



How to Put Participatory Urban Planning into Practice?



Our mission today

Explore **5 citizen engagement tools** to implement a participatory urban planning project in your neighbourhood!



the centre for
active transportation



Sustainable
Calgary

Today's Presenter



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BÂTIR ENSEMBLE LA VILLE ACTIVE

- **Partnership between 3 Canadian organizations**
 1. Montreal Urban Ecology Centre
 2. The Centre for Active Transportation
 3. Sustainable Calgary
- Develop, pilot, and share approaches to co-designing active neighbourhoods
- Support walking, cycling, and other means of active transportation for everyone, by providing safe and welcoming urban design
- Health, Equity, and Built Environment = **Participatory Planning**

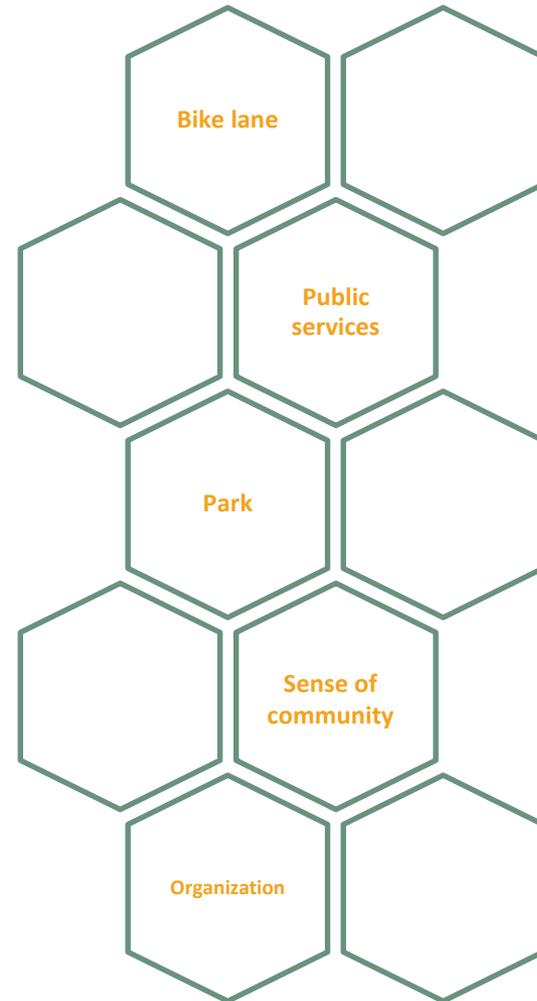


Today's Plan

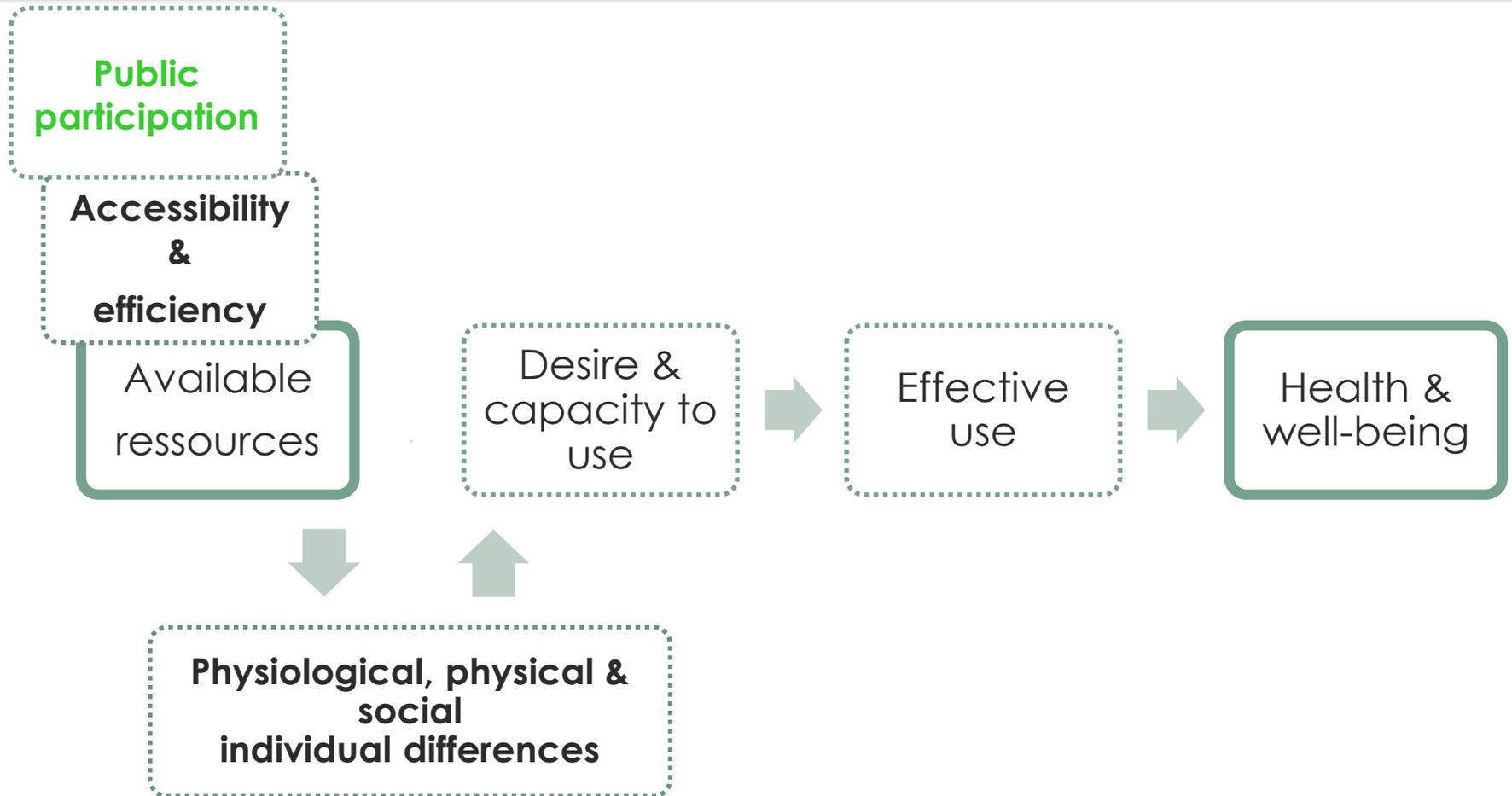
1. Brief review of webinar #1
2. Concept of salutogenesis
3. Questions to ask yourself before involving citizens
4. 5 tools, 5 case studies
5. Q&A

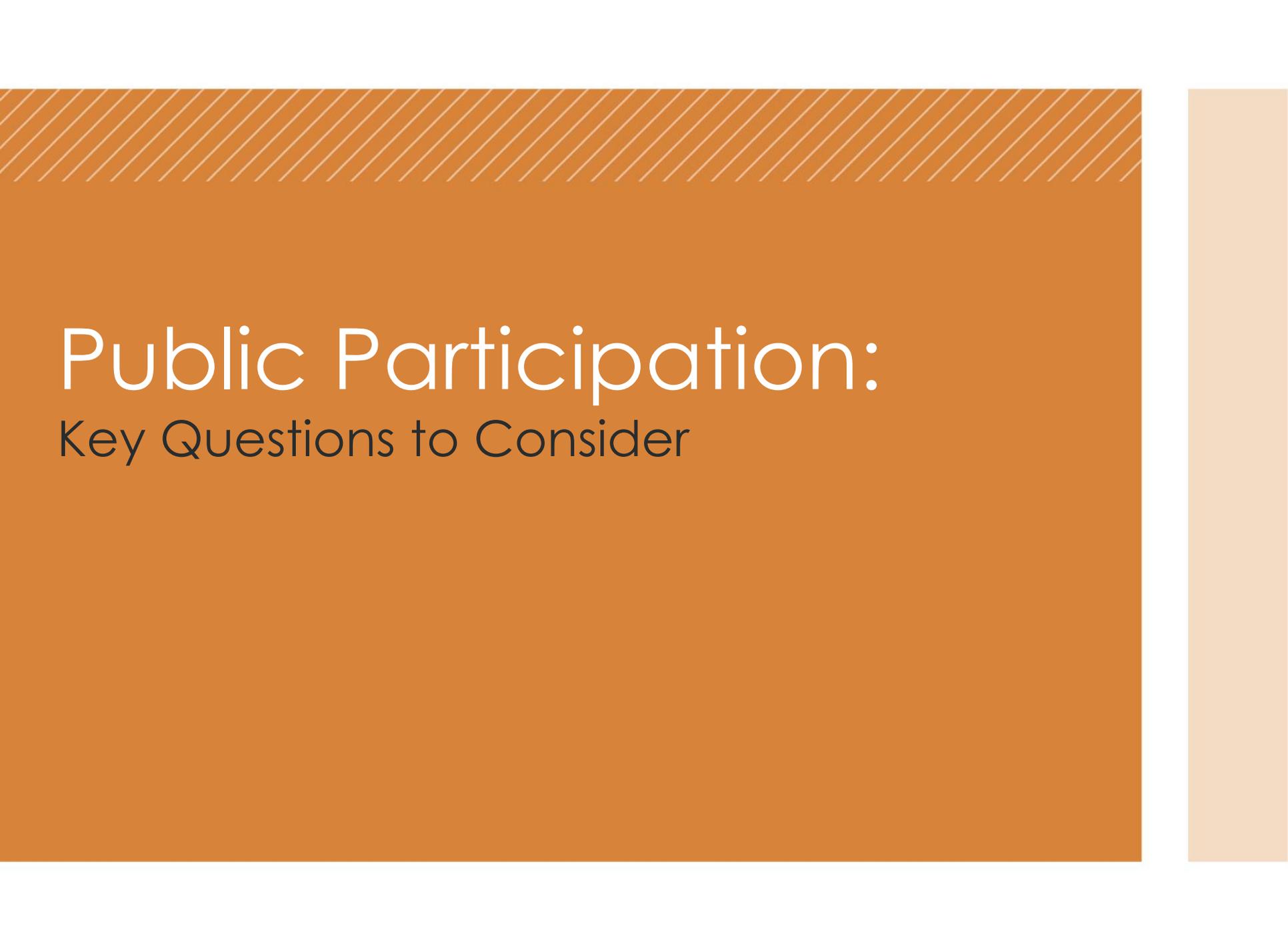
Salutogenesis

Examples of
ASSETS
of a neighbourhood
that keep people healthy



Salutogenesis





Public Participation:

Key Questions to Consider

Questions To Consider in Advance

1. **Why** do we want to involve citizens?



2. What is the main **goal** behind the citizen involvement?



3. What kind of **results** are we hoping to get?



Questions To Consider in Advance

What type of activities should I use?

Understand

- Is the place visited? How do people interact with the place?
- Is the place used the way we have planned it?
- Are there any conflicts between different users?

Create/Vision

- Which needs must the project meet?
- Which solutions should be prioritized?
- What are the missing planning elements?

Evaluate

- Is the use of the site is inappropriate for what we have planned?
- What behaviors would we like to promote or change?
- Are there any improvements to make that we had not thought of?



5 Tools
5 Case Studies

1. Exploratory Walk

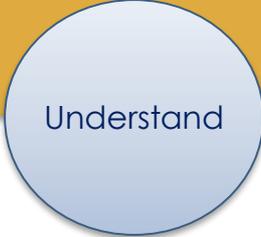
Understand

Tool description

- Field observation method
- Small groups
- Identification of both positive and negative aspects



1. Exploratory Walk



Understand

What makes this tool valuable?

- Open-ended tool
- Qualitative data
- Excellent way to empower residents and to get to know their knowledge

What is the target audience?

- Residents & workers
- Decision-makers
- Planning professionals
- Local partners

What are some facilitation tips?

- Allow residents to take leadership role
- Invite elected officials and planning professionals

Exploratory Walk:

In which context to use this tool?



Planning professional



Iconic commercial artery



+/- 20 000 residents



Exploratory walk



Vacant shops and fewer users



Understand why we start seeing vacant shops and fewer users.

Exploratory Walk



- Compose a committee: shop owners, workers & residents
- Identify characteristics that may limit the use of the public spaces
 - Users' knowledge
- Collect data from testimonies and opinions

Exploratory Walk:

How to use this tool?

Complete resources: [ParticipatoryPlanning.ca](https://participatoryplanning.ca)

RESOURCES



[EN] Facilitation Guide: Exploratory Walk

CO-DESIGNING THE ACTIVE CITY
participatoryplanning.ca



FACILITATION GUIDE: EXPLORATORY WALK

BRING PEOPLE TOGETHER TO EXPLORE AND DISCUSS NEIGHBOURHOOD PUBLIC SPACES

Activity Type: Understand

Participant Audience: Residents, Organizational Partners, Built Environment Professionals, Decision-Makers

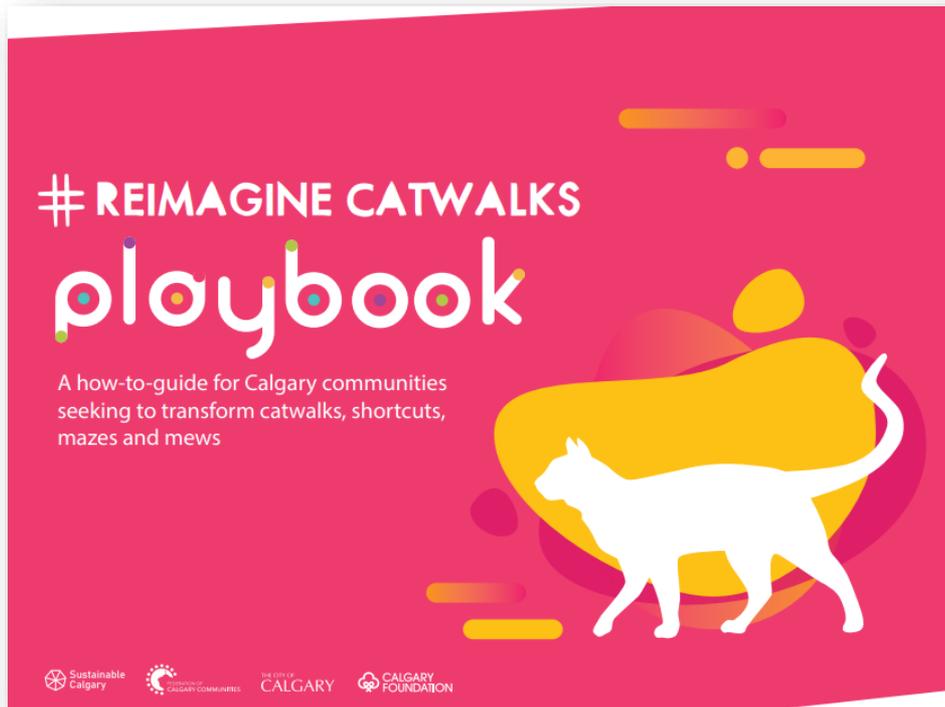
Objectives

An exploratory walk is a field observation method done by a small group. It is designed to identify both positive aspects of the neighbourhood's public spaces and its areas of concern, including gaps in infrastructure and amenities. This is an open-ended tool that brings people to explore and observe public spaces in the neighbourhood. Depending on the materials provided to participants (observation sheets, base maps, safety rating scales, etc.), you can also collect valuable qualitative data about neighbourhood public spaces, streets and sidewalks. Empowering residents to lead these walks is also an excellent way for them to share their lived expertise and to position residents as knowledge holders.

Exploratory Walk:

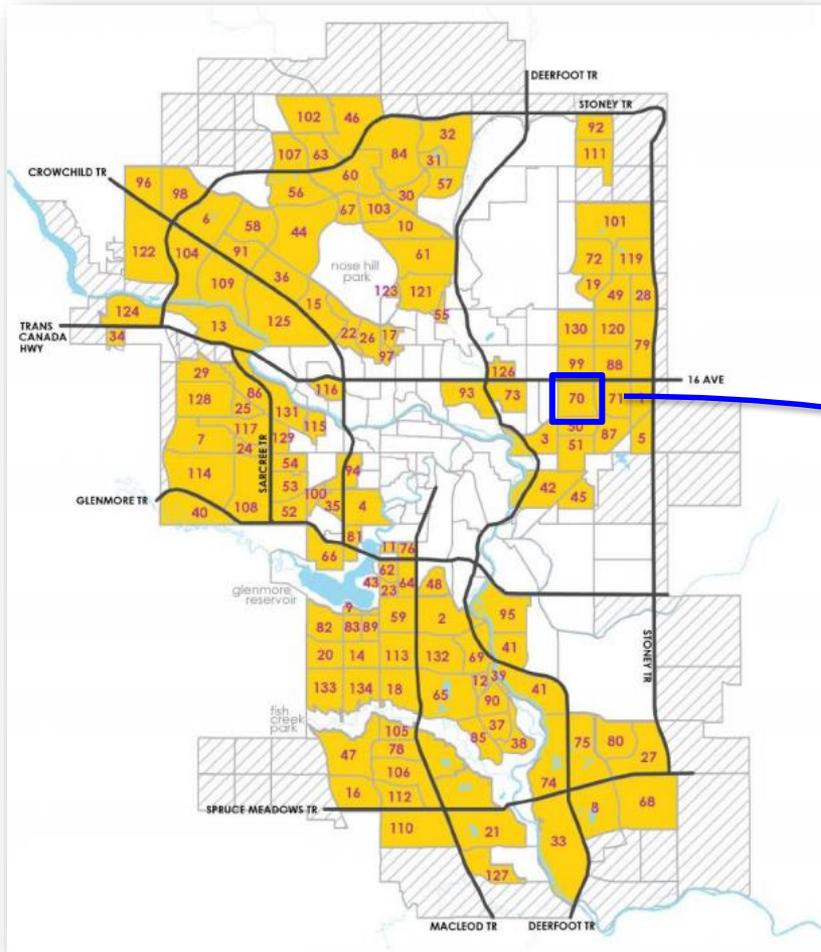
How to use this tool?

SustainableCalgary.org



Exploratory Walk:

Case study



The case of
catwalks
in Marlborough, Calgary

Exploratory Walk:

Case study



DIAGNOSIS



Pathways require **maintenance**,
are **dark & boring**

Exploratory Walk:

Case study

BEFORE



AFTER



Exploratory Walk:

Case study



Exploratory Walk:

Case study



Michelle Cavanagh
@Cimelle

Follow



[@SustainableYYC](#) I purposely take a longer route home, just to walk through this amazing Catwalk.



4:21 PM - 12 Aug 2018

6 Retweets 11 Likes



2. Complete Streets Game

Create/Vision

A complete street is designed for all ages, abilities and modes of travel.

On complete streets, safe and comfortable access for pedestrians, bicycles, transit users and the mobility-impaired is not an afterthought, but an integral planning feature.



2. Complete Streets Game

Create/Vision

Tool description

- Bilingual board game
- Magnetic pieces representing scaled roadway segments
- Individually or in groups
- Build consensus on street redesign



2. Complete Streets Game



Create/Vision

How is this tool valuable?

- Legible record of the community vision
- Easy to use in varied contexts
- Accessibility, collaboration & creativity
- No expertise required

What is the target audience?

- Residents & workers
- Planning professionals
- Decision-makers

What are some facilitation tips?

- Invite the participants to take their neighbours into consideration
- Let participants produce more than one scenario
- Contact tcats@cleanairpartnership.org for further details, workshops, a facilitator training or a purchase

Complete Streets Game:

In which context to use this tool?



Diagnosis from the exploratory walk



Which planning forms should we opt for?



Complete streets game



Create street planning guidelines to reflect the needs of its users

Complete Streets Game



- Bring users of the street together
- Define the concept of complete streets
- Inform about the street to redevelop
- Explain the game

Complete Streets Game:

How to use this tool?

Complete resources: [ParticipatoryPlanning.ca](https://www.participatoryplanning.ca)

RESOURCES



[EN] Facilitation Guide: Complete Streets Game



CO-DESIGNING THE ACTIVE CITY
participatoryplanning.ca

FACILITATION GUIDE: COMPLETE STREETS GAME

ENABLES PARTICIPANTS TO WORK TOGETHER TO DESIGN A COMPLETE STREET

Activity Type: Vision, Design

Participant Audience: Residents, Built Environment Professionals, Decision-Makers

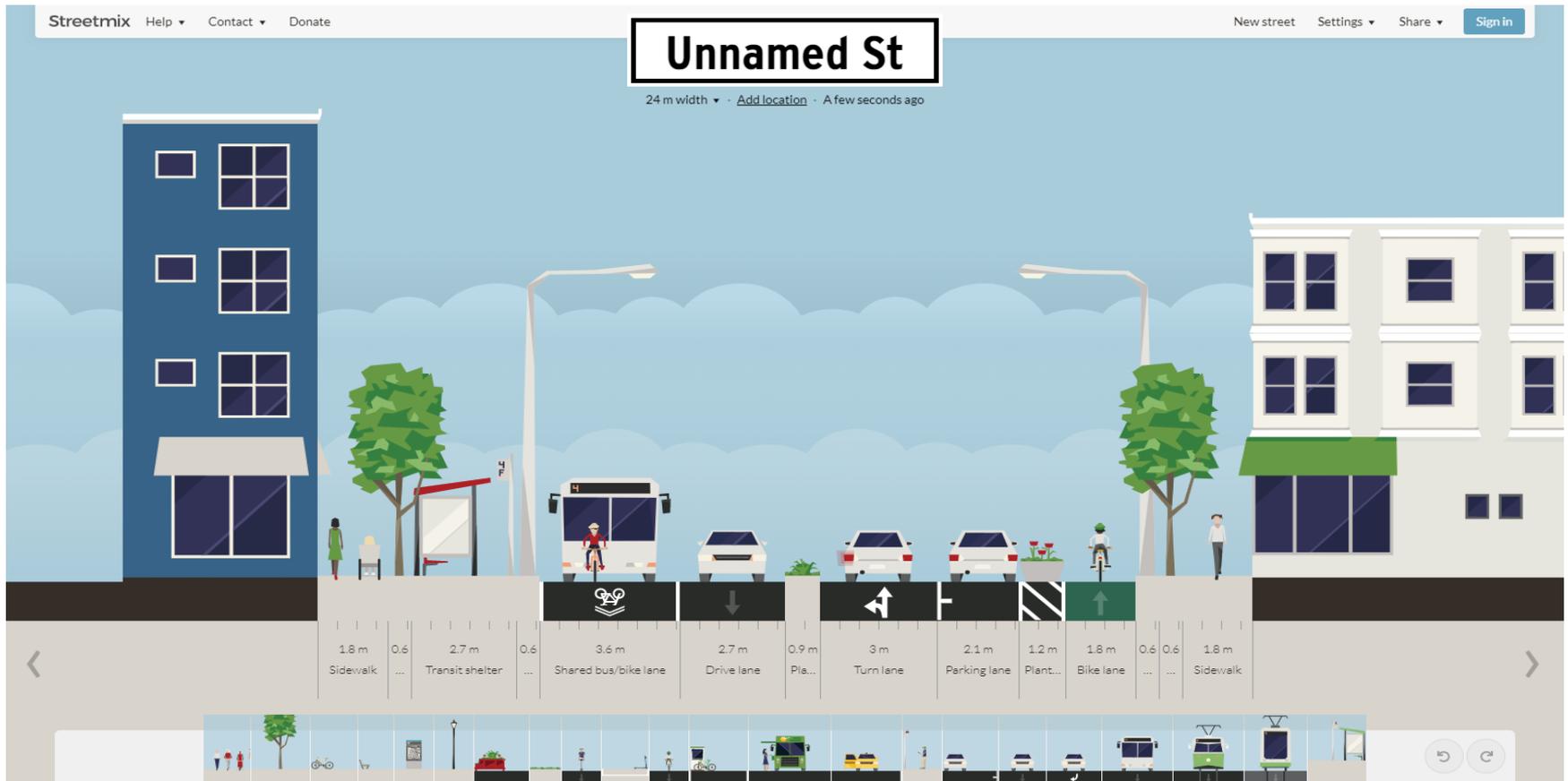
Objectives

The Complete Streets Game helps to build consensus on street redesign. Individuals or workshop groups create their ideal street by arranging scaled roadway segments, representing the elements that make up a Complete Street. At the end of the workshop, groups can compare their designs with others, creating a legible record of the community vision. The Complete Streets Game is flexible and easy to use in varied contexts—from pop-up consultation kiosks to the design workshops, this tool makes the concept of Complete Streets design accessible, collaborative, and creative. Community members with no experience in street design can easily participate alongside transportation and built environment professionals.

Complete Streets Game:

How to use this tool?

StreetMix.net



Complete Streets Game:

How to use this tool?

CompleteStreetsForCanada.ca

Complete Streets for Canada

Map Resources News About

Active Transportation Plan By-laws & Council Resolutions Case Study Guidelines and Standards Health Recommendation Land Use Plan Strategic Plan Sustainability Plan Transportation Plan

RESET

Canada

United States

Filter table

Map data ©2018

ParticipatoryPlanning.ca

DES RUES
INSPIRANTES



Un inventaire pour
passer à l'action



BÂTIR ENSEMBLE
LA VILLE
ACTIVE

Complete Streets Game:

Case study



The case of
George Street
in Peterborough, Ontario

Complete Streets Game:

Case study



DIAGNOSIS



Four lanes of traffic

No bike lanes

Sidewalks directly next to

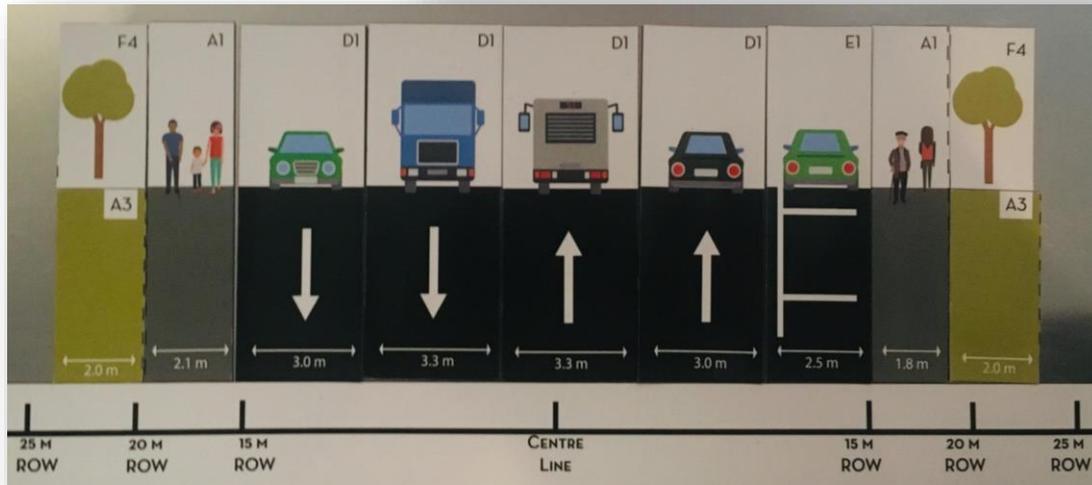
fast traffic

Very difficult to cross

Complete Streets Game:

Case study

BEFORE

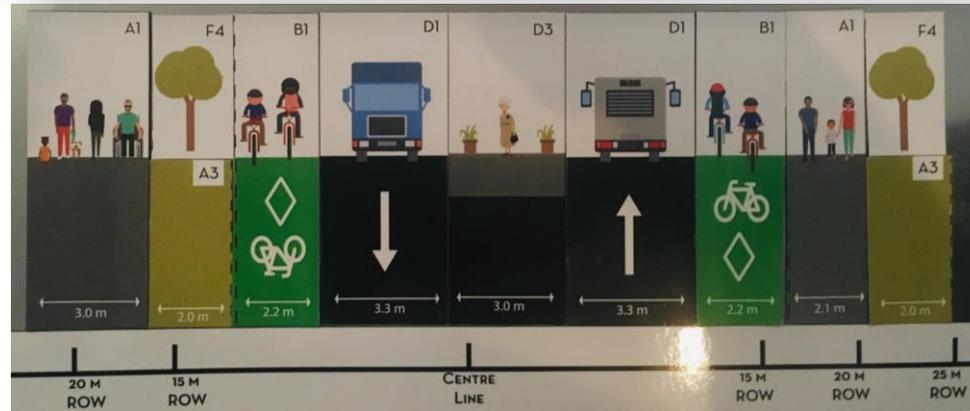


Complete Streets Game:

Case study



AFTER
(according to the
complete streets criteria)



3. Tactical Urbanism

Evaluate

Tool description

- After the understanding phase
- Temporary
- Easy & quick to install
- Influence users' behavior



3. Tactical Urbanism



Evaluate

Why is this tool valuable?

- Accelerates changes in the built environment
- Cheap
- Focused on the community needs
- Excellent advocacy tool

What is the target audience?

- Planning professionals
- Decision-makers
- Residents
- Local partners

What are some facilitation tips?

- Make sure you are ensuring safety, not unintentionally creating an unsafe road condition
- Make comparisons
- Take photos
- Survey users

Tactical Urbanism:

In which context to use this tool?



Creative scenarios from the game



Strong reluctance to invest in radical redevelopment



Tactical urbanism



Evaluate pop-up infrastructure

Tactical Urbanism



BEFORE pop-up infrastructure

- Develop a plan for temporary features to install
- Have appropriate permissions for the pop-up

AFTER pop-up infrastructure

- Consider developing a short report

DURING pop-up infrastructure

- Observe and record the use of space
- Note the changes in behaviors

Tactical Urbanism:

How to use this tool?

Complete resources: [ParticipatoryPlanning.ca](https://participatoryplanning.ca)

RESOURCES



[EN] Facilitation Guide: Pop-up Infrastructure

CO-DESIGNING THE ACTIVE CITY
participatoryplanning.ca

FACILITATION GUIDE: POP-UP INFRASTRUCTURE

PILOT INFRASTRUCTURE SOLUTIONS, LIKE TRAFFIC CALMING OR BIKE LANES

Activity Type: Demonstrate & Evaluate

Participant Audience: Residents, Organizational Partners, Built Environment Professionals, Decision-Makers

Objectives

"Pop-ups" are temporary installations that use easy-to-install props to demonstrate possible changes to a street, intersection, or public space. They are ways to show how the environment can influence activity and behavior. Sometimes, permanent changes in the built environment can be slow to enact. A pop-up infrastructure project is a great way to enact design solutions in a manner that is quicker, cheaper, and community-driven. Pop-ups can demonstrate how the safety and vibrancy of public spaces can be improved through residents' design visions. Pop-ups are fun and they are also an excellent advocacy tool—demonstrating that an idea works is a wonderful way to gain support for your project!

Tactical Urbanism:

How to use this tool?

Safe Streets Academy

Pittsburgh, PA demonstration project: Lincoln and Frankstown Avenues

By Heather Zaccaro - July 29, 2019



Safety Demonstration Projects: Case studies from Orlando, FL, Lexington, KY, and South Bend, IN



Safety Demonstration Projects: Case studies from Durham, NC, Huntsville, AL, and Pittsburgh, PA



Tactical Urbanism:

Case study



The case of
Near Northwest, USA

Tactical Urbanism:

Case study

DIAGNOSIS



High speed of vehicles



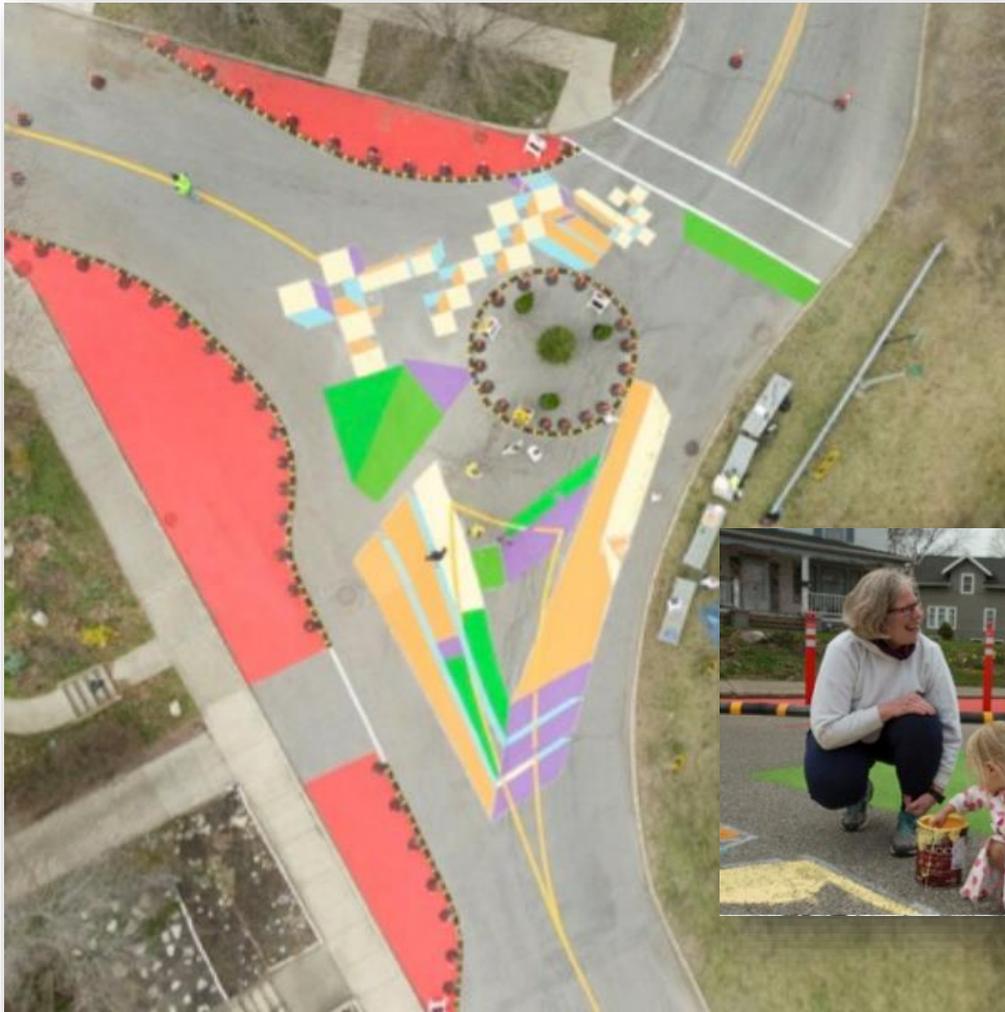
Tactical Urbanism:

Case study



Tactical Urbanism:

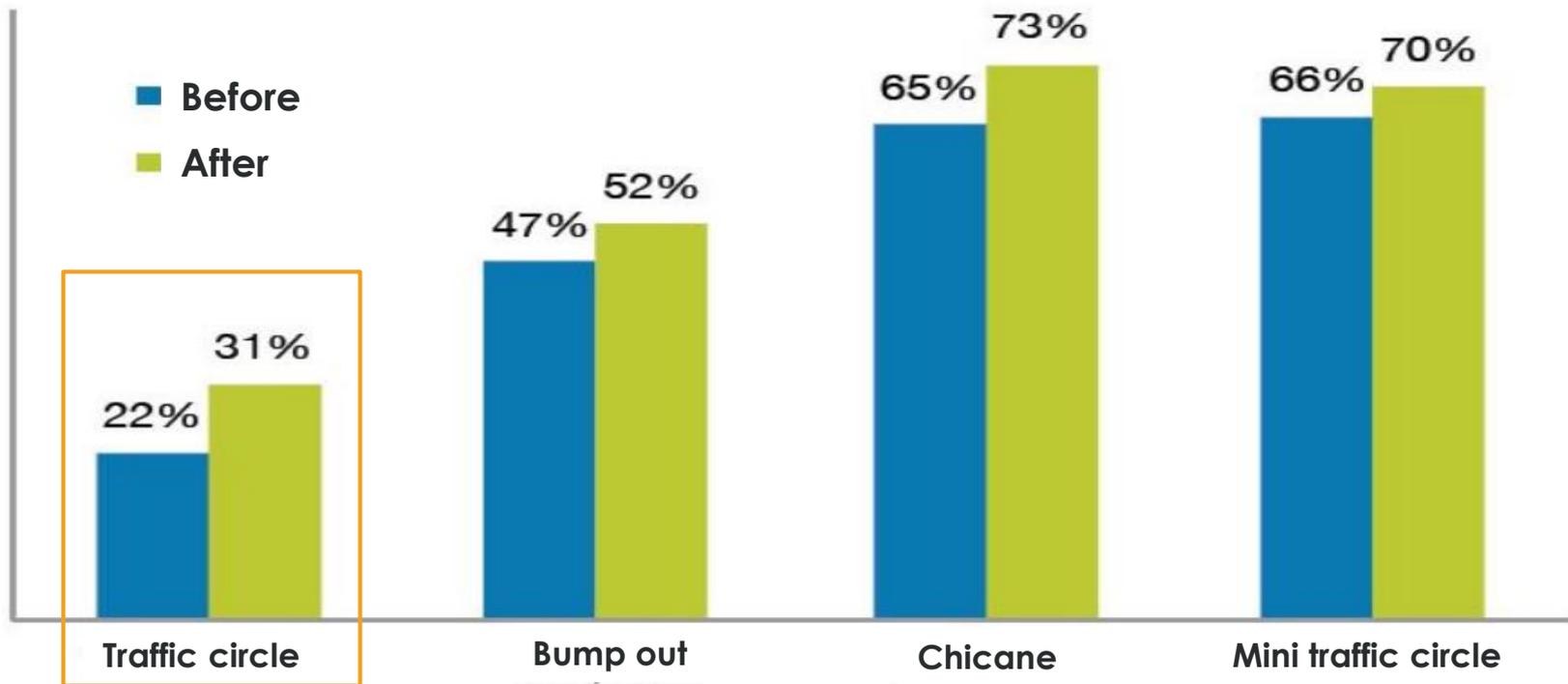
Case study



Tactical Urbanism:

Case study

Percentage of people driving 25 MPH or less before and after South Bend's demonstration project



4. People Count

Understand

Evaluate

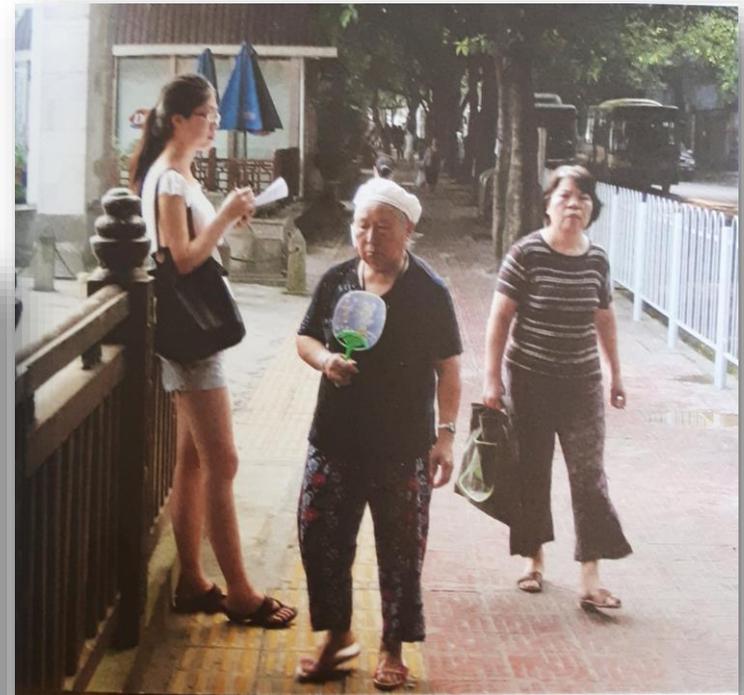
Tool description

- Field observation tool
- Individually
- Counting (people according to age, men, women, kids, people who walk, people who chat, etc.)

Age + Gender Tally
PEDESTRIANS—10–30 MIN OR 100 PEOPLE (CIRCLE ONE)

AGE	MALE	FEMALE	OTHER/NOT SURE
0-4 toddlers			
	TOTAL: 3		
5-14 kids		-	
	TOTAL: 4	TOTAL: 7	TOTAL:
15-24 young adults			
	TOTAL: 2	TOTAL: 1	TOTAL:
25-64 adults	- 	 	
	TOTAL: 16	TOTAL: 8	TOTAL:
65+ seniors			
	TOTAL:	TOTAL:	TOTAL:

2



4. People Count

Understand

Evaluate

Why is this tool valuable?

- Quantitative data
- Improve understanding of project area
- Everything can be counted
- Modifiable tool
- Who uses the space, who doesn't

What is the target audience?

- Planning professionals
- Decision-makers

What are some facilitation tips?

- Use a counter
- Count during 10-15 minute intervals
- Spread observations on a long period
- Count before and after
- Compare

People Count:

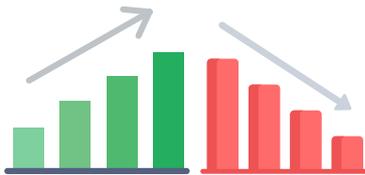
In which context to use this tool?



Tactical urbanism



People count



Increase or decrease in the number of visitors



Understand who uses or does not use the area and
evaluate impact of pop-up infrastructure on the area

People Count

Age + Gender Tally
PEDESTRIANS—10–30 MIN OR 100 PEOPLE (CIRCLE ONE)

AGE	TOTAL:		
0–4 toddlers	TOTAL:		
	MALE	FEMALE	OTHER/NOT SURE
5–14 kids			
	TOTAL:	TOTAL:	TOTAL:
15–24 young adults			
	TOTAL:	TOTAL:	TOTAL:
25–64 adults			
	TOTAL:	TOTAL:	TOTAL:
65+ seniors			
	TOTAL:	TOTAL:	TOTAL:

2

NAME _____ DATE _____
LOCATION _____ TIME _____ WEATHER _____

ADD MAP HERE

Instructions: Place map over the above box. If you are counting people moving, draw a dotted line across the zone of observation. Count pedestrians moving across the indicated line, noting age and gender for 100 people or 10–30 minutes, whichever comes first. Do not count individuals who do not cross the line, even if they move alongside it.

3

- Recruit and train observers
- Coordinate observers
- Capture highlights
- Develop a report

People Count:

How to use this tool?

Complete resources: [ParticipatoryPlanning.ca](https://www.participatoryplanning.ca)

RESOURCES



[EN] Facilitation Guide: Cyclist and Pedestrian Counts

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FACILITATION GUIDE: CYCLIST AND PEDESTRIAN COUNTS

QUANTITATIVELY UNDERSTAND ACTIVE TRANSPORTATION USE AND TRAVEL PATTERNS

Activity Type: Understand

Participant Audience: Organizational Partners, Researchers

Objectives

Cyclist and pedestrian counts are a good way to understand how many people travel on a given route, and what times and locations are busiest. This information is particularly useful when collected over time to establish trends in people's mode choices in a given neighbourhood. This data also helps provide rationale for improving cyclist and pedestrian infrastructure in certain areas. In addition to the number of cyclists, you can observe additional information, such as gender and helmet use, that may indicate the level of safety and comfort of the cycling infrastructure in the area. The method uses a counting methodology established by the National Bicycle and Pedestrian Documentation Project, which includes an excel workbook to easily extrapolate data recorded in shorter observation periods to generate average daily pedestrians and cyclists.

People Count:

How to use this tool?

Gehlinstitute.org

Age + Gender Tally

This tool is about counting people. It involves estimating the approximate age and gender of the people moving through an area or spending time there. It does not require mapping. For this exercise, you do not ask people to state their gender or how old they are; you make your best guess. Your guesses may not always be perfect, but they can be complemented with more exact information on identity obtained through a participant survey.

DIRECTIONS

- See below for age and gender categories. The categories will also be on your tally sheet so no need to memorize them.
- If you are counting people spending time in a space, move through it and tally the approximate age and gender of the people there. Disregard the other steps listed below.
- If you are counting people moving, stand at the location shown on your map and tally the approximate age and gender of the people passing by. Focus on pedestrians unless instructed otherwise.
- Tally for 10-30 minutes or until you have counted 100 people (circle which one at the top of your sheet). Keep in mind that a low number of people surveyed may not provide adequate data representation.
- If the space is too busy to record every person, the sample method you used must be consistent and random to get accurate ratios of age/gender in the space (e.g., counting every other person).
- Please note on your sheets if anything out of the ordinary happens (e.g., a group of school children on a field trip passing by).

ADD YOUR NAME, DATE, & DAY OF THE WEEK TO THE SHEET.
SUM TOTALS BEFORE HANDING IN.

Categories

- Toddlers ages 0-4, no gender distinction
- Kids ages 5-14, gender distinction
- Young adults ages 15-24, gender distinction
- Adults ages 25-64, gender distinction
- Seniors ages 65 and over, gender distinction

Note: Tallying age and gender of people spending time in an area can indicate whether a place invites a diverse audience to spend time there. Alternatively, tallying age and gender of people moving can indicate who chooses to move through the space. Decide if you want to measure one or both based on project goals and what you are researching.

4

FOLD HERE

Age + Gender Tally

Gehl
Institute

FOLD HERE

Age + Gender Tally

PEDESTRIANS—10-30 MIN OR 100 PEOPLE (CIRCLE ONE)

AGE			
0-4 toddlers	TOTAL:		
	MALE	FEMALE	OTHER/NOT SURE
5-14 kids			
	TOTAL:	TOTAL:	TOTAL:
15-24 young adults			
	TOTAL:	TOTAL:	TOTAL:
25-64 adults			
	TOTAL:	TOTAL:	TOTAL:
65+ seniors			
	TOTAL:	TOTAL:	TOTAL:

2

NAME _____ DATE _____ WEATHER _____
LOCATION _____ TIME _____

ADD MAP HERE

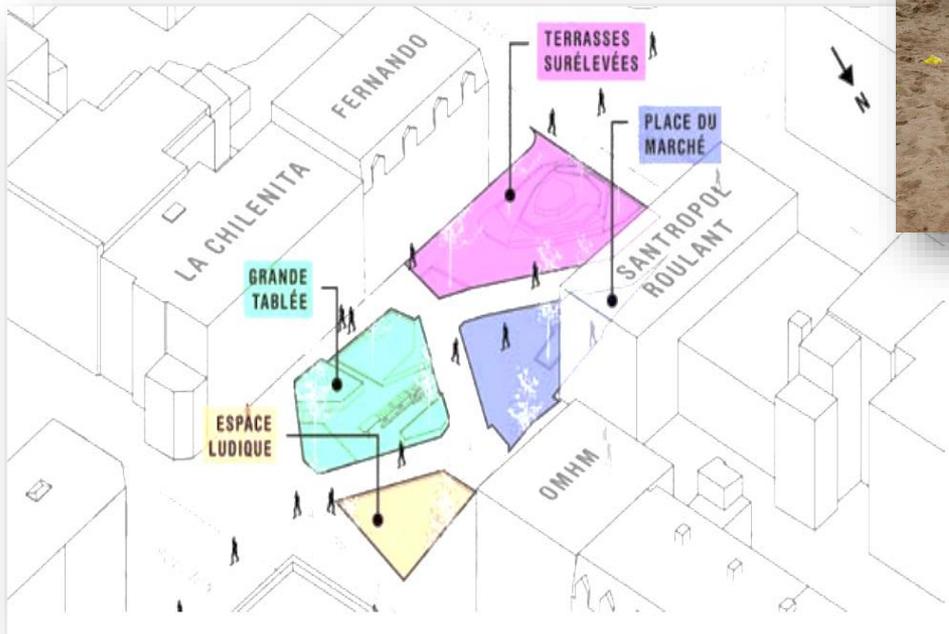
Instructions: Place map over the above box. If you are counting people moving, draw a dotted line across the zone of observation. Count pedestrians moving across the indicated line, noting age and gender for 100 people or 10-30 minutes, whichever comes first. Do not count individuals who do not cross the line, even if they move alongside it.

3

People Count:

Case study

The case of Terrasses Roy in Montréal



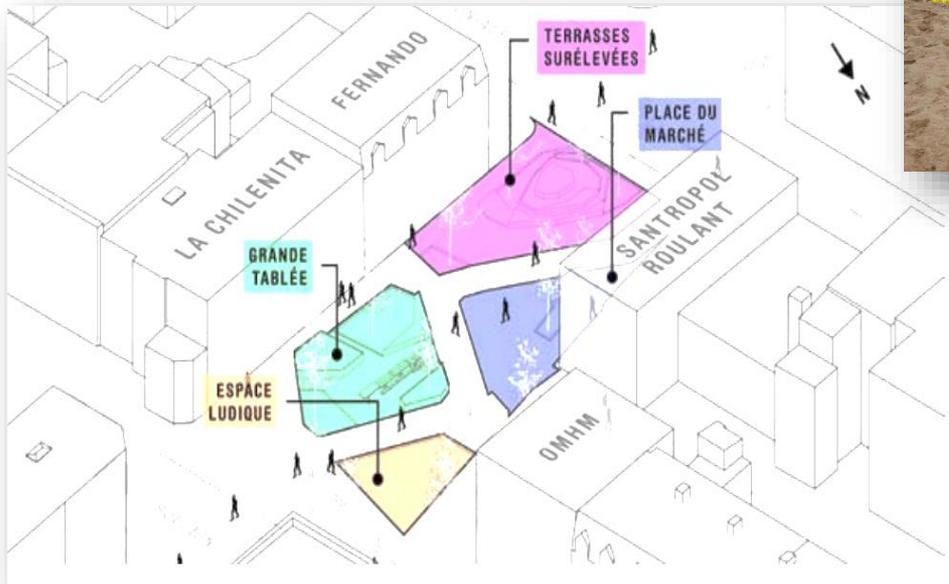
OBJECTIVES

Identify strengths and limits of winter installations

Document the use of the site

People Count:

Case study



DIAGNOSIS



Central path is almost **unused**
&
people are mainly **passing by**

People Count:

Case study

Date	15-mars-18	16-mars-18	29-mars-18	03-avr-18	08-avr-18	TOTAL
Heure	9h00 - 10h00	12h00-13h00	10h00-11h00	16h00-17h00	11h00-12h00	
Température	-2	-10	7	6	0	
	Ensoleillé	Ensoleillé	Nuageux	Nuageux	Soleil/nuage	
0-6	5	0	2	8	8	23
7-14	0	0	0	2	0	2
15-29 Femme	14	18	14	20	25	91
15-29 Homme	14	9	13	8	21	65
30-64 Femme	20	16	34	21	13	104
30-64 Homme	32	21	52	35	13	153
64 et plus Femme	2	6	2	6	1	17
64 et plus Homme	6	5	18	13	2	44
Total	93	75	135	113	83	499

Users's profile

Use of the site

Date	15-mars-18	16-mars-18	29-mars-18	03-avr-18	08-avr-18	TOTAL
Heure	9h00 - 10h00	12h00-13h00	10h00-11h00	16h00-17h00	11h00-12h00	
Température	-2	-10	7	6	0	
	Ensoleillé	Ensoleillé	Nuageux	Nuageux	Soleil/nuage	
Assis sur un banc public				4	2	6
Enfant qui jouent	1	1		6	4	12
Activité commerciales	7	5	10	16		38
Participant à une activité culturelle	1					1
Activité physique	1		5	1	3	10
Déplacement à pied sur le trottoir	81	64	109	66	68	388
Déplacement à pied dans la Terrasse Roy		4	10	9	8	31
Déplacement en vélo	2	1	1	14		18
Déplacement en planche à roulette				1		1
Total	93	75	135	113	83	499

5. Twelve Quality Criteria

Understand

Evaluate

Tool description

- Field observation method
- Individually
- Score



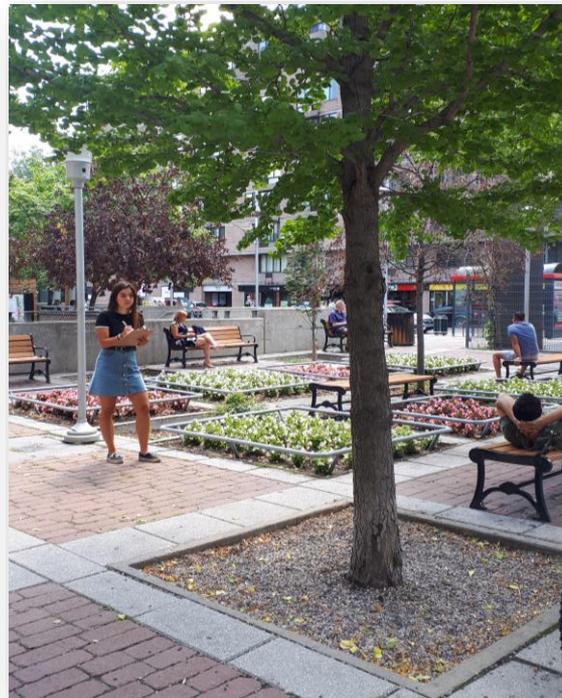
= YES



= IN BETWEEN



= NO



TWELVE URBAN QUALITY CRITERIA

LOCATION:

😊 = YES
 😐 = IN BETWEEN
 😞 = NO

	Protection	Comfort	Enjoyment
	<p>Protection against traffic and accidents. Do groups across age and ability experience traffic safety in the public space? Can one safely bike and walk without fear of being hit by a driver?</p>	<p>Options for mobility. Is this space accessible? Are there physical elements that might limit or enhance personal mobility in the forms of walking, using a wheelchair, or pushing a stroller? Is it evident how to move through the space without having to take an illogical detour?</p>	<p>Scale. Is the public space and the building that surrounds it at a human scale? If people are at the edges of the space, can we still relate to them as people or are they lost in their surroundings?</p>
	<p>Protection against harm by others. Is the public space perceived to be safe both day and night? Are there people and activities at all hours of the day because the area has, for example, both residents and offices? Does the lighting provide safety at night as well as a good atmosphere?</p>	<p>Options for standing and linger. Does the place have features you can stay and lean on, like a façade that invites one to spend time next to it, a bus stop, a bench, a tree, or a small ledge or niche?</p>	<p>Opportunities to enjoy the positive aspects of climate. Are local climatic aspects such as wind and sun taken into account? Are there varied conditions for spending time in public spaces at different times of year? With this in mind, where are the seating options placed? Are they located entirely in the shadows or the sun? And how are they oriented/placed in relation to wind? Are they protected?</p>
	<p>Protection against unpleasant sensory experience. Are there noises, dust, smells, or other pollution? Does the public space function well when it's windy? Is there shelter from strong sun, rain, or minor flooding?</p>	<p>Options for sitting. Are there good primary seating options such as benches or chairs? Or is there only secondary seating such as a stair, seat wall, or the edge of a fountain? Are there adequate non-commercial seating options so that sitting does not require spending money?</p>	<p>Experience of aesthetic qualities and positive sensory experiences. Is the public space beautiful? Is it evident that there is good design both in terms of how things are shaped, as well as their durability?</p>
	<p>Options for seeing. Are seating options placed so there are interesting things to look at?</p>	<p>Options for talking and listening/hearing. Is it possible to have a conversation here? Is it evident that you have the option to sit together and have a conversation?</p>	<p>Options for play, exercise, and activities. Are there options to be active at multiple times of the day and year?</p>

5. Twelve Quality Criteria

Understand

Evaluate

How is this tool valuable?

- Applicable in a variety of public spaces
- At any moment
- Occasion to spark conversations and engagement

What is the target audience?

- Planning professionals
- Residents

What are some facilitation tips?

- Take lots of notes
- Compare your results

Twelve Quality Criteria



Exploratory walk



Complete Streets Game



Tactical urbanism



People count



12 quality criteria



Understand & evaluate public space based on the 12 quality criteria

Twelve Quality Criteria

TWELVE URBAN QUALITY CRITERIA

LOCATION: _____

☺ = YES
 😐 = IN BETWEEN
 ☹ = NO

	Protection	Comfort	Enjoyment
	<p>Protection against traffic and accidents. Do groups across age and ability experience traffic safety in the public space? Can one safely take and walk without fear of being hit by a driver?</p>	<p>Options for mobility. Is the space accessible? Are there physical elements that might limit or enhance personal mobility in the forms of walking, using a wheelchair, or pushing a stroller? Is it evident how to move through the space without having to take an illogical detour?</p>	<p>Options for seeking. Are seating options placed so there are interesting things to look at?</p>
	<p>Protection against harm by others. Is the public space perceived to be safe both day and night? Are there people and activities at all hours of the day because the area has, for example, both residents and offices? Does the lighting provide safety at night as well as a good atmosphere?</p>	<p>Options to stand and linger. Does the place have features you can stay and lean on, like a ledge that invites one to spend time next to it, a bus stop, a bench, a tree, or a small ledge or niche?</p>	<p>Options for talking and listening/hearing. Is it possible to have a conversation here? Is it evident that you have the option to sit together and have a conversation?</p>
	<p>Protection against unpleasant sensory experience. Are there noises, dust, smells, or other pollution? Does the public space function well when it's windy? Is there shelter from strong sun, rain, or minor flooding?</p>	<p>Options for sitting. Are there good primary seating options such as benches or chairs? Or is there only secondary seating such as a stair, seat wall, or the edge of a fountain? Are there adequate non-commercial seating options so that sitting does not require spending money?</p>	<p>Options for play, exercise, and activities. Are there options to be active at multiple times of the day and year?</p>
		<p>Opportunities to enjoy the positive aspects of climate. Are local climatic aspects such as wind and sun taken into account? Are there varied conditions for spending time in public spaces at different times of year? With this in mind, where are the seating options placed? Are they located entirely in the shadows or the sun? And how are they oriented/placed in relation to wind? Are they protected?</p>	<p>Scale and positive sensory experiences. Is the public space beautiful? Is it evident that there is good design both in terms of how things are shaped, as well as their durability?</p>

NOTES :

- Recruit and train observers
- Bring clipboards, pencils and dress accordingly to the temperature
- Capture highlights
- Take into account data in final plans and specifications

Twelve Quality Criteria:

How to use this tool?

Twelve Quality Criteria

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- 1 Cover
- 2 Directions
- 3 Survey
- 4 Notes

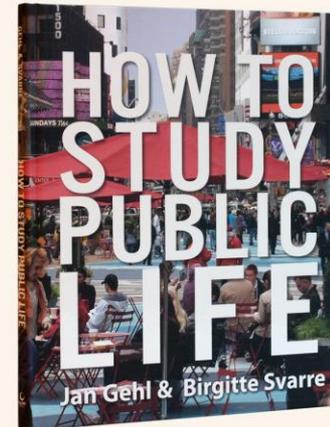
TWELVE URBAN QUALITY CRITERIA

LOCATION:

- ☺ = YES
- ☹ = IN BETWEEN
- ☹ = NO

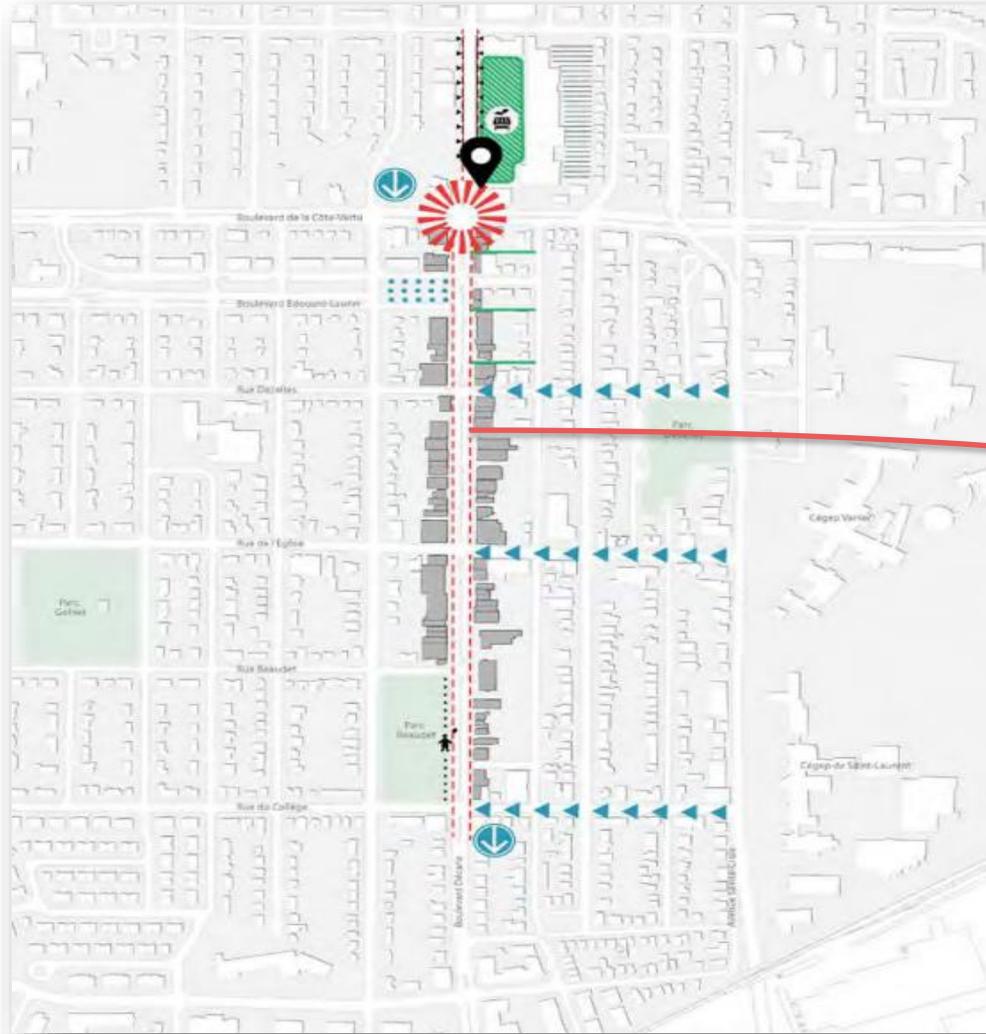
	Protection	Comfort	Enjoyment
Protection against traffic and accidents. Do groups across age and ability experience traffic safety in the public space? Can one safely bike and walk without fear of being hit by a driver?	Protection against harm by others. Is the public space perceived to be safe both day and night? Are there people and activities at all hours of the day because the area has, for example, both residents and offices? Does the lighting provide safety at night as well as a good atmosphere?	Options for mobility. Is this space accessible? Are there physical elements that might limit or enhance personal mobility in the forms of walking, using a wheelchair, or pushing a stroller? Is it evident how to move through the space without having to take an illogical detour?	Scale. Is the public space and the building that surrounds it at a human scale? If people are at the edges of the space, can we still relate to them as people or are they lost in their surroundings?
Options for standing. Are seating options placed so there are interesting things to look at?	Options to stand and linger. Does the place have features you can stay and lean on, like a facade that invites one to spend time next to it, a bus stop, a bench, a tree, or a small ledge or niche?	Options for sitting. Are there good primary seating options such as benches or chairs? Or is there only secondary seating such as a stair, seat wall, or the edge of a fountain? Are there adequate non-commercial seating options so that sitting does not require spending money?	Opportunities to enjoy the positive aspects of climate. Are local climatic aspects such as wind and sun taken into account? Are there varied conditions for spending time in public spaces at different times of year? With this in mind, where are the seating options placed? Are they located entirely in the shadows or the sun? And how are they oriented/placed in relation to wind? Are they protected?
Options for talking and listening/hearing. Is it possible to have a conversation here? Is it evident that you have the option to sit together and have a conversation?	Options for play, exercise, and activities. Are there options to be active at multiple times of the day and year?	Experience of aesthetic qualities and positive sensory experiences. Is the public space beautiful? Is it evident that there is good design both in terms of how things are shaped, as well as their durability?	

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Twelve Quality Criteria:

Case study



**The case of the
St.Laurent commercial hub
in Montréal**

Twelve Quality Criteria:

Case study

DIAGNOSIS



- Precariousness
- Dangerous intersection
- Heat islands
- Lack of green spaces



Twelve Quality Criteria:

Case study

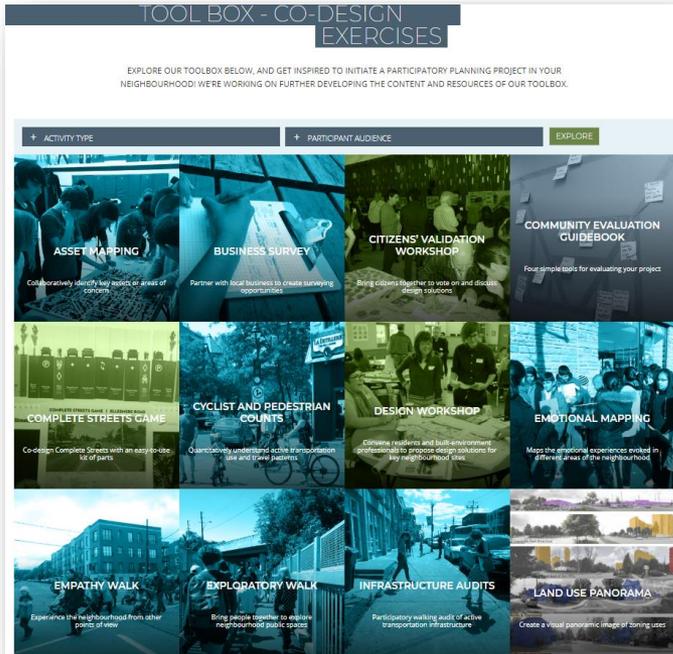
BEFORE



AFTER



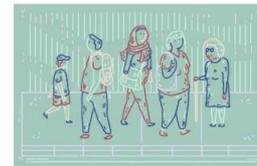
Other Useful Tools



Co-Design Activities Toolkit

ParticipatoryPlanning.ca

Tried and True



Age + Gender Tally



People Moving Count



Twelve Quality Criteria



Participant Survey



Stationary Activity Mapping

Public Life Tools

GehlInstitute.org

Upcoming Webinar



Webinar #3

Inspiring projects

English: Wednesday November 6th 2019, 1 pm (ET)



Upcoming Webinar



LET'S HAVE A
CONVERSATION ABOUT
HEALTHY PLACES

Toward Healthy
Canadian Communities!

CO-DESIGNING
THE ACTIVE
CITY

Let's Have a Conversation about
Healthy Places!

#HealthyPlaces

