



# Land South of Chesterton CIRENCESTER

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## Design Code Workshop

17 July 2018

Bingham House Gallery, Cirencester

## Summary

In January 2018, Cotswold District Council gave resolution to grant outline planning permission, with all matters reserved except for access, for Land South of Chesterton: a new neighbourhood of 2,350 homes, a primary school, mixed-use retail, community uses, 9 hectares of employment land along with a variety of play, recreation and public open space. As part of the planning conditions accompanying the permission, there is a requirement to produce a Site-wide Design Code, along with Detailed Design Codes for each phase or sub-phases.

JTP have been appointed by Bathurst Development Ltd to prepare a Site-wide Design Code for the site alongside a Detailed Design Code for the first Phase of development.

As such, key stakeholders from the local community were invited to participate in a day long workshop to discuss why and how to code a place and to obtain input into the creation of a Design Code in a Cirencester and Cotswolds context.

This report summarises the day's activities.

#### Client Team Attendees

Lord Bathurst	Bathurst Development Ltd
Peter Clegg	Bathurst Development Ltd

#### Consultant Team Attendees

Graeme Philips	JTP
Charles Campion	JTP
Rebecca Frost	JTP
Sam Cheong Benitez	JTP
Leigh Yeats	JTP
Ben Thomas	iTransport
Philip Cave	Philip Cave Associates
Michael Dray	PBA
James Howard	Cannon
Jeremy Handel	PDi



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# Introduction

The Land South of Chesterton Design Code Workshop was a productive and useful event attended by around 40 members of the community, including representatives from:

- Cirencester Town Council
- Cotswold District Council
- Gloucestershire County Council
- Gloucestershire Police
- Civic Society
- Watermoor Community Group
- Cirencester Cohousing
- Bromford Housing Association
- Church of England
- Park Community Group
- Royal Agricultural University
- Deer Park School students who are studying a Design, Engineer and Construct GCSE.

The workshop was constructive and allowed us to hear what attendees think is important in the preparation and use of a Design Code.

The day started with an introduction from Graeme Philips from JTP, who explained the structure of the day which was followed by brief introductions from all attendees.

The morning session commenced with a presentation given by Graeme Philips, partner at JTP and Rebecca Frost from JTP, which gave an overview of proposals to date, explained the role and types of Design Code, lessons learnt from other Design Codes, why a Design Code is needed for Chesterton and finally, examples were shown of both poor quality designed developments and good quality design coded developments.

Following the initial presentation, attendees were then invited to sit around facilitated tables to think of a man-made place or space that they enjoy, and to write down on post-it notes the qualities of that place that make it good and distinctive - as well as things that might make that place even better and more enjoyable. Each group then reviewed and discussed their post-it notes, with a scribe making notes to keep track of emerging consensus points. Each group then reported back their ideas in a plenary session to the rest of the room.

Full transcript of post-it notes from the first workshop can be seen in the Appendix on page 12.

Following lunch, the afternoon session kicked off with a second presentation given by Graeme Philips and Rebecca Frost which gave an overview of the Design Code progress to date, example components of a Design Code, examples of recently completed developments in Cirencester and Cotswolds context and finished with an approach to Design Coding.

Attendees were then invited to sit around six themed tables:

- Landscape (two tables)
- Active Travel
- Architecture and Building Design
- Sustainability
- Public Realm

Relating to their table's theme, write down on post-it notes, two to three suggested Design Code stipulations or 'rules' to be obeyed by future designers of Chesterton.

Each group then reviewed and discussed their post-it notes to consider which code or rule might apply across the site and which might apply to certain areas with a scribe again making notes to keep track of emerging consensus points. Each group then reported back their ideas in a plenary session to the rest of the room.

Summary outputs from each group can be seen on the following pages.

## Next steps

We have started analysing and summarising the outputs from the workshop to highlight the key consensus points which will inform the Site-wide Design Code and First Phase Detailed Design Code.

A Design Code Public Exhibition will take place in autumn/winter 2018 where we will engage with the local community to collect feedback on the draft Design Codes prior to their submission to Cotswold District Council.

We anticipate the submission of the Site-wide Design Code and First Phase Detailed Design Code in winter 2018/2019.



# What should the Design Code for Chesterton include?

## Afternoon workshop, instructions:

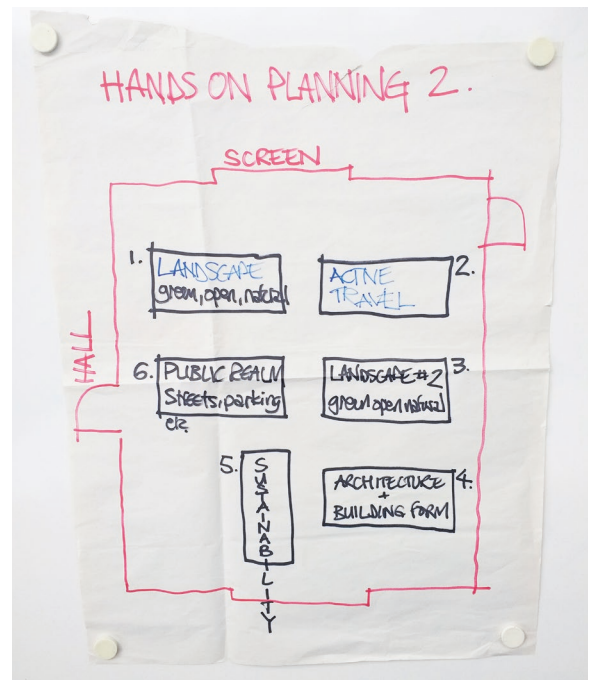
**Step 1:** Individually, and on separate post-it notes, write down 2-3 suggested Design Code stipulations; your 'rules' to be obeyed by future designers.

**Step 2:** Review all post-it notes as a group, considering which might apply across the site and which might apply to certain areas.

**Step 3:** Write down or sketch consensus points ready for a report back to the wider group.

*“Hard infrastructure makes a **place** and soft infrastructure makes a **community**”*

Workshop attendee



# Discussion and Consensus Points

## Landscape #1 Group

The first landscape group wanted to see a fair distribution of open space, varied typologies of space to allow for different activities, and functions and facilities which cater for the young and old alike. A selection of planting types should be used to create character areas but management and maintenance should be carefully implemented for the success of the project.

### Landscape distribution

- Every house should have easy access to open space and shouldn't be more than 100-200 metres away from one
- Children / family houses should be nearer facilities like playgrounds and parks etc
- Size and number to be defined
- Relate to garden size
- Role of open space in employment land use areas
- Close to housing
- Buffer planting along roads / multi-functional grass verges

### Play

- Distribution and types
- Inclusive to all
- Natural play
- Mix sport and informal leisure
- Maintain natural features to sustain safety and enjoyment

### Facilities

- Facilities in open green spaces
- Café - good place for building social capital and sustainability
- Social enterprise could also create employment and skills
- For teenagers – table tennis, youth shelters
- Artwork for historical / nature interpretation

### Movement

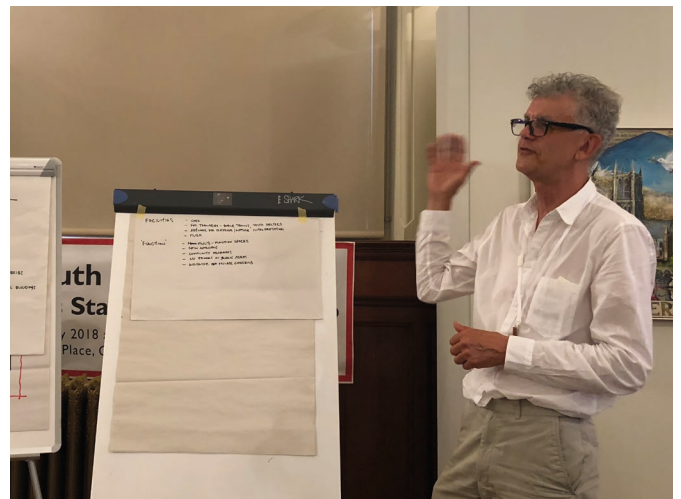
- Road shared – one way, width and verges, lighting, signage and drainage
- Paths – cycle, multiuse, directional
- Gravel footpaths - aesthetic but less accessible
- Circular routes help encourage active lifestyles
- Health walks and runs
- Attractive and convenient routes between countryside and town
- Cycling - commuting / pleasure / recreation

### Planting

- Places should have a variety of plantation- not just trees: plants, shrubs and grasses to fill in empty spaces
- Create character areas with species
- Trees on every street - consider canopy size and leaf/fruit drop of species in particular locations
- Green roofs on industrial, public buildings and bus stops
- Native as well as ornamental
- Climate resilient planting is a must
- In central square

### Function

- Multi-functional and shaded spaces
- Rain gardens - SuDS and additional spaces for amenity and biodiversity
- Community orchards - social connection, healthy and fresh food, and biodiversity benefit
- No fences in public areas
- Encourage wildlife gardening in private gardens - create a 'demonstration' garden and work with community and voluntary sector partners



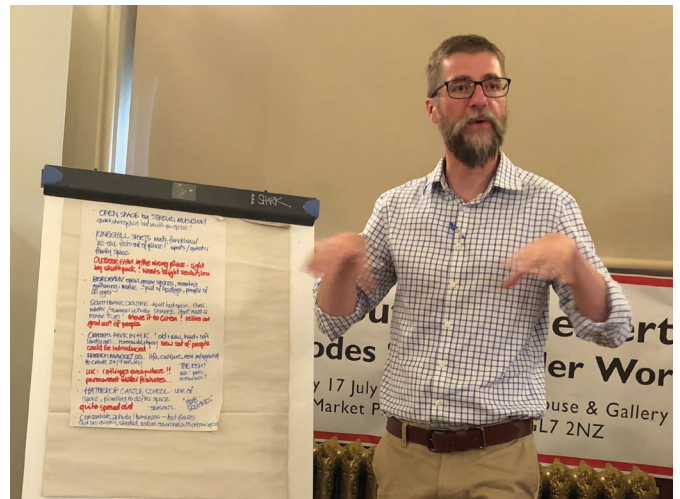


# Discussion and Consensus Points

## Active Travel Group

Encouraging active travel through street, building and public space design was the primary focus, from incorporating cycle paths into natural landscape to locating parcel pickup points away from homes - an active community is a healthy community. The creation of an enterprise space that functions both as a café and bicycle repair shop could encourage an active lifestyle and provide a key community space. Ensuring streets are easy to navigate through creative wayfinding techniques such as the creation of destination points and community artwork was also raised.

- Streetscape – doesn't need to be suburban – it should be an urban legible place with focal points at end of the streets
- Dog walking and walking
- Incentivise cycling – make it cool – cycle recycling and repair, social enterprises (Look Mum No Hands) “good, better, best!” – direct, safe, pleasant, leisure and purposeful cycling – home storage
- Internet drop off point as part of community trust delivery service
- Paths - hard, low roll resistance surface – sufficient width, way marking a la SusTrans
- Native landscape – cycling can be in natural landscape – native trees and grasses and edible planting including fruit trees and herbs
- Fountains as destination
- Community exercise classes
- Community enterprise space
- Why constrain to traditional Cotswold design – we can express ourselves to reflect contemporary lifestyles



# Discussion and Consensus Points

## Landscape #2 Group

The second landscape group were keen to see the approach to tree planting supported by long term management and maintenance. They also discussed the importance of green infrastructure and how SuDs enhance amenity and biodiversity. The importance of private landscaping maintenance and design coding was also touched on.

### Tree planting

- Size, scale, massing and location
- Planting including soil
- Establishment
- Watering provision
- Species selection – a key challenge/problem: Buy-in from the housebuilder so what is designed is implemented and not “next best alternative”
- Additional value (edible, biodiversity)
- Semi-mature trees – native species (professional arboriculture advice)

### Green infrastructure

- Specify typology of features for different areas on site
- Gradient of slopes
- Wet/dry
- Allotments
- SuDs – natural ponds
- Maintenance arrangements
- More incidental open spaces to come upon

### Private landscaping

- Will there be any detail coding for what planting is encouraged / discouraged?
- Species selection: character, distinctiveness, supports biodiversity
- Maintenance of public and private open and green space
- Low boundary walls / hedges / fences at front (maximum one metre high)
- Minimum front garden depth 3 metres but variety

### Other considerations

- Interface between architecture / built form and landscape
- ‘Pepper potting’ tenure types is preferred so equal access to landscape features, better social cohesion, community-building
- Centralised communal bin area
- Coded street furniture
- Windows / chimneys
- Satellite dishes – central
- Co-ordinated street furniture, especially high-quality seating
- A consistent prescriptive code

### Site Wide Design Code

- Palette (planting schedule – character)
- Principles (interest, aesthetic, wildlife, enjoyment, edible, climate and flood resilience)
- Long term maintenance and management approach – landscape clerk of works

### Detailed Design Code

- Demonstrative compliance with principles at phase / sub-phase plot level
- Selective species from palette
- Specific details related to planting species, tree pits etc and maintenance
- Maintenance schedule informs the Community Management Trust decisions
  - Areas of wildlife interest
  - Requirement for maintenance of natural play equipment
  - How high are your hedges and why?

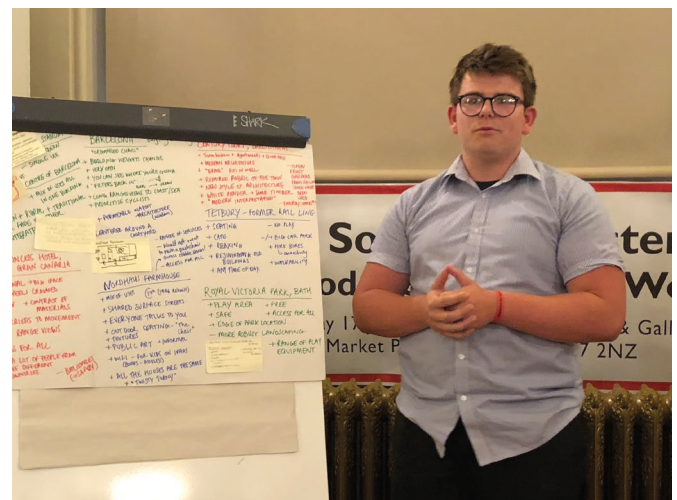


# Discussion and Consensus Points

## Architecture & Building Form Group

The key themes to be agreed included variety of house types, key materials, where Cotswold stone should be located, where red brick could be located and importance of having a number of solutions for car parking.

- New buildings should fade into each other
- Keep the same characteristics of the buildings
- Sustainability
- Road hierarchy and design linkage
- Street urban design – site wide
- Public realm
- Site boundary
- Nationally Described Space Standards (NDSS)
- Variety vs visionary
- Transition from one to another (house developers / parcels)
- No orphan areas of leftover landscape spaces
- Wooden street furniture made from local species
- Quality of public realm is key (not dictated)
- All services below ground
- No satellite dishes
- Large, wide, not deep (need more variety in house types - there are only three house types in Chesterton)
- Employ architects to do a proper job
- Human scale
- Space standards
- Specific street types
- Self built (close to current houses)
- Low level light pollution
- Street architecture (curbs, street lights etc)
- Houses for life
- High quality
- Craftsmanship
- Character
- Consistency through main routes
- Ensure letterboxes are positioned so postman do not have to bend down to reach them





# Discussion and Consensus Points

## Sustainability Group

Conservation of natural resources was a key concern, particularly rainwater / greywater recycling. Energy efficiency in building design was another topic raised along with the use of sustainable building materials. Pollution concerns, particularly relating to air quality and particulate impact from vehicles, and the provision of a sustainable community were important.

### Energy efficiency

- The need for passive design approaches to reduce energy demands
- Incorporation of alternative or community energy schemes (self-sufficient and zero energy buildings)
- The group was keen for a “long-legacy investment”, and for buildings to be meet the “highest standards of energy efficiency and healthy living, or be capable of being simply upgraded.”
- The group were proposing that there should be a proportion of “exemplar” energy efficiency buildings, such as Passivhaus, in each phase

### Building materials

- Preference for low-cost, high durability building materials
- Locally sourced building materials where possible (reduced greenhouse gas emissions associated with transportation)
- Low-embodied energy (i.e. timber, stone, slate rather than block, steel)

### Pollution

- Provision of electric vehicle charging points
- Provision of safe walking and cycling routes to key destinations (schools)
- Moving some of the community/retail uses further east so they were closer to Phase 1 (there was a concern that the walk to the neighbourhood centre for the east of the site was too far)

### Sustainable community

- The layout of the development should encourage community
- Provision for other building forms (e.g. self-build & co-housing)
- Provision of children's play spaces well integrated into the natural environment (a forest-style for these was mentioned)
- The school should be provided ASAP in the phasing to help facilitate community creation
- A rental policy for shops to encourage local businesses into the area, rather than simply chain stores
- A place for a brew, good loos and something to do!



# Discussion and Consensus Points

## Public Realm Group

Front gardens should be enclosed and delineated by various boundary treatments. Parking should be provided within the curtilage of the property or in parking courtyards at the rear. Bin collection should be from dedicated bin stores at the front of the property (terraced houses) or the sides of houses or garages (detached/semi-detached). Finally, carriageway widths should accommodate two-way traffic but in very lightly trafficked streets serving a small number of dwellings it was deemed acceptable to give-way to another car travelling in the opposite direction.

- Open spaces should be easily accessible for all
- Quality walkways
- Natural and quality play areas including natural play equipment like a sandpit
- Mix of sports and leisure activities – tennis, basketball, hockey, football provision
- Walks, dog walks and running
- Access should be free not charged for
- Wildlife (woodland, trees etc) and managed areas should be a good mix
- Cut away soil / displaced soil – used for strategic landscaping to consider the environment
- Generous, substantial planting
- Uniformity of street furniture – waste bins, benches and bin stores
- Recycling public waste
- Paths through planted areas to prevent people walking on / damaging them. Ensure they are realistic – the shortest route so they are practical and used – no cutting corners
- Public buildings – sustainable, cost effective and self running
- Public space entrances – welcoming (not just parking) good frontage, easily accessible, focal point, 'bumping space'

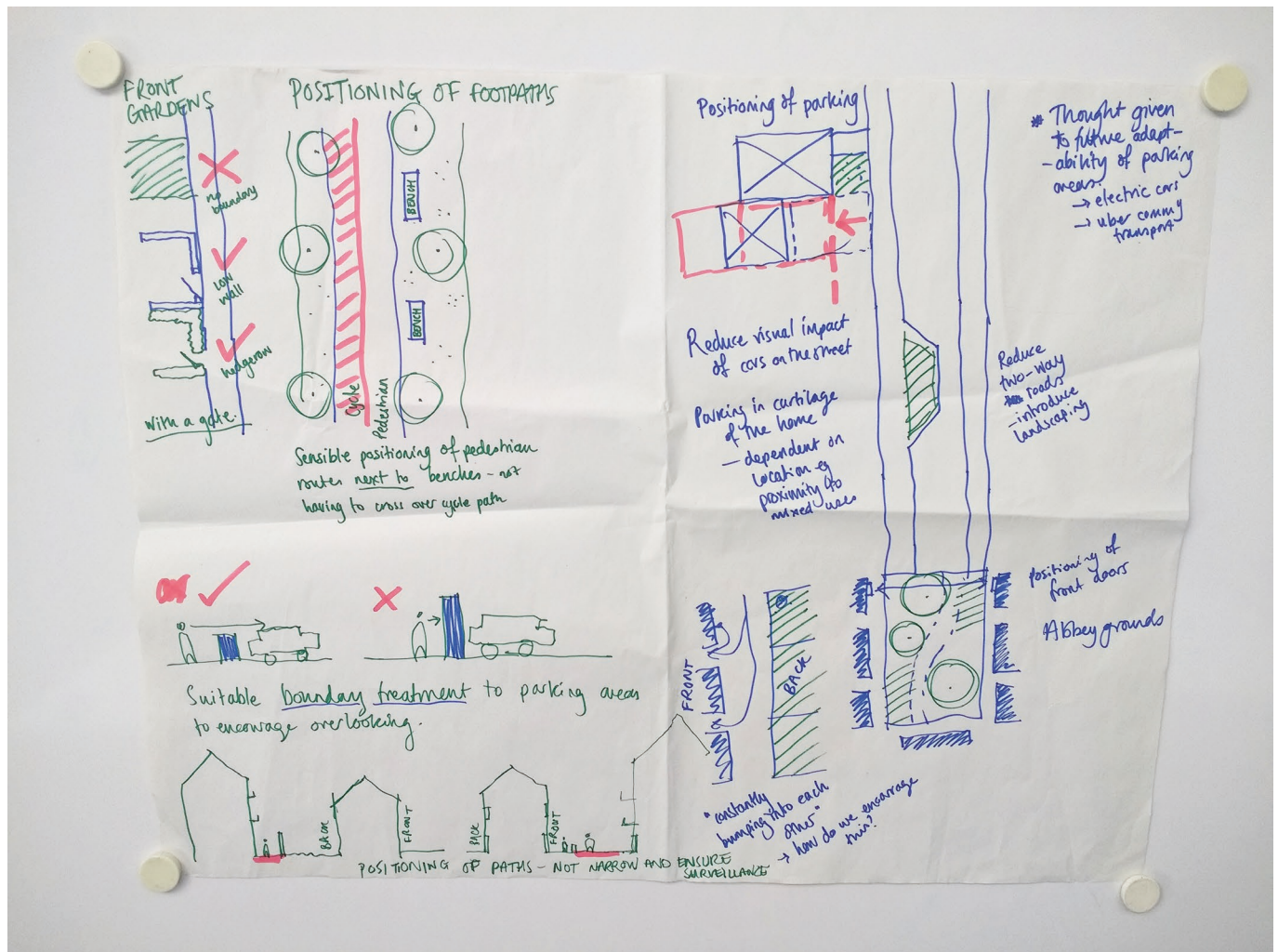
- School designed so spaces can be shared with community
- School building front onto public realm space/square
- Carriage way widths – main routes to allow large vehicles to pass, smaller roads don't need 2 way passing – slower speeds
- Parking – within house boundary where possible, but ample visitor parking
- Parking best practice to be incorporated – parking at back of houses? Pedestrianise the front?
- Bus routes – expansive community transport to help reduce parking issues
- House frontages – align opposite so greet neighbours at common times – design to incorporate 'bumping spaces'
- Cycle paths – enough space / wide enough – not interlinked with pedestrian walk ways / benches
- Flexible community spaces for events – adaptable, undetermined for community to use for all ages including young people
- Lighting – no dark / hidden corners that encourages anti-social behaviour – design of housing / roads etc to create overlooked areas for safety
- Front gardens – encourages neighbour interaction and ownership of green spaces – hedges / fencing / boundary to encourage ownership
- Bins – communal bin areas disguised / landscaped or should we leave out in open so visible to reduce fly tipping?
- Lighting – street lamps not outside bedroom windows. Solar powered (sustainable) not needed for areas that are overlooked – lighting off when not in use
- Wayfinding – clear lines of sight, not a rabbit warren, natural surveillance – a sense of place, streets are easily recognised – car parking in curtilage so can be seen from homes



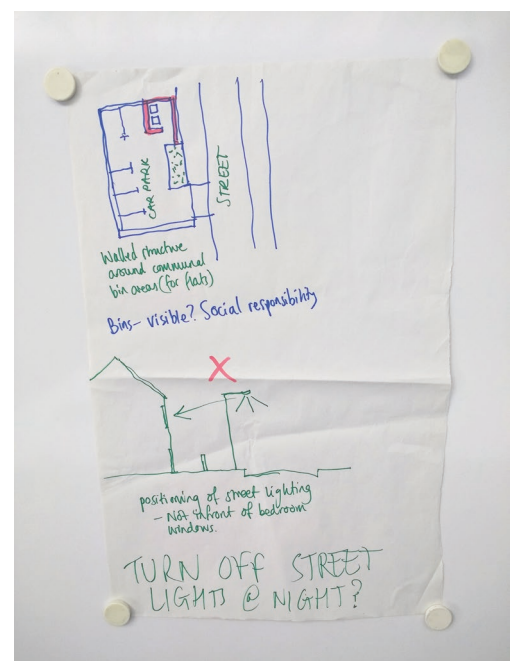


# Discussion and Consensus Points

## Public Realm Group



Additional sketches from the Public Realm group





# Conclusion

There were a number of key consensus points that emerged from the Stakeholder Workshop which will inform the Site-wide Design Code and First Phase Detailed Design Code. These codes will act as an overarching set of design rules to ensure quality of design throughout the development. Key areas to be considered in production of the Codes include:

- **Sustainability and future proofing** – setting out an energy strategy; considering site orientation; and using existing resources such as rainwater
- **Green infrastructure and sustainable drainage** – SuDs; swales; and water features
- **Parking** – standards; location; and types
- **Building materials** – high quality; low-embodied energy; locally sourced; and a variety
- **Safety and lighting** – lighting to routes and footpaths; and ensuring low level light pollution, particularly near locations of green infrastructure / key wildlife corridors
- **Gardens** – space standards; appropriate defensible space for all dwellings; and a sense of enclosure
- **Boundary enclosures and treatment** – types of hedges and fences; and materials
- **An interactive community** – encouraging 'bumping spaces'
- **Maintenance of open space** – can there be a landscape clerk of works
- **Street hierarchy** – character areas should define street types; carriage widths to be clearly set-out; and shared surfaces to be clearly specified in terms of dimensions and materials
- **Street furniture** – consideration of where bins and benches are located; and material type and design
- **Architectural details** – appropriate letter box heights; location of entrances to dwellings; and consistent window colours and proportions
- **Refuse storage** – for public realm and individual dwellings; design to be appropriate – built-in/ free standing
- **Public realm** – for everyone; flexible and useable; consideration of materials; and incorporating heritage where possible
- **Legibility and wayfinding** – use of street signs; accent buildings for orientation; and material use
- **House types** – consideration of space standards; creating a variety of dwelling types; and ensuring high quality materials and construction methods
- **Accessibility** – to be inclusive for all; public space and public buildings

We will address each key area in further detail, in relation to planning requirements and standards, and what contributes to good design. The points set out above will help inform the design approach, ensuring that the Codes address aspects considered by the stakeholder group to be important.

There were some additional discussion points that fall outside of the remit of a Design Code:

- **Maintenance of open space** - will there be a Management Company? - Public open space will be managed and maintained through a Community Management Trust
- **An interactive community** - what community facilities should there be? The Outline Planning Permission and Section 106 specifies certain community uses such as a community hall and arts and culture space.

## Next steps

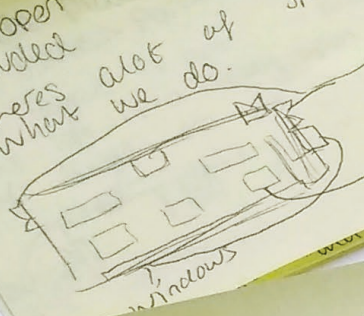
A Design Code Public Exhibition will take place in autumn/ winter 2018 where we will engage with the local community to collect feedback on the draft Design Codes. Following any changes we anticipate the submission of the Site-wide Design Code and First Phase Detailed Design Code in winter 2018/2019.

# Appendix

Recreational areas should be adaptable / flexible and open to individual interpretation and future changes

There should be no dark / hidden corners within the residential settings to make sure there are no hostile areas in garden / green spaces to front of properties / should have some level of pride in enclosure to encourage maintenance

rooms are room and tends to be not to space to get along with



the doors and windows make the area look clear and free has a clear layout

of all = something for anyone  
red is good quality +  
comic.

from restaurants  
pleating  
Gardens  
Public space  
BUILDING TYPE  
OPEN SPACES  
CONTINUITY OF BUILDING  
APPEARING  
CHIPS TUCKED AWAY

sense of ownership  
and pride!

areas to cycle / walk / accessible  
or more challenging  
- surprises round every corner  
wide open field  
donut wagon + coffee + seating in the middle of a wood.

- Mill creek (Seattle)  
• Housing (modern / arty)  
• Shops  
• Restaurants  
• nightlife  
• More childfriendly

London Southbank  
re-invented itself  
Tate Modern

This area! - Footpath leads but has been built through that are mature. Bulbs planted.

Design + access impact  
of building on garden boundaries  
impact size.

All streets (not)  
- routes to street heady

bridge  
- all should  
- Terrace  
- Past planted  
- and

Princess Hotel  
space all  
over



# Workshop #1

## Morning workshop, instructions:

**Step 1:** Think of a man-made place or space that you enjoy and write down the details on a post-it note (+)

**Step 2:** Think about the qualities of that place that make it good and distinctive, and write them down on post-it notes (+)

**Step 3:** Think about what might make that place even better / more enjoyable (-)

### Ortygia, Syracuse, Sicily

- + Used by a range of community, all ages and types
- + Use of historic buildings
- + Trees peeping over
- + Minimal traffic
- + Slightly hidden and difficult to find
- + Relaxed but busy
- + Uniformity of stone but a mix of styles
- + Feels like a heart/centre – mix of housing and uses around it
- + Involvement
- + Oasis
- Needs better maintenance – on site staff for safety, especially at night

### Mill Creek, Seattle

- + Housing is modern/arty
- + Shops
- + Restaurants
- + Nightlife
- More child friendly

### Gloucester Quays

- + Cobble stone road
- + Old factory feel
- + Canal
- + Railways
- Use space better

### Mayfair, London

- + Unity in the buildings
- + Clear public private definitions
- + Legible
- + Pride in place
- + Quality materials and well maintained

### Cecily Hill, Cirencester

- + Handsome homes with gardens in front
- + Opposite straight onto street
- + Enclosed front gardens giving privacy but presenting green infrastructure to public space
- Better without cars on kerbside
- Need loading and unloading facility but cars could be parked within 50 yards in universal car park

### York City Centre

- + Architectural hierarchy, mixed uses
- + Internal uses expressed in architecture
- + Shortcuts
- + Integrated mix of commerce, leisure and movement – pedestrian and motorised

### Pevensey Bay

- + Residential roads fronting out to sea in East Sussex
- + Low density housing – bungalows and flats
- + Openness – not cramped buildings – sense of place and privacy
- + Link to the past – buildings of historical character
- + Well maintained, well-kept and well looked after - no vandalism
- + Nice green, private gardens
- + Attractive views in most directions, sea or rolling hills
- + Quiet – no traffic noise, very peaceful
- + Not dominated by the car – roads not over engineered, no white lines
- + Cobbled, wide footpaths and paved open space as well as grass
- + Low density housing fronting onto sea
- + Oldy worldy
- + Well maintained, nice front gardens

### South Bank, London

- + High density, variety, distinct areas
- + Open space
- + Vibrant
- + Lots going on
- + Interesting architecture – Tate modern
- Could be slightly cleaner and greener

### Coombe Abbey, Coventry

- + Creative space for modern population
- + Mix of really good quality open/leisure space
- + Have adapted an old abbey to a 5 star hotel and a garden landscaped by Capability Brown
- + Surprises round every corner
- + Wide open field
- + Donut wagon and coffee and seating in the middle of a wood
- + Something for everyone
- + Each aspect is good quality and not an afterthought
- + It feels organic
- + Spaces feel natural
- + Programmed spaces – sculptures
- + Electric charging points
- + Active transport – areas to cycle / walk

### Brandon Hill, Bristol

- + Natural landscaping
- + Appearance and character
- + Well used destination and part of journey
- + Views
- + Brought nature into the city
- Could have more greenery and shade as very hot
- Would be nicer if less busy at certain times
- Lack of maintenance

### Brighton Pier

- + The bridge
- + Shops including fish and chips
- + The street
- + Uses space well
- + Co-housing
- Small sculptures – both cops
- More fun/interactive

### Spanish Villa

- + Open plan
- + Character
- + Scarcely populated
- + People scale

### Hotels

- + High quality
- + Boundary with open countryside
- + Active design relationship



# Workshop #1 contd.

## Century Court, Cheltenham

- + Modern buildings that complement their historic surroundings
- + Materials that suit Cheltenham character
- + Mix of house types (houses and apartments)
- + Mature trees retained
- + Well designed and generous balconies
- + New style, modern architecture, "brave" fits in well
- + Repaired fabric of the town
- + White render and some timber
- + New interpretation of Cheltenham character
- Front gardens of the houses could have been enclosed with modern railings

## Tetbury, former rail line

- + Seating
- + Café
- + Relaxing
- + Rejuvenating old buildings
- + Any time of day
- + Walkability
- + Hire bikes – connectivity
- However, no play and a big car park

## Royal Victoria Park, Bath

- + Play area
- + Safe
- + Edge of park location
- + Free access for all
- + Range of play equipment
- Needs more robust landscaping

## Nordhams Farmhouse

- + Mix of uses
- + 17th century (1946 rebuilt)
- + Shared surface streets
- + Everyone talks to you
- + Outdoor seating "the chair"
- + Textures
- + Public art
- + Informal
- + WiFi for kids on iPads and adults on Kindles
- + All the houses are the same
- + "Twisty turny"

- + Permeable – layout and architecture (windows)
- + Centred around a courtyard
- Poor range of services
- Would not want to push a push-chair across cobble stones
- Poor access for all

## Granary Square, London

- + Public space with cafes and restaurants spilling out
- + History – former rail buildings retained and renovated

## Barcelona

- + Everything looks messy
- + Organised chaos
- + Building heights change
- + Very open
- + You can see where you're going
- + Filters back in – rural to urban
- + Long range view to coast / sea
- + Prioritise cyclists
- + Centre of Barcelona is a mix of uses in one building
- + Modern and rural and traditional all fade together - integrated
- Olympic stadium very modern but only single use

## The Princess Hotel, Gran Canaria

- + Internal – big space
- + Open space all around the building
- + Never feels crowded – you don't feel enclosed
- + Modern interior and based on artwork
- + Contrast of materials
- + No barriers to movement
- + Long range views – can see the sand dunes and the sea
- + The landscape along the main reception area gives a really open and free feeling to it
- + Access for all including a ramp which disabled people can use to enter
- + Met a lot of people from lots of different countries
- However, poor safety of balconies

## Stratford Park, Stroud

- + Great atmosphere but multi-purpose
- + Peaceful, although in centre of Stroud still quiet
- + Centre of Stroud, acts as hub and can hold events
- + Vegetation and open area
- + Clean – no litter; dog walkers don't leave waste
- + Built around a museum
- + Carbon neutral

## Kingshills Sports Development Field

- + Multi-functional
- + Nobody feels out of place
- + Sports and quieter family space
- + Great community space for all ages – skateboarders, scooters, BMX, picnics, football
- Location of outdoor gym is not suitable – next to skate park, needs slight seclusion

## River Garonne, Bordeaux

- + Riverside at night – all ages congregate on the river banks with a picnic, music on the stereo and live – no complaints
- + Kids playing in man-made water feature
- + Part of the heritage
- + People of all ages

## South Bank Centre, London

- + Built but open, lots of people enjoying themselves
- + Art, creativity and modern
- + Carnival, fun
- + Shared
- + Don't need a reason to go
- + River
- + Summer / winter activity
- + Reinvented itself
- Move it to Cirencester!
- Relies on a good number of people

# Workshop #1 contd.

## Central Park, Hong Kong

- + Huge, varied impressive example of what we can do
- + Old and new
- + Hard and soft landscape
- + Reasonably busy
- Cleaner transport – taxis are terrible
- New set of people could be introduced

## Hatherop Castle School

- + Garden and planting – contrast and use of texture as well as being used to define boundaries
- + Space used
- + Architecture – the way it sits within the space and how the different aspects of the school work
- + Use of levels and paths
- + Seasons
- Parking could be improved
- More green space used to break up the space
- Quite spread out

## Chedworth

- + Detached houses... bit by yourself... not just a red brick house
- + Gardens important and private
- + Appropriate design – fit in with the surroundings

## Neigh Bridge, Cotswold Water Park

- + Water
- + Trees
- + Free
- + Dog bins and litter bins emptied often
- + Keen volunteers
- + Cheap parking
- + Multi-purpose – fishing etc
- + Tree climbing based play park
- Rebel parking
- Blue green algae
- Unauthorised BBQs

## Botley Road and Park, Oxford

- + Terraced housing onto green space
- + Occupied by different social groups
- + Small front gardens – you know your neighbours
- + Community park
- No parking

## Spenn Lane, Leeds

- + Winding path
- + Old trees (organic setting)
- + Houses set back and nestled into landscape including social housing
- + Accessible to all even though on a hill
- + Houses set apart at an angle to the road
- + Footpath leads up a hill but has been built through trees that are mature, bulbs are planted
- Houses could be more aesthetic

## Cirencester Amphitheater

- + Green space
- + Used by many
- + Keen volunteers
- + Views of Cirencester
- + Connectivity
- Interactive play space
- More accessible walkways
- Benches

## Cirencester Abbey Grounds

- + Green space
- + Water
- + Walks
- + Play area
- + Hidden corners
- + Keen volunteers
- No accessible parking
- Poor quality toilets
- No recognition of heritage
- Benches

## Bosham, West Sussex

- + Organic mix of building types and open spaces, developed over time
- + Continuity of building materials
- + Cars tucked away

## Copenhagen

- + Excellent cycling provision and separation of cars and cycle lanes
- + Uniformity of building style (to some degree) which is aesthetically pleasing
- + Incorporation and focus towards waterways
- + Café culture and people spilling onto streets etc

## The Lower Street at Springhill Co-housing, Stroud

- + Car free pedestrian street: safe and inviting
- + Front doors under overhangs: welcoming
- + Kitchen windows open towards street: lived in
- + Lots of planting: leads to communal spaces
- + Sunlit
- + Sense of belonging
- + Self-managed community
- Could be more energy efficient

## Elements at Cerney on the Water, South Cerney

- + A flagship development, the best it can be
- + Water run off pond – a beautiful feature, very landscaped
- + Mature woodland, place to walk dogs
- + Fronts on to a lake
- + Houses of varied designs but with a common thread
- + Community building and space to meet/café

## Christchurch Meadows

- + Simplicity
- + Uncluttered
- + Natural, wildlife, large trees
- + Clear definition of routes
- + Quality, traditional materials
- + Great views

# Workshop #1 contd.

## **Bordeaux's water feature / communal area by the river**

- + Large, modern water feature that can be walked on (size of a netball court) that can mist water through internal holes
- + Benches, trees and green space surround
- + Families, dogs gather as social space
- + Cool congregation area
- + Design very modern concept/ look but surrounded by traditional French architecture
- + Contrast of modern design (metals) with traditional architecture
- + "Bumping space" community building
- + Lovely place to sit, relax, children play
- + Water feature breaks up usual outdoor space
- + Well-loved in the summer! Children can run through the mist
- Needs better seating, rather than traditional benches, create seating areas in different materials
- Need more discreet bins in keeping to reduce litter

## **Uplands Park, Stroud**

- + Big open spaces
- + Nice views
- + Cycle parking
- + Sports facilities – free (football, basketball)
- Poor toilets
- No space for younger children
- Lighting for winter evenings

## **My friend Ollie's loft**

- + The layout is open – nice views and modern
- + The loft is a really open area for a lot of things to do
- + Large area – can fit many people
- + Safe yet free
- + The windows make the design look so well organised
- + There's windows along and it makes the room more open
- Maybe layout could be a bit lively and add something distinctive

## **My school's art room, Deer Park School**

- + It's open and tends to be not too crowded
- + There's a lot of space to get along with what we do
- + The doors and windows make the area look clear and free
- + Has a clear layout
- Cleaning area could be more safe and secure

## **Cheltenham Promenade**

- + Part transport and part pedestrian
- + Good quality and varied shops
- + Pleasing architecture
- + Vibrant
- + Fluid transport
- + Gardens and public space
- + 1 layer back
- + Theatre
- + Eating places
- + Museum
- + Green structures – garden planting
- Could have better evening transport



# Workshop #1 General Discussion Points

## Good qualities

- + Accessible and inclusive
- + Well maintained
- + Destination
- + Quality materials
- + Sense of place
- + Character areas
- + Active transport, cycling and wellbeing
- + Natural planting and landscape, greenery
- + Boundaries and frontages
- + Future proofing e.g. electric charging
- + Sense of ownership and pride
- + Style, quirky – focus
- + Varied land uses and landscape types (“texture”)
- + Interest and enjoyment all times of year
- + Areas to be connected and areas to be quiet and tranquil
- + Pedestrianised, safe and inviting
- + Kitchen window overlooking street
- + Soft landscaping
- + Communal house
- + Sense of belonging
- + Self-managed community
- + Mix of building types
- + Feeling that built up over time
- + Organic growth
- + Charming
- + Continuity of building materials
- + Sense of place
- + Cars are tucked away
- + Varied landscape – quality of design of greenspace
- + Wildlife and birdsong
- + Peaceful
- + For all age groups
- + Garden city principles – layout, landscaping, tenure blind, codes for changes to buildings, pedestrian priority with minimal highway clutter
- + Entranceways
- + Shared greenspace
- + Street trees
- + Community facilities close by
- + Sense of community in urban density
- + By river
- + Water features
- + Interactive
- + Places to sit and gather
- + Trees and flowers
- + Space for picnic
- + Modern materials but complements traditional materials
- + Fluid, one direction transport route
- + Part-pedestrianised
- + Quality and variation of shops
- + Vibrant feel
- + Gardens and public open space in main area
- + Theatre and museums
- + Flexible spaces – adaptable for different uses as community changes
- + The importance of PLAY (Danish approach)
- + Sense of place – history, relate to context, own identity
- + Long range views
- + Materials – variety and high quality
- + Consistent high quality – harmony
- + Designed as a whole
- + French market squares where life, culture and residential are integrated to create 24/7 activity
- + The right mix of pubs and restaurants
- + Small scale in relation to overseeing green spaces
- + Concentrate activity / business – but places that are quieter, shaded
- + Natural environments encouraged
- + Community champion to see projects through – e.g. spaces, community park or garden
- + Community management trust must be approachable and balanced in terms of representation
- + Mixed communities - private / affordable aspiration
- + Open spaces open to everyone, not just those who live there.
- + Need clarity (or signage) of ‘open to everyone’!
- + Haydon Wick on SusTrans routes – “you can get everywhere on a bike, that’s the way to do it.”
- + Bins and post in communal areas, efficient and encourages interaction... parcel drop off... waste sorting
- + Anywhere near open water attracts wildlife and has a peaceful, calming effect
- + Community gathering place
- + Sense of community
- + Lots going on
- + Empowering residents
- + Youth provision
- + Physical design
- + Meeting points (indoor and outdoor)
- + Affordable
- + Community gathering areas
- + Parking and sustainable travel
- + Off-street parking
- + Designing around pedestrians rather than cars
- + Encouraging cycling and walking
- + Bike storage
- + Bus services connecting to key areas and towns (college and town)
- + A beautiful environment
- + Green space accessible to all – walkways
- + Gathering spaces large enough for events
- + Bins storage
- + Shading trees and green corridors
- + Waterways – attenuation ponds opportunity
- + High quality hard landscaping and seating

# Workshop #1 General Discussion Points contd.

## Things that could be better

- Behaviour of users – litter can be upsetting
- Artificial lighting can be off-putting at night (unnecessary)
- More incidental open spaces
- More shared spaces
- Needs a convenience store
- Better bus service, especially after 10pm, particularly important for older people and those without cars
- Pubs and community buildings!
- High street and squares for gathering and markets
- Mixed use central area that is flexible, retail + office + residential
- Accessibility for all users could be improved
- Tenant management company – disregard for Design Codes
- Even in conservation area quality diminishing
- Street cleaning – dog fouling
- Noise and sound proofing is key
- Cost of repairs
- Seating could be better designed

to accommodate more / different groups

- Provision for litter bins
- Poor sustainability of built fabric – difficult to retrofit
- Legacy – build for 100 years not just 20 years as per building regulations – insulation, air tightness and ventilation
- Dementia friendly
- Sustainability
- Robust / longevity
- Railways everywhere in the UK
- Permanent water features
- Garages used as storage rooms!
- Need on-plot parking and longer drives
- Community spaces need landscape, cycle paths and accessible parking
- Low density housing
- Create a community from the start
- Remove the negative features that become exploited

## Other things to consider

- Could we use the school ground as play area / community area outside of school hours?
- How do we design in young people? Places where young people are welcome, to gather and be together (so don't need to use playground facilities)
- Cars by houses or a separate car space for multiple vehicles?
- Future of sustainable transport?
- Impact of electric cars – safety and infrastructure including charging points etc
- Beyond design – role of management and maintenance
- Responsibility of monitoring greenspace – everything from antisocial behaviour (litter, fouling) to vegetation management
- Community trusts and friends groups
- How do we create a lifetime community and not just lifetime homes?
- Truly mixed – avoid isolating older people from younger people – can also create this through a mixed approach, e.g. residential over retail and community uses
- Question of affordability for all

