Che ne sai dello spazio Urbano?

Come cambiare gli Spazi

Pubblici con il Placemaking

Project for <u>Public</u> Spaces

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Gennaio 2022

New York, NY, USA

Project for Public Spaces

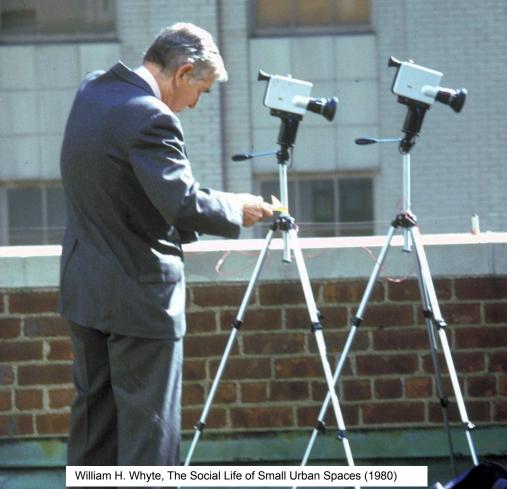
Where We Have Worked

3,500+ communities in over 50 countries and all 50 U.S. States

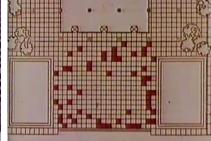
. Projects & Training



Great public spaces strengthen communities. We bring public spaces to life by planning and designing them with the people who use them every day. Together, we create community-powered public spaces around the world.















"It's hard to create a space that will not attract people. What is remarkable is how often this has been accomplished."



- William H. Whyte



"People like to sit where there are places for them to sit."

— William H. Whyte





Implementation



Flint Farmers' Market, Flint, MI, USA (2008)

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Our Approach

What Is Placemaking?

Placemaking is a collaborative visioning process that results in public spaces that better serve their communities through programming, design, and stewardship.

Project-Driven Approach vs

Placemaking Approach

Project-Driven Approach (Decide, Announce, Defend)

Outcomes:

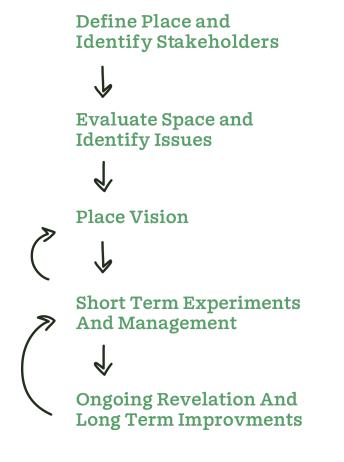
- Narrow Goals
- Crisis Driven, Politically Initiated
- Angry/Reactive Community Meetings
- Expensive
- Static/Placeless Designs



Placemaking Approach

Outcomes:

- Empowers Communities
- Attracts Partners, Resources
 & Creative Solutions
- Design Supports Uses
- Solutions are Flexible
- Engagement & Commitment Grow
- Self-managing



Our Placemaking Toolbox

1. Define Place & Identify Stakeholders

Stakeholder Engagement

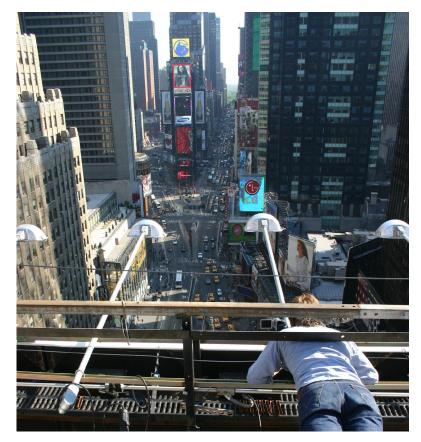
- Identifying stakeholders
- Convening and facilitation
- Setting project goals
- Organizing committees



A stakeholder meeting in Ramla, Israel

Site Survey

- User Observation
- Asset Mapping
- Connectivity Analysis
- Stakeholder engagement

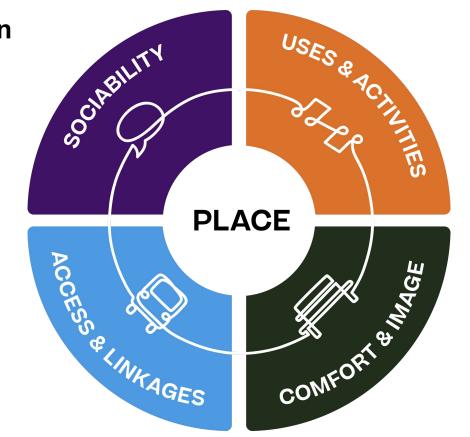


Conducting a time lapse of New York's Times Square

2. Evaluate Space & Identify Issues

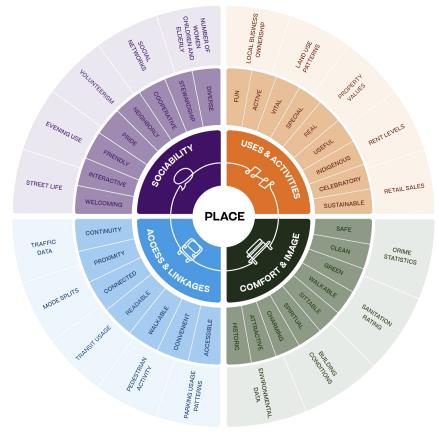
Place Performance Evaluation (AKA the Place Game)

What Makes a Great Place?



Place Performance Evaluation (AKA the Place Game)

What Makes a Great Place?





SITE # _____ DATE

🔪 Rate the Place

Overall attractiveness	1	2	3	4
Feeling of safety	1	2	3	4
Cleanliness/Quality of Maintenance	1	2	3	4
Comfort of places to sit	1	2	3	4
Comments (Nister				

Comments/Notes:

Visibility from a distance	1	2	3	4
Ease in walking to the place	1	2	3	4
Transit access	1	2	3	4
Clarity of information/signage	1	2	3	4
Comments (NTobas)				

Comments/Notes:

Mix of stores/services	1	2	3	4
Frequency of community events/activities	1	2	з	4
Overall busy-ness of area	1	2	з	4
Economic vitality	1	2	з	4
Comments/Notes:				

Number of people in groups	1	2	3	4	
Evidence of volunteerism	1	2	З	4	
Sense of pride and ownership	1	2	з	4	
Presence of children and seniors	1	2	З	4	

Comments/Notes:

The Place Game handout.

Identify Opportunities
What do you like best about this place?

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?

2. List things that you would do to improve this place that could be

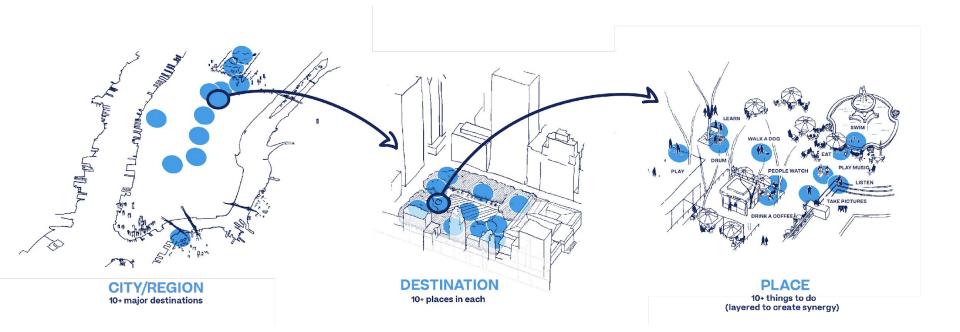
- Ask someone who is in the "place" what they like about it and what they would do to improve it. Their answer:
- What local partnerships or local talent can you identify that could help implement some of your proposed improvements? Please be as specific as possible.

PLACE GAME



A participant in our placemaking training course uses the place game to evaluate Astor Place in New York, NY, USA (2018).

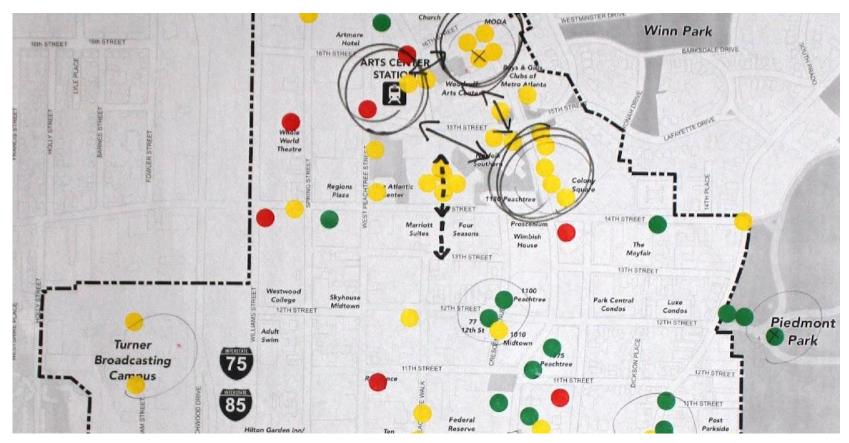
The Power of 10+







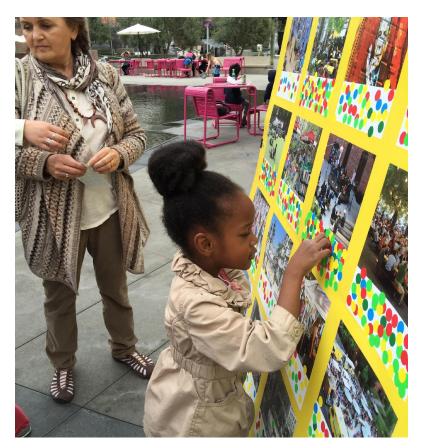
Community members contribute to a Power of 10 exercise focused on issues of comfort in Portland, OR, USA (2019).



A close up of a Power of 10 map from Atlanta, GA, USA.

Community Engagement

- Intercept Surveys
- Online Surveys
- Brainstorming Pop-Ups
- Voting Pop-Ups
- Topical Focus Groups
- Website and Social Media



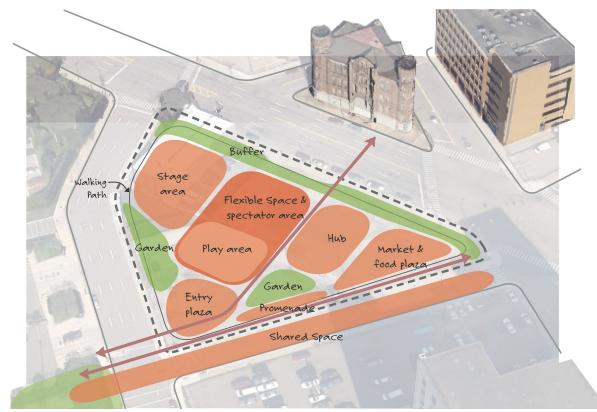
A pop-up at Grand Park in Los Angeles, CA, USA.

3. Place Vision

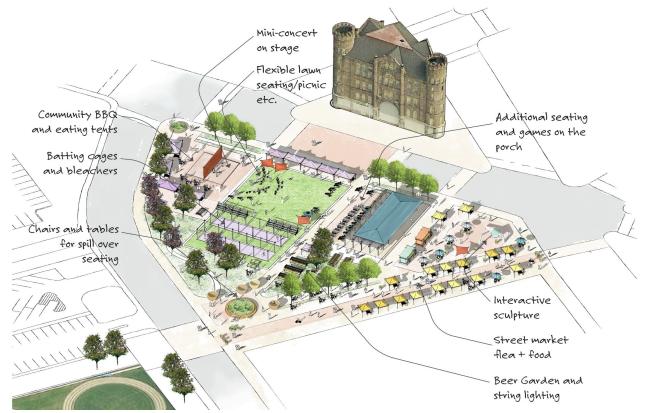
Place Vision

- · Summary of issues and opportunities
- Summary of stakeholder and community engagement
- Program recommendations
- Precedent research
- Design guidelines
- Project Phasing
- Management plan





An example of a bubble diagram, which shows the proposed uses arranged in space.



An example of a concept design, which shows the kinds of facilities necessary to support the proposed uses.

Beacon Park on opening day in Detroit, MI, USA (2017)

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ACTIVITY MATRIX: DTE GRAND RIVER AVENUE PUBLIC SPACE							5/15/20	014		
Uses & Activities	Time of Day				Time of Week		Seasonal		Area	
	All-Day Morning		Lunch After-work		Weekday Weekend		Summer Winter		Circle Park GRAPS	
		-								
Users										
DTE and area employees										
Downtown employees										
Downtown residents										
Local Detroit families										
Neighborhood youth										
Local entrepreneurs/makers										
Detroit artists and performers										
Performing Arts										
Live music venue										
Mini-concerts										
Theater										
Outdoor movies										
Dance performances										
Shakespeare in the Park										
Youth cultural events										
Rehearsal/production										
Techno/DJ music										
Food & Beverage Related										
Outdoor café					- J.					
Food-trucks										
Food Vandors										

An example of an activity matrix, which plans out uses and activities over throughout the day, week, and year.

4. Short-Term Experiments & Management

Lighter, Quicker, Cheaper (LQC) Experiments

- Test before you invest
- Demonstrate progress and build excitement
- Continue engaging the public
- Build capacity for management and governance
- We provide: training, amenity selection, evaluation, and ongoing technical assistance



A LQC street improvement in Salisbury, MA, USA.



Lighter, Quicker, Cheaper: Programs | Watching the game on a jury-rigged TV at Congress Square Park in Portland, ME, USA.



Lighter, Quicker, Cheaper: Programs | Storytime at Burnside Park in Providence, RI, USA.



Lighter, Quicker, Cheaper: Programs | The world's longest pancake breakfast in Springfield, MA, USA.



Lighter, Quicker, Cheaper: Amenities | Painted steps and beanbag chairs at the Perth Cultural Centre in Perth, Australia.



Lighter Quicker Cheaper: Light Development | Shops in shipping containers at DeKalb Market in Brooklyn, NY, USA.

5. Ongoing Reevaluation & Long-Term Improvement

Sundance Square, Fort Worth, Texas, USA (2014)

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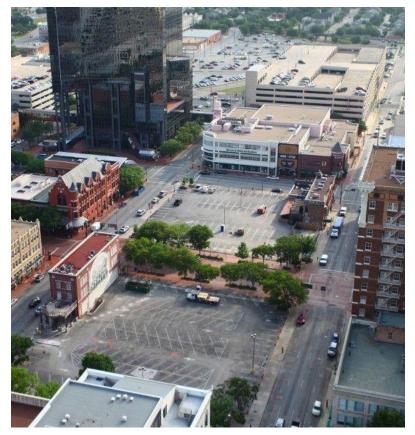
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The site before Sundance Square.



A LQC movie night in the parking lot.



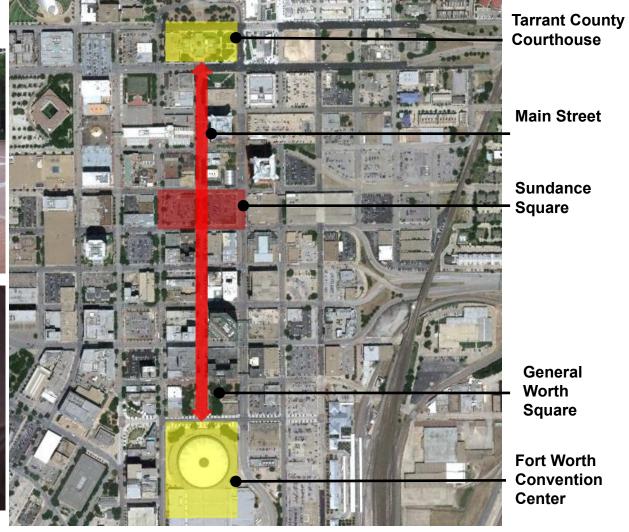
Sundance Square: LQC yoga classes in the parking lot.

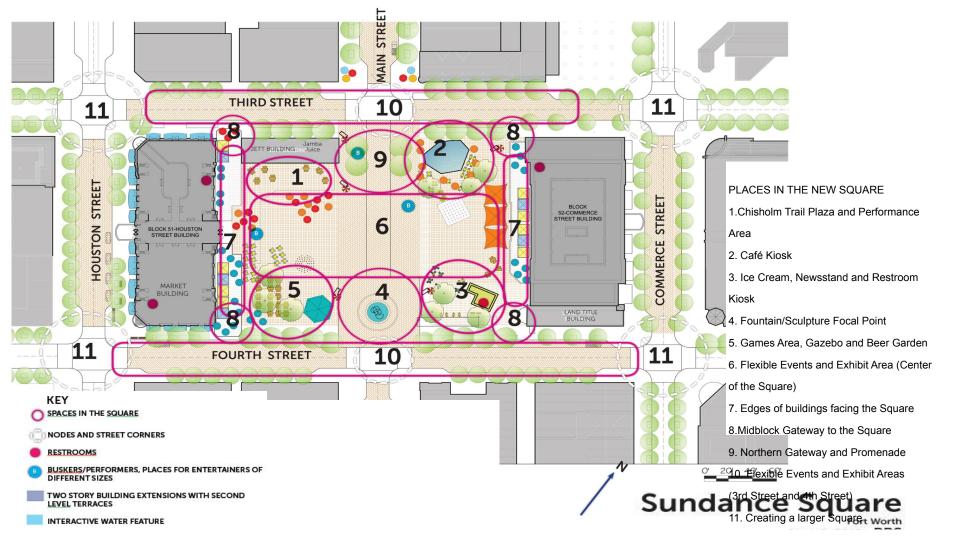
Sundance Square: Long-term improvements took LQC experiments to the next level.

Sundance Square





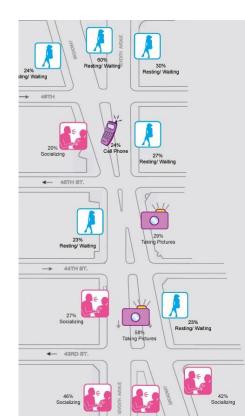






PPS Project Experience

NY, NY Times Square







Testing Ideas



Implementation



A Placemaking Vision For Downtown Detroit

101-0

Community Engagement Techniques

- Stakeholder Interviews
- Topical Focus Groups
- Placemaking Workshops
- Power of Ten Workshops
- Pop-up/Dot Boards
- Intercept and Online Surveys
- Technical Workshops
- Social Media Tools

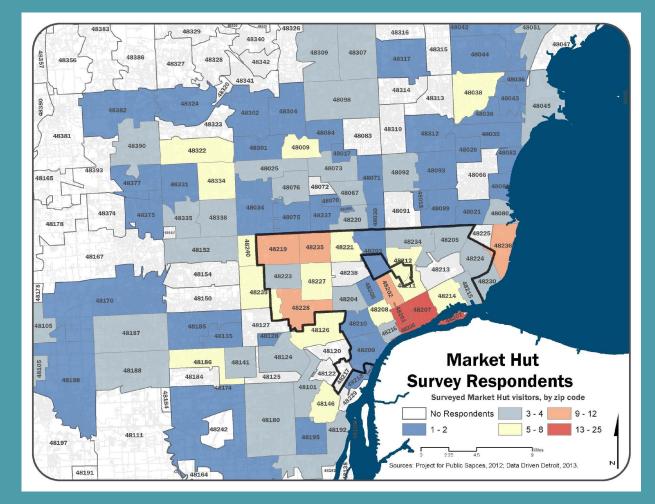


What activities do you want to see in downtown public spaces?



Home Zip Code Results

Place Visioning participants represent 27 zip codes













Detroit Campus Martius







STRATEGY FOR IMPLEMENTATION

Create energetic anchors of activity *in key dynamic locations that have a critical mass*

Make it a "movable feast" through pop-ups and mobile management teams

Get life on the "streets/sidewalks"

make public spaces vibrant and attractive, encourage walking and biking

Bring the inside out highlight local institutions & businesses, visually exciting ground floors and corners that pop-out

Use Lighter, Quicker, Cheaper make things happen quickly, put new places on the map



















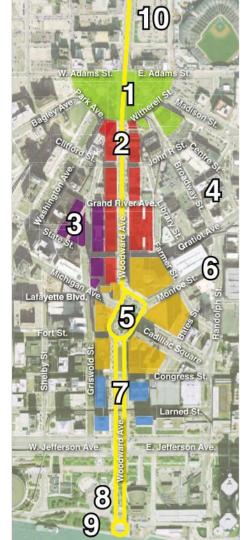






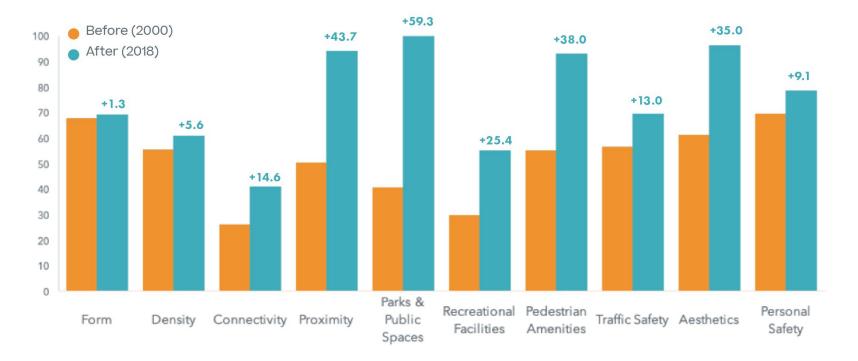






The Power of Ten in Downtown Detroit

- 1. Grand Circus Park/1500 Woodward District
- 2. Woodward Avenue Promenade
- Capitol Park
- 4. Paradise Valley
- 5. Campus Martius/Cadillac Square
- 6. Monroe Entertainment/Greektown
- 7. Woodward Avenue Esplanade
- Hart Plaza
- RiverWalk
- 10. Entertainment District



STATE OF PLACE

According to **State of Place**, an index measuring ten proven factors of walkable urban design, the streets surrounding Campus Martius leapt from a score of **59.6** before PPS's placemaking activations to **100**, making it the highest-scoring location in their database. "Walk This Way," a Brookings report on Washington, DC, found that an increase of 20 points in this index yields premiums of \$9/sf in office rents, \$7/sf in retail rents, \$300/unit for residential rents, and 80% in retail revenue.



