

# Walkability: “It’s more than just sidewalks!”

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July 2017



Designing *spaces for walking* and making *fine places* are inextricably connected.  
Sometimes they’re the same thing.

# Walkability is the backbone of community

- Walkability has two components: the **journey** and the **destination**



Walkability is about the quality of the space(s) you walk through and having a sense of arrival when you get there.



# Walkability = Connectivity

## 2: DISTRICT STANDARDS

### 2.1 CONCEPTUAL SITE MASTER PLAN



Journeys and Destinations are episodes within a network of connected public space:

- A connected street network
- Short blocks
- Choices of routes
- Spatial variety
- An organized arrangement of park / green spaces
- Clearly articulated views and vistas for wayfinding and visual interest

# Attributes of Walkability

- Walking is a partner with transit
- Walking is an essential component of a healthy lifestyle
- Walking is economical
- Walking is pollution free





# Requirements for Walkability

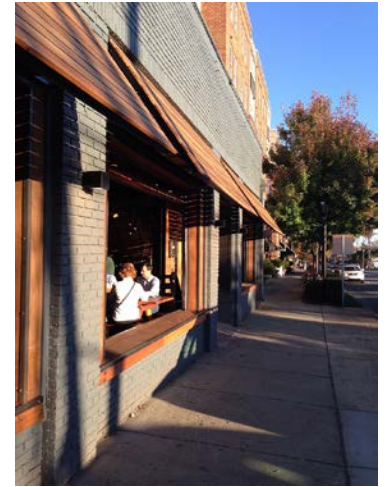
- Walkability requires safety
- Walkability requires pleasant surroundings
- Walkability requires convenience
- Walkability requires a sense of purpose - why walk?
- The buildings that frame the spaces where we walk can make the walk safer and more attractive – or they can discourage the walker by insensitive design.



# Walkability and Choice (Things to see: Things to do)

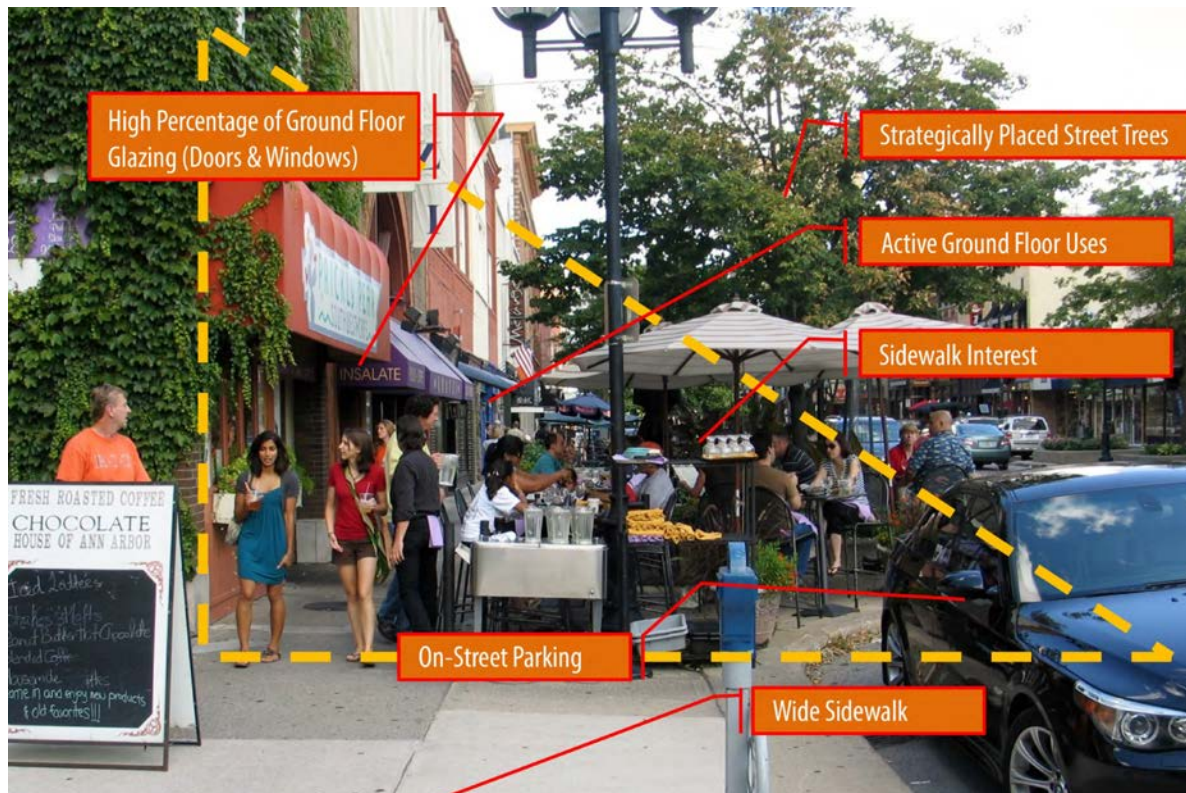
From my house I can, within 12-15 minutes:

- walk to many different stores
- walk kids to school
- walk to church
- walk to bars and restaurants (and back after a few drinks)
- walk to friends' houses for supper (and back after a few drinks)
- walk to the park
- walk to the greenway
- walk to the farmers' market
- walk to food trucks
- walk to the doctor's office
- walk to the dentist's office
- walk to the bank
- walk to the bus stop
- walk to the light rail station
- I can do several things on the same walk
- I can (gratefully) "age in place"
- I have freedom of action and freedom of choice:  
Sometimes I walk. Sometimes I don't.



# Design for Walkability

- Good spaces for walking involve not just the horizontal plane of the walking surface but also the vertical plane(s) of the buildings and landscape that help define the space



A foundational concept of walkability: The “Golden Triangle” of Urbanism