

St. Audoen's is the only extant medieval church in Dublin. Dermot Foley Landscape Architects (DFLA) were commissioned by Dublin City Council Parks, Biodiversity and Landscape Services to transform the curtilage of the church which includes impressive remnants of the medieval city wall and the last remaining medieval gate - St. Audoen's Gate. The park is just one acre but replete with archaeological and conservation features.

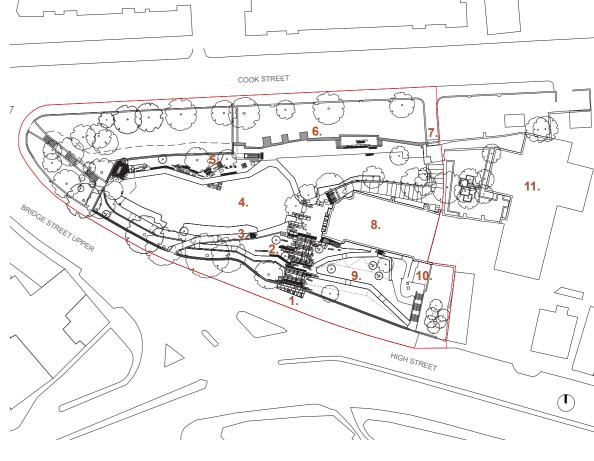
Working with the remnants of a city's history Recreating routes and views

Two of the main objectives of the project were to restore the ancient route from the west (Thomas Street) to the medieval gate and to recreate the view looking east from Thomas Street to the church tower. This was done by meticulously monitoring the ground that was remodelled in order to deliver the third main objective - a universally accessible approach from High Street (the 'Dubline') to the church as well as the Visitor Centre. Remnants of the history of the site were rediscovered as machines excavated the fill that had been placed almost four decades ago. A Norse lane (Keysar's Lane) to the River Liffey, was discovered, its cobbles recorded and the design modified to integrate the lane as the cobbles were placed back in their original position. Seventeenth century tiles were found and reused as paving. A fourteenth century kiln was excavated and left in-situ. New materials were incorporated, including steps in Leinster Granite and large format paving of the same granite with Irish Limestone cube paving. New benches, gates, lighting and play equipment were added.

Working for international and local people Tourism and neighbourhood

The park has been transformed for everyone, by opening it up and recreating a spatial balance between street, church, city wall and topography. The geometry is open-ended, endowing permeability but at the same time avoiding the illegible. As a result it is now used by children from the local school at Cook Street when previously the level of anti-social behaviour and drug use was so extreme that the children were not allowed to play in the park. All of this was done with newness of detail and material such that the project was not simply a celebration of past events or artefacts, but that it seemed in some way to be a new space even though the space had existed for decades since the removal of the houses that had abutted the medieval church.

This project was a Regional Finalist in the UK Civic Trust Awards.



- 2. New Leinster Granite steps connecting High Street (the 'Dubline') to St Audoen's Park 3. Rediscovery and reinstatement of the Norse Keysar's Lane historic route 4. Large lawn terrace fully opened up to St Audoen's Church
- 5. Play garden for adults and children, tourists and locals 6. Medieval City Wall
- 7. St Audoen's medieval gate 8. St Audoen's Church of Ireland

9. Extensive planting 10. Existing visitor centre 11. St Audoen's Catholic Church



Aerial photo overlooking the combination of new and old Leinster Granite steps fragmented by herbaceous planting which forms a new route from High Street to St Audoen's Church (Photograph: DFLA/Calum Kirkwood)



and atmosphere (clockwise from top left) - new Leinster Granite steps (the medieval material of Dublin) integrated in Pratia pedunculata forming part of the steps from High Street to St Audoen's Church, bespoke Irish Oak benches designed by DFLA (Photograph: Paul Tierney), musical play garden along the perimeter medieval city wall (Photograph: Paul Tierney)

'This redesigned, re-imagined Park is superb...with lovely planting...and a really artful, judicious mix of landscaping... All in all, the park is a revelation.'

Arran Henderson, local art historian tour guide



All images by Dermot Foley Landscape Architects (DFLA) unless otherwise credited. View towards the new processional steps ascending to High Street (Photograph: Paul Tierney)



DESIGN AWARDS 2020

