

Street: _____

Name + group: _____

1. ANALYZE

Context: Each street is different. How would you describe its unique character?

Context: Describe the main groups living and working around the street, using it

Context: How is the street embedded in the city's larger network? Central, decentral, etc

THE CITY AT EYE LEVEL GAME



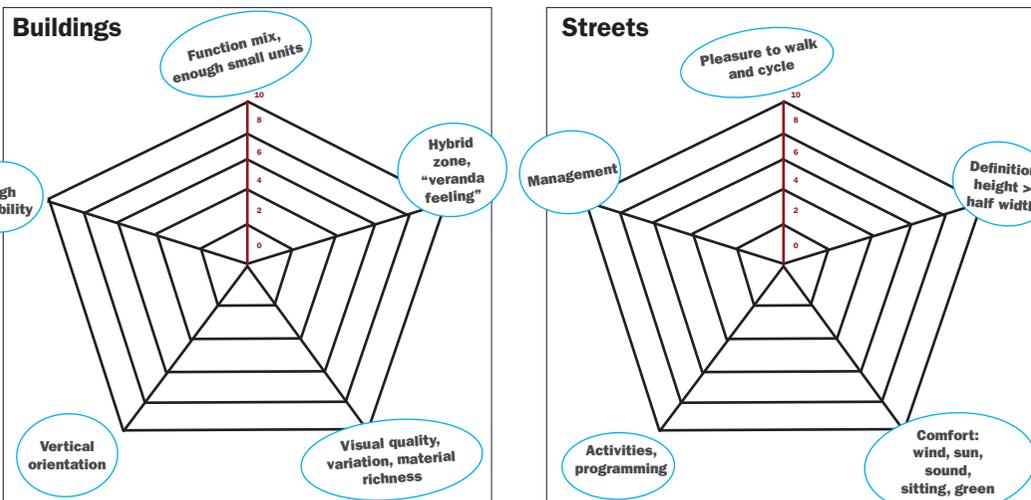
3. MAP AND IMPROVE

Map your street and rate each plinth (ground floor space of building):

- A: Good plinth: physical structure and good use / programme
- B: Potential for good plinth, programme / use addition needed
- C: Potential for good plinth, minor transformation
- D: Bad plinth, bad physical structure, major transformation needed
- E: Bad plinth, no transformation possible

(Note: if you run out of time, you can split your team up for drawing and interviewing).

2. RATE THE STREET AND ITS BUILDINGS



Now observe and draw in your map how people walk.
What are the main pedestrian routes? Which side of the street? Where do groups of people stop and interact? Where do people cross? Where do people sit?

Count the pedestrians

Amount per hour (count for 5 minutes and multiply by 12):

Amount of passers-by per width meter of the sidewalk per 1 minute*:

Interview at least two different users / stakeholders in the street:

Suggestions: pedestrian, street vendor, resident, cyclist, shop owner

Find out: What do you think of the street and what do you like best about the street?

Find out: How do they use the street? Day, night, other seasons?

Find out: If they could change anything, what would they change to improve the street?

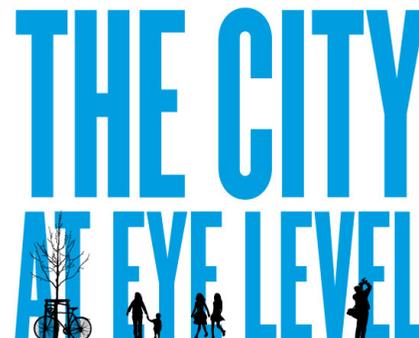
*Alan Jacobs: 5-20 per width meter per minute is lively. Less than 5 passers-by per width meter per minute is desolate, boring. More than 20 passers-by per width meter per minute is people start to bump into each other and get annoyed.

4. WRITE DOWN YOUR OWN IDEAS

What are your ideas for the long-term improvement?

What could be done quickly to improve the street? What are the quick wins?

Who are possible key partners for a coalition?



KEEP SHARING!

The City at Eye Level wants to create great streets and places for people. It is a global network, sharing knowledge, ideas and lessons and translating them into practice. Our work is open source. Please feel free to use the criteria, knowledge, methods and forms in your own city and street – as long as you mention your sources and share your work open source too.

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