

Custer State Park Visitor Center Feasibility Study

Black Hills, South Dakota



The Custer State Park Visitor Center Feasibility Study was completed in the fall of 2012. While employed at a previous employer, Mark Jobman, Principal Landscape Architect played a key design role in the development of the feasibility study. The study required the team of professionals to work closely with the South Dakota Game, Fish, and Parks and Custer State Park staff in the preparation of the concepts, review of the entire park system. The end goal was to find the ideal location for a new visitor center facility that would include exteriority amenities, new visitor center building, theatre, interpretive displays, outdoor learning environment, and programming spaces. The final feasibility study that were presented to the South Dakota Game, Fish, and Parks and the Governor included two feasible sites to house the new facility. The Project became one of Governor Dugaard's 2013 Legislative Heritage Projects.

Key Elements:

- ▶ Outdoor Learning Space Areas
- ▶ Creative Interpretive Display Areas
- ▶ Valuable options for the Visitor Center Facility.
- ▶ Outline of the Option of Costs.

Budget: N/A

Completed: 2012

Reference: South Dakota Game, Fish, and Parks



* Project was commission and completed while Mark Jobman, Principal of Elevate Design Studios, was employed at Previous Firm.