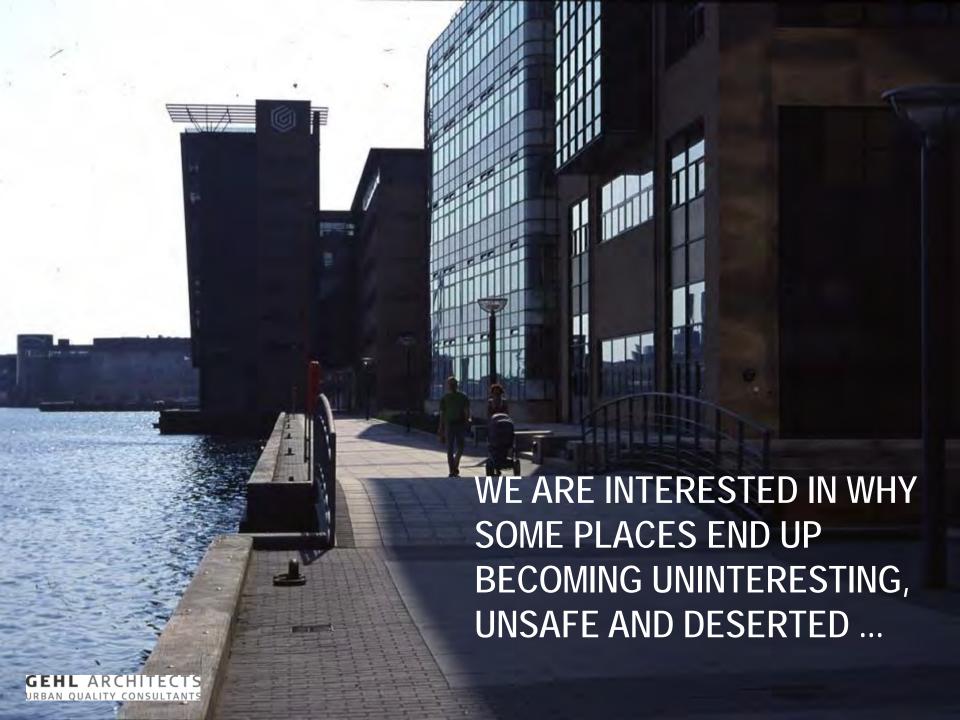


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Changing the urban design paradigm:
The Human Way

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... AND WHAT MAKES PEOPLE WANT TO BICYCLE EVEN WHEN IT RAINS...









and carefully designing space for the unexpected to unfold and for city life to flourish

PEOPLE ARE NOT IN THE CENTER OF THE CURRENT PLANNING PROCESS



All cities have

- Traffic departments
- Data on traffic volumes and needs
- -- Prognoses for future traffic volumes

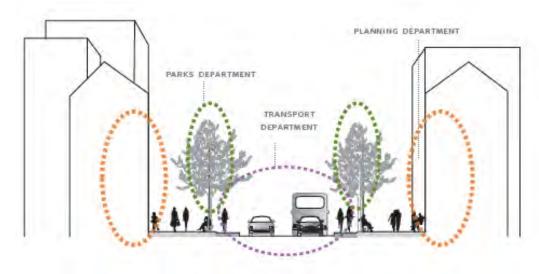
Few cities have

- Departments for pedestrians and public life
- Statistics for the use of public spaces
- Strategies for development of city life culture

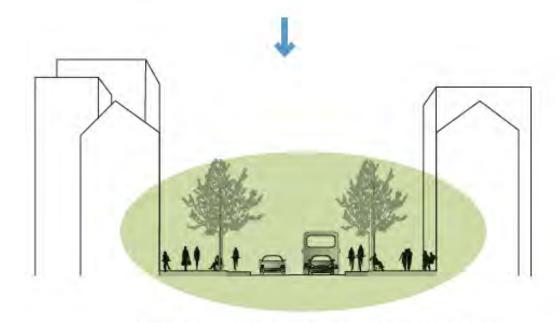


Joined-up thinking

Designing objects



Making places (creating opportunities for place to flourish)



Two key indicators to help city leaders make wiser decisions about the city for people



 We count how many are walking – Movement

 We log what they are doing when they are staying in a space -Stationary activities

City life has changed

Quality and attraction are an important factor in urban life

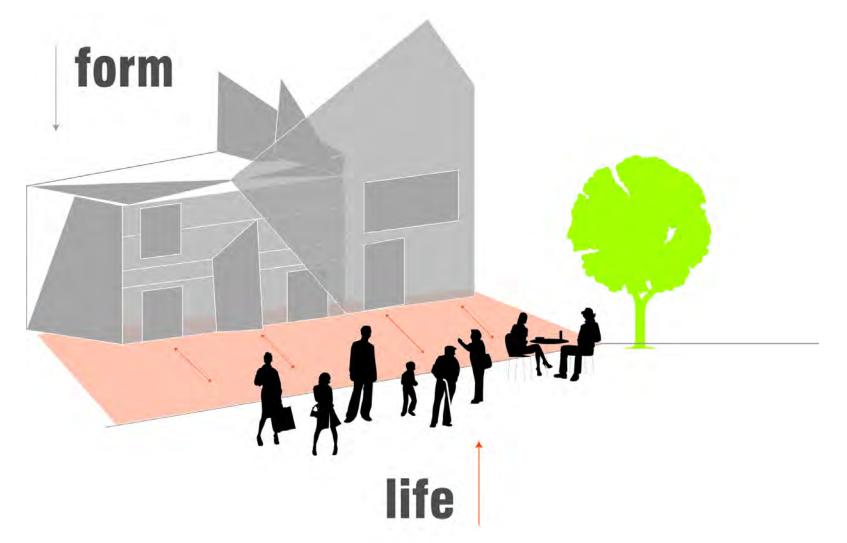
Urban recreation Optional activities Active recreation Passive recreation **Necessary activities** Car invasion Car free streets and

public spaces





Our work is about the interaction between FORM (buildings and infrastructure) and LIFE





Shifting the discourse in a time of scarcity



2030 Streets become the locus for sustainability



Traffic dominates society



Choice dominates





Economy primarily based on consumption



Economy based on quality of life





Designing objects



Making places





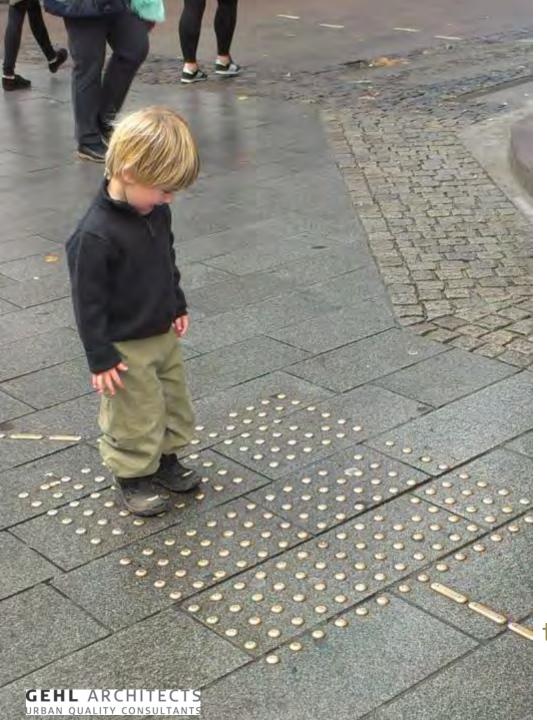
Disagreement on global sustainability



Local livability translates into global sustainability



Don't forget the basics...



the starting point is people



Space and time are also resources...



Why do we cycle?



CYKLEN ER NEM OG HURTIG

56% Det er hurtigt

37% Det er det mest bekvemme

26% Det er sundt

29% Det er billigt

12% Det giver velvære/en god start på dagen

9% Fik kortere til arbejde/ny bopæl

5% Af miljø-/klimahensyn

Københavnernes grunde til at cykle til og fra arbejde/ uddannelse (%)





Planning from above...







Mono-functional and isolated...







Life Between Buildings?











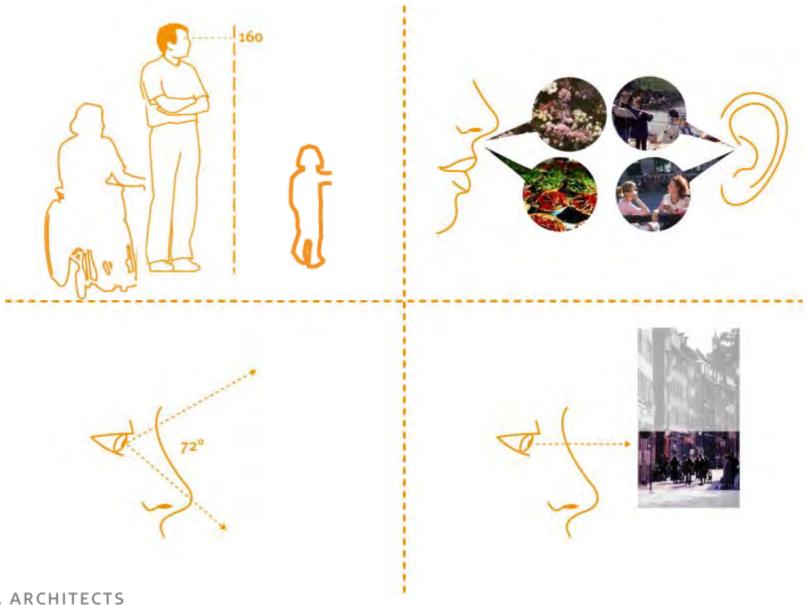


Velkommen til København!



Liveable places are walkable places

Human scale and senses



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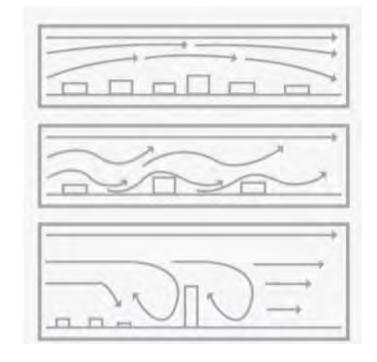


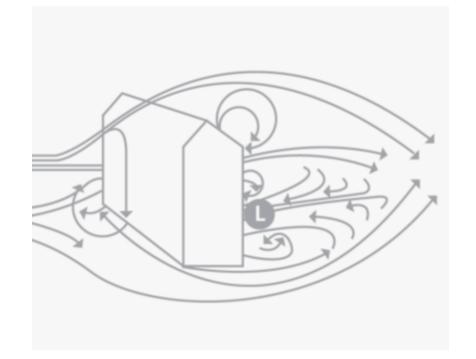




















Made for driving through







Everyday life



More families



The Lesson from Copenhagen: the better conditions for walking and spending time – the more people will walk and spend time in the city....







Better conditions for bicycling = more bicyclists



Hardware

Hardware





Software











Challenges.

1. Exemplify change rather than lobby for it

2. Consider Behaviour

3. What gets measured gets done

4.
A smart city
for people



1. Exemplify change rather than lobby for it (New York City)

Urban prototyping as a way to ensure effective use of resources, time and money





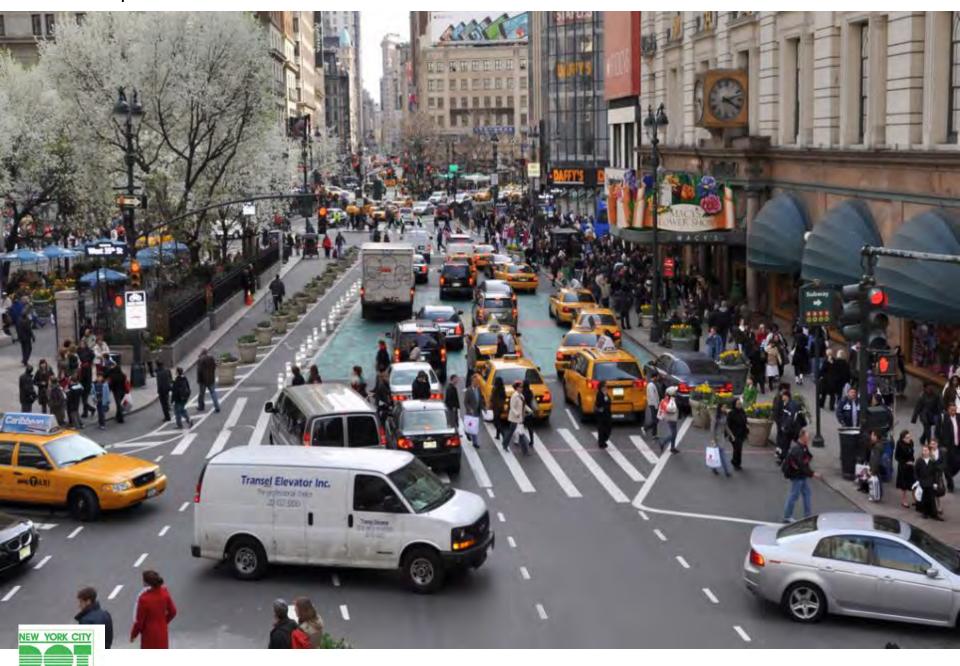


NEW YORK – WORLD CLASS STREETS





Herald Square - before



Herald Square - after



Herald Square - before





Herald Square - after



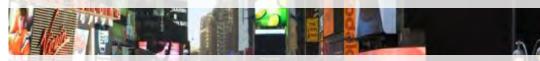




40% decrease in pedestrian injuries in Times Square



84% more people are lingering (eg. Reading, eating)



42% of NYC residents shop in Times Square more often

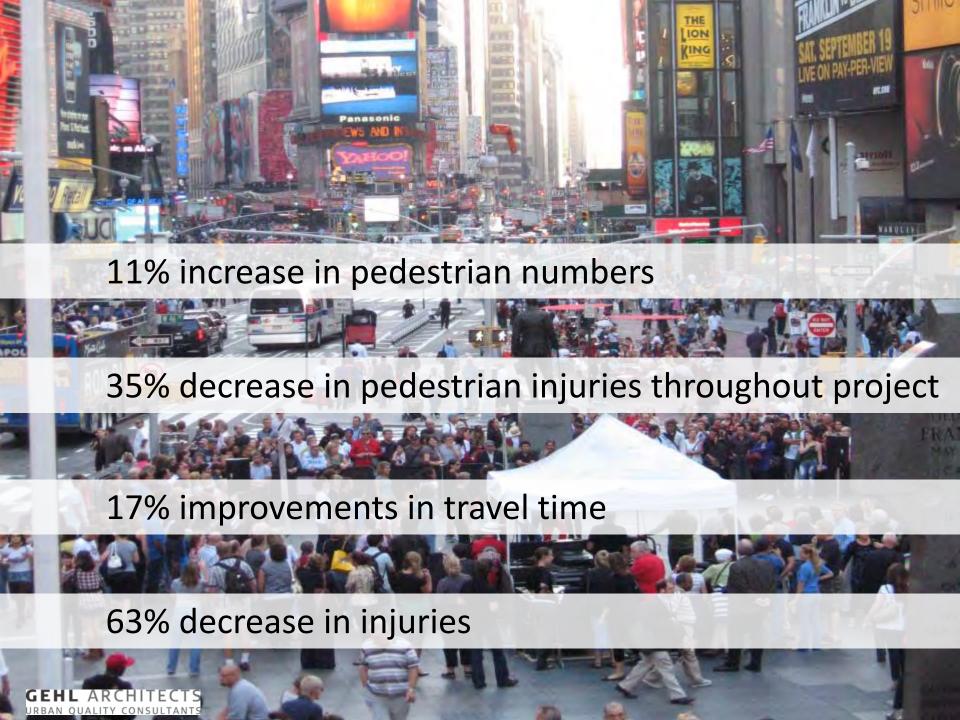


The percentage of area employees satisfied with the Times Square experience increased by 72% (from 43% to 74% of those surveyed)



74% of New Yorkers say Times Square has improved dramatically







Measure systems and characteristics of things or measure people and outcomes (health, happiness, safety).

Create design and policy incentives that foster sustainable behavior

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Measuring Systems and Things OR measuring People and Relations



Measuring building focuses on the sustainability of building construction....



And doesn't engage enough in capitalising on some of the human behavioral savings.

Inviting a new user group...









...locals

A place more accessible for all





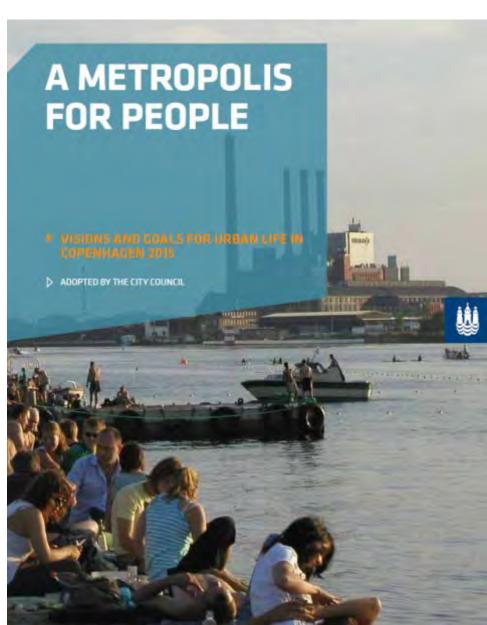




Copenhagen Municipal Vision

Copenhagen has a vision

We will become the world's most liveable city: a sustainable city with urban space inviting people to a unique and varied urban life. We will become a metropolis for people.





Efficiently using scarce public resources

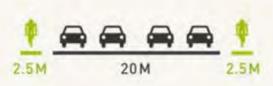
50% earned in 7 extra years of productive life

20% saved on fewer days of illness

30% on health care savings







25% SPACE





95% CAPACITY





1.3% COST



₱ ₱ <u>♣</u> 5м

100% SPACE



16% CAPACITY



0.2% COST



Using technology to augment everyday urban routines only increases the need for thoughtfully designed streets and public spaces and networks









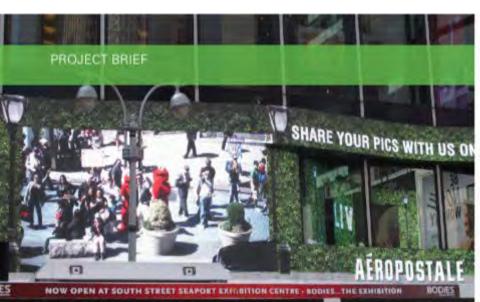


NEW YORK CITY'S PUBLIC REALM HAS TRANFORMED INTO AN EXTENSION OF THE OFFICE - FOR MEETINGS OR WORKING ALONE





INDOOR AND OUTDOOR PUBLIC SPACES MUST BE ADDRESSED TOGETHER HOW CAN TECHNOLOGY FACILITATE ANALOG ACTIVITY





INTERACTIVE BILLBOARDS IN TIMES SQUARE AND REAL TIME PUBLIC TRANSPORTATION INFORMATION

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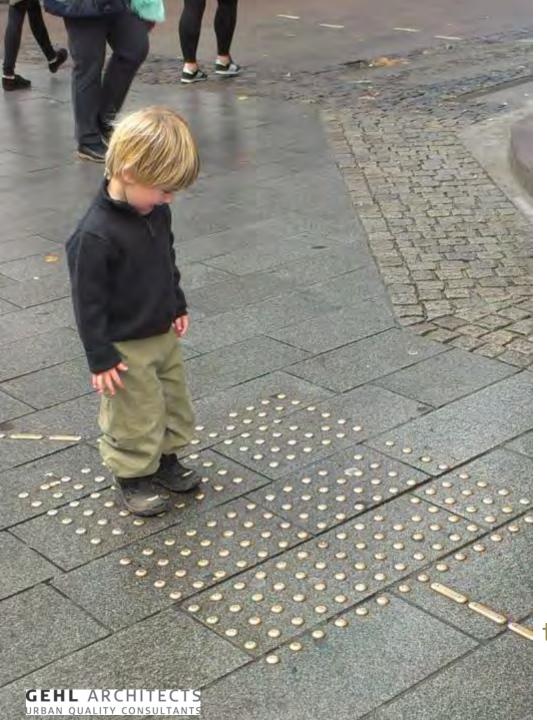
1. Exemplify change rather than lobby for it (New York City)

2. Consider Behaviour

What gets measured gets done

A smart city for people (SF)





the starting point is people

