CHAPTER THIRTEEN: URBAN DESIGN, PLACE-MAKING AND CULTURE

Information Gathering Tasks

1. Find available local design advice from your local planning authority that provide guidance in your area. What are its key components and concerns?

2. Choose one example of a new residential development in your area and describe its main features. How is traffic and parking dealt with? Is it pedestrian-friendly and what public transport is available? Also find out about density, house type, sustainability factors, and availability of local facilities, schools, shops etc. Who is the developer? What socio-economic group is it aimed at and what is the range of house prices? Is there a social housing component and if so how much and in what format?

Conceptual Tasks

3. Discuss the main urban design issues and manifestations that are affect city-centre locations, both day-time and night-time? Are there any ‘big projects’, examples of public art, and new entertainment venues? Who do they benefit? Relate this question to any city centre locality near to you.

4. To what extent do you consider disability, accessibility, and social inclusion are being taken into account in examples of urban design in your vicinity, relating this question to your own choice of city centre, brown field and suburban locations (even retro-fitted suburbia)

Reflective Tasks

5. How do you want to live? What is your ideal residential location and layout? Cite examples that have inspired you.

6. What is your idea of the ideal town? In this case it is not just a matter of personal choice but of taking into account the best way to design for a range of age groups, household types and household incomes