

# Cultural Infrastructure (Impact) Assessment

## Fortfield Road, Dublin 6W

August 2024

# Contents

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1.	Introduction	3
2.	Local Context	4
3.	Policy Context	6
4.	Needs Assessment	9
5.	Typology Assessment	14
6.	Conclusions and recommendations	24
Appendix 1: Cultural facilities within 5km of the site		34

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John Davison  
[john.davison@turley.co.uk](mailto:john.davison@turley.co.uk) / [john.davison@turleyplanning.ie](mailto:john.davison@turleyplanning.ie)

Jack Gibson  
[jack.gibson@turley.co.uk](mailto:jack.gibson@turley.co.uk)

**Client**  
1 Celbidge West Land Ltd

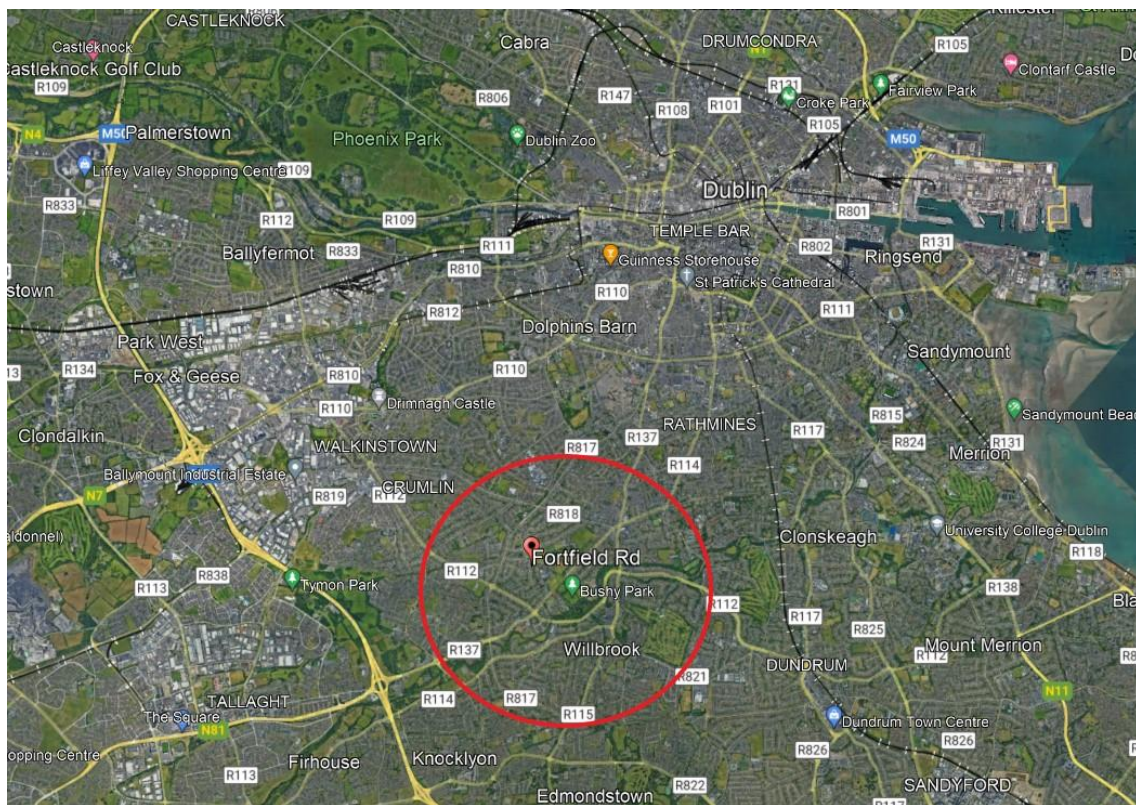
14 August 2024

# 1. Introduction

- 1.1 Turley has undertaken the following Cultural Infrastructure Assessment on behalf of 1 Celbridge West Land for the proposed mixed-use development at Fortfield Road, Dublin 6W. The site is in Dublin's Kimmage-Rathmines administrative area.
- 1.2 The proposed development will principally comprise of 295 new homes, including apartments and row-houses.
- 1.3 The development also proposes the following community and cultural provision (equivalent to 5% of the overall development): 1214.6 sqm of internal space spread across Blocks A and B (linked, with a shared pavilion) and 119 sqm external space immediately adjacent to Blocks A and B.
- 1.4 This report is primarily concerned with:
  - Setting out the policy context for Cultural Infrastructure and evaluating the proposals against the policy requirements set out within the Dublin City Development Plan.
  - Assessing the current provision of artist workspace and cultural infrastructure within the Kimmage-Rathmines administrative area and wider area surrounding the site.
  - Providing an evaluation of the current demand for cultural space / artist workspace in the area, relative to the community provision.
  - Reviewing appropriate cultural and community use typologies and indicating artforms that could utilise the proposed provision.
  - Evaluating any suitable cultural space (particularly workspace) proposals against Design Principles set out within the Dublin City Council, Cultural Infrastructure Report.
- 1.5 Further consideration of the operating model (leasing arrangements and management) and refinement of specific artform uses should continue to be explored through dialogue (co-design engagement) with potential users (artists and creative professionals), the community and any proposed operators of the cultural and/or community space prior to its completion, and:
  - Evaluating any suitable cultural space (particularly workspace) design and operating proposals against Design Principles set out within the Dublin City Council, Cultural Infrastructure Report.

## 2. Local Context

- 2.1 The subject site is located on Fortfield Road and Greenlea Road which is situated in south Dublin City, south-west of Dublin city centre (c. 5.3 km from O'Connell Street).
- 2.2 The wider area is predominately suburban in nature with a mix of residential and commercial uses.
- 2.3 There are a number of large-scale employment areas in close proximity including LEO Pharma, Terenure College, Rathfarnham Shopping Centre, and a significant number of small and medium sized enterprises operating from suburban locations.
- 2.4 The site is accessible via the 54A Dublin Bus route, providing direct access to the south city centre. The 15, 49, 65, and 65A routes are accessible within a 10-minute walk from the site, and serve areas of the western and eastern city centre corridor, and north Dublin.



**Figure 2.1: Fortfield Road in the context of Dublin city centre**



**Figure 2.2 Fortfield Road in the context of Terenure, Rathfarnham, Kimmage, and Dartry**



### 3. Policy Context

#### Cultural Policy Context

- 3.1 At a strategic level “Project Ireland 2040” is the Government’s long term national strategy from which “Culture 2025 (A National Cultural Policy Framework to 2025)”<sup>1</sup> connects an overarching policy framework for the arts, culture and creativity policies which sit within the government strategy and informs policies and objectives of associated government departments and cultural/heritage specific agencies (i.e. The Arts Council, Creative Ireland, Culture Ireland and The Heritage Council).
- 3.2 “Culture 2025” also connects initiatives working towards Ireland’s sustainability and growth economically and environmentally, such as Global Ireland 2025 and the National Biodiversity Action Plan 2021 – 2027.
- 3.3 In this context, culture and creativity are understood to include the arts as defined by the Arts Act 2003: ‘any creative or interpretative expression (whether traditional or contemporary) in whatever form and including in particular visual arts, theatre, literature, music, dance, opera, film, circus and architecture and including any medium when used for this purposes’<sup>2</sup> and occupations and industries for which creativity delivers commercial success, export growth and sustainable employment including architecture, crafts, design, fashion, film, TV, radio, photography, graphic design, publishing, textiles, gaming, advertising and marketing.
- The policy framework is based on three principles:
- Recognising the value of culture to the individual and society
  - Supporting creative practice and cultural participation, and
  - Cherishing our cultural heritage.
- 3.4 The first principle speaks to the importance of culture in place making, especially in grounding a sense of identity and connectedness within existing and newly establishing communities. It also recognises the contribution of arts and culture to the ‘brand Ireland’ in terms of tourism and economic investment as Ireland’s cultural capital is a significant factor in its attractiveness as a place to live and work.
- 3.5 Built infrastructure is addressed under the second principle ‘Supporting creative practice and cultural participation’. €100m of the national purse has been invested in cultural infrastructure between 2000 and 2008 resulting in a significant uplift in spaces in which to present and engage with culture but not specifically related to the creation.
- 3.6 The framework commits to protecting and enhancing this investment while targeting investment towards projects which align to Project 2040 objectives, the aims of which

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<sup>1</sup> <https://www.gov.ie/en/publication/62616d-culture-2025/>

<sup>2</sup> <https://www.irishstatutebook.ie/eli/2003/act/24/enacted/en/print.html>

are actions that deliver on an inclusive, integrated, sustainable and economically robust society. In recognition of the strategic priority to increase opportunities for the making of and participating in culture, under Culture 2025, the government intends to double cultural funding from 2017 levels by 2025.

- 3.7 Under the three pillars of Culture, Heritage, Irish Language and the Islands, Investing in our Culture, Language and Heritage<sup>3</sup> Creative Ireland's strategy 2018 – 2027 acknowledges gaps in cultural infrastructure with a government allocation of €40m to be distributed via the local authority network to address such gaps.
- 3.8 While the Arts Council do not operate a capital programme, the wide-ranging grant schemes they operate are designed to meet the variety of financial requirements involved in the making and presentation of arts and culture.
- 3.9 Making Great Art Work – Leading the Development of Arts In Ireland<sup>4</sup> sets out policy and action which intends to make available resources via grant aid which will ensure the delivery of 'a supportive working environment that addresses key points in the creative cycle by which art is made'.
- 3.10 Specifically, the Council's Visual Artists Workspace Scheme, eligible to any space in which four or more artists are working, offers grants up to €50,000 to provide best possible working environments and subsidised access for tenants. The Arts Council also acts as advocates for arts infrastructure and advise and inform arts infrastructure development under Project Ireland 2040.
- 3.11 The Arts Council music department undertook a major programme of consultation in 2021 to inform policy and strategy from 2023 onwards. This has not yet been published, however, it is likely to deal with the provision of engagement and participation in music in informal and community settings.
- 3.12 Furthermore, Dublin City Development Plan 2022 – 2028<sup>5</sup> are explicit in policy and objective that it is a priority for Council to address gaps in cultural infrastructure and specifically support the addition of artists studios and live work spaces over the duration of the Plan and to support developers to design and plan suitable and sustainable workspaces. (CUO27 – develop a Toolkit Guide to Workspace & Objective CUO31 – to develop and provide artists workspace).
- 3.13 We have utilised Dublin City Council's Developer Guidance Note 1 and 2, and Toolkit Resources 1, 2 and 3 in the development of this Cultural Impact Assessment.

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<sup>3</sup> <https://www.creativeireland.gov.ie/en/publication/investing-in-our-culture-language-heritage/>

<sup>4</sup> <https://www.artscouncil.ie/arts-council-strategy/>

<sup>5</sup> <https://www.dublincity.ie/residential/planning/strategic-planning/dublin-city-development-plan/development-plan-2022-2028/chapter-12-culture-0>

## Development Plan & Local Area Plan Policies

- 3.14 The Dublin City Development Plan 2022 – 2028 also provides the relevant statutory planning context informing this Cultural Impact Assessment as part of the proposed development at Fortfield Road, Dublin 6.
- 3.15 The proposals seek to achieve a minimum of 5% cultural/community space through the provision c. 1214.6 sqm of internal cultural / community space on the ground floor of the development and a further 199 sqm of external cultural / community space, in line with objective CUO25 of the Development Plan. As highlighted:
- **Objective CUO25 – SDRAs and Large-Scale Developments** “All new regeneration areas (SDRAs) and large scale developments above 10,000 sq. m. in total area\* must provide for 5% community, arts and culture and artist workspaces predominantly internal floorspace as part of their development at the design stage. The option of relocating a portion (no more than half of this figure) of this to a site immediately adjacent to the area can be accommodated where it is demonstrated to be the better outcome and that it can be a contribution to an existing project in the immediate vicinity. The balance of space between cultural and community use can be decided at application stage, from an evidence base/audit of the area. Such spaces must be designed to meet the identified need. {**\*Such developments shall incorporate both cultural/arts and community uses individually or in combination unless there is an evidence to justify the 5% going to one sector.**}
- 3.16 And whilst a co-design process has not yet been undertaken, and the provision of space is allocated rather than providing detailed design, this report represents an audit of cultural shortcomings in the area.
- **CUO30 Co-Design and Audits:** “Large development applications (over 10,000 sq. m., either in phases or as one application) will, in the absence of a DCC local area culture audit (COU44 refers), be required to undertake a cultural audit for the local area to identify shortcomings within the area; and to work with DCC Arts Office to identify and agree appropriate arts or cultural uses, preferably as part of a co-design process in advance of lodging an application, for inclusion in the development. Such audits shall be informed by the existing cultural mapping resources in the Dublin City Cultural Infrastructure Study and by Culture Near You maps.”



## 4. Needs Assessment

- 4.1 To inform the need assessment (audit of existing provision) we have provided a summary analysis and re-examination of relevant responses to the Artist Workspaces Study 2020<sup>6</sup> and Cultural Infrastructure Report 2021, previously undertaken by Turley on behalf of Dublin City Council.<sup>7</sup>
- 4.2 According to the 2016 census, there were in the region 2,500 artists in Dublin (representing just under 10% of all creative workers). The maximum number of individual artist's studios between 2010-2019, however, was just 392 studios spread across c.89 artist workspace building<sup>8</sup>.
- 4.3 In the same period, the city contained c.137 shared rehearsal spaces and c.36 public venues providing provision for existing artists. The same census data identified just over 25,000 creative workers in Dublin.
- 4.4 Whilst the overall provision of workspace held relatively steady over the same 10-year period, despite high profile closures or permanent and meanwhile workspaces, our 2020 workspace study surveyed 538 artists (c.20% of the city's resident artist population) and found that 41% were actively "seeking workspace" with no alternative provision.
- 4.5 This strongly indicates a significant undersupply of artist workspaces across the city, which could be as high as the need for workspace for 1,125 artists, across multiple art form with differing accommodation requirements.
- 4.6 In the intervening 3.5 years no additional provision of artist studios or workspaces in within 2km of the site have been identified.

### **Current workspace provision in the Kimmage-Rathmines area**

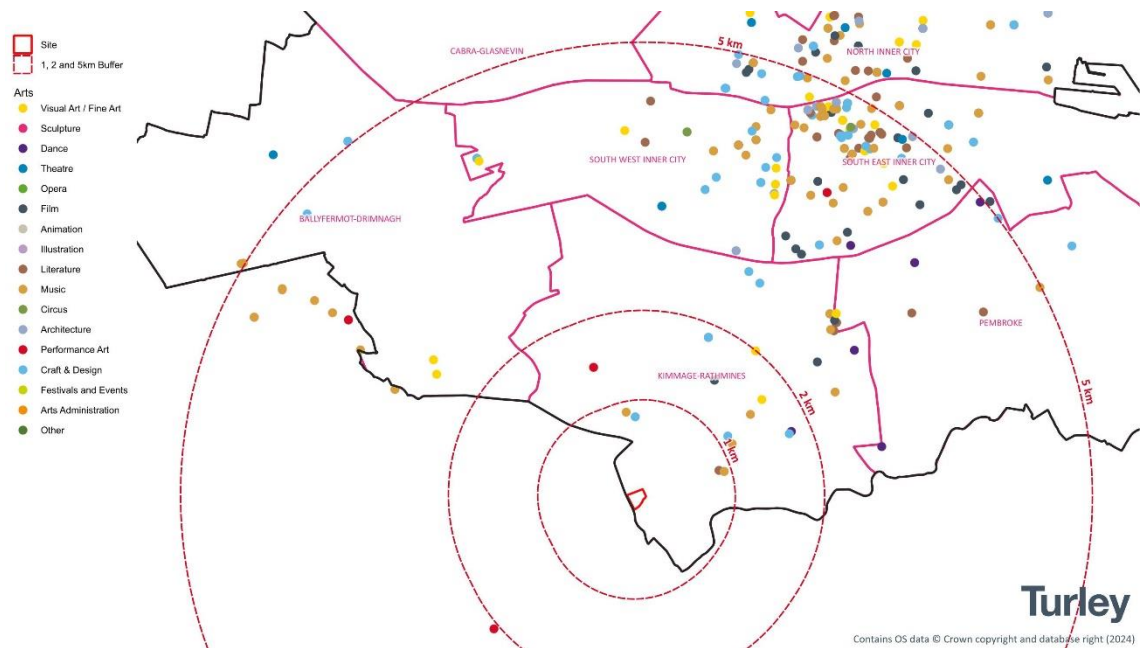
- 4.7 This Cultural Infrastructure Report mapped known provision of all cultural infrastructure across the city, utilising data from the Dublin Culture Company's, Culture Connects - "Culture Near You" data as well as desk-research to identify further provision not included within Culture Near You.

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<sup>6</sup> Turley/Dublin City Council, *Artist Workspace Study 2020*, cited in full, *Artist Workspaces Report – Developing a Liberties Creative Campus*, Dublin, November 2020, as available online at [www.artistworkspace.ie](http://www.artistworkspace.ie)

<sup>7</sup> Turley/Dublin City Council, *Cultural Infrastructure Report 2021*, Dublin, December 2021, as available online at [cultural-infrastructure-study.pdf \(dublincity.ie\)](http://cultural-infrastructure-study.pdf(dublincity.ie))

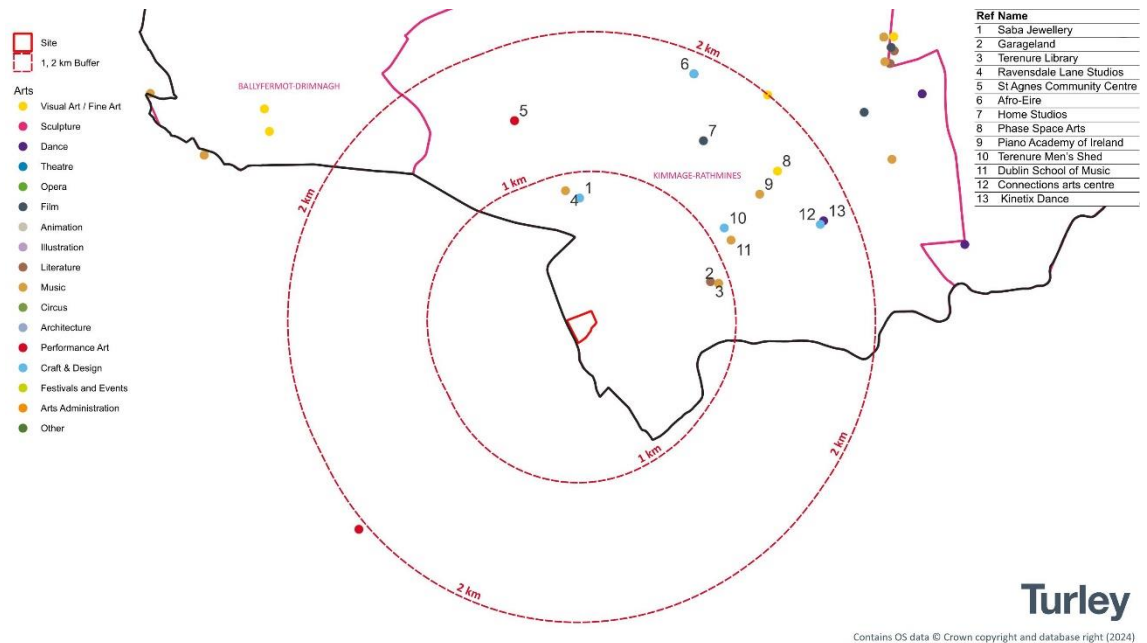
<sup>8</sup> According to Jackie Ryan, *Ryan Report 2020*, as cited *Cultural Infrastructure Report 2021*, Ibid



**Figure 4.1: GIS mapping of existing Cultural Infrastructure in and around the Kimmage-Rathmines administrative area**

4.8 A full table of cultural facilities within 5km of the site sorted by distance are included within this report – see Appendix 2. The table below illustrates the cultural facilities within 2km of the site, sorted by distance, with the table visualized in Figure 4.2.

Name	Activity	Distance (km)
Saba Jewellery	Crafts	0.92
Terenure Library	Library	0.98
Ravensdale Lane Studios	Music	0.98
Garageland	Music	1.03
Dublin School of Music	Music	1.24
Terenure Men's Shed	Community network	1.24
St Agnes Community Centre	Community network	1.55
Piano Academy of Ireland	Music	1.59
Home Studios	Photography studio	1.59
Phase Space Arts	Artist studio	1.79
Connections arts centre	Accessible arts	1.86
Kinetix Dance	Dance school	1.89
Afro-Eire	Performance groups	1.98



**Figure 4.2: GIS mapping of facilities within 2km of the site in question**

- 4.9 Figure 4.1, 4.2, and the table above illustrate a significant lack of appropriate cultural infrastructure in proximity to the site. The only facilities within 1km of the site are a commercial jewellery craft company, a music promotion firm and a community library.
- 4.10 Further research highlighted a number of cultural facilities in the area which were not included in the Culture Near You data. Many of these are private in nature (i.e businesses offering art/dance/music classes), and their operation is consistent with the suburban population of Terenure and surrounding areas.
- 4.11 Our research, however, noted that provision of space where culture can be created as opposed to taught and learned remains low. Two operations stood out as good examples of where culture can be created:

#### **Phase Space Arts**

- 4.12 Phase Space Arts, which is located 1.84km from the site, provides a collaborative hub which seeks to nurture creativity and supports artists through exhibition and workshop space, events and residencies. Phase Space Arts is housed in a former warehouse building in Rathgar.

The gallery and multidisciplinary art space, provides a programme of:

- Exhibitions
- Talks
- Screenings
- Workshops
- Fashion
- Showcases
- Photo shoots
- Installations

4.13 Facilities include:

- gallery to showcase artworks,
- a fully equipped workshop,
- an exhibition space dedicated to digital art, and
- a dynamic music area featuring large projectors and a cutting-edge 360 surround sound system.

4.14 Phase is equipped with an array of resources and specialist Tools and Equipment, including:

- an 8x4 foot CNC router,
- an A0 size printer,
- a laser cutter,
- a laser projector, and
- fan holograms.

4.15 According to the Dublin City Council planning map, an application has been lodged in February 2024 for the construction of new houses on the site which Phase Space Arts currently occupy, suggesting potential displacement in the area.

4.16 The proposed development at Fortfield Road could serve as a nearby facility to offset some of this displacement.

### **Home Studios**

4.17 Home Studios in Harold's Cross, located 1.61km from the site, operates a creative space for photography, film and creative productions. It is also a permanent base for a collection of freelance creatives.

4.18 Facilities include two large spaces available for commercial use which can accommodate still photography as well as filming for branding, promotion, and advertising.

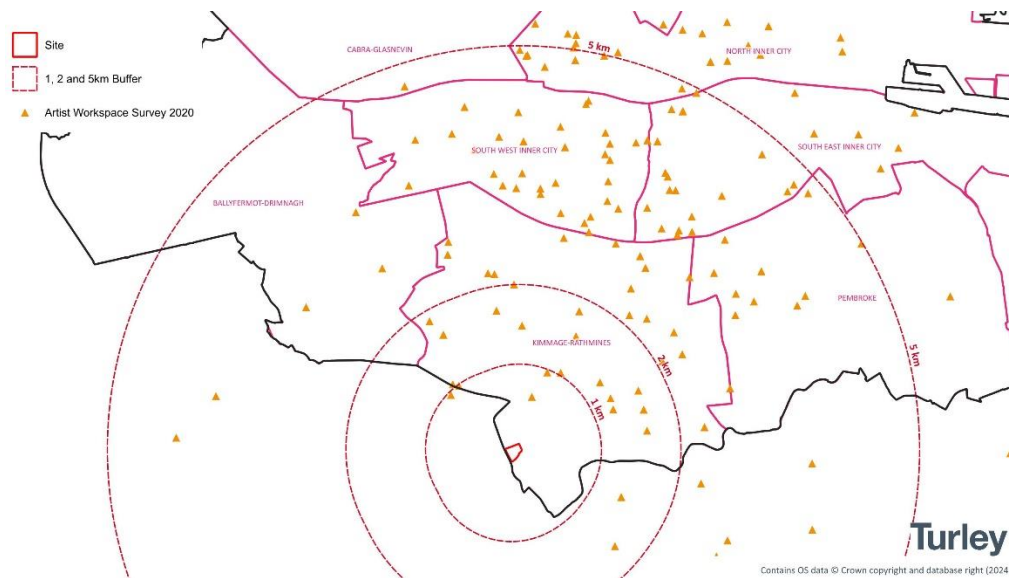
### **Anticipated need for cultural infrastructure in Kimmage-Rathmines area**

4.19 Given the limited existing provision, delivery of a cultural workspace, makerspace or lived workspace space within Kimmage-Rathmines administrative area would be creating minimal, if any displacement.

4.20 Whilst there is some limited provision of other forms of cultural infrastructure (private operations, teaching facilities, the spaces provided by Home Studios and Phase Space Arts) within a wider vicinity of the site, provision of workspace remains low.

4.21 The Kimmage Rathmines area serves a population of c.59,788 resident citizens, with limited current provision of artist workspace and studio.

- 4.22 In 2020, our Workspace Study, received 538 respondents (20% of the overall artist population of the city). There were 39 artist respondents in the administrative area of Kimmage-Rathmines. If the 20% of the artist population were evenly distributed across the city, this would suggest a resident artist population of c.195 within Kimmage-Rathmines.
- 4.23 Artists who practice Visual Art and Fine Art demonstrated a preference for individual private workspaces located within close proximity to, but not necessarily in the heart of, city centres. Workspaces should be easily accessible via public transport and situated within a 5KM radius of their homes.<sup>9</sup>
- 4.24 Given the lack of current artist workspace provision in the Kimmage-Rathmines area, this could, however, also under-report artists who are resident in the area, but whose workspace was reported closer to the city centre.
- 4.25 It is also worth noting the immediate proximity of the site to the South Dublin County Council area of responsibility for which there much less available information regarding the resident artist population.
- 4.26 A total of 21 artist respondents were within a 2km radius of the site, which could suggest a larger resident artist population of c.105 artists within the immediate area (assuming an even distribution).



**Figure 4.3: GIS mapping of artist workspace study respondents**

- 4.27 Again, however, this number is likely to under-report artists currently living in the area but travelling to workspaces closer to the city centre where the current provision is largely located.

<sup>9</sup> <https://www.dublincity.ie/sites/default/files/2021-12/cultural-infrastructure-study.pdf>

## 5. Typology Assessment

### Indoor Cultural Spaces

- 5.1 No specific form or typology of the community / cultural space has yet been proposed. Therefore, the Typology Assessment and Artform Specification below, are necessarily indicative recommendations and high-level.
- 5.2 Specific to the opportunity at Fortfield Road it is useful to draw on the Dublin City Council Culture Strategy 2016 – 2021, which sets out a vision for an inclusive and diverse expression of cultural space across the City, in summary:
- Culture as a central to human development and central to Dublin’s quality of life
  - Cultural diversity and equal respect for all cultural expressions confronts division, honours tradition and embraces the future
  - Dublin is and will be a city to make, experience and share culture
  - Culture builds community, empowers people and enables change through imagination and creativity
  - Dublin City Council will create and support opportunities for all citizens to engage in inclusive and diverse cultural experiences.
- 5.3 As such it is worth considering a number of differing typologies and artform provision.
- 5.4 However, given the relatively limited scale of the provision, physical limitations of the wider residential proposal (such as appropriate ceiling heights etc.), commercial costs, and its location outside of the two canals and the requisite proximity to major public transport nodes we would not recommend any performance venue typology within the space.
- 5.5 The sustainability of a neighbourhood performance venue would also require detailed consideration of the operational, commercial and governance arrangements to ensure its active use by the community in the surrounding area.
- 5.6 The space could accommodate a limited amount of rehearsal space (or multi-use classroom space) for dance, music or theatre recital, but the small existing artist population, and with limited information regarding local audience demand, the space would be largely insufficient in scale to warrant a neighbourhood venue.
- 5.7 However, integrated alongside the operation of studio workspaces, makerspace or other rehearsal space, there is an opportunity to integrate a small outdoor performance or recreation space that could enhance programming possibilities for a cultural operator.



## **Artist Workspace**

- 5.8 Given the context and design of the site, the reported outsized community requirements referenced in the accompanying Social Infrastructure Audit, and the outsized cultural requirements (as above), we would suggest the following workspace typologies could actively be considered for the site, in tandem with a co-design engagement process with local cultural operators, artists and the local community.
- 5.9 Both this report as well as the Social Infrastructure Audit outline substantial local need compared to existing provision. In our addendum to the Social Infrastructure Audit we have proposed that elements of this cultural space could have a dual community use. It is recommended that a co-design process with the local community (including the cultural community) be initiated to address the requirements identified in both audits.
- 5.10 The Dublin City Council Development Plan emphasises the need to develop “artist work spaces and spaces for creative production (CUO31)”, and the Cultural Infrastructure Study and our need assessment above, highlight the significant lack of workspace provision. Our own Dublin City Council commissioned Artist Workspace Study report in 2020 indicated that 41% of artists across a variety of artforms in Dublin were actively seeking workspace with no alternative provision - which equates to more than 1,100 artists.

## **Studio Based Provision**

- 5.11 The largest proportion of respondents practiced studio based (exc. music or multimedia recording studios) artforms such as Fine/Visual Arts (23%), Sculpture (7%), Craft & Design (5%) and Illustration (2%). As such these artists could collectively represent up to 37% of the total need e.g. c.400 studio-based spaces.
- 5.12 The study found that the largest group (45%) tend to work alone in their practice, whilst 32% work primarily with others and 23% undertake a combination of collaborative and lone practice, and defined a set of summary requirements (set out below) to meet the needs of visual arts, alongside other studio-based artists.
- 5.13 Simply developing a series of cellular visual artist studios according to this summary specification (Artist Workspace Study 2020), could deliver approximately 17 studios (c. 33 sq m in size, as per requirements listed by the artistic community) or around 10 larger studios with associated communal space, storage, and amenity in Blocks A and B (including the Pavilion) of the proposed development.

## **Live-work Space**

- 5.14 Live-work spaces for artists are at a premium in the city. Very few working artists have the space in which they can both live and make work. As a result, many artists travel a distance to their studios or have left the city in order to find accommodation that can allow for a live / work scenario.
- 5.15 Considering this site for this purpose opens up the potential of creating a localised community of artists, embedded within the scheme and wider neighbourhood.

- 5.16 As per our , there is a low resident artistic community within the Terenure area. The development within the scheme of affordable live work units would contribute to establishing a creative community, if this use was deemed suitable.
- 5.17 While consideration will need to be given to the level of rental income attributed to these spaces, a guide can be drawn from schemes such as Crampton Buildings<sup>10</sup>, Temple Bar which was established by the semi-philanthropic development company Dublin Artisan Dwelling Company<sup>11</sup> founded in the 1870's by the city's business elite and subsequently developing contemporary financial models for affordable social and cultural tenants based on application.
- 5.18 Further examples - such as Fire Station live work units which operate at full occupancy, live / work spaces in converted studios at the Irish Museum of Modern Art and the collective studio provision provided for by MART - establish precedent for the viability of these kinds of spaces and the potential for the involvement of experienced operators in the scheme.
- 5.19 A sample of current rental charges of studio and live / workspaces are outlined in Table 1.

Provider	Type of Space	Sample Rents
Temple Bar Gallery & Studios, D2	Artist studios: 1 year project / 3 year membership / 6 year membership studios	€250 - €260 per month
Fire Station, D1	Self-contained living and working spaces	€411 32 sq.m. €585 45 sq.m. €630 84 sq.m. per month
The Complex, D7	Artists' studios	€450 per month

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<sup>10</sup> <https://comeheretome.com/2017/05/16/crampton-buildings-and-the-dublin-artisan-dwelling-company/>

<sup>11</sup> <https://iarc.ie/homes-for-workers-a-house-and-home-blog/>

Provider	Type of Space	Sample Rents
D-Light Studios, D1	Artists' studios	€500-575 100 sq.m €400-450 36 sq.m per day
Photo Museum	Digital studios	€50 for 2hrs €150 per day

**Table 1: Sample Studio and Live work Rentals**

- 5.20 Complementing the wider residential use, a residential community of creative practitioners on site would be suitable for studio, office and maker spaces.
- 5.21 The introduction of live work units price capped for accessibility and generous allocations of artists and cultural working spaces has the potential to establish more diverse communities in the area.
- 5.22 Live work-studio designs vary, but requirements would be anticipated to require a joint living and workings space of between 32-84 sq m (which would equate to around 6 live work spaces in the proposed Fortfield Road development). Whilst the Development Plan is not explicit about live-work space, the need to deliver cultural workspace and affordable housing is explicit. By combining both, the spaces could in our view provide significant value to the Pembroke area, potentially establishing a resident artist community in this area.
- 5.23 The affordability of such space is however critical. Our Artist Workspace report aligns workspace rental with the above more recently assessed sample rents. It found that artists expect to pay more for their desired workspace than they did when the survey was conducted in 2020.
- 5.24 When asked how much respondents currently pay per calendar month for their workspace the average reported spend (recorded by our workspace survey)<sup>20</sup> was €250.00, with a median spend of €200.00, and the median reported rental charge of c.€390.00.
- 5.25 However, as noted above there is both less provision, and less available information on the anticipated rental levels for combined live/work studio spaces. With Fire Station in D1 providing the only immediately comparable rentals of between c. €400-650 pcm dependent on floorspace.

## Makerspace

- 5.26 Whilst the form of makerspace varies, it largely caters to artforms requiring “messy space”, specialised machinery or tools (lathes, welding, screen print, kiln, 3D printers or digital tools etc.), or scale sufficient to accommodate large works.
- 5.27 As such the can provide a wider community benefit, particularly in large high and medium density residential accommodation, which lack individual sheds, garage or workshop space, and can often provide a shared amenity for residents, alongside member artists.
- 5.28 Makerspaces across the city tend to be set up and run by the Local Authority (Dublin City, Fingal, Dun Laoghaire Rathdown and South County Council’s) linked to libraries or other civic infrastructure, or are incubation spaces as part of a third level programme.
- 5.29 Makerspace at Coolock Library provides community access to a range of tools and maker facilities, operated under the Creative Ireland Initiative, with a specific focus on teaching and empowering communities to develop creative design, making and crafting skills.



- 5.30 Through Dublin City Council, **Ballyfermot Library** operate a Creative Studio, a digital makerspace for music, podcast and AV recording <sup>12</sup>. A similar digital maker facility is offered by South Dublin County Council at Clondalkin library. <sup>13</sup>
- 5.31 Fingal Makerspace based in Blanchardstown Library, is an all-ages facility for design and innovation. Like Coolock, it is founded on STEAM principles with an aim to support individuals and communities to engage in creativity and design thinking and to provide education for second level students.<sup>14</sup>

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<sup>12</sup> <https://www.dublincity.ie/residential/libraries/using-your-library/creative-studio>

<sup>13</sup> <https://www.sdcc.ie/en/services/sport-and-recreation/libraries/join-library-login/find-a-library/north-clondalkin/creative-studio-at-ncl/>

<sup>14</sup> <https://www.fingal.ie/fingal-makerspace>



5.32 There are also a few not-for-profit makerspaces which are independently run and many more temporary use spaces, such as Men Shed's, which act as community response makerspaces, alongside more professionally focused creative spaces across the city including:

5.33 **TOG Hackerspace** in Dublin 12 offers a membership model for makers working with old and new tech in product design, electrical engineering, mechanics and digital technology. They run practical evening classes and members events. They are part of Community Resource Network Ireland, the representative body for reuse, recycle and repair organisations in Ireland.

5.34 The historic **Richmond Barracks**. The historic Richmond Barracks is operated by Dublin City Council Culture Company. It offers a range of open access and programmed activities including scheduled craft and maker workshops. Spaces of varying scale are available for rent. It was the intention in 2020, when the transfer of the building to the Dublin City Council Culture Company took place, to offer a dedicated makerspace,<sup>15</sup> in more recent years this has taken the form of a timetabled programme.<sup>16</sup>




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<sup>15</sup> <https://www.richmondbarracks.ie/news/a-new-chapter-at-richmond-barracks/>

<sup>16</sup> <https://www.richmondbarracks.ie/whats-on/#workshops>

- 5.35 **Rua Red** is a multi-disciplinary arts centre in Tallaght, South County Dublin. It offers gallery and performance space along side studio and workshop facilities, and a café. None of the Centres spaces are dedicated makerspaces however their Process Space programme supports collaborative maker principles promoting engagement and learning for artists and communities.<sup>17</sup>



- 5.36 **A4 Sounds** is a multi-art form artists collective in Dublin 1, A4 Sounds offers tiered membership to facilities which include access to shared print, electronics, textiles, darkroom and AV equipment and expertise.<sup>18</sup>



- 5.37 Makerspaces in third level institutions tend to operate under specific areas of innovation, technology, design and creativity associated with the specific institution. For example, NCAD, UCD and IADT's collaborative Creative Futures Academy focuses on the applied skills of design and creativity toward sustainable careers with much of the work taking place in maker spaces which are located at various sites on and off campus.<sup>19</sup>
- 5.38 A research report into the provision of Makerspace by Dublin City Council in September 2021. It detailed the current provision across the island, and how Ireland ranked 13th among the 28 EU countries, and below average, regarding the number of makerspaces located across the country. It provides a helpful list of further examples a description of their location and operating models.

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<sup>17</sup> <http://www.ruared.ie/learn/process-space>

<sup>18</sup> <https://a4sounds.org/join-us/>

<sup>19</sup> <https://creativefuturesacademy.ie/>



- 5.39 Whilst limited further information is available about the quality, facilities, specifications and resources of Makerspaces in Dublin, a useful study by NESTA by comparison, highlights the variety of specifications and services these spaces deliver within its Maker Space User Guide<sup>20</sup>.

## Dance

- 5.40 It is rare for circus and dance companies to have a permanent home due to lack of suitable space which results in a reliance on renting spaces in Dance House<sup>21</sup>, the enabling agency for the development of dance in Ireland located in the North Inner City. However, there are no such facilities in the South / South East of the city.
- 5.41 The Arts Council Dance Policy 2022 – 2025 “Advancing Dance” affirms a commitment to work with its parent Department and developers to make accessible for dance spaces of scale with appropriate design characteristics.<sup>22</sup>
- 5.42 Where dance, circus and spectacle producers do occupy a permanent home the operating model of the company is greatly enhanced as the asset is available for let to associates and other makers, can be used for community outreach and non-professional lessons, yoga and other types of exercise classes and marital arts practice. These spaces become places in which work can be shown to the public, community engagement can take place and the practitioners can develop their craft with longer periods of access outside of a scheduled rehearsal period. See Fidget Feet<sup>23</sup>, Cois Ceim Dance Theatre<sup>24</sup> and Macnas<sup>25</sup> for examples.
- 5.43 This type of adaptability is key to the operating model of a cultural space of this kind supporting a good range of complimentary uses which in aggregate underpin the viability of operations.
- 5.44 As the development proposal is residential with limited additional community or civic amenity, the use of the space as a dance studio or multi use practice or rehearsal space (including Theatre rehearsal) could provide residents of the newly established neighbourhood and the adjoining areas potential access to social, leisure, fitness and cultural experiences while addressing a deficit of space in which dance can be made and practiced in the south of the city.
- 5.45 This proposed direction of use does not preclude wider use for hire for other kinds of community use. The space would require changing room with showers, kitchen facilities, production / administration space, storage space for equipment and temporary seating, and toilet facilities suitable for use by the public.

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<sup>20</sup> [open\\_dataset\\_of\\_uk\\_makerspaces\\_users\\_guide.pdf](https://open-dataset-of-uk-makerspaces-users-guide.pdf) ([nesta.org.uk](https://nesta.org.uk))

<sup>21</sup> <https://www.danceireland.ie/about/our-mission-vision-values/>

<sup>22</sup> <https://www.artscouncil.ie/Publications/Dance/Advancing-Dance---Arts-Council-Dance-Policy/>

<sup>23</sup> <https://www.fidgetfeet.com/>

<sup>24</sup> <https://coisceim.com/>

<sup>25</sup> <https://www.macnas.com/>

- 5.46 Whilst the space is not sufficiently large, or situated in close enough proximity to the city centre to provide a permanent performance space, the Dance community requires suitable spaces for rehearsal, and a studio (and an associated external performance space) could cater for a level of neighbourhood performances to live audiences.
- 5.47 A permanent home for a Dance company could provide a significant boost to its operating model. Whilst requiring investment in maintenance (controlled heating, lighting) they allow practitioners to develop their craft with uninterrupted access to rehearsal and performance facilities.
- 5.48 The set-up and features of a dance workspace should be designed with injury prevention in mind and this includes lighting, and heating and ventilation. A sprung floor is an essential feature of workspace for this artform. The internal space within the proposed Fortfield Road development could easily accommodate a dance facility, with Sport Scotland outlining suggested dimensions of 225 sqm, with a minimum ceiling height of 4.5m<sup>26</sup>.

### **Outdoor Community and Cultural Space**

- 5.49 The proposed development includes 199 sq m of external cultural space, immediately adjacent and accessible to the internal cultural provisions within Blocks A and B.
- 5.50 The space is a sunken elliptical amphitheatre lawn with a central hard space and sail covering to protect from inclement weather conditions. It is designed to complement the internal space and has the following uses in mind:
- A performance space for events
  - Small-scale exhibitions or markets linked to created culture in the internal space
  - Outdoor art and/or sculpture classes
  - Community access as a meeting and leisure space
- 5.51 The area has been designed with gender mainstreaming in mind, with best practice design principles and research<sup>27</sup> employed including tiered seating, lighting, and the potential inclusion of wi-fi to create a safe space for women and girls.
- 5.52
- 5.53 Alternative uses for such as space could include a multipurpose handball alley, again providing opportunities for outdoor programming, operated by the workspace, dance or makerspace operator.

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<sup>26</sup> <https://sportscotland.org.uk/media/tb5gfug0/secondaryschooldesignnote04dancestudio.pdf>

<sup>27</sup> <https://www.makespaceforgirls.co.uk/our-work/design-professionals>

5.54    5.53 As part of this process we have engaged with Pallas Project and Studios, who as a cultural operator have expressed strong interest in operating either a handball alley or amphitheatre space as part of a workspace / gallery proposal (see Chapter 7).

## 6. Proposed Typology Specifications

- 6.1 The following proposed typology specifications have been developed through primary research undertaken by Turley as part of the Artist Workspace Study; with reference to Dublin City Council's Toolkit Resource 2: Artform Specifications and Typology; and our review of best practice.
- 6.2 The specifications below have informed the design proposals produced by Celbridge Land West Ltd, which currently consist of:
- Internal area: 1214.6 sqm comprising
    - Artists studios: 373.0sqm
    - Multi-purpose Community Gallery: 228.3sqm
    - Makerspace (or potential Dance Studio) 613.0sqm
  - External area: 199.0 sqm, immediately adjacent and accessible to the internal culture provisions within Blocks A and B.
- 6.3 Two suggested formations of these specifications have been evaluated by the design team and Option 2 (See Appendix 2) is currently proposed.

### Artists' Workspaces

#### Studio Workspace Typology

- Visual / Fine artists prefer to work within an Individual Private Space (46%)
- Require private (own door) workspaces, adequate space to work in large scale if needed, and to house equipment, materials, and to store finished artworks
- One in five visual artists require larger flexible or partitioned space particularly for large work or collaboration.
- Privacy is the primary qualitative theme amongst this discipline

#### Proximity to amenities and services

- Artists within this category prefer their workspaces to be located an average distance of 2.71km from public transport halts.
- Workspaces should be ideally located with 5.4km from the City Centre and to the nearest University/College.
- Residence within 5.2km of their workspaces.

#### Size of space

- Currently 61% of studios are less than 19 sq m.
- However, 30% of Visual Artists are Unsatisfied and 16% Very Unsatisfied with the size of their current workspace.
- Size of space is considered the second most important feature of desirable workspace.
- The ideal size is between **23-33 sq m** subject to the medium
- Flexibility of size of space is a key consideration.
- The size of space must also consider loading and unloading of materials and completed artworks.

#### **Rental Cost / Income**

- Monthly studio rents vary but median reported rents **c.€250 pcm (€0.09 per sq m)**
- Anticipated studio rents (currently seeking) **c.€305 pcm (€0.09 per sq fm)**

#### **Lighting**

- Visual and Fine artists require significant control over the lighting of their studio.
- Natural light is considered to be extremely important and therefore must be considered in terms of the orientation of workspaces and placement of doors, skylights and windows.
- Large windows with good natural light, with effective thermo insulation to ensure a warm and comfortable space.
- While natural light is the popular desirable feature, artificial lighting should also be incorporated into workspaces for this group to provide controllable, powered lighting options.

#### **Storage**

- Ample and secure storage to store art materials, equipment and completed artworks should be provided for this discipline.

#### **Sink / Wet Area**

- The provision of a sink within each studio, and a designated wet area is strongly desired within a group space

#### **Connectivity**

- Access to high quality Wi-Fi and broadband internet was prioritised

#### **Kitchen / Communal Facilities**

- Workspaces for Visual and Fine artists should include kitchen facilities. While these artists prefer privacy when working, there is appetite for communal, shared kitchen facilities to foster a culture of community in the wider building.

- Other common areas for consideration should include toilets/ showers, meeting rooms, library area, printer rooms.

#### **Building Access**

- Large (goods) lift, parking/loading, together with ground floor accessible studios

### **Live / Work Spaces**

#### **Size of Space**

- Experience elsewhere (e.g. Acme studios in London) suggests that at least 50 m<sup>2</sup> is required to ensure a comfortable live/workspace, but at present live workspaces in Dublin range from 32-84 m<sup>2</sup>, with larger units required based on family circumstances etc.
- In addition, high ceilings are a prized asset by many artists seeking a good environment for their creative work.

#### **Lighting**

- Natural light is extremely important for many creative spaces but is particularly important in the context of live / workspace, in order to create a healthy living environment.

#### **Ventilation**

- Good ventilation is especially important in a live / workspace, to avoid the potential for dust, smells and other contaminants impacting on the healthiness of the living space.

#### **Internet Connectivity**

- High-speed, reliable broadband is essential.

#### **Tenure**

- Security of tenure is essential in live / workspaces. As any residential tenancy over 6 months creates unlimited duration rights under the Residential Tenancies (amendment) (No. 2) Act 2021, the prospect of long tenancy periods should be incorporated into the operating model of any new live / workspace provider.

#### **Living Facilities**

- Live / workspaces require the inclusion of living facilities, alongside creative space, including a kitchen, bathroom and sleeping area.
- Additionally, a good live / workspace should also include internal doors between living / sleeping areas and work areas, to allow artists living there to properly 'disconnect' from their work as and when they need to.

#### **Storage Space**



- A lockable place in which to store equipment may be important both from a security standpoint, and from a quality-of-life standpoint for tenants in live / work units

## Makerspace

### Makerspace Typology

- Maker / Fabrication / Workshop space is the most popular workspace typology for craft and design artists, and also appropriate for other artforms such as sculpture and fine artists working on larger works or installations.
- Around 30% of maker artists' works is preferably undertaken in a workshop typology, with the remainder in a private studio (see above) or group space.
- Access to shared tooling and equipment, and secure storage are desirable features, including access to heavy equipment such as CNC router, A0 size printer, laser cutter, 3D printers, welding equipment, saws, drill etc. and in the case of some sculptures and potters – kilns and dry room or racks.
- Digital and manual tools are both found in the majority of spaces. Digital fabrication tools are the most commonly reported, followed by general hand tools, electronics, and woodwork tools.

### Proximity to amenities and services

- Artists within this category prefer their workspaces to be located an average distance of 2km from public transport halts.
- Workspaces should be ideally located with 5.2km from the City Centre and to the nearest University/College.
- Artists seeking makerspaces are prepared to travel up to 6.9km from their homes

### Size of space

- Requirements for makerspaces vary considerably dependent of the number of anticipated artists, their artform and the tools and equipment required, and how the space will be utilised.
- Typical makerspace requirements:
  - **Small, volunteer-run community** (10-50 active members) that occasionally teach classes, share some amount of tools and space, and pay rent on a shared space (90 to 750 sq m) with relatively low membership fees
  - **Small, teaching / demonstration only space** (45 to 90 sqm) with a small number of instructors (1-10 people) that is sustainable by requiring relatively little infrastructure or full-time staff
  - **Shared plots in a large building** (350 to 2000+ sqm) where many individuals and small businesses band together to rent a large space at low per-square-metre cost, sometimes sharing equipment informally

- **Large community workshop** (750 to 3500+ sqm) usually featuring educational programs, membership access to shared tools/workspace, and sometimes featuring storage or studio rental space
- **Very large community development facility** (3500 to 14000+ sqm) intended to rent large spaces to startup businesses that each need 18-90+ sqm, usually featuring a mentorship network, paid staff, and sometimes featuring shared tools/workspace
- The size of space must also consider loading and unloading of materials and completed artwork
- Access arrangements should accommodate the installation and movement of larger pieces of work and equipment with close proximity to a delivery access

#### Other Considerations

- **Health and Safety** 25-35% of space must be kept clear in order to pass fire and health and safety regulations.
- **Welcoming Area** Front desks, sign-in kiosks, and the like generally take 50-250 square feet, if you need them.
- **Social/Food Area** a minimum of 15-40 square feet per person.
- **Dedicated Classroom/Conference Rooms** ideally a noise-isolated classroom for educational programs 20-50 square feet per seated person.
- **Workshops** workshop space of any one craft type is 300-500 square feet, and you need approximately 75-150 square feet per person working independently in a space. Different craft types usually need separate areas (especially woodworking, fabric arts, and welding), don't expect to multi-task too much in these spaces.
- **Storage Space** One of the highest ranked requirements by Dublin Artists. Makerspace members will need some way to store their projects, especially if they don't have a studio of their own. Include space for shelving (8-12 square feet per shelf unit).
- **Sink / Wet Area** The provision a designated wet area with sinks is strongly desired within a group space
- **Gallery/Display Area/ Retail Area**

#### Connectivity

- Access to high quality Wi-Fi and broadband internet was prioritised

### Dance Rehearsal Space

#### Size of space

- A minimum rehearsal sprung floorspace of c. 225sqm, but larger spaces may be required

#### Sound proofing

- **Sound proofing** is required, both for the wellbeing of performers and to avoid noise or nuisance to neighbours

#### Privacy

- A **private space** to rehearse is required

#### Internet connectivity

- **High-speed, reliable Wi-Fi internet**

#### Equipment Access

- **Access for loading** sets and props is required .
- Music stands required only if musicians accompanying dancers.
- **Standalone ballet barres** are important, but are not required to be fixed.

#### Lighting

- **Natural and powered lighting.**
- **Black out blinds.**
- **Ample power sockets** for lighting and equipment.

#### Ventilation

- Adequate heating and ventilation

#### Other dance-specific equipment

- Workspace should be readily equipped with a **piano, large mirror** and include a **good sound system**.
- Rehearsal spaces should be fitted with **mirrored walls**. Ballet barres are not essential to be fixed in the space, as many companies prefer to have access to **portable ballet barres**.
- **Sprung floors**, with vinyl (e.g. Harlequin or Marley) flooring is essential. The vinyl flooring can be portable/temporary. It must be laid flat, with no air pockets or bumps.

## 7. Potential Operators and Floorplans

### Floorplans

- 7.1 Based on our engagement to date, our architects have developed the draft floorplans below (Figure 6.1).
- 7.2 These plans divide the space into 373.0sqm set aside for artists studios, 613.0sqm set aside as maker / hackerspace and 228.3 sqm set aside as a multi-purpose community gallery.
- 7.3 These plans may continue to evolve based on our ongoing engagement with potential operators.



**Figure 7.1: Proposed floorplans for the cultural use space**

## 8. Conclusions and recommendations

- 8.1 The Cultural Infrastructure Assessment (and associated social and community audit) has led to the following conclusions and recommendations based on an in-depth audit of cultural need in the area, together with an analysis of the opportunities and constraints presented by the site and the developers' proposal for 1 No. internal community/culture unit (totalling 1214.6 sqm) and dedicated external community/cultural space (totalling 199.0 sqm).
- 8.2 The policy set out in CU025, requires provision at a "minimum for 5% community, arts and culture spaces including exhibition, performance, and artist workspaces predominantly internal floorspace as part of their development at the design stage."
- 8.3 And that "such developments shall incorporate both cultural/arts and community uses individually or in combination unless there is an evidence base to justify the 5% going to one sector".
- 8.4 The proposed space across two linked buildings, Blocks A and B linked with a shared pavilion, is sufficient in scale to host multiple cultural (artist workspace, performance, rehearsal, maker or multipurpose space) and community typologies, as well as to accommodate a wide range of artforms and community uses.
- 8.5 The associated external space immediately adjacent to the proposed internal space is sufficient in scale to complement the recommended artforms and typologies through performance and exhibition, as well as being an added benefit to the community around the site.

### Need Assessment

- 8.6 The audit has revealed a lack of appropriate cultural infrastructure near the site, with the nearest cultural infrastructure facility, a commercial crafts operation and a distinct lack of space to create culture in the area.
- 8.7 The audit identified a number of nearby facilities which provide private training and education (for example private dance studios aimed at school-age children) but a distinct lack of facilities where culture can be created (for example artist studios or makerspace).
- 8.8 Kimmage-Rathmines is relatively well served by cultural infrastructure in comparison to other areas of the city. There is some well-utilised cultural infrastructure in the area, but much of that is concerned with private tuition, after school classes, and the delivery of culture, as opposed to its collaborative creation.
- 8.9 Neighbouring LEAs of the South West Inner City and South East Inner City are better served when it comes to studio space and facilities for creating art, but our workspace analysis suggests that the artist population in Kimmage-Rathmines is underserved by facilities in which they can practice their craft.

- 8.10 Phase Space Arts is the best example in the Kimmage-Rathmines area of infrastructure where art can be created in a collaborative manner, providing space (including exhibition as well creation space) for local artists.
- 8.11 However our research has shown that the space currently occupied by Phase Space Arts is subject to a planning application for the development of new houses.

### **Co-design and Operator Engagement to Date**

- 8.12 To date we have undertaken engagement with several operators to gain an understanding of the space's suitability for various art forms.
- 8.13 Our most extensive engagement to date has been with Mark Cullen, Co-Founder and Co-Director at Pallas Projects and Studios. Mark has been extremely generous with his time, offering advice on and sense-checking the findings of this report.
- 8.14 The proposed typology specification and suggested floor plan uses have been informed by Pallas' own needs and practice.
- 8.15 At this stage, Pallas has expressed an interest in operating up to 400sqm of the available internal cultural space as artists workspace. Delivering c.5 live / work studios or 10 workspace studios.
- 8.16 Whilst at a very early stage of the development process and no binding agreements have been reached, there is clear operator interest from Pallas Projects.
- 8.17 Through this process we have also approached Tog Hackerspace, to explore their appetite to take on some of the space at Fortfield Road, and to gain a better understanding of their requirements. Our engagement with Tog is ongoing.
- 8.18 In addition, we have approached the Dance Officer team within the Arts Council for advice on potential tenants who might alternatively wish to adopt the space as dance rehearsal space.
- 8.19 Based on the Arts Council's recommendation, we have reached out to Luail, Ireland's National and All-Island Dance Company, as a potential tenant for the space. Our engagement with Luail is ongoing.
- 8.20 A draft of this report has been issued to Dublin City Council's Arts Office for their input and informal discussions have been had to inform the proposed typologies. A positive indication was made regarding both the proposed options (see Appendix 2).

### **Next Steps**

- 8.21 Given the timelines involved in not just the Fortfield Road site, but also the potential redevelopment of Phase Space Arts, there is opportunity to begin a co-design process which could address some of this displacement in the Kimmage-Rathmines area.

- 8.22 In contrast Community and Social infrastructure (detailed within the Community Audit prepared by Armstrong Planning) identifies strong provision of community resources within a 1km radius of the site serving the Terenure area.
- 8.23 This includes access to retail (the Rathfarnham Shopping Centre, significant retail options in Terenure including a large Aldi and Lidl), worship (St Pius X Roman Catholic Church, Kimmage Manor Roman Catholic Church, and Missionaries of the Sacred Heart), healthcare facilities (Dentists, GPs, Healthcare Centres and Pharmacies), education (Presentation Primary School, Terenure College, The High School), sports and recreations (VEC Football Club, Terenure Sports Club, Terenure Rangers Football Club), alongside several neighbouring schools, community resource and youth provision centres.
- 8.24 Given the very limited existing provision, delivery of a cultural workspace, makerspace or community music or rehearsal space within the Kimmage-Rathmines administrative area would create minimal, if any displacement.
- 8.25 Except for the facility at Phase Space Arts, this audit has identified there is a deficit of spaces in which the community can access the benefits of culture through exhibitions, performances, or displays.
- 8.26 Therefore, a shared community / music or makerspace, alongside provision for artist workspace studios, would deliver a notable cultural /community asset not just to the creative and arts professionals in the area, but to the wider community of Kimmage-Rathmines.

## Appendix 1: Cultural facilities within 5km of the site

Name	Activity	Distance (km)
Saba Jewellery	Crafts	0.92
Terenure Library	Library	0.98
Ravensdale Lane Studios	Music	0.98
Garageland	Music	1.03
Dublin School of Music	Music	1.24
Terenure Men's Shed	Community network	1.24
St Agnes Community Centre	Community network	1.55
Piano Academy of Ireland	Music	1.59
Home Studios	Photography studio	1.59
Phase Space Arts	Artist studio	1.79
Connections arts centre	Accessible arts	1.86
Kinetix Dance	Dance school	1.89
Afro-Eire	Performance groups	1.98
McSherry Art Studios	Visual arts classes	2.13
WTA Dance and Performing Arts Studio	Dance school	2.15
The Music Institute	Music	2.53
Bigbadwolf 3D Animation Studios	Film, video, TV, animation	2.54
Helen Farrell	Visual artist	2.64
Walkinstown studio	Other	2.76
karoArt	Crafts	2.78
Isabelle Ashe Dance Studios	Dance school	2.81
Helen Cody	Fashion	2.84
Celtic Collections	Music recording	2.89



Alan Hannas Bookshop	Literature	2.91
Isabelle Ashe Dance Studios	Dance school	2.96
Vision Lab	AV production	2.97
Bookstation Swan Shopping Centre	Literature	2.99
Dubray Books Swan Shopping Centre	Literature	2.99
Omniplex Rathmines	Cinema	2.99
Islamic Foundation of Ireland - cultural centre	Cultural network	3.00
DIT Conservatory of Music and Drama - Rathmines	Universities and colleges	3.00
MART	Gallery and exhibition space	3.05
The MART Gallery Company	Gallery and exhibition space	3.05
St. Andrew's Community Centre	Community centres / halls	3.29
The Reelists	Film, video, TV, animation	3.31
image Factory	Film, video, TV, animation	3.32
Wireless Productions	Film, video, TV, animation	3.39
Ensemble Music	Music recording	3.51
Laura Kinsella Millinery	Fashion	3.51
Sound factory	Music	3.51
Or Studio	Print studio	3.55
Bodytonic Music	Music recording	3.66
Print Block	Studio and rehearsal spaces	3.71
Isabelle Ashe Dance Studios	Dance school	3.72
The Company of Books	Literature	3.72
Kate Horgan Bespoke Books	Photography/crafts	3.74
Ciaran Ferrie Architects	Architecture	3.75
Monica Loughman ballet school	Dance school	3.80

Smile Arty	Crafts	3.81
Ula Design	Crafts	3.81
Creative Services	Graphic and web design	3.81
Breitahupt + Monahan Photography	Photographers	3.85
The DC Music Club	Venue	3.92
RADE CLG	Community support groups	3.97
Modern Green	Creative producers	3.98
Jando Design	Artists, makers	3.98
Collective MGMT & PR	Music management	3.99
CreateSound	Music production	3.99
MVP recording studio	Music production	3.99
Footprints Bookshop	Literature	3.99
Pallas Projects/Studios	Gallery and studio space	4.02
Berude Communications	Music management	4.04
Whelans	Venue	4.04
Isabelle Ashe Dance Studios	Dance school	4.09
JAM Media	Film, video, TV, animation	4.09
First Fortnight Festival	Festivals and cultural events	4.12
Irish Museum of Modern Art (IMMA)	Galleries, exhibition spaces, open studios	4.13
Shady and the Lamp	Artists, makers	4.13
National Concert Hall	Venue	4.13
Blackthorn Arts	Artist agents	4.15
Biblary Polish Community Centre and Library	Community network	4.17
Snag Records	Music management	4.19
CIE Hall - Inchicore Sports and Social Club	Community centres / halls	4.21

Think Punk art studio	Studio	4.23
Vicar Street	Venue	4.24
NIVAL: National Irish Visual Arts Library	Library	4.32
The Sugar Club	Venue	4.32
CWB	Music management	4.38
Hampton Books	Literature	4.41
Eason Ltd Heuston	Literature	4.46
Eason Ltd St. Stephen's Green	Literature	4.50
Royal Hibernian Academy	Gallery and exhibition space	4.53
Chester Beatty	Museums and archives	4.53
Chester Beatty Giftshop	Literature	4.53
Christ Church Cathedral Music Venue	Venue	4.55
The Gaiety Theatre	Venue	4.55
Faction Records	Music management	4.56
DIT Conservatory of Music and Drama - Chatham Row	Universities and colleges	4.56
Ben & Anvil Ltd.	Film, video, TV, animation	4.57
Lookahead Recording Studio	Recording studio	4.61
Pat Egan	Music management	4.61
Dedsound Rehearsal Studio	Recording studio	4.61
Dubray Books	Literature	4.65
Que-Va	Fashion	4.65
Kerlin Gallery	Gallery and exhibition space	4.66
Kavaleer	Film, video, TV, animation	4.66
Luisa Verling	Crafts	4.66
The Collective	Artists, makers	4.66

Taylor Galleries	Gallery and exhibition space	4.66
Stokes Books	Literature	4.68
Inner Island	Crafts	4.68
Liadain Aiken Knitwear	Fashion	4.69
Flock	Artists, makers	4.70
Jennifer Slattery	Artists, makers	4.70
Palles Millinery	Fashion	4.71
Chupi	Crafts	4.71
Jennifer Rothwell	Artists, makers	4.71
MoMuse Ltd	Crafts	4.71
SO Fine Art Editions	Gallery	4.71
Fab Cow by Francis Leavey	Crafts	4.72
Design Lane	Crafts	4.74
The Gutter Bookshop	Literature	4.74
Baaz Productions Dublin	Film, music production	4.74
St. Ann's Church	Venue	4.74
POD	Festivals and cultural events	4.75
Smock Alley Theatre	Venue	4.76
GalleryX	Gallery and exhibition space	4.77
The Olympia Theatre	Venue	4.78
Punch Lion	Performance groups and companies	4.80
abgc architecture & design	Architecture	4.80
Dublin Literary Pub Crawl and Lit Walk	Visitor attractions	4.81
Ulysses Rare Books	Literature	4.81
Advanced Social Media Services Ltd	Software, digital and new media	4.83

GILNA Architecture	Architecture	4.83
Graham Thew Design	Artists, makers	4.83
The New Theatre	Venue	4.83
The National Museum of Ireland - Archaeology	Museums and archives	4.83
A de Lacy Architects and Designers	Interior design	4.83
Project Arts Centre Gallery	Galleries, exhibition spaces, open studios	4.84
Irish Film Institute - film programme	Cinema	4.85
Hodges Figgis	Literature	4.85
Act the Maggot	Music, dance, theatre and writing schools	4.85
Gallery of Photography	Galleries, exhibition spaces, open studios	4.85
The Liquor Rooms	Venue	4.85
Jill & Gill	Artists, makers	4.88
Warner Music	Music management	4.89
National Library of Ireland, National Photographic Archive	Galleries, exhibition spaces, open studios	4.89
The Button Factory	Venue	4.89
Ormond Studios	Studio and rehearsal spaces	4.90
Temple Lane Rehearsal Studios	Studio and rehearsal spaces	4.90
Claddagh Records	Music management and recording	4.92
International Bookshop	Literature	4.92
Eason Ltd Nassau St.	Literature	4.93
Lighthouse Cinema	Cinema	4.93
National Gallery of Ireland	Galleries, exhibition spaces, open studios	4.96
The Gallery Shop	Literature	4.96

Irish Linen House	Crafts/fashion	4.96
Douglas Hyde Gallery	Galleries, exhibition spaces, open studios	4.97
Brown Bag Films	Film, video, TV, animation	4.97
The Library Project	Literature	4.97
Graphic Studio Gallery	Studio and rehearsal spaces	4.97
Treehouse Republic	Film, video, TV, animation	4.98
Box Creative	Film, video, TV, animation	4.99
Igloo Animations	Film, video, TV, animation	4.99
Tara Music Company	Music manange	5.00
Studio Anois	Architecture	5.00

## Appendix 2: Indicative Use Models

Based on our discussions with arts and cultural providers within the city, we have developed indicative models by which to use the space. Because our enquiries suggested that the space may be attractive to a range of organisations, we have developed the following options two options:

### Option 1

Typology	Floorspace (m <sup>2</sup> )	Additional Information
Artist's Studios	400	This would translate into either 5 live/work studios or 10-12 studios
Makerspace	400	Adequate provision for a small to medium sized collective / membership / maker community (10-20 active members) that occasionally teach classes, share some amount of tools and space, and pay rent on a shared space.
Dance Rehearsal	246	This would correspond closely to the Sport Scotland suggested dimensions for a dance rehearsal facility. A minimum ceiling height of 4.5m would be required.
Multi-purpose community gallery / venue	175	This would integrate with the outdoor area, enhancing programming possibilities.

### Option 2

Typology	Floorspace (m <sup>2</sup> )	Additional Information
Artist's Studios	400	This would translate into either 5 live/work studios or 10-12 studios
Makerspace	646	Adequate provision for a medium sized collective / membership / maker community (c.20 active members) that occasionally teach classes, share some amount of tools and space, and pay rent on a shared space.

Typology	Floorspace (m <sup>2</sup> )	Additional Information
Multi-purpose community gallery / venue	175	This would integrate with the outdoor area, enhancing programming possibilities.



**Turley Office**

4 Pembroke Street Upper  
Dublin  
D02 VN24

T +353 (0) 1517 58 56