay, which resulted in collaborative masterplans being created.

Scottish Urban Regeneration Forum (SURF) and Argyll and Bute Council are co-hosting the ThinkDunoon programme.

ThinkDunoon will look to build on the new investment at the Burgh

Hall, Dunoon Pier and the recently announced Conservation Area Regeneration Scheme.

It's an intensive consultation that includes planning workshops which engage local people in the design process for their community.

The planning and design workshops will be held in the newly refurbished Pier Building on Dunoon Pier over a three-day period running from Tuesday March 28 March to Thursday March 30, with a final exhibition and a report back session at the same venue on April 20.

Over the four days the public, designers and specialists will be working together to prepare a long-term community-inspired vision and action plan for Dunoon town centre, with the ideas translated into plans and drawings.

The public can drop in to the Design Studio at specific times over the four days, to see the ideas.

Planning the future of Dunoon Town Centre requires ideas from everybody in the community - young, old, residents and businesses who know the town.

ThinkDunoon believes that the views of the community will make a difference and play a key part in shaping the future of Dunoon town centre, and encourages everyone to become involved and have their say.

All the workshops are open with no need to register in advance.

Andy Milne, SURF Chief Executive, said: "I'd encourage the general public to join in the workshops with the design team on Dunoon Pier.

"It's important to have as many people as possible across the age groups, irrespective of background or experience, to contribute to the future of Dunoon town centre.

"ThinkDunoon will look to build Dunoon's many assets and strengths, including the

new investment, confront what challenges there are locally and grasp the opportunities that lie ahead in the short, medium and long term.

"I hope everyone in the wider Dunoon community can play a part in ThinkDunoon."

There is plenty of negativity and pessimism about the present state of the town centre and its future, so take this opportunity to make a difference. Get involved - it's your town - ThinkDunoon.



WAVEparticle also visited Dunoon Grammar School last week to run a creative workshop which brought together pupils from several local primaries.

The children had to identify their favourite parts of Dunoon by putting stars on the big map.

They were also asked to transport themselves ten years into the future and write a postcard to their earlier self, describing the future Dunoon.

The workshop aimed to encourage young people to invest in the future of their town and make sure their voices are represented.

