

Senses Scale and 12 Quality Criteria

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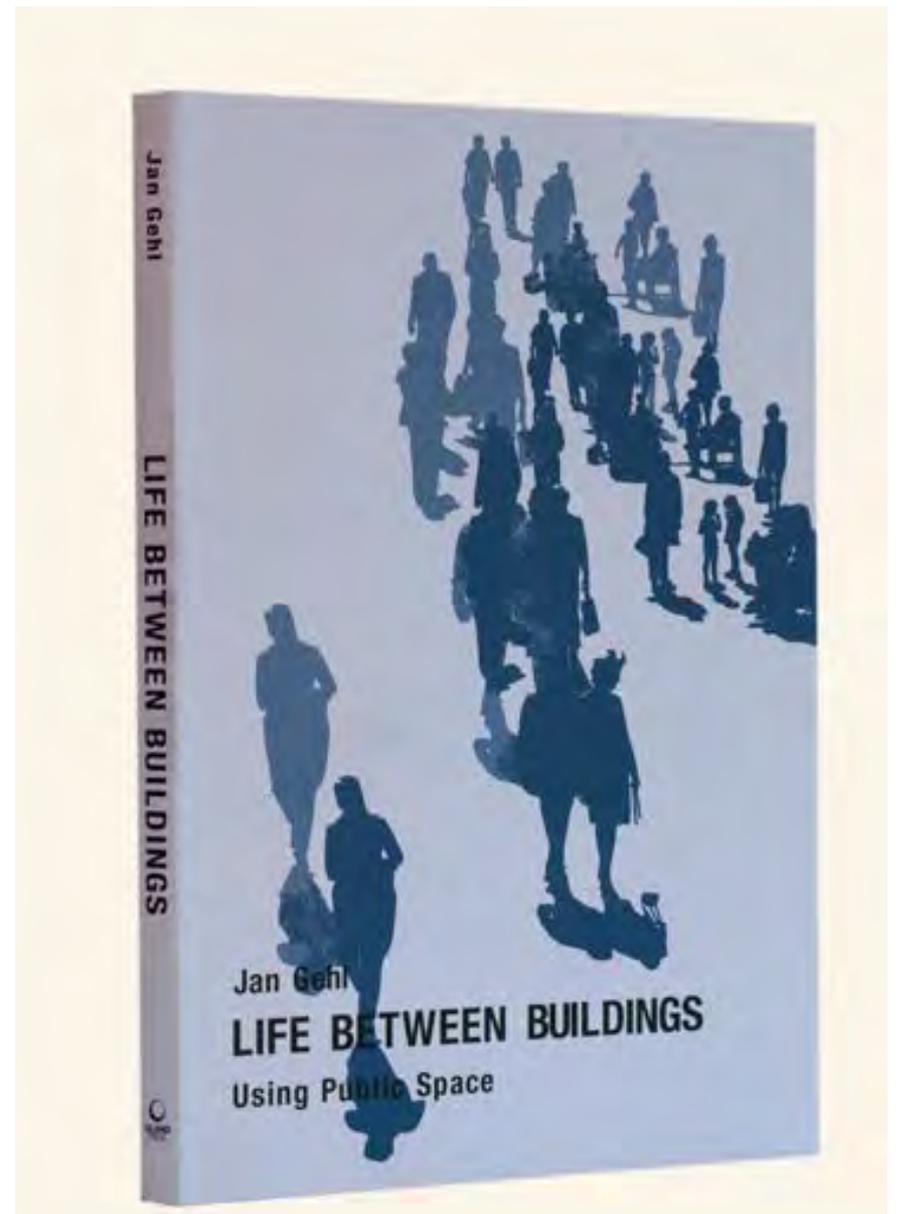
September 2015, Copenhagen

Gehl
Architects



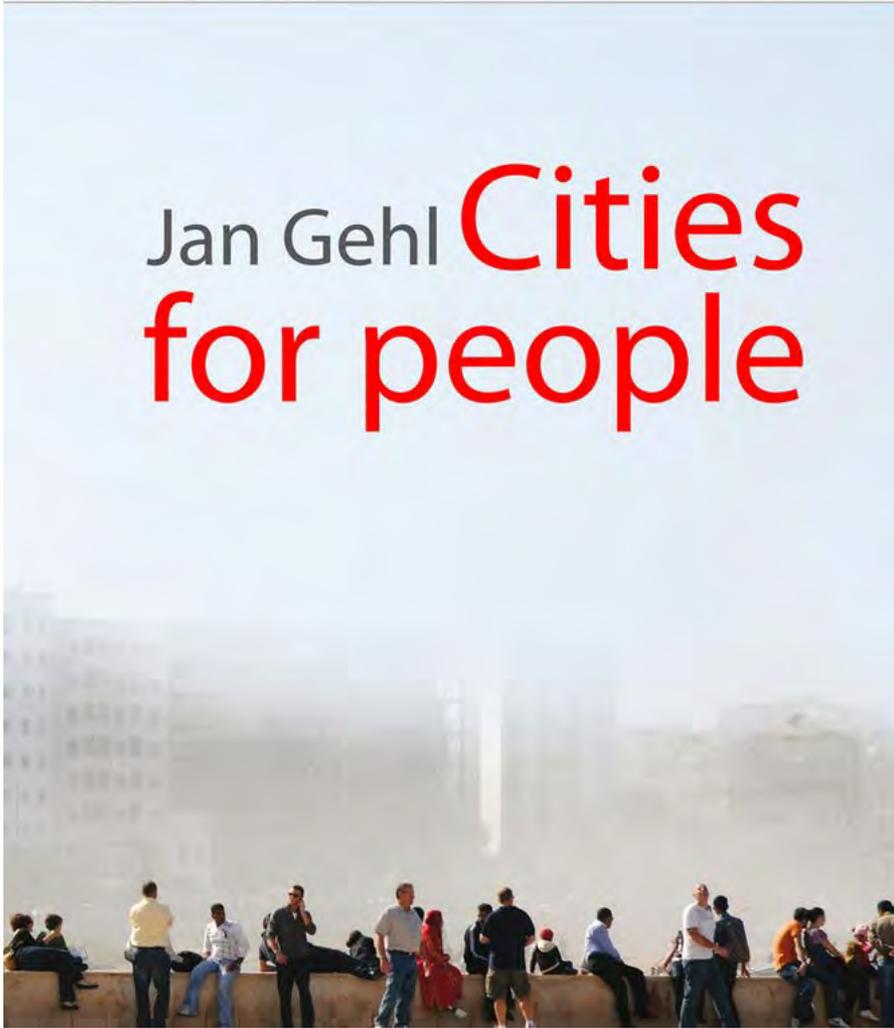


Photo by Henningsson

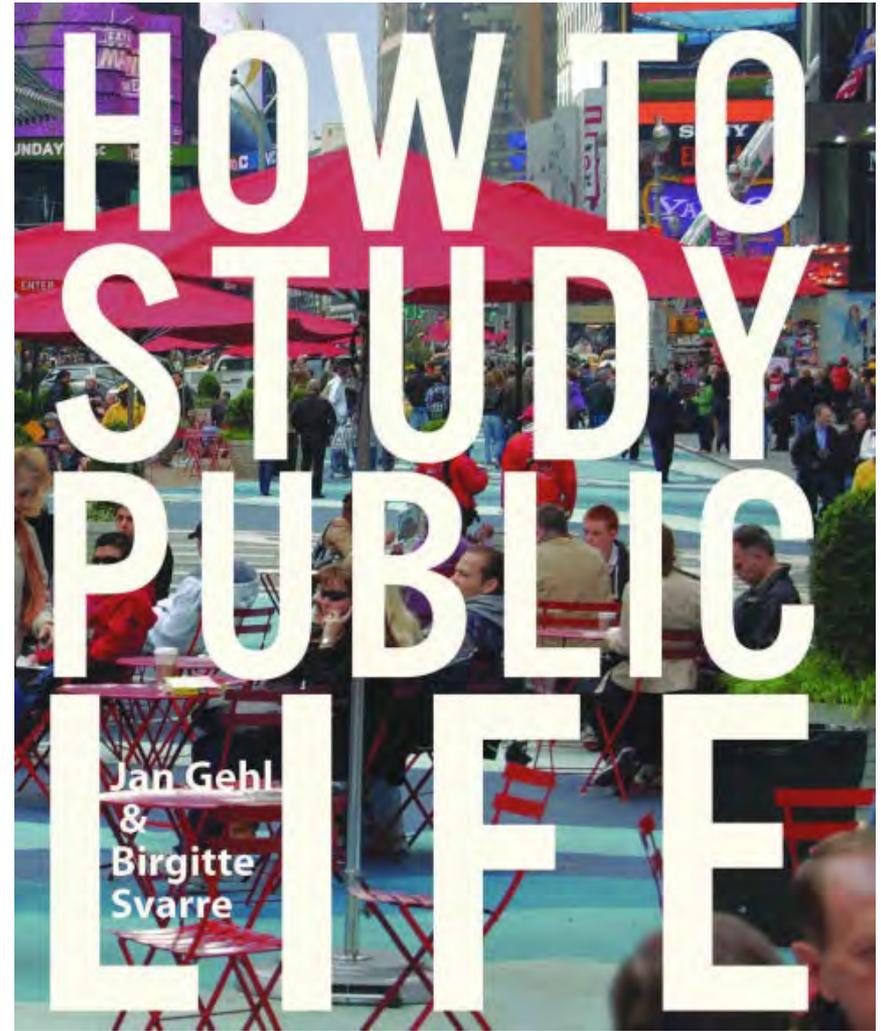


First edition 1971

Jan Gehl **Cities**
for people

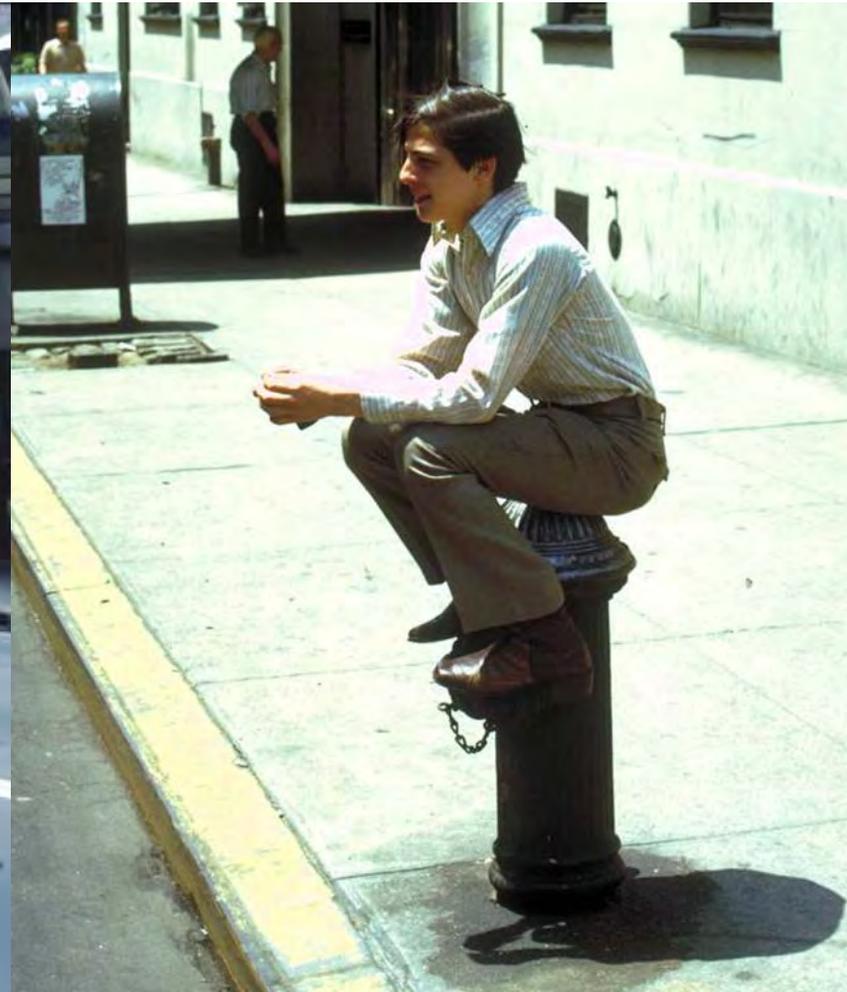


2010



2013

Design of cities affects our behavior



The intersection of built form and public life



Physical space

- + Infrastructure
- + Streets and public open space
- + Buildings



Life

- + Behavior and use patterns
- + Culture
- + Commerce, exchange, free-time

Liveability starts with understanding peoples behavior and needs



Cultures are different...



Climates are different...



**But many aspects of peoples behaviour
are universal**



**But many aspects of peoples behaviour
are universal**





Activities creates Social Opportunities for people to meet



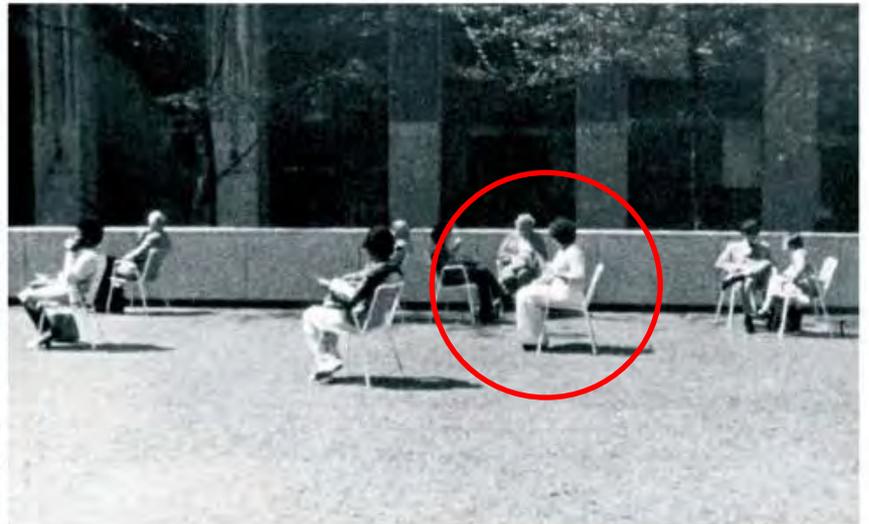
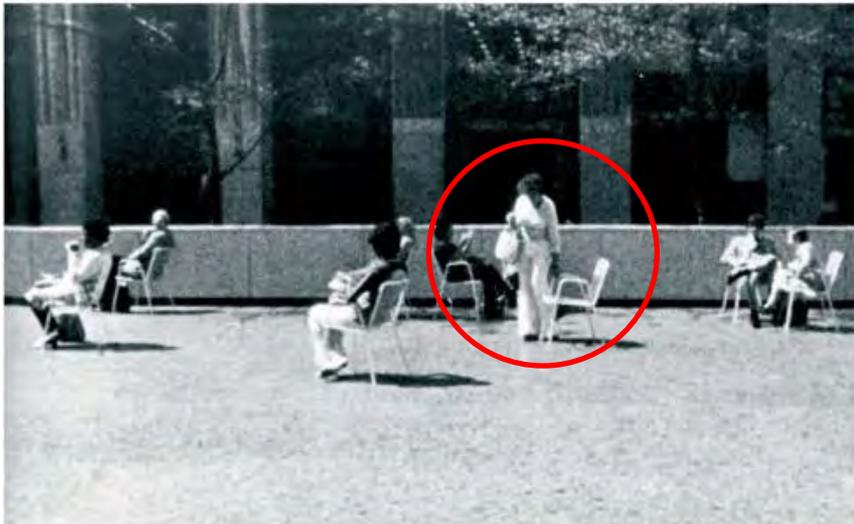
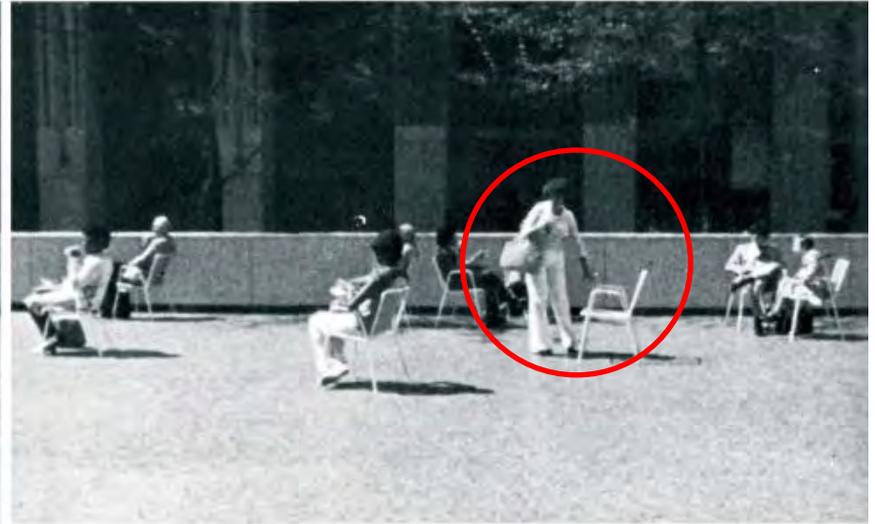
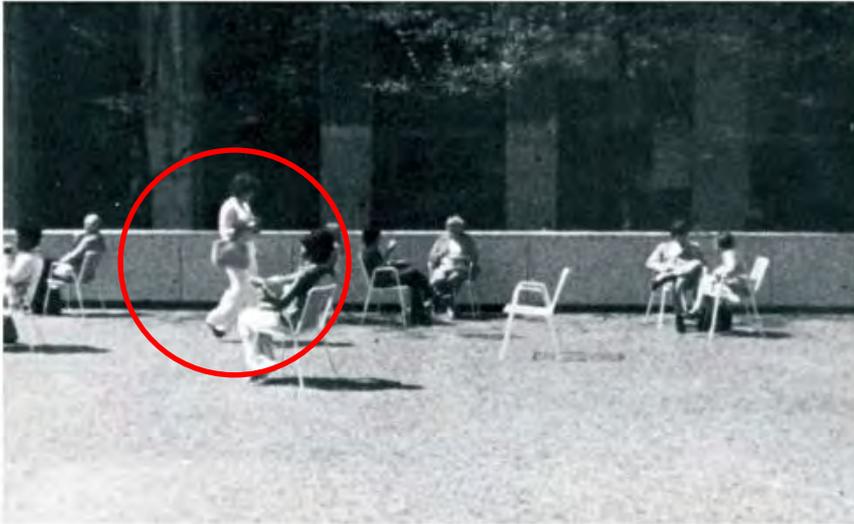
"Ideally, sitting should be physically comfortable... It's more important, however that it is socially comfortable. This means choice... Choice should be build into the basic design".

William H. Whyte –

The Social Life of Small Urban Spaces.

William H. Whyte

"The Social Life of Small Urban Spaces"





Social distances

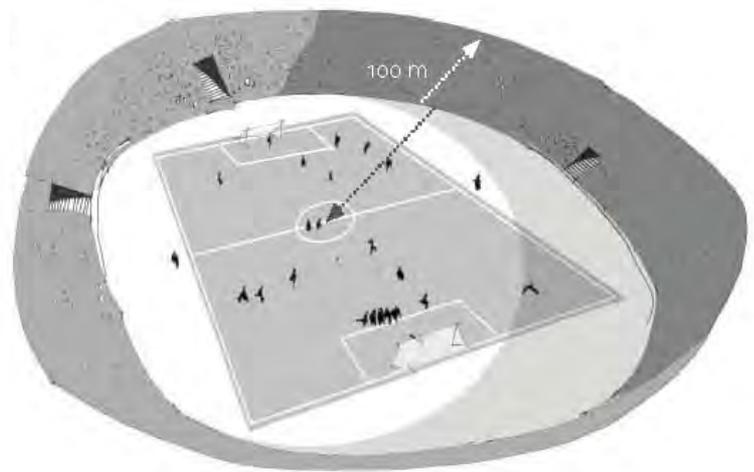
Distance 100 – 0,5m



Distance: 100m

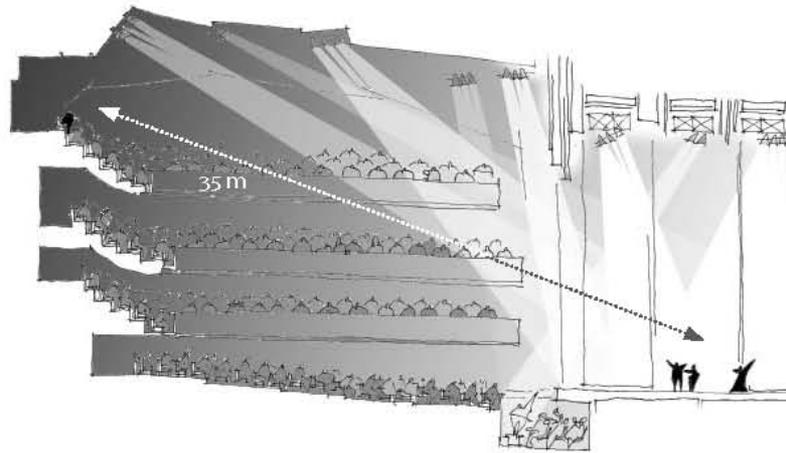
Movement and posture





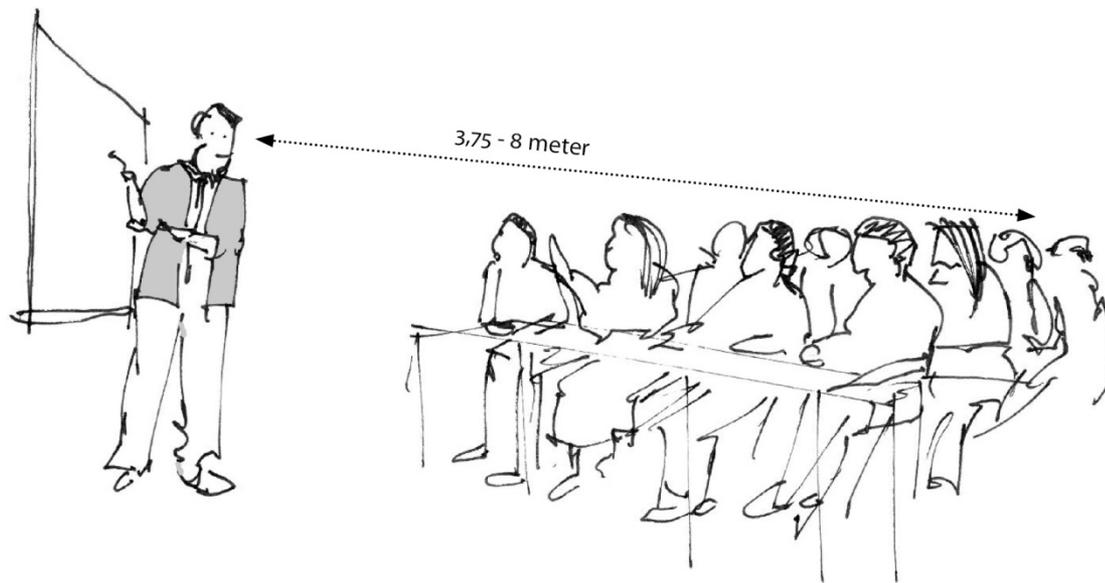
Distance: 20m
Public distance





Distance: 10m
Facial expression and emotions





Distance: 2m

Personal distance and conversation



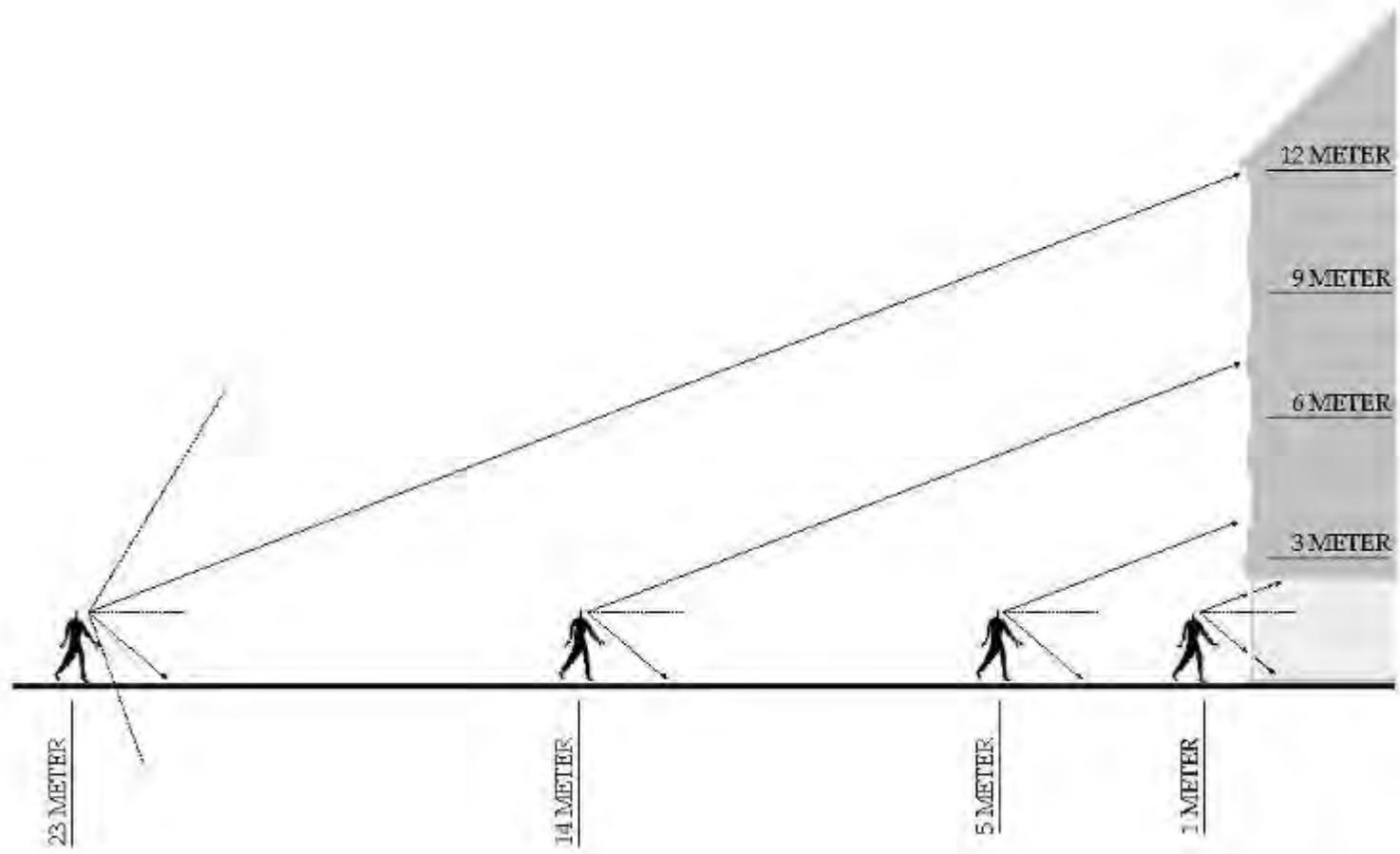
1,2 meter



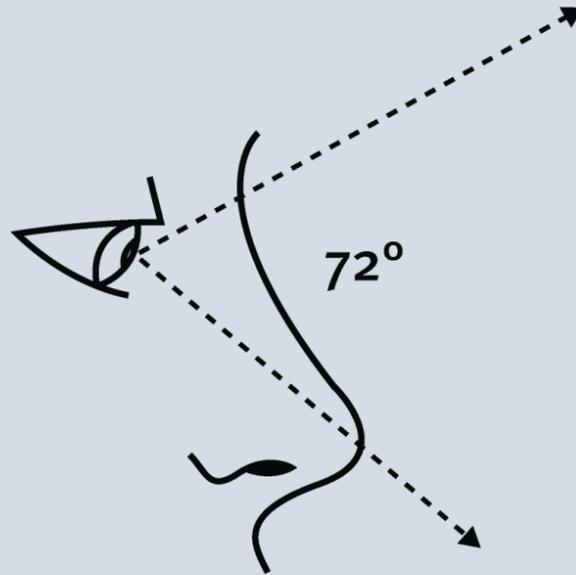
Distance: 0,5m
Intimate and sensitive distance



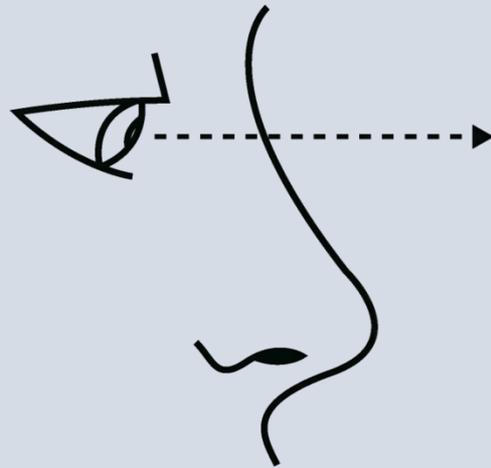




75% of all impressions are through eyesight

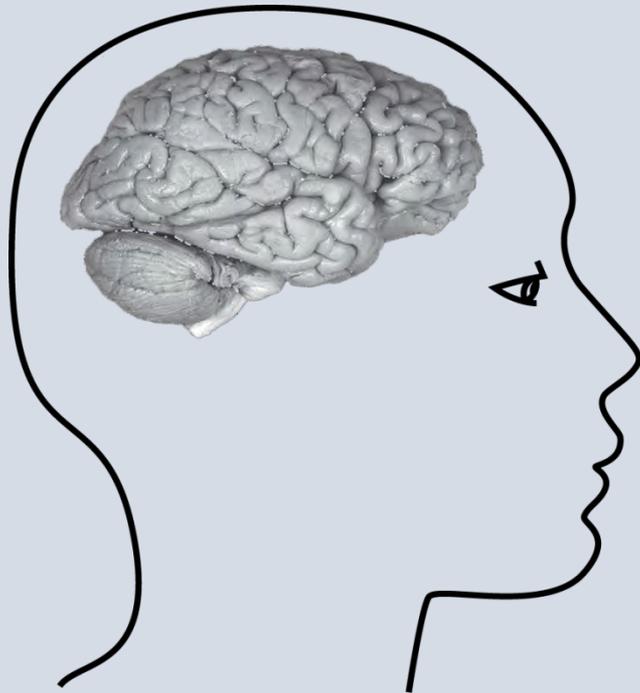


We experience the environment at eye level



We need a lot of stimulus

1000 stimulus per hour =
1 per every 4 seconds





4 sec.

4 sec.

4 sec.

4 sec.

4 sec.

Human senses are a necessary planning consideration



Small scale 3km/h architecture

Human scale, many details, interaction



We are still homo sapiens

Walking speed: 2 miles/hour







Quality of physical environment

	Poor	Good
Nessecary activities		
Optional activities		
Social activities		

Illustration from Jan Gehl, Life Between Buildings

Human scale

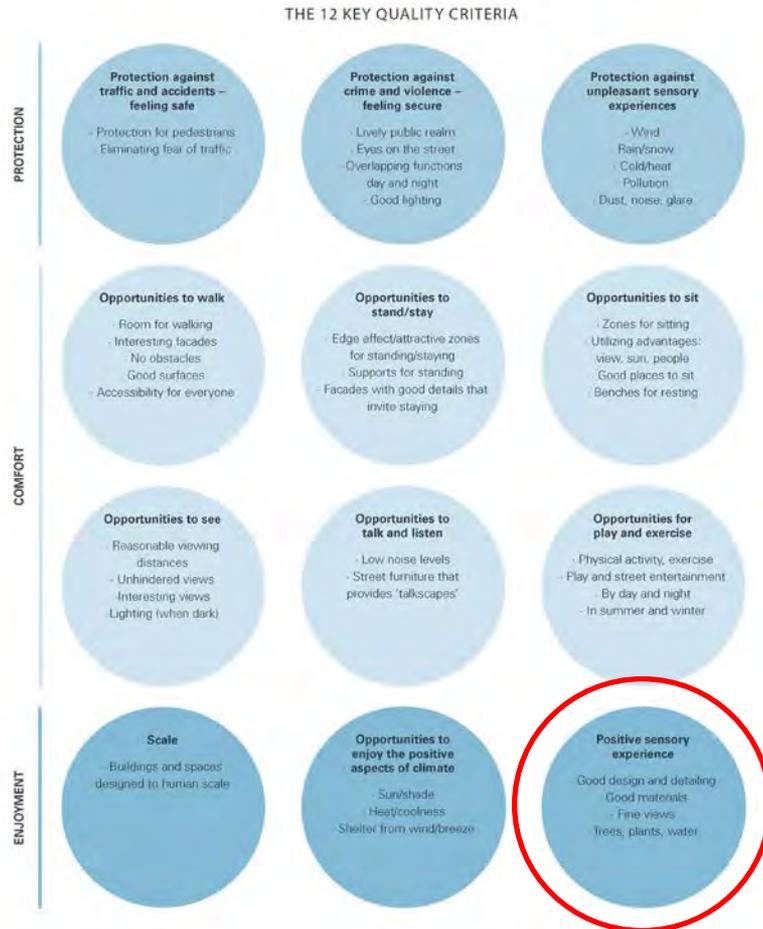


Small scale: Sometimes the answer is an expansion of the sidewalk on the sunny side



1. Senses and scale
- 2. 12 quality criteria –
a tool for evaluation
of urban spaces**
3. 12 quality criteria
tools live on
Vesterbro – a group
exercise

12 Quality criteria for public spaces



Aesthetics
only one out
of 12 aspects

....examples from Copenhagen, New City Life (2006)



The 12 quality criteria applied

Two public spaces in Copenhagen

Kay Fisker's Square: 8,000 pedestrians per day.

Open, windy, large scale

Benches and café chairs: 0

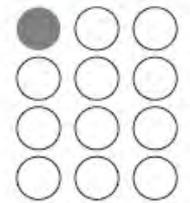
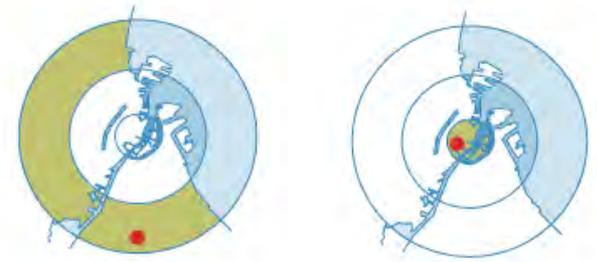
Average number of people present: 19

Strædet: 8,000 pedestrians per day.

Nice micro climate, human scale

Benches or café chairs : 372.

Average number of people present : 258



13 times more people on the high quality public space!



Kay Fiskers Plads, Ørestad, Copenhagen

Strædet, Copenhagen

Low speed reduces the number of accidents

Protection against traffic and accidents – feeling safe

- Protection for pedestrians
- Eliminating fear of traffic



Everybody should feel safe



Everybody should be safe ...and not only in theory

Traffic segregation does not provide safety even though it might be perceived as safe

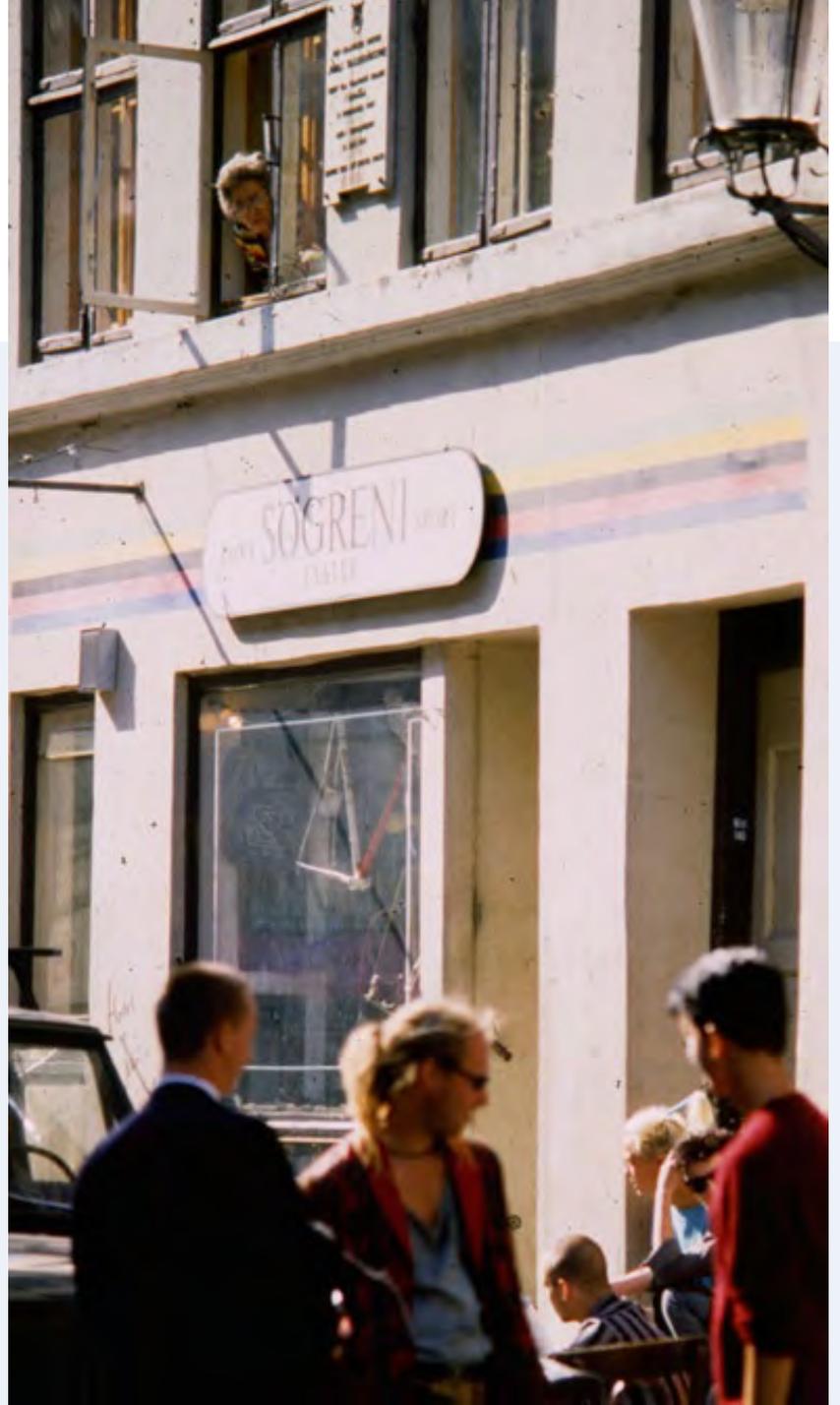


The perception of safety

Protection against crime and violence – feeling secure

- Lively public realm
- Eyes on the street
- Overlapping functions
day and night
- Good lighting





Safety:
Modern eyes
on the street



Safety: Overlapping functions



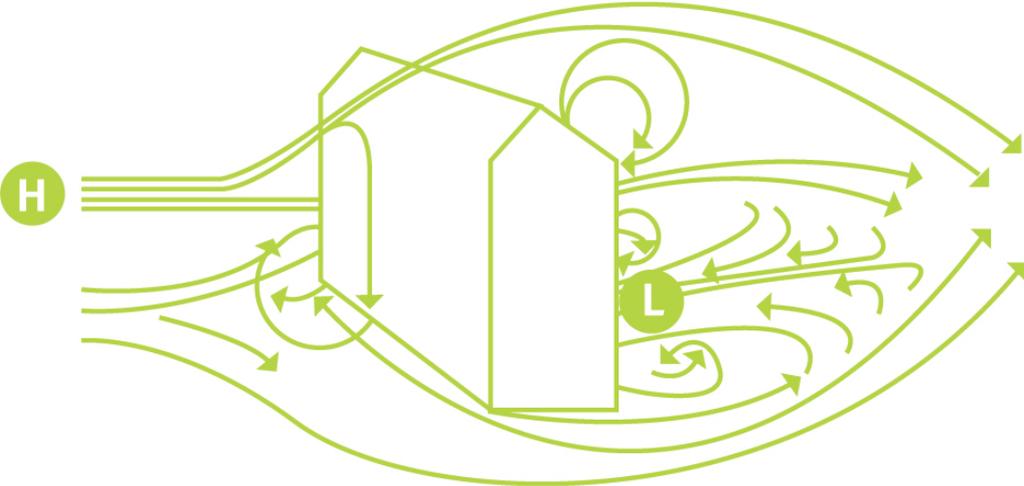
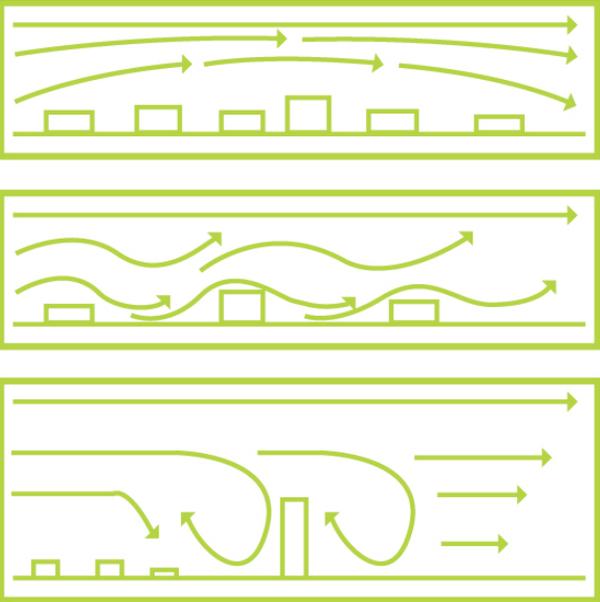
Prioritize comfort – create protection from wind...

Protection against unpleasant sensory experiences

- Wind
- Rain/snow
- Cold/heat
- Pollution
- Dust, noise, glare



Micro climate



Micro climate





Spring Strøget Copenhagen



Winter Strøget Copenhagen

THE 12 KEY QUALITY CRITERIA

PROTECTION

Protection against traffic and accidents – feeling safe

- Protection for pedestrians
- Eliminating fear of traffic

Protection against crime and violence – feeling secure

- Lively public realm
- Eyes on the street
- Overlapping functions day and night
- Good lighting

Protection against unpleasant sensory experiences

- Wind
- Rain/snow
- Cold/heat
- Pollution
- Dust, noise, glare

COMFORT

Opportunities to walk

- Room for walking
- Interesting facades
- No obstacles
- Good surfaces
- Accessibility for everyone

Opportunities to stand/stay

- Edge effect/attractive zones for standing/staying
- Supports for standing
- Shade

Opportunities to sit

- Zones for sitting
- Utilizing advantages: view, sun, people
- Good places to sit
- Resting

Comfort

Opportunities to see

- Reasonable viewing distances
- Unhindered views
- Interesting views
- Lighting (when dark)

Opportunities to talk and listen

- Low noise levels
- Street furniture that provides 'talkscapes'

Opportunities for play and exercise

- Physical activity, exercise
- Play and street entertainment
- By day and night
- In summer and winter

ENJOYMENT

Scale

- Buildings and spaces designed to human scale

Opportunities to enjoy the positive aspects of climate

- Sun/shade
- Heat/coolness
- Shelter from wind/breeze

Positive sensory experience

- Good design and detailing
- Good materials
- Fine views
- Trees, plants, water

Create good conditions for pedestrians so they can move freely

Opportunities to walk

- Room for walking
- Interesting facades
 - No obstacles
 - Good surfaces
- Accessibility for everyone



Create good conditions for pedestrians so they can move freely

Not too narrow
...or filled with
parked cars



Create good conditions for pedestrians
so they can move freely



Create good conditions for pedestrians so they can move freely

Avoid long waiting times



Create good conditions for pedestrians,
so they can move freely

People
prefer
ramps



Create opportunities to stand and stay

Opportunities to stand/stay

- Edge effect/attractive zones for standing/staying
- Supports for standing
- Facades with good details that invite staying



Avoid long inactive, closed facades

Create opportunities to stand



Create opportunities to sit

Opportunities to sit

- Zones for sitting
- Utilizing advantages:
view, sun, people
- Good places to sit
- Benches for resting



Comfort and materials

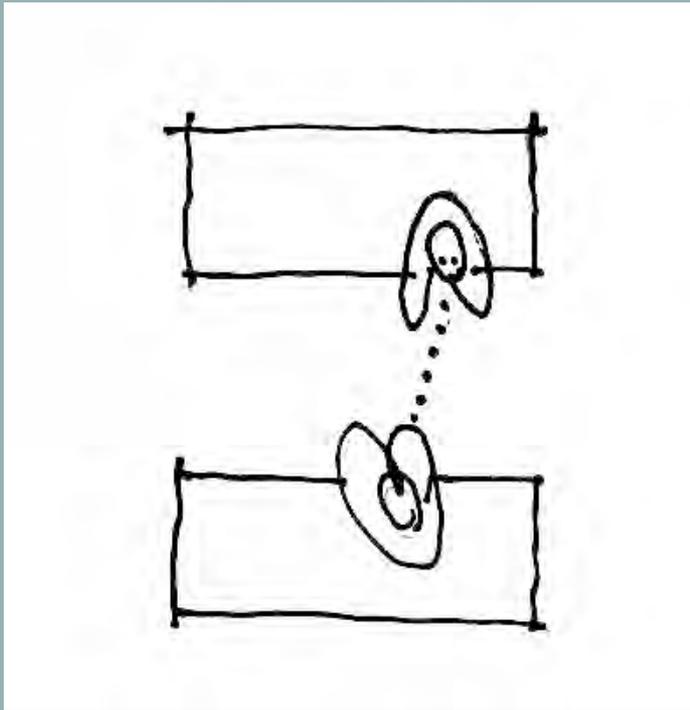
Give people options



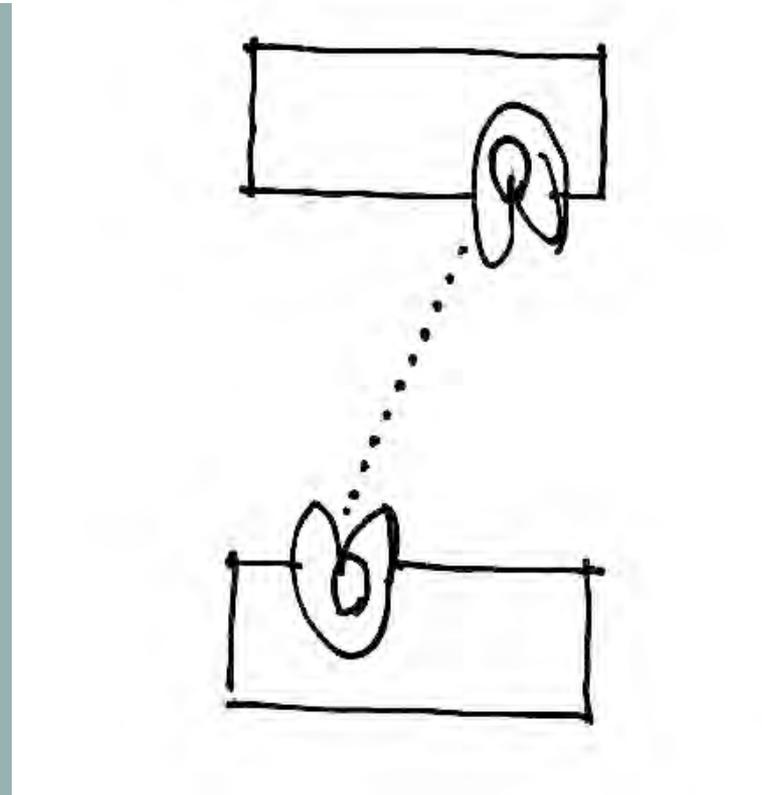
Give people options



Fixed social distances - Benches facing each other

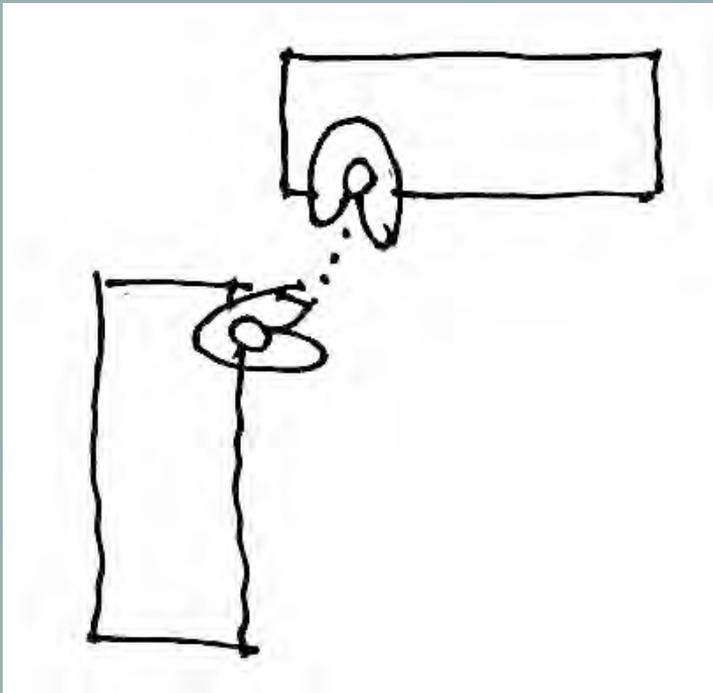


Good for talking, but
too close for
strangers

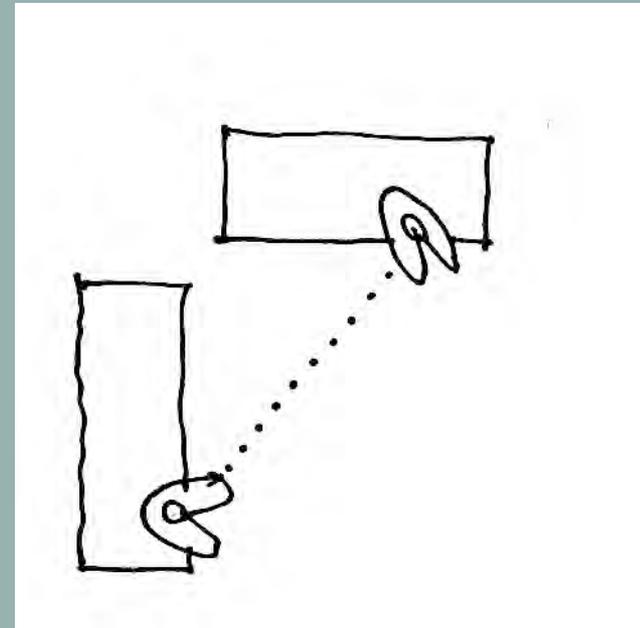


Good for strangers,
but too far for talking

Flexible social distances - Benches placed perpendicular



People can choose to sit close for conversation



....or to sit further away to stay private

Opportunity to sit at a table



2,000 movable chairs in Bryant Park NYC

Create opportunities to sit

Secondary seating



Give people opportunities to relax



Give people something interesting to look at

Opportunities to see

- Reasonable viewing distances
- Unhindered views
- Interesting views
- Lighting (when dark)



Give people something interesting to look at

Avoid uninspiring views



Make sure people can see and navigate

Lighting in the evening and at night



Give people opportunities to sit

And create a balance between public and private seating



Give people peace from the noise of the city

Opportunities to talk and listen

- Low noise levels
- Street furniture that provides 'talkscapes'



Less noise, more people staying Dronning Louise's Bridge



Create opportunities for play and exercise

Opportunities for play and exercise

- Physical activity, exercise
- Play and street entertainment
 - By day and night
 - In summer and winter



An active city – 24/7



An active city – All year





THE 12 KEY QUALITY CRITERIA

PROTECTION

Protection against traffic and accidents – feeling safe

- Protection for pedestrians
- Eliminating fear of traffic

Protection against crime and violence – feeling secure

- Lively public realm
- Eyes on the street
- Overlapping functions day and night
- Good lighting

Protection against unpleasant sensory experiences

- Wind
- Rain/snow
- Cold/heat
- Pollution
- Dust, noise, glare

COMFORT

Opportunities to walk

- Room for walking
- Interesting facades
- No obstacles
- Good surfaces
- Accessibility for everyone

Opportunities to stand/stay

- Edge effect/attractive zones for standing/staying
- Supports for standing
- Facades with good details that invite staying

Opportunities to sit

- Zones for sitting
- Utilizing advantages: view, sun, people
- Good places to sit
- Benches for resting

Opportunities to see

- Reasonable viewing distances
- Unhindered views
- Interesting views
- Lighting (when dark)

Opportunities to talk and listen

- Low noise levels
- Street furniture that provides 'talkscapes'

Opportunities for play and exercise

- Physical activity, exercise
- Play and street entertainment
- By day and night
- In summer and winter

ENJOYMENT

Scale

Buildings or designed to have a human scale

Opportunities to experience the weather

Shaded from wind, breeze

Positive sensory experiences

(Trees, plants, water)

Enjoyment

Make room for a human scale

Scale

- Buildings and spaces designed to human scale



Make room for a human scale

Avoid large scale
overdimensioned
public spaces



Make room for a human scale

Streets and
urban spaces in a
human scale



Make room for a human scale

Units and
buildings in a
human scale



Make room for sunshine...

Opportunities to enjoy the positive aspects of climate

- Sun/shade
- Heat/coolness
- Shelter from wind/breeze



...or for shadow when needed



Make the public spaces beautiful and inspiring

Positive sensory experience

- Good design and detailing
 - Good materials
 - Fine views
- Trees, plants, water



Raise the standard
and do not forget maintenance

Make the public spaces beautiful and inspiring

Enjoyment
Water...
Greenery...
Art...

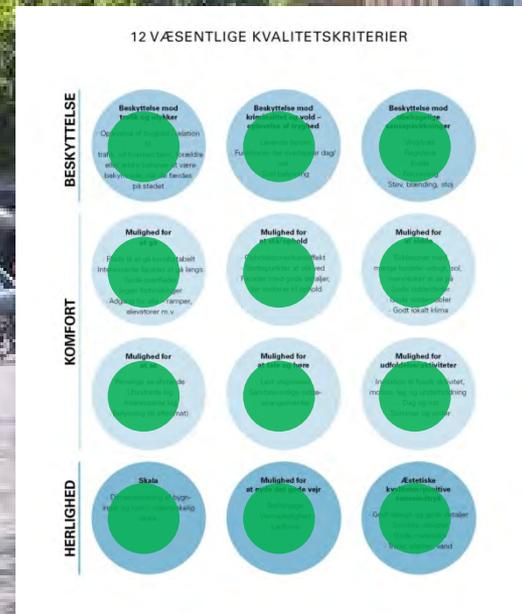


Make the public spaces beautiful and inspiring

Good design



The 12 key quality criteria a tool for assessment



1. Senses and scale
2. 12 quality criteria – a tool for evaluation of urban spaces
- 3. 12 quality criteria
tools live on
Vesterbro – a group
exercise**

12 Quality criteria

PROTECTION

Protection against traffic and accidents — feeling safe

- Protection for pedestrians
- Eliminating fear of traffic

Protection against crime and violence — feeling secure

- Lively public realm
- Allow for passive surveillance
- Overlapping functions day and night
- Well lit / lighting in human scale

Protection against unpleasant sensory experiences

- Wind/draft
- Rain/snow
- Cold/heat
- Pollution
- Dust, noise, glare

COMFORT

Opportunities to walk

- Room for walking
- Interesting facades
- No obstacles
- Good surfaces
- Accessibility for everyone

Opportunities to stand/stay

- Attractive & functional edges
- Defined spots for staying
- Objects to lean against or stand next to
- Facades with good details that invite staying

Opportunities to sit

- Defined zones for sitting
- Pleasant views, people watching
- Good mix of public and café seating
- Resting opportunities

Opportunities to see

- Reasonable viewing distances
- Unhindered views
- Interesting views
- Lighting [when dark]

Opportunities to talk and listen

- Low noise levels
- Public seating arrangements conducive to communicating, 'talkscapes'

Opportunities for play and exercise

- Allow for physical activity, exercise, play and street entertainment
- Temporary activities [markets, festivals, exhibitions etc]
- By day and night
- In summer and winter

ENJOYMENT

Dimensioned at human scale

- Dimensions of buildings & spaces in observance of the important human dimension in relation to senses, movements, size and behaviour

Opportunities to enjoy the positive aspects of climate

- Sun/shade
- Heat/coolness
- Shelter from wind/breeze

Aesthetic qualities + positive sensory experience

- Good design and detailing
- Good materials
- Fine views/vistas
- Rich sensory experiences: trees, plants, water

12 Quality criteria

Name _____

Place _____

Date _____

PROTECTION

Protection against traffic and accidents — feeling safe

Protection against crime and violence - feeling secure

Protection against unpleasant sensory experiences

COMFORT

Opportunities to walk

Opportunities to stand/stay

Opportunities to sit

Opportunities to see

Opportunities to talk and listen

Opportunities for play and exercise

ENJOYMENT

Dimensioned at human scale

Opportunities to enjoy the positive aspects of climate

Aesthetic qualities + positive sensory experience

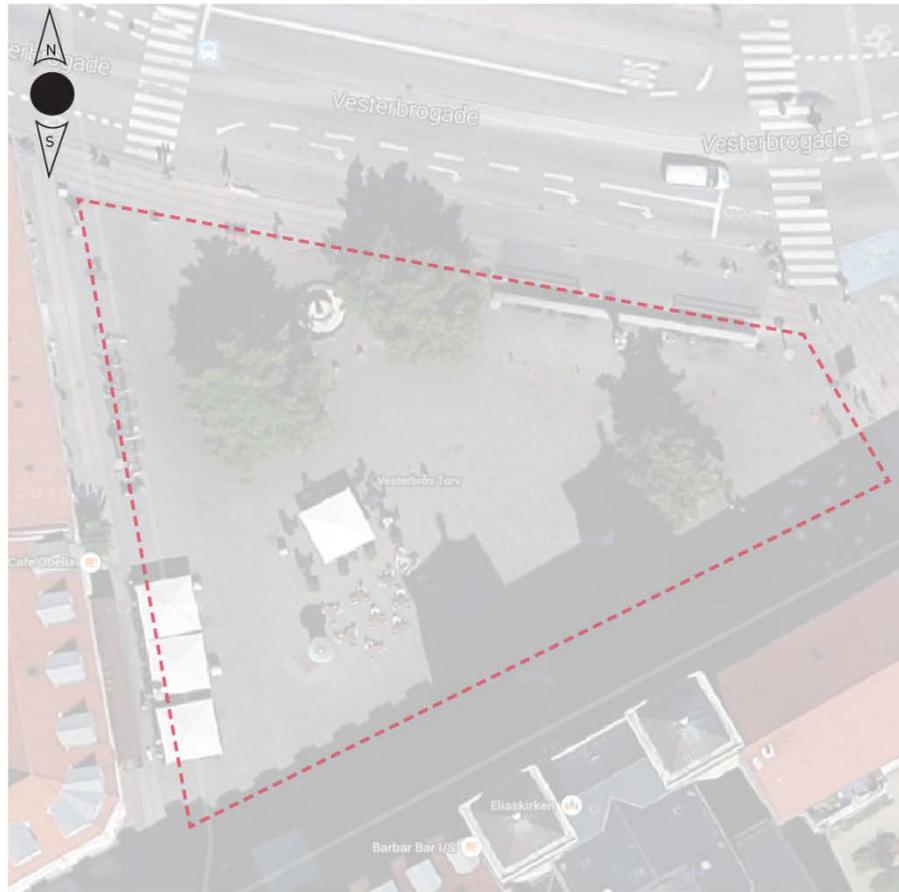
Urban Safari 1 / Locations



Urban Safari 1
/ Vesterbro Torv



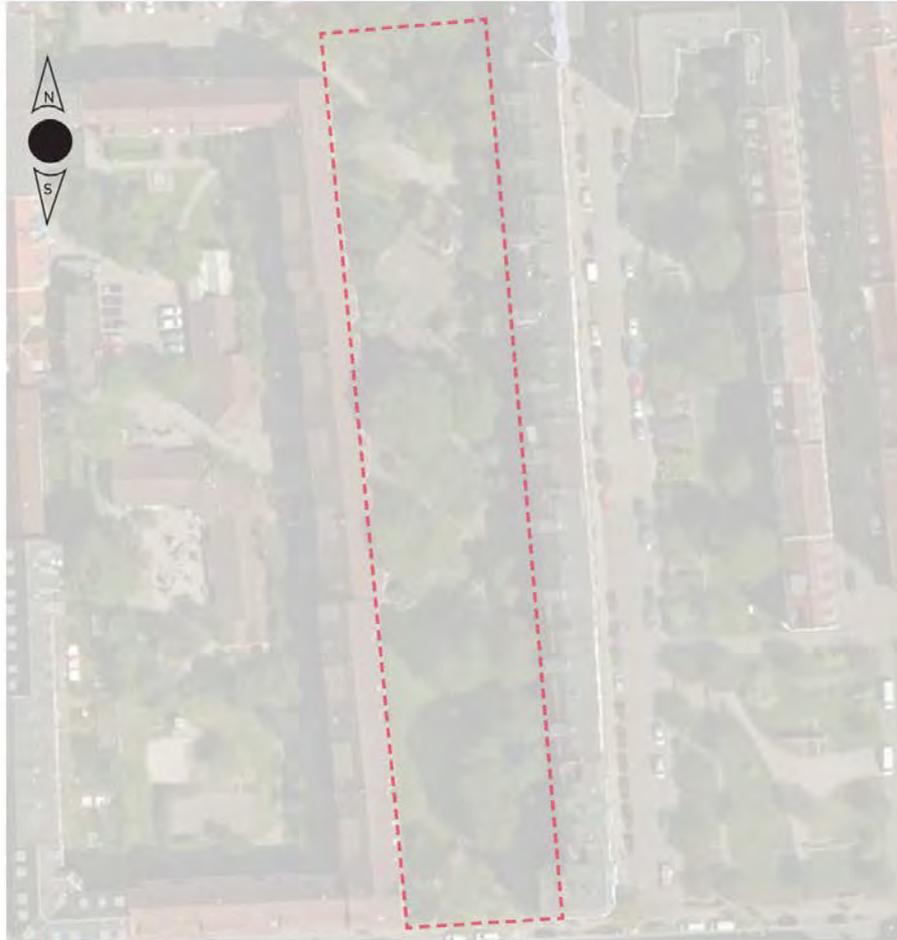
Urban Safari 1 / Vesterbro Torv



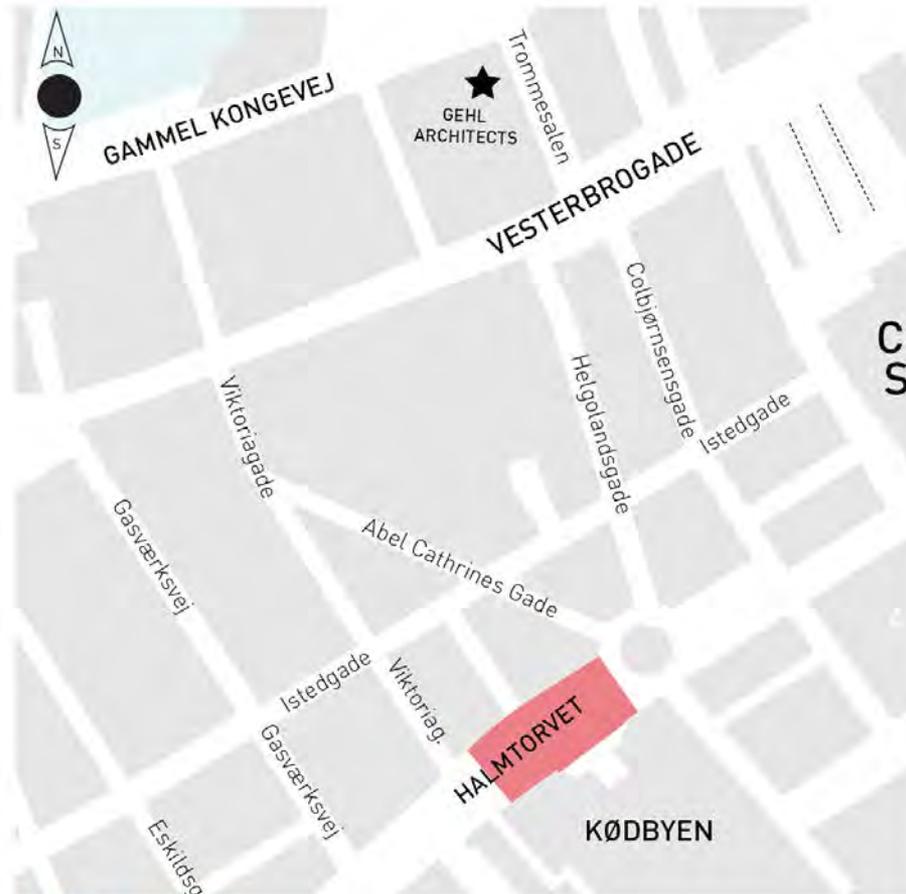
Urban Safari 1
/ Saxoparken



Urban Safari 1 / Saxoparken



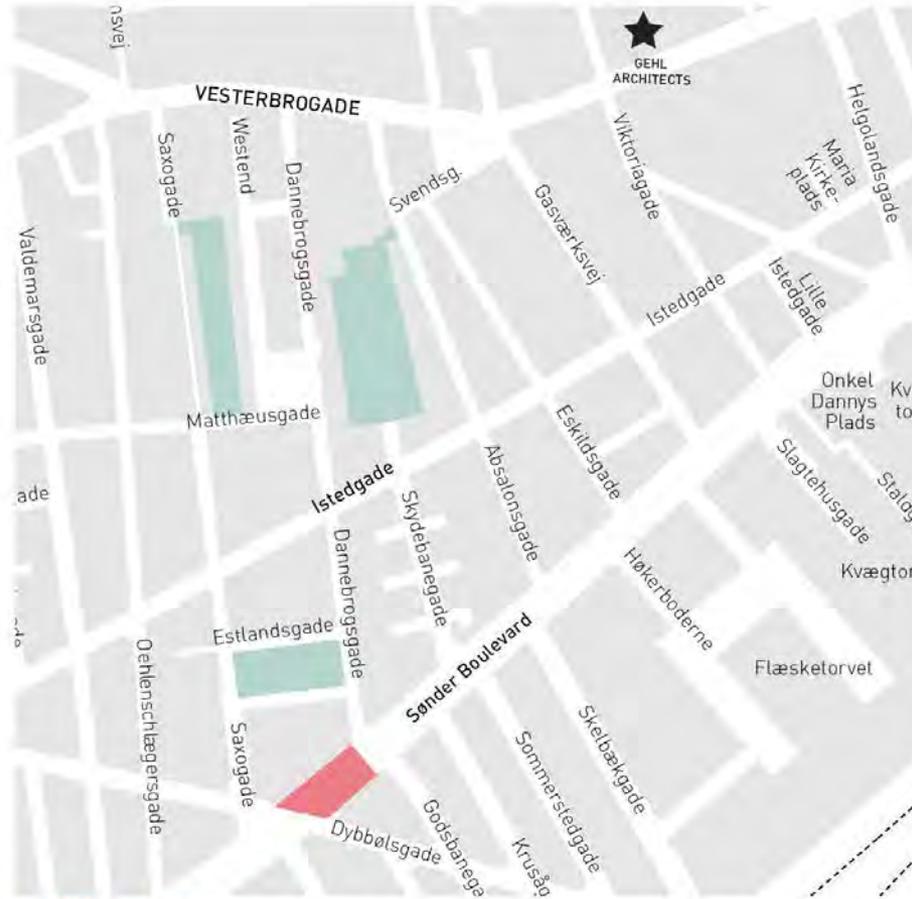
Urban Safari 1 /Halmtorvet



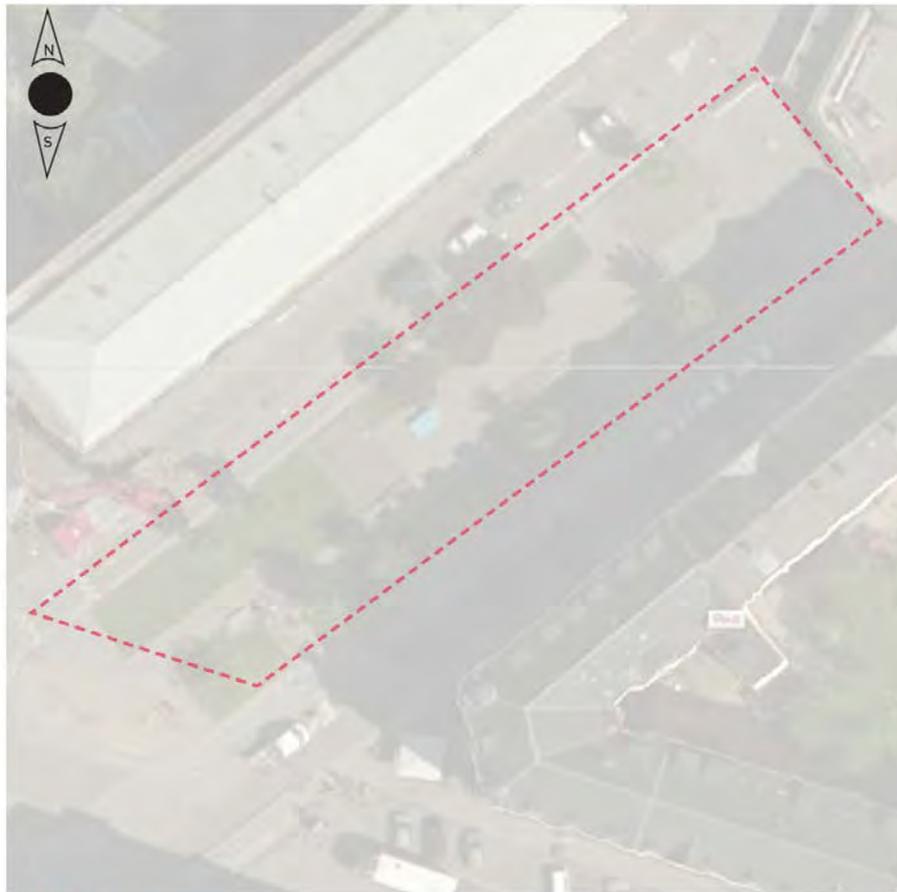
Urban Safari 1 / Halmtorvet



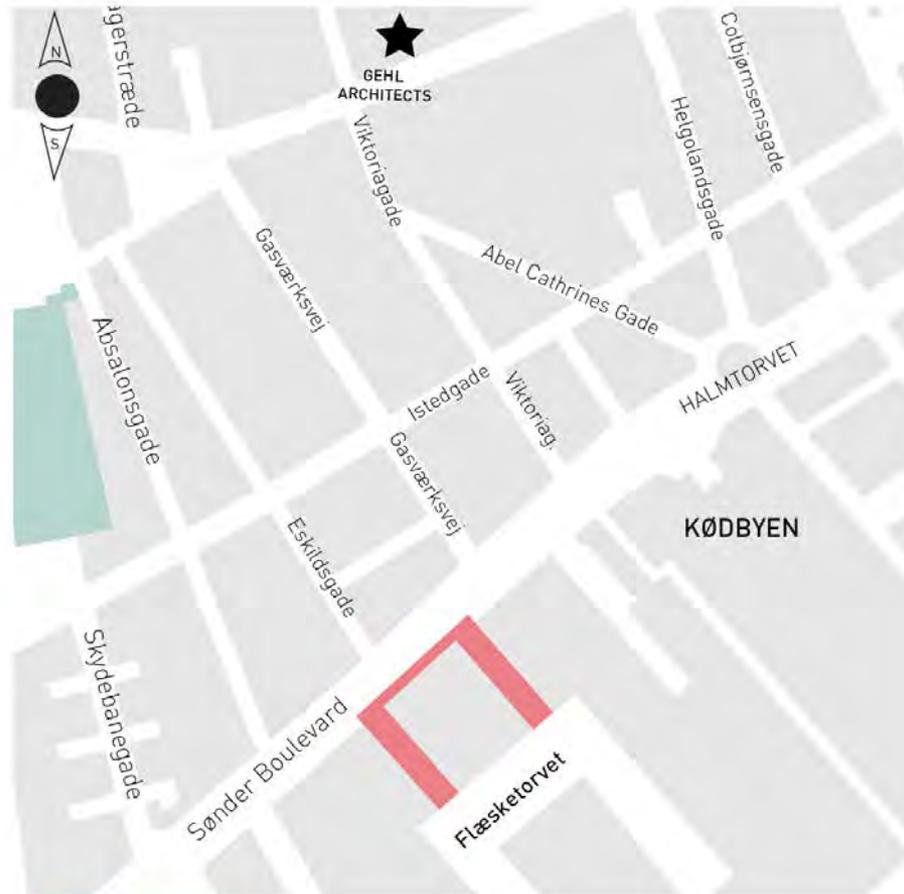
Urban Safari 1 /Sønder Boulevard



Urban Safari 1
/ Sønder Boulevard



Urban Safari 1 / Flæsketorvet



Urban Safari 1
/ Fløsketorvet



**See
You
Again
At 11.30 a.m**