

# Roxbury Heritage State Park

## PARK LANDSCAPE DESIGN GOALS

- Make point(s) of arrival clear and welcoming (gateway(s)/portal(s), signage, parking area)
- Make park landscape more conducive to community gathering:
  - Seating; picnicking
  - Open space(s) for tent
  - Expanded/improved amphitheater
  - Outdoor lighting
  - Electrical for performances
- Emphasize the view:
  - Clear invasive plants
  - Create better access to viewing areas
  - Screen view obstruction(s)
- Integrate the house with the landscape and exhibits:
  - Educational trail & interpretive signs
  - Signage for the larger Roxbury Heritage State Park
- Provide multi-generational opportunities
  - Children's play
  - Community gardening
- Use native plants and building materials
  - Puddingstone
  - Granite
  - Apples/fruit trees
  - Mayflower, Blueberry, Honeysuckle, Violet
- Accommodate maintenance/management capabilities
  - Pruning and weeding



- Perennial care
- Trees (care including leaf clean up)
- Clean up (waste receptacles)
- Snow-plowing walks, drive and parking area

## ARCHITECTURE DESIGN GOALS

- Preserve the house's historic character and honor its significance to the land, surrounding landmarks and history of Roxbury: The house itself is an exhibit.
- Create an entryway that is easy to identify and is part of the visitors' experience to the RHSP.
- Integrate the house, physically and programmatically, into the landscape and outdoor programs.
- Implement building repairs and upgrades that attract area residents and visitors.
- Combine public uses and DCR uses in a harmonious and flexible manner.
- Support use as a community resource.

## KEY THEMES (identified as priorities by the public)

- Provide opportunities to learn about, experience, and express history:
  - Provide space for community to re-invent itself
  - Work with local schools & colleges on programming.
- Integrate the house physical & programmatically with the landscape and outdoor programming.
- Involve the community (especially youth) in creating exhibit content and in gardening.
- Increase community usage, awareness and public access:
  - Ensure that signage is welcoming
  - Treat gate/fence in a more welcoming way
  - Make internal space more conducive to community usage
  - Provide outdoor seating
  - Increase (fun & educational) programming
  - Support use for performances & entertainment
  - Hold more tours of the building



## EXHIBIT AND INTERPRETIVE DESIGN GOALS

- Acknowledge the fact that the site has witnessed/is linked to all the great cultural, economic, and social/demographic changes of Roxbury over time.
- Work within the constraint of limited staffing; exhibits must be self-guided and low-maintenance
- Make the exhibits changing, dynamic, and attractive to all ages.
- Incorporate unique geology (puddingstone) and geography.
- Accommodate extensive archaeological collection.
- Tell the stories of Roxbury's history from multiple periods, including Revolutionary War, the story of the Dillaways, Native American history, the story of the preservation of the house, the stories of the people who currently live in Roxbury.



## GUIDING PRINCIPLES (based on input from the public)

- *Connect to Roxbury's past and future*
- *Utilize the park and the Dillaway-Thomas House as a way of orienting visitors to Roxbury*
- *Cultivate partnerships for programming and other connections to key cultural/ educational sites in Roxbury (e.g. Museum of African American Art, Melnea Cass Recreational Center, Nawn Factory, etc.); make connections*
- *Use both indoor and outdoor space for learning, community expression, and interpretation of history*
- *The improvements should be aimed at providing an improved community resource for the people who*

