

Animal welfare driving the exhibit design process

*Tools and examples
from Zoos Victoria*

Mr Richard Rowe, General Manager of Operations

Dr Sally Sherwen, Animal Welfare Specialist, Wildlife Conservation & Science
Melbourne Zoo/Zoos Victoria, Australia

Presented by Jon Coe

Introduction

- Zoos Victoria is developing a project model where enrichment is front and centre and guiding a new way
- This model may become a valuable tool for zoos seeking to use exhibit developments as a way of increasing overall animal welfare outcomes

100% of Zoos Victoria animals have
“A life worth living”

Provide animals with opportunity
to thrive

Good health
and
nutrition

Good
physical
environment

Good
human
animal
interactions

Behavioural
opportunities
Choice
Control
Stimulation
Variation

Zoos Victoria Animal Welfare Strategy

Goals

- Exhibits resulting in high degrees of broad and deep team engagement
- Enrichment outcomes reflecting the passion, enthusiasm and aspirations at the beginning of a new exhibit development

The Problems

- Typical project managers aim to limit project risk and untested outcomes
- Little stake holder participation

The Result

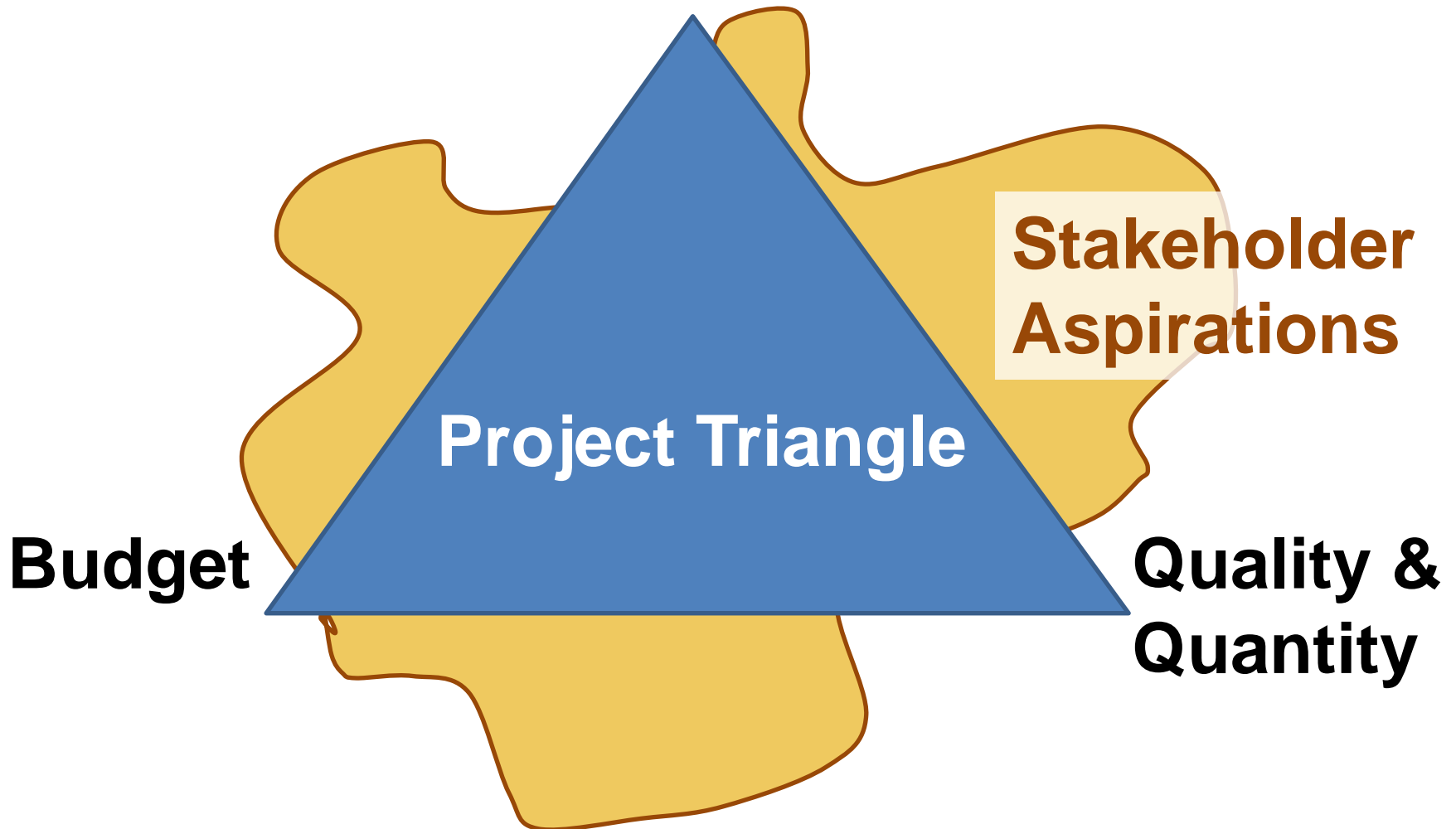
- ‘Weak Tea’ Result
 - Original motivating principles are compromised through balancing scope, cost and quality
 - Enrichment becomes a ‘add on’ at projects end

Multifaceted Exhibit Design

- Consultation with all stake holders in the project process and outcomes
- Enrichment embedded into all elements of the project design process
- Detailed construction and operational cost estimation and project balancing at each stage
- Testing and prototyping enrichment before construction

Project Management Strategy

Time Schedule



Predator Project, Stage 2

Design Team Melbourne Zoo

Zoo Oversight Staff

- Director
- Mammal Curator
- Chief Veterinarian

Predator Project, Stage 2

Design Team Melbourne Zoo

Zoo Core Team

- GM Operations – Team Leader
- Animal Welfare Officer
- Visitor Experience
- Learning
- Carnivore Keepers
- Horticulture
- Craft Shops (Prototyping)

Predator Project, Stage 2

Design Team Melbourne Zoo

Consultant Team

- Architects & Landscape Architects
(with zoo design experience)
- Environmental Enrichment Specialist
- Interpretation and Graphics
- Engineers
- Quantity Surveyors (estimating)
- Project Managers

Animal Information Sheets

- Species: Snow Leopard
- Natural Habitat / Ecology
- Natural Biology / Behavior
- Number of Animals
- Individual Animal Personalities

Exhibit Design Charter

“Bill of Rights” For All Stakeholders

- Zoo Animals
- Zoo Staff & Volunteers
- Zoo Visitors
- Zoo Plants
- Free Ranging Zoo Animals
- Zoo Business Enterprise

**New
IDEA!**



Animal Enrichment Framework

Animal Enrichment Framework

Types of Enrichment

- **Passive Enrichment**
(physical exhibit elements)
- **Active Enrichment**
(staff activated elements)
- **Animal Activated Enrichment**
(includes on-display and off-display animal areas)

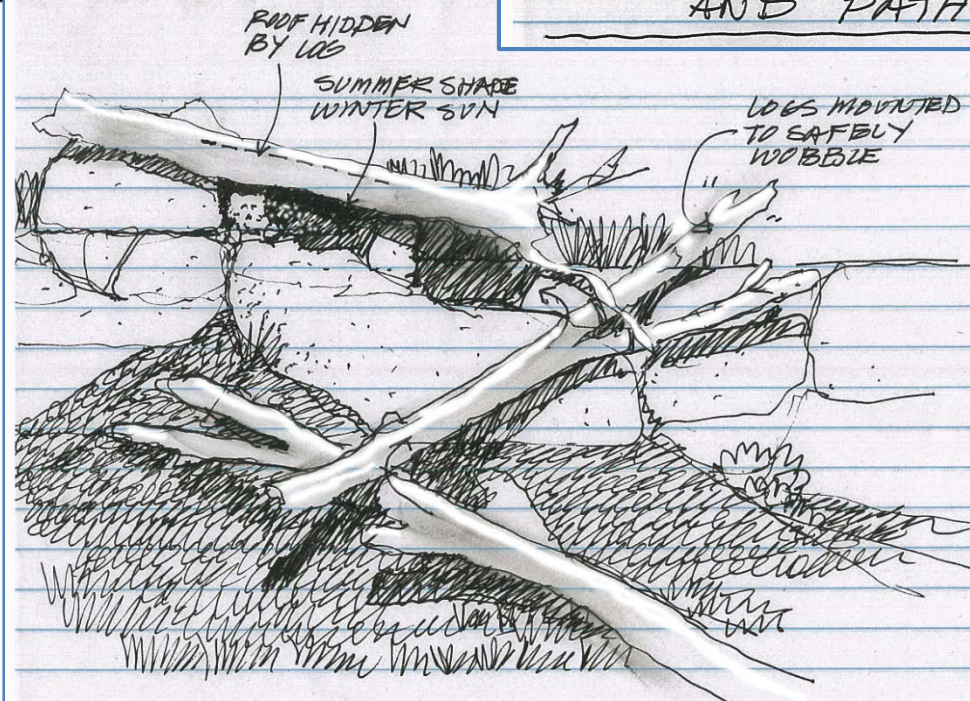
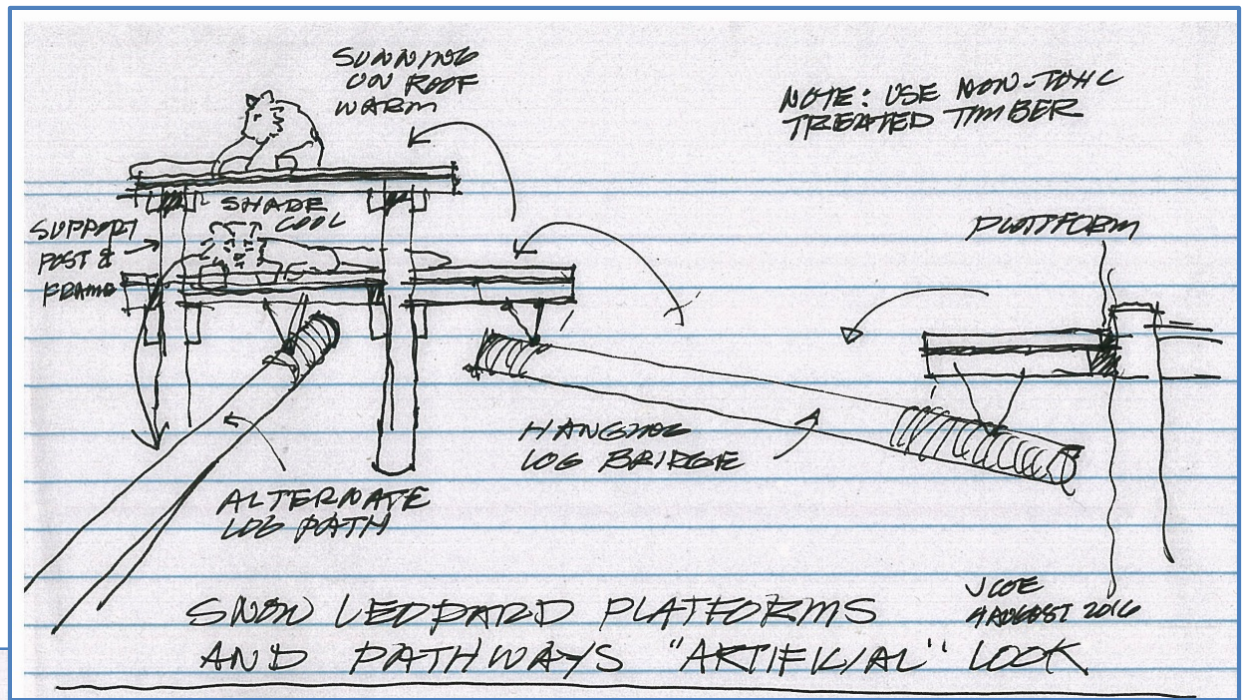
Animal Enrichment Framework

Goals Beyond the “5 Freedoms”

- Animal's Choice
- Animal's Control
- Animal's Stimulation
- Variation and Challenge

Questions for each type of enrichment

- What we want to do?
- What we already have and can do?
- What resources are needed?
 - Animal conditioning needs
 - Keeper training needs
 - Benchmarking and references
 - Prototyping needs
 - Comments

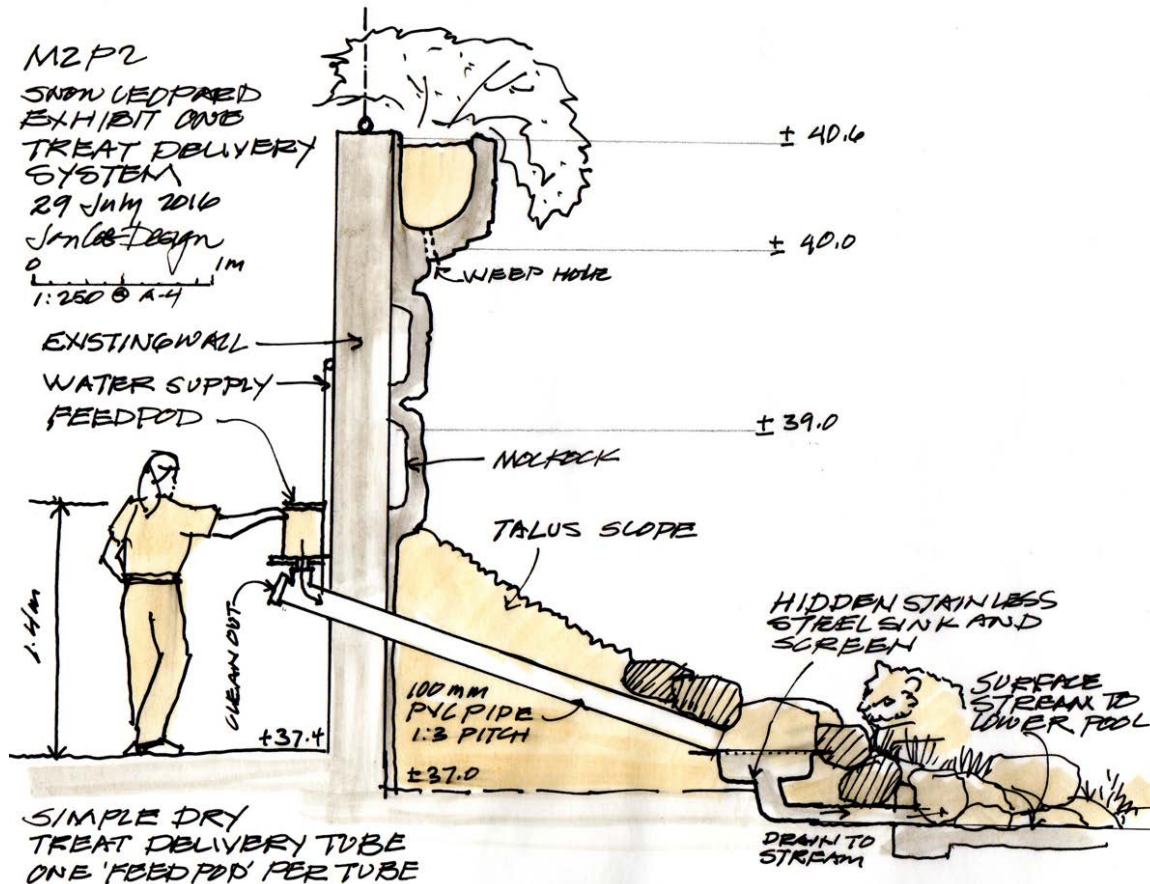


Moving Climbing Structures



“Wobble Log”

Importance of Prototyping



Random Feeding Device (Flavoured ice balls)

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Questions?

Mr Jon Coe – Jon@joncoedesign.com

Mr Richard Rowe – rrowe@zoo.org.au

Dr Sally Sherwen –