# A vision for public realm

# Integration of Place and Movement

What is good place

**Complexity in cities – tensions in contradictory ideas** 

**Movement and Place Frameworks** 

### A way forward

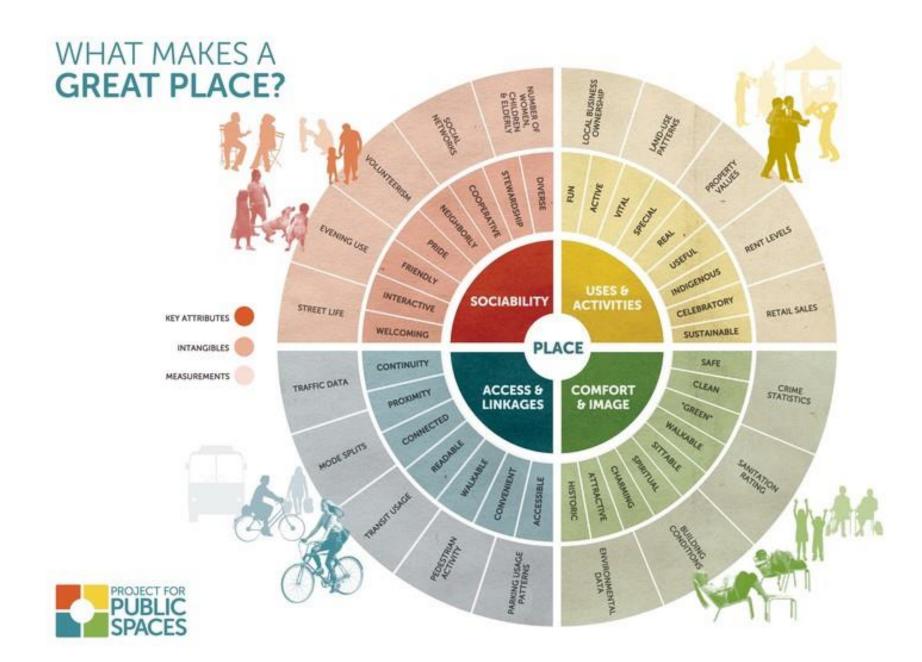


Source: Aotearoa Urban Street Planning and Design Guide

## Place vs Movement ??



NBC – fantasy comedy starring Ted Danson and Kristen Bell from 2016



# 12 Urban Quality Criteria

#### Protection

#### Protection against traffic & accidents - feeling safe

- · Protection for pedestrians and cyclists
- · Eliminating fear of traffic
- Safe crossings

#### Protection against unpleasant sensory experiences

- · Wind/draft
- Rain/snow
- · Cold/heat Pollution
- · Dust, noise, glare

- Diversity of functions Well lit / lighting in human scale

24/7/365

· Lively public realm Allow for passive surveillance

Protection

against crime

& violence

— feeling secure

#### Comfort

#### **Opportunities** to walk/cycle

- · Room for walking
- Interesting facades No obstacles
- Good surfaces
- · Accessibility for everyone

#### Opportunities to stop & stay

- Attractive & functional edges
- · Defined spots for staying
- Objects to lean against or stand next to
- · Facades with good details that invite staying

#### **Opportunities** to sit

- · Defined zones for sitting
- · Pleasant views,
- people watching
- · Good mix of public
- and café seating
- · Resting/waiting opportunities

#### **Opportunities** to see

- · Reasonable viewing distances
- · Unhindered views
- Interesting views
- · easy orientation · Lighting (when dark)
- · Low noise levels · Public seating arrangements conducive to communicating, 'talkscapes'

**Opportunities** 

to talk & listen

#### **Opportunities** for play & exercise

- Allow for physical activity, exercise, play & street entertainment
- Temporary activities (markets, festivals, exhibitions
- · By day and night
- In summer and winter

#### **Enjoyment**

#### Dimensioned at human scale

· Dimensions of buildings & spaces in observance of the important human dimension in relation to senses, movements, size and behaviour

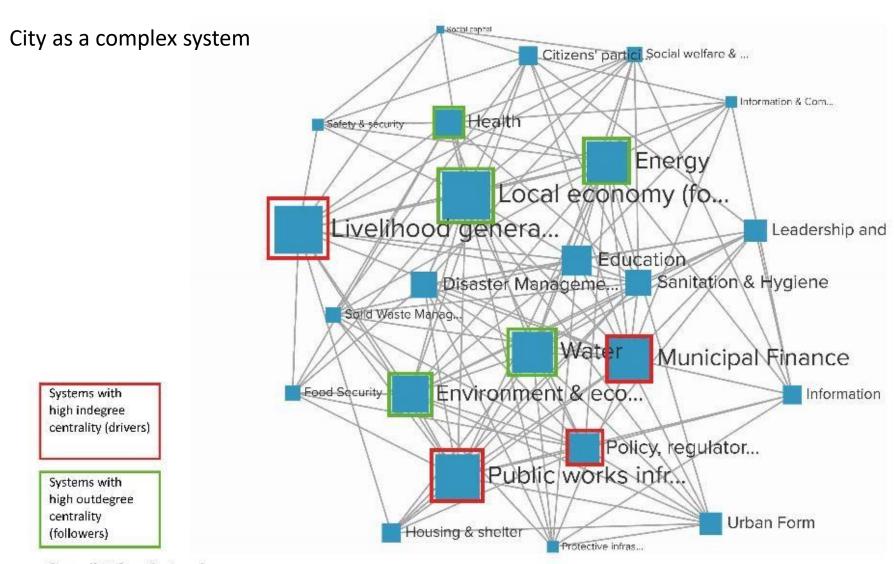
#### Opportunities to enjoy the positive aspects of climate

- Sun/shade
- · Heat/coolness
- Shelter from wind/breeze

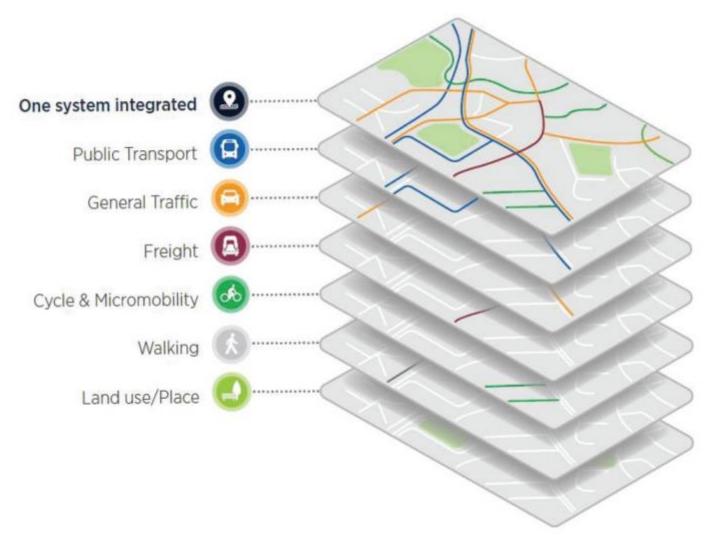
#### Aesthetic qualities + positive sensory experience

- · Good design and detailing
- · Good materials
- · Fine views/vistas
- · Rich sensory experiences: trees, plants, water

Gehl Architects **Urban Quality Criteria** 



Overall Urban System's interdependencies

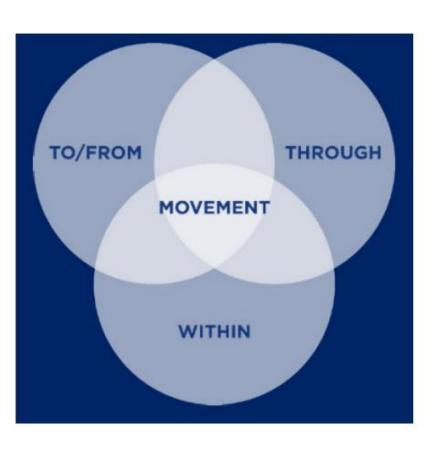


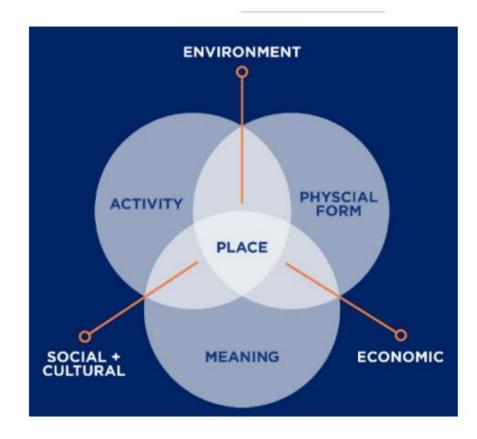
Integration

## Tensions between contradictory ideas:

- Public vs private
- Order vs incident
- Future vs past
- Quality vs quantity
- Growth vs stability
- Movement vs place

Movement





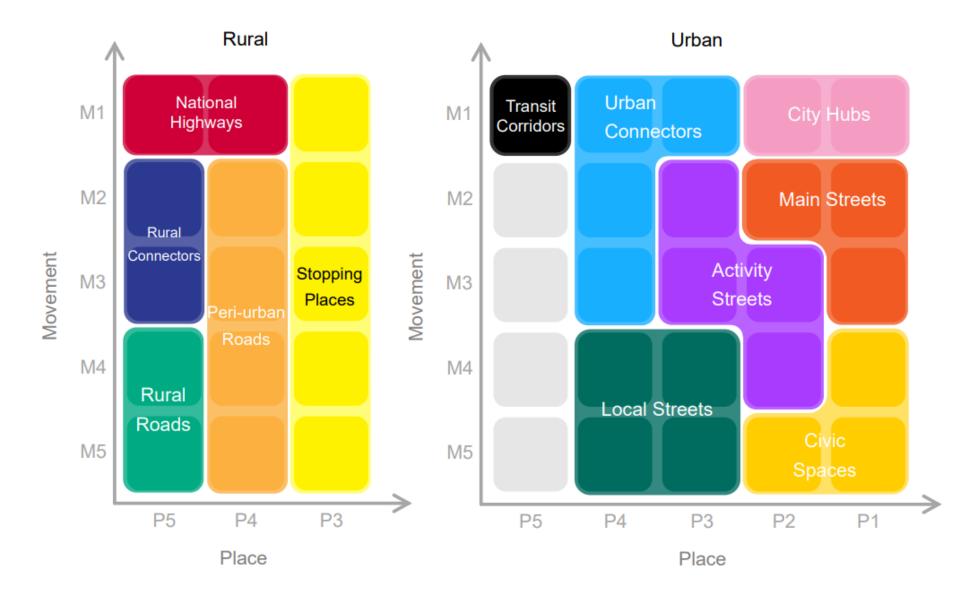


100 people: bus/pedestrians – 48sqm

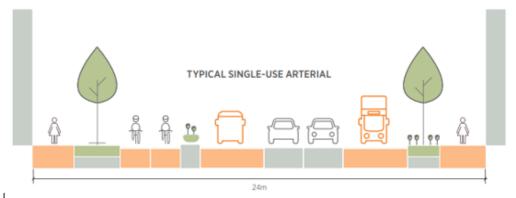




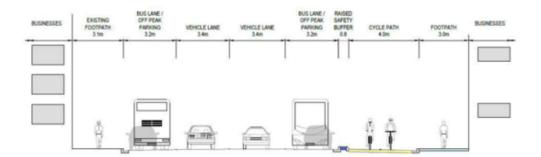




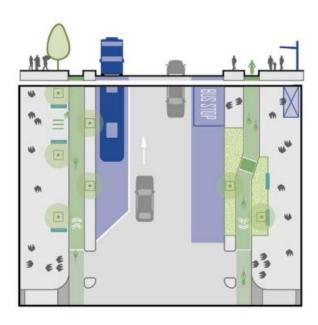
## Thorndon Quay, Wellington



AT Urban Street & Road Design Guide -24m corridor



LGWM – Thorndon Quay – 24 m corridor



#### Bus and bike connector

#### Priorities:







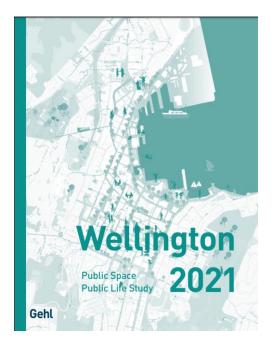


Safe and appropriate speed limit:



#### Key features:

- · Prioritises the movement of space efficient modes, through dedicated bus lanes and protected cycle facilities
- · Encourage vibrant on-street activity and amenity for workers, residents and visitors through flexible street furniture, landscape buffers and WSUD
- · Removal of on-street parking and slip lanes, simplify intersections.



Gehl Architects promote for the betterment of public life: "Our work is based on the human dimension. The built environment's effect on social interaction between people. People experience the city using all of their senses".

# A People-First Approach

Our work is based on the human dimension. The built environment's effect on social interaction between people. People experience the city using all of their senses. The starting point for this project is to put Wellington at eye-level and prioritize a people-oriented focus in the planning process.

People need stimuli that appeals to all their senses & environments that make them feel comfortable.

People tend to walk slowly, meaning that human scale and social environments can invite for a diverse range of activities, while large-scale, unpleasant environments cannot.





#### Walking

We walk at an average of 5km per hour and we experience many details at this speed. A 5-minute walk can feel longer or shorter depending on the level of variation when walking along facades and public spaces.





A positive and low sound-scape is important for human wellbeing and communication.



Smelling

A desirably scented environment is stimulating and can positively affect our emotional state.

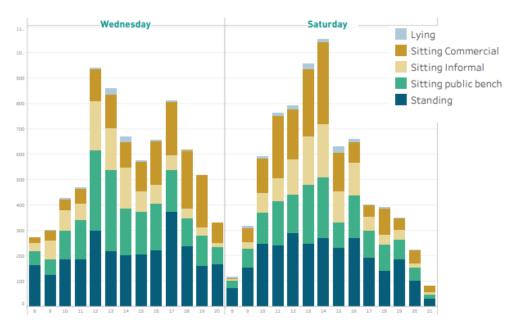


Our senses are mainly horizontal and our sight range is limited when we look upwards.

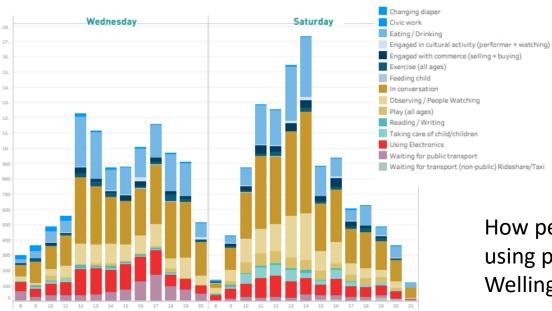


Distances play an important role when we experience cities and social contact increases when we get closer.

#### **Posture**



#### **Activity**



How people are using places-Wellington Waterfront



Markets ~

a walking world

Services ~

Projects

Futures

Our Firm ~

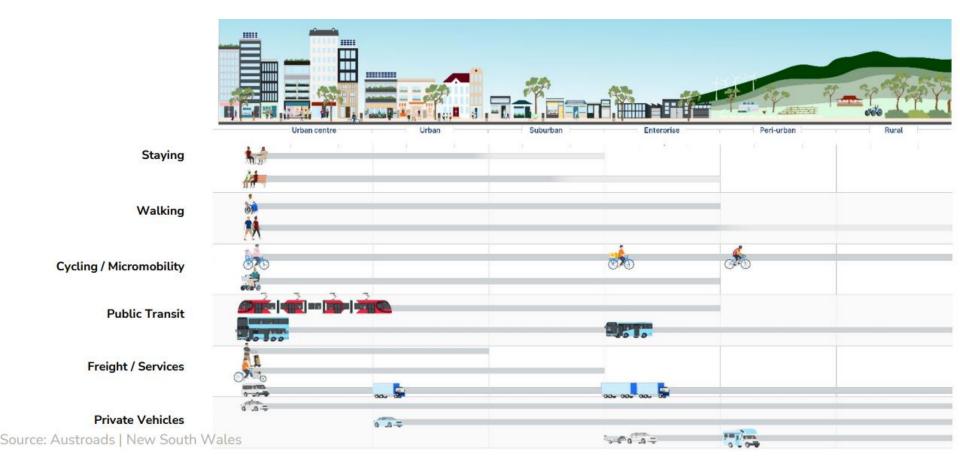
Careers ~

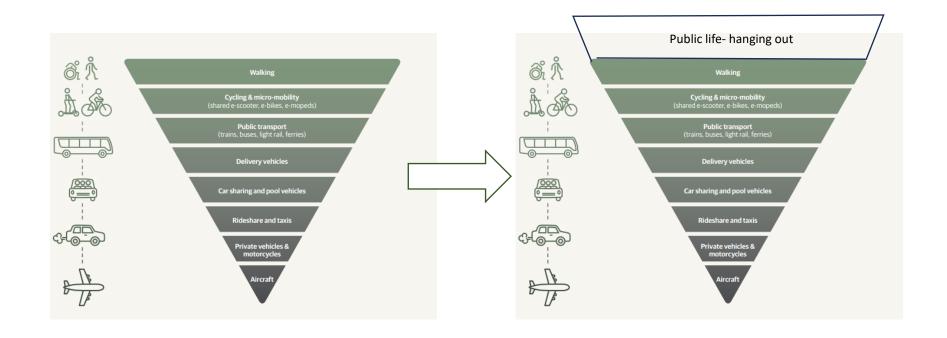
Offices ~

ARUP



Findings for walking that it improves, among other things, traffic safety, community identity, tourism, stormwater management, transit effectiveness, urban competitiveness and connection to cultural heritage; it reduces obesity, other chronic diseases, healthcare costs, crime, traffic congestion, maintenance costs, fossil fuel dependence, air pollution, ambient noise and microclimates; and it increases life spans, neighborhood vitality, worker creativity, social interaction, intergenerational connectedness, community inclusivity, employment rates, economic productivity, local investment, property values, efficiency of land use, public engagement, civic responsibility, urban resiliency, beauty, and happiness.





Integration of movement and importance of place



Sweden's Street Moves project – integrating scooter/cycle parking with seating

The ultimate goal is hugely ambitious: a rethink and makeover of every street in the country over this decade, so that "every street in Sweden is healthy, sustainable and vibrant by 2030," according to Street Moves' own materials.





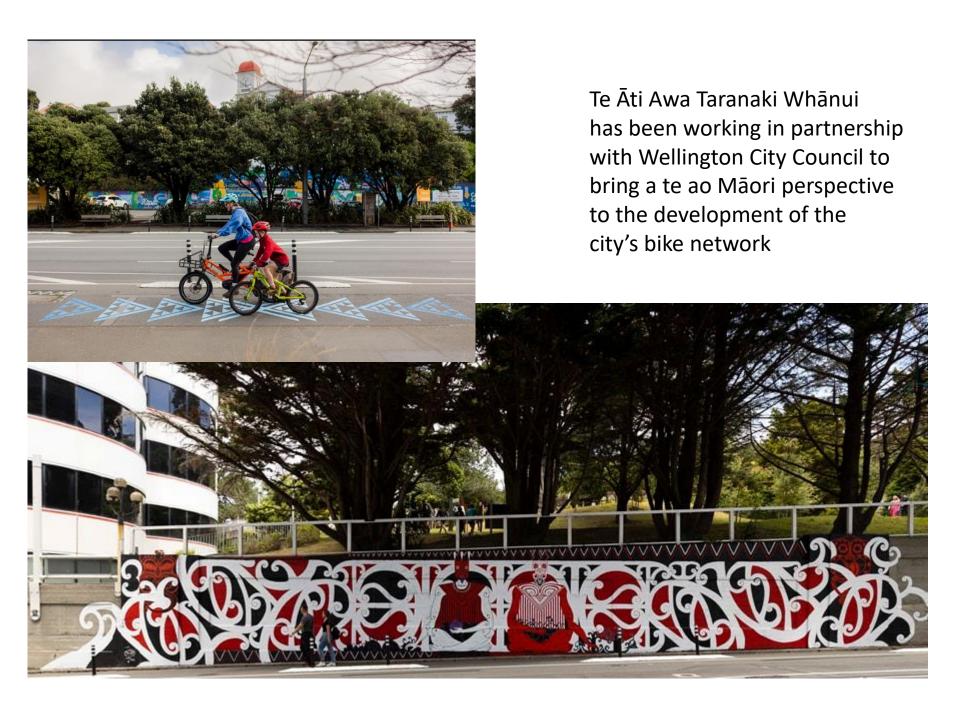
transitional permanent



Bike network plan Adopted 10 March 2022

An essential step towards Te Atakura and great places for everyone.

# Paneke Poneke







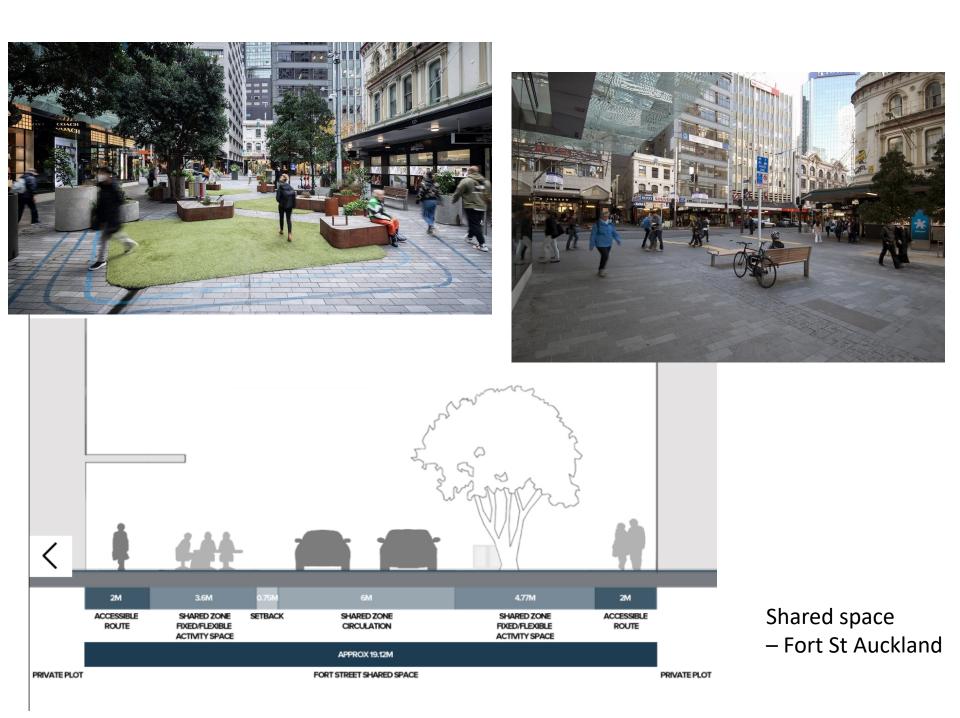
Tahitai – Isthmus Group

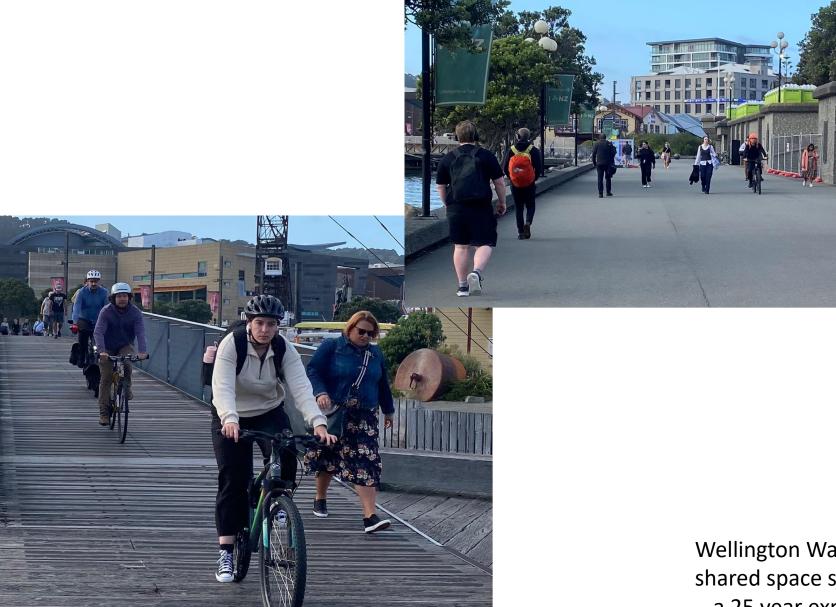




Enhancing place – more than one outcome:

- cycleway
- enhanced pedestrian
- enhanced city experience
- a more robust land to sea connection Comes at a price!





Wellington Waterfront shared space solutions - a 25 year experiment



Wellington Waterfront - Frank Kitts Park/Fale - The future?

#### Vision summary

# An attractive public space network

This chapter combines and summarizes the previous three key moves into a holistic public space network plan. The plan shows the vision of how Wellington can become better connected and grow a network of unique and varied public spaces that reflect the local identities, and all together deliver varied experiences for all users and ages, during all times of day and year.

An attractive public realm is a pre-requisite for a future population growth where more people of more diverse backgrounds share the same spaces.

An attractive public realm is likewise a pre-requisite for a well-functioning public transport system.

#### Actions:

1 The blue, the green, and the Golden Mile

2 A public space network

3 Develop street types

4 Fine grain and laneways

"The planned transformation of the Golden Mile will create a vibrant and welcoming place to live, work and play as well as make it safer to walk, bike and scoot. Fewer vehicles will mean wider footpaths, better public transport and make it a safer and more pleasant place to walk, shop and dine."

Source: LGWM webpage for the Golden Mile transformation project

