**Project Goals:**

* Comply with University rules and integrate into University aesthetics.
* Serve stakeholders (users).
* Provide environmental and horticultural education.

**Design will:**

* Preserve the existing trees and be predominantly native plants.
* Create a path through garden.
* Not depend on herbicide for weed control but will practice IPM (Integrated Pest Management).

**Stakeholder input summary**

IDENTITY: Identify the space with signs/markers

PATHS: Build paths

ART: Include more art

INTERACTIVITY: Incorporate more interactivity (physical such as seating and digital such as Pokeman Go)

RESEARCH: Invite & collaborate with researchers (Engineering, LA, Biology/NRES)

PUBLIC EDUCATION: Conduct outreach via digital, brochure, public events and label the plants/explain ecosystem services offered

NATURE INTERPRETED: Want middle of formal-wild and multi-season interest