What does it look like?
Designing for walkability

Sara Zimmerman, JD
And Others Not?
What Pedestrians Need

• Basic pedestrian infrastructure
• Convenient access
• Physical comfort
• Safety (personal and traffic)
Basic pedestrian infrastructure

• Sidewalks
• Safe crossings
Lack of maintenance

Incomplete sidewalks
Convenient Access

- Pedestrian building entries
- Short blocks
- Interconnected street network
- Places to go
Pedestrian Oriented Buildings
Connectivity

- Short blocks
- Dense network of streets
- Grid or nongrid
Compact areas with mixed uses create destinations

Access to public transportation
Physical Comfort

- Shade trees and landscaping
- Benches, water fountains, lighting
- Pedestrian scale buildings
Basic Infrastructure:

Sidewalks
Lighting
Monolithic
Human Scale
Safety

- Safety from traffic
- Safety from crime
A pedestrian's chance of death if hit by a motor vehicle:

- 0% chance at 20 mi/h
- 40% chance at 30 mi/h
- 90% chance at 40 mi/h

1 mi/h = 1.61 km/h

U.K. Department of Transport
Narrow streets
Narrow neck
Curb extension
In street pedestrian signs

Flashing beacons

http://safety.fhwa.dot.gov/ped_bike/tools_solve/ped_scdproj/sys_impact_rpt/chap_2.cfm
Countdown clocks
Personal safety
What makes this street comfortable for walking?
Short Term
• Adding benches
• Fixing signage
• Improving maintenance

Long Term
• Improving street layout
• Higher density
Road
Place
Community

Photo simulation by Steve Price, Urban Advantage (www.urban-advantage.com)
Pedestrian Policy 201:
How to Assess & Address
Short- & Long-Term
Walkability Needs

December 15, 2010, 10 am – 11 am

With Paul Zykofsky and PHLP