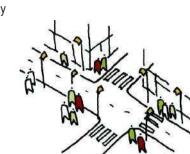
The Qualities of the Pedestrian Environment **Keyword List**

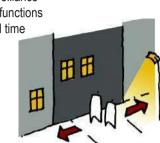
Protection against Vehicular Traffic

- -Traffic accidents
- Pollution, fumes, noise
- Visibility



Protection against Crime & violence (perceived safety)

- Lively / Active
- Street life
- Passive Surveillance
- Overlapping functions in space and time



Protection against unpleasant sensory experiences

- Wind / Draft
- Rain / Snow
- Cold / Heat
- Pollution
- Dust, Glare, Noise



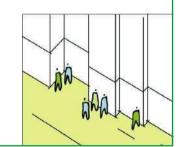
Possibilities for WALKING

- Room for walking
- Accesibility to key areas
- Interesting facades
- No obstacles
- Quality surfaces



Possibilities for Standing / Staying

- Attractive edges "Edge effect"
- Defined spots for staying
- Objects to lean against or stand next to



Possibilities for Sitting

- Zones for sitting
- Maximize advantages pleasant views, people watching
- Benches for resting



Possibilities to See

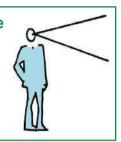
- Distance to objects
- Unhindered views
- Interesting views
- Lighting (when dark)

TALKING

Possibilities for HEARING /

- Low ambient noise level

- Sitting arrangements condusive to communicating



Possibilities for Play / Recreation / Interaction

- Allowing for physical activity, play, interaction and entertainment
- Temporary activities (markets, festivals, exhibitions etc.)
- Optional activities (resting, meeting, social interaction)



Day & Night Activity

- 24 hour city
- Variety of functions throughout the day
- Light in the windows (residence
- Mixed-use
- Lighting in human scale

Seasonal Activity

- seasonal activities. (skating, christmas decorations)
- extra protection from unpleasant climatic conditions
- Lighting

Scale

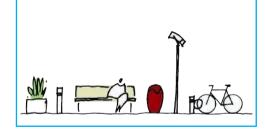
- Dimensioning of buildings & spaces in observance of the important human dimensions related to senses, movements, size & behavior.

aspects of climate - Sun / shade - Warmth / coolness - Breeze / ventilation

Possibilities for enjoying positive

Aesthetic quality / positive sensory experiences

- Quality design & fine detailing
- Views / vistas
- Trees, plants, water



- addresses are easy to find
- streets names are clearly marked



It is clear where I can go

- it is clear which areas are for public use and which are private
- it is clear how to pass through spaces to get where I need to go



Streets/paths take me where I need to go

- traffic flows through the area well
- streets take me directly to important transport hubs
- there is a choice of routes to get where I need to go



Finding your way around

- bus stops are clearly marked - there are good direction signs for public buildings