

**TO:** CITY MANAGER 2004 January 21

**FROM:** DIRECTOR PLANNING AND BUILDING

**SUBJECT:** **REZONING REFERENCE #03-33**  
**Proposed Expansion of Electronic Arts**  
**Discovery Place (BCIT Site)**

**ADDRESS:** 4285 Mathissi Place, 4330 Sanderson Way and Ptn. of 4390  
Sanderson Way

**LEGAL:** Lot 15 Except: Part Subdivided by Plan 84820, D.L. 72, Group 1, NWD Plan 60616;  
Lot 16 Except: Parcel A Reference Plan LMP34110, D.L.'s 71 and 72, Group 1,  
NWD Plan 60616; and, Ptn. of Parcel A (Reference Plan LMP 34110) of Lot 16,  
D.L.'s 71 and 72, NWD Plan 60616.

**FROM:** CD Comprehensive Development District (based on M8 Advanced Technology  
Research District and Discovery Place Community Plan guidelines)

**TO:** Amended CD Comprehensive Development District (based on M8 Advanced  
Technology Research District and Discovery Place Community Plan guidelines and  
in accordance with the plans entitled "Electronic Arts Phase Three Expansion"  
prepared by Musson Cattell Mackey Partnership)

**APPLICANT:** Musson Cattell Mackey Partnership  
1600 - Two Bentall Centre  
555 Burrard Street, Box 264  
Vancouver, B.C. V7X 1M9  
(Attention: Mark Whitehead)

**PURPOSE:** To seek Council authority to forward this application to a Public Hearing on 2004  
February 17.

---

**RECOMMENDATIONS:**

1. **THAT** the amendment to the Discovery Place Community Plan, as outlined in this report and in line with the proposed land exchange involving conservation areas and the development proposal be approved in principle at Second Reading with final approval contingent upon concurrent granting of Fourth Reading and Final Adoption related to the amendment bylaw for the subject site.
  
2. **THAT** the predecessor Rezoning Bylaw, Amendment Bylaw No. 39/00, Bylaw 11173, be abandoned contingent upon the granting by Council of Second Reading of the subject Rezoning Bylaw.

3. **THAT** a copy of this report be forwarded to the Parks, Recreation and Culture Commission for information.
4. **THAT** a Rezoning Bylaw be prepared and advanced to First Reading on 2004 February 02, and to a Public Hearing on 2004 February 17 at 7:30 p.m.
5. **THAT** the following be established as prerequisites to the completion of the rezoning:
  - a) The submission of a suitable plan of development.
  - b) The deposit of sufficient monies, including a 4% Engineering Inspection Fee, to cover the costs of all services necessary to serve the site and the completion of a servicing agreement covering all requisite services. All services are to be designed to City standards and constructed in accordance with the Engineering Design. One of the conditions for the release of occupancy permits will be the completion of all requisite services.
  - c) The installation of all electrical, telephone and cable servicing, and all other wiring underground throughout the development, and to the point of connection to the existing service where sufficient facilities are available to serve the development.
  - d) The consolidation of the net project site (development portions of Lots K and J) into one legal parcel.
  - e) The exchange of approximately 93,000 sq. ft. of City-owned land on Lot K (as well as the redesignation of 16,500 sq. ft. of privately owned land on the northern portion of Lot J to permit development) for 130,000 sq. ft. of land on Lot J for conservation purposes, in accordance with Sections 5 and 6 of this report.
  - f) In addition to a land exchange, the provision of additional conservation areas on Lot J (see **attached** Sketch #4) including transferring their ownerships to the City.
  - g) The granting of any necessary easements and covenants, including, but not necessarily limited to, Section 219 Covenants indicating that identified conservation areas on the site will be amended and enhanced (inclusive of a 10-year maintenance commitment), and the provision of a further 20 ft. wide natural buffer strip adjacent to the conservation areas within the development site.
  - h) The provision of a trail network within the western portion of Deer Lake Park, in accordance with the Deer Lake Park Management Plan, as well as a forest management plan and a strategic environmental enhancement strategy for the same area, as outlined in Section 6.3.2 of this report.

- l) The provision of a trail network within the conservation areas on the subject site, in accordance with Section 6.3.3 of this report.
- j) The provision of compensation works on Guichon Creek for the relocation of a watercourse, as outlined in Section 6.4 of this report.
- k) The provision of a public lighted concrete walk/staircase from Huxley Avenue to Mathissi Place to the approval of the Director Engineering. The applicant will be required to relocate the existing sewer, under which the current public staircase is located, to the approval of the Director Engineering, as well as to have the associated right-of-way discharged.
- l) The provision of a separated sidewalk/pedestrian link along the western portion of Mathissi Place, linking the public staircase landing to the plaza feature at the southwest corner of Mathissi Place and Sanderson Way.
- m) The provision of a statutory right-of-way for a public trail connection and greenway corridor to Willingdon Avenue across the southern portion of the Open Learning Agency site (4460 Sanderson Way).
- n) The submission of a suitable on-site stormwater management system to the approval of the Director Engineering, the deposit of sufficient monies for its provision, and the granting of a Section 219 Covenant to guarantee its provision and continuing operation. This will include provision for a relocated stormwater drainage channel (currently running north-south on Lot K) to the Sanderson Way frontage.
- o) The deposit of the applicable GVS & DD Sewerage Charge.
- p) The provision of facilities for cyclists in accordance with this report.
- q) The submission of a written undertaking ensuring Phase III buildings will be constructed in accordance with LEEDS (Silver) standards.
- r) The approval of the Ministry of Transportation to the rezoning application.

## **R E P O R T**

### **1.0 REZONING PURPOSE**

The purpose of the proposed rezoning bylaw amendment is to permit expansion of the existing high technology research facility for Electronic Arts entailing an amendment to the Discovery Place Community Plan.

## 2.0 SUMMARY

- 2.1 On 2003 July 21, Council received the report of the Planning and Building Department concerning the rezoning of the subject site and authorized the Department to work with the applicant in the preparation of a suitable plan of development with the understanding that a further and more detailed report would be submitted at a later date.
- 2.2 Electronic Arts (EA) recently purchased the adjacent property to the east, known as Lot J within the Discovery Place Community Plan, and has made a rezoning application to expand their operations into two new buildings (motion capture and research and development) (see **attached** Sketches #1 and #3). Their development proposal includes development within City-owned conservation area on Lot K. In return, Electronic Arts proposes to transfer land on Lot J to the City for conservation purposes. Staff have negotiated a compensation package that would enable Electronic Arts to develop in accordance with their plans, yet bring significant benefits to both local area residents and the City as a whole. Briefly, the subject exchange package includes a comparative increase of conservation lands between the two sites involved of 19%, as well as a gain in City-owned land for conservation area, between the existing and proposed conservation sites involved with the exchange of nearly 40%, trail and environmental enhancements in Deer Lake Park (west of Royal Oak), on-site trail and environmental works, and relocation of the existing concrete staircase from Spruce Street/Sanderson Way to Huxley Avenue/Mathissi Place. Overall, this equates to an increase of about 5.5% for the total conservation lands on both Lots K and J when compared with the existing Community Plan. It is also noted that for the combined Lots K and J, about 10.5 acres are to be designated for conservation and covenant areas or about 40% of the total site.
- 2.3 Approval of this rezoning application will help to consolidate and intensify within a single complex the operations of a world renowned interactive entertainment software company in this city, and which had its roots in Burnaby since its creation. It is anticipated that the company, which currently employs about 1000 people, will employ approximately 3,000 people in Burnaby once all planned expansion phases are complete.
- 2.4 The applicant has now submitted a plan of development suitable for presentation to a Public Hearing.

## 3.0 ADOPTED DISCOVERY PLACE COMMUNITY PLAN

- 3.1 The subject site is located within the Discovery Place Community Plan, and is designated high-technology research and development use, with conservation area buffers along the west and southern portions of the site (see Sketches #1 & #2 **attached**).

The subject site comprises Lots K and J within the Discovery Place Community Plan, and involves City-owned land designated as conservation area under the plan's guidelines (also protected by restrictive covenant), as well as privately held land designated for future conservation area. Lot K is currently developed with the existing Electronic Arts facility, Phase I, and will also accommodate the Phase II expansion previously approved by Council under Rezoning Reference #99-58, which received Final Adoption on 2003 October 06. The adjacent Lot J to the east, now owned by Electronic Arts, is presently vacant and covered with a variety of trees (primarily alders and a few maples). North of the subject site, across Sanderson Way, is another large, high technology development (Creo). To the east, across Mathissi Place, is the Open Learning Agency building, while to the south is a single family area and Moscrop Secondary School.

- 3.2 The adopted 1996 Discovery Place Community Plan indicates a development density for Lot K of 0.45 FAR (representing 383,319 sq. ft. of floor area), and for Lot J of 0.71 FAR (representing 205,221 sq. ft. of floor area), and a building height of 2 storeys along the Spruce Street frontage (up to 4 storeys along Sanderson Way). Lot K is designated for advanced research and development offices under the current community plan, with a 2.66 ha (286,329 sq. ft.) City-owned portion of Lot K being designated as a conservation area buffer component (see **attached** Sketch #2). A further 0.336 ha (36,168 sq. ft.) along a 20 ft. strip of land on the Electronic Arts site, abutting the City-owned property, is covenanted precluding development within this further buffer. An additional 10 ft. building setback line is indicated abutting the covenanted land. The 20 ft. covenanted strip and the 10 ft. building setback line continues south on Lot J parallel to its western property line (see **attached** Sketch #2a).

#### 4.0 ZONING HISTORY

- 4.1 The initial Phase I development for Electronic Arts was the subject of Rezoning References #8/96 and #27/97, which were given Final Adoption in 1997. The Phase II development was the subject of Rezoning Reference #99-58, which was given Final Adoption in 2003. The Phase I development on the site included construction of 207,063 sq. ft. (19,236.1m<sup>2</sup>) building which is architecturally prominent and provides a landmark building within Discovery Place. Construction of the 170,125 sq. ft. (15,804.6m<sup>2</sup>) facility associated with Phase II is in its early stages. The Phase II building will continue the same striking architecture as that of the existing facility. Finally, there is an active rezoning application for Lot K, Rezoning Reference #03-50, which is for an underground parking facility, located beneath the existing soccer pitch. This rezoning application was advanced to a Public Hearing on 2003 October 28, and subsequently received Second Reading on 2003 November 03. Currently, the applicant is nearing completion of the technical requirements of that rezoning application.
- 4.2 As indicated above, the subject rezoning application, Rezoning Reference #03-33, is to allow for Phase III expansion, which includes a world scale motion capture studio (captures

movements for sports and other games as well as for animation) and further research and development space, in addition to some minor internal – 15,000 sq. ft. of mezzanine area – and facade adjustments to the Phase I and Phase II buildings. It is noted that Lot K has approximately 6,100 sq. ft. of undeveloped floor area, which would be used against the proposed 15,000 sq. ft. and 3,333 sq. ft. additions to the Phase I and II buildings respectively.

## 5.0 PROPOSED DEVELOPMENT PLAN

- 5.1 The proposed development concept is for a phased expansion to the existing advanced research and development (software) use. Specifically, the proposal is for Phase III development, which comprises two additional buildings – a motion capture studio (Phase IIIa) and additional research and development space (Phase IIIb) – as well as minor internal and facade modifications to the Phase I and II buildings as noted. The development concept is for a tightly integrated and contiguous series of buildings linked by a secured external access system, resulting in development being largely concentrated on Lot K (see **attached Sketch #3**). In terms of timing, it is anticipated that construction of the motion capture studio (Phase IIIa) and the minor adjustments to the approved Phase I and II buildings will occur over the next two years, and that construction of the additional office and research and development space and associated underground parking (Phase IIIb) will take place in approximately five years.

Overall, the proposed expansions would add 201,886 sq. ft. (18,755.2m<sup>2</sup>) of built space, bringing the consolidated total gross floor area of the site (Lots K and J) to slightly above its 588,540 sq. ft. (54,675.4 m<sup>2</sup>) guideline under the Community Plan. The approximate 8,867 sq. ft. overage relates to the internal mezzanine space within the Phase I and II developments to be added as a part of this rezoning application. This added minor internal floorspace (less than 1%) will not impact either the building massing or height given its internal configuration within an existing building. It is noted that Lot K has one of the lowest density (FAR) designations in the Plan, yet it is the largest site in Discovery Place. In this context the proposed increase in internal floor space is considered minor, and thus is supported on this basis. The same architectural style utilized in Phases I and II (under construction) is intended to be carried on in the proposed Phase III expansion, which is to include similar distinctive building massing, materials, and colours. Parking for the proposed expansions would be accommodated almost exclusively underground in four levels of underground garages, largely under the northern portion of Lot J, retained by Electronic Arts for sports field purposes, with only a very small number of stalls provided at grade for visitors. It is noted, however, that during construction of the underground parking facility (under the soccer pitch) and the motion capture studio, some parking may be displaced, necessitating temporary surface parking on Lot K within the designated development area.

While the proposed total building coverage of 194,353 sq. ft. (17.03%) slightly exceeds the Plan guideline of 174,019 sq. ft. (15.25%) by 1.78%, the total proposed site coverage of 338,953 sq. ft. (29.69%) including all (permanent) surface parking is substantially below (by

8.78%) the Plan guideline of 438,849 sq. ft. (38.47%), thus providing for a development with a much smaller overall footprint for combined building and surface parking. The proposal to have the Phase III expansion buildings substantially built with green roofs and green wall features further helps to reduce the overall apparent site coverage of the development.

- 5.2 A point of departure from the Community Plan is indicated with respect to building siting. Whereas the Community Plan indicates a setback buffer of 11.89m/39 ft. along Sanderson Way, the applicant is proposing a setback of 9.14m./30 ft. along the eastern portion of Sanderson Way in order build into the steeply sloping landscape to the south, thereby maintaining both building heights which are generally in line with Community Plan guidelines, and a substantial conservation area buffer strip to the south.
- 5.3 It is noted that a portion of Lot J to the north is proposed to be used as non-developable open recreation space (i.e., basketball and volleyball courts) for Electronic Arts employees with provision for an underground parking facility beneath this recreation space. It is also noted that Lots K and J will be consolidated as a part of the rezoning process. This proposed development scheme differs from that which was presented to Council in the previous initial rezoning report, which indicated a more sprawling form of development over both portions of Lots K and J.
- 5.4 As outlined in the initial rezoning report that was received by Council on 2003 July 21, a key component of the development proposal is the transfer of a portion of the City-owned conservation area on Lot K to Electronic Arts to achieve the desired contiguous building form, which makes a more efficient use of land than that of the previous proposal. Given the current conservation area designation in the plan, it is proposed that the Community Plan be adjusted in connection with this rezoning application to reflect this portion of land being used for development. It is noted that the approximately 16,500 sq. ft. northern tip of Lot J is designated for future conservation area under the currently adopted Plan, but is not in City ownership. The applicant is proposing to also develop this area (see **attached** Sketches #3 and #4). Further implications of the proposed development include the closure, with compensation, of a watercourse which was created in conjunction with the rezoning application for Electronic Arts' first phase of development (Rezoning Reference #8/96), and which has proved to be ineffective, and the relocation of an existing public staircase which connects Spruce Street to Sanderson Way.
- 5.5 Through discussions with the proponent, staff believe an appropriate (i.e., equal or better) arrangement to facilitate the foregoing development proposal which includes City conservation area has been achieved. The general elements of the land exchange compensation package which is being proposed for the consideration of Council includes:
  - 130,000 sq. ft. of land on Lot J to be transferred to the City for conservation purposes in exchange for 93,000 sq. ft. of City land on Lot K to be transferred to Electronic Arts for development (refer to Section 6.3.1 for an inventory related to the land exchange);

- significant environmental enhancements to and trail developments within Deer Lake Park, west of Royal Oak Avenue, in accordance with the Deer Lake Park Management Plan;
- on-site forest enhancements and trail development within privately and publically owned conservation lands, in addition to a forest enhancement strategy and a commitment from Electronic Arts to maintain on-site specified reforested areas and trails for a period of ten years;
- the relocation of a public connection and staircase to Lot J linking Huxley Avenue to Mathissi Place; and,
- a trail connection to linking Lot J to Willingdon Avenue, over Open Learning Agency land located at 4460 Sanderson Way.

## 6.0 STAFF COMMENTS ON THE DEVELOPMENT PLAN

6.1 Electronic Arts is the world's leading independent developer and publisher of interactive entertainment software for personal computers and advanced entertainment systems. It represents a local grown success story. As a result of staff's discussions with Electronic Arts who purchased the adjacent Lot J for expansion purposes, the following corporate development goals have become clearly evident:

- Electronic Arts wishes to increase the significance and role of its Burnaby location within their overall corporate structure;
- a highly integrated phased development is vital from an operating perspective;
- corporate security has become a sensitive and important development parameter; and,
- the company has a strong desire to maintain its good relationship within the City, Discovery Place and the surrounding neighbourhood.

As a basic point of departure to our discussions with Electronic Arts, it is acknowledged that staff could have adopted the unyielding position that the existing development plan was inviolate and therefore not open for any adjustment consideration. However, as previously indicated to Council, staff believe that the possible consolidation of Lots J and K by Electronic Arts was not foreseen at the time of its planned first and second phase developments. Had this been the case, we believe that consideration of an equally beneficial alternate land use configuration would have been a conceivable option.

Electronic Arts is a major corporate presence both in the City and the Lower Mainland. The company currently employs about 1,000 people and is a significant contributor to the City's non-residential tax base. The planned expansion will significantly add to both these totals. In view of the above, staff have been pursuing a development approach that provides Council and the community with a compensation package that addresses the intended use of the existing conservation area under City ownership, while at the same time trying to meet the company's goals for the site.



The package as outlined below represents staff's best efforts in developing a compensation package for the use of the affected conservation lands. The recommended package as presented seeks to present a "win-win" approach when considering land use, environmental, recreational, economic and corporate needs collectively.

- 6.2 As indicated above, a major and necessary component of the proposed expansion includes the exchange of a portion of the City-owned site on Lot K, which is currently designated for conservation area. It is noted that the conservation area Community Plan designation and transfer of title to the City is a result of both the previous Community Plan amendment (1996) and Electronic Arts' initial rezoning of Lot K in 1997.
- 6.3 Since the initial report to Council, staff have been working with the applicant towards a suitable compensation package. The package which staff is proposing for the consideration of Council includes:

6.3.1 Land Exchange

130,000 sq. ft. of land on the southern portion of Lot J is to be transferred to City ownership, and which will be used as conservation area, in exchange for 93,000 sq. ft. of currently City-owned land on Lot K. It is noted that approximately 16,500 sq. ft. of privately owned land on the northern portion of Lot J, designated as conservation area in the Plan, will be used for development purposes (see **attached** Sketch #4). Therefore, while the negotiated land exchange represents a 40% increase over City-owned land that is being transferred by the developer through the comparative exchange areas, the actual increase in resultant conservation area is about 19%. This increase is intended to compensate for the notion that the land proposed to be taken out of conservation area is of a more diverse and mature nature with respect to tree species; although it is noted that, given time, the proposed conservation area on Lot J would eventually diversify and mature in a similar manner to the forested area on Lot K. Lot K will retain 193,329 sq. ft. of conservation area following the proposed land exchange. Overall, total public ownership of conservation lands is expected to exceed the total conservation area designated in the Plan for Lots K and J by 5.5%. In absolute terms, it is noted that the consolidated Lots J and K will have a total of about 455,860 sq.ft. (10.47 acres) of conservation and covenanted areas, or about 40% of the total site.

6.3.2 Deer Lake Environmental Enhancements and Trail Network

A change in the established location of passive recreation space associated with redesignating the subject conservation lands is acknowledged, and thus a part of the negotiated compensation package includes an additional off-site enhancement project for Deer Lake Park involving a trail connection and environmental enhancement works west of Royal Oak Avenue within the Park (see **attached** Sketch #5).

In addition to the provision of natural open spaces and passive recreation and cultural activities for all City residents, Deer Lake Park fulfills a strong local and neighbourhood need, therefore trail access forms an important development priority. Development would include the construction of approximately 1,700 metres of a new 2.5 metre wide gravel trail. Trail alignment would minimize impacts to vegetation, wildlife, fish habitat and water quality, and take into consideration public safety, convenience, surveillance, and interpretive awareness of surrounding natural features. Significant environmental enhancement measures would be achieved by the proposal including:

- providing a habitat and grade sensitive trail alignment to replace existing unofficial and obtrusive trails;
- providing four clear span bridges to achieve proper creek crossings and direct pedestrian travel away from creek corridors;
- decommissioning and re-vegetating approximately 700 metres of unofficial trails much of which have created damage within creek corridors;
- upgrading the construction of 200 metres of an existing trail route to retain a desirable neighbourhood trail loop option west of Royal Oak;
- assessing urban forestry issues including hazard tree mitigation, and supplemental coniferous tree planting; and,
- creating environmental awareness along the trail route with wildlife viewing opportunities, introduction of bird next boxes, and signs on protocol.

The trail and enhancement works offer significant advantages to neighbourhoods in the south Willingdon Avenue area. Pedestrian linkages through the conservation area on Lot J connecting to both Mathissi Place and Willingdon Avenue, in addition to Huxley Avenue itself, would provide access to the Park for local residents (see *attached* Sketches #5 and #6). Recreational opportunities include walking, jogging, nature interpretation (bird watching), fishing, picnicking, and boating (canoe rental). Cycling access to Deer Lake Park exists along an Urban Trail route north of Moscrop Street and along Deer Lake Parkway. The total value of the proposed works in Deer Lake Park is estimated at \$600,000. Electronic Arts is to provide this amount of funding to the City, which City Parks staff would access to design, develop and implement the outlined works.

### 6.3.3 On-Site Forest and Trail Enhancement

As mentioned previously, the forest on Lot J is younger and less diverse than that on Lot K. For the forest to mature to the Lot K condition, time is required. Some forest enhancement works are possible to accelerate this process. Therefore, as part of the overall compensation package enabling the applicant to develop City conservation land on Lot K, enhancement works for Lots K and J, including trail development, are being required. Generally, removal of invasive species and planting of more

diverse coniferous species is noted, in addition to a maintenance regime involving the applicant committing to a 10-year forest management strategy. Opportunities may exist for the City and the applicant to work collaboratively with the BCIT Forest Ecosystem Technology Department on this project.

As previously noted the Lot K conservation area contains a series of existing informal trails, some of which will be removed as part of the proposal to further build on Lot K. It is therefore proposed that the existing trail network be extended to the conservation areas of Lot J. This work would also include formalization of the trail through the Electronic Arts conservation areas, removal of "bandit" trails, and addition of signage and trail-heads. These enhancement works would benefit both the community and Electronic Arts employees. Electronic Arts has agreed to commit \$50,000 for these works. This figure does not include the cost of relocating the public staircase, trail development, or maintenance of trails on private property. Letters of credit will be required from the developer prior to Final Adoption to guarantee the construction of the public staircase and trails.

6.4 *Environmental Considerations – Fisheries Compensation on Guichon Creek for Closure of a Watercourse*

The lower reaches of a north-south watercourse traversing the western edge of the current conservation area proposed to be transferred to the proponent will be required to be relocated as a result of proposed development (see attached Sketch #7). It is noted that the existing watercourse was created as compensation for enclosure of a non-fish bearing watercourse during the original (Phase 1) Electronic Arts rezoning application (Rezoning Re. #8/96). The intent behind the watercourse's design was to create another fish-bearing watercourse through the conservation area forest. However, the recreated watercourse has not functioned as designed, due to seepage of water into the ground at the brow of the hill on Lot K. Site visits during all seasons have confirmed the lower reach of the watercourse to be dry most of the time, including the 1 in 200 year rainfall event in October 2003. The upper reach of this watercourse does function and will be preserved as part of the development proposal.

While the lower reach of the watercourse is non-functioning, closure still triggers federal fisheries approval and compensation requirements, as the watercourse was part of an earlier compensation package. The watercourse enclosure will be compensated through both on-site and off-site works. On-site, a new non-fish bearing, open-channel watercourse will be created along the Sanderson Way frontage (see attached Sketch #7). This watercourse will receive more water than the watercourse which is to be enclosed. While considerably longer than the enclosed section of watercourse, this new channel does not have the same width of streamside vegetation. Additional off-site compensation works are therefore required. This will be accommodated through a series of instream enhancements on the Guichon Creek mainstem through the BCIT (see attached Sketch #8). These works will enhance the long-term potential of this section of creek to bear fish. All compensation works are to be

designed and implemented, through an appropriate agreement, in cooperation with the City and the BCIT Fish, Wildlife and Recreation Program to the satisfaction of DFO staff and in accordance with their standards.

#### 6.5 *Environmental Considerations – Green Buildings and Roofs*

As outlined in the initial report that was received by Council on 2003 July 21, the Phase III buildings are proposed to be LEED (Leadership in Energy and Environmental Design) certified (Silver), extensively utilizing green roofs to detain and treat stormwater, as well as to minimize the visual impact of the buildings and facilitate their assimilation into the natural surrounding landscape. LEED emphasizes state of the art strategies for sustainable site development, water savings, energy efficiency, materials selection and indoor environmental quality. The combination of the green roofs and LEED certified building construction will minimize the development's environmental impacts and improve interior environmental quality, thus serving as a model of sustainable business centre development in Burnaby.

#### 6.6 *Relocated Public Staircase*

The forested area around the current Electronic Arts development has a series of informal trails which are used extensively by the area's residents, and those who work or study nearby. As a part of the land exchange package, the proponent has agreed to the formalization of those trails. A key component of the existing network is a formal concrete staircase linking Spruce Street and Huxley Avenue to Sanderson Way (see **attached** Sketch #9). Proposed development on Lot K conservation area requires that the staircase in the current conservation area be relocated. Relocation of the lighted concrete public staircase slightly to the south within the northern edge of the new conservation area, linking Huxley Avenue to Mathissi Place will be considered a servicing requirement of the site, and which will fall under the control and maintenance of the City. As a result, the applicant will also be required to construct a separated sidewalk/trail connection along the west side of Mathissi Place connecting to a public plaza feature at the corner of Mathissi Place and Sanderson Way (see **attached** Sketch #3).

The existing sewer right-of-way under which the current public staircase is located will be required to be relocated prior to development of that portion of the site. Relocation of the sewer right-of-way will be to the approval of the Director Engineering. The existing right-of-way will also need to be discharged by the Director Engineering following relocation.

#### 6.7 *Fencing*

One of the applicant's primary objectives related to the proposed expansion is to maintain a high level of security, in light of the highly proprietary and research and development nature of the software industry. Currently, there is some safety fencing along the site's rear portion to protect against steep grade drop-offs. Security and safety concerns, therefore

influenced the proposal to maintain fencing at key locations throughout the development. It is noted that the Community Plan does not permit such fencing, however, due to the applicant's need for security, safety, and ball retention on the sports fields and courts, a range of fencing types will be permitted, though the fencing itself will be visually unobtrusive and hidden by landscaping, and where possible, security will be maintained through the use of a prohibitive planting regime. Whenever possible, building massing will provide the security barrier function.

- 6.8 Overall, the foregoing proposals and commitments by Electronic Arts is considered supportable and is believed to provide a balance of both local and City-wide benefits. In addition, within this context, there is a need to acknowledge the benefits the presence of Electronic Arts and its proposed expansion brings to the City – economic in terms of increasing the City's tax base (from \$961,678 per annum currently to a projected \$1,863,678 per annum based on 2003 dollars and rates once all phases are complete) and employment opportunities (from about 1,000 to 3,000 employees) and contributing to the overall balance of jobs and labour force within the City, in addition to raising Burnaby's high-technology centre profile and environmental in terms of it being a "clean industry" as well as it being model for LEEDs certified sustainable business centre development.

## 7.0 GENERAL COMMENTS

### 7.1 Access

Two vehicle accesses are shown to the site, one from Sanderson Way and one from Mathissi Place, with loading to be taken also from these two accesses.

### 7.2 Servicing Requirements

The City Engineer will assess the need for any further required services to the site, including, but not necessarily limited to:

- Reconstruction of Mathissi Place for separated sidewalks and pedestrian lighting (south from Sanderson Way to the new landing for the public staircase).
- Construction of a lighted public concrete staircase linking Huxley Avenue to Mathissi Place (as shown on **attached** Sketch #9).
- Relocation of existing sewer along the eastern portion of the conservation area on Lot K (currently City owned – under the existing public staircase), and discharge of associated right-of-way.
- Construction of trails on both Lot K and Lot J.
- Construction of the trail connecting Lot J to Willingdon Avenue (over the Open Learning Agency lands at 4460 Sanderson Way).
- Trail provisions within Deer Lake Park, including pedestrian bridges and a lookout facility.

- Storm and sanitary sewer and water main upgrades as required.
- Servicing agreement to reflect potential of phased development and services, but which will require financial commitments (i.e., Letters of Credit) to be made prior to approval of the rezoning application to ensure all required subsequently phased services will be constructed. Existing public facilities, such as the concrete staircase, shall not be decommissioned or removed, and associated legal documents discharged, until the specified replacement facilities are constructed to the approval of the Director Engineering and secured by appropriate legal documents.

7.3 *Public Access over Open Learning Agency Site*

A statutory right-of-way guaranteeing provision of the public trail connection and greenway corridor linking Lot J to Willingdon Avenue (over the Open Learning Agency site at 4460 Sanderson Way) is required to be secured by the applicant prior to Final Adoption of the subject rezoning bylaw amendment. Staff have been advised that the Open Learning Agency has agreed in principle to the concept of a trail connection through to Willingdon Avenue located on their property, but that the technical details (location and legal) will be required to be worked out over the coming months, prior to Final Adoption. A letter of credit will be required to be submitted by the developer to ensure construction of this facility.

7.4 *On-Site Trail Maintenance*

Maintenance of all trail provisions on Lots K and J are to be the responsibility of the developer for a period of ten years, according to maintenance guidelines to be established. After that time, trails in public ownership are to be maintained by the City. Maintenance of the plaza feature at the southwest corner of Sanderson Way and Mathissi Place is to be the responsibility of the developer.

7.5 *Easements and Covenants*

Any necessary easements and covenants for the site are to be provided, including, but not necessarily limited to, Section 219 Covenants restricting development in newly established/adjusted conservation areas (on Lot J), as well as new 20 ft. buffer covenants abutting conservation areas.

7.6 *Development Cost Charges*

The GVS & DD Sewerage Cost Charge of \$0.443 per sq. ft. will be required and be applicable to all new floor area.

7.7 *Stormwater Management*

A suitable engineered design to the approval of the Director Engineering will be required for the on-site stormwater management system as well as a Section 219 Covenant to guarantee its provision and continuing operation. The deposit of sufficient monies to guarantee the provision of the stormwater drainage and landscape features will be required. This will include provisions for the relocated stormwater drainage channel (currently running north-south on Lot K) to the Sanderson Way frontage.

7.8 *Sediment Control*

An on-site sediment control system is a requirement of Preliminary Plan Approval and must be approved by the Environmental Services Division - Engineering Department.

7.9 *Ministry of Transportation Approval*

Due to the proximity of the proposed development to the Trans Canada Highway, the approval of the Ministry of Transportation is a requirement of this rezoning application.

**8.0 DEVELOPMENT PROPOSAL**

8.1 Gross Site Area - 10.6 ha (26.188 acres)  
 (Lots K and J)

Building Coverage:

(Lots K and J combined)

Permitted & Provided:

Phase 1	-	73,533 sq. ft. (6.44%)
Phase 2	-	47,870 sq. ft. (5.61%)
Phase 3	-	72,950 sq. ft. (4.19%) (Phase 3a – 24,450 sq. ft. Phase 3b – 48,500 sq. ft.)
<b>TOTAL</b>	-	<b>194,353 sq. ft. (17.03%)</b>

Total Site Coverage (Building and Parking):

(Lots K and J combined)

Permitted & Provided:

Phase 1	-	202,627 sq. ft. (17.76%)
Phase 2	-	47,870 sq. ft. (4.19%)
Soccer Field	-	1,006 sq. ft. (0.08%)
Phase 3	-	87,450 sq. ft. (7.66%)
<b>TOTAL</b>	-	<b>338,953 sq. ft. (29.69%)</b>

8.2 Floor Area:

Permitted & Provided:		
Phase 1	-	222,063 sq.ft./20,629.7 m <sup>2</sup> (Existing - 207,063 sq. ft. Mezzanine space - 15,000 sq. ft.)
Phase 2 (under construction)	-	173,458 sq.ft./16,114.2 m <sup>2</sup> (Existing - 170,125 sq. ft. Additional space - 3,333 sq. ft.)
Phase 3	-	201,886 sq.ft./18,755.2 m <sup>2</sup> (Phase 3a – 30,000 sq. ft. Phase 3b – 171,886 sq. ft.)
<b>TOTAL</b>	-	<b>597,407 sq.ft./55,499.1 m<sup>2</sup></b>

Floor Area Ratio:

Permitted & Provided:		
Phase 1	-	0.19
Phase 2	-	0.15
Phase 3	-	0.18
<b>TOTAL</b>		<b>0.52</b>

8.3 Height - 2 storeys from inside edge of  
 - landscape setback along Spruce Street  
 - 4 storeys in all other areas

8.4 Parking

Vehicle Parking:

(1 space per 495.16 sq. ft.)

Required	-	1,207 stalls
Provided:		
Phase 1	-	469 stalls
Phase 2	-	303 stalls
Under Soccer Field	-	649 stalls
Phase 3	-	762 stalls (parking for both 3a and 3b will be provided at the time of construction of Phase 3b)
<b>TOTAL</b>	-	<b>2,183 stalls</b>

Bicycle Parking:

(10% of required vehicle parking)

Required	-	121 spaces
Provided:		
Phase 1	-	42 spaces
Phase 2	-	50 spaces
Phase 3	-	50 spaces
<b>TOTAL</b>	-	<b>142 spaces</b>



	End Of Trip Facilities:	-	Bike lockers, showers, lockers, change rooms, water closets and wash basins provided.
8.5	Loading Bays Provided:		
	Phase 1	-	4 bays
	Phase 2	-	3 bays
	Phase 3	-	4 bays
	<b>TOTAL</b>	-	<b>11 bays</b>
8.6	Exterior Materials and Finish	-	Stone and concrete masonry, metal panels and tinted glazing.
8.7	Employee Amenities	-	Basketball & volleyball courts, soccer pitch and fountain plaza.

**9.0 CONCLUSIONS**

Electronic Arts recently purchased the adjacent property to the east of its existing site known as Lot J within the Discovery Place Community Plan, and has made a rezoning application to expand their operations into two new buildings. The rezoning proposal involves numerous complex issues. While much of the proposal meets current Community Plan guidelines, a number of necessary amendments are proposed, such as a consolidated Lot K and J (development portions) and attendant density and site coverage figures, reduced setbacks along Sanderson Way, relocation of a watercourse and provision of security, safety and recreational related fencing. The rezoning proposal also involves the transfer of City-owned conservation area to facilitate the proposed development. In order to enable this, staff have negotiated a compensation package which includes the transfer of land to the City on Lot J, resulting in an increase of City-owned conservation area, comprehensive forest enhancement and trail development within the entire conservation areas on Lots K and J, and development of trails and environmental enhancement strategies within Deer Lake Park west in accordance with the Deer Lake Park Management Plan. The partial closure of a non-functioning/or fish bearing watercourse has been compensated by on-site and off-site works. The Department of Fisheries and Oceans have accepted, in principle, on and off-site compensation works for the closure of the subject watercourse, which involves improvements to Guichon Creek.

Despite the obvious complexities and challenges associated with the subject rezoning application, there are also benefits. To reiterate, and in summary, from an economic viewpoint, the development will increase employment opportunities as well as Burnaby's tax base, in addition to solidifying Burnaby's position as a high technology centre. Environmentally, the proposed development will utilize LEEDs certified technologies,

including extensive green walls and roofs, which will reduce its overall ecological footprint. Also from an environmental perspective, offsite compensation works will help to rehabilitate a section of Guichon Creek. The environmental and forest enhancement strategies gained through the land exchange compensation package will diversify the forests around the Electronic Arts site and enhance environmental protection within the western portion of Deer Lake Park, providing a new, extensive trail system.

The overall approach as presented seeks to provide a “win-win” scenario for the City, the surrounding community and the company when considering land uses, environmental, recreational, economic and corporate needs collectively.



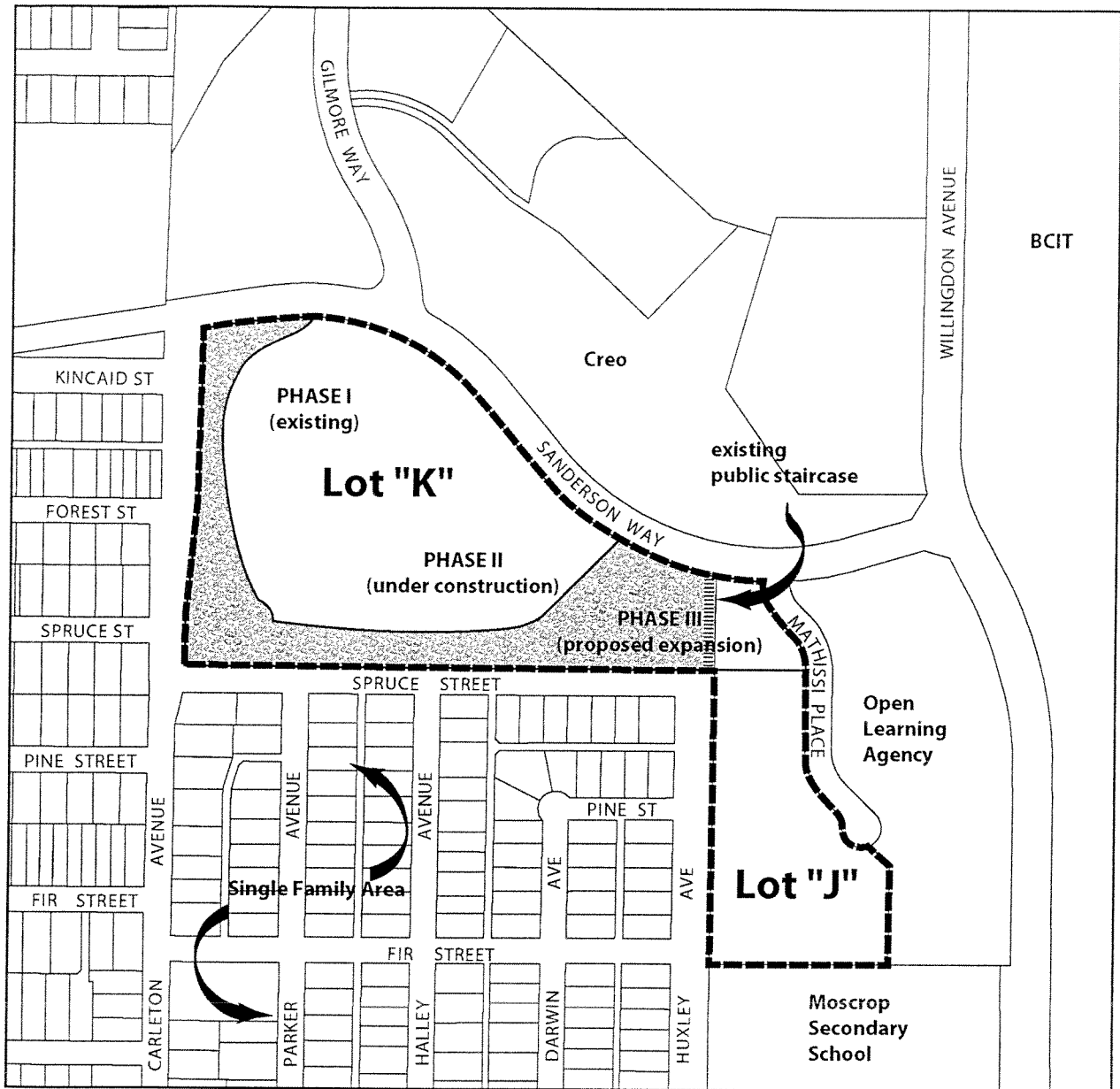
J. S. Belhouse  
Director Planning and Building

EK:gk

*Attachments*

cc: Director Parks, Recreation and Cultural Services  
Director Engineering  
City Solicitor  
City Clerk

P:\Gulzar\Edward Kozak\Rez 03-33\PL - Rez 03-33 Public Hearing Report final.wpd



Rezoning reference #03-33  
Electronic Arts



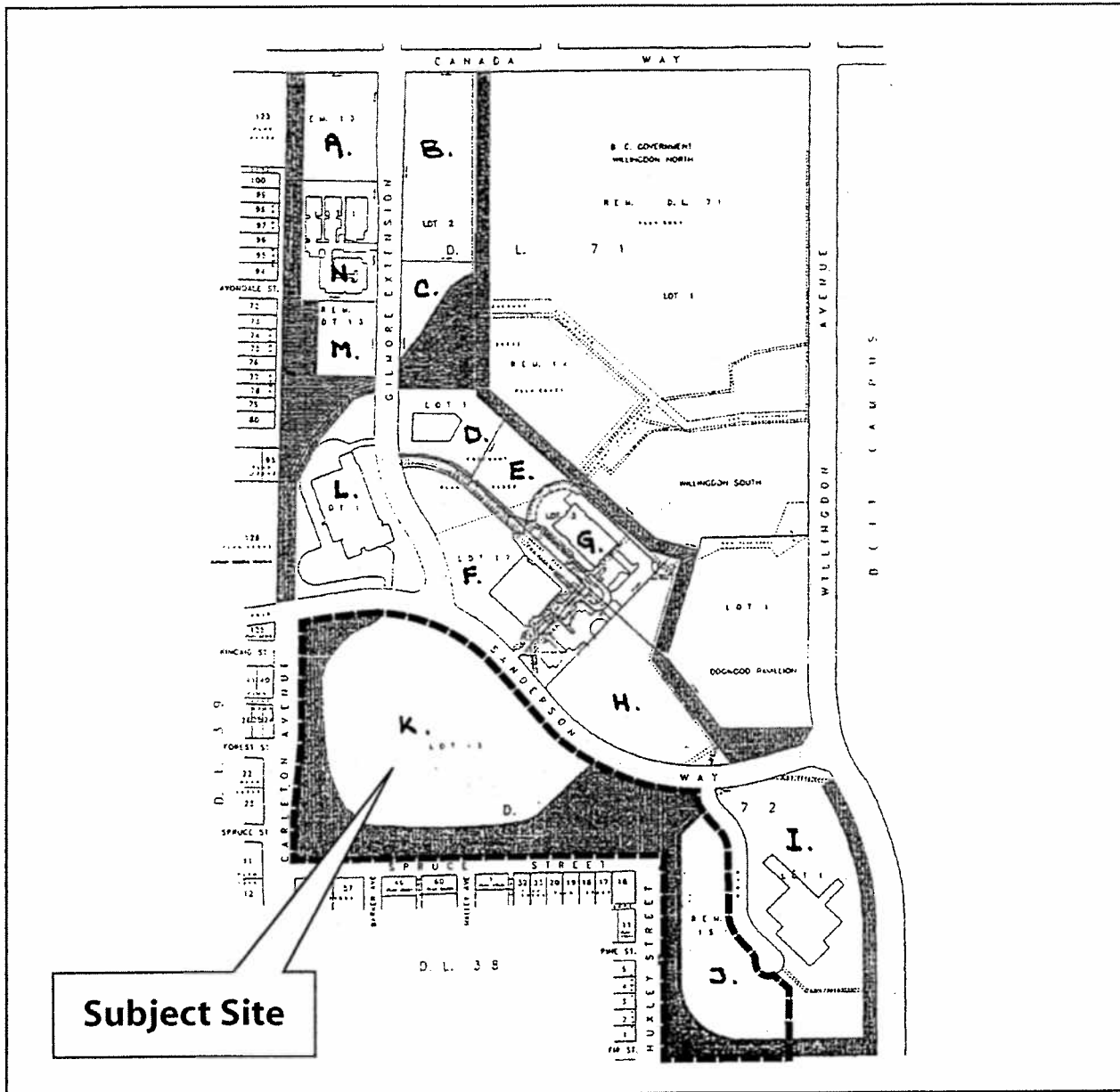
SKETCH 1

### Configured Site Layout

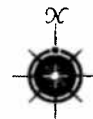
- Subject Property
- Existing Conservation Area (city owned)



PLANNING & BUILDING DEPARTMENT  
2004 JANUARY 20  
rcn/projects/ed/ea/sketches2004 01/sketch01



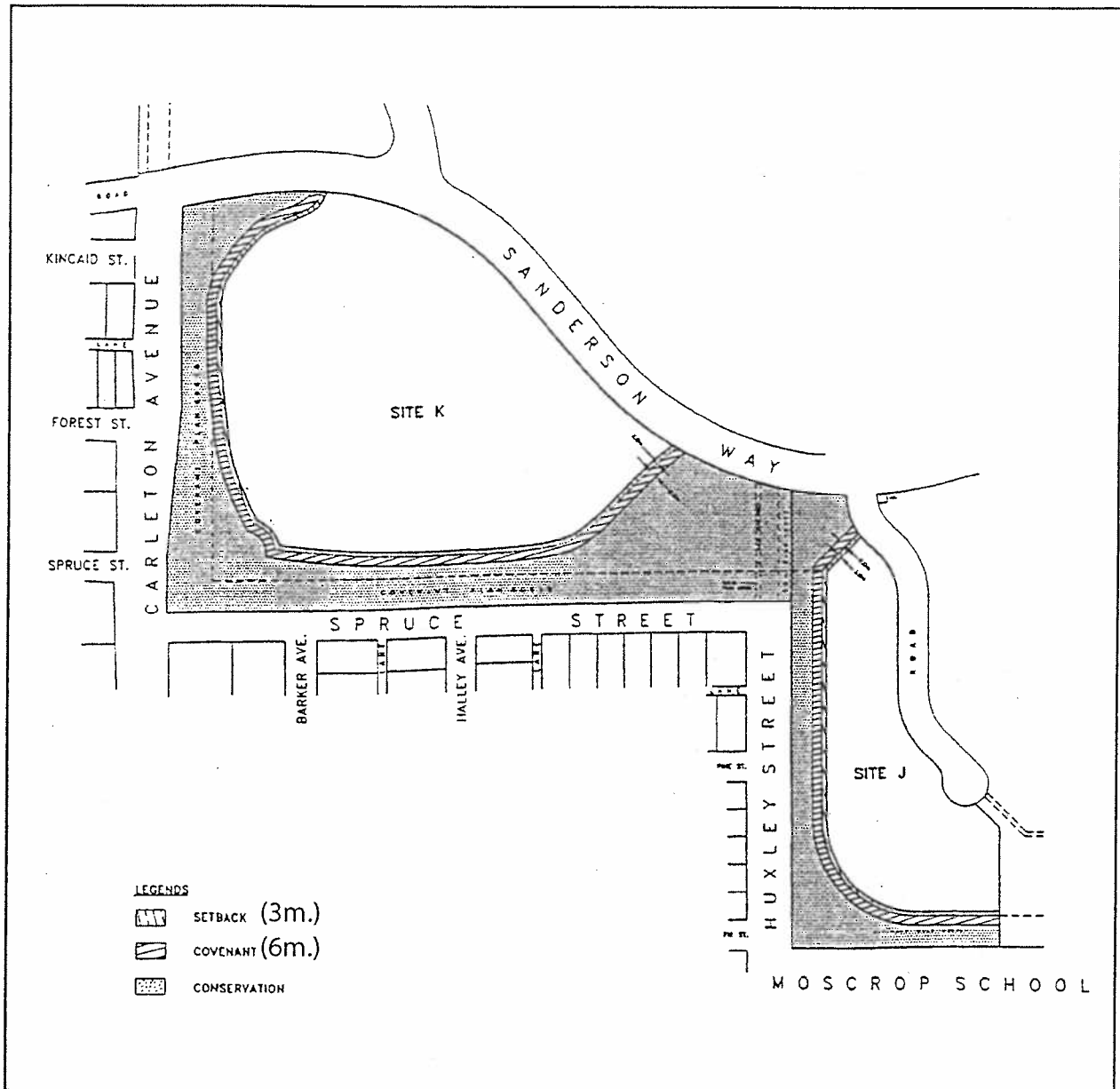
Rezoning reference #03-33  
 Electronic Arts



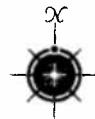
SKETCH 2  
**Discovery Place Community Plan (1996)**  
**Site Context**



PLANNING & BUILDING DEPARTMENT  
 2004 JANUARY 20  
 rcn/projects/ed/ea/sketches2004 01/sketch02



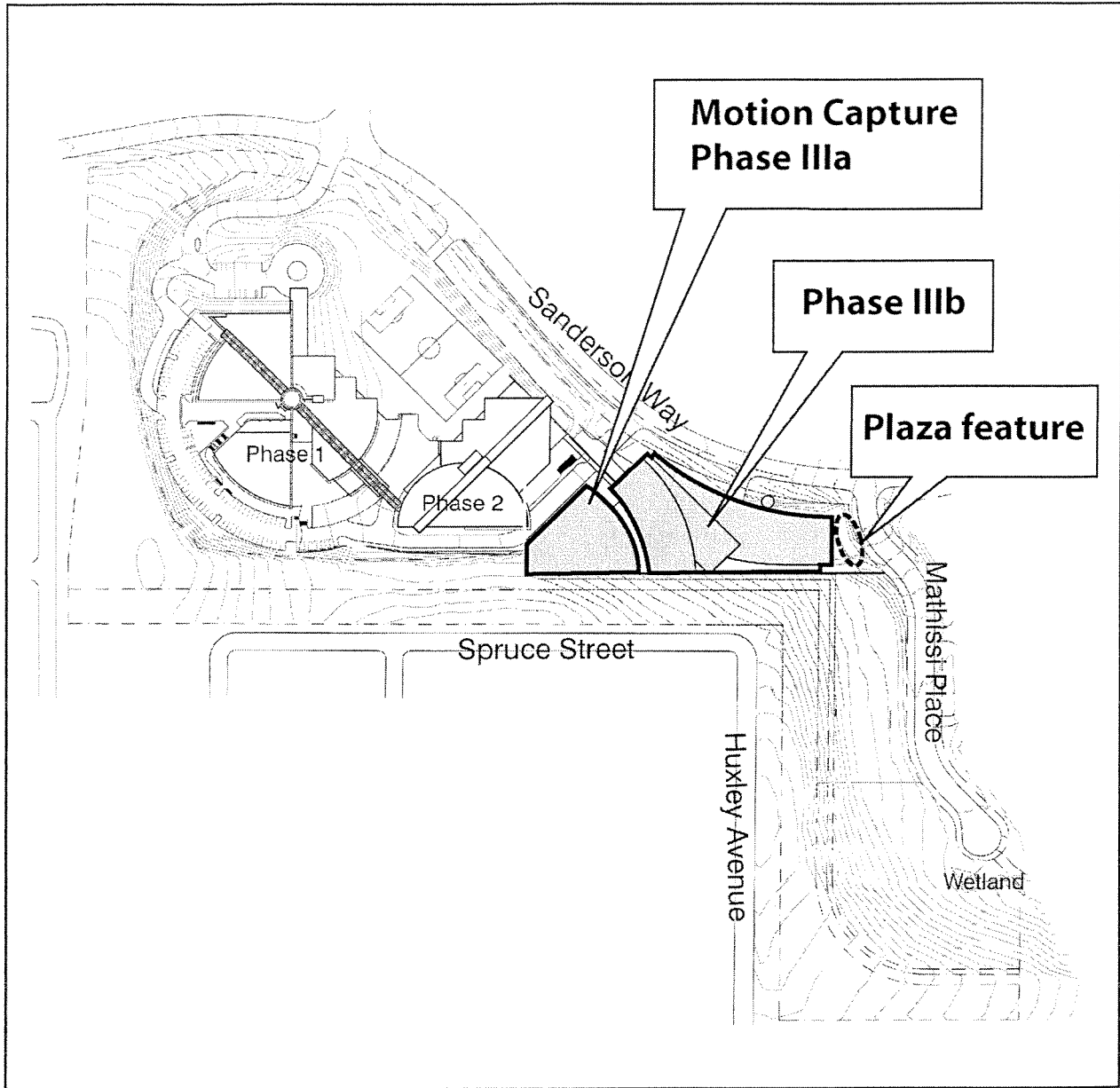
Rezoning reference #03-33  
 Electronic Arts



**SKETCH 2A**  
**Combined Sites J and K Configuration**



PLANNING & BUILDING DEPARTMENT  
 2004 JANUARY 20  
 rcn/projects/ed/ea/sketches2004 01/sketch02



Rezoning reference #03-33  
Electronic Arts

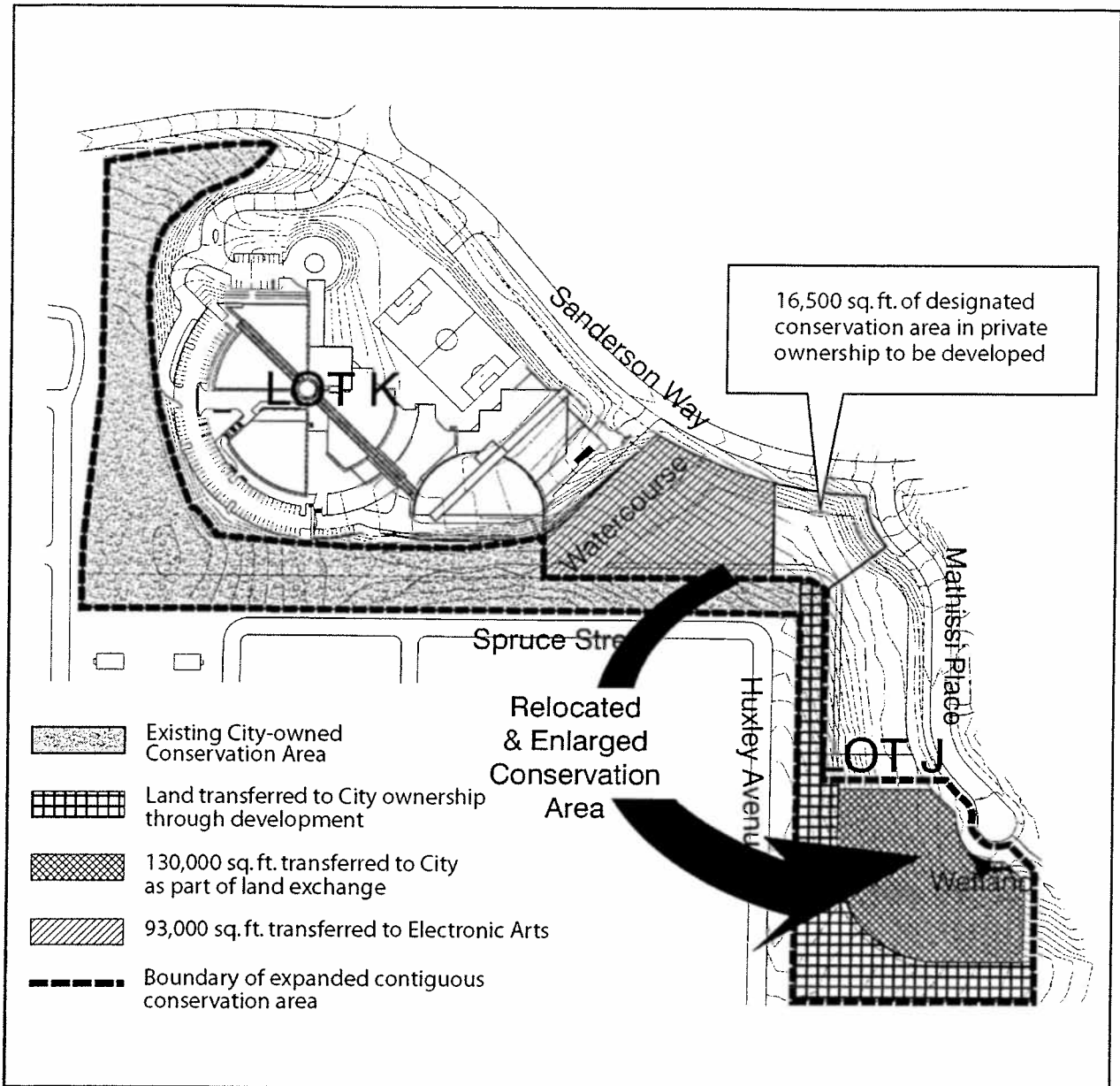


SKETCH 3

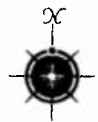
**Conceptual Schematic Building Layout**



PLANNING & BUILDING DEPARTMENT  
2004 JANUARY 20  
rcn/projects/ed/ea/sketches2004 01/sketch02



Rezoning reference #03-33  
Electronic Arts

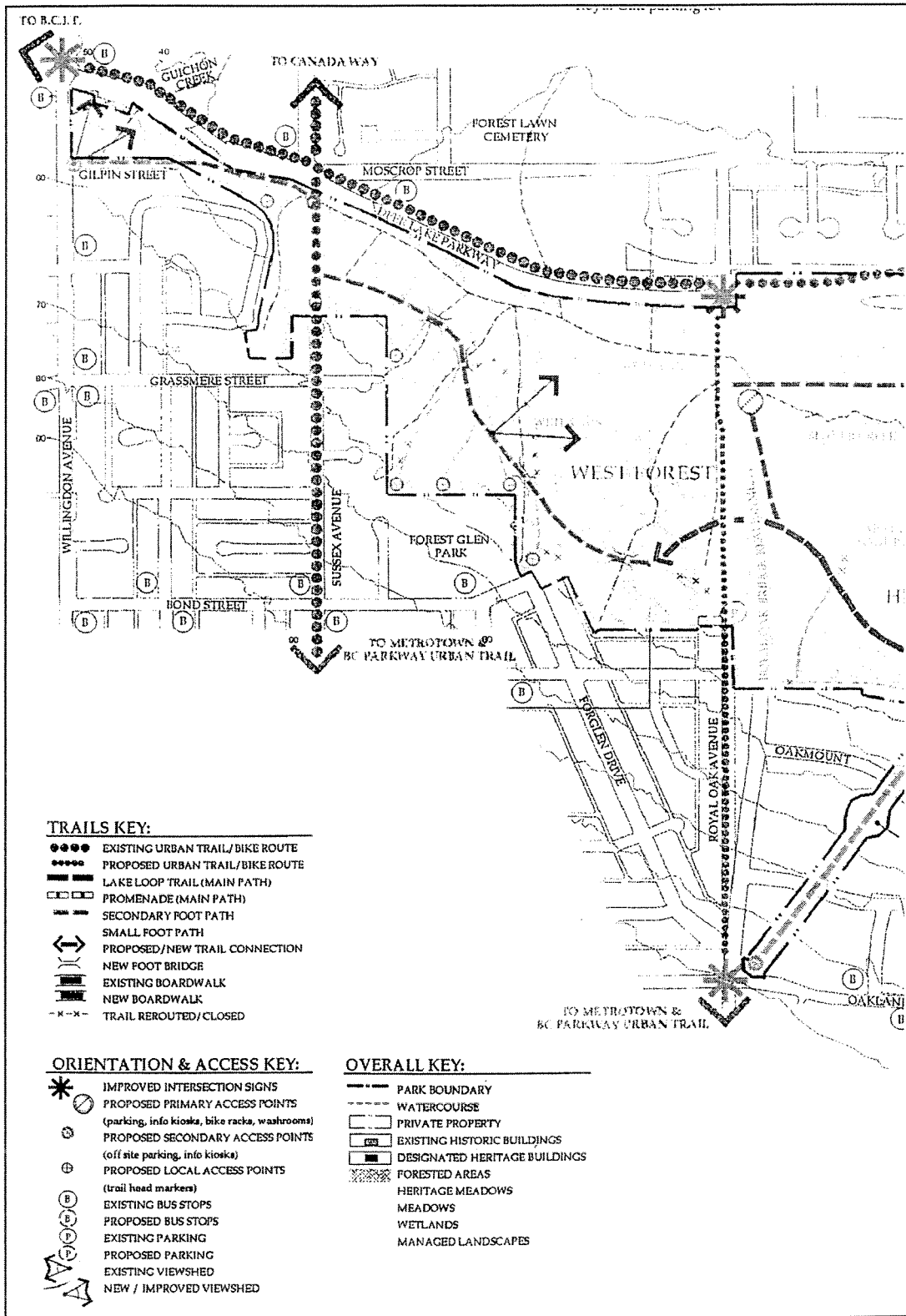


SKETCH 4

## Proposed Land Exchange and Added Conservation Area



PLANNING & BUILDING DEPARTMENT  
2004 JANUARY 20  
rcn/projects/ed/ea/sketches2004\_01/sketch02



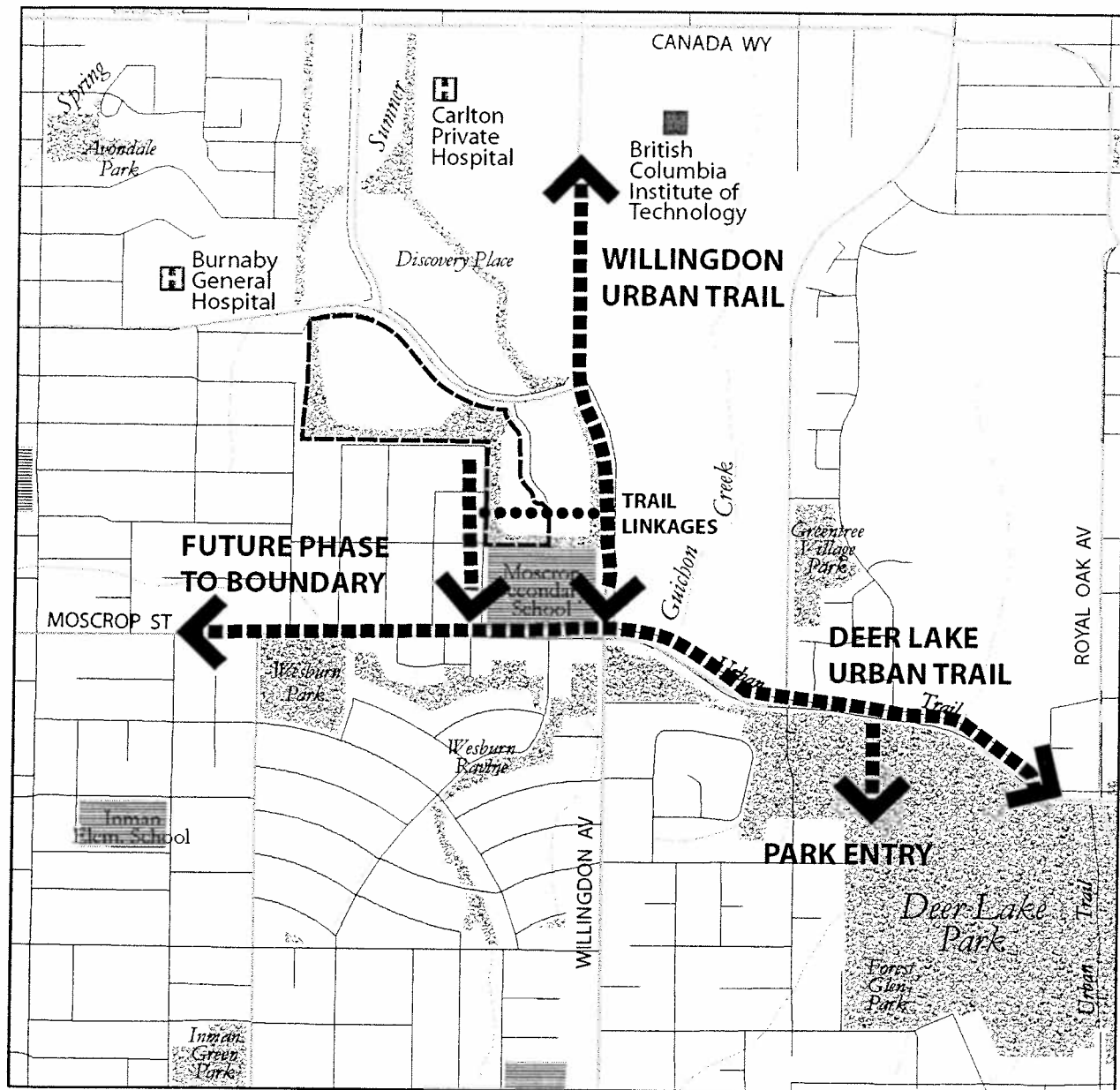
Rezoning reference #03-33  
Electronic Arts

SKETCH 5  
**Electronic Arts proposed  
Deer Lake Park enhancements**

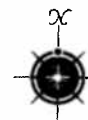


PLANNING & BUILDING DEPARTMENT  
2004 JANUARY 20  
rcn/projects/ed/ea/sketches2004 01/sketch02





Rezoning reference #03-33  
Electronic Arts

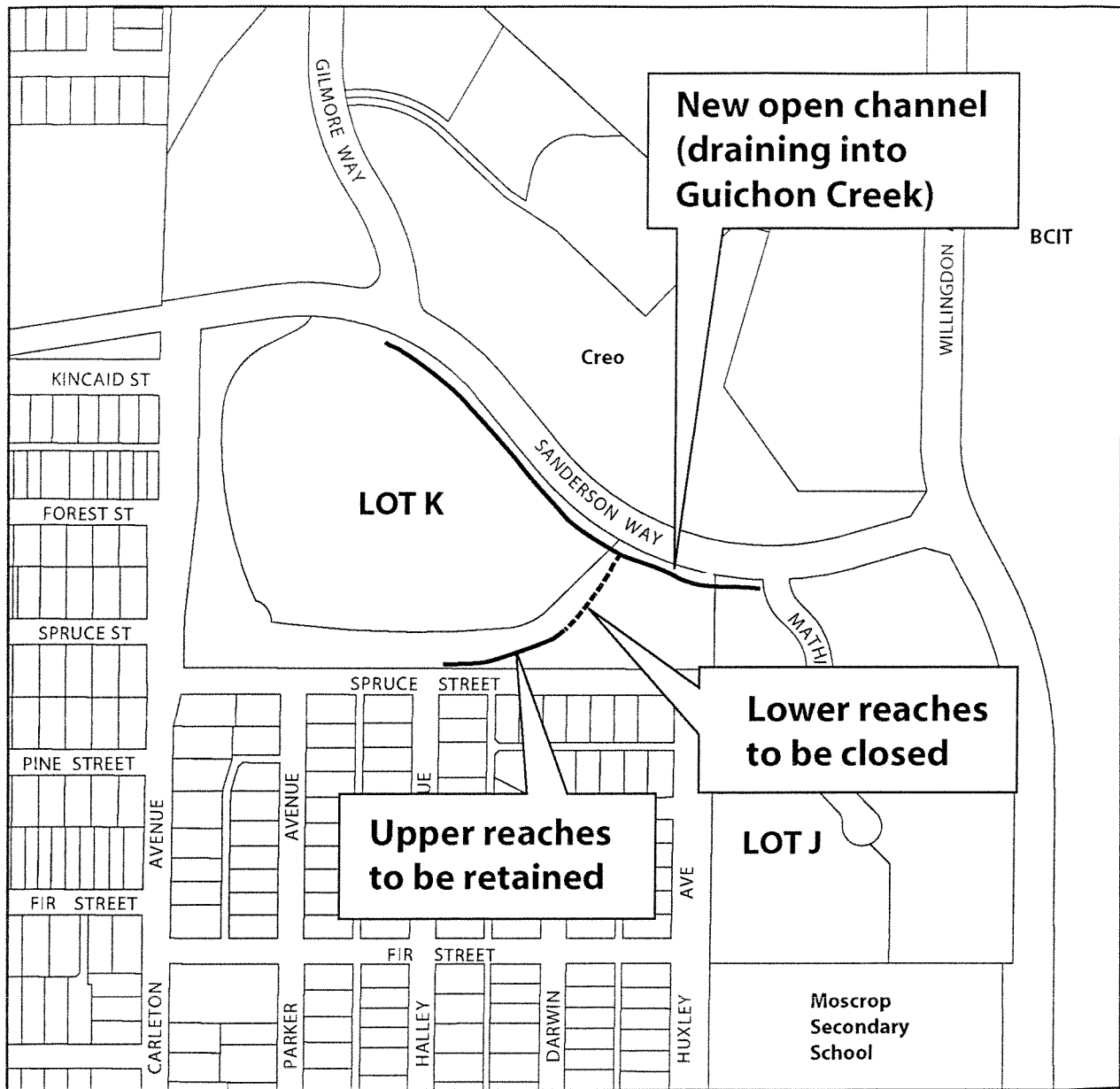


SKETCH 6

## Deek Lake Park Linkages



PLANNING & BUILDING DEPARTMENT  
2004 JANUARY 20  
rcn/projects/ed/ea/sketches2004 01/sketch02



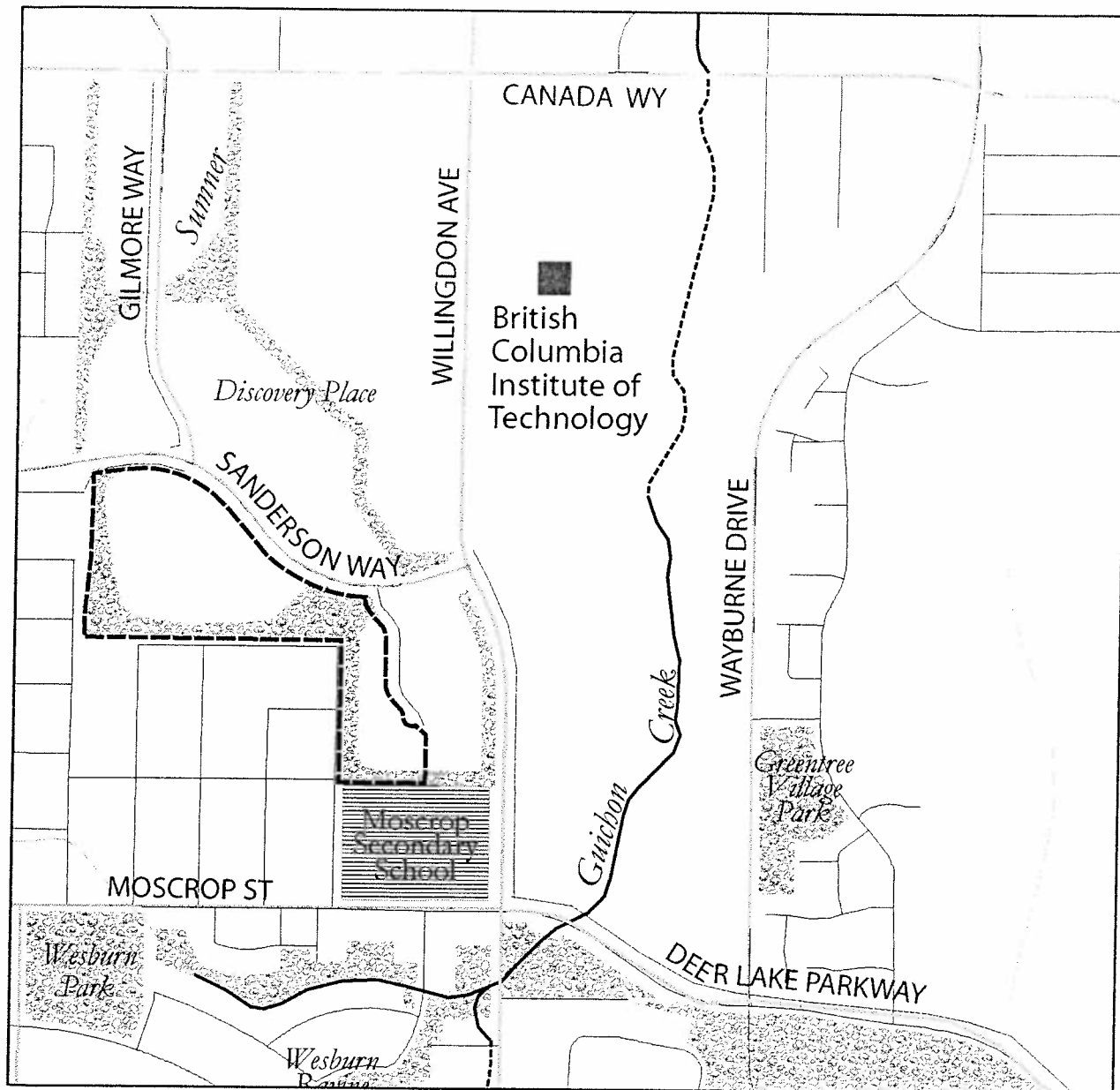
Rezoning reference #03-33  
 Electronic Arts



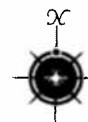
**SKETCH 7**  
**Relocated Watercourse System**



PLANNING & BUILDING DEPARTMENT  
 2004 JANUARY 20  
 rcn/projects/ed/ea/sketches2004.01/sketch01



Rezoning reference #03-33  
 Electronic Arts

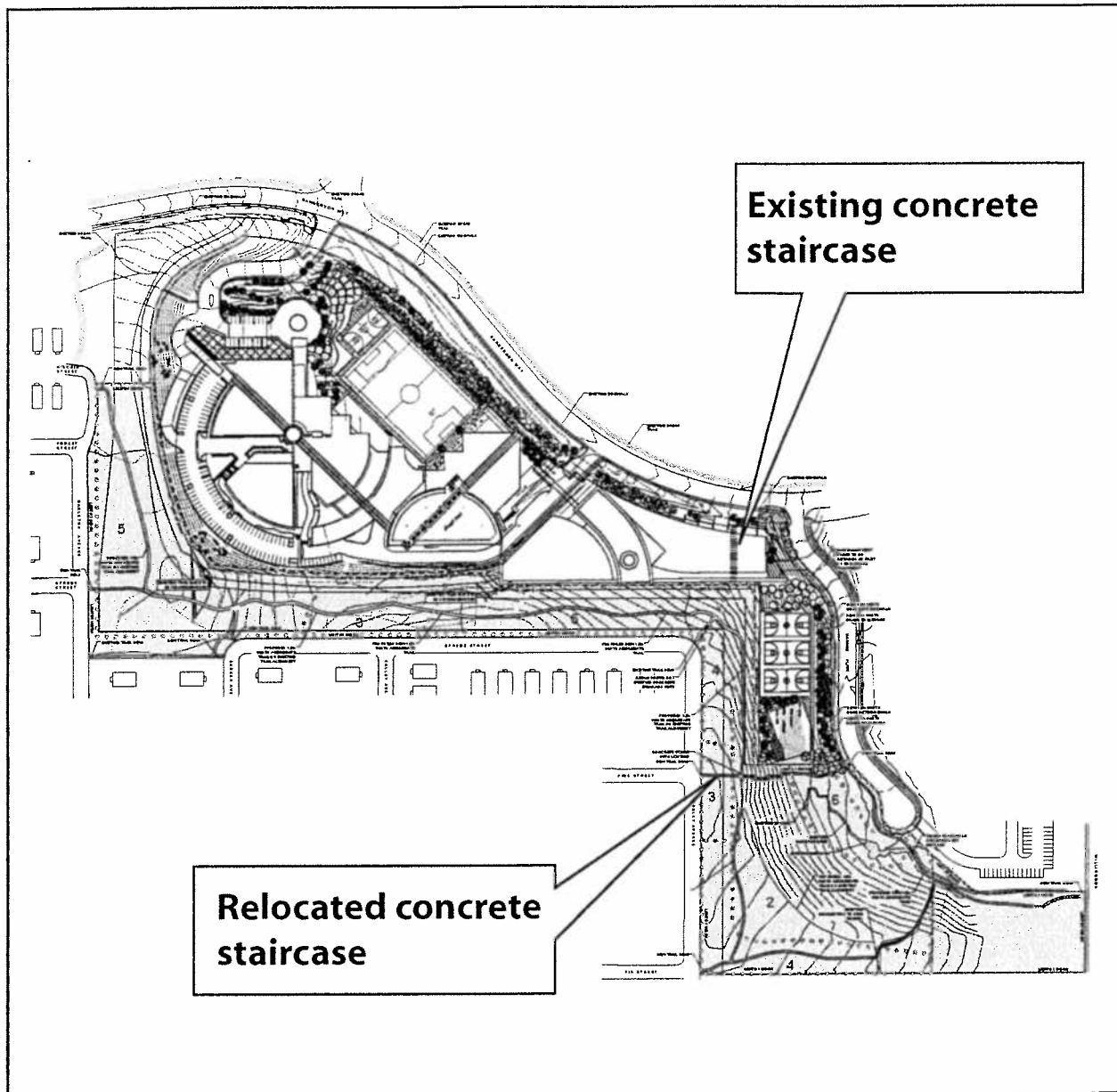


SKETCH 8

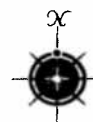
**Guichon Creek through BCIT**



PLANNING & BUILDING DEPARTMENT  
 2004 JANUARY 20  
 rcn/projects/ed/ea/sketches2004 01/sketch02



Rezoning reference #03-33  
 Electronic Arts



SKETCH 9

**Relocated staircase and  
 on-site trail network**



PLANNING & BUILDING DEPARTMENT  
 2004 JANUARY 20  
 rcn/projects/ed/ea/sketches2004 01/sketch02