

Welcome All

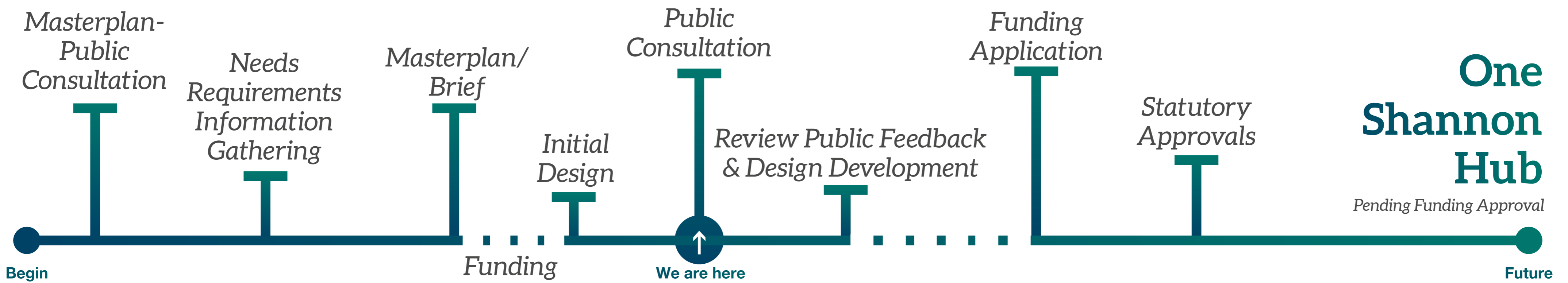
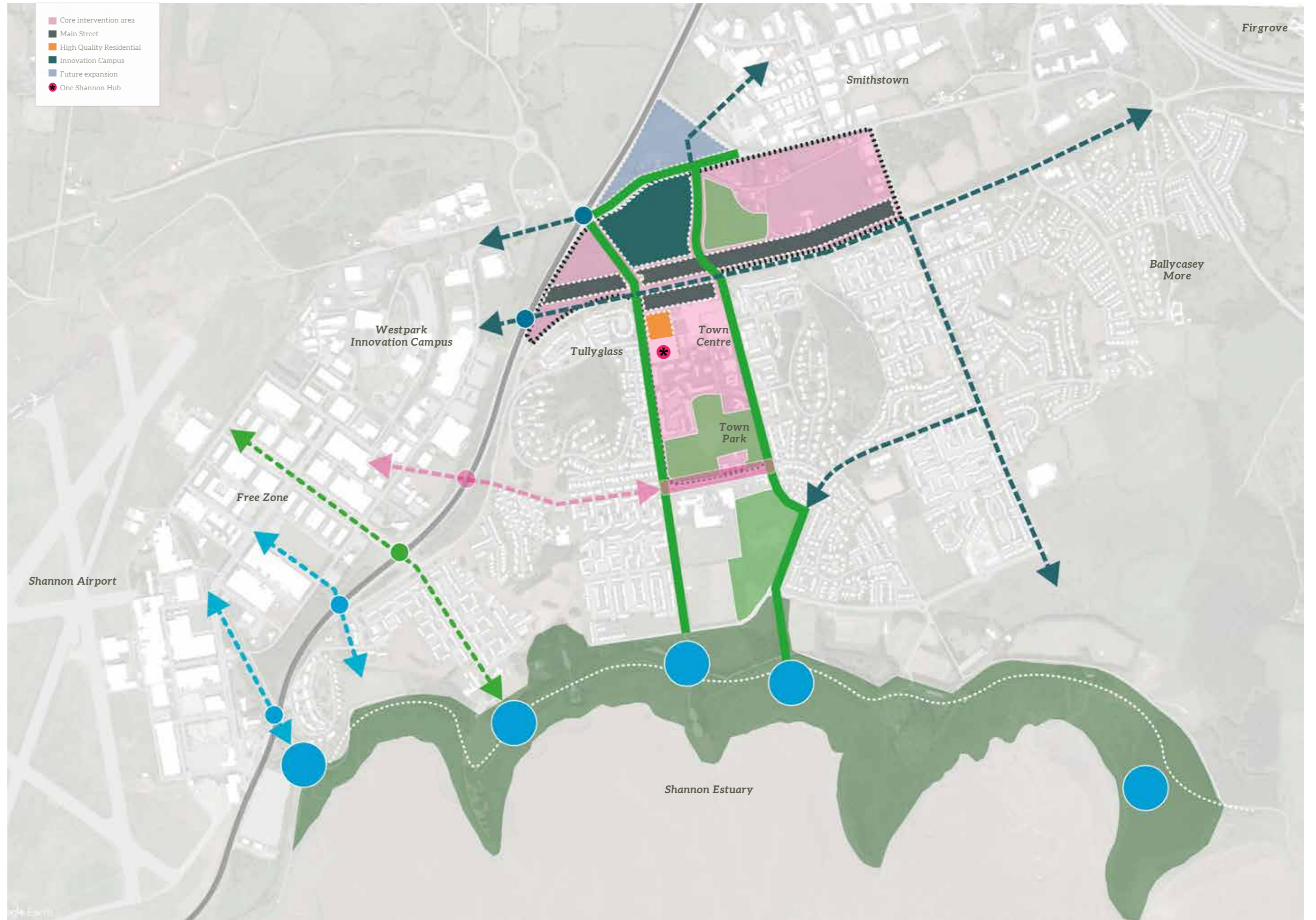
The story so far...

Information on the Masterplan

In 2022 Clare County Council tasked BDP to undertake a Masterplan of Shannon. Following this process, a number of proposals were set out, one of which is One Shannon Hub.

One Shannon Hub will be a multi-purpose civic, performance and community space with multiple uses to ensure activity throughout the day and night. It is proposed to create a civic building which will combine as a new Clare County Council town hall, a performing arts venue, and a flexible working and innovation space. This three-in-one approach will merge community, cultural and civic uses, with Council offices relocated to the heart of the town reinforcing the commitment by the local authority for a town centre presence.

Subject to Funding and together with the other proposals set out in the Masterplan, One Shannon Hub will provide a significant opportunity to create a vibrant Shannon.



What you have said so far

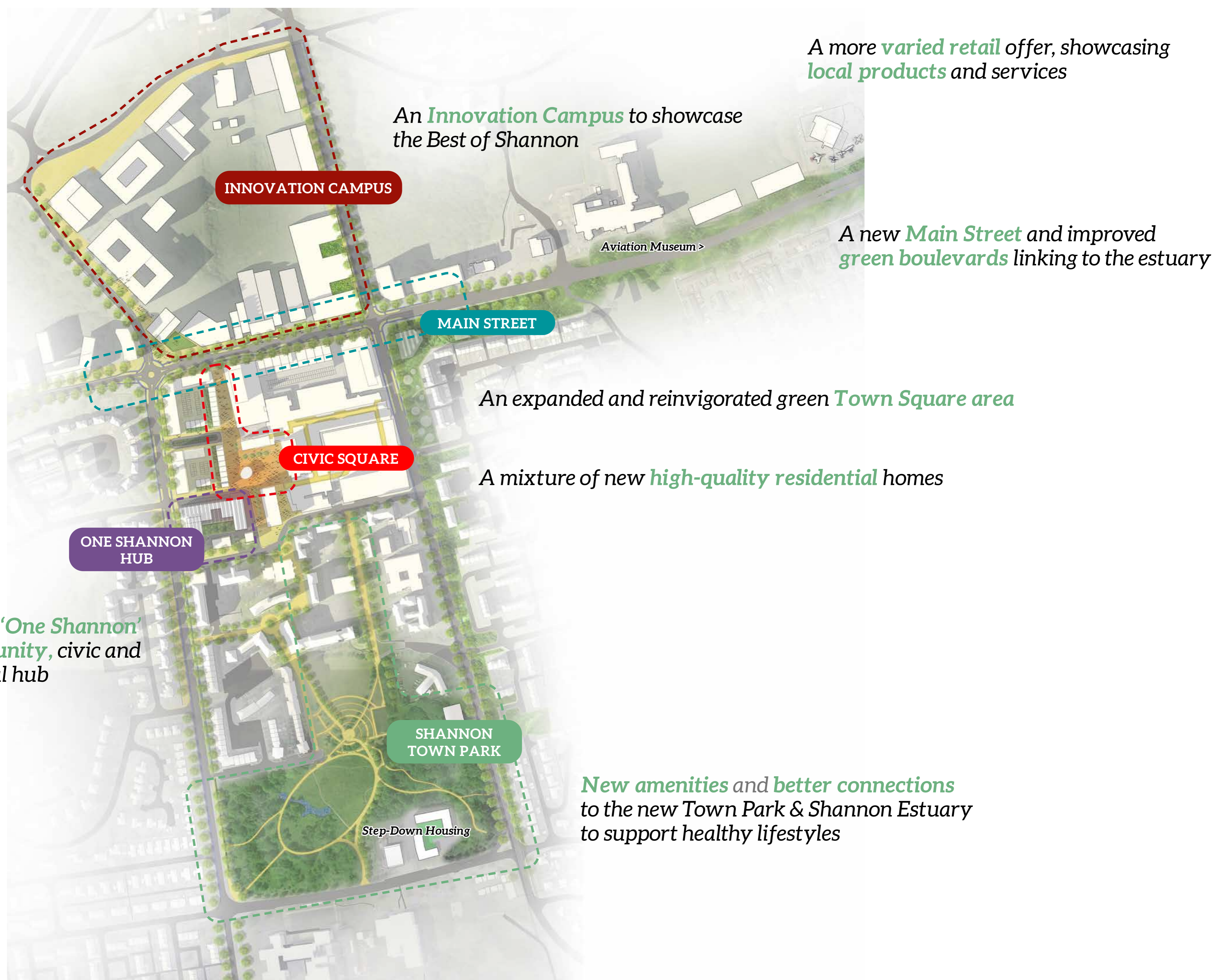
(pubic consultation feedback from Masterplan)



The Masterplan

A New Plan for Shannon

Below are the Key Highlights of the Shannon Masterplan with the main goals and objectives for future development and growth.



A more **varied retail** offer, showcasing **local products** and services

An **Innovation Campus** to showcase the Best of Shannon

A new **Main Street** and improved **green boulevards** linking to the estuary

An expanded and reinvigorated green **Town Square area**

A mixture of new **high-quality residential** homes

A new '**One Shannon**' community, civic and cultural hub

New amenities and **better connections** to the new Town Park & Shannon Estuary to support healthy lifestyles

A **refreshed identity** for Shannon rooted in its history of innovation, enterprise and connectivity with nature

The Shannon Masterplan was funded by Project Ireland 2040. It sets out an agreed overall vision, development and delivery strategy and most significantly, a commitment by Clare County Council for the proper planning and sustainable development of Shannon. It proposes a multi-dimensional approach to the further development and enhancement of Shannon through proposals for retail, commercial, residential and civic amenities.

Innovate Shannon?

Shannon firsts

First duty free shops in Shannon Airport

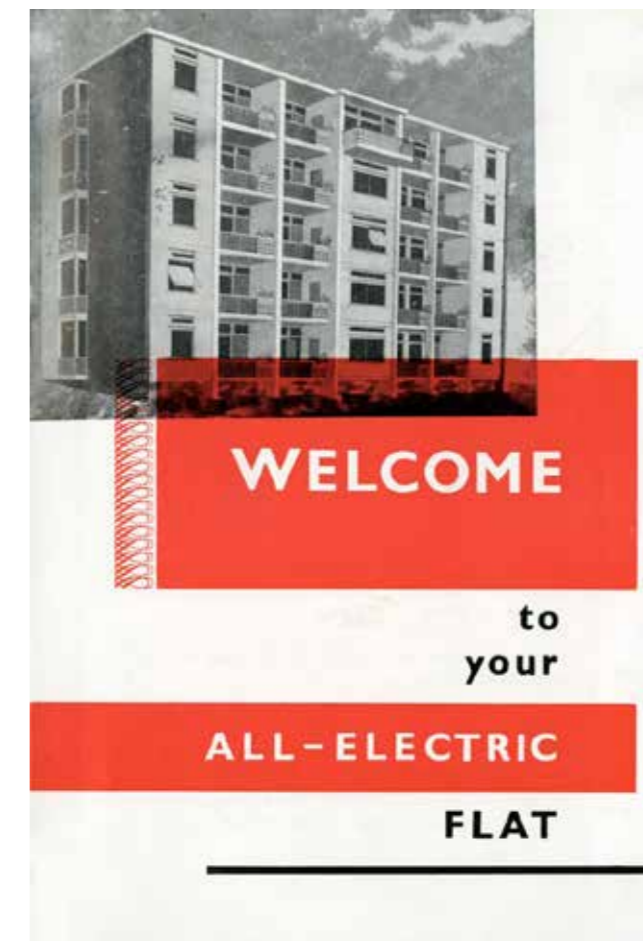


Shannon Airport

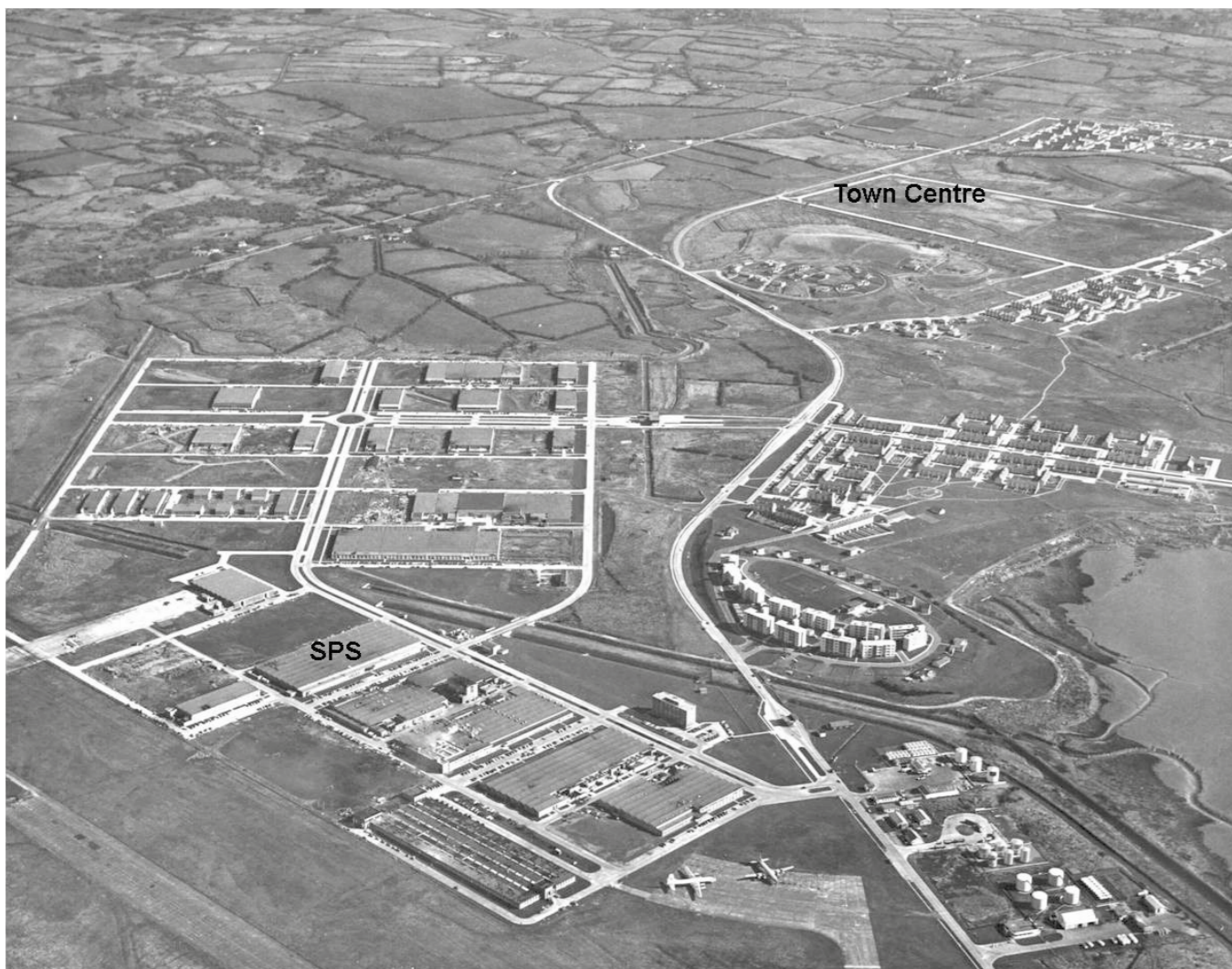
The world's *first* free trade zone



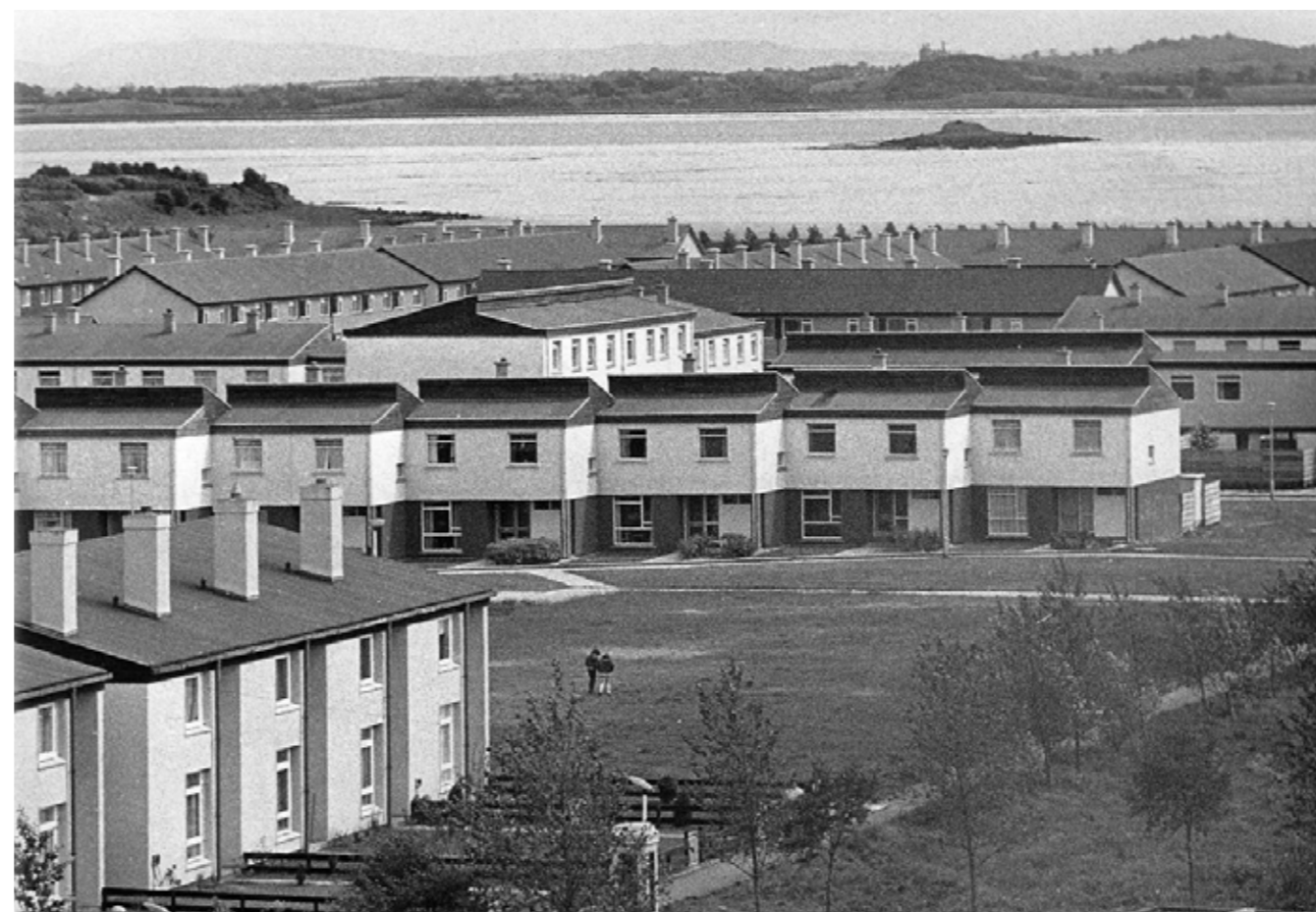
The new Shannon Free Zone with worker accommodation



First electric underfloor heating in Drumgeely.



The *first* planned New Town in Ireland



Housing



New neighbourhoods are built beyond the Airport and Free Zone, including Drumgeely and Tullyglass

What could Shannon's next set of firsts be?

Becoming Ireland's first zero carbon town?

Implementing innovative and sustainable mobility strategies?

Designing new social and leisure spaces at the heart of the town centre?

Thinking of streets and public realm as spaces for people rather than transport corridors?

Defining new use mixes and building typologies to compliment the town?

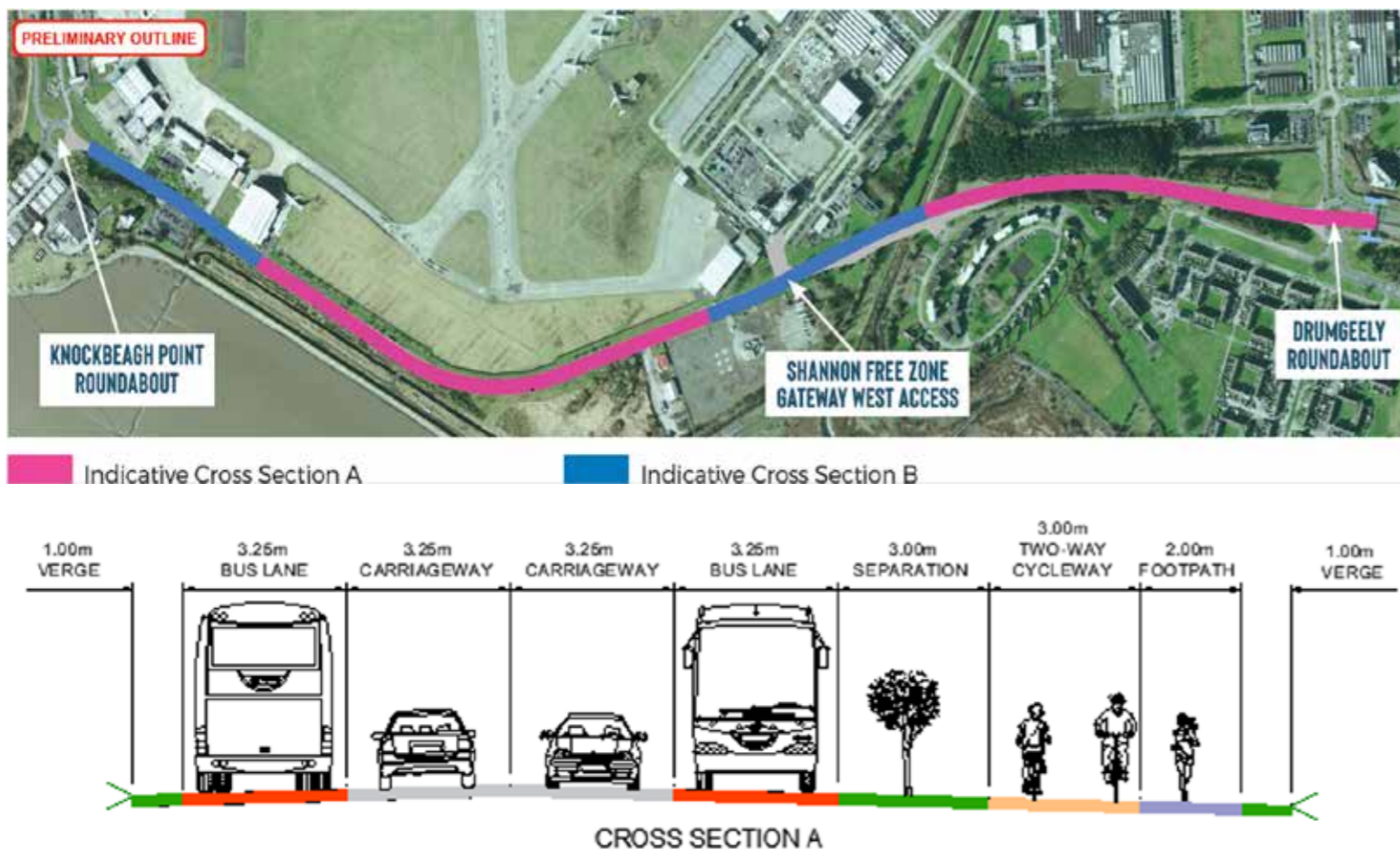


Ongoing Works



Shannon Flood Relief Scheme

- A preferred option is currently being developed.
- Construction estimated to commence in 2027, subject to funding.
- Completion estimated at 2030.



Shannon N19 Airport Road Upgrade

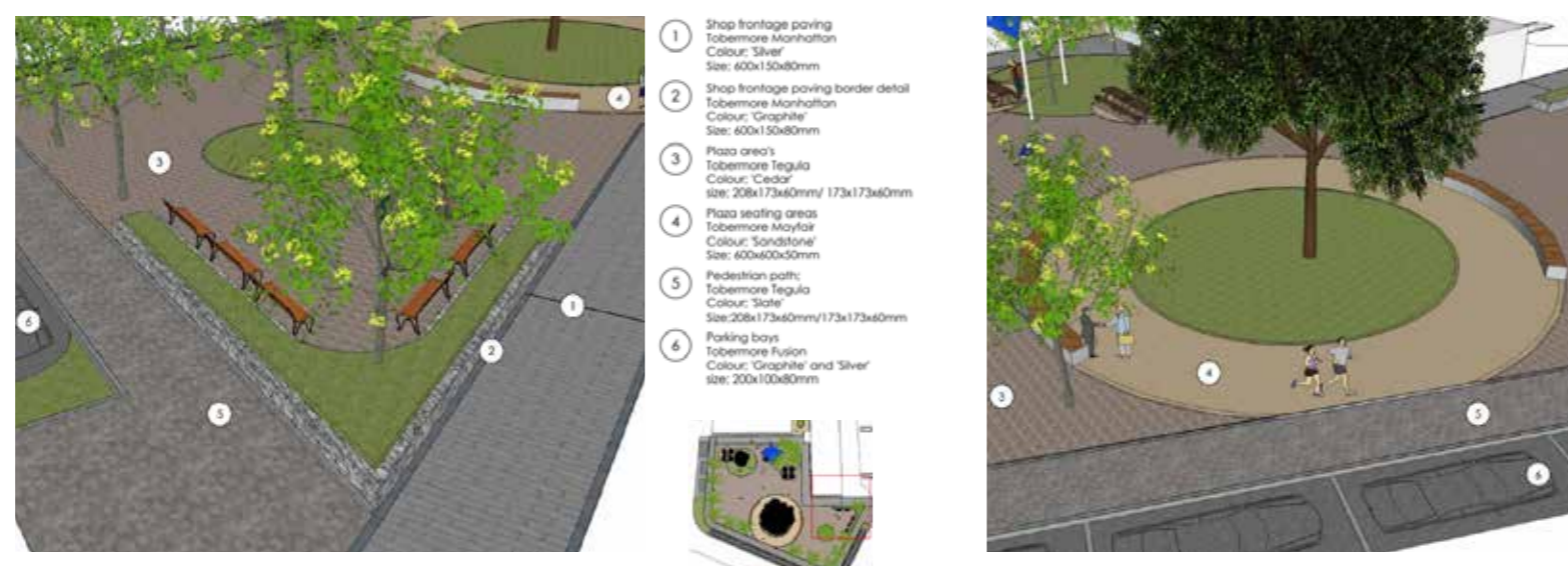
- A combination of active travel measures for walking and cycling, improvements to public transport, along with new and improved road infrastructure between Drumgeely roundabout and Knockbeagh Point roundabout on approach to Shannon International Airport.
- Construction Commencement: 2025 (subject to planning approval/funding)
- Construction Completion: 2027 (subject to planning approval/funding)

Smart Mobility in Shannon



Outdoor Recreation Infrastructure Scheme

- Shannon Estuary Looped Walk
- Community Recognition Fund – Outdoor Gym Equipment to be installed around the loop
- Site clearance works at Athletics' ground undertaken



Shannon Public Realm Enhancement - Drumgeely

- Funded by Town & Village Scheme.
- Works underway

New Shannon Townpark Improvement Project

Clare County Council officially opened Shannon Town Park on Tuesday 19th November 2019. The Shannon Town Park project was part funded under the Sustainable Urban Development Priority of the Southern & Eastern Regional Operational Programme 2014–2020, European Regional Development Fund, Southern Regional Assembly and Clare County Council Development Contribution Scheme 2017–2023.

The main aim of the park is to contribute to the recreational amenities of Shannon Town and the revitalisation, regeneration and improvement of the urban environment in the designated urban centre of Shannon as part of an integrated urban design strategy.



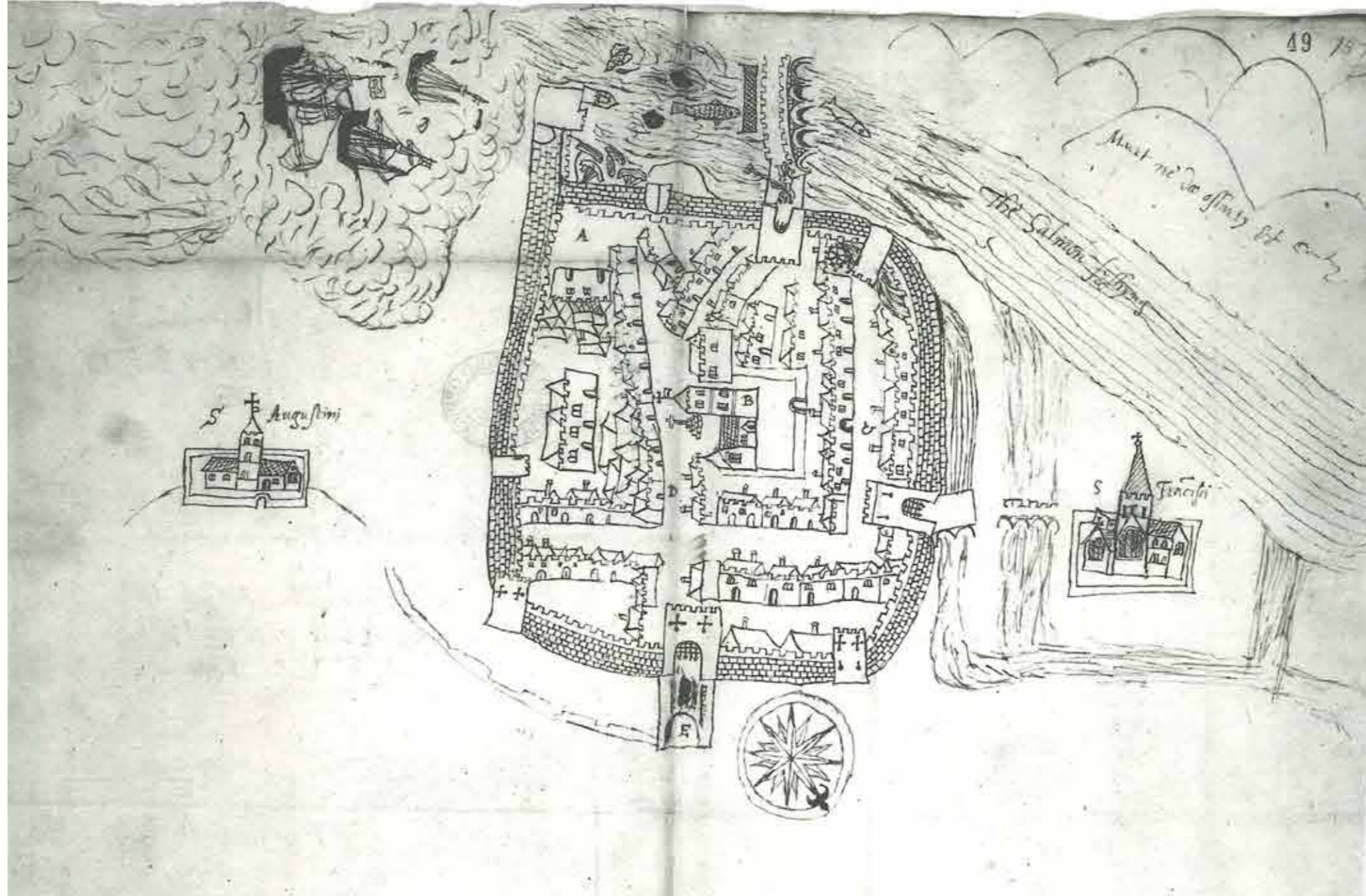
Building Opportunities?

Irish Towns

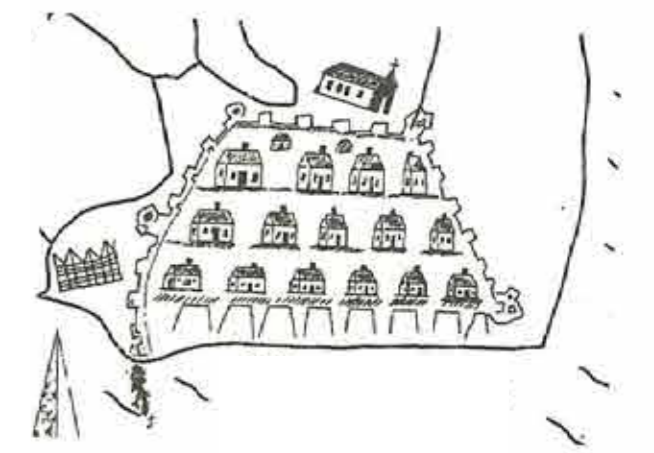
Medieval towns were established everywhere as an agent of settlement. Their inherent character is a direct result of their growth and development over time. Although Shannon Town has an interesting history of being Ireland's first planned town, it is missing that heart that is evident in traditional Irish towns. One Shannon Hub presents an opportunity to promote and foster the character and community in Shannon



County Clare Photo Archive - County Clare Heritage Office



Source Book: Approximate Formality - Morphology of Irish Towns, Valerie Mulvin

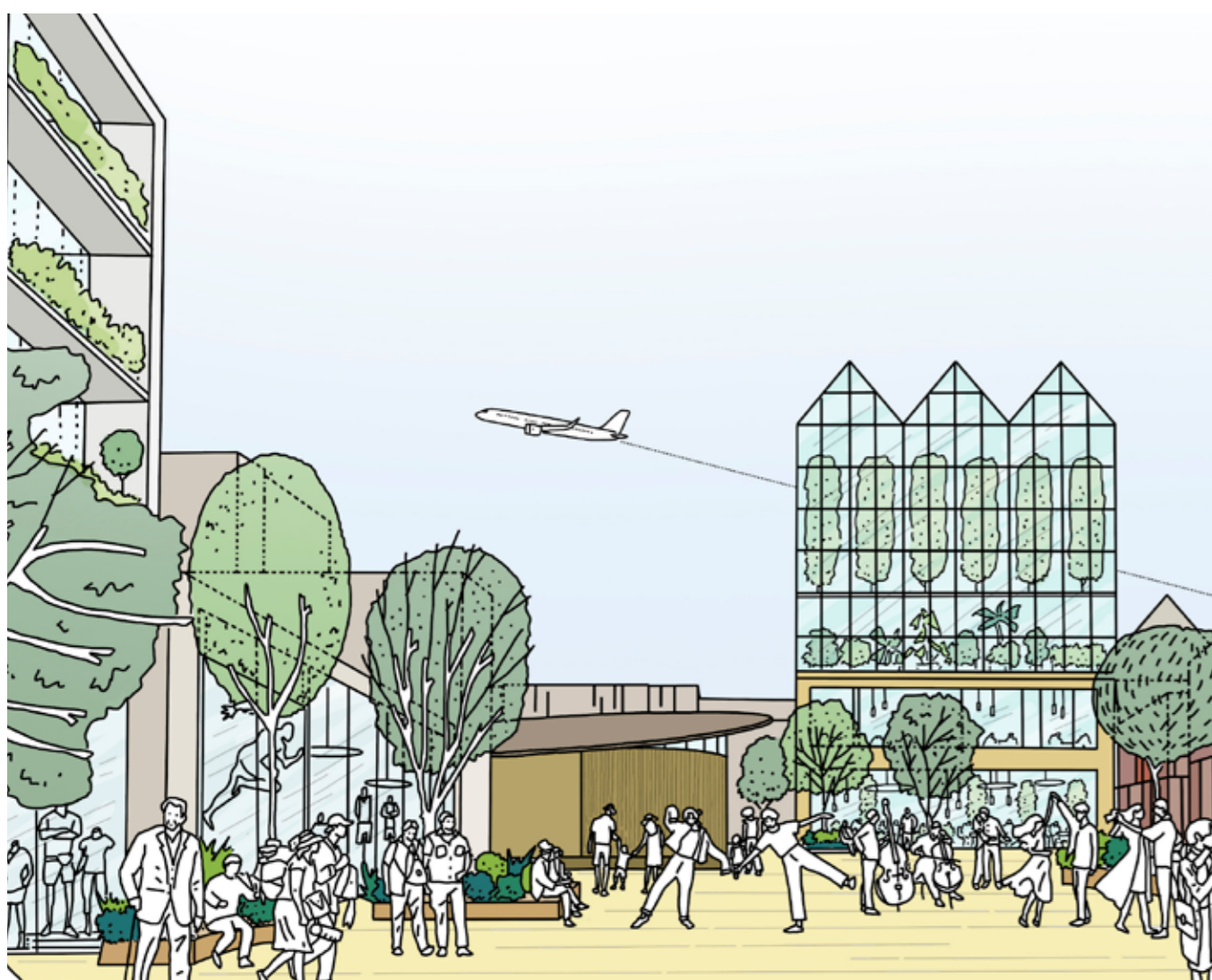


Source Book: Approximate Formality - Morphology of Irish Towns, Valerie Mulvin



File:Laurence's Gate, Drogheda, Co. Louth (35804945232).jpg - Wikimedia Commons

Creating *identity*



Enabling a *sense of place*



Fostering *community*



Encouraging *innovation*

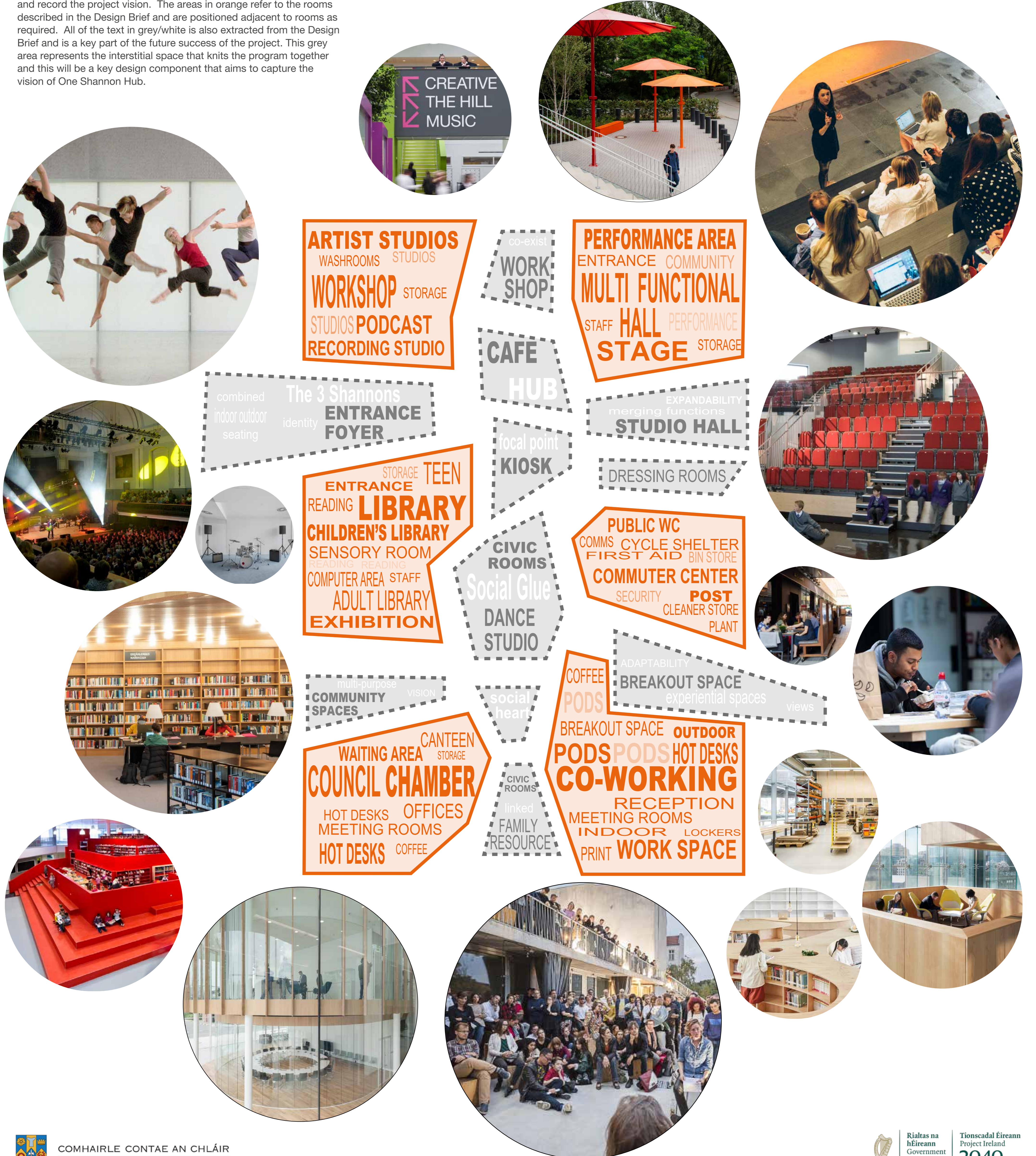


Creating Town

What is in the spaces?

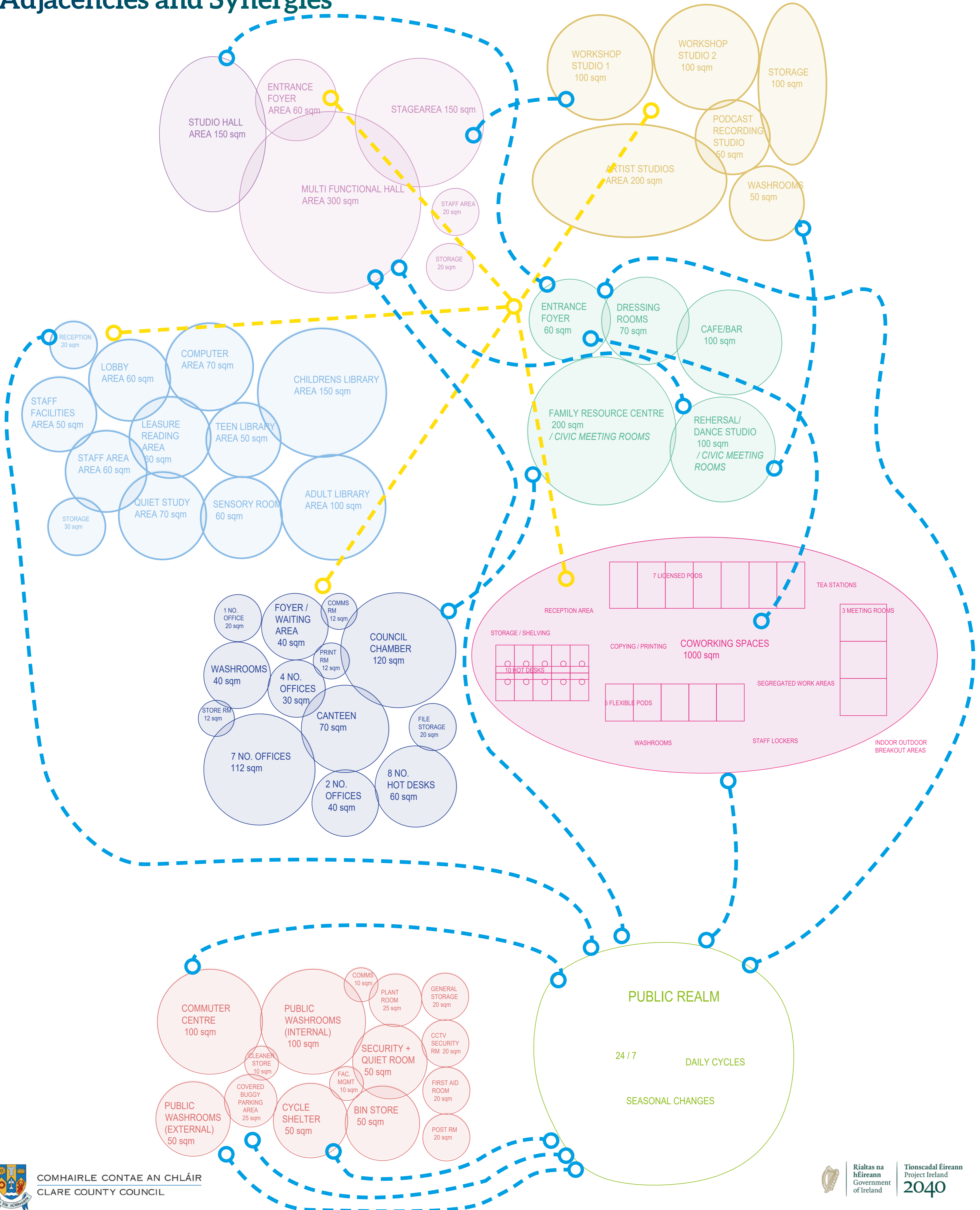
Project Vision:

Following a study of the design brief, schedule of accommodation and the spatial adjacencies this diagram was generated to capture and record the project vision. The areas in orange refer to the rooms described in the Design Brief and are positioned adjacent to rooms as required. All of the text in grey/white is also extracted from the Design Brief and is a key part of the future success of the project. This grey area represents the interstitial space that knits the program together and this will be a key design component that aims to capture the vision of One Shannon Hub.



Creating Town

Adjacencies and Synergies



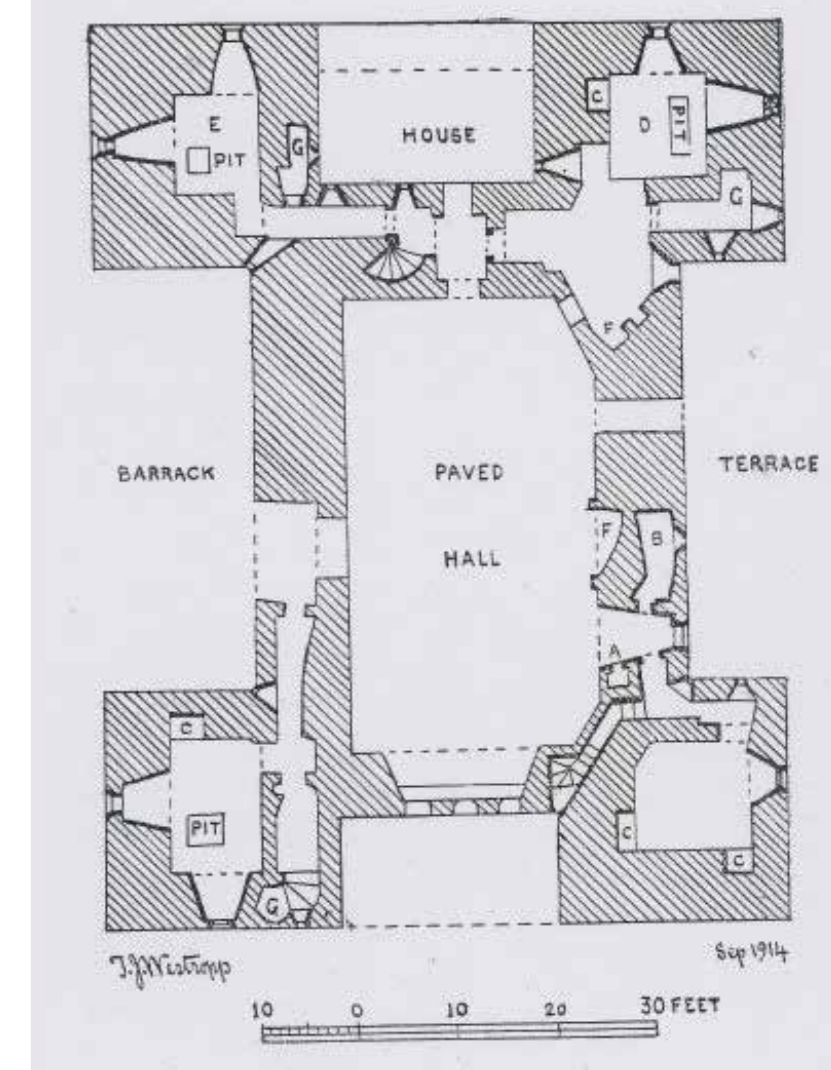
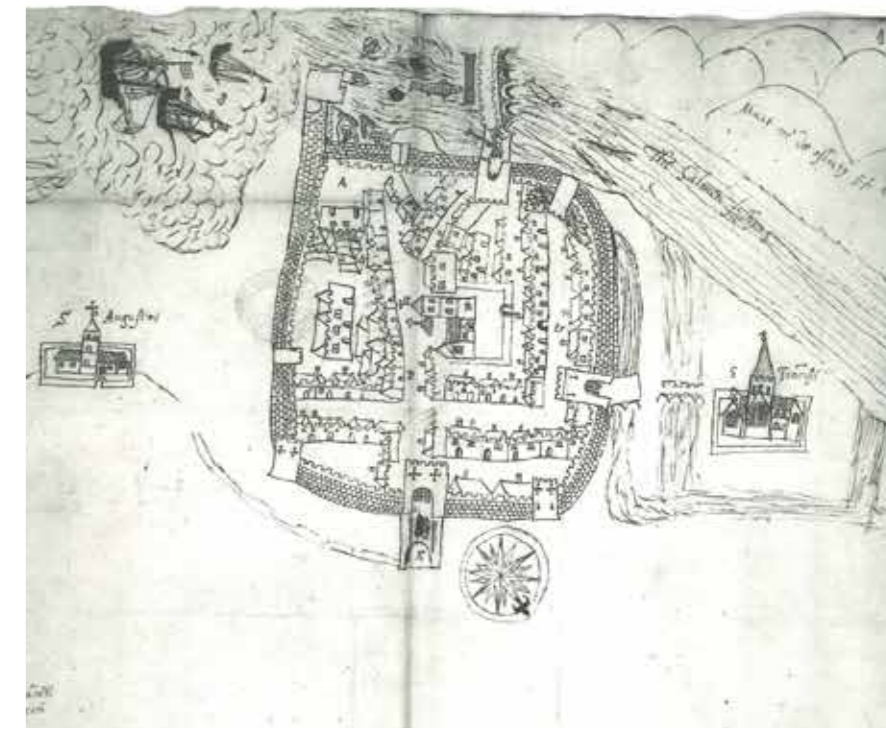
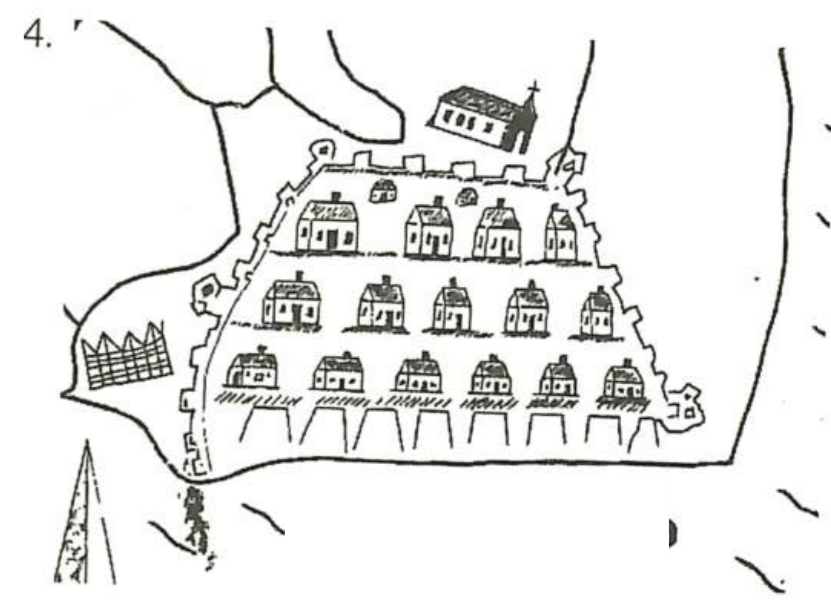
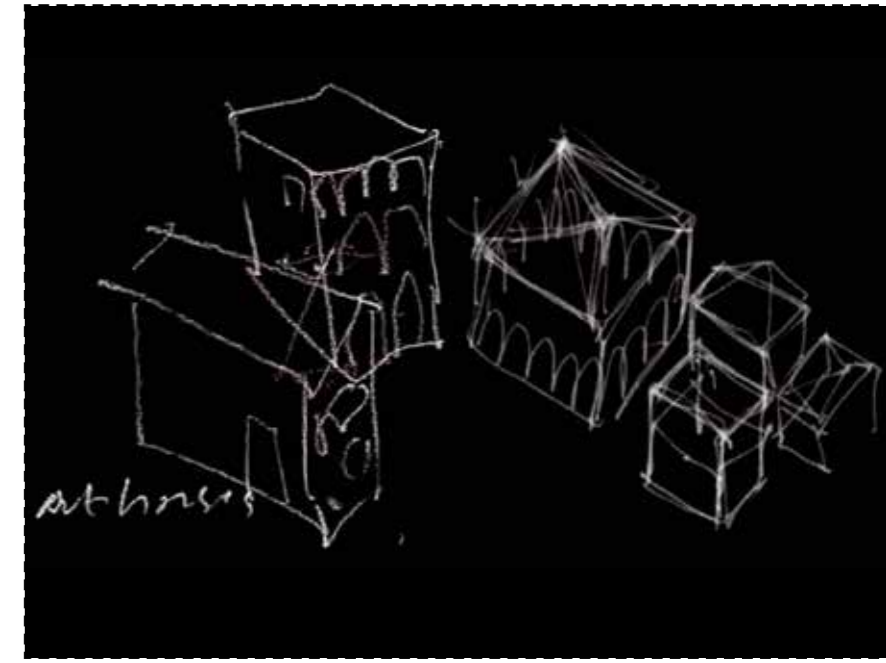
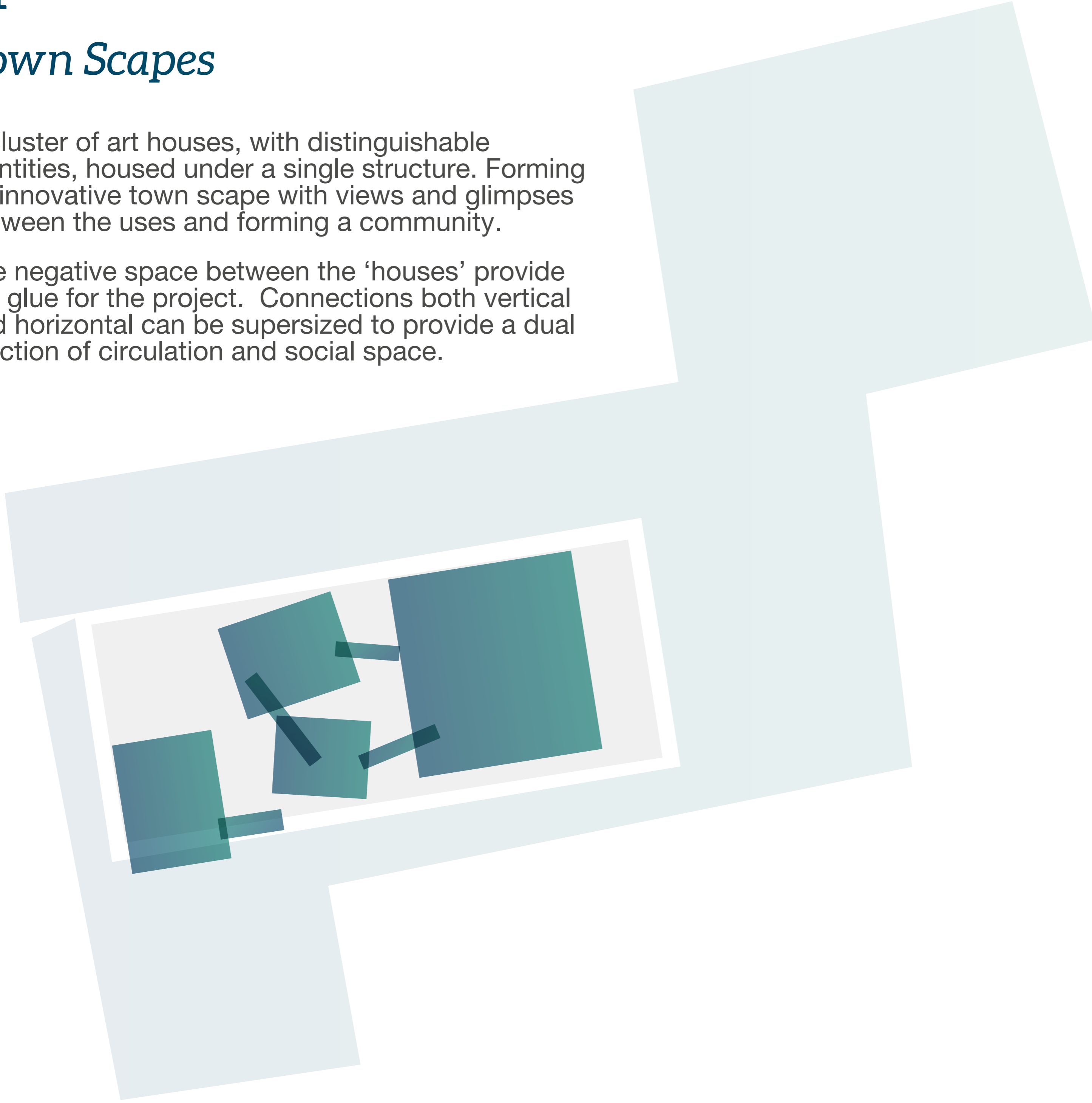
Concept Options

01

Town Scapes

A cluster of art houses, with distinguishable identities, housed under a single structure. Forming an innovative town scape with views and glimpses between the uses and forming a community.

The negative space between the 'houses' provide the glue for the project. Connections both vertical and horizontal can be supersized to provide a dual function of circulation and social space.



02

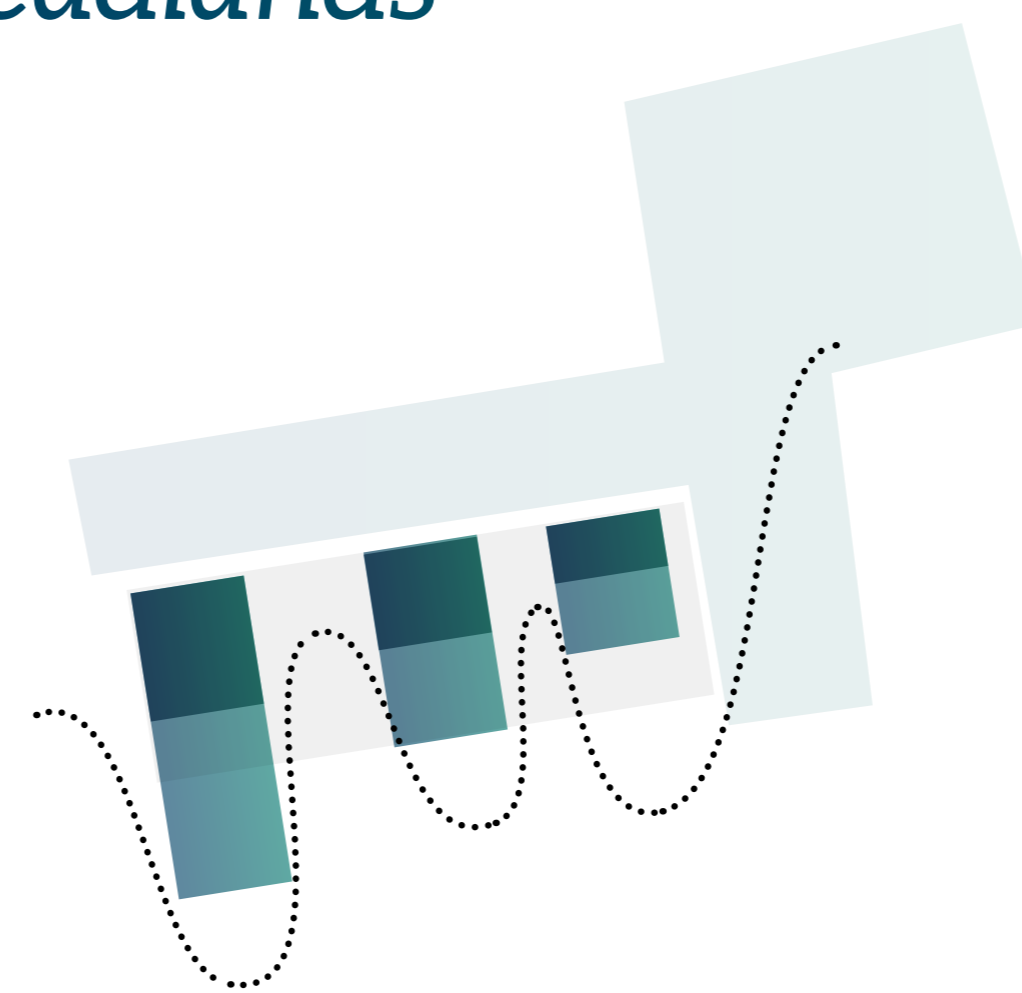
Tidal Terrace



A single linear block that gives way to a series of south and west facing terraces that step back in section revealing long views towards the estuary and bring light into the building. To the north the façade is eroded back creating openings through the building, revealing activity, life and a social landscape.

03

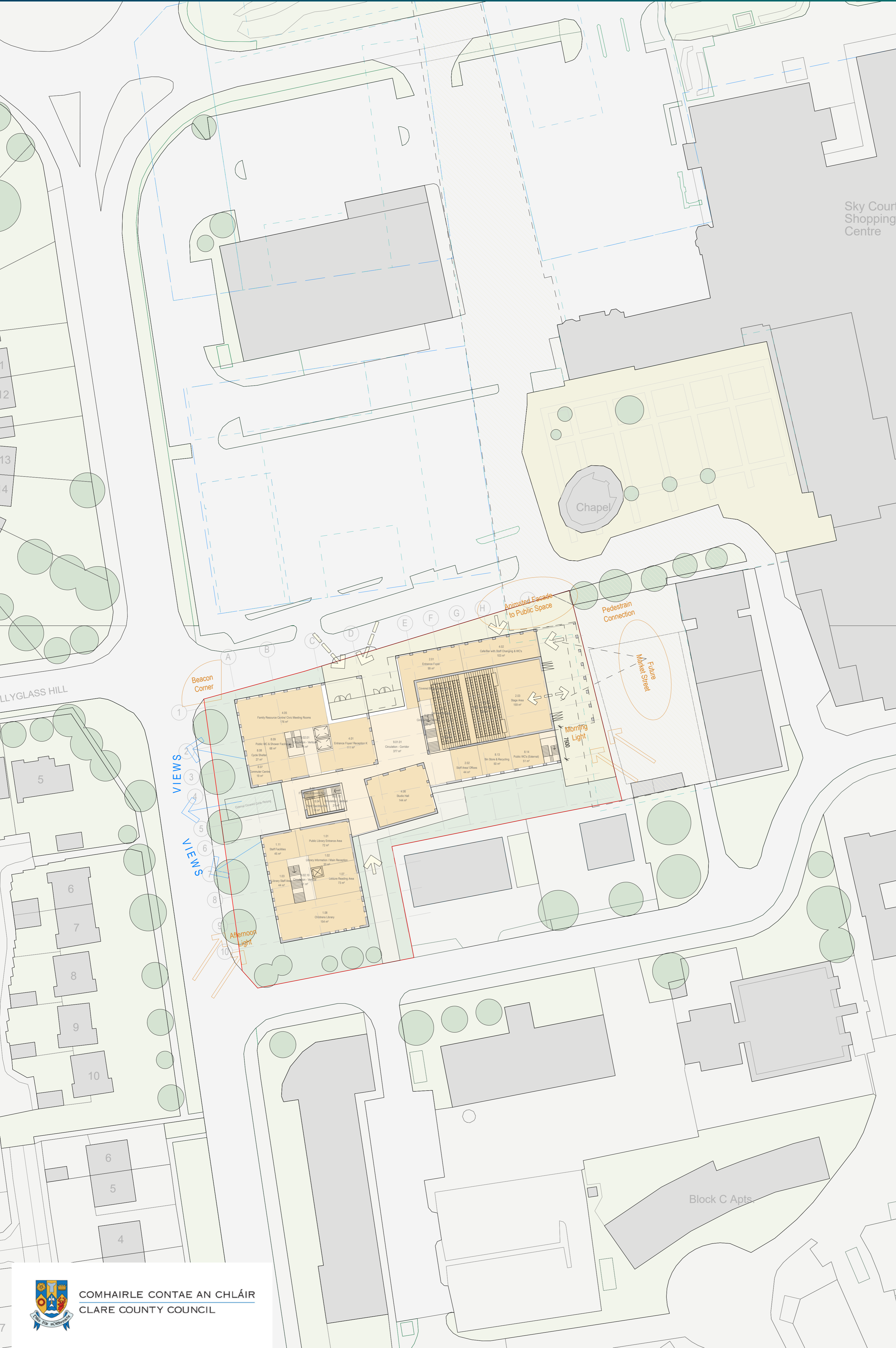
Headlands



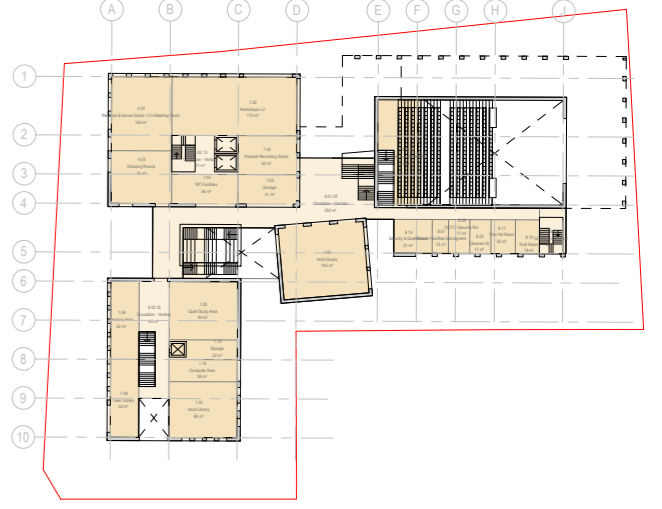
A building that undulates like headlands along the estuary, rising in height to create a strong identity along Estuary Boulevard (Bóthar na Rinne). Three headlands rise out of the public realm in keeping with the grain of the existing tall structures in Shannon Town Centre and provide a beacon along the avenue. The space between the headlands provides opportunities for gardens, terraces, and views.



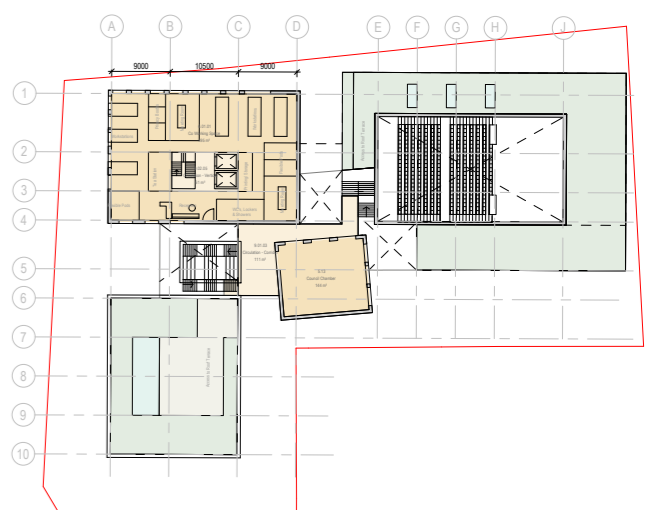
Town Scapes



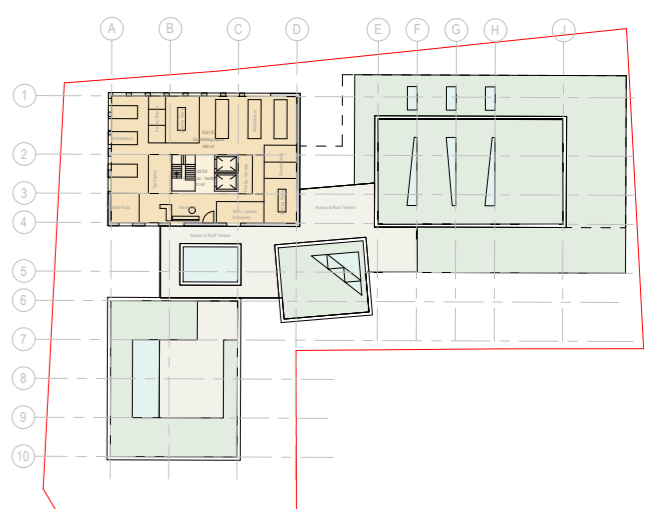
Level 01



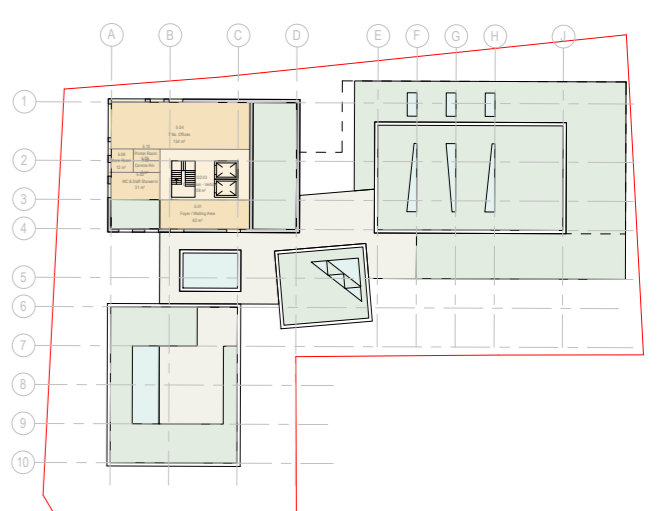
Level 02



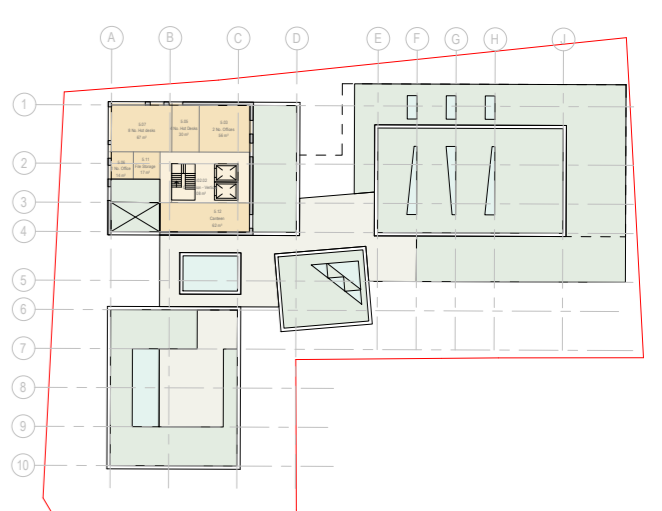
Level 03



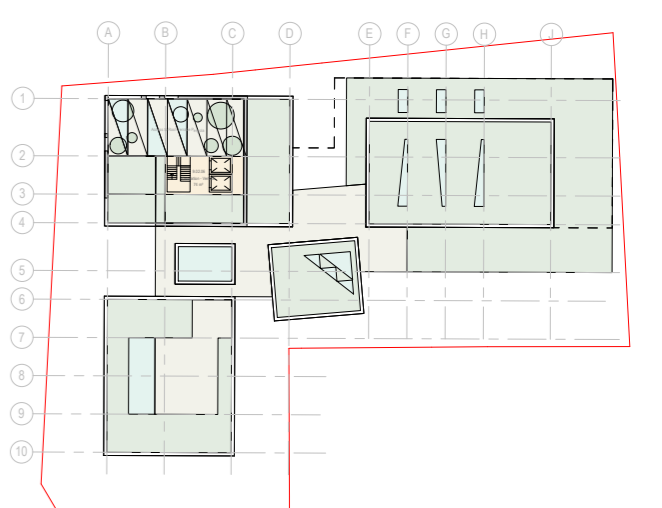
Level 04



Level 05



Level 06



Sustainability

Passive Design: Natural Ventilation • Glazing Ratio • Cooling Load • Local Climate
Active Design: Net Zero Carbon Build • PVs • Hydro Ventilation • Energy load transfer • Walls as solar collectors • Battery storage | **Health & Wellbeing:** Access to Sunlight • Access to external spaces | **Water Usage:** Rainwater harvesting | **Mobility & Connectivity:** Transportation | **Land use & Ecology** | **Circular Economy:** Longevity and Robustness • Future Proofing • Energy Targets Recycled Materials • Construction Material Exchange | **Whole Life Thinking** | **Innovation & Resilience:** Synergies in Energy | **Communities and Social Value:** Impact on community • Tools to measure impact • Community Participation • Daytime and Evening Economies | **Low Carbon**

SUSTAINABLE DEVELOPMENT GOALS





Next Steps:

Please share your comments here

