

# What Makes a Great Place?


- Key Attributes
- Intangibles
- Measurements





# Place Game

 Site # \_\_\_\_\_

 Rate the Place:

COMFORT & IMAGE	POOR				GOOD			
Overall attractiveness	1	2	3	4	1	2	3	4
Feeling of safety	1	2	3	4	1	2	3	4
Cleanliness/Quality of Maintenance	1	2	3	4	1	2	3	4
Comfort of places to sit	1	2	3	4	1	2	3	4

Comments/Notes:

ACCESS & LINKAGES	POOR				GOOD			
Visibility from a distance	1	2	3	4	1	2	3	4
Ease in walking to the place	1	2	3	4	1	2	3	4
Transit access	1	2	3	4	1	2	3	4
Clarity of information/signage	1	2	3	4	1	2	3	4

Comments/Notes:

USES & ACTIVITIES	POOR				GOOD			
Mix of stores/services	1	2	3	4	1	2	3	4
Frequency of community events/activities	1	2	3	4	1	2	3	4
Overall busy-ness of area	1	2	3	4	1	2	3	4
Economic vitality	1	2	3	4	1	2	3	4

Comments/Notes:

SOCIABILITY	POOR				GOOD			
Number of people in groups	1	2	3	4	1	2	3	4
Evidence of volunteerism	1	2	3	4	1	2	3	4
Sense of pride and ownership	1	2	3	4	1	2	3	4
Presence of children and seniors	1	2	3	4	1	2	3	4

Comments/Notes:

 Identify Opportunities

1. What do you like best about this place?
2. List ideas that you would do to improve this place that could be done right away and that wouldn't cost a lot:
3. What changes would you make in the long term that would have the biggest impact?
4. Ask someone who is in the "place" what they like about it and what they would do to improve it. Their answer:
5. What local partnerships or local talent can you identify that could help implement some of your proposed improvements? Please be as specific as possible.

PLACE GAME





# Qualities of Great Streets

- Attractions & Destinations
- Identity & Image
- Active Edge Uses
- Amenities
- Management:  
Central to the Solution
- Seasonal Strategy
- Diverse User Groups
- Traffic, Transit & the  
Pedestrian
- Blending of Uses & Modes
- Protects Neighborhoods





# Attractions & Destinations

- Curiosity, chaos, choices, with special places, rest spots, - the art of the path.





# Attractions & Destinations

- Clustered activity points of interest.
- 10+ Destinations – including food and markets, local retail, art, play, education, health/recreation.





# Identity & Image

- Showcases local assets
- Businesses, pedestrians, drivers, raise their behavior to this vision – sense of place.





# Active Edge Uses

- Active building bases





# Active Edge Uses

- Active year around uses
- Connections from both sides of street





# Amenities

- Public and private seating options
- Triangulation to support use – clusters of street amenities





# Management - Central to the Solution

- Programming – daily activity generators/cultural, civic and seasonal celebrations





# Seasonal Strategies





# Draws diverse user groups

- No one group or use dominates





# Traffic, Transit & the Pedestrian

- Walkable – Places to go
- Range of transportation options



# Traffic, Transit & the Pedestrian

- Range of transportation options
- Shared Use Streets





# Flexibility – blending uses & modes

- Ground floors and retail that blur public and private space





# Protects neighborhoods

- Good transitions to local communities and desired street character

