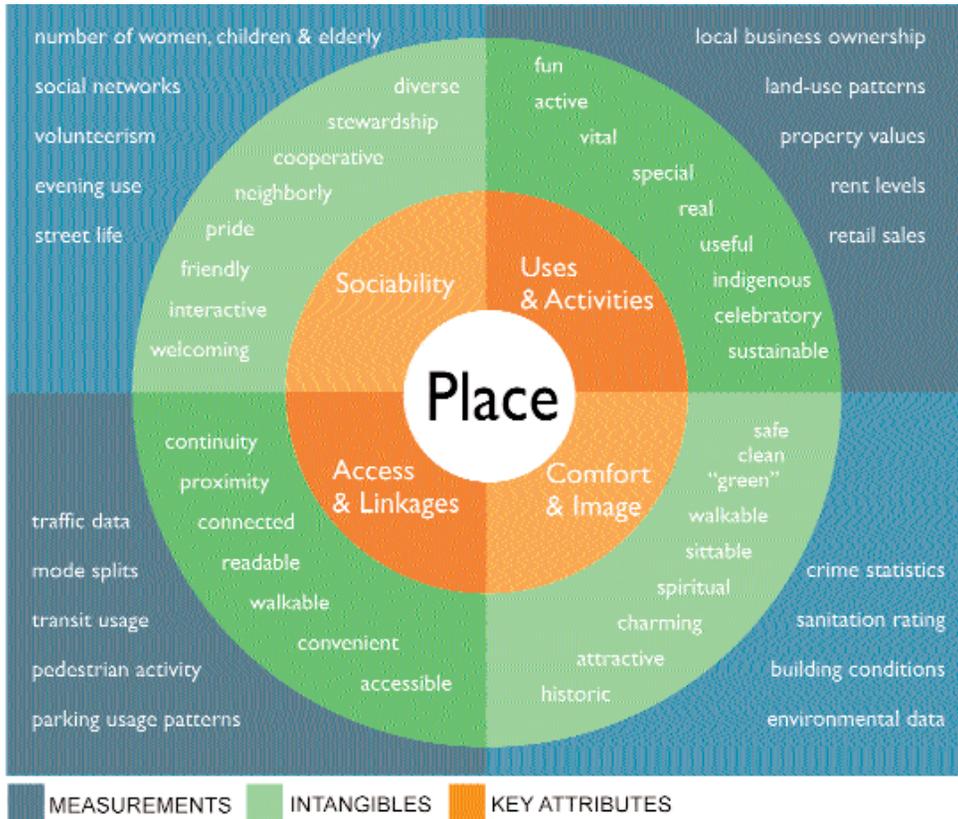


What Makes a Great Place?

In evaluating more than 1,500 public spaces around the world, Project for Public Spaces (PPS) has found that successful ones have four key qualities: they are accessible; people are engaged in activities there; the space is comfortable and has a good image;

and finally, it is a sociable place: one where people meet each other and take people when they come to visit. PPS developed The Place Diagram as a tool to help people in judging any place, good or bad:



Imagine that the center circle on the diagram is a specific place that you know: a street corner, a playground, a plaza outside a building. You can evaluate that place according to four criteria in the red ring. In the ring outside these main crite-

ria are a number of intuitive or qualitative aspects by which to judge a place; the next outer ring shows the quantitative aspects that can be measured by statistics or research.



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Placemaking *through* Transportation



New Hampshire Department of Transportation

This exercise is intended to be used as a tool to evaluate how well streets and adjacent land uses are performing as Places, and identify opportunities for enhancing them in the future.



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LOCATION: _____

A EVALUATE THE PLACE (10 minutes)

Evaluate how well this site performs as a place.

ACCESS, LINKAGES & INFORMATION	←	DISAGREE	AGREE	→
Pedestrians can easily walk to and through the place.	1	2	3	4
Pedestrian access is safe and convenient:				
- Sidewalks connect to adjacent areas;	1	2	3	4
- Crosswalks are well marked;	1	2	3	4
- Crossing distances are minimal.	1	2	3	4
Taking transit is easy:				
- Stops and stations are easy to find;	1	2	3	4
- Stops and stations are easy to get to on foot;	1	2	3	4
- Maps and schedules are readily available.	1	2	3	4
Bicycling is easy:				
- Routes are safe and convenient;	1	2	3	4
- Routes are well marked;	1	2	3	4
- Storage is adequate.	1	2	3	4
Automobiles do not detract from the pedestrian experience.	1	2	3	4
There is adequate directional signage, maps and location information.	1	2	3	4
Autos are able to use the facility safely and efficiently.	1	2	3	4

SUM of ANSWERS = _____

AVERAGE ANSWER (Sum: _____ /13) =

C INTERVIEW (5 minutes)

Ask one or two people in the place you evaluated what they like about the place and what they would do to improve it. If a particular issue from the ratings above has emerged, ask them their opinion about it.

THEIR ANSWER(S):

D PROBLEM STATEMENT

Return to the workshop room, sit with your group, and reach consensus on a Problem Statement that:

- is 2 to 3 sentences;
- includes problems & needs related to transportation, community and environmental concerns;
- does not pre-figure solutions;
- is not mode-specific.

B Identify the Opportunities of this Place

(25 minutes)

List below, by category, the opportunities that exist in this place. Add others not mentioned. Include both short-term, low-cost opportunities and long-term changes.

1. What do you like best about this place as a whole?
2. List a few things that you would do to improve this place that could be done right away and that wouldn't cost a lot.
3. What 3 changes would you make to this place in the long term that would have the biggest impact?
4. What local partnerships or local talent can you identify that could help implement some of your proposed improvements? Please be as specific as possible.

COMFORT & IMAGE

← DISAGREE AGREE →

The road is attractive and fits its surroundings.	1	2	3	4
Amenities are operable, well located, and consistent in design:				
- Seating;	1	2	3	4
- Telephones;	1	2	3	4
- Waste receptacles;	1	2	3	4
- Lighting fixtures;	1	2	3	4
- Restrooms.	1	2	3	4
The road respects and highlights important natural and scenic features (parks, rivers, wetlands, agricultural land, forests, mountains, etc).	1	2	3	4
It respects and highlights important community features (skylines, boulevards, historic places, etc.).	1	2	3	4
It feels safe and well cared for.	1	2	3	4

SUM of ANSWERS = _____

AVERAGE ANSWER (Sum: _____ /9) =

USES & ACTIVITIES

← DISAGREE AGREE →

There are opportunities to use the place for active recreational experiences (e.g. walking, shopping, access to boating, fishing, hiking). 1 2 3 4

Uses are easily visible and inviting for drivers and pedestrians. 1 2 3 4

Populated areas (a commercial street or residential area) have many different activities occurring. 1 2 3 4

The road enhances the setting of and access to local businesses and cultural institutions. 1 2 3 4

Continuity of street-level uses makes for a pleasant walking experience. 1 2 3 4

SUM of ANSWERS = _____

AVERAGE ANSWER (Sum: _____ /5) =

SOCIABILITY

← DISAGREE AGREE →

People use the place regularly by choice. 1 2 3 4

There are places to gather / there is evidence of people in groups. 1 2 3 4

Strangers make eye contact; people smile and display affection. 1 2 3 4

Chance encounters happen frequently, as people tend to run into someone they know. 1 2 3 4

There is a mix of ages, sexes and ethnic groups which generally reflects the community at large. 1 2 3 4

People bring their friends and relatives to see the Place or they point to key elements with pride. 1 2 3 4

SUM of ANSWERS = _____

AVERAGE ANSWER (Sum: _____ /6) =

AVERAGE ANSWER OF ALL AREAS

AVERAGE ACCESS, LINKAGES & INFO _____

AVERAGE COMFORT & IMAGE _____

AVERAGE USES & ACTIVITIES _____

AVERAGE SOCIABILITY _____

SUM of ANSWERS = _____

AVERAGE of ALL (Sum: _____ /4) =