



Clinton Community College

Feasibility Study

Preliminary Concepts

June 30, 2025



Agenda

- Site Information
- IDA Priorities
- Program Considerations
- Case Studies
- Concepts
 - Vision Statement
 - Preliminary Program
 - Conceptual Plan
- Next Steps

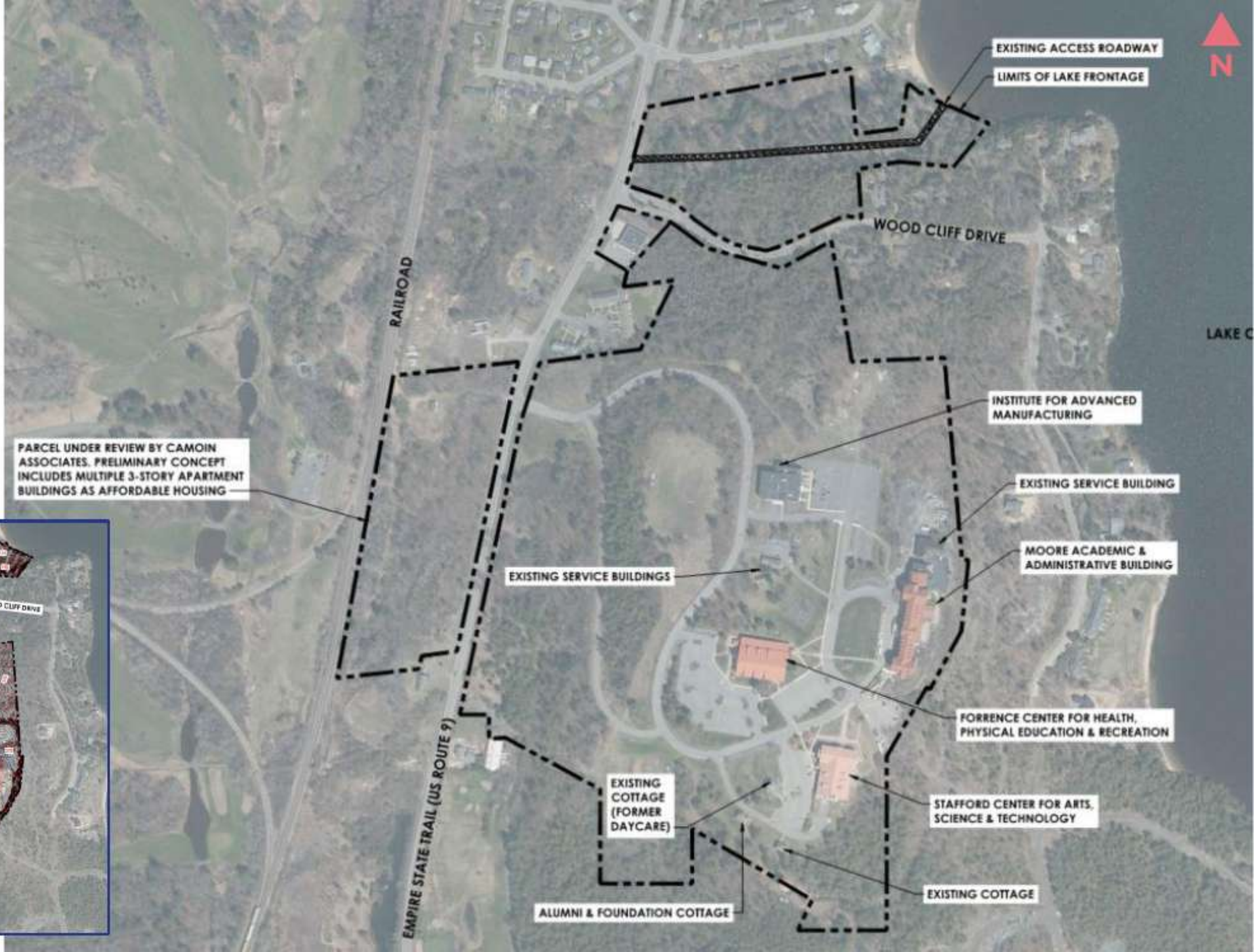


Site Information – Context



Site Information

Site Area: ~104 acres



IDA Priorities

Maximize
Buildable
Area

Maximize
Jobs

Maximize
Revenue

Program Considerations

Unique
destination

High-impact
draw

Encourages
multi-day
exploration

Leverages
local strengths

Year-round
operation

Case Studies

Echo Leahy Center for Lake Champlain

A premiere science and nature museum focused on the ecology, culture, and history of the Lake Champlain Basin, featuring interactive exhibits and live animal displays.

- **Existing Programs:** Freshwater Aquarium, Natural Forces Exhibit, Interactive Engineering Area, Lake Champlain Learning Area, 3D Theatre, Live Turtle Exhibit, Green Screen Studio, Virtual Kayaking, Outdoor Energy Exhibit
- **501 (c)(3) Non-Profit Organization**
- **Located on the Burlington waterfront in northern Vermont**
- **Built Area:** 38,198 ft²
- **Property Size:** 45,464 ft² (1.04 acres)
- **Annual Revenue:** \$4.7 mil (March 2024), \$6.4 mil (March 2023)



Source: echovermont.org



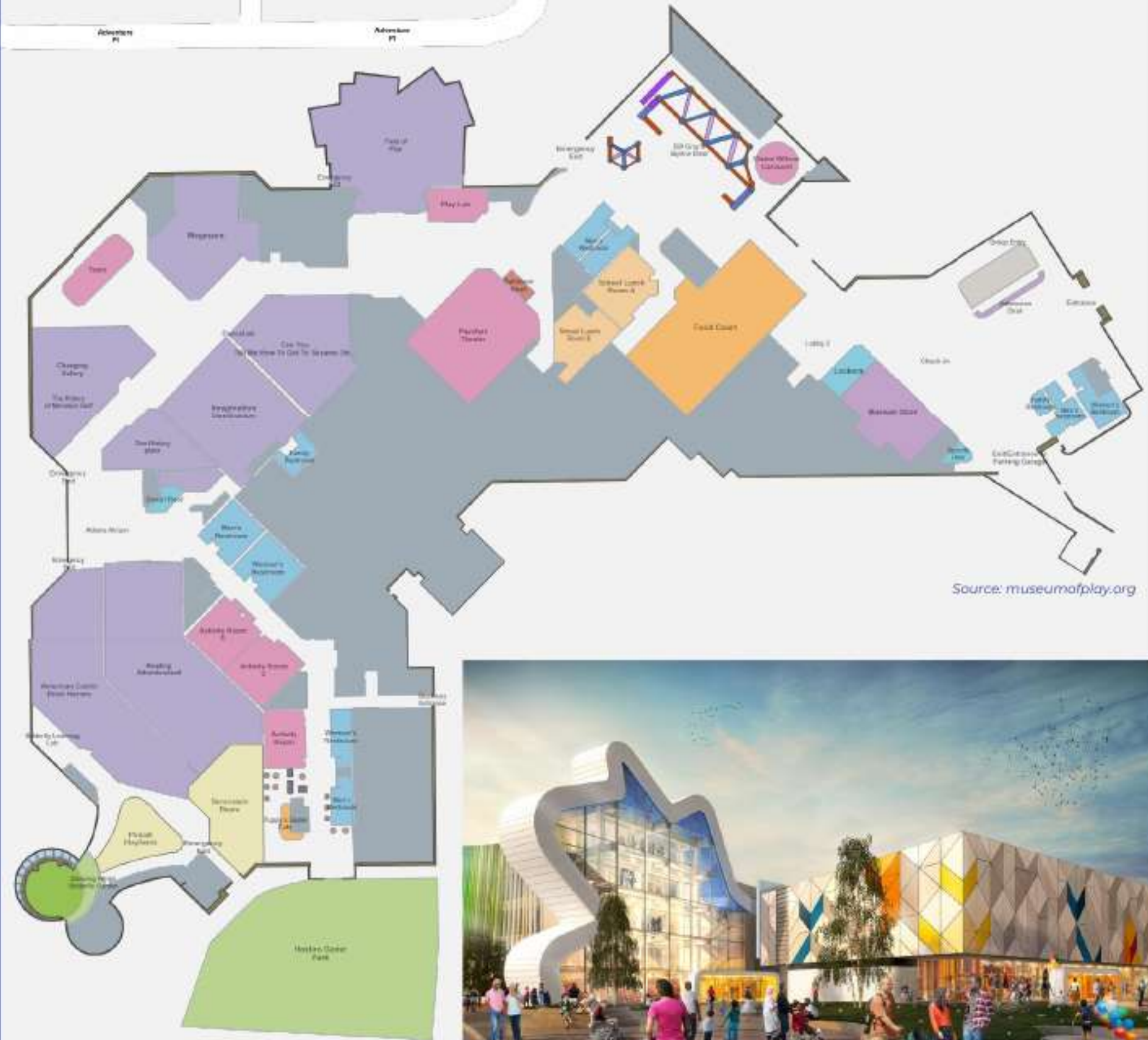
Source: echovermont.org

Case Studies

The Strong National Museum of Play

One of the largest history museums in the U.S., serving family with highly interactive exhibits and programs through a comprehensive collection of historical materials related to play.

- **Existing Programs:** Museum Exhibits, Online Exhibits, National Toy Hall of Fame, World Video Game Hall of Fame, Skyline Club, Play Lab, Butterfly Garden, Carousel and Train
- **Private, Independent, Not-for-Profit Organization**
- **Located in the city center of Rochester, New York**
- **Built Area:** 282,000 ft²
- **Property Size:** 25.5 acres
- **Annual Revenue:** Estimated at \$10 to \$50 mil.

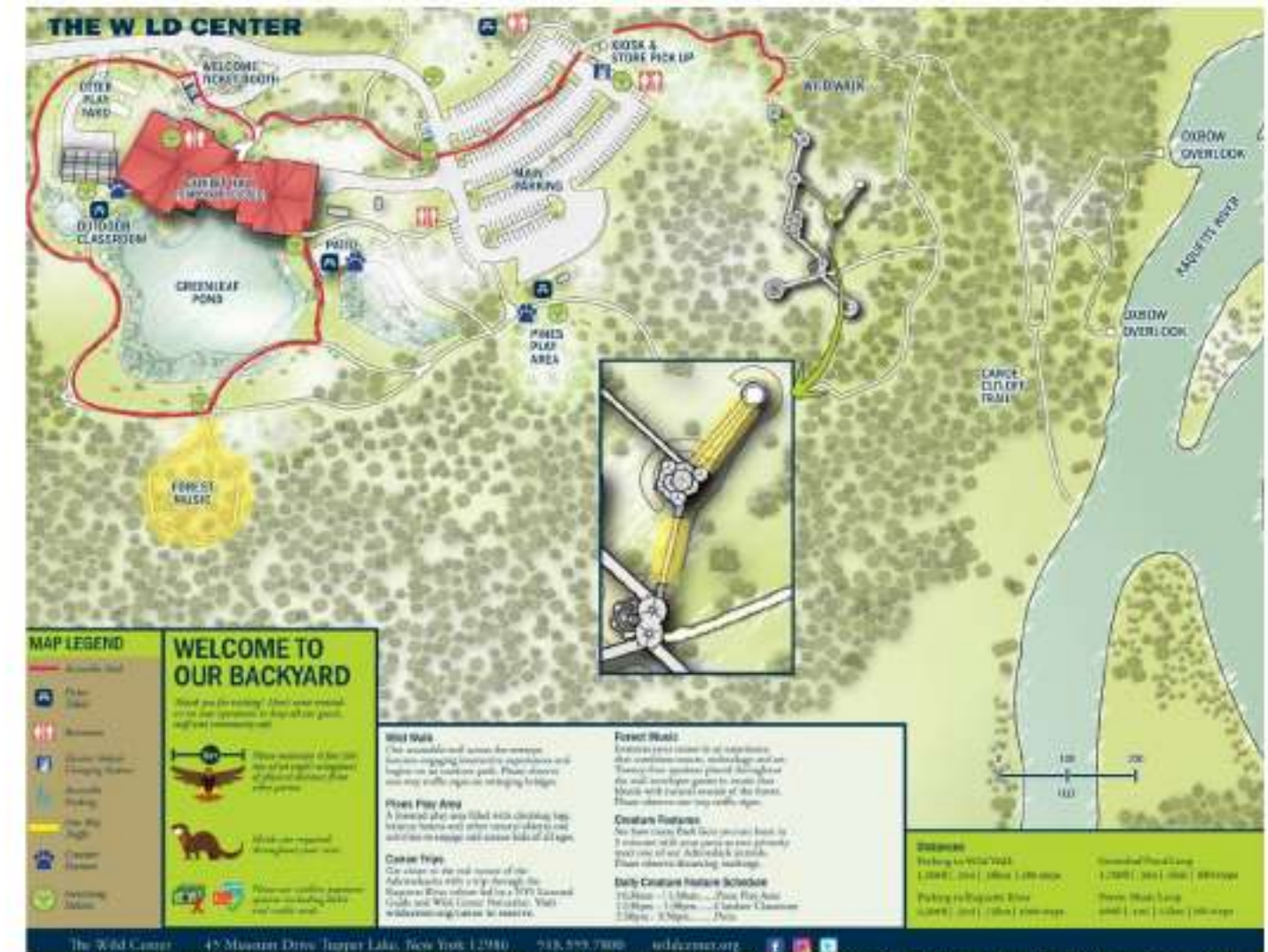


Case Studies

The Wild Center in Tupper Lake

The Adirondacks' Museum of Natural History and outdoor natural experience that explores the ecosystems of the Adirondacks through exhibits, live animals, and a treetop Wild Walk.

- **Existing Programs:** Elevated Treetop Trail, Wild Play Area, Interactive Ball Run, Woodland Trail, Live Animal Exhibits, Climate Solutions Exhibit, Interactive Ecosystem Displays, Virtual Reality Area, Panoramic Theatre, Guided Canoe and Paddleboard Trips
- **501 (c)(3) Non-Profit Corporation**
- **Located within the Adirondack Park, adjacent to the Raquette River**
- **Built Area:** 54,000 ft²
- **Property Size:** 115 acres
- **Annual Revenue:** \$5.6 mil (FYE 12/2023), \$4.7 mil (FYE 12/2022)



Source:
adktaste.com

Source:
adktaste.com

Case Studies

Adirondack Sky Center & Observatory in Tupper Lake

A stargazing destination with multiple telescopes and a rooftop observatory, offering regular public viewing events under some of the darkest skies in the Eastern U.S.

- **Existing Programs:** Public Stargazing, Roll-Off Roof Observatory, Portable Planetarium, International Space Station Live Stream
- **501 (c)(3) Non-Profit Organization**
- **Located in the northern Adirondack Mountains in upstate NY**
- **Built Area:** ~900 ft²
- **Property Size:** 3.94 acres
- **Annual Revenue:** \$222,923 in 2023.



Source: google.com/maps



Source: adktaste.com

Concept 1

Lake Champlain Adventure and Discovery Campus



Vision Statement

A world-class, year-round destination on Plattsburgh's waterfront, blending **adventure, education, and cultural immersion** under the theme of Lake Champlain's natural and historical legacy.

The “campus” model integrates multiple attractions in one location, creating a hub that anchors multi-day visits while connecting to Plattsburgh's broader offerings.

Preliminary Program

Champlain Discovery Center (Indoor, Educational)

A state-of-the-art museum with immersive, tech-driven exhibits on:

- Lake Champlain's ecosystem (fish, birds, wetlands) with interactive touch tanks and VR underwater tours.
- Native American history (Abenaki heritage) and early European settlement.
- War of 1812 naval battles, including a virtual "Battle of Plattsburgh" experience where visitors command ships.
- The lake's role in trade, prohibition-era smuggling, and modern conservation.
- A planetarium showcasing the Adirondack night sky and stories of celestial navigation used by sailors.
- Rotating exhibits featuring local artists, scientists, or regional history to keep content fresh.
- Family-friendly STEM workshops (e.g., water quality testing, robotics) and guided tours for school groups.



Source: St. Louis Science Center



Source: Kansas Children's Discovery Center



Source: Natural History Museum of Utah



Source: American Civil War Museum – Richmond, VA



Source: starwalk.space/en/news

Preliminary Program



Source: Visitwhitemountains.com



Source: Screenshot from YouTube video by Nathalie



Source: Climbtherocks.com



Source: Bearfoottheory.com

Adirondack Adventure Park (Indoor/Outdoor, Thrills)

- Outdoor: A high-adrenaline park with a zip-line course, a treetop obstacle course, and a scenic chairlift or gondola offering panoramic views of the Adirondacks and Green Mountains.
- Indoor: A climbing wall, bouldering gym, and VR adventure simulations (e.g., kayaking rapids) for winter or rainy days.
- Guided kayak, paddleboard, or sailing tours to Valcour Island, Bluff Point Lighthouse, or crab island, with options for overnight camping or sunset cruises.
- Winter activities: Snowshoeing trails, ice-skating rink, or indoor “winter survival” workshops tied to Adirondack heritage.

Preliminary Program

Cultural and Culinary Plaza (Indoor/Outdoor, Social)

A vibrant plaza with:

- Adirondack farm-to-table cuisine, local seafood (e.g., lake perch), and craft beverages from Valcour Brewing, Elfs Farm Winery, and the Adirondack Coast Wine Trail.
- Live music and performance spaces for evening entertainment, hosting local bands, theater, or cultural festivals.
- Art installations and murals inspired by Lake Champlain's "Champ" monster, creating Instagram-worthy backdrops.
- Seasonal markets or pop-up events (e.g., craft fairs, food truck rallies) tied to festivals like the Mayor's Cup.
- Rooftop terraces with views for dining, events, or stargazing.



Source: slofoodbank.org



Source: houstonbeerguide.com



Source: Fredericksburg, Texas



Source: Alpharetta (eatupdrinkup.net)

Preliminary Program



Source: mountainstatebeverage.com

Eco-Lodging and Retreat Center (On-Site Accommodation)

- Eco-friendly cabins, glamping pods, or the refurbished boutique historic hotel integrated into the campus, offering lakefront views and sustainable design (e.g., solar power, recycled materials).
- Packages include adventure passes, dining credits, and guided tours, encouraging 2–4-night stays.
- Meeting spaces for corporate retreats, weddings, or educational conferences, attracting off-season visitors.

Adirondack Food and Beverage Festival Village

- Concept: A permanent festival hub with a food and beverage plaza, amphitheater, in connection with the adventure park (e.g., zip-line, mini-golf). Hosts year-round events like craft beer festivals, music series, and winter ice carnivals.

Conceptual Plan



Conceptual Plan

Road Network



Conceptual Plan

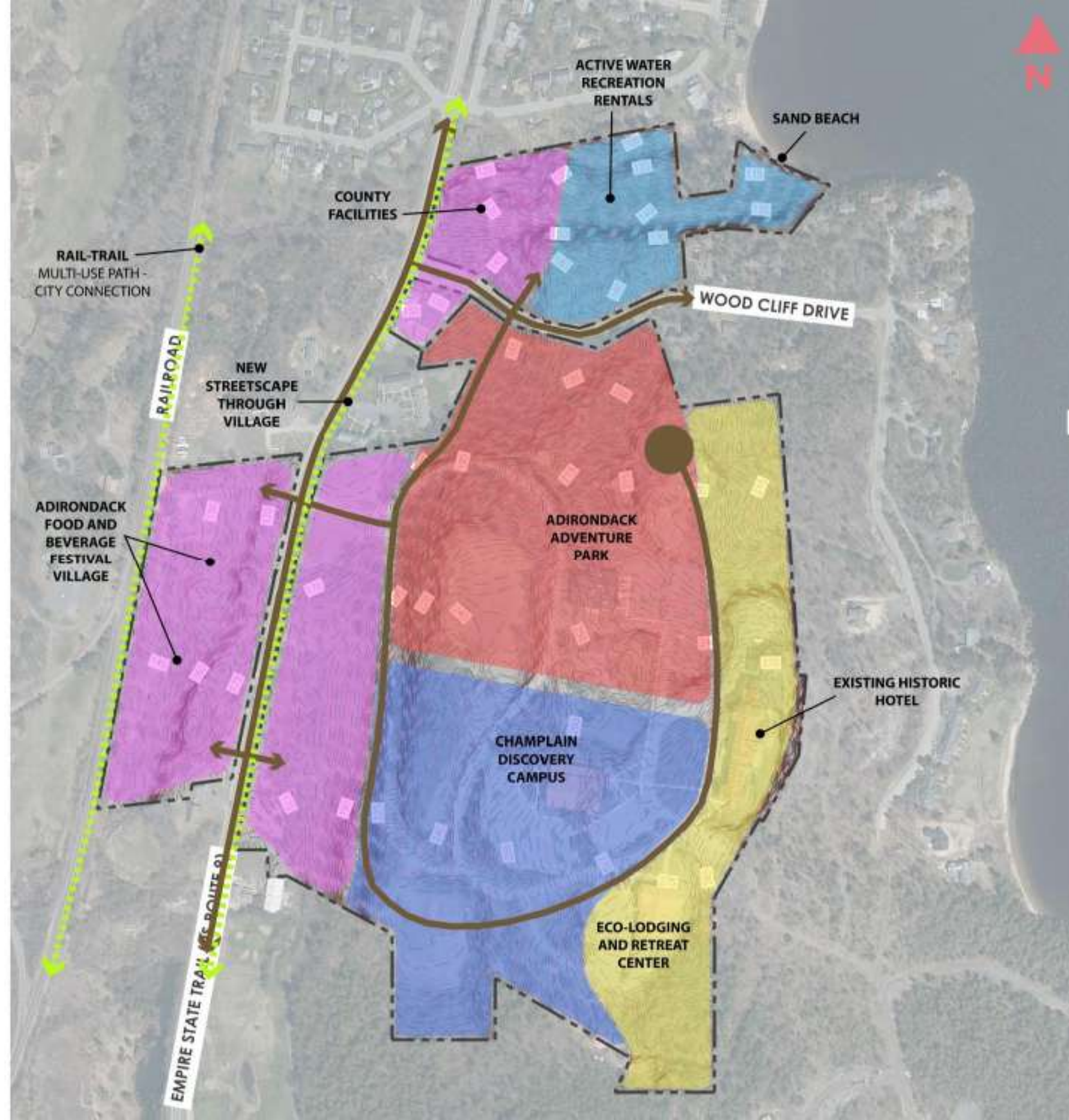
Trail Connections



Conceptual Plan

Bubble Diagram

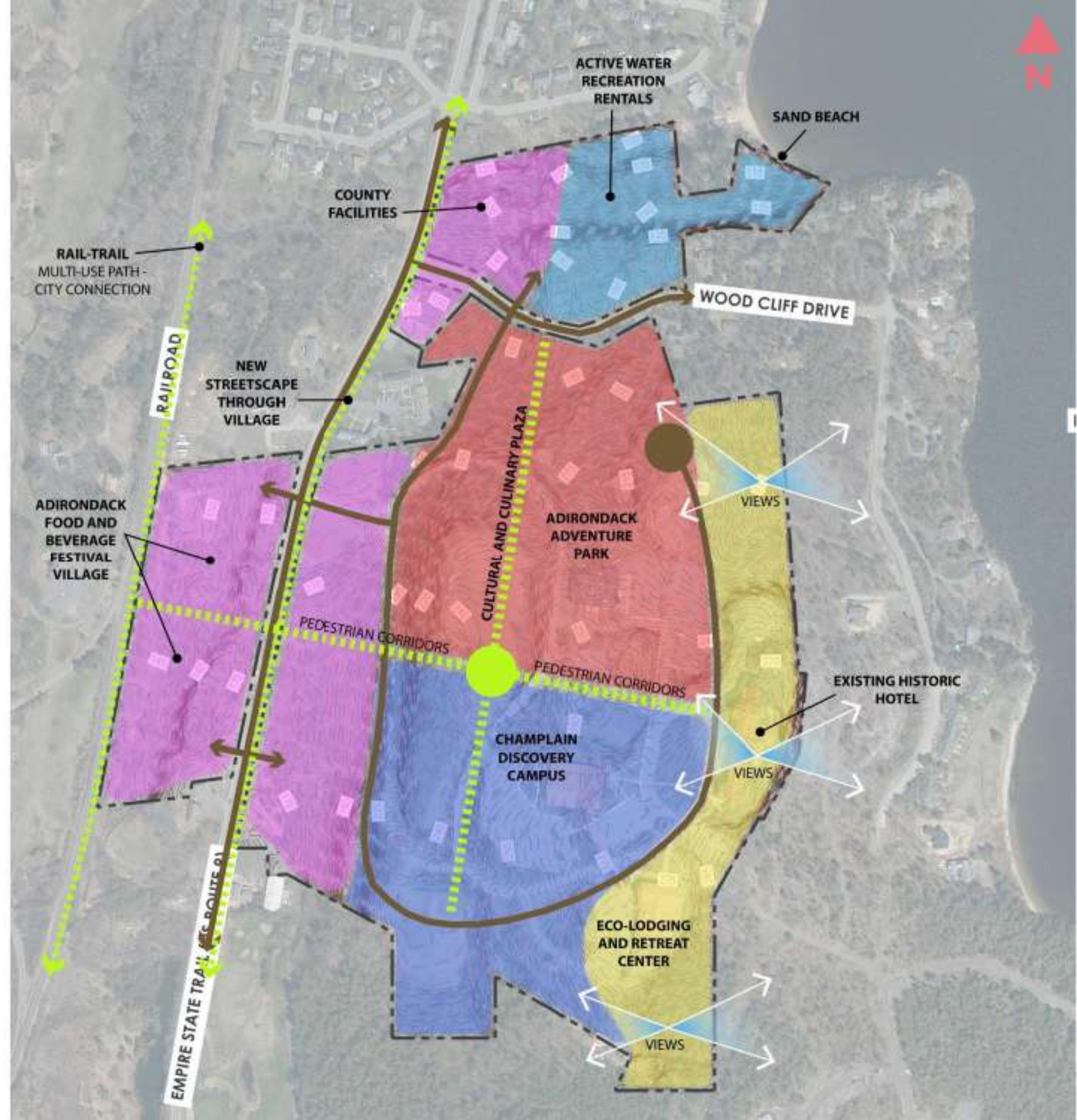
- **Champlain Discovery Campus**
- **Adirondack Adventure Park**
- **Eco-Lodging and Retreat Center**
- **Adirondack Food and Beverage Festival Village**
- **County Facilities**
- **Active Water Recreation Rentals**



Conceptual Plan

Pedestrian Connections and Views

- **Champlain Discovery Campus**
- **Adirondack Adventure Park**
- **Eco-Lodging and Retreat Center**
- **Adirondack Food and Beverage Festival Village**
- **County Facilities**
- **Active Water Recreation Rentals**
- **Cultural and Culinary Plaza**



Concept 2

Champlain Nexus

Vision Statement

Champlain Nexus is a dynamic hub
for **research, recreation, and innovation,**
with a focus on sustainable practices and eco-friendly living.



Preliminary Program



Source: archello.com



Source: NC State University



Source: cdsmith.com

Manufacturing (40 to 60k sf)

- Light Industrial
 - Environmental Tech and Equipment (water quality sensors/research drones for monitoring ecological components)
 - Sustainable Materials and Products (biodegradable packaging, recycled plastic (algae derived bioplastics), sustainable building materials)
 - Outdoor Gear and Equipment (kayaks, fishing gear and equipment)
 - Food and Beverage Processing (craft beers, special foods, lake-inspired products)
- *Advanced Manufacturing (transportation related)*
 - *Standalone - \$5 to 20 mil. Investment*
 - *Partnerships are a must – SUNY Plattsburgh and regional institutions (University of Vermont, Clarkson University, McGill University and Universite de Montreal)*

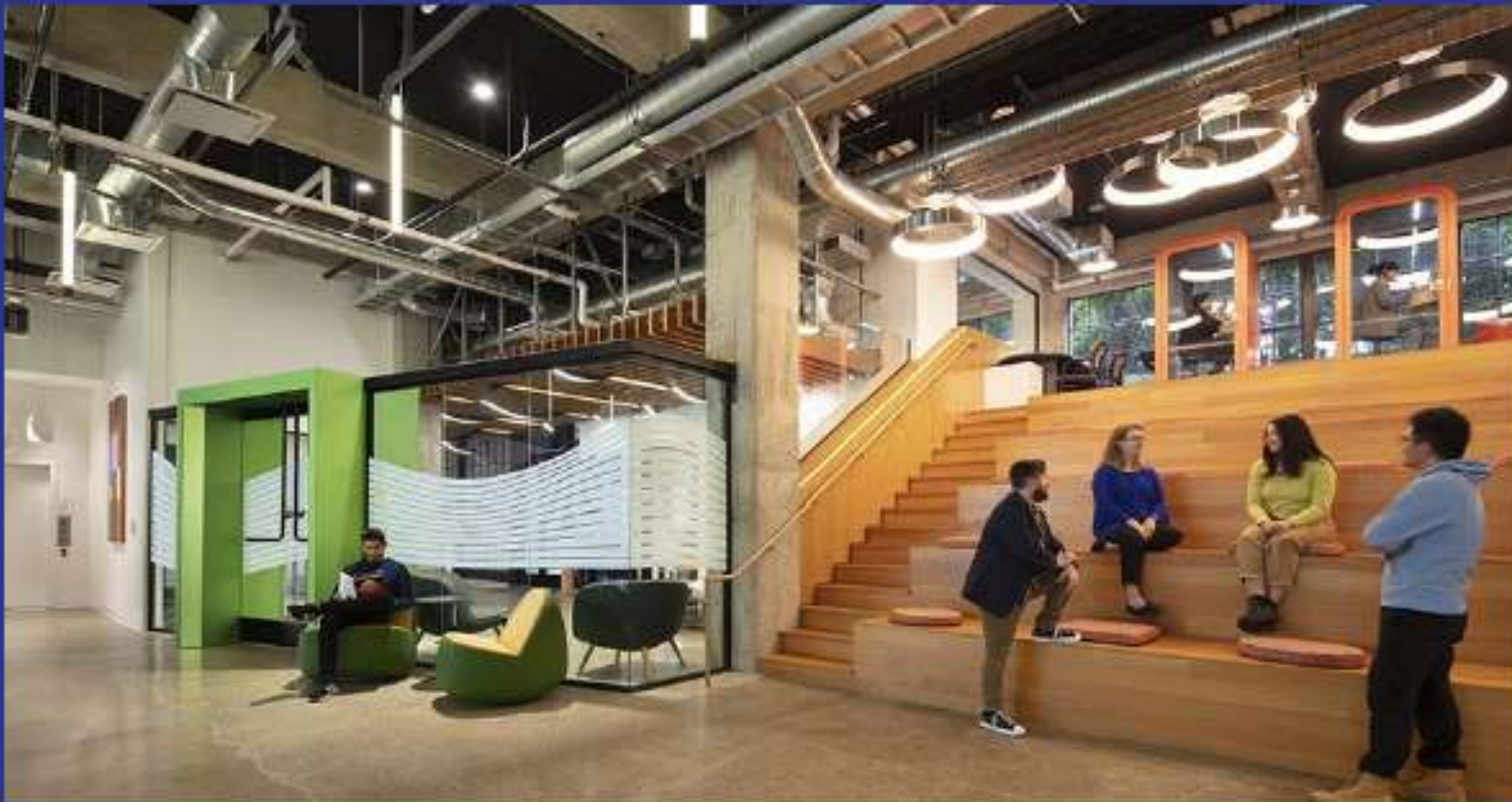
Preliminary Program



Source: thegonzaleslab.org



Source: randolphcollege.edu



Source: facilitiesnet.com

Research (20 to 40k sf)

- Integrated
 - Environmental science, ecological studies, historical research, renewable energy, public exhibits and STEM workshops.
 - Co-working labs.
- *Standalone – Partnerships and \$\$\$*
 - *Environmental Science*
 - *Renewable Energy*
 - *Advanced Manufacturing*

Preliminary Program



Source: Visitwhitemountains.com



Innovation Village

- Lodging for tourists, scientists, and researchers.
- Eco-friendly living.
- Event spaces for conferences.

Discovery Center

- Museum, retail, restaurant, events, engagement.

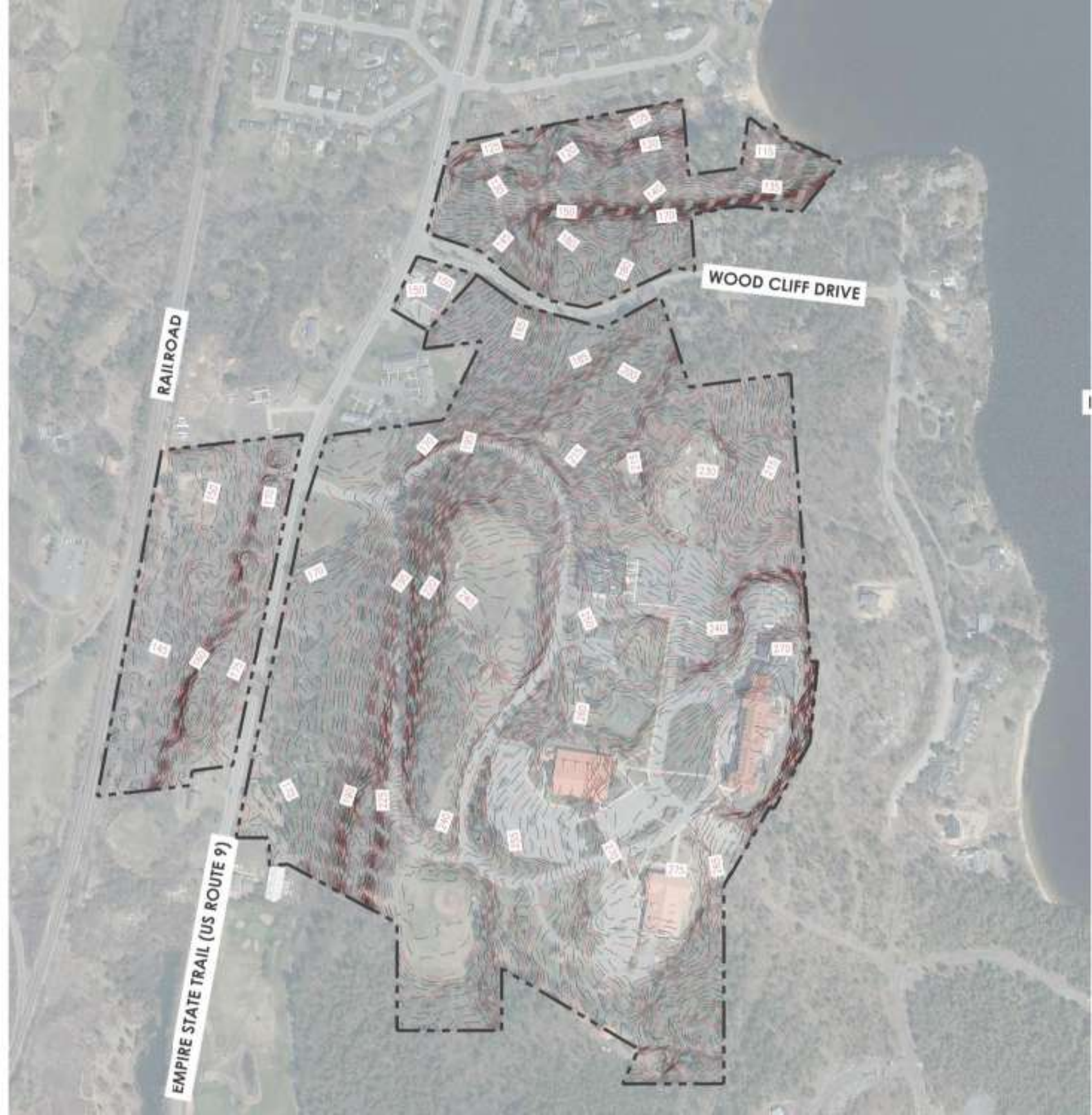
Adventure Park (30 to 50 acres)

- Indoor and Outdoor Recreation
- Active and Passive Uses

Mixed Use

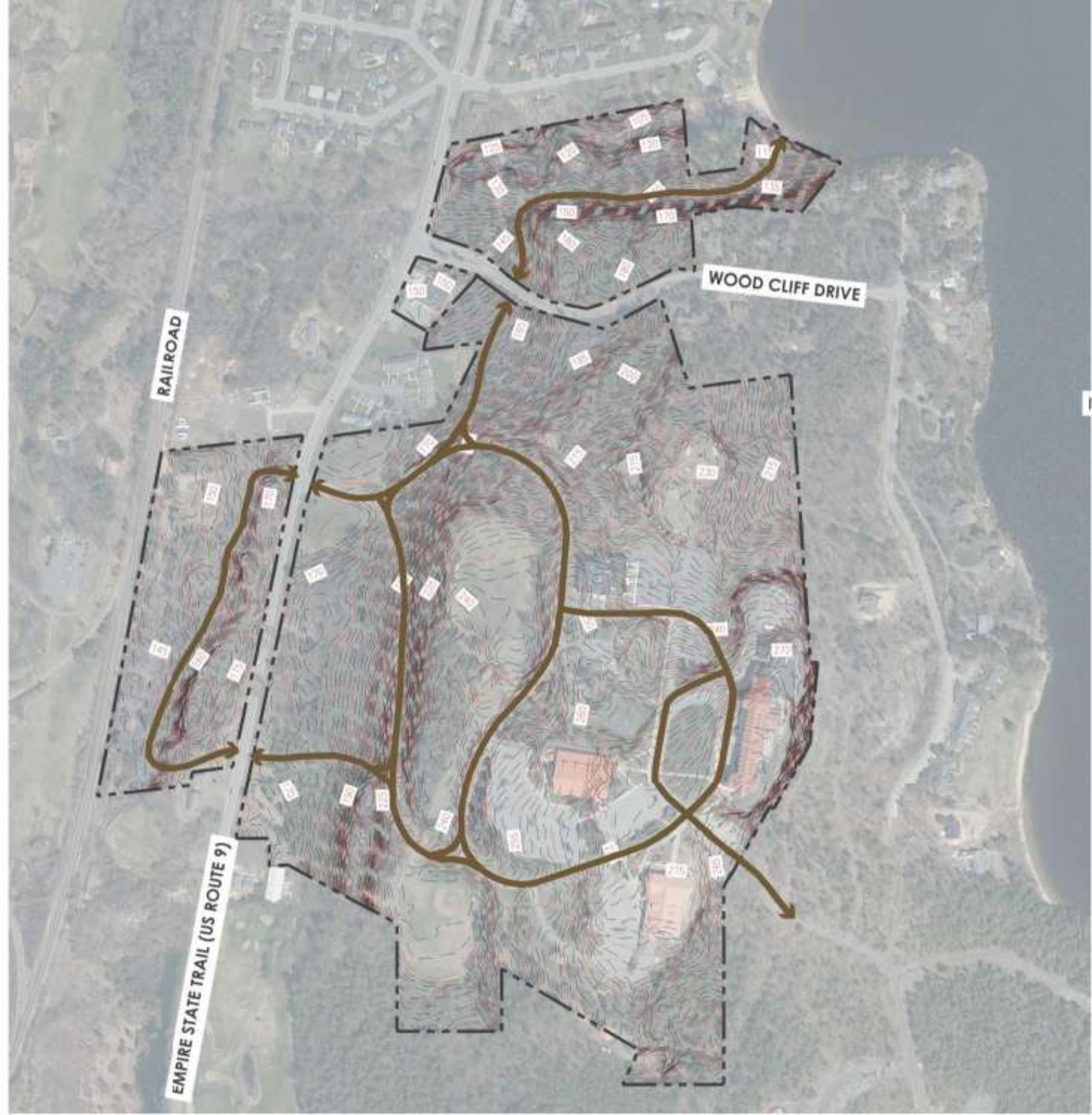
- Retail/Restaurants/Rooftops
- Live Music/Concerts/Entertainment Venue
- Residential

Conceptual Plan



Conceptual Plan

Road Network



Conceptual Plan

Bubble Diagram

- **Research and Manufacturing**
- **Discovery Center**
- **Recreation (Adventure) Park**
- **Innovation Village**
 - Lodging/Event Venue/Retreat Venue
 - Eco-Retreat Living
- **Mixed-Use District**
- **Future Expansion**



Conceptual Plan

Main Intersections

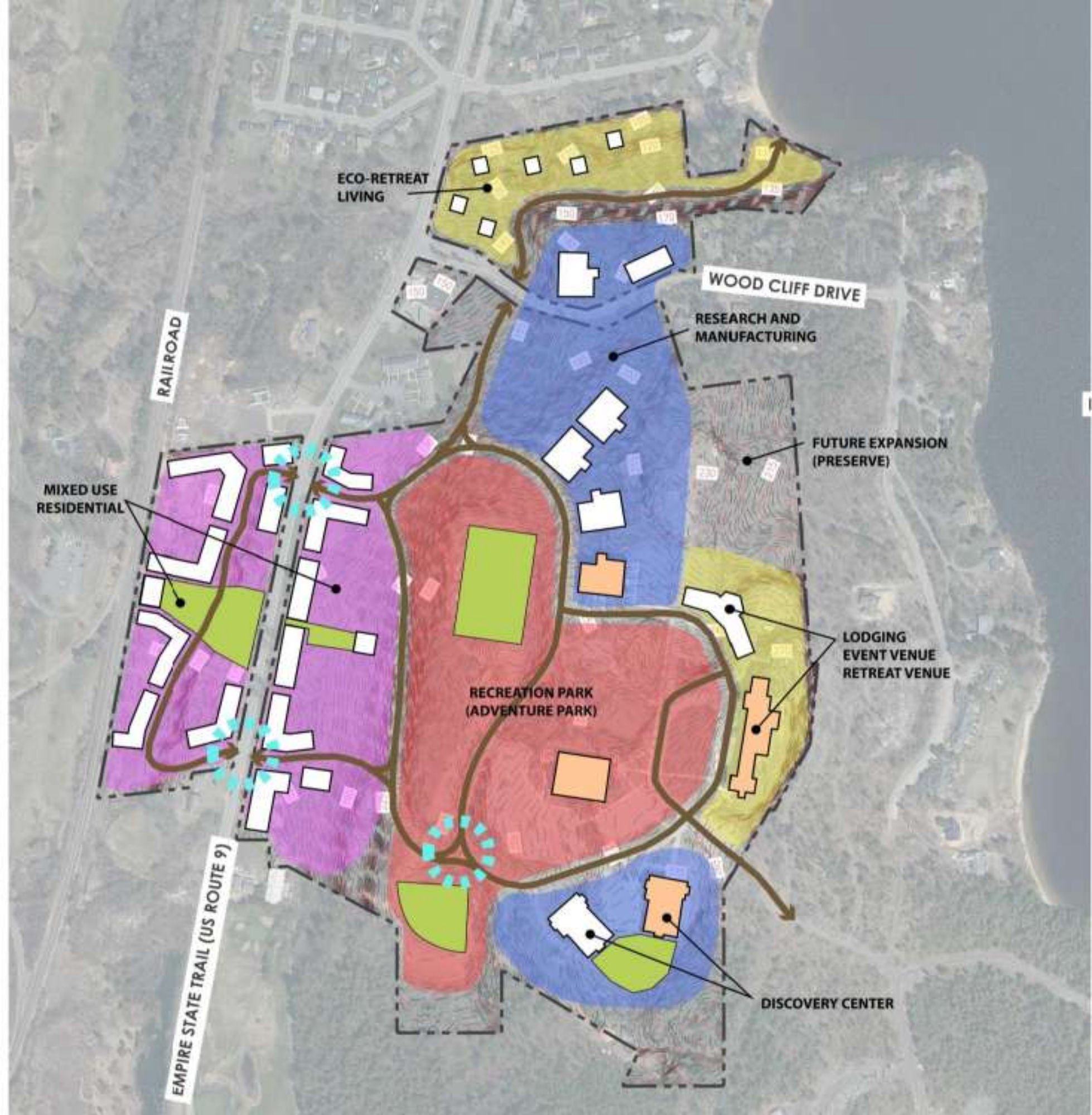
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Conceptual Plan

Buildings and Greenspaces

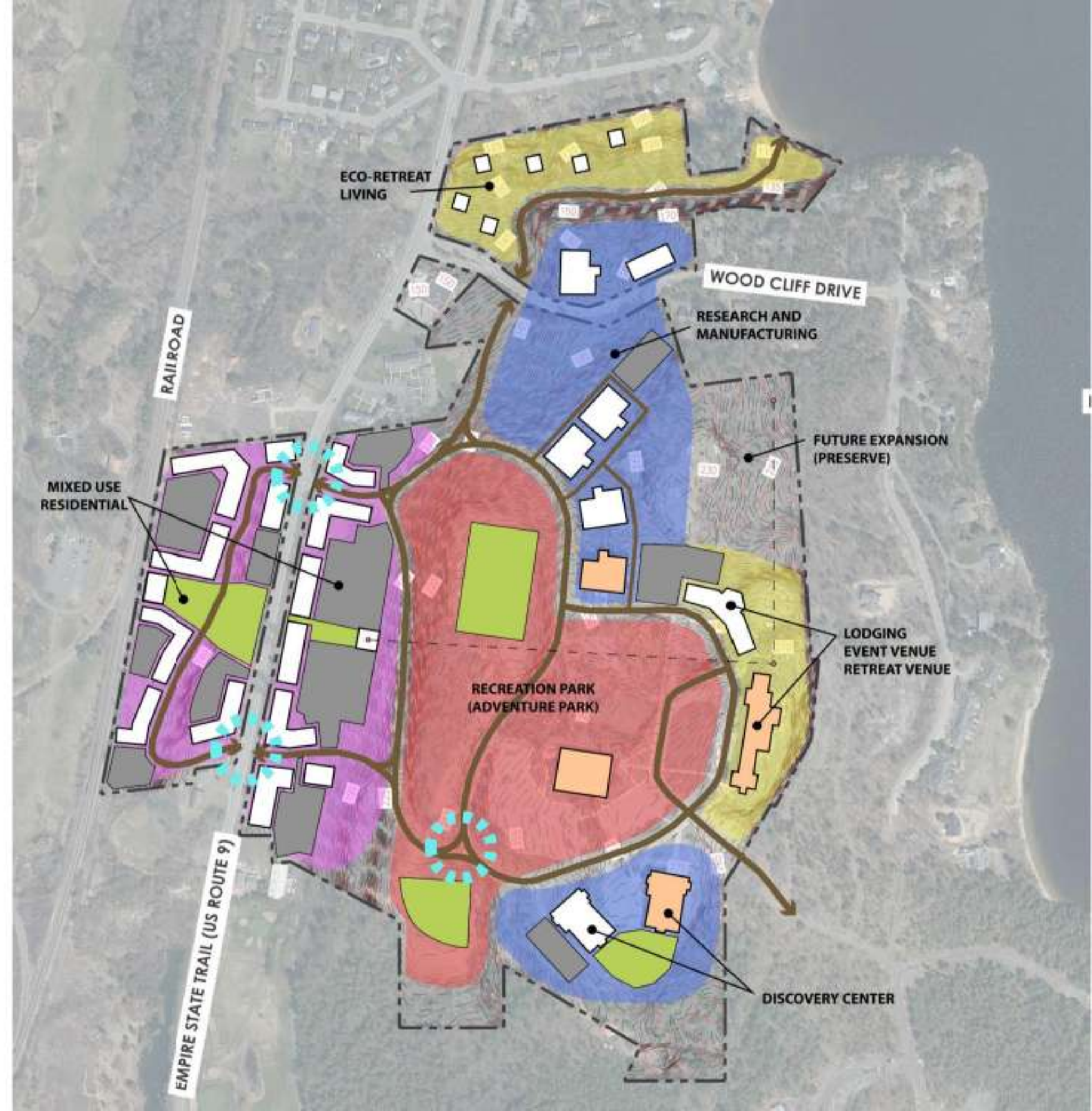
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Conceptual Plan

Parking and Cable Car

- **Research and Manufacturing**
- **Discovery Center**
- **Recreation (Adventure) Park**
- **Innovation Village**
 - Lodging/Event Venue/Retreat Venue
 - Eco-Retreat Living
- **Mixed-Use District**
- **Future Expansion**



Concept 3

Eco-Voyage Champlain

Vision Statement

Eco-Voyage Champlain is more than a smart campus—it's a flagship **eco-tourism destination** and **living lab**. Nestled in the Adirondack gateway, it invites visitors from across the Northeast and beyond to explore, learn, and reconnect with nature through cutting-edge sustainability, heritage storytelling, and immersive adventure.

Design Principles



1. **Incorporate Smart City Principles**
2. **Respect and Optimize Existing Site Conditions**
3. **Maximize Site Yield**
4. **Enhance Revenue Opportunities**
5. **Prioritize Job Creation**
6. **Create a Unique Destination Experience**

Smart, Sustainable Spaces

- Eco-Lodge with artist studios & retail
- The Lookout Cottages for nature-inspired stays
- The Champlain Flats: Multifamily housing
- Public plazas with Wi-Fi, art & smart lighting
- Local identity through legends, culture & art

Mixed-Use & Destination Design

- Eco-Village: Mixed-use district with town green
- Voyage Commons: Market & outlet space
- On-site restaurant with local cuisine
- Event-ready spaces: Amphitheaters & pavilions

Sustainable Mobility

- E-hubs: Bikes, scooters & EV charging
- Autonomous shuttles with scenic, narrated routes
- Smart trails with AR maps, art & wayfinding

Regenerative Systems & Learning

- Rain gardens, bioswales & permeable paving
- Solar panels, wind turbines & battery storage
- Wetlands & meadows with learning walkways
- STEM labs & citizen science

Immersive Experiences

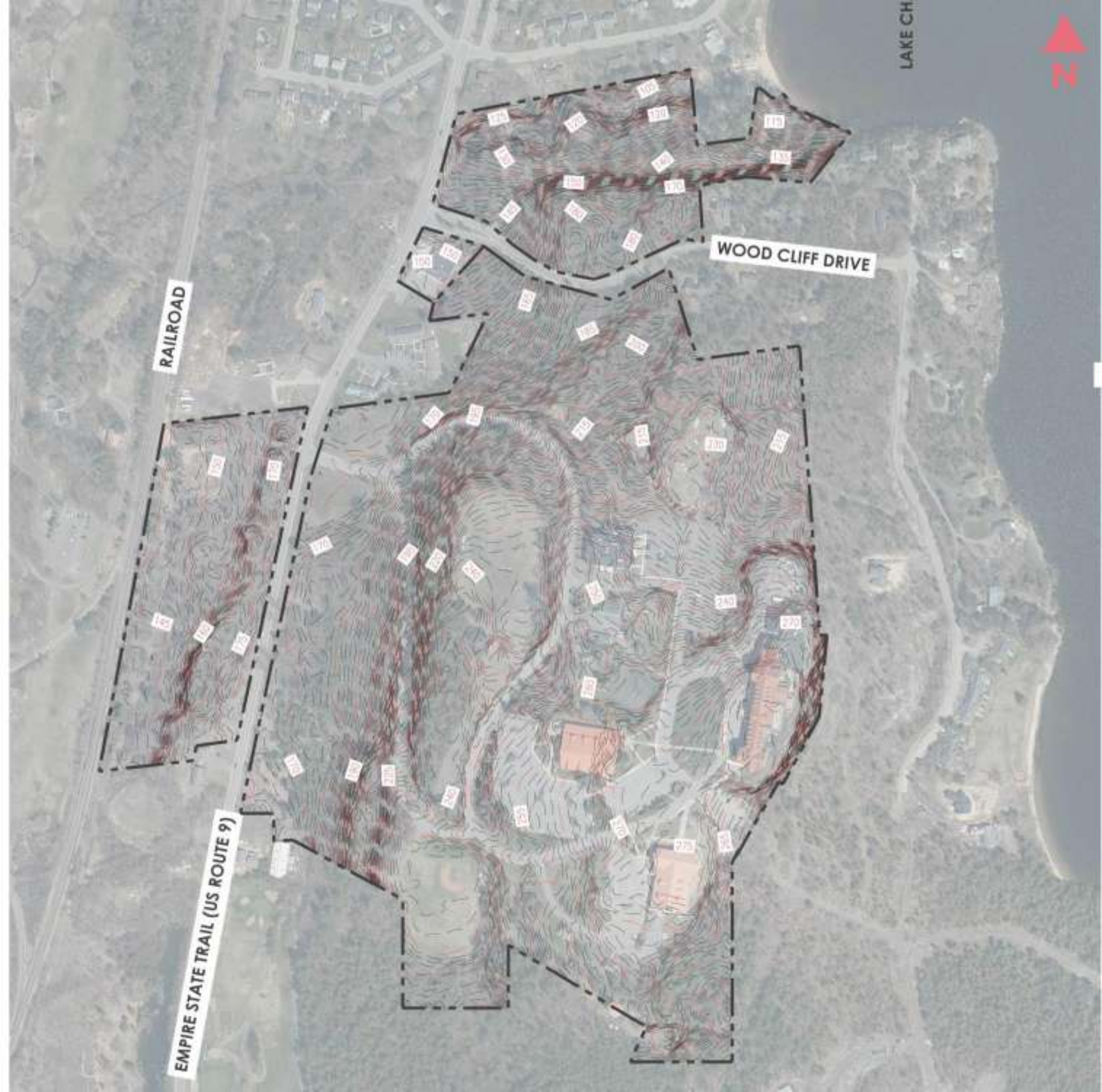
- Digital twin: 3D campus navigation
- AR/VR tours of nature, history & culture
- Eco-Voyager app: Events, carbon tracking & rewards



Preliminary Program

1. **Eco-Lodge** with artist studios and retail spaces
2. **Eco-Village** mixed-use district with a town green
3. **Great Wolf Lodge** or comparable resorts
4. **The Lookout Cottages**
5. **Camp Champlain** (outdoor learning & glamping)
6. **Voyage Commons** (mixed use/outlet)
7. **Restaurant**
8. **The Champlain Flats** (multifamily)
9. **Paddle-Point** (waterfront)

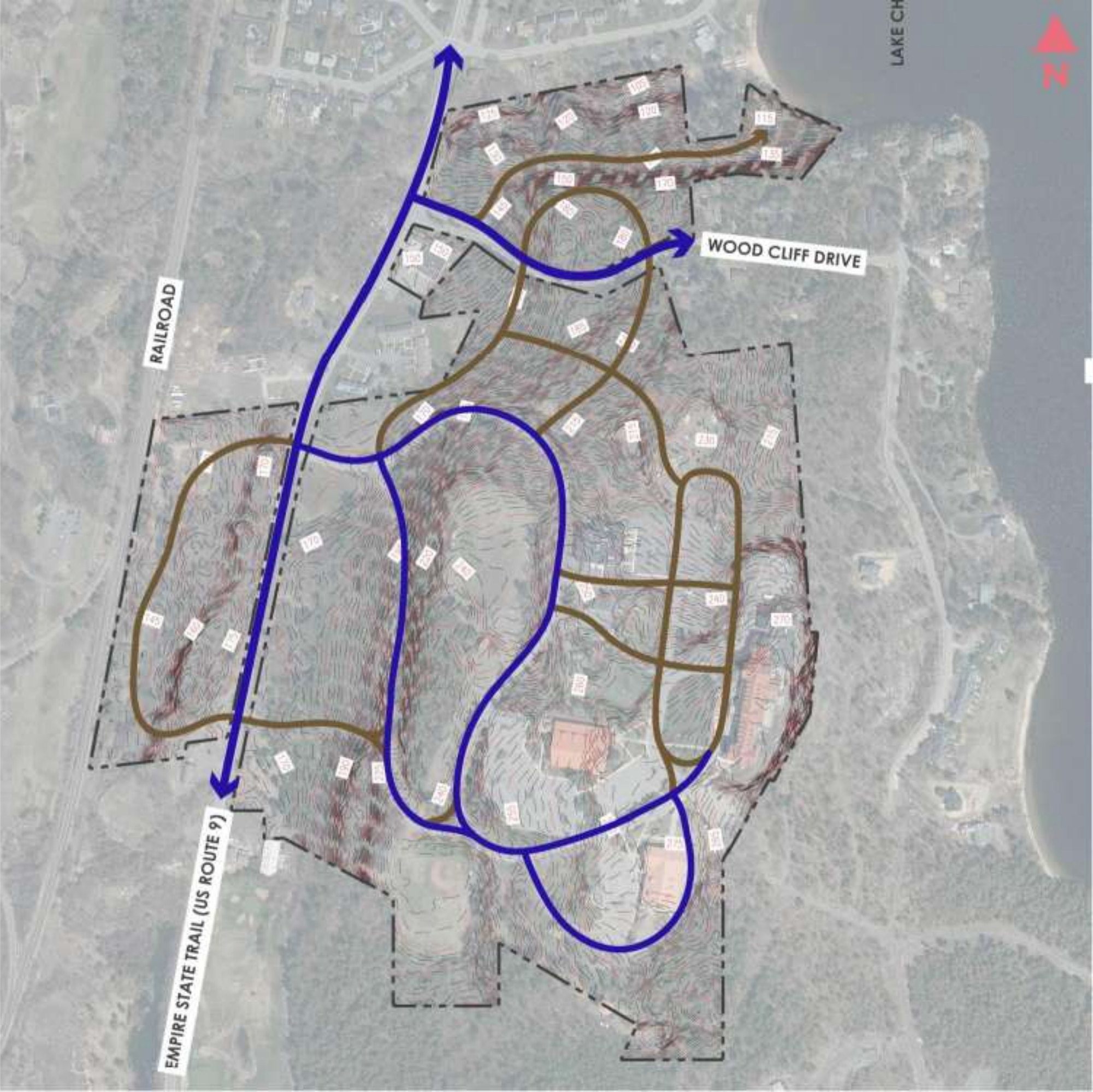
Conceptual Plan



Conceptual Plan

Existing Road vs. Proposed Road

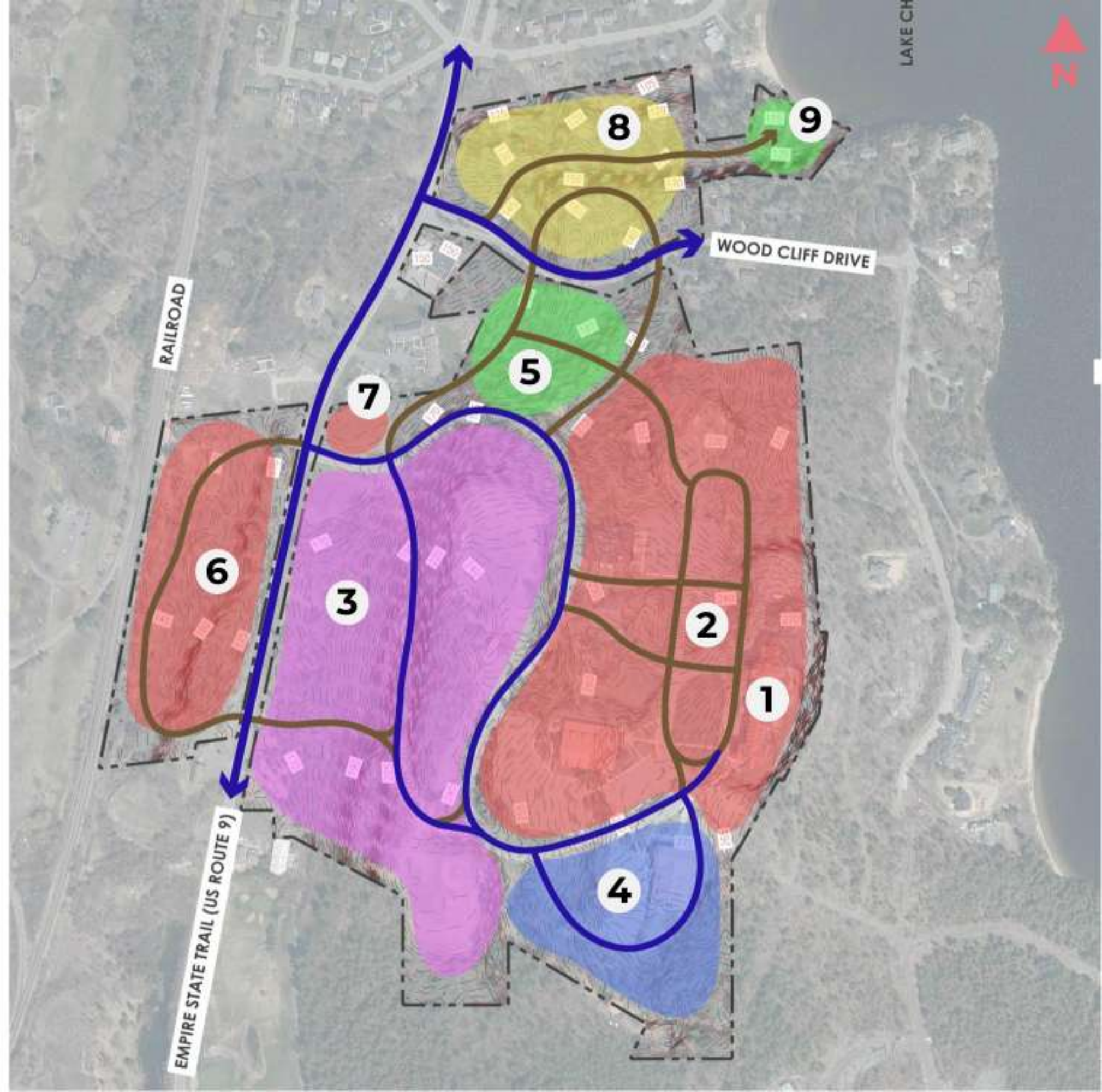
- Existing Road
- Proposed Road



Conceptual Plan

Bubble Concepts

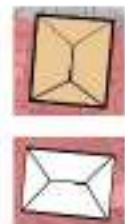
1. Eco-Lodge
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5. Camp Champlain
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7. Restaurant
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9. Paddle-Point



Conceptual Plan

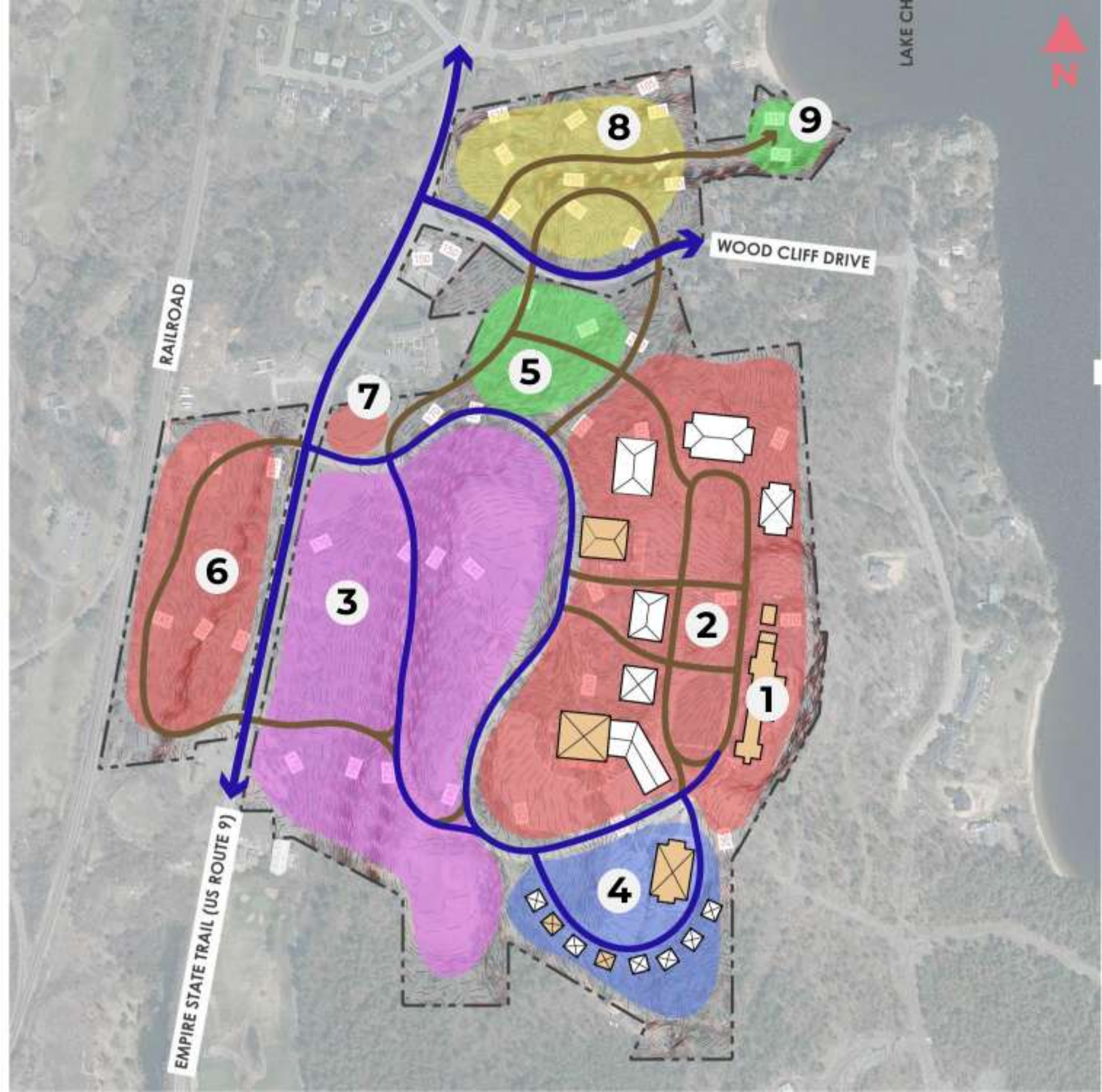
Existing Building vs. Proposed Building

1. Eco-Lodge
2. Eco-Village
3. Great Wolf Lodge
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6. Voyage Commons
7. Restaurant
8. The Champlain Flats
9. Paddle-Point



Existing Building

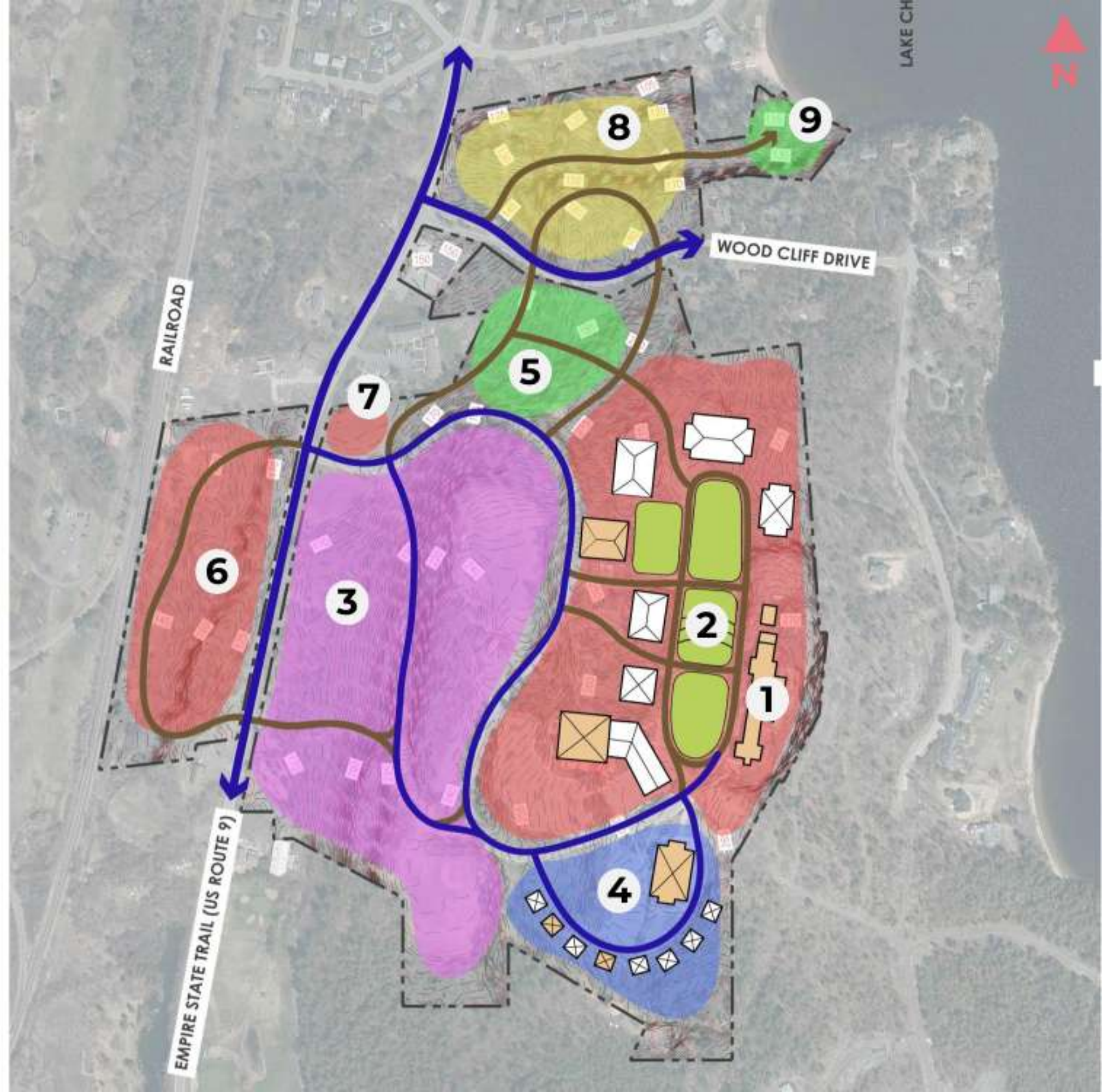
Proposed Building



Conceptual Plan

Town Green

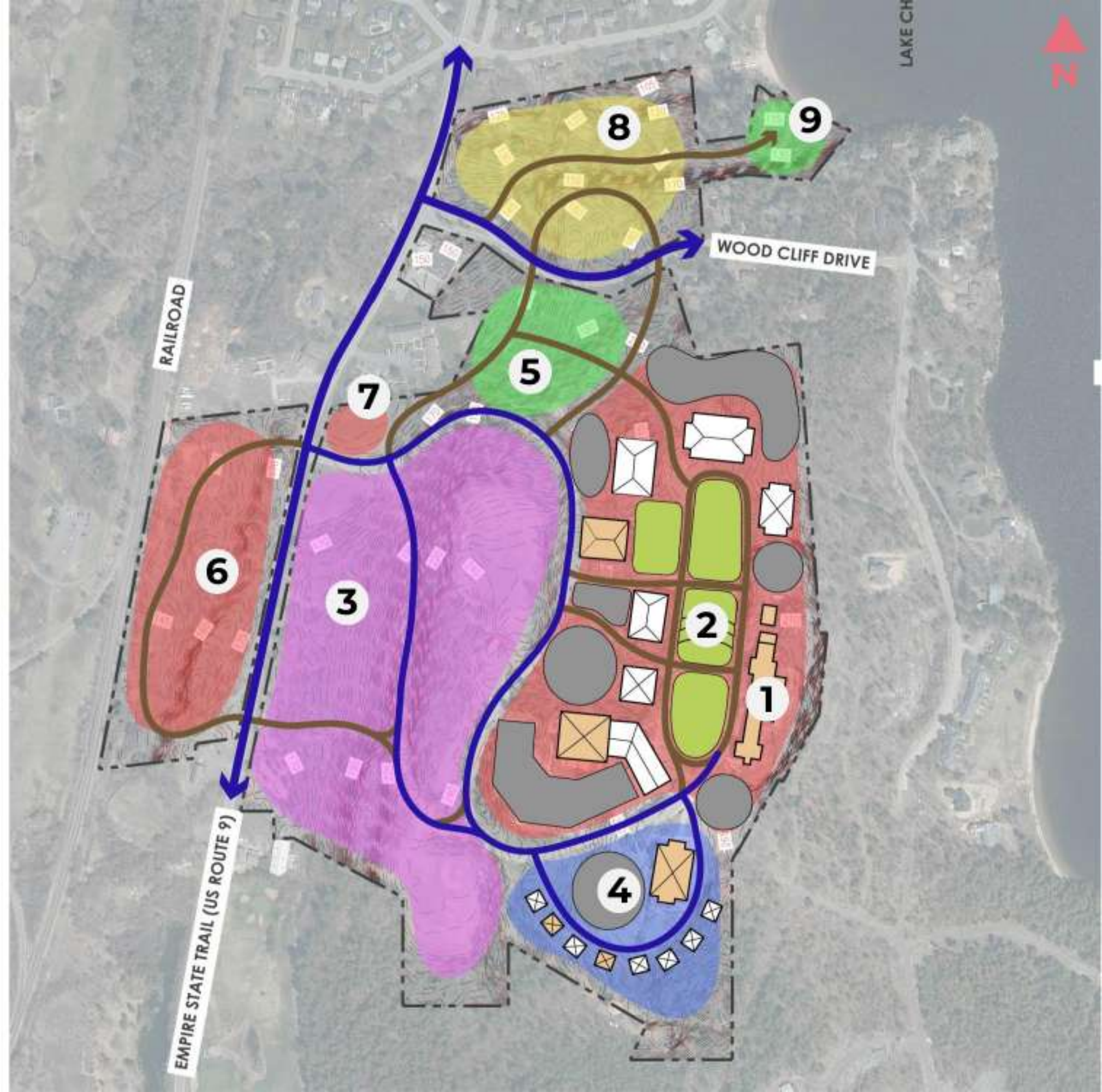
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Conceptual Plan

Parking

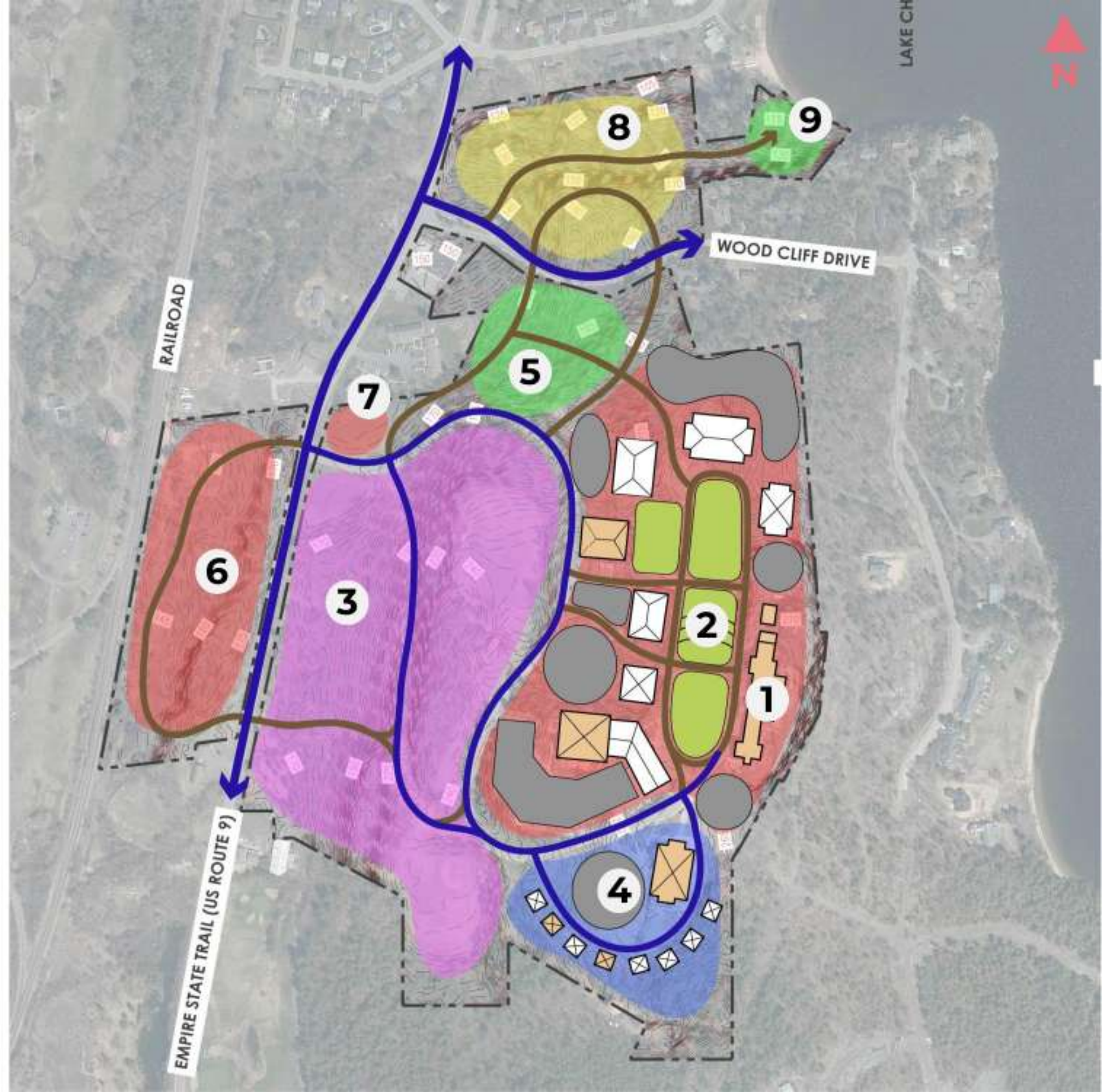
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Conceptual Plan

Overall

1. **Eco-Lodge** with artist studios and retail spaces
2. **Eco-Village** mixed-use district with a town green
3. **Great Wolf Lodge** or comparable resorts
4. **The Lookout Cottages**
5. **Camp Champlain** (outdoor learning & glamping)
6. **Voyage Commons** (mixed use/outlet)
7. **Restaurant**
8. **The Champlain Flats** (multifamily)
9. **Paddle-Point** (waterfront)



Phasing

Eco-Voyage Champlain

Conceptual Plan

Phasing – PHASE I – Years 1-4

Primary Goal:

Establish Eco-Voyage Champlain as a *seasonal-to-year-round tourism anchor* and prove market viability with low-risk, high-impact components.

Components:

Camp Champlain (Outdoor Learning & Glamping) (5)

- High-impact seasonal program that doesn't rely on permanent residents.
- Attracts school programs, eco-tourists, and families.

Voyage Commons (Mixed-Use/Outlet Retail) (6)

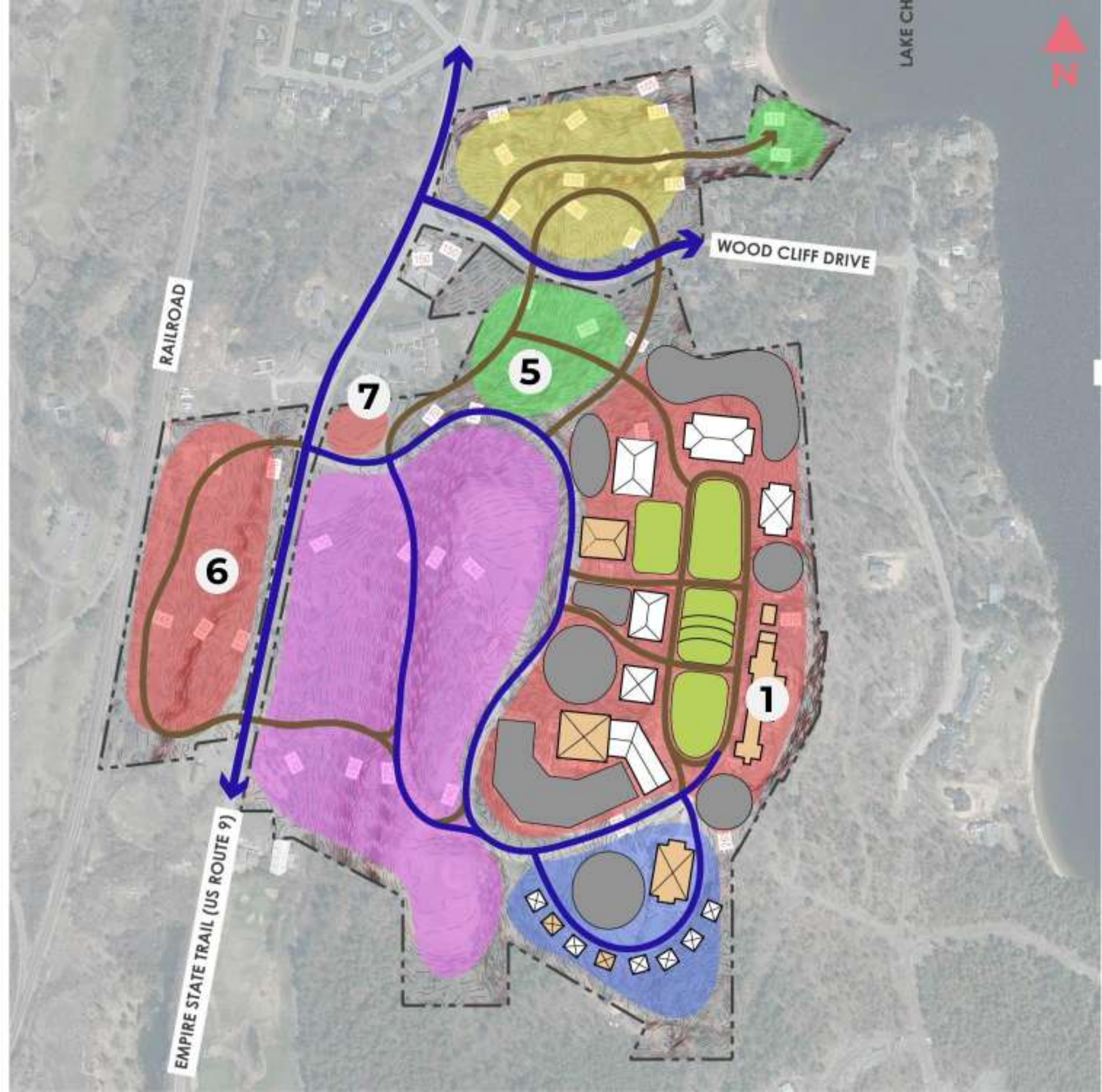
- Fast, visible activation with proven local appeal.
- Provides consistent revenue and job creation.

Restaurant (Local Cuisine) (7)

- Acts as social hub for guests and regional visitors.
- Supports year-round operations if demand grows.

Eco-Lodge with Artist Studios & Retail (1)

- Core revenue generator.
- Offers experiential stays + local artisan economy.
- Scalable over time.



Conceptual Plan

Phasing – PHASE II – Years 4-7

Primary Goal:

Expand lodging and programming that draw return visitors and grow seasonal occupancy into year-round demand.

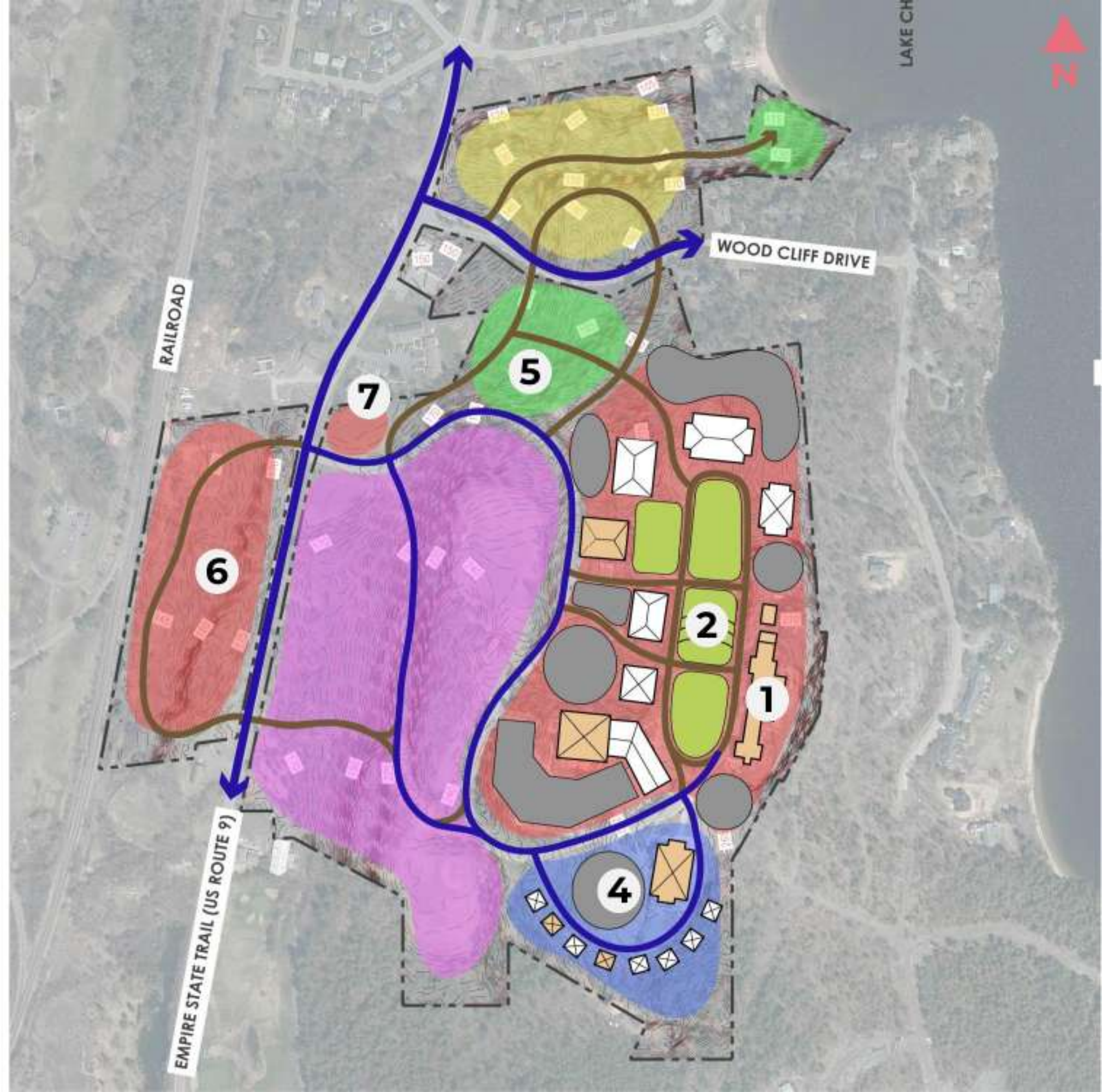
Components:

The Lookout Cottages (4)

- Supports increased lodging demand during peak months.
- Adds overnight capacity in a low-footprint way.

PHASE II (Late) – Eco-Village: Partial Activation (2)

- Begin with event programming, pop-up retail, and civic green.
- Test market fit for small-scale commercial uses.
- Event Spaces: Amphitheaters & Pavilions
 - Enable seasonal festivals, music, outdoor markets.
 - Strengthens off-peak use and local engagement.
- Digital Twin & Eco-Voyager App
 - Adds smart tech + immersive wayfinding.
 - Encourages repeat visits and data tracking.



Conceptual Plan

Phasing – PHASE III – Years 7-10

Primary Goal:

Build a major anchor to support year-round tourism and economic development once initial momentum is proven.

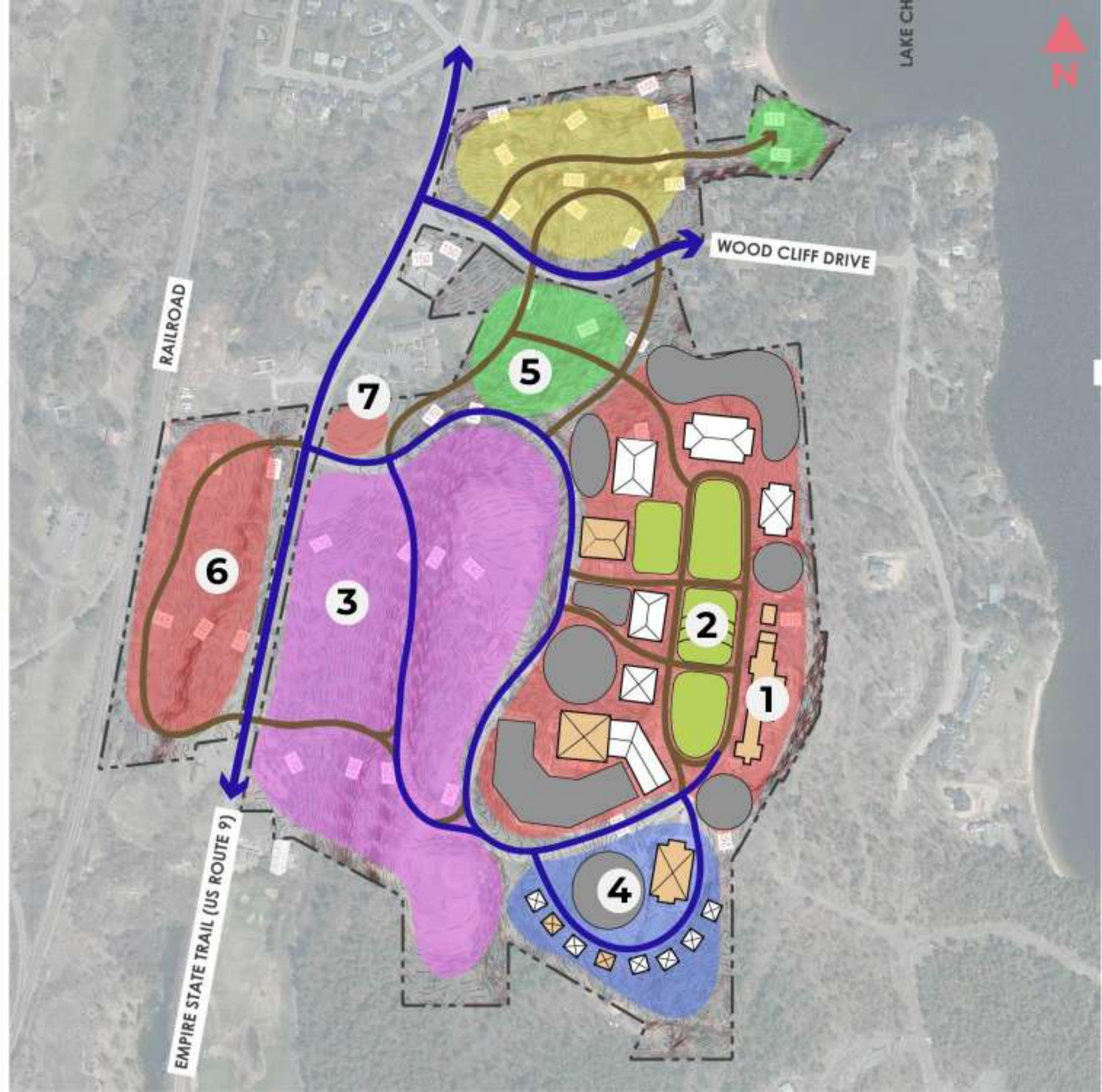
Components:

Great Wolf Lodge or Comparable Resort (3)

- A game-changer for four-season tourism.
- Requires proven visitor volume from Phase 1–2.

PHASE III (Main Buildout) – Eco-Village: Core (2)

- Expand as a mixed-use center once tourism stabilizes.
- Include support infrastructure for resort visitors and staff.
- Smart Mobility + AR Trails Expansion
 - Narrated shuttle routes + eco-trails connect experiences.
 - Adds depth, accessibility, and learning.



Conceptual Plan

Phasing – PHASE IV – Years 10-12+

Primary Goal:

Carefully introduce limited housing, focused on live/work and seasonal workforce, and finalize site experience.

Components:

PHASE IV (Selective Housing Layer) – Eco-Village (2)

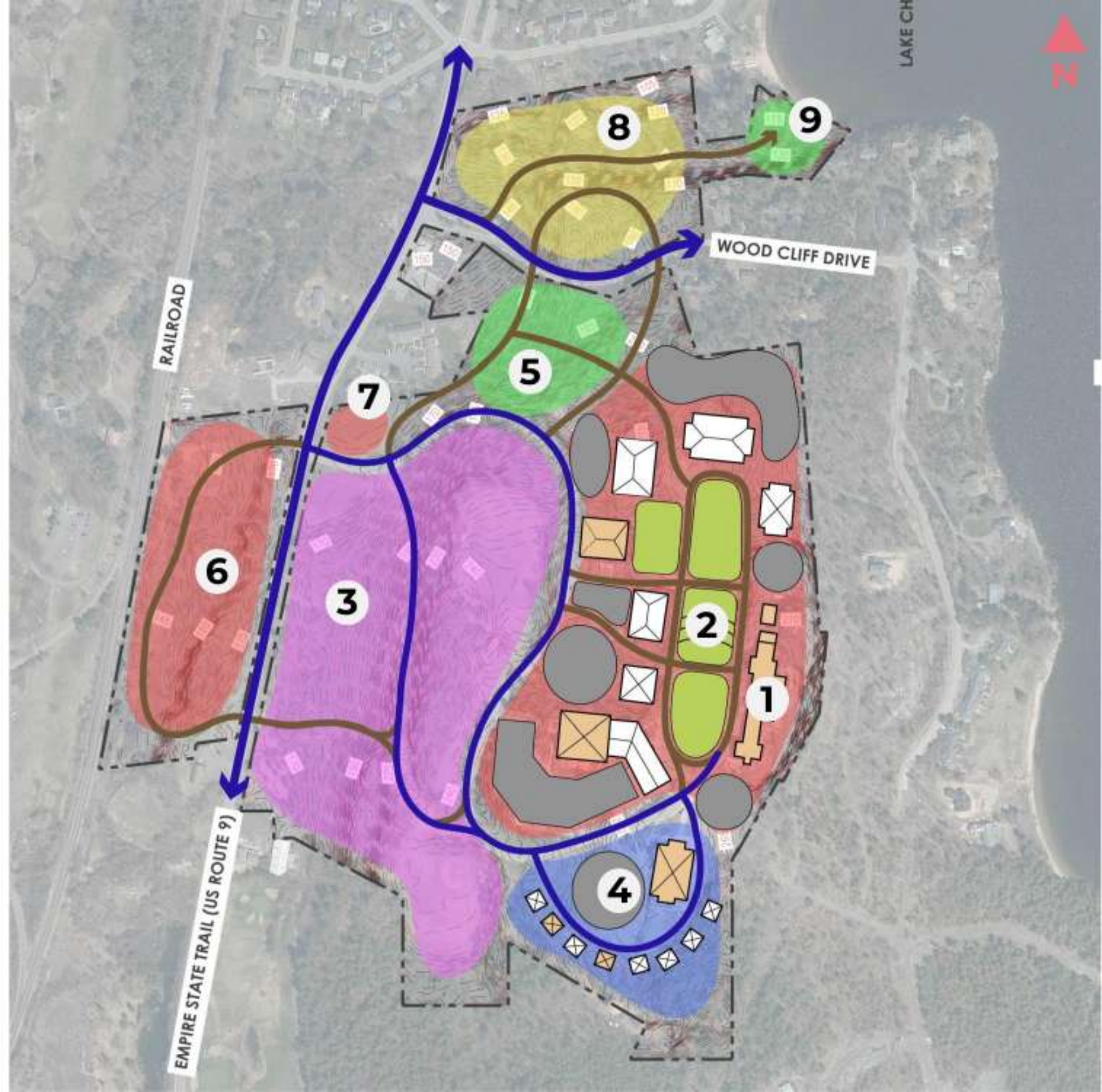
- Add permanent or seasonal housing only if warranted by demand.

The Champlain Flats (Multifamily Housing) (8)

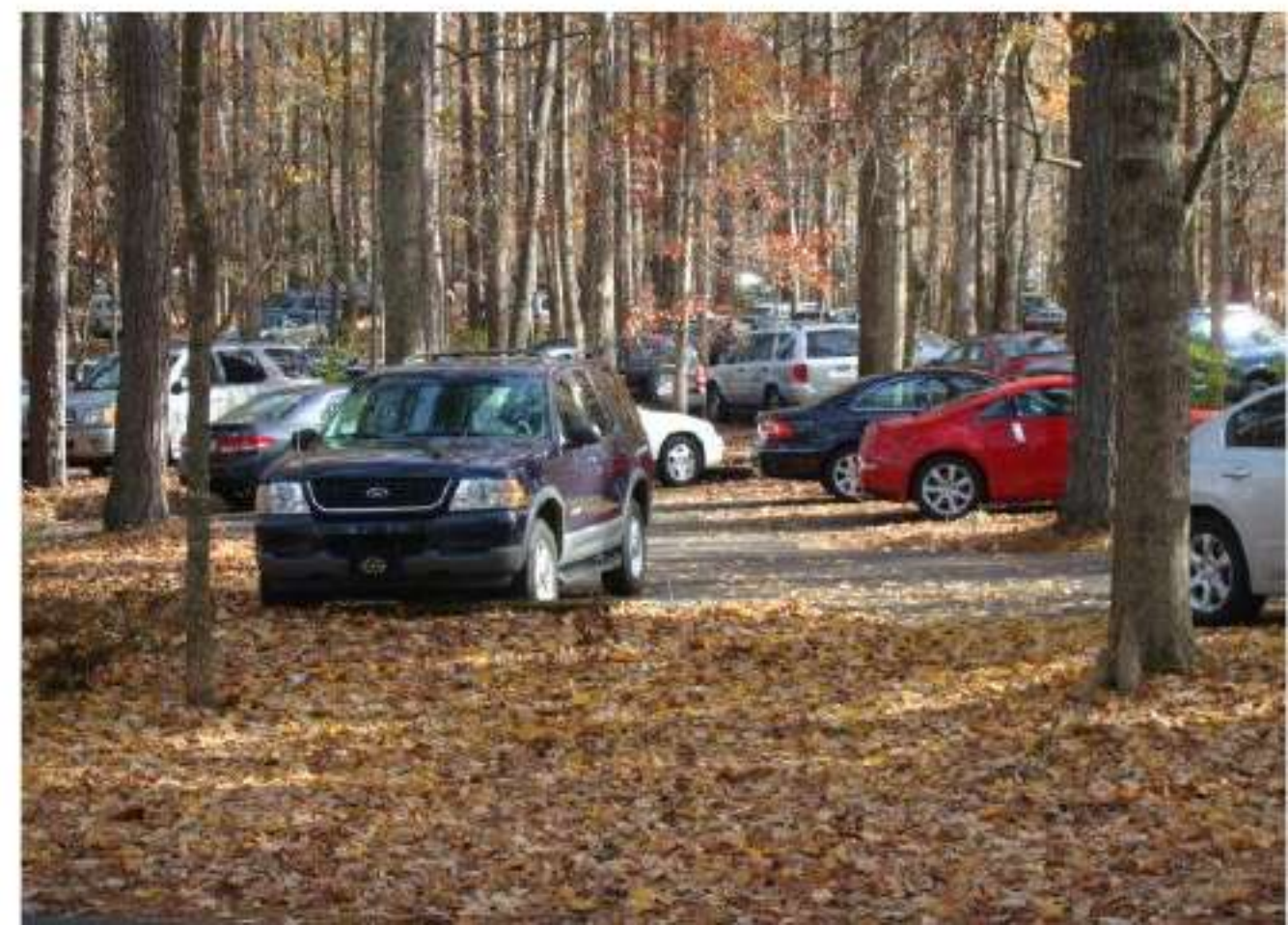
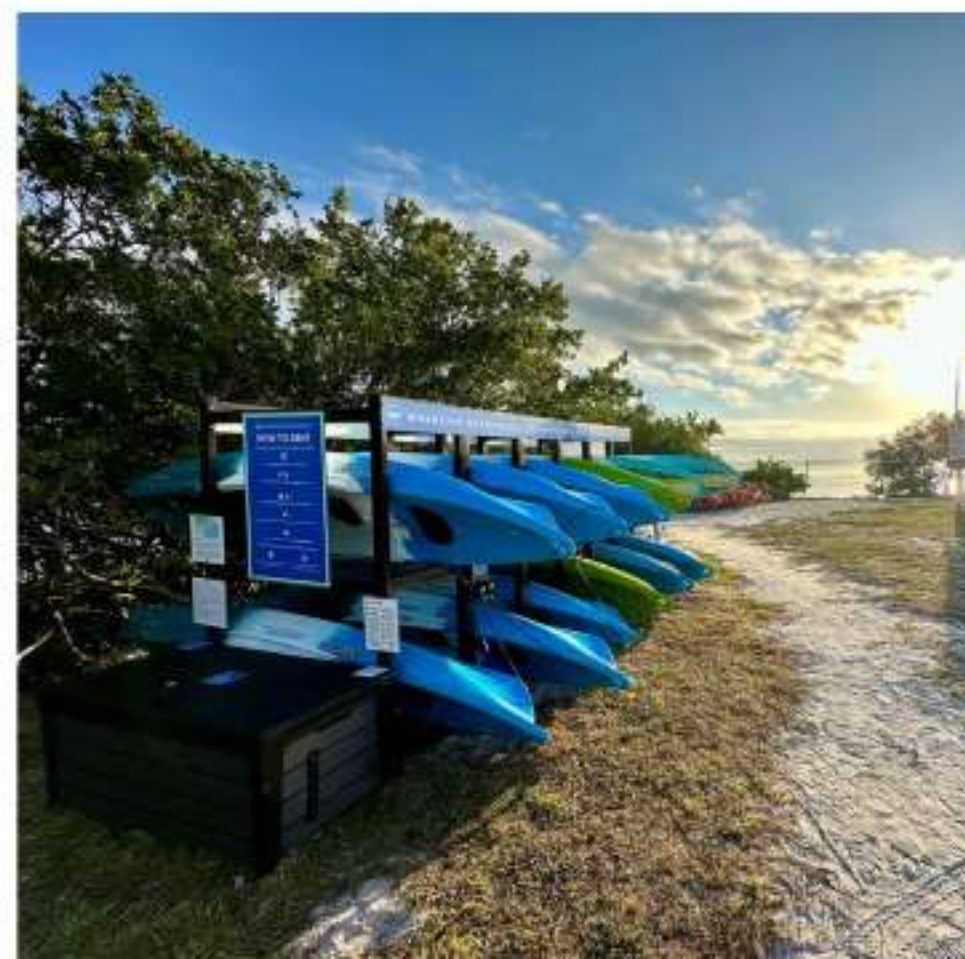
- Only if workforce or senior housing demand materializes.
- Could be adapted for seasonal employees or flexible use.

Paddle-Point (Waterfront Experience) (9)

- Final layer of the visitor experience.
- Adds outdoor recreation and ecological engagement.









Concept 1

Lake Champlain Adventure
and Discovery Campus



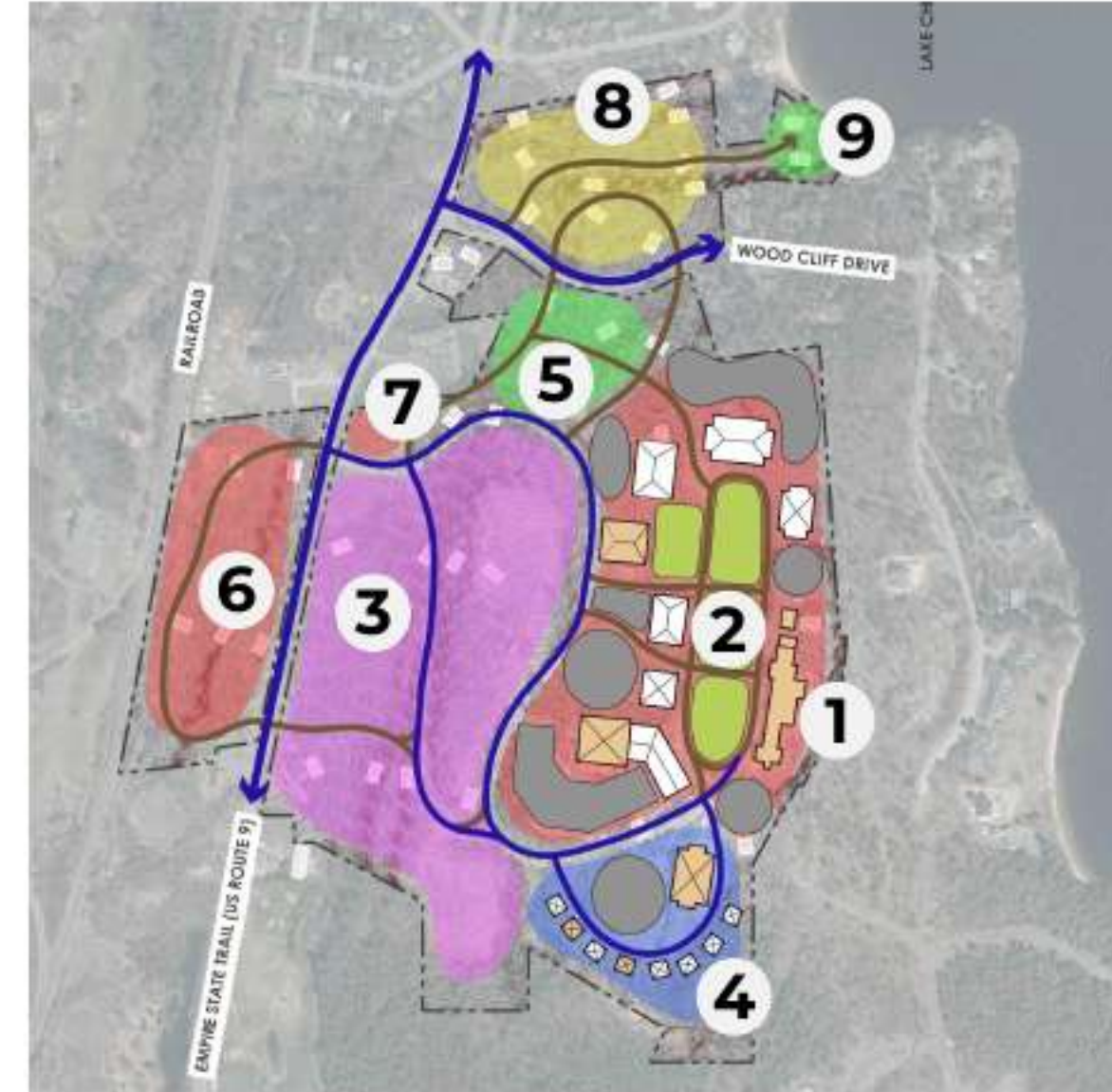
Concept 2

Champlain Nexus



Concept 3

Eco-Voyage Champlain



Next Steps

- Stakeholder Feedback.
- Consolidate 3 concepts into 1:
 - Finalize conceptual program
 - Finalize consolidated final conceptual plan
 - Refine/revise vision statement.

