

PROJECT GOALS

- Create a vision for the future of the Kiosk and Plaza by engaging with the public.
- Engage and serve a diverse population.

- Develop recommendations for the governance of the Kiosk and Plaza to support the selected vision.
- Develop a budgeting plan.





43 countries, 6 continents, 50 US states, 7 Canadian provinces, 110 major cities, 3,000 communities

40+ Years of Placemaking

MAKE

/māk/ *verb*

- 1. form (something) by putting parts together or combining substances; construct; create.
- 2. cause (something) to exist or come about; bring about.

PLACE

/plās/ noun



MAKE

/māk/ *verb*

- 1. form (something) by putting parts together or combining substances; construct; create.
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PLACE

/plās/ noun

space + meaning

 Creating spaces that have meaning?

Creating meaning in a space?

Creating meaning by making?























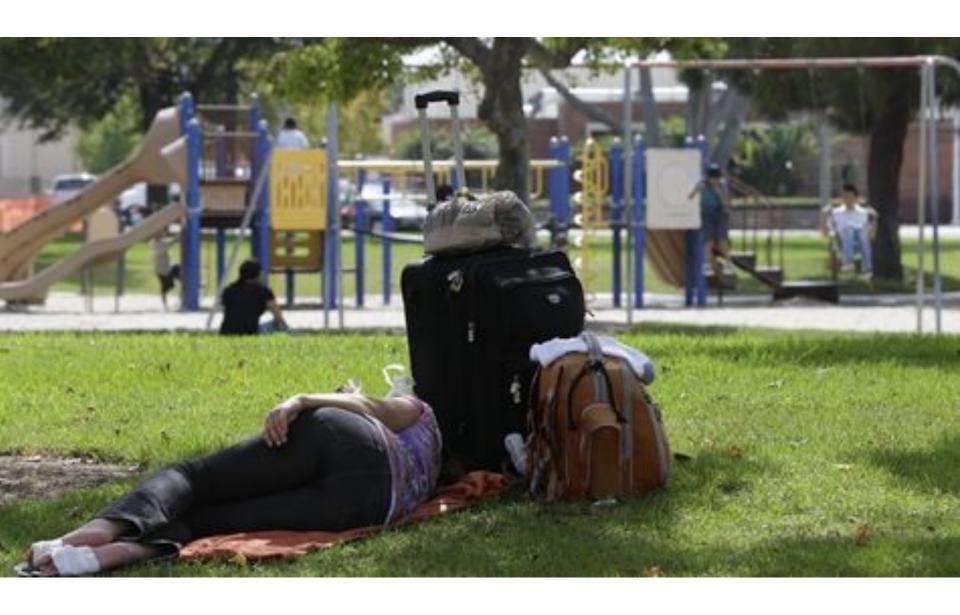




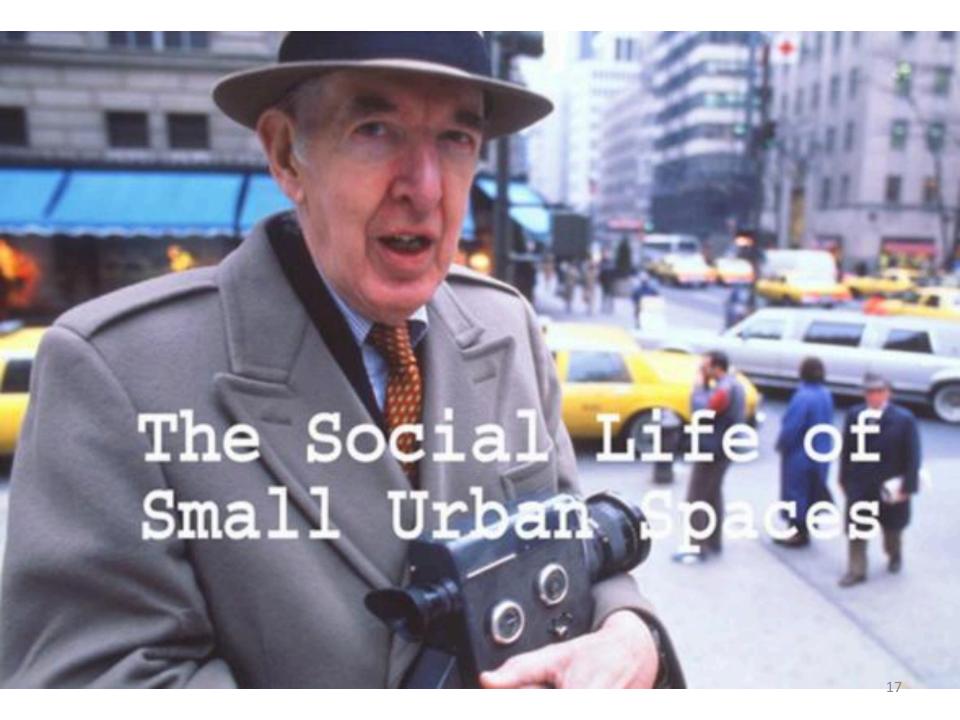


















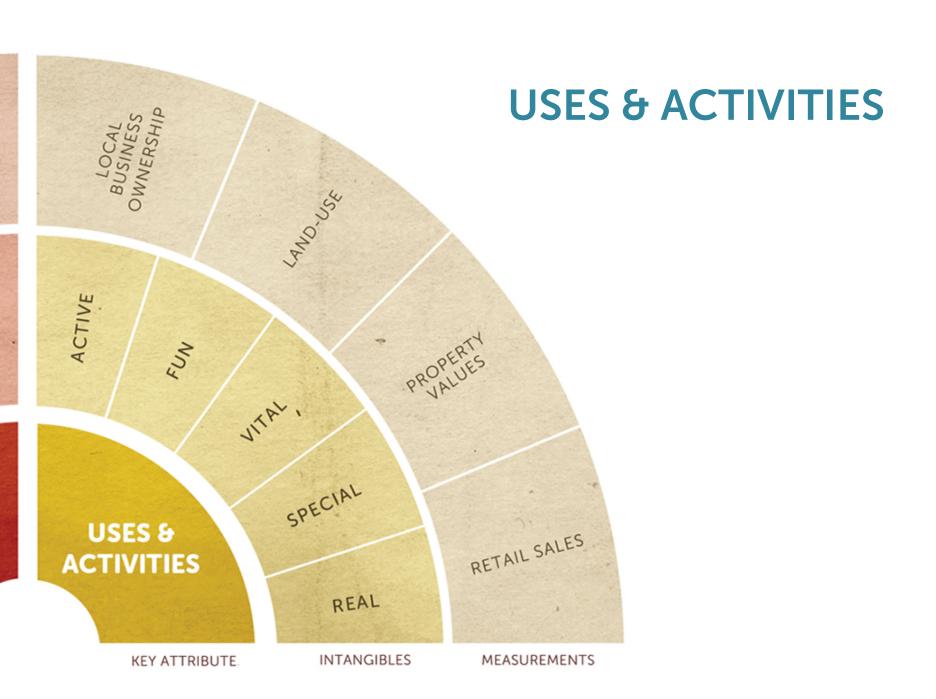
WHAT MAKES A GREAT PLACE?



WHAT YOU SAID







A FLEXIBLE, MULTI-USE SPACE



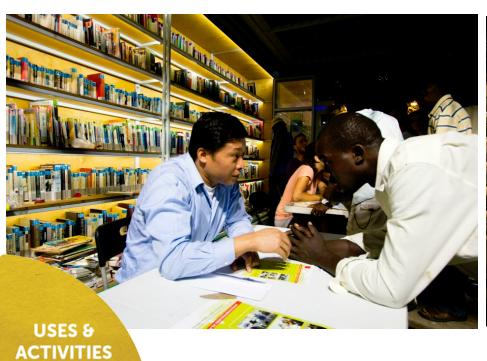


FORMAL AND INFORMAL PROGRAMMING





A PLACE TO EXCHANGE IDEAS





INCLUSIVE PROGRAMMING









SEASONAL STRATEGIES



EXPERIMENT WITH A VARIETY OF USES





COMFORT & IMAGE

A UNIFIED IDENTITY

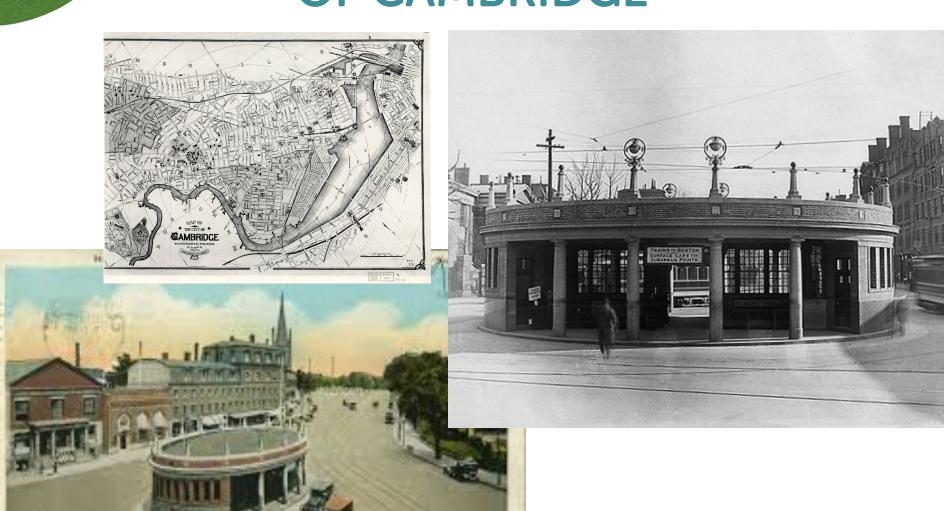


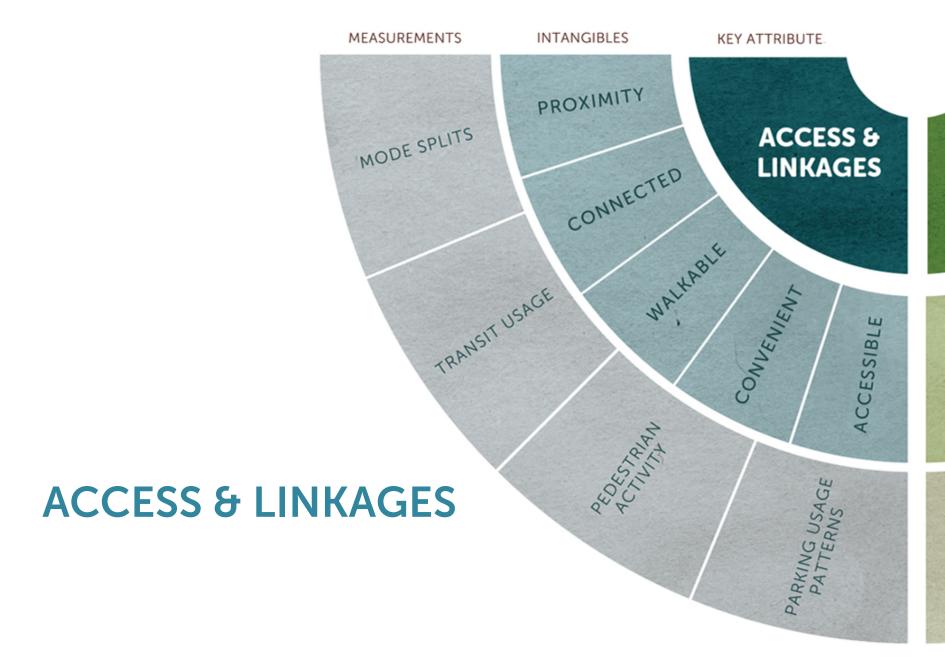




COMFORT & IMAGE

CELEBRATE THE HISTORY OF CAMBRIDGE





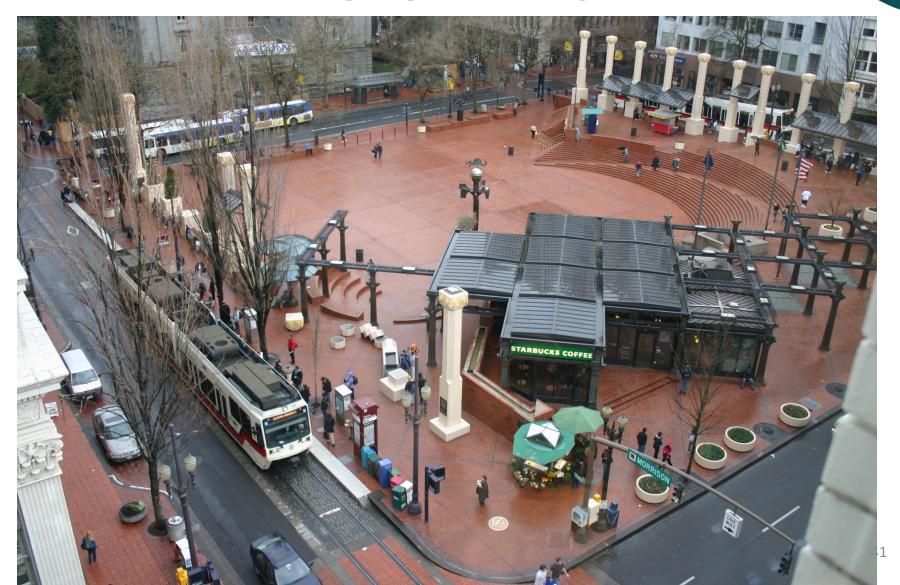


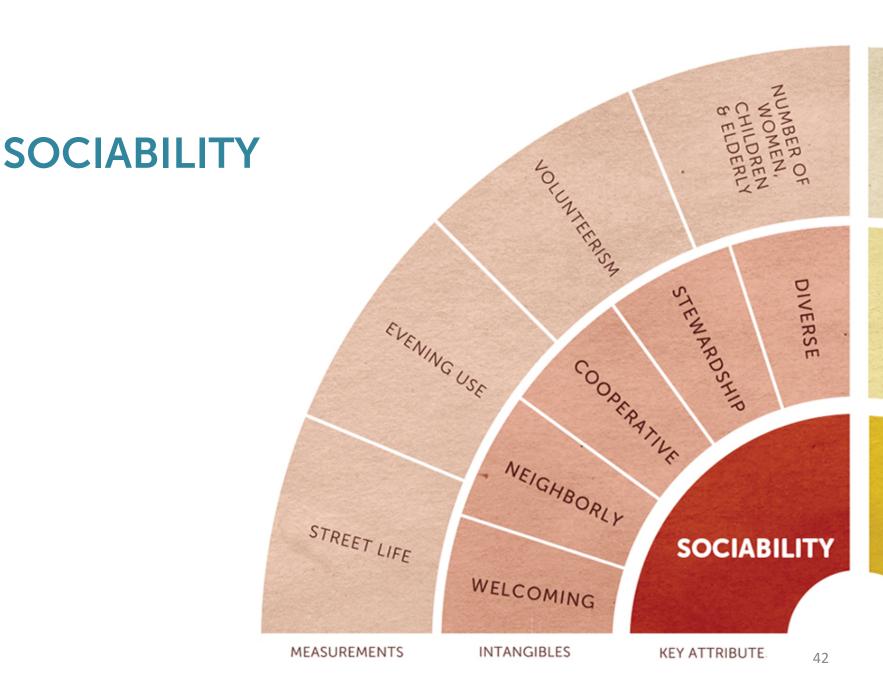
A SAFE, FLOW-THROUGH SPACE FOR PEDESTRIANS



ACCESS & LINKAGES

SERVE ALL MODES OF TRANSPORTATION





A PLACE THAT IS WELCOMING TO ALL



A PLACE TO MEET UP



A PLACE FOR SPONTANEOUS INTERACTION



A PLACE FOR COMMUNITY GATHERINGS



A CURATED, MANAGED PLACE





PLACEMAKING TOOLS





Washington Square Park

Zone 4

Date: 7/31/05

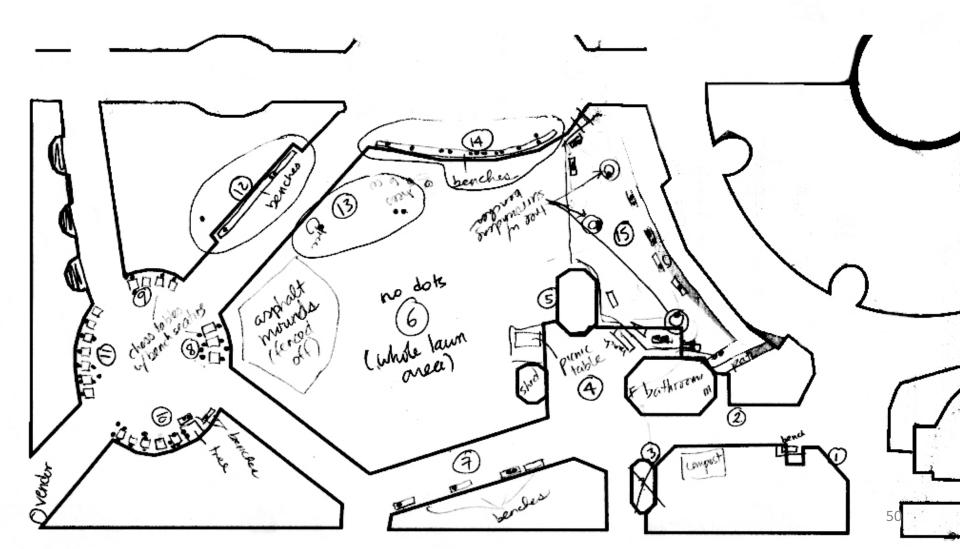
Start Time: 1.10

End Time: 2:10 Pm

Observer: Nigle

Weather: Sunny 80s

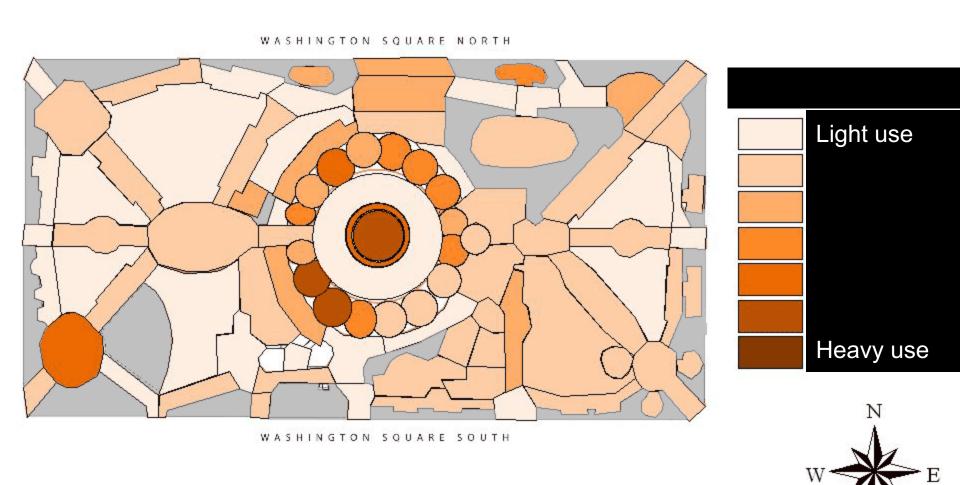
ACTIVITY MAPPING



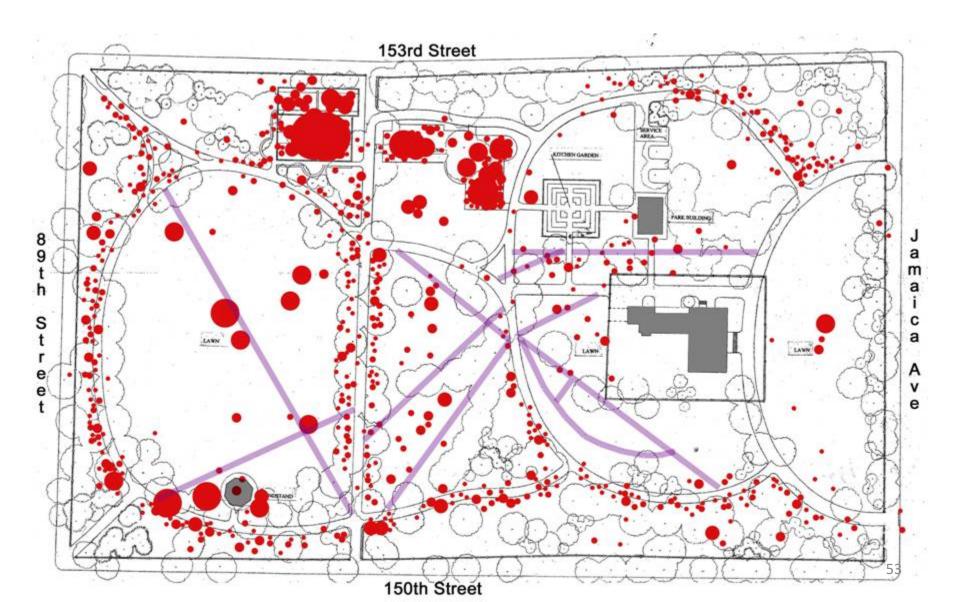
Weshington Square Park Observation times: 8:00am 10:30am 1:00pm 3:30pm 6:00pm Behavior Mapping - Data Collection Form **ACTIVITY MAPPING** Observer: Nicola Section: Weather Sunny, 803 713112005 I'ID OM Start time: 2:10 PM Finish Time: Stance Activities Age / Gender Park work / maintenance Watching chass / board Watching Performance Reading / Writing / Group / Tour Eat / Pienie (Joon) Bog Socializing Notes (details or activities not listed 풇 ŝ above) softing on realized reading some newspaper 1 chretching after using 2 restrooms 1 gitting in platfic char I sittize on path cubvers to be a waiting for people to come out of ladies room 3 4 Ŕ 6 + 1 talking ancest phone all lying sitting in grass q 6 6 X) 2 7 photographed 3 chois players, l'eneira annu I leasure against wall 9 2 playing choss, & playing cacks, I p. wholekhair 10 9 1 cmoking I wan sleep it of on egrass, I am be 12 20000 be sitting in arass 3 Ø 13 I wan filming people, crows 3 14 MUSICIAN, BENTERIAMIN 2 maning against force or outside watching days

Washington Square Park - Observed Activity

8:00am 10:30am 1:00pm 3:30pm 6:00pm 8:30pm

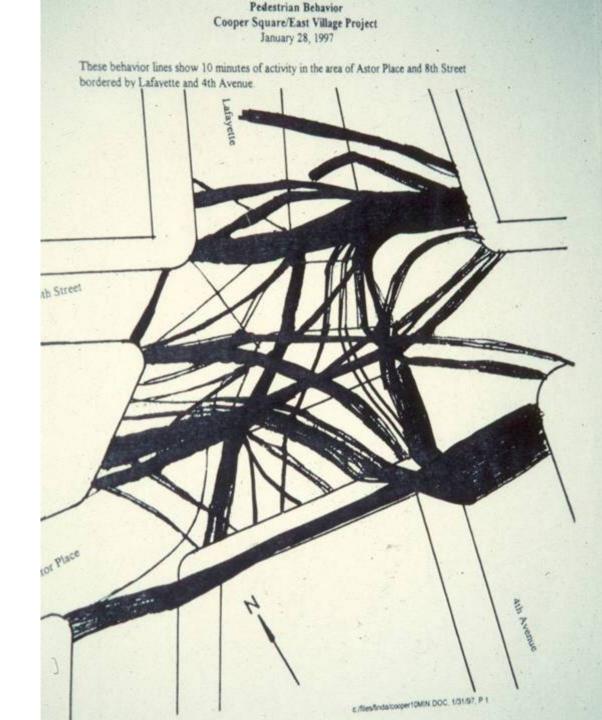


Counts





Tracking: Astor Place

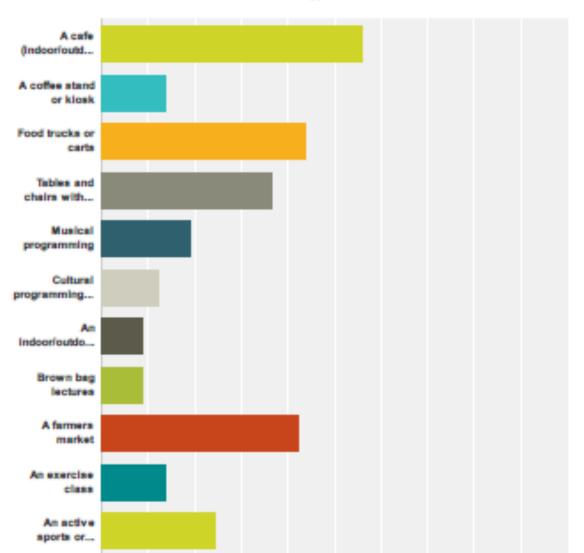




Surveys

Q2 What kinds of activities would most likely draw you to use the space during the day on a weekday? (Select no more than three.)







PLACE GAME







"PLACE GAME" EVALUATION PROCESS

Break up into teams

Go to your designated site where you fill out the Place Game form

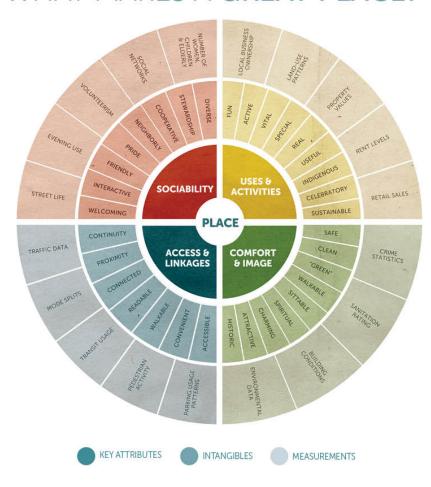


Individually for the first part and as a group for the second part.

Return to room and continue discussions and summarize findings and ideas on flipchart

Pick a presenter and report out

WHAT MAKES A GREAT PLACE?



Project for Public Spaces (PPS) is a nonprofit planning, design and educational organization dedicated to helping people create and sustain public spaces that build stronger communities. Our pioneering Placemaking approach helps citizens transform their public spaces into vital places that highlight local assets, spur rejuvenation and serve common needs.

PPS was founded in 1975 to expand on the work of William (Holly) Whyte, author of The Social Life of Small Urban Spaces. We have since completed projects in more than 3000 communities in 43 countries and all 50 U.S. states and are the premier center for best practices, information and resources on placemaking. More than 600 people worldwide are members of our Placemaking Leadership Council.

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PLACE GAME

PLACE PERFORMANCE EVALUATION

A Tool for Initiating the Placemaking Process





Rate the Place

COMFORT & IMAGE					
Overall attractiveness	1	2	3	4	
Attractiveness of storefronts/outdoor dining	1	2	3	4	
Cleanliness/Quality of Maintenance	1	2	3	4	
Comfort of places to sit	1	2	3	4	

Comments/Notes:

ACCESS & LINKAGES					
Visibility from a distance/attractive gateways	1	2	3	4	
Ease in walking through the place	1	2	3	4	
Adequate bike storage	1	2	3	4	
Clarity of information/wayfinding signage	1	2	3	4	

Comments/Notes:

JSES & ACTIVITIES						
Mix of stores/services	1	2	3	4		
Frequency of community events/activities	1	2	3	4		
Overall busy-ness of area serving diverse users	1	2	3	4		
Economic vitality	1	2	3	4		

Comments/Notes:

SOCIABILITY						
Number of people in groups	1	2	3	4		
Evidence of partnerships & sponsorships	1	2	3	4		
Sense of pride and ownership	1	2	3	4		
Presence of locals as well as visitors	1	2	3	4		

Comments/Notes:



Maintify Opportunities

1. What do you like best about this place?

2. What other activities and uses would you like to see here and how could they be accomodated?

3. What changes would you like to see through this improvement project 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.

DISCUSSION QUESTIONS

- What are the five most important qualities you would like to see at the Kiosk and Plaza?
- What are the five most important functions of the Kiosk and Plaza?
- What words describe the feeling you would like the Kiosk and Plaza to convey?