People centred planning
Creating sustainable urban places that people love

Mura Quigley MRTPI
Urban Scale Interventions
We are a multidisciplinary team of researchers and designers that work on city challenges by creating public value.
Double-Diamond

We use the established Double-Diamond inclusive design methodology

Inclusive Design is a way of designing products, services and environments that serve the needs of the greatest number of people as possible.

How we do it

1. Identify key stakeholders and understand the context, needs and aspirations through qualitative research
   - Many responses from diverse groups

2. Synthesising insights around key opportunity areas

3. Co-creation of ideas with participants
   - Prototype, test, iterate

4. Final ideas realised manufactured and launched
How we do it

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What does sustainable development look like?
Conventional Development

Sustainable Development
What makes a great place?
A great place has streets not roads

Formed by a continuous line of buildings along the edges of the block

Allows for dual access residential – more natural light and ventilation

Defined public and private space

Natural surveillance onto the street

Allows for mix of uses

The most comfortable building height for urban pedestrians is between 12.5 and 25 meters, or about three to six stories (Jan Gehl)
A great place has streets not roads

Giving more space over to people

Supporting businesses to adapt during the pandemic

Active frontages, defined public realm, lots of opportunities to linger, be active, meet people (safely)
This is not adaptable

Could be anywhere - no sense of identity or character

Car-oriented development

No ‘eyes on the street’

Encourages speeding

Doesn’t encourage healthy active lifestyles
This is adaptable

New development fits into the existing context

Development forms creates a clear street pattern that can support mixed uses, and these are flexible to change over time.

A new neighbourhood rather than stuck on to the side of a by-pass

Similar new places have achieved equal number of jobs as homes
Portview

Stimulating courage, taking risk identifying talent.

Once the world’s largest flax spinning mill
The Five Key themes Heritage Education and Training, Resilience, Employment, Tourism have been developed out of in-depth research undertaken as part of this work to form a new perspective of Portview’s potential, which could become a precedent of how heritage spaces can become carbon neutral and embed social value through innovative models. The ambition is the approach could act as a toolkit and model for other locations to adopt.
Telling the Belfast Story
A great place has a diverse mix of uses and activities.
A great place connects people

Looking outside of the ‘red line’ boundary

Repair broken connections where possible

Connect by creating places people want to be, rather than have to endure to get to their destination
Relink

A climate friendly vision to transform the Westlink and M2 bridges to help Relink Belfast
Discover Themes

Access to Services  Connectivity  Shared Spaces/Integration  Physical Activity

Green Space  Child Friendly City/Play  Air & Noise Pollution
Defined Engagement

Access to Service

Air & Noise Pollutions

Child Friendly City/ Play

Connectivity

Green Space

Physical Activity

Shared Spaces/Integration

- Sensory installations
- Gondolas
- Rainwater filtration
- Ponds
- A place where to play with water
- Concerts
- Absorb the sound fest
- Green trail
- Cycle lanes
- Treasure trail based on Belfast stories
- Water filling stations
- More cycle lanes
- Secret gardens
- A place to celebrate
- Water park
- A maze
- Separate path from road
- A place to be active
- Growth and food production
- Water slide
- A place to rest
- A chocolate fountain
Engagement for Define Phase

- The images show children and adults engaged in various activities, such as drawing and interacting online.
- There is a board game visible that seems to be part of the Define Phase activities.
- The text on the board game is partially visible and reads: "re:link" and "WIN "$100".
- There are also mentions of "Westlink Bridge is now open in the world for Sandymount."
A great place is safe and welcoming

- Creates ‘eyes on the street’ or natural surveillance
- Promotes positive health and wellbeing
- Sense of identity, character and meaning
- Is well looked after and evokes a sense of pride
Our Future Foyle

Northern Ireland’s largest art installation; more than just a barrier. A cross-government department health and social project co-designed by residents.
A great place is safe and welcoming

- Creates ‘eyes on the street’ or natural surveillance
- Promotes positive health and wellbeing
- Sense of identity, character and meaning
- Is well looked after
- Concept of neighbourhood tourism
A great place has green space....

Belfast 25%

Gothenburg 55%

Utrecht 43%
that is accessible to everyone
A walkable neighbourhood unit

Clarence Perry, 1929
Features of a 15 minute neighbourhood:

- Local employment opportunities
- Local shopping centres
- Local health facilities and services
- Local schools
- Lifelong learning opportunities
- Local playgrounds and parks
- Green streets and spaces
- Community gardens
- Safe streets and spaces
- Sport and recreation facilities
- Affordable housing options
- Safe cycling networks
- Walkability
- Housing diversity
- Ability to age in place
- Well connected to public transport, jobs and services within the region
Building 15 minute neighbourhood into a new place

Sherford Sustainable Urban Extension, Plymouth
Improving health and wellbeing along the Westlink in Belfast

The 15 minute city concept asks us to query - do we have the access to green space needed to create a liveable city centre?
A great place brings people together

Public spaces where people can come together as a community

In times of crisis this is shown to increase recovery and reduce impact (e.g. Hurricane Katrina)

Promotes positive health and wellbeing
Bright Ideas

Co-designed cultural interventions to give communities tools to improve their own area and build capacity for change.
Residents taking the lead in improving their neighbourhood
Local resident said, "It's good to see something being done on the space."

The document contains images of "SUPERHERO MASK" and "RAINBOW PAVEMENTS" with the text "YOU CAN IMAGINE ANYTHING". There is also a section about "GREEN POWER" with information on how to create a green space using the sun and nature. The text mentions "SUPERHERO CODE" and "EXAMPLES" related to community engagement and environmental initiatives. 

Overall, the document promotes creative and eco-friendly activities in the community.
It is the last week to vote for your favourite bright idea. In the following weeks, we will divide them with the current times, because there is always a need for social connection. Visit https://brightideasbelfast.com/

VOTE ON YOUR FAVOURITE IDEA FOR NORTH BELFAST

1. Brighter Future
2. Brighter Future
3. Brighter Future
4. Brighter Future
5. Brighter Future
6. Brighter Future
7. Brighter Future
8. Brighter Future
9. Brighter Future
10. Brighter Future

Vote at www.brightideasbelfast.com

Bright Ideas Belfast
Community Safety

5,445 People Reached
489 Engagements

03/06/2021 12:00 AM

12,501 People Reached
2,216 Engagements

EXTRACT AGAIN
A great place makes good economic sense

Producing high returns on investments
Places developments above local competition at little cost
Reducing management, maintenance, energy and security costs
Opening up investment opportunities, raising confidence in development opportunities and attracting grant monies
Reducing the costs to the public purse of rectifying urban design mistakes
...and it’s what people want
Reflections on covid response and recovery
The Road to Reinvention
Our survey and people centred response for recovery

Responses on lifestyle change across Belfast and NI
The Findings

DON'T WANT TO SUPPORT
12%
Only 12.5% of people don’t want to find more time to support their local community

LOCAL BUSINESS
82%
of people will support local businesses, even if it costs more

CHANGES TO LIFESTYLE
59%
of people will make significant changes to their lifestyle as a result of lockdown

ANXIETY
52%
of people agree that their anxiety has increased

ALTERNATIVES
45%
At the same time 45% have managed to find cultural alternatives vs 27% who have struggled

CONCERNS
67%
of people are concerned about returning to cultural venues and crowded places once lockdown ends

ONLINE
44%
of people haven’t paid or donated for online cultural content vs 32% of people who have
People want to be involved in the recovery

An opportunity to build on key issues such as inequality and climate challenges

The road to reinvention

5 themes to build back better

From our survey and research from around the world we’ve developed 5 themes that can help us to rethink how we might build back better.

1. Culture and creativity to lead reinvention
2. Going hyper-local through placemaking and community cohesion
3. Time to act on climate change
4. Reframe our thinking on social issues
5. A focus on wellbeing

This is an evolving and collaborative document, so please add your thoughts, suggestions and ideas in the relevant places!
Tool: Indicators for help places adapt

A range of indicators that take into account the findings from the themes

How do we measure success based on the following indicators?

<table>
<thead>
<tr>
<th>Culture &amp; Creativity</th>
<th>1</th>
<th>Increase opportunity for grassroots culture and creative sectors</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>2</td>
<td>Develop cultural alternatives and contingencies</td>
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<td></td>
<td>3</td>
<td>Increase cultural access, participation and consumption</td>
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<tr>
<td></td>
<td>4</td>
<td>Improved network &amp; partnerships, locally and internationally</td>
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<tr>
<td></td>
<td>5</td>
<td>Develop digital knowledge and skills</td>
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<td>Local &amp; Placemaking</td>
<td>6</td>
<td>Community participation in response planning</td>
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<td></td>
<td>7</td>
<td>Empower through regulation change</td>
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<td></td>
<td>8</td>
<td>Transfer of learnings to new contexts and scales</td>
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<td></td>
<td>9</td>
<td>Increase access to social infrastructure</td>
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<td></td>
<td>10</td>
<td>Develop opportunities of neighbourhood tourism</td>
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<tr>
<td>Climate Action</td>
<td>11</td>
<td>Raised awareness and increased action on climate issues</td>
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<tr>
<td></td>
<td>12</td>
<td>Reduced environmental impact</td>
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<tr>
<td></td>
<td>13</td>
<td>Increased green and active infrastructure</td>
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<td></td>
<td>14</td>
<td>Sustainable behaviour the default not the choice</td>
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<tr>
<td>Social Issues</td>
<td>15</td>
<td>Increase in digital skills</td>
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<td></td>
<td>16</td>
<td>Improves conditions for workers</td>
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<tr>
<td></td>
<td>17</td>
<td>Increase new knowledge and learning</td>
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<tr>
<td></td>
<td>18</td>
<td>Makes cultural and wellbeing value visible</td>
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<tr>
<td></td>
<td>19</td>
<td>Increased inclusion and accessibility to all</td>
</tr>
<tr>
<td>Wellbeing</td>
<td>20</td>
<td>Reduction in levels of anxiety and isolation</td>
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<tr>
<td></td>
<td>21</td>
<td>Increased alternatives to clinical settings</td>
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<tr>
<td></td>
<td>22</td>
<td>Improved access to active travel</td>
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<td></td>
<td>23</td>
<td>Repurpose grey spaces for wellbeing</td>
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<tr>
<td></td>
<td>24</td>
<td>Improved social connection</td>
</tr>
<tr>
<td></td>
<td>25</td>
<td>Increased cognitive stimulation</td>
</tr>
</tbody>
</table>
Does your project accelerate new forms of creativity and culture?

How does your project consider climate and mobility?

How can your project tackle social issues?

How does your project influence placemaking and community cohesion?

How does your project offer a focus on wellbeing?
Creating great places

- Set the right tone and ambition for the future success of your villages, towns and cities with residents and businesses

- Develop clear and strong planning and design policies at the site specific level - investors like certainty

- Invest in skills in good design and urbanism in local government - you could spend up to 11x more undoing mistakes, or on maintenance costs if you don’t

- Involve people in the process from the start - understand lived experience, explore ideas, see what works

- Use your planning powers, tools and resources to get the form right from the start, and then incentivise places to adapt and change

Society picks up the tab when places are poorly designed.
When you build a thing you cannot merely build that thing in isolation, but you must repair the world around it, so that the larger world at that one place becomes more coherent, and more whole; and the thing which you make takes its place in the web of nature, as you make it

Christopher Alexander, 1977
Thank You

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