

What if

We Built Hong Kong's
Waterfront Around Places?



Transportation &
Livable Communities



Public Markets
& Local Economies



PPS

Current Programs



Public Buildings
& Civic Design



Parks, Plazas
& Civic Squares



32 years of Placemaking

- 48 U.S. States, 6 Canadian Provinces
- 26 Countries
- 2000 Communities
- 2 Million visitors to our web sites (2006)
- 27,000 people get our electronic newsletter



What Makes a Great Place?

- Key Attributes
- Intangibles
- Measurements



The Benefits of Good Places

Nurtures & Defines Community Identity

- Greater community organization
- Sense of dedication & volunteerism
- Perpetuation of integrity & values
- “Mutual coercion, mutually agreed-upon”
- Reduced necessity for municipal control
- Self-managing

Fosters More Frequent & Meaningful Interaction

- Improved sociability
- Cultural exposure & interaction
- Exchange & preservation of information, wisdom & values
- Bolstered barter system
- Reduced race & class barriers
- Feeling of interconnection

Draws a More Diverse Population

- More women, elderly, and children
- Greater ethnic & cultural pluralism
- Support for wider range of activities & uses
- New service, retail and customer niches
- Variation & character in built environment
- Instilled confidence to create one’s reality

Promotes Public Health & Comfort

- Less crime
- More outdoor physical activity
- Generally stimulating
- Sense of belonging
- Improved environmental quality
- Feeling of freedom and limitlessness

Builds & Supports the Local Economy

- Small-scale entrepreneurship
- More quality goods available
- Higher real estate values
- Local ownership, local value
- More desirable jobs
- Increased currency velocity
- Greater tax revenue
- Reduced need for municipal services

Creates Improved Accessibility

- More walkable
- Safe for pedestrians
- Compatible with public transit
- Reduced need for cars & parking
- More efficient use of time & money
- Visually attractive destinations
- Greater connections between uses

Place



What is Placemaking?

- Thoreau said “there is no value in life except what you choose to place upon it and no happiness in any place except what you bring to it yourself.” In this light, Placemaking is a dynamic human function: it is an act of liberation, of staking claim, and of beautification; it is true human empowerment.

Creating Great Places/Destinations – Power of 10

- **Hong Kong** needs **10+** major Destinations
- The Hong Kong Waterfront needs 10 Great Destinations
- Each **place/destination** must have **10+** places within and 10+ things to do.
- **Triangulation** or layering of uses to create synergy
- Connect **places** to create a **district**
- A **district** needs **100 -1000** things to do.





Rockefeller Center



Times Square



Bryant Park

Herald Square



Madison Square

Union Square



Rockefeller Center



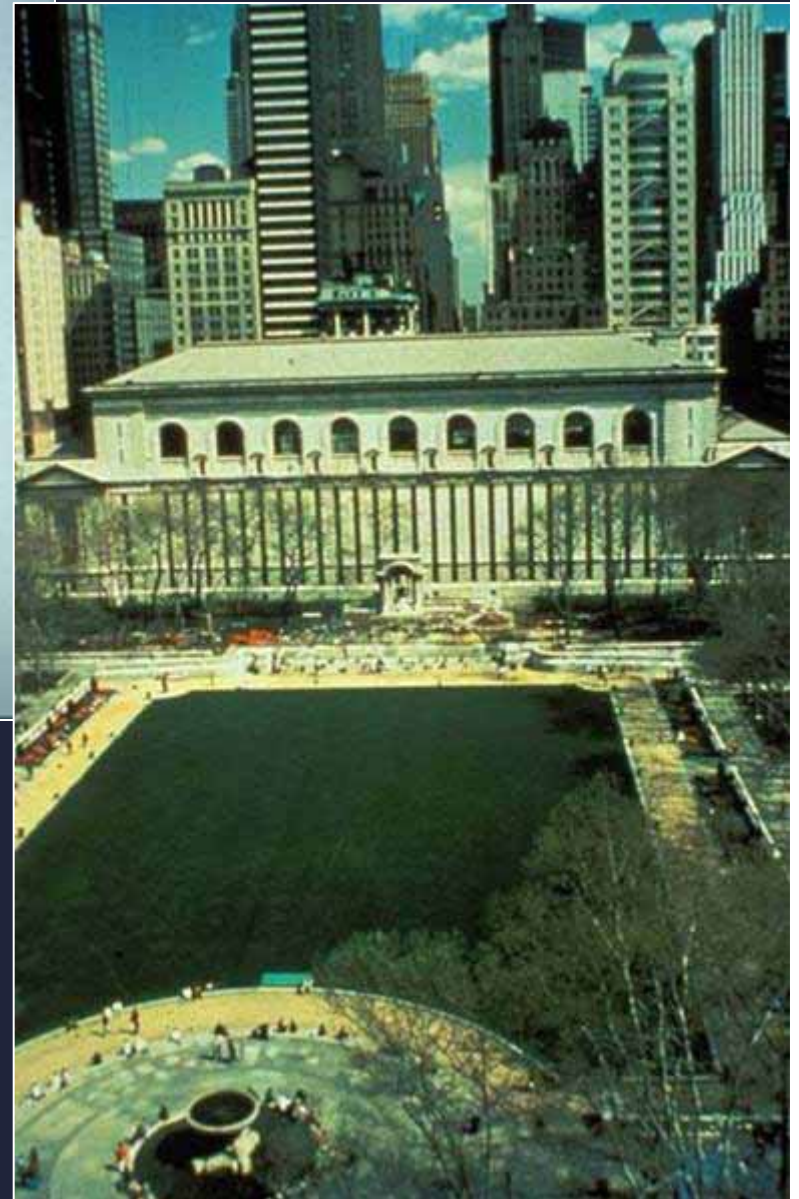
Bryant Park



Bryant Park

Intimidation or
Recreation?

by Project for Public Spaces, Inc.



Union Square, NYC



William H. (Holly) Whyte



The Organization Man, 1956

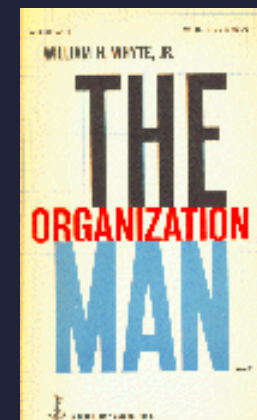
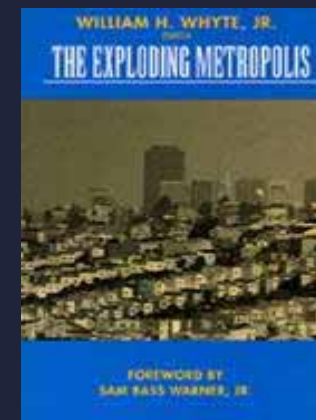
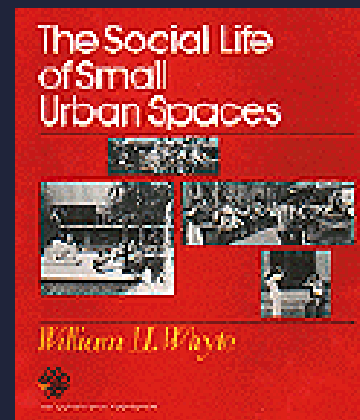
The Exploding Metropolis, 1958

The Last Landscape, 1968

Plan for the City of New York, 1969

The Social Life of Small Urban Spaces, 1980

City: Rediscovering the Center, 1988



“One of the best things about water is the look and feel of it...It’s not right to put water before people and then keep them away from it.”



Case Study: Hong Kong





13 Steps to Creating Great Waterfronts

- 1 Make public goals the primary objective**
- 2 Create a shared community vision for the waterfront**
- 3 Create multiple destinations: The Power of Ten**
- 4 Connect the destinations**
- 5 Optimize public access**
- 6 Ensure that new development fits within the community's vision**
- 7 Encourage 24-hour activity by limiting residential development**
- 8 Use parks to connect destinations, not as destinations unto themselves**
- 9 Design and program buildings to engage the public space**
- 10 Support multiple modes of transportation and limit vehicular access**
- 11 Integrate seasonal activities into each destination**
- 12 Make stand-alone, iconic buildings serve multiple functions**
- 13 Manage, manage, manage**



Waterfront Case Studies

World's Best Waterfronts

- Helsinki, Finland *
- Oslo, Norway
- Stockholm, Sweden *
- San Francisco, California * (north shore)
- Venice Beach, California
- Chicago, Illinois
- Baltimore, Maryland
- Sydney, Australia *
- Hamburg, Germany
- Porto, Portugal
- Venice, Italy *
- Nice, France
- Montreal, Canada
- Amsterdam, Holland
- San Sebastian, Spain



Waterfront Case Studies

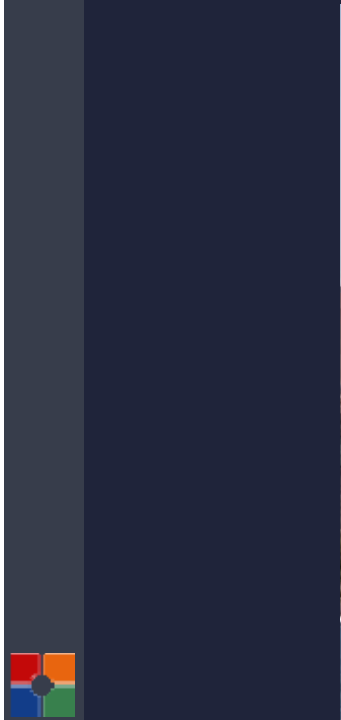
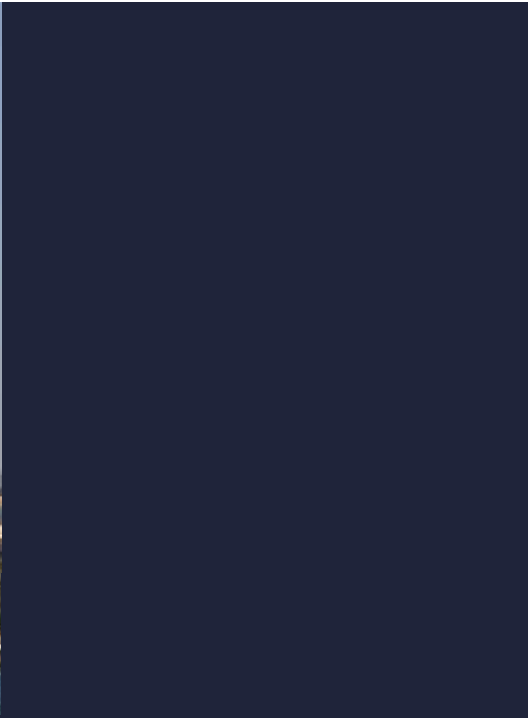
Mixed to not so good:

- **New York City**
- **Barcelona**
- **Copenhagen**
- **Seattle, Washington**
- **Portland, Oregon**
- **Hong Kong, China**
- **Boston, Massachusetts**
- **Savannah, Georgia**
- **Charleston, South Carolina**
- **Vancouver, Canada**
- **Milwaukee, Wisconsin**
- **Toronto, Canada**
- **Miami, Florida**



San Diego Waterfront











Place Game Evaluation Sites



Issues—Embarcadero Workshop

There are few public destinations.

Areas along the boardwalk are either uninteresting or are perceived to be private.

Clear access points from downtown to the waterfront are not provided.

Access to the water is limited.

Areas along the waterfront are not well connected to each other.

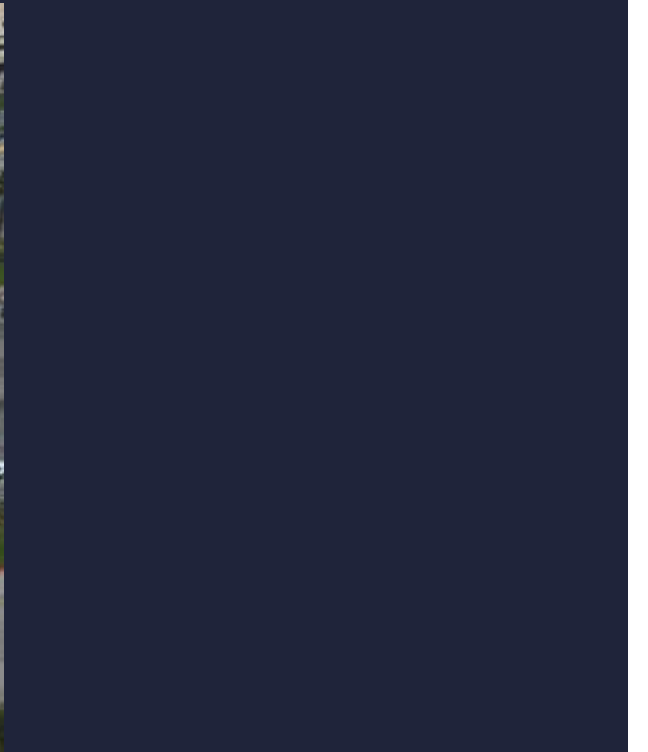
The Embarcadero lacks a “hands-on” management program.

The boardwalk has poor-quality amenities.









Case Study: Stockholm







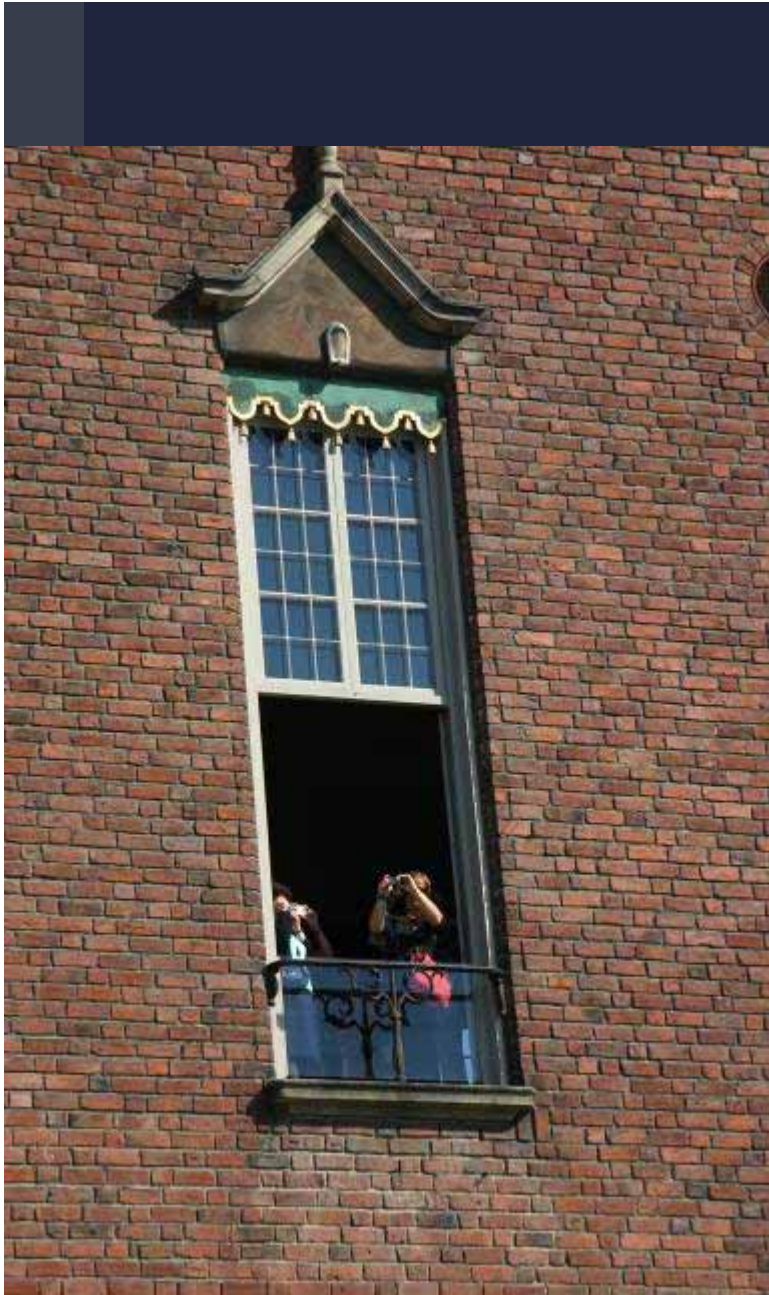














Case Study: Helsinki













Esplanade Park

From a promenade for the gentry to a park for everyone

Esplanade Park grew to its present size in the 1840's. It was still a park for the gentry, who went for a stroll in their best attire, but gradually Esplanade became a popular place to be seen for all strands of society.



Today tens of thousands of people walk through the park on a fine summer day, making considerably more use of it than the strolling gentry of the 19th century. Esplanade is no longer merely a place for show, but somewhere to enjoy spending one's time, perhaps with a picnic.







Case Study: Sydney Harbor





i

The Rocks

GEORGE ST

P

Sydney Cove Terminal

P

Museum of Contemporary Art

Circular Quay

6

5

4

3

2

Ferry Services

First Fleet Park

to Opera House ↑

P

Botanic Gardens

Overpass

Railway Station

CAHILL EXPRESSWAY

ALFRED ST

Goldfields House

Gateway Plaza

520

Customs House

AMP Plaza

ALBERT ST

P

MACQUARIE ST

GEORGE ST

PITT ST

LOFTUS ST

YOUNG ST

PHILLIP ST

Macquarie Place Park

BRIDGE ST

Lands Building

Farrer Place

Museum of Sydney

Botanic Gardens













Case Study: Venice, Italy



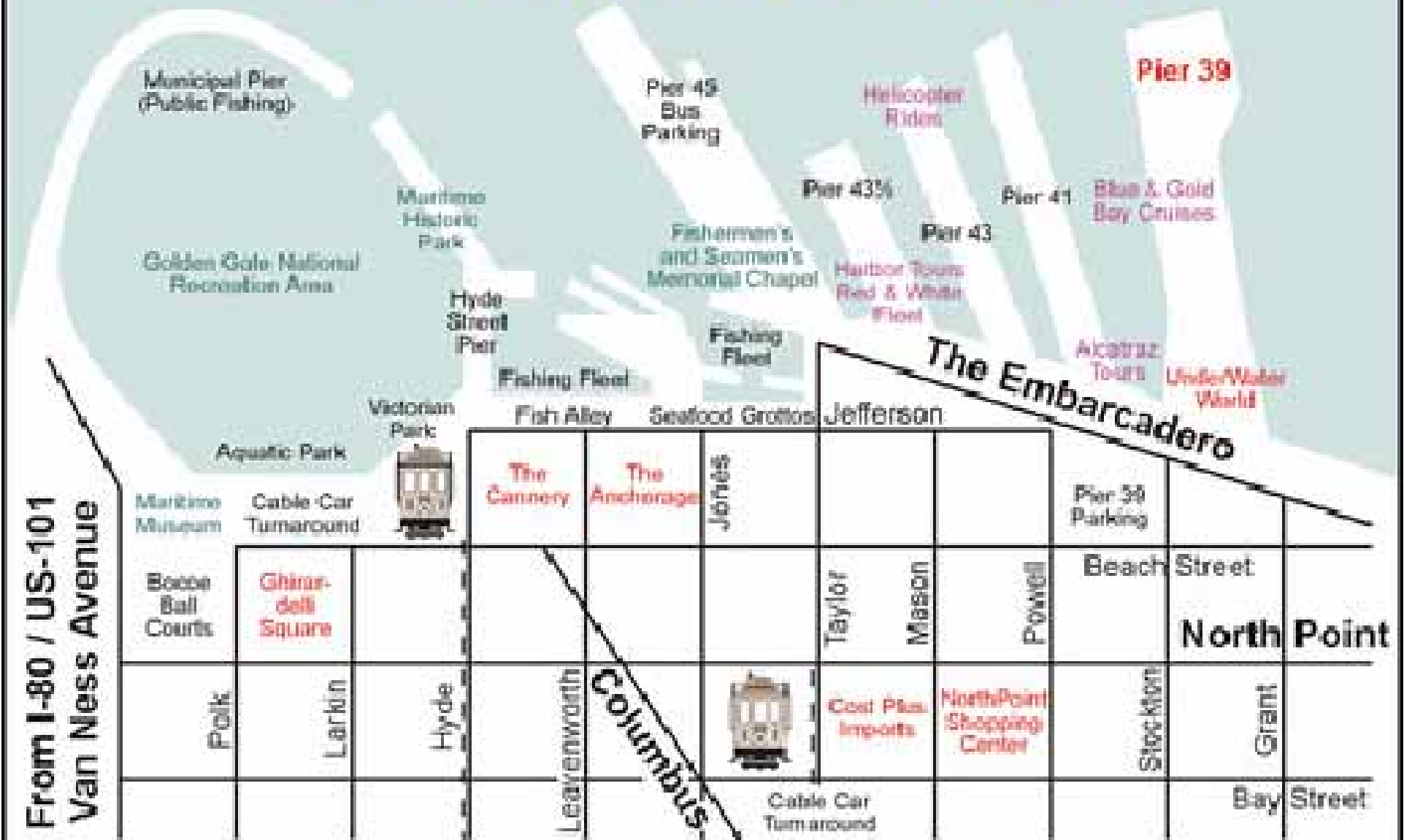




Case Study: Fisherman's Wharf San Francisco



FISHERMAN'S WHARF

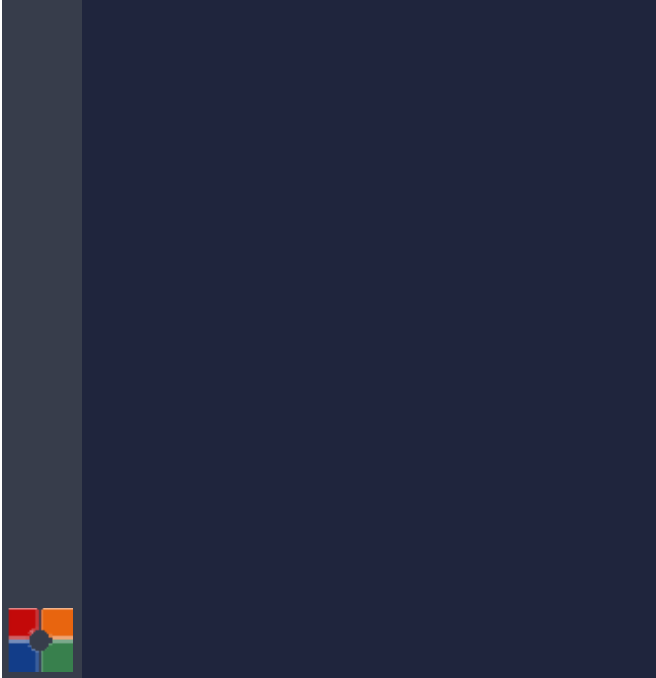


From I-80 / US-101
Van Ness Avenue

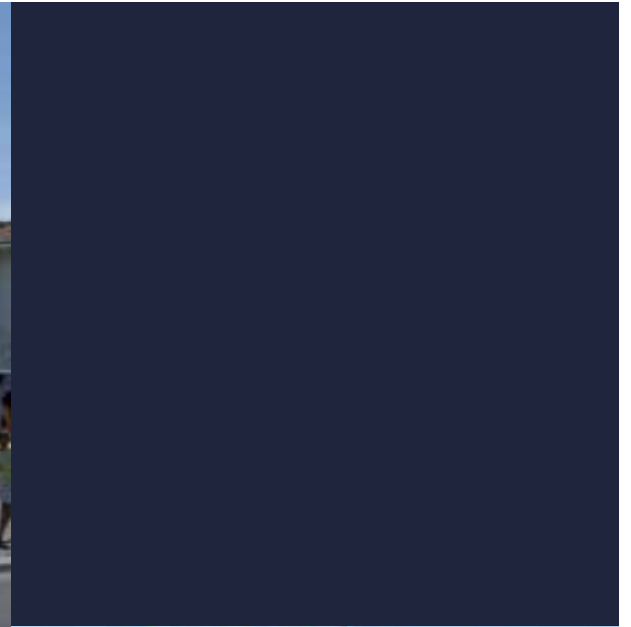
Maritime Museum	Cable Car Turnaround	The Cannery	The Anchorage	Jones			Pier 39 Parking	
Bobbe Ball Courts	Ghirardelli Square				Taylor	Mason	Powell	Beach Street
Polk	Larkin	Hyde	Leavenworth	COLUMBUS		Cost Plus Imports	NorthPoint Shopping Center	Stockton
					Cable Car Turnaround			Grant
								Bay Street







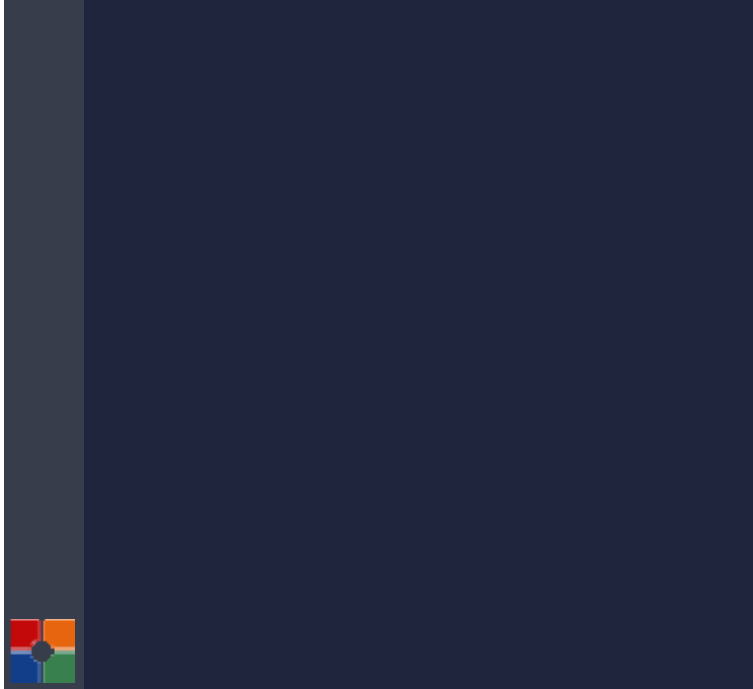




Case Study: Granville Island











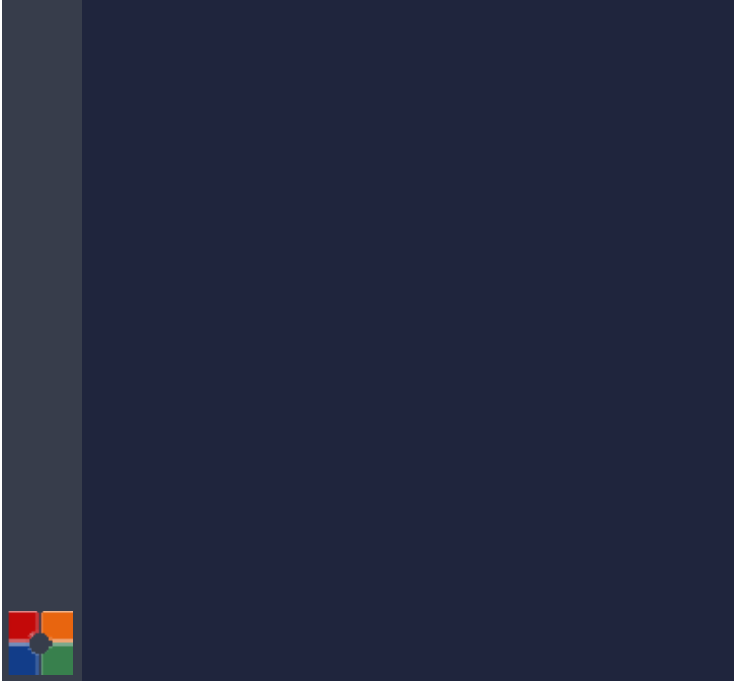


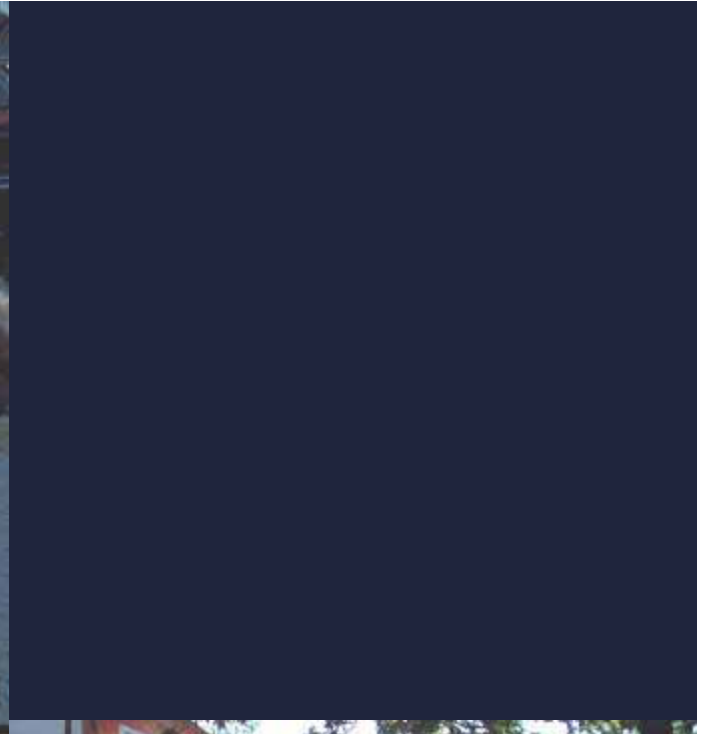


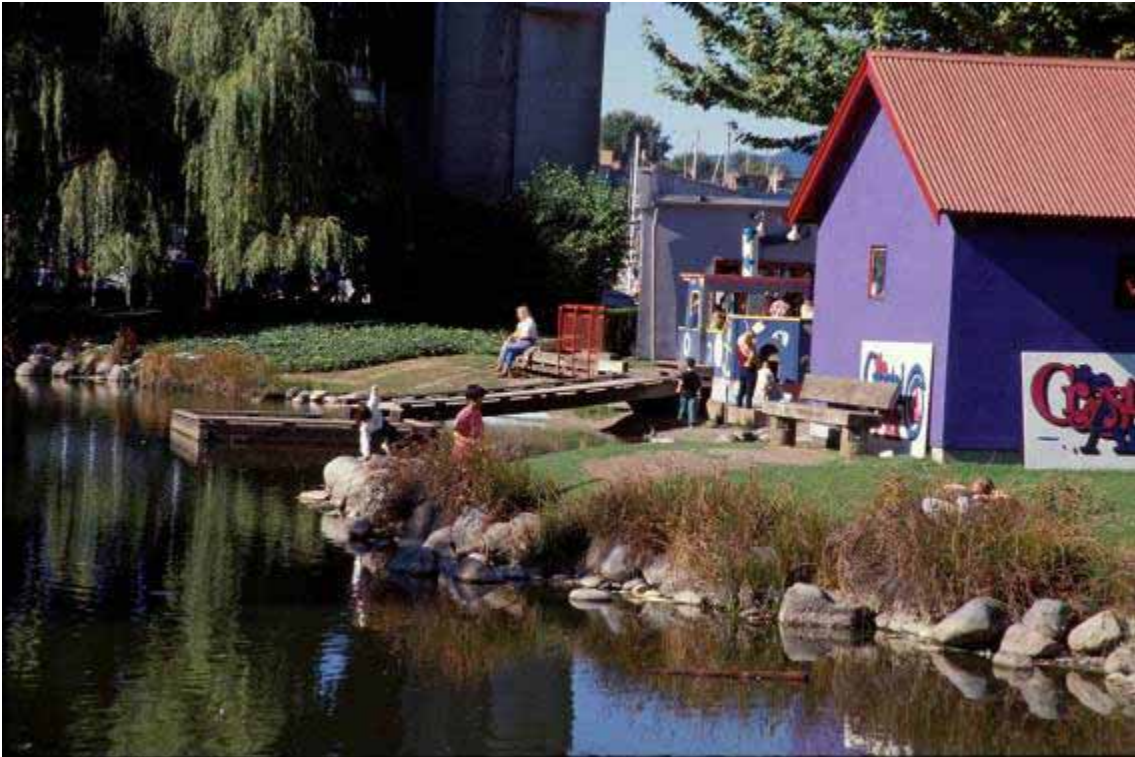














Case Study: Paris Plage

















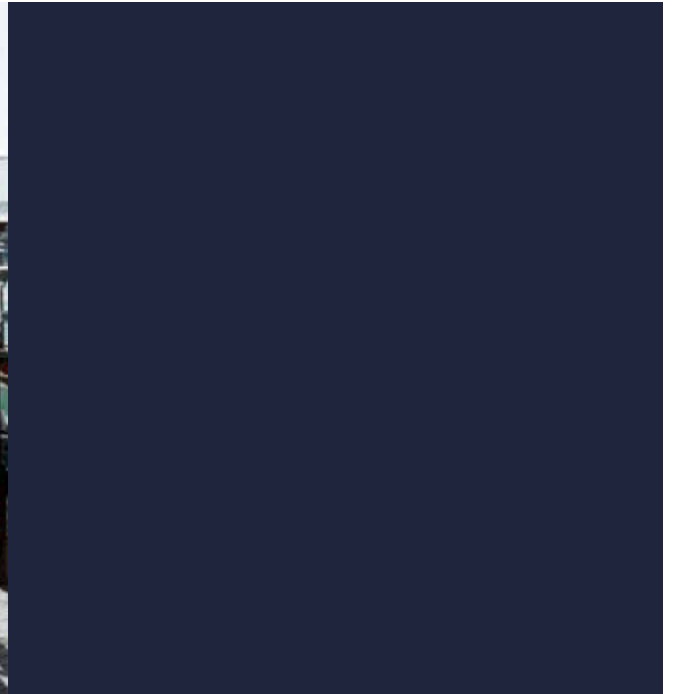


Create a Vision for the Waterfront

- Start with the idea of 10 destinations/10 places/10 things to do.
- Then connect them
- Public use and public outcomes should be the primary objective
- The best waterfront cities have complete public access all along the waterfront
- Promenades and bike lanes serve the best waterfronts
- The best waterfronts have limited roads along them, and good edge uses







Design Guidelines

- All developments should be proposed with destinations defined and connections planned
- Scale of buildings immediately bordering a waterfront should not be towers but a continuous line of 4 – 8 storey buildings that actively engage the public spaces. Towers, where appropriate should be set back from the waterfront and be on platforms.
- Access to the waterfront should be at 200 to 700 foot intervals.
- Stand alone, iconic buildings need to be multi-use destinations
- Ground level uses should be commercial or public institutional uses that support public activities



Case Study: Stockholm



Case Study: Helsinki



Case Study: Vancouver

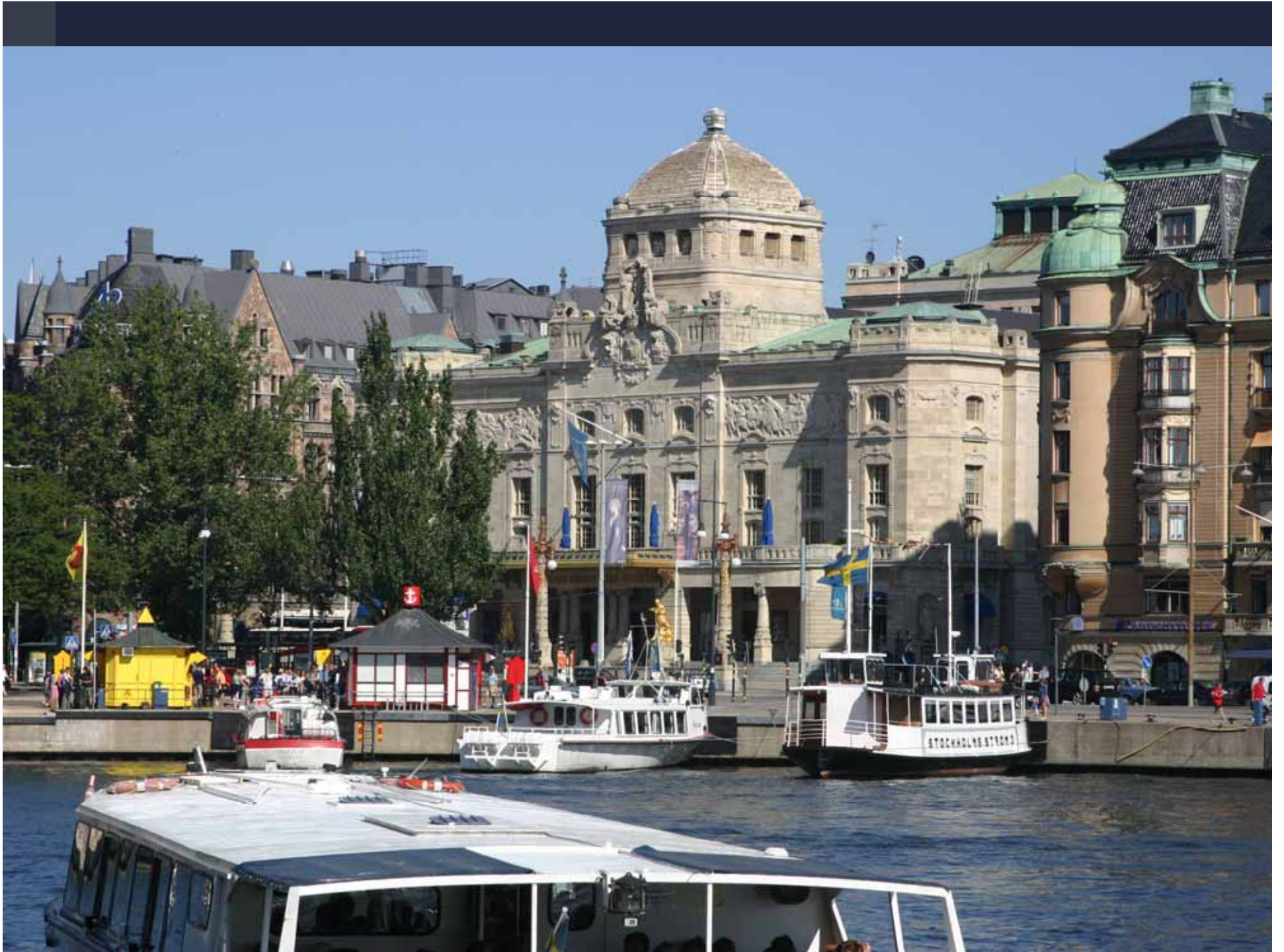


Case Study: Battery Park City









Connecting and Accessing the Waterfront

- Access to the waterfront is best achieved with Esplanades, Ramblas and linear parks that draw people to them and then pull them down to the water.
- Parking should be off site with access being by trolley and ferries.
- Vehicle access other than transit should have little or no presence and access should be limited to deliveries.



Kunstragarten, Stockholm, Sweden





city review:
BARCELONA

Great Public Spaces: Las Ramblas



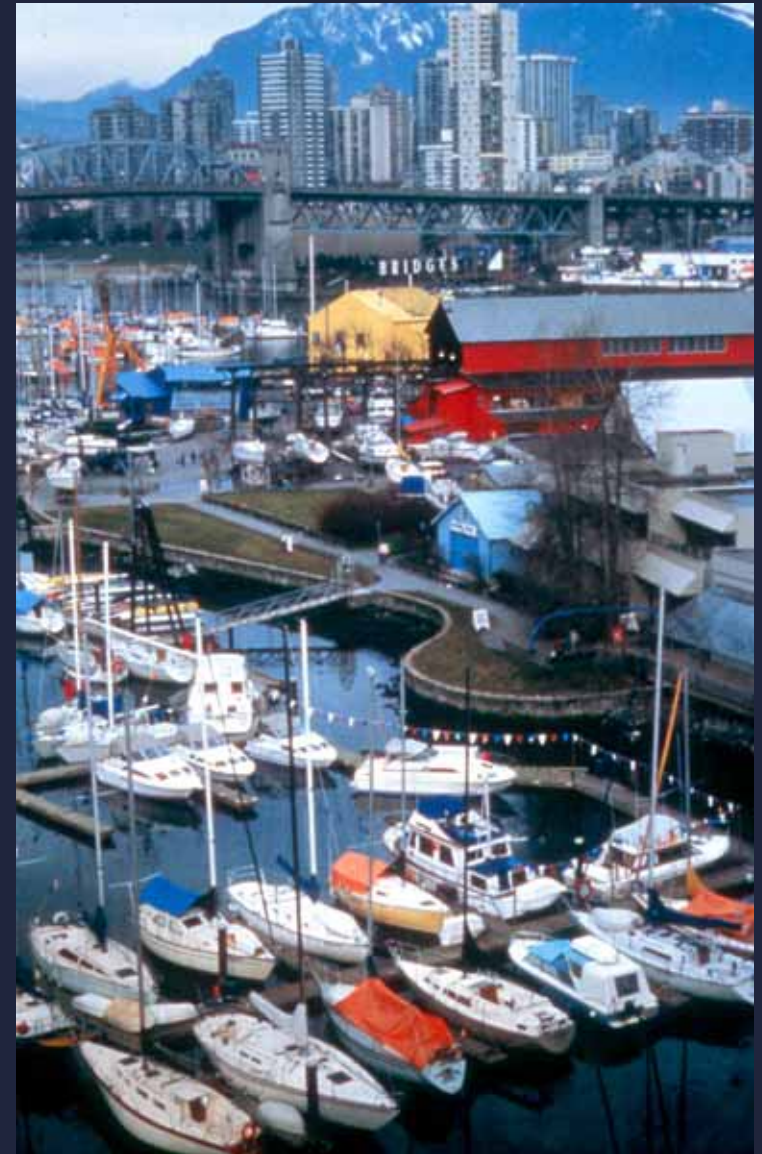
Creating the Destinations

- Major destinations and active areas should have limited to no residential to allow evening activity.
- Parks should not be at major destinations, except in rare circumstances.
- Seasonal activities should be integral to each destination



Qualities of Great Waterfront Destinations

- Access and Linkage
- Edge Uses
- Attractions & Destinations
- Identity & Image
- Amenities
- Water Uses
- Flexibility in Design
- Seasonal Strategy
- Place Management
- Diverse Funding Sources
- Reach out like an octopus



Access and Linkage

- Connected to adjacent areas
- Range of transportation options

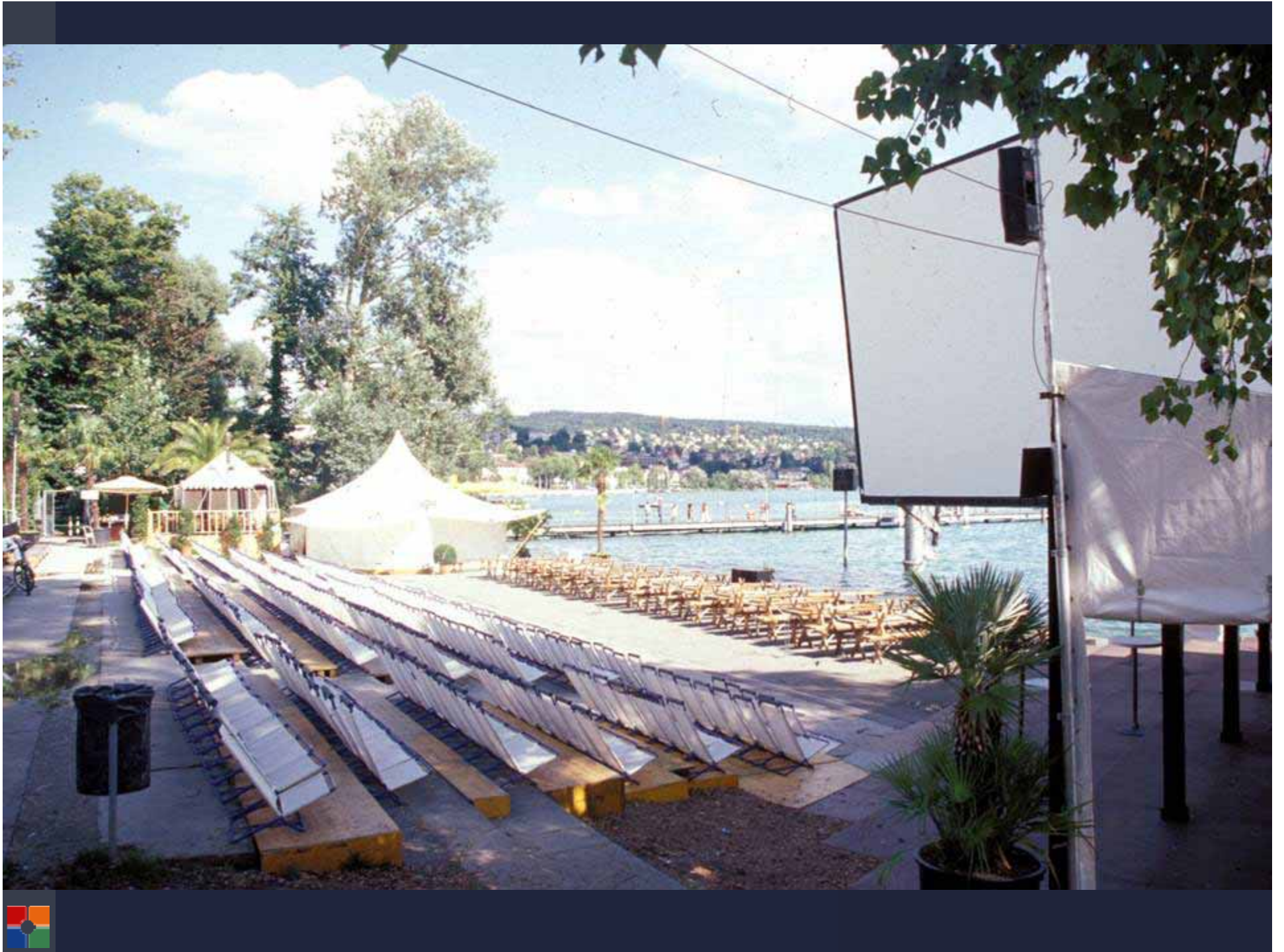


Edge Uses

- Gateways and entrances
- Focal points







Attractions & Destinations

- Choices of things to do
- Triangulation opportunities
- Clustered activity around destinations
- 10+ places



Identity & Image

- Iconic Features
- Historic highlights



Amenities

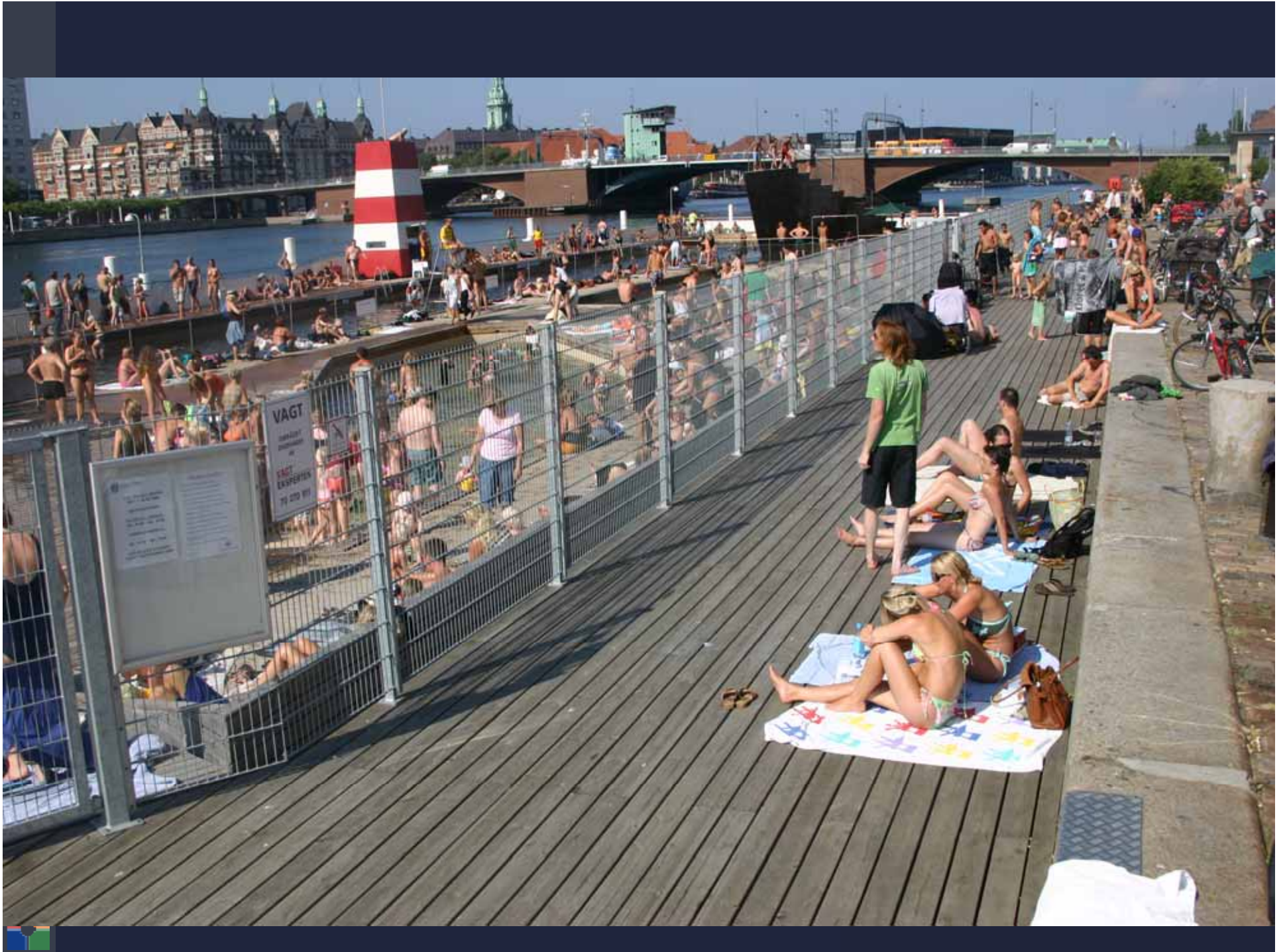
- Attracts cross-section of use
- Source of local/regional civic pride
- Comfortable places to sit
- Food and markets



Water Uses

- Multiple ways of using or touching water
- Water Play
- Fountains
- pools







Flexible Design

- Overlapping and changing uses
- Event Spaces
- Experiment



Seasonal Strategies



- Amusement Features
- Public Gardens
- Seasonal Markets
- Antique Boat Show
- Cultural Festivals

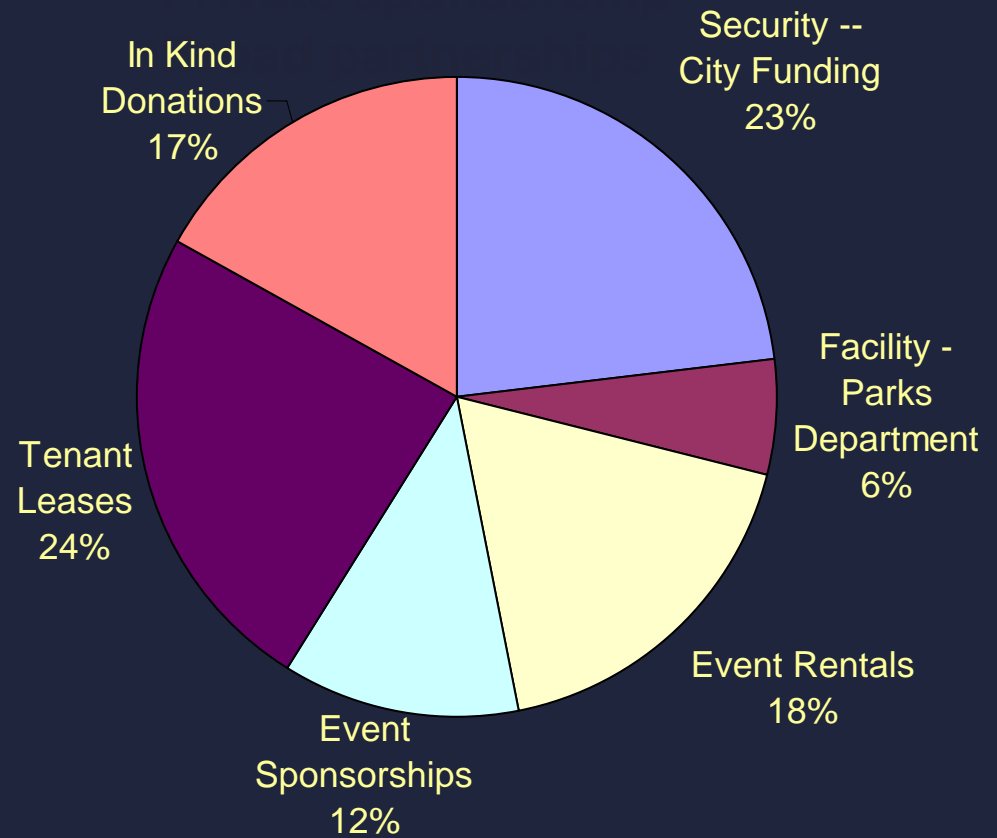


Place Management

- Management through:
 - Security/Maintenance
 - Programming Events
 - Managing Destinations
 - Providing Amenities



Diverse Funding Base



Reach out like an Octopus



- Becoming a district
- 10+ Destinations
- w/ 10+ places
10+ things to do



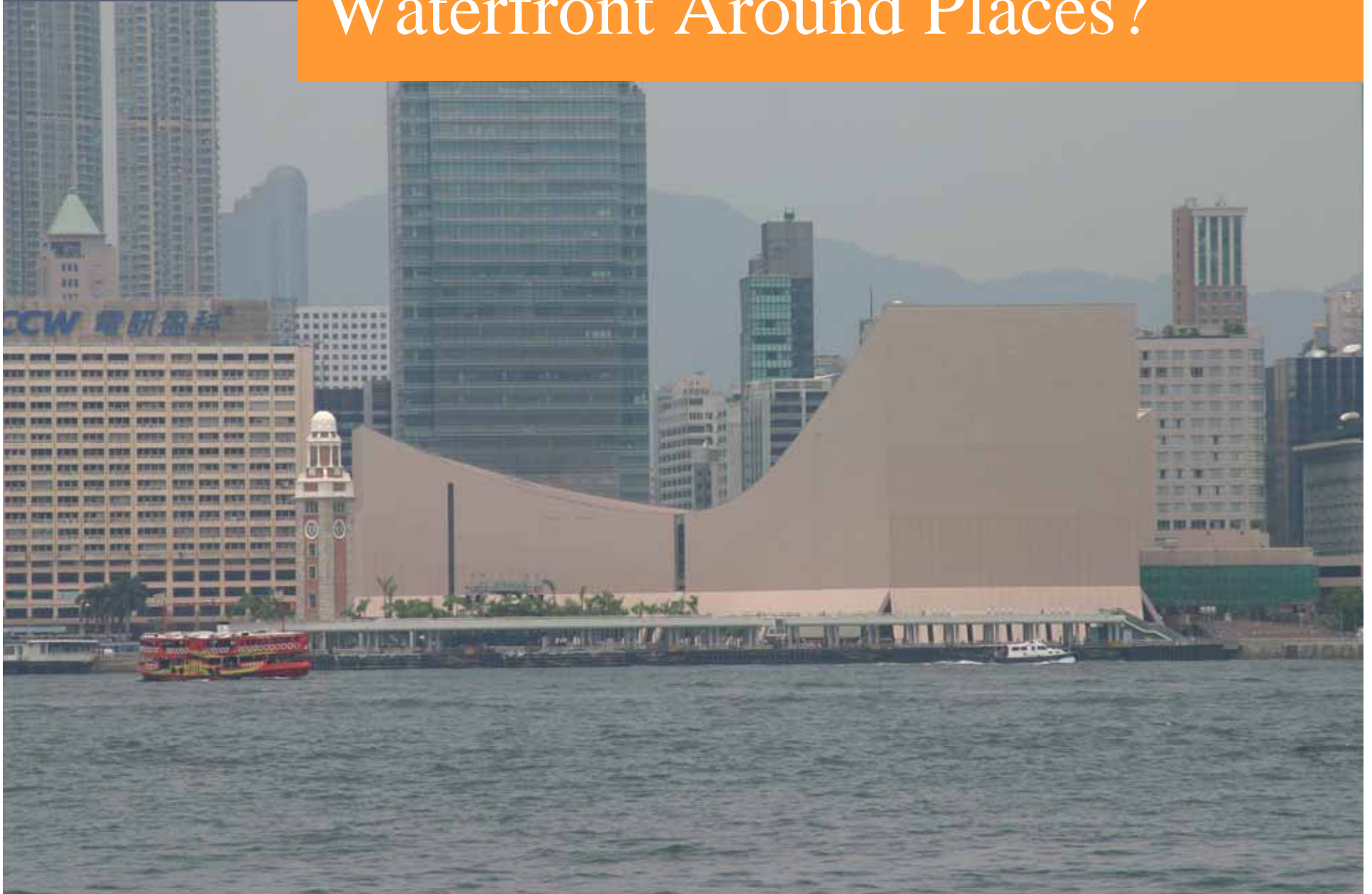
What if we Built the Waterfront around Places?

- How private can a public space be?
- What is privatization?
- When is privatization excessive?
- How can we create destinations and then connect them?



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