

# ROTTNEST ISLAND

WWII COASTAL  
DEFENCE HERITAGE  
INTERPRETATION PLAN  
2020-30

## PROSPECTUS

FINAL ISSUE [24 SEPT 2020]

BICKLEY BATTERY - 6" GUNS

OLIVER HILL - 9.2" GUNS



ROTTNEST IS



[www.rottneſtland.com](http://www.rottneſtland.com)



Oliver Hill H2 gun, 1973 [1]

## WHAT IS INTERPRETATION?

*“Interpretation is an interactive communication process, involving the visitor, through which heritage values and cultural significance are revealed, using a variety of techniques in order to enrich the visitor experience and enhance the enjoyment and understanding of the place.”*

– Sarah Murphy

Rottnest Island is recognised for its strategic importance as a key site for Australia’s coastal defence during World War II. The associated World War II infrastructure (including the intact Oliver Hill Battery, Bickley Battery, Signal Station, barracks, railways and associated works) constitutes nationally significant heritage that demonstrates the role of the Australian Defence Force and Australian men and women in the national war effort. The infrastructure showcases high level achievements for the time and is distinguished nationally as the only place to have retained the 9.2 inch guns in its batteries. The purpose of the **Rottnest Island WWII Coastal Defence Heritage Interpretation Plan 2020-30 (DHIP) Prospectus** is to provide an overview of the available opportunities for current and future partners to contribute to the conservation and interpretations of this unique and significant heritage.

The Rottnest Island Authority (RIA), in consultation with key stakeholders has reviewed and developed the DHIP. The focus of the Plan is to partner with interested parties to deliver a diverse range of defence heritage projects that support the long-term preservation of the defence heritage interpretation of Rottnest Island. These projects will ensure Rottnest Island remains a place of high heritage significance, with the vision of offering visitors a defence heritage experience of international standard.

The RIA invites you to explore the range of defence heritage partnership opportunities on offer and look forward to working together to realise the interpretive vision for the defence heritage on Rottnest Island.



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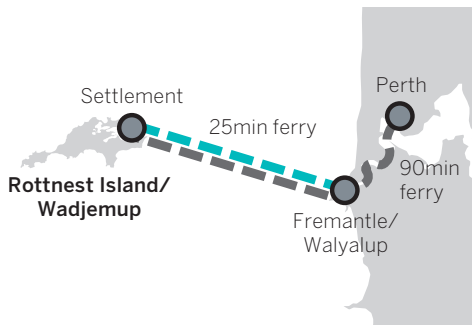
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## DOCUMENT CONTROL

<b>document issue</b>	<b>date</b>
draft issue	24 mar 2020
final draft issue	9 sept 2020
final issue	24 sept 2020



Indicative map showing locations of WWII coastal defence installations [1]



# INTRODUCTION

Oliver Hill H1 gun [2]

Rottnest Island/Wadjemup, lies in the Indian Ocean, 18 kilometres west of Fremantle in south-west Western Australia. The Island is 11 kilometres long and 4.5 kilometres wide at its widest point with a land area of 1,900 hectares. The Mediterranean climate, scenic land and seascapes, unique biodiversity and turquoise waters in 63 sheltered beaches and 20 bays have made the Island a favourite holiday destination for local, domestic and international visitors.

Rottnest Island is designated as an A-Class Reserve in the Western Australian land tenure system. Class A has the greatest protection, requiring the approval of Parliament to amend the reserve’s purpose or area, or to cancel the reservation. A-Class reservation is used to protect areas of the State with the highest conservation or community value.

The Island is part of the traditional lands of the Whadjuk Noongar people, who know the Island as Wadjemup, or ‘place of spirits’.

The Rottnest Island Authority has developed the **Rottnest Island WWII Coastal Defence Heritage Interpretation Plan 2020-30 (DHIP)**. The strategies outlined in this document are designed to enhance the defence heritage experience available to the visitors to the Island, thereby reinforcing the overall conservation and heritage values of Rottnest Island.

Prepared in alignment with the *Rottnest Island Management Plan 2020-24* and *A 20 Year Vision: Rottnest Island Master Plan*, the DHIP is coordinated with the Rottnest Island Authority’s key strategic aims and a range of long-term masterplanning opportunities and ongoing Major Projects that ensure coordinated and effective outcomes.

The complete DHIP provides a comprehensive document to guide the long-term development of the defence heritage interpretation. It outlines the rationale for the proposals, from detailed analysis of the background material and audience through to the proposed project details and budgets.

The following **Prospectus**, as a companion to the DHIP, sets out the core of the plan and provides an overview of the **priority projects** that will be most effective in raising the profile and improving the experience of the defence heritage of Rottnest Island.





Wadjemup Lighthouse [1]

## ENGAGEMENT WITH THE DEFENCE HERITAGE

Rottnest Island is a highly visited tourism destination offering a broad range of recreational experiences. The Island is known as a place for quokkas, beaches, food and beverage, lighthouses, and natural attractions.

While a range of defence heritage experiences are offered and guided tours of the key sites are established, visitor feedback and statistics demonstrate that only a small proportion of visitors engage with these experiences, or are even aware of the Island's significance as a former defence heritage site.

Ongoing development has continued to improve the visitor experience, including new accommodation facilities and the formalised Wadjemup Bidi walking trail network, however the visibility of the defence heritage has remained limited.

The DHIP aims to build upon the existing framework and maximise on its opportunities to significantly raise the profile of the defence heritage within the overall visitor experience.

## AUDIENCE GROWTH

***“Between 2013/14 and 2018/19, annual visitor numbers to the Island grew from approximately 540,000 to 780,000, an increase of approximately 45 per cent.”***

*Rottnest Island Management Plan 2020-24*

Building upon unprecedented growth in visitor numbers, the *Rottnest Island Management Plan 2020-24* sets out key initiatives to diversify the visitor base and enhance the experience.

An important and timely opportunity exists to meet the growing demand and add layers to the visitor experience that reveal the significance of the place as a defence heritage site.



Rottnest Volunteer Guides Association guided tour [2]



Bickley walk experience [3]



Oliver Hill H1 gun guided tour [1]

# OPPORTUNITY



Captain Hussey train to Oliver Hill [2]

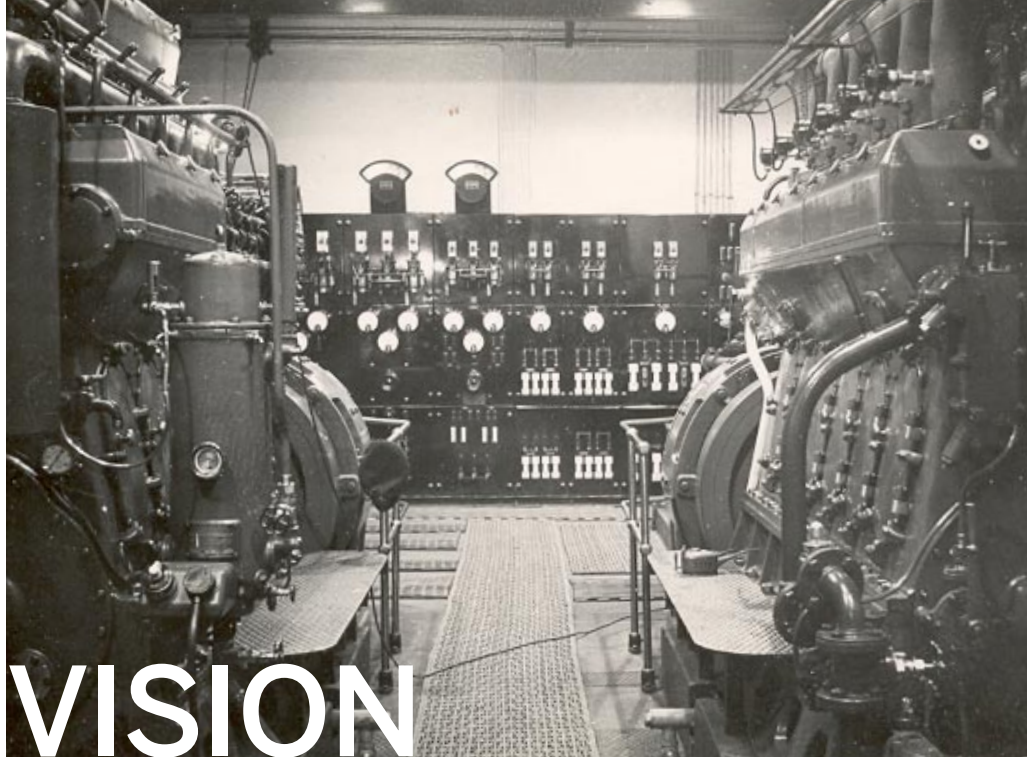


Oliver Hill H1 tunnels [3]

The place has many strengths that position the WWII defence system as a valuable heritage asset that should be treasured, conserved, and interpreted for the Island's visitors, including:

- » Highly significant sites that illustrate Australia's role in WWII and Rottneest Island's strategic place within broader Commonwealth.
- » Connections to other WWII sites – within Western Australia, broader Australia, and internationally, that form a range of context and cross-promotion opportunities.
- » Evokes an exciting 'Island fortress' character.
- » Potential to successfully re-balance the recreational and cultural attractions and maximise on integrated experiences. The Island is comparable with other successful former military sites such as Gibraltar, Sentosa Island, Bermuda, Cockatoo Island (Sydney).
- » High level of visible and accessible defence infrastructure fabric. In-situ examples of war-time engineering, including the rare 9.2" gun at Oliver Hill.
- » The defence sites offer a range of physical and immersive experiences, including underground tunnels, train journey to Oliver Hill, walking trails, viewing points, and access to sites via bike, bus, and other means.
- » Strong visitor base comprised of captive audiences who are seeking recreational activities and ways to spend time.
- » A wealth of personal stories and knowledge to be shared, from men and women associated with the place.
- » An established programme of volunteer guides that provide a personal interface to the experience and resource for knowledge and project support.
- » The defence heritage is positioned within the existing Rottneest Island marketing framework with potential to improve its presence.
- » The defence heritage is one of the thematic 'layers' of the Island, alongside natural, Aboriginal, penal, maritime, and recreational heritage, with areas of overlap between these to be explored.





# VISION

Oliver Hill H1 Engine Room with original engine and electrical board in-situ [1]

The defence heritage experience at Rottneest Island is guided by the following vision statement:

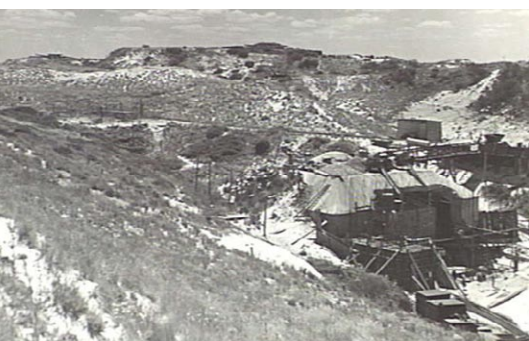
***The WWII coastal defence heritage experience at Rottneest Island should be of international standard.***

***The remnant elements form one of the most complete former WWII coastal defence systems in the British Commonwealth. The whole system has a high degree of significance. These values, together with the other conservation values of the Island (natural, Aboriginal, European), form the basis of the significance of the place. The perception of the place, through its promotion and publication, should reflect this significance.***

***As the location of one of the most complete former WWII coastal defence systems remaining in the British Commonwealth, Rottneest Island should promote itself as a place of high heritage significance and offer a defence heritage experience of world standard.***



H1 gun emplacement, 1973 [2]



plotting rooms under construction, 1942 [3]



Oliver Hill H1 gun [1]

The DHIP outlines a broad range of **opportunities for interpretive projects**; from minor interventions, to activities and programmes, to major landscaping upgrades and complex digital interactives.

This Prospectus outlines a number of key **priority projects** that will be the most effective in forming the new interpretive direction and progressing the outcomes as a whole. The aims of these projects are to:

- » **Raise the profile** of the defence heritage story, by developing a series of iconic and strategically placed experiences.
- » **Improve the experience** at the key defence sites and the links between them, to facilitate increased visitor engagement, flexibility for programmes, and enhanced quality of the storytelling.

These projects are also supported by a range of **supporting projects** and **ongoing background work** that will further enrich the outcomes and continue to work towards the interpretive vision.





# PRIORITY PROJECTS

Oliver Hill H1 gun [1]

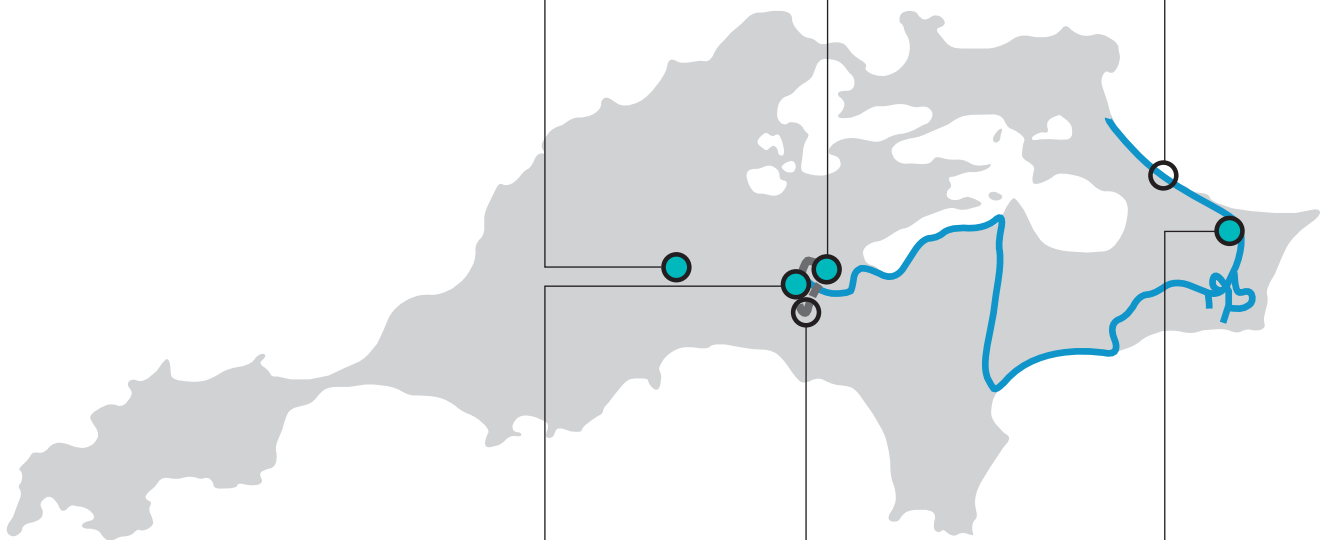
wadjemup  
hill



h1 tunnels  
experience



upgrade  
trail signage



fortress  
plotting  
room



oliver hill  
self-guided  
experience



youth  
playspace



precinct diagram

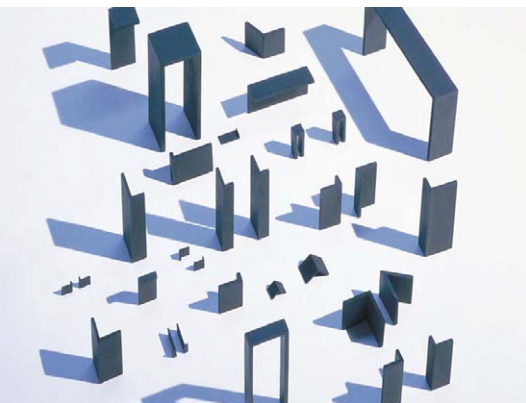


# 1 OLIVER HILL SELF-GUIDED EXPERIENCE

existing trail [1]



existing trail [2]



precedent: signage style guide development + in-ground outcome [3]

## WHAT IS THE PROJECT?

Oliver Hill is a highly significant site and should be developed as the main defence heritage experience. A core project is to **improve the self-guided experience** by enhancing the existing walk trail that connects the key defence features:

- » **Develop a signage style guide** and **upgrade the interpretive and wayfinding signage** throughout the precinct. Label and interpret the remnant defence infrastructure and expand the storytelling.
- » Where the loop trail overlaps with the Wadjemup Bidi, **consolidate signage** to ensure clarity of the trails and avoid clutter.
- » **Provide new seating and picnic facilities** with framed views to defence features, to encourage visitors to spend more time.
- » **Improve trail conditions** and remove hazards throughout the site.

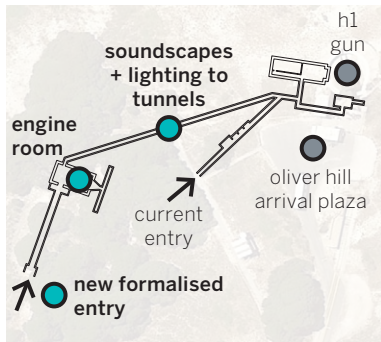
## WHO IS IT TARGETING?

- » All visitors to Oliver Hill (note: accessibility to the walk trail is limited).
- » Users of the Wadjemup Bidi trail will pass through the site and may rest or further explore the precinct.

## WHY IS THIS AN IMPORTANT PROJECT?

- » Enhances the existing loop trail by providing an updated, cohesive signage suite and improved legibility to the trail.
- » Highlights the remnant structures in the landscape and supports the notion of an archaeological discovery trail.
- » Provides an expanded programme of activities and encourages longer visitation to Oliver Hill, supported by other ongoing projects and improvements to transport infrastructure to the site.
- » Develops Oliver Hill as the main interpretive experience and 'big ticket attraction'.



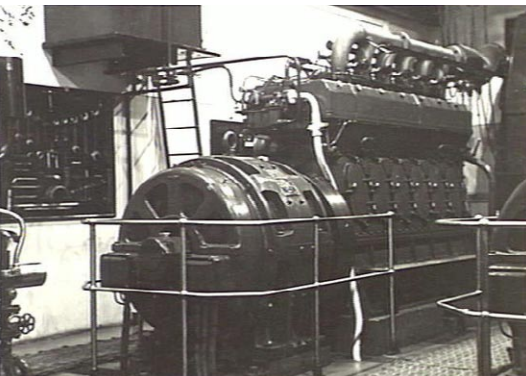


precinct diagram



## H1 TUNNELS EXPERIENCE

Oliver Hill H1 tunnels [1]



former engines in-situ, 1942 [2]



design precedent: 'reconstructed' interpretive machine [3]

### WHAT IS THE PROJECT?

A guided tour programme is currently offered through the underground tunnels and rooms beneath the Oliver Hill H1 gun emplacement. The tours are usually undertaken in one direction. This project aims to significantly enhance the tour as an immersive experience and to facilitate running of longer, more frequent, and simultaneous tours:

- » **Develop the Engine Room** as a key interpretive space; with new exhibit in the form of a 'reconstructed' engine containing artefacts and soundscapes, upgrades to an existing 'electrical board' display to make interactive, new seating, and other improvements.
- » **Provide soundscapes and creative lighting** to the narrow lengths of tunnels with optional levels of interactivity.
- » **Formalise the entry point** at the Engine Room end of the tunnels, including signage and seating, to facilitate dividing of large groups and commencing tours from either end of the facility.

### WHO IS IT TARGETING?

- » Guided tour groups (note: accessibility is limited).

### WHY IS THIS AN IMPORTANT PROJECT?

- » Developing the Engine Room as a place to spend time establishes a cross-over point for tours running in opposite directions during peak visitation.
- » Establishes the Engine Room as a strong opening or closing experience for tours in either direction.
- » Provides opportunities to embed personal stories within the exhibits.
- » Elevates the engagement with the visible defence infrastructure and understanding of the former machinery massing and operations.
- » Further develops Oliver Hill as an iconic destination with strong marketing opportunities.





# 3 FORTRESS PLOTTING ROOM

design precedent:  
floor-based digital interactive game [1]

## WHAT IS THE PROJECT?

The Plotting Rooms are a core component of the Oliver Hill defence facility as the site where actions of the H1 and H2 guns were plotted. The project establishes a **highly informative and interactive guided experience** around the former use of the room and illustrates the context of Rottneest as part of the broader 'Fremantle Fortress' defence system:

- » A new **double-sided, edge-lit interpretive panel** with detailed graphics and potential to include interactive screens, viewable both from within the room and through the entry hall wall opening.
- » A **large floor-based game** – with development options ranging from a fixed floor graphic with movable pieces, to a high-level back-lit digital interactive. Players receive randomised information about a 'threat', cooperate to plot the range and bearing of a target, communicate the figures to the 'guns', and are notified of a hit or miss.

## WHO IS IT TARGETING?

The Plotting Rooms will be made accessible under supervision to:

- » School-aged and other interest groups.
- » Potential to offer as a guided experience for general visitors to Oliver Hill as part of an expanded activity programme.
- » Potential to combine with events held at the nearby H2 gun emplacement.

## WHY IS THIS AN IMPORTANT PROJECT?

- » Educates and immerses the visitor in the process of aiming the guns and conducting communications.
- » Encourages group cooperation and draws on skills of problem solving, experimentation, and persistence.
- » Provides an immersive sense of the threat, preparedness, and training activities that would have been experienced during WWII.



design precedent:  
edge-lit interpretive panels [2]



design precedent:  
interactive touchscreens [3]



kingstown barracks

# 4 YOUTH PLAYSPACE

design precedent [1]

## WHAT IS THE PROJECT?

The Kingstown Barracks precinct is located approximately 2km from the centre of Settlement and is comprised of a cluster of former military buildings now used for school and community group accommodation.

The project is to develop a **new youth playspace** focused on 'active' and high-energy play at the site of a military training ground near the entry to the precinct.

## WHO IS IT TARGETING?

- » School-aged children and youth staying in the accommodation facilities.
- » Visitors venturing out of the Settlement; the site is a short distance from the Settlement and accessible by bike, bus, and walking trails.
- » Users of the Wadjemup Bidi trail passing through the precinct.

## WHY IS THIS AN IMPORTANT PROJECT?

- » A recreational attraction providing play, exercise, and well-being, that embodies the former use of the site.
- » Appeals to younger audiences and encourages group activity.
- » Builds an interpretive experience around remnant defence heritage fabric.
- » Consolidates a recreational corridor through the precinct, supported by other 'active' projects at the nearby parade ground, the existing tennis courts, intersection with Wadjemup Bidi trail, and beaches.
- » The 20-year Master Plan indicates opportunities for increased accommodation to the Kingstown Barracks complex.
- » Encourages visitation to the area which further increases awareness and activity around the nearby DID Shed, train station, and other defence features.



remnant military training frames [2]

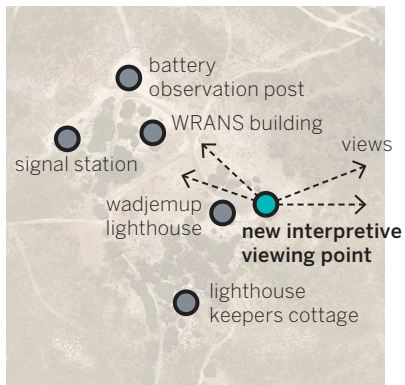


design precedent [3]

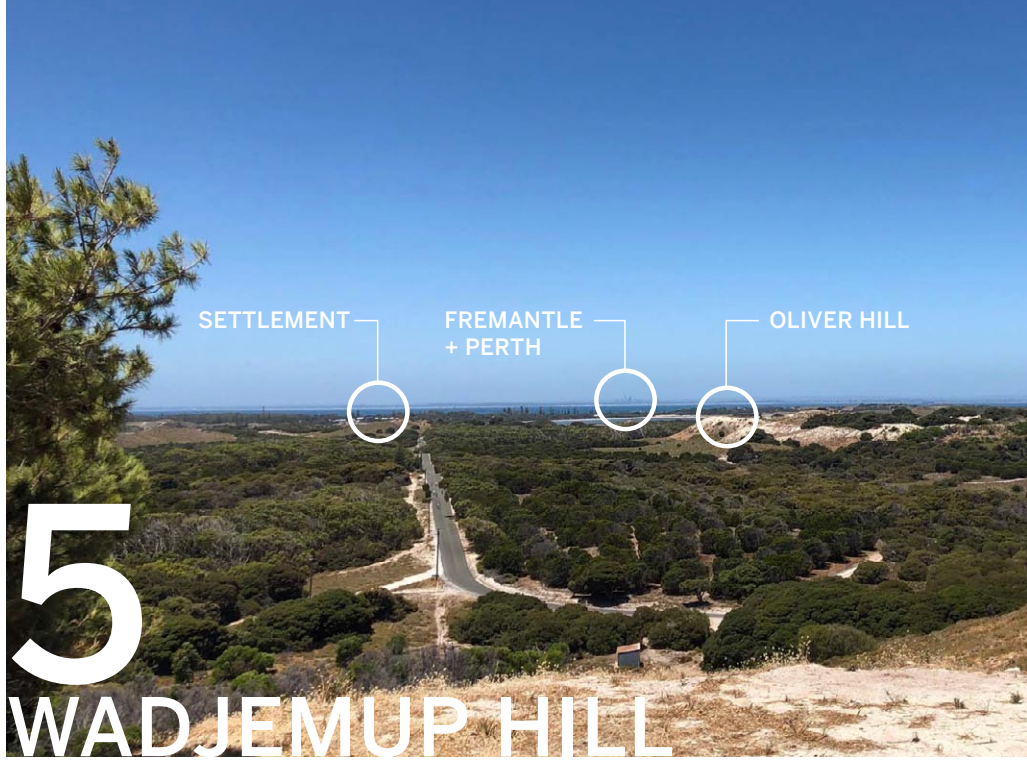
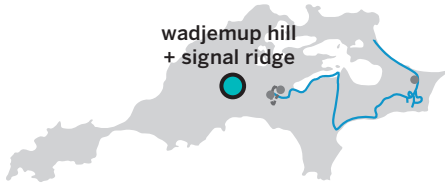


design precedent [4]





precinct diagram



view towards East from proposed viewing area [1]



design precedent:  
view-framing apparatus [2]



design precedent:  
interpretive signage highlighting  
key landmarks [3]

## WHAT IS THE PROJECT?

Located further from Settlement, Wadjemup Hill is a popular destination with the key attraction being the Wadjemup Lighthouse. To the north-west at Signal Ridge, the site includes a number of defence structures used formerly for observation and signalling operations. The core project is the **formalisation of an interpretive viewing area** near the base of the lighthouse, including:

- » Framed views to the internal features of the site, and outward to Oliver Hill, Settlement, the broader Island, Fremantle, and Perth.
- » Interpretive signage describing relationships between the structures and the Rottne Island defence system in a global context.
- » Landscaping and seating improvements.

## WHO IS IT TARGETING?

- » Visitors to Wadjemup Hill + Signal Ridge who arrive by bus, bike, or foot.
- » Visitors participating in guided tours.
- » School groups who can participate in 'signalling' programmes run simultaneously with Oliver Hill.
- » Users of the Wadjemup Bidi trail which passes through the site, who are likely to pause to explore and rest.

## WHY IS THIS AN IMPORTANT PROJECT?

- » Provides a focal point for interpretation within the dispersed site.
- » Located near the base of the lighthouse, the interpretation has the potential to introduce the defence heritage to visitors who might not otherwise engage with those stories.
- » Provides a level of contextual interpretation around the existing buildings that otherwise have a range of conservation constraints.
- » Provides a defined gathering space and a viewing point for 'signalling' programmes run simultaneously with Oliver Hill.





# 6 UPGRADE TRAIL SIGNAGE



existing Wadjemup Bidi trailhead – graphic panel highlighted [1]



existing wayfinding marker [2]



design precedent: coastal trail markers with wayfinding alongside a range of other storylines [3]

## WHAT IS THE PROJECT?

The Wadjemup Bidi is a system of walking trails established throughout the Island that passes through the key defence heritage sites. The project is to **upgrade and expand the existing trail signage** to improve the visibility and interpretation of the defence features, in alignment with Rottnest Island Authority's general wayfinding project currently underway:

- » Upgrade the Wadjemup Bidi signage style guide to enhance the visibility of the defence heritage overlay.
- » Replace existing signage panels with updated graphic layouts.
- » Provide new signage where necessary to interpret particular sites.
- » Upgrade wayfinding markers with a dedicated symbol and arrows drawing attention to defence sites.
- » Reflect the updated information in all print and online material.

## WHO IS IT TARGETING?

- » Users of the Wadjemup Bidi walking trail network.
- » General audiences that encounter the trailheads within other precincts, including at the Settlement arrival space.
- » Online viewers of the Rottnest Island website and trail brochures.

## WHY IS THIS AN IMPORTANT PROJECT?

- » Raises the profile of the defence heritage within an existing and well-promoted recreational activity.
- » Improves visitor perception that the defence heritage is a significant Island 'overlay' with its own identity.
- » Enhances the Wadjemup Bidi by providing clarity around 'what to see' and further depth to storytelling along the trail.
- » Recreational audiences are susceptible to other cultural experiences.
- » Refreshing signage provides opportunities to explore overlap between the defence heritage and other stories such as natural and Aboriginal heritage.



Bickley Battery [1]

The priority projects outlined in this Prospectus are supported by a range of specific **supporting projects** that further consolidate and develop the overall interpretive experience. These projects will also require considerable resources and it is important that this work continues to develop to progress towards fully realised outcomes. Further detail and indicative budgets are provided in the DHIP document.

The DHIP provides a framework for the **ongoing development and ownership** of the interpretive experience, and through this process new opportunities will come to light and should continue to be explored.

Underpinning the strategies is a range of **ongoing background work**; including management, marketing, engaging with stakeholders, training, conservation, maintenance, research, and collecting.

no.	priority project	supporting projects
1	oliver hill self-guided experience	» provide information about expanded activity offerings at H1 arrival precinct
		» establish H2 courtyard as a venue for special events
		» interpretation to H2 infrastructure and layout
		» restore camouflage net over H1 buildings
		» opportunity for supergraphic to the arrival area ground surface
		» expand landing of access ramp to H1 gun emplacement to form an interpretive viewing platform with framed views
		» school group 'signalling' programme run simultaneously with Wadjemup Hill
		» potential future development (shelter and/or storage) to suit expanded programmes
		» screening vegetation to toilet block and potential future development
		» replace existing fox holes and machine gun cutouts with new interpretive artwork installations evocative of concealment and dispersed outposts in the landscape
2	h1 tunnels experience	» interpretive signage outside the entry to the Engine Room tunnel describing defence systems in the context of Island geology and topography
		» mobile or wifi coverage within tunnels to allow access to apps and websites
3	fortress plotting room	» establish interpretive displays with graphics and artefacts to smaller rooms
		» provide access during special events held at H2 gun plaza
		» mobile or wifi coverage within tunnels to allow access to apps and websites





Oliver Hill H1 gun precinct [2]

no.	priority project	supporting projects
4	youth playspace	» creative lighting to the DID shed and interpretive display
		» interpret Kingstown Barracks – conservation of murals, re-decoration of restaurant, naming of specific rooms
		» markings on Kingstown Barracks quadrangle surface + basketball hoops
		» upgrade Wadjemup Bidi signage within precinct
		» re-construct brick walls and re-hang decorative gates at the entry to the precinct
5	wadjemup hill	» school group ‘signalling’ activities run simultaneously with Oliver Hill
		» major conservation works to the Battery Observation Post
		» investigate opportunity to improve stair access to Signal Station and run guided tours
		» improve presentation, provide decking, investigate potential for future commercial and/or visitor accommodation to WRANS building
		» visitor accommodation opportunity to Lighthouse Keepers Cottage
6	upgrade trail signage	» coordinate updated graphics with print + digital maps
		» modify or extend routes to improve access and visibility to defence sites
		» consolidate other interpretive signage with the Wadjemup Bidi trailheads





Wadjemup Bidi trail [1]

**Cost allowances include:**

- » limited site measurements, assumes base drawings + surveys will be provided where available
- » design work
- » research and content development
- » engineer input where anticipated (requires detailed assessment at each site)
- » fabrication and installation management (in-office)

**Costs exclude:**

- » local cost adjustments
- » travel including ferry, local, and interstate
- » client and stakeholder consultation for each project
- » consultant and contractor travel and accommodation
- » compliance + risk management advice
- » project management
- » further costings during implementation
- » delivery and transport of outcomes to Rottnest Island
- » builder’s preliminaries
- » conservation works
- » soil testing
- » services connections + fees
- » image licensing + reproduction fees
- » on-site inspections during installation
- » project contingencies
- » GST
- » inflation

**Indicative budgets** have been prepared for the strategies outlined in the DHIP. The table below provides an overview of the priority projects. There is a **large degree of flexibility** in how the projects may be implemented, including levels of professional and volunteer input, scale and complexity, and staging of works. The DHIP aims to provide a range of **value for money strategies** with flexibility to be adjusted to suit resources as they become available.

The budgets provide an indication of the **core components** of the work. There are many ancillary components that the Rottnest Island Authority will need to further define for each project. A number of assumptions and cost allowances have been made which are further detailed in the DHIP.

	priority project	indicative budget (excl GST)
1	oliver hill self-guided experience	professional fees \$55K
		infrastructure \$75K
2	h1 tunnels experience	professional fees \$144K
		infrastructure \$170K
3	fortress plotting room	low cost – fixed graphic game
		professional fees \$40K
		infrastructure \$27K
		high cost – digital interactive game
4	youth playspace	professional fees \$90K
		infrastructure \$300K
5	wadjemup hill	professional fees \$65K
		infrastructure \$285K
6	upgrade trail signage	professional fees \$60K
		infrastructure \$78K
professional fees \$15K style guide		
		professional fees \$8.5K per trailhead
		infrastructure \$3.5K per trailhead



# ACKNOWLEDGEMENTS

Oliver Hill H1 tunnel experience [1]

## front cover

- 1 image: Rottnest Island Heritage Collection, 91-019

## foreword

- 1 image: Australian War Memorial, 043165

## contents

- 1 image: Rottnest Island Authority

## introduction

- 1 source: Oliver Hill Battery Rottnest Island Conservation Management Plan 2005
- 2 image: Rottnest Island Authority

## audience

- 1 image: Rottnest Island Authority
- 2 image: Rottnest Island Authority
- 3 image: Rottnest Island Authority

## opportunity

- 1 image: Pam Ghirardi/MGGraphics
- 2 image: Rottnest Island Authority
- 3 image: Rottnest Island Authority

## vision

- 1 image: Rottnest Island Heritage Collection, 93-034
- 2 image: Australian War Memorial, 043164
- 3 image: Australian War Memorial, 028743

## priority projects

- 1 image: Rottnest Island Authority
- 2 image: Pam Ghirardi/MGGraphics

## oliver hill self-guided experience

- 1 image: Google Street View
- 2 image: Google Street View
- 3 project: Domaine National de Chambord, France  
image: Intégral Ruedi Baur

## H1 tunnels experience

- 1 image: Rottnest Island Authority
- 2 image: Australian War Memorial, 028856
- 3 project: No1 Pump Station, Mundaring Weir  
design: Mulloway Studio  
image: Robert Frith/Acorn Photo

## fortress plotting room

- 1 project: Te Papa Museum, Wellington  
image: Samuel Mann
- 2 project: Migration Museum, *Superdiversity* exhibition  
design: Mulloway Studio  
image: Andrew Castelucci
- 3 project: Te Papa Museum, Wellington  
image: Samuel Mann

## youth playspace

- 1 project: Penzer Park, Langley British Colombia  
image: parkourvisions.org
- 2 image: Mulloway Studio
- 3 project: Seattle Design Festival installation  
image: parkourvisions.org
- 4 project: Elysium Playground  
design: Cox Rayner Architects  
image: archdaily.com

## wadjemup hill

- 1 image: Mulloway Studio
- 2 project: Sight Apparatus, Sognefjell, Norway  
design: Carl-Viggo Holmebakk  
image: David Morcrette
- 3 image: australianhiker.com.au

## upgrade trail signage

- 1 image: Mulloway Studio
- 2 image: Rottnest Island Authority
- 3 project: Elliston Coastal Trail  
design: Martins Brand House  
image: elliston.sa.gov.au

## supporting projects

- 1 image: Pam Ghirardi/MGGraphics
- 2 image: Rottnest Island Authority

## indicative budgets

- 1 image: Rottnest Island Authority

## acknowledgements

- 1 image: Rottnest Island Authority