

NEIGHBORHOODS

HOW USERS CAN DESIGN THE NEIGHBORHOODS, ROADS, PARKS, PUBLIC BUILDINGS, HOUSES AND APARTMENTS IN A COMMUNITY OF 350 FAMILIES.

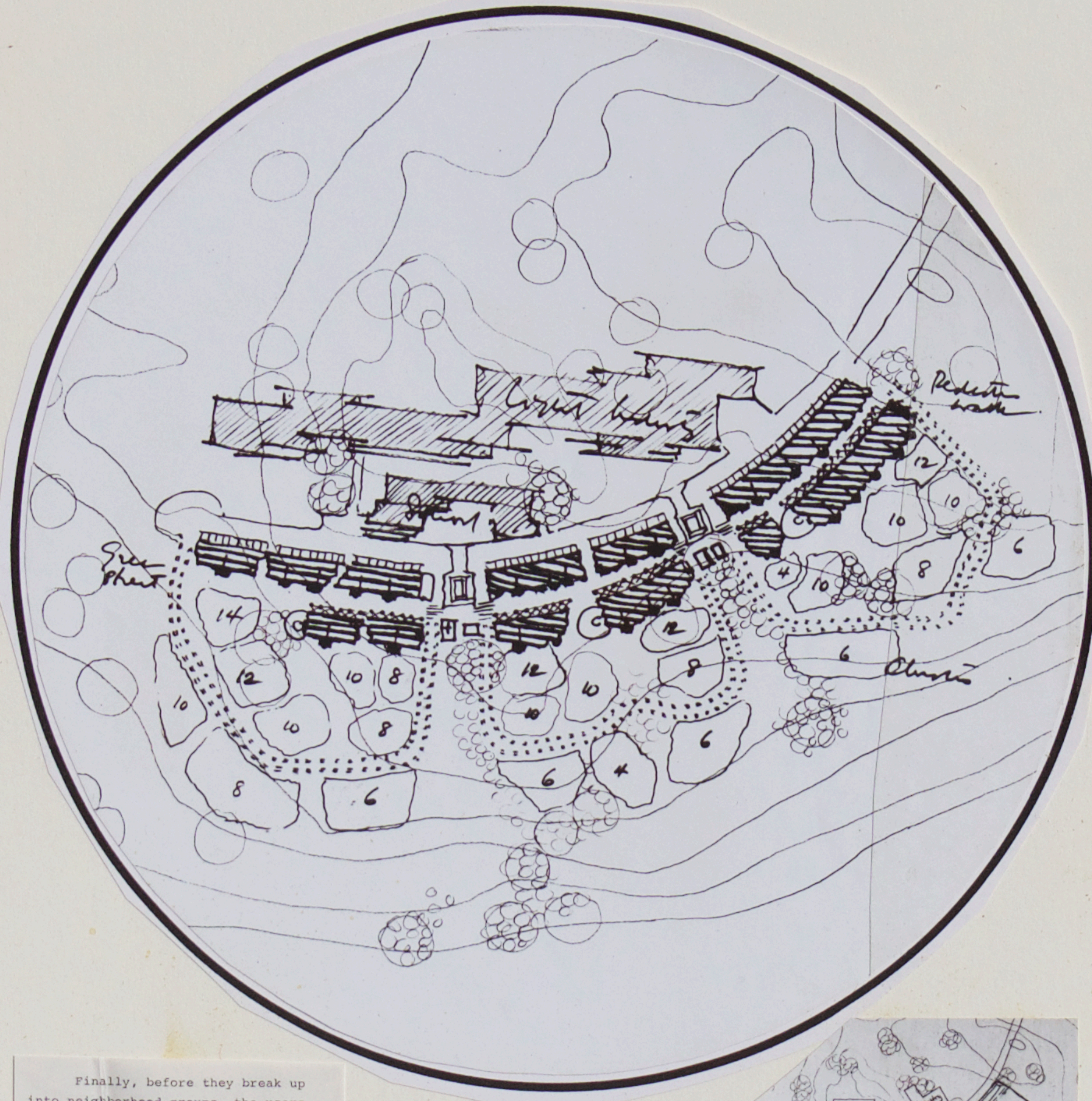
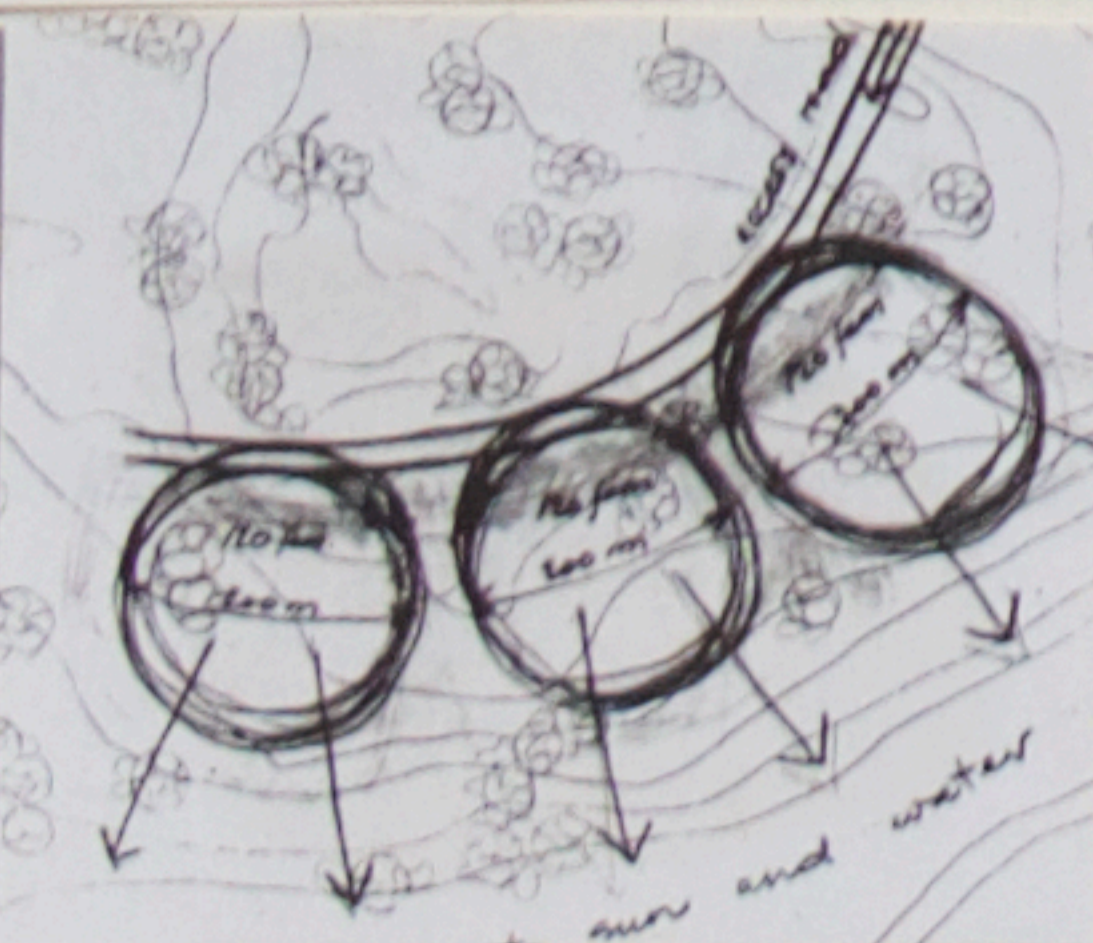
Assume, to start with, that a large cooperative builder decides to build 350 units of housing in Marsta. They approach the Marsta commune, and are told that if they want to build in Marsta, they will have to comply with the diagnosis, and also involve users from the outset.

They are also told that the pattern Identifiable neighborhoods will require that the 350 houses be broken into at least three separate neighborhoods. As a result, they will have to create user groups at two different levels: one to determine the overall location of the housing, and its large scale layout; and then three separate groups (who will include representatives from the first group) to take charge of individual neighborhoods within the framework created by the first group. To form these user groups, the coop builder approaches families on the Marsta waiting list for housing.

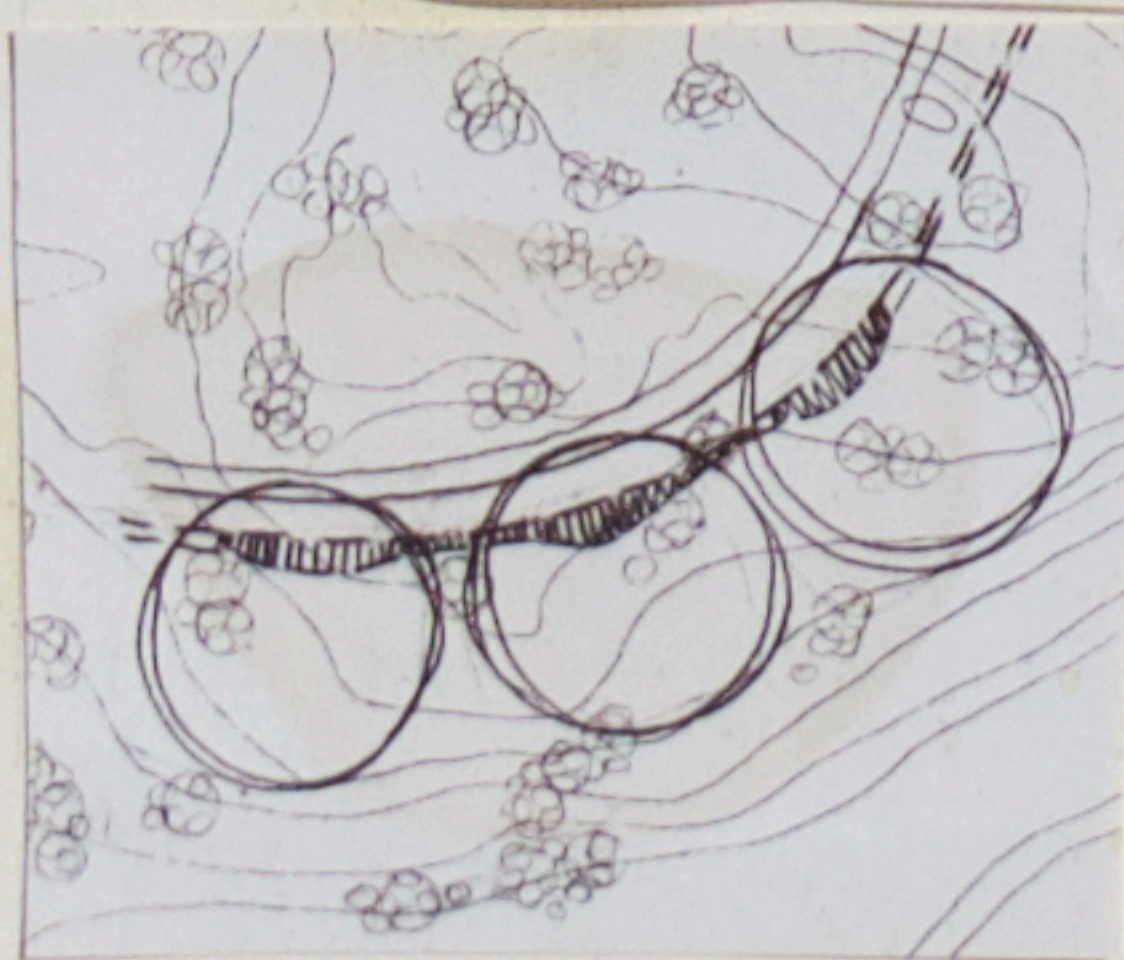
Working with the first group, the developer now looks for a suitable piece of land in Marsta. He has to find a piece whose diagnosis requires the construction of housing, since he is anxious to have his proposal accepted by the town planning group. Furthermore, the users agree with the overall principles that located potential sites for development - namely Access to water and Housing on south facing slopes. They choose a site, consistent with the diagnosis, right on the river, and carefully located on the south side of existing slopes.

Local transport area and Major roads outside neighborhoods. These patterns explain the serious destructive effect which roads can have on neighborhoods (with evidence showing how community relationships are broken down by heavy traffic). Following these patterns, the users decide to bring the road in from the north-east, parallel to the water, and on that side of the neighborhoods which is opposite to the water, so that the neighborhoods can have uninterrupted and direct access to the water.

They now consider the pattern Identifiable neighborhoods. It says that if neighborhoods are too large, people cannot identify with them, and explains the critical effect which this can have on local government. To solve the problem, neighborhoods should have no more than 500 inhabitants, and, if possible be no more than 200 meters across. The users decide to make three neighborhoods, with about 120 families in each, and locate them, so that each one has access to the water.

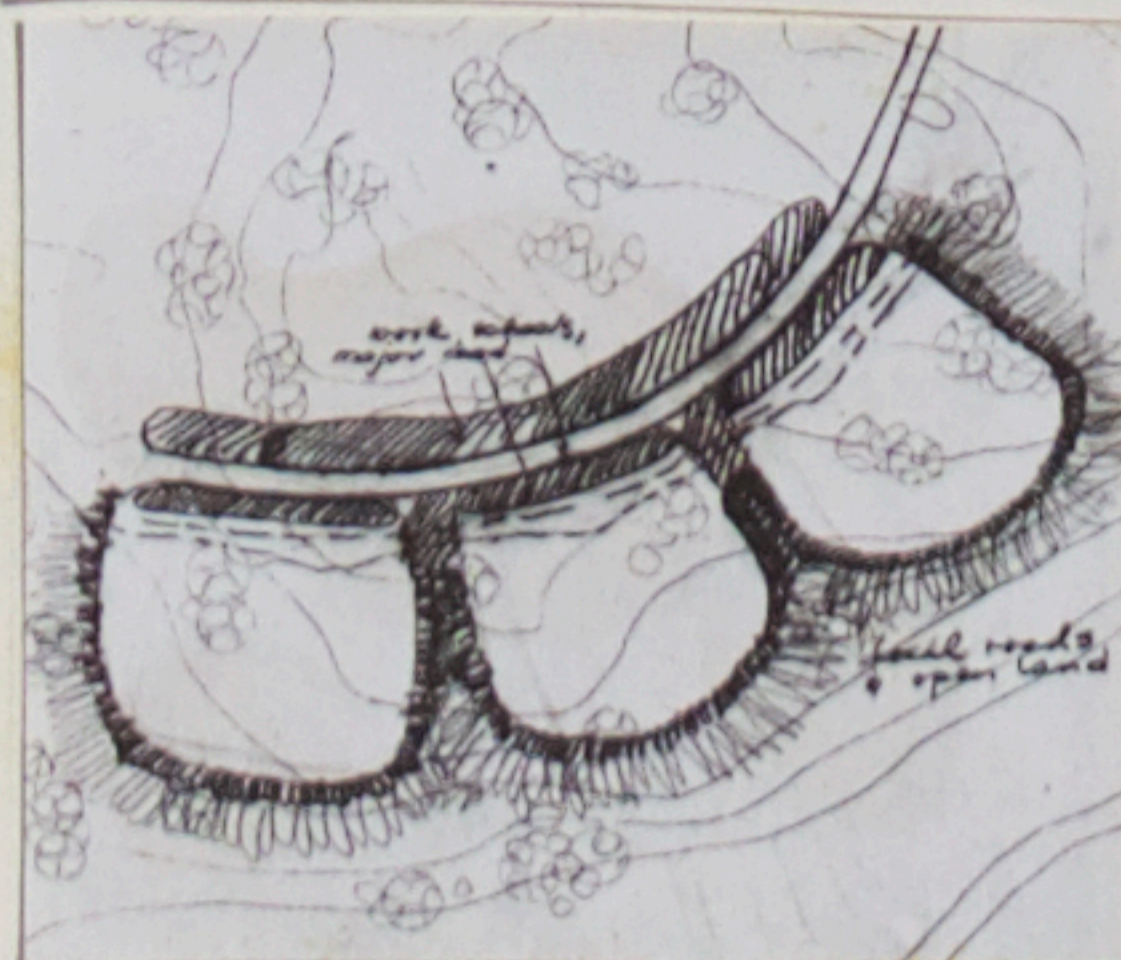


Finally, before they break up into neighborhood groups, the users decide to apply the pattern Promenade, to create a pedestrian street that connects the three neighborhoods together, and can also tie into any later developments to the north or south.

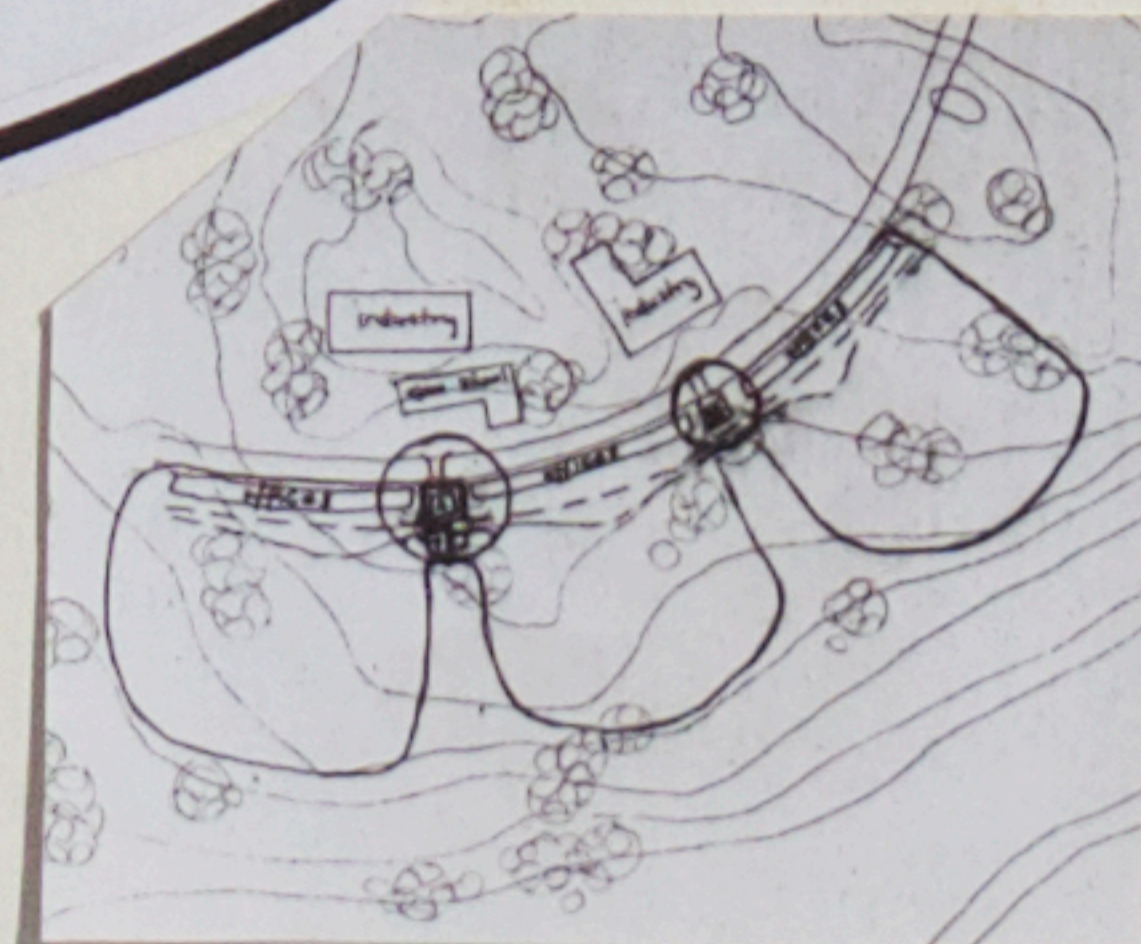


Each neighborhood group now starts work on its own neighborhood. One of the first patterns they apply is Neighborhood boundary, which tells them to surround each neighborhood by non-residential land, including open land, workplaces, schools, local roads and activity nuclei. Each group takes

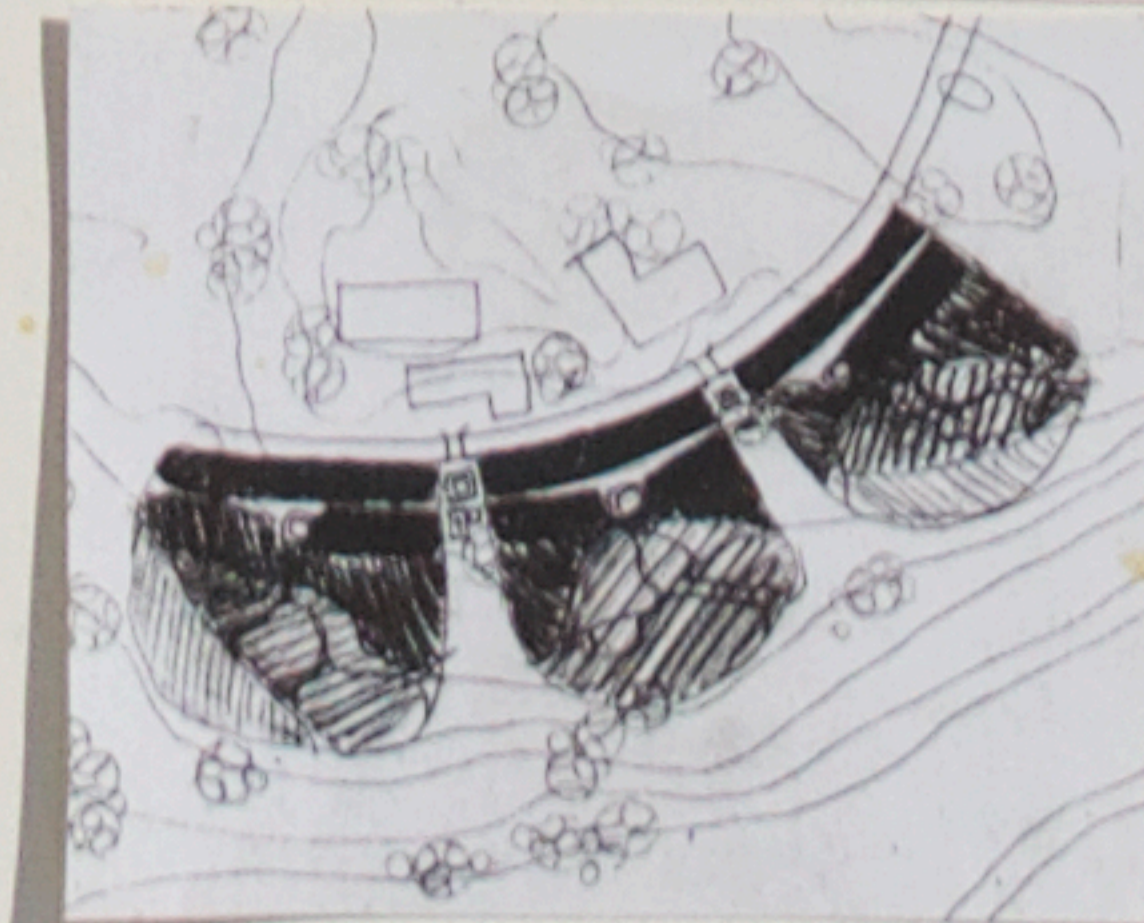
care to place their neighborhood boundary so as to take maximum advantage of the land formations, and to give the best sites, to the areas where houses will be. Since conditions are different at the three different areas, each neighborhood takes on a rather unique shape at this stage.



Activity nuclei. Since activity nuclei require heavy concentrations of pedestrians, the neighborhoods get together to decide what the best positions for activities are between neighborhoods, on the pedestrian street.

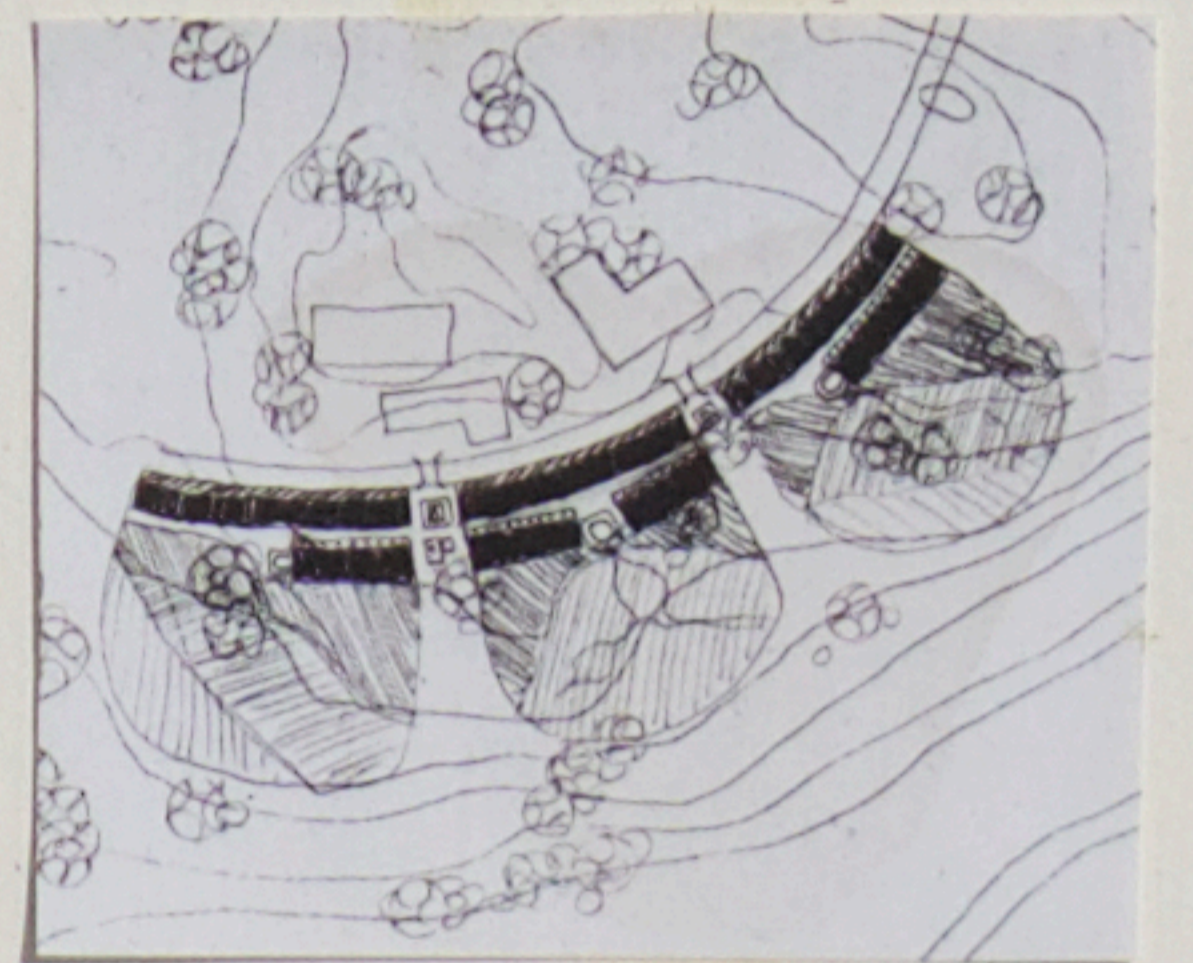


Density rings. This pattern explains that people who want to be near action are different from people who want to be removed from action, and higher density housing better suits the needs of the people who want to be near the action. Using this pattern, the neighborhoods decided to put apartments along the pedestrian street, and clusters of single family houses to the south towards the water, so that as the density thins out, and there are more and more green areas towards the water, people will be best able to enjoy the water.



Apartment valleys. This pattern explains the way that apartment houses which are strongly oriented to the sun, can best form a pedestrian street. Using this pattern, the users decide to place two rows of apartments, one to the north of the pedestrian street, the other to the south, both facing south, with the parking to the north, workspaces in the second storey of the north sides of the buildings, and small shops at ground floor along the street.

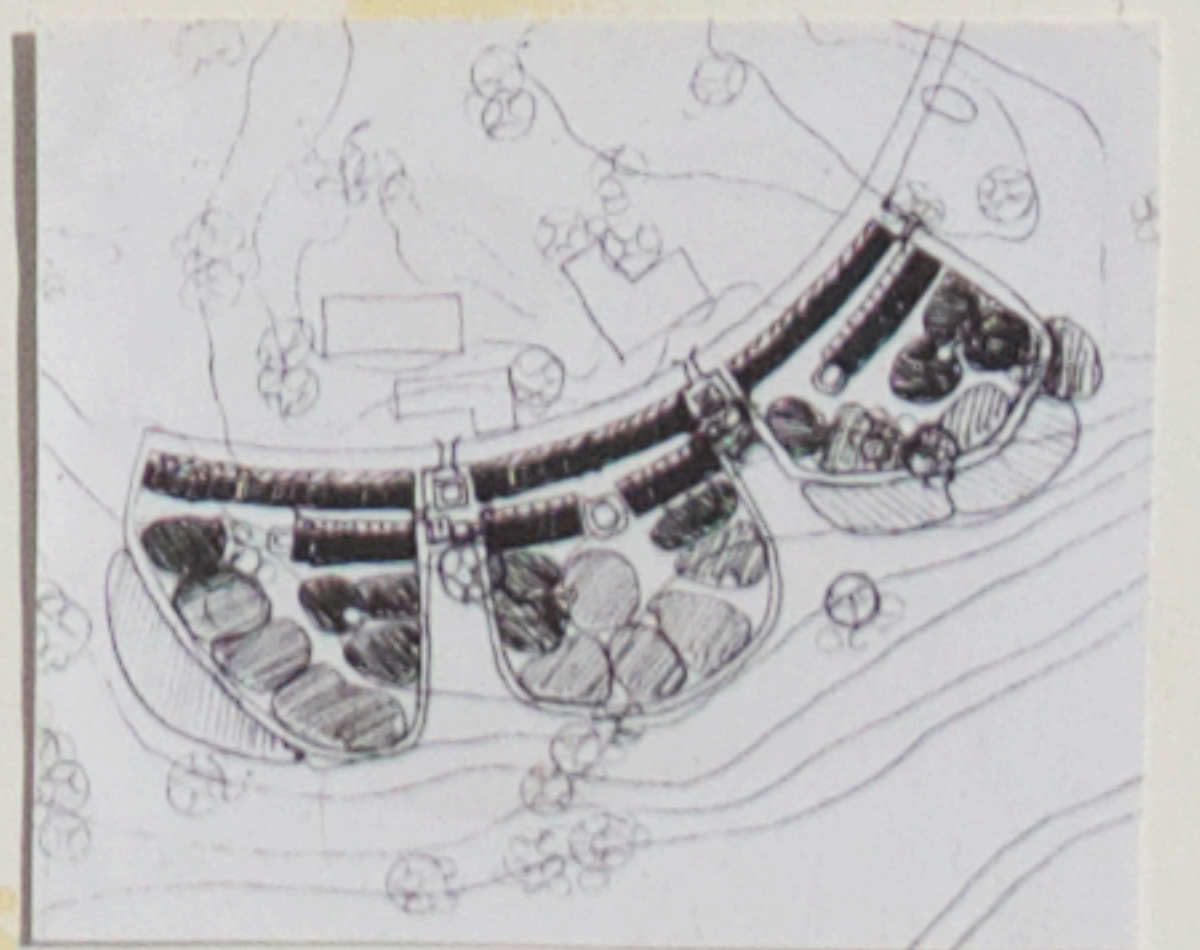
These apartment valleys later get detailed by groups of builders and users acting in the way described on the panel for APARTMENT BUILDING.



House clusters. This pattern explains that when houses cluster in groups of about a dozen, the people who live in them can most easily control their common land, and make it suitable for their needs. The neighborhoods therefore decide to encourage the formation of clusters, between the apartments and the water, with those near the apartments rather dense, and those near the water rather open, with large pieces of open land between the houses.

The exact position of the different clusters depends once again on details of land form, slope and view, so that each cluster takes on a different shape according to its position.

Car-pedestrian symbiosis. This pattern explains that life at pedestrian centers, hinges on traffic, and that it is therefore essential that pedestrian streets cross roads, in order to be alive. Local road loops, explains that local roads will only be safe for children and pedestrians, if they are loops, so that there is never any through traffic on them. To make the activity nuclei work, and to satisfy the road pattern, the users and developers place the local roads to form U-shaped loops which run past the nuclei, and between the clusters.



Gröna gator. Dessa lokalvägar är gjorda av enkel sten, och placeras direkt på gräset för att minska mängden av asfalt, som dödar allt liv och som inverkar negativt på humöret.

THIS PROCESS GETS COMPLETED BY THE KINDS OF PROCESS DESCRIBED ON THE NEXT FOUR PANELS.