

Concept – design drivers

Informed by community consultation – Group Session 2

Promoting businesses and providing for the future

- **Spill-out areas**
 - Bring the businesses to the street
 - Provide space for businesses to expand into the footpath
 - Public seating that isn't used by a specific shop
 - Allow pedestrians to engage with the store fronts
- **Multi-use spaces**
 - Spaces both parents and children can use
 - Community spaces for events
- **Play spaces**
 - Spaces that kids can explore and engage with nature
 - Fun and creative spaces
- **Display boards**
 - Artboards to showcase local artists and businesses

Safety, accessibility and inviting

- **Inviting spaces**
 - Soft and relaxing spaces off the main walkway
 - Inviting spaces for kids to play and for parents to sit
 - Spaces that feel safe create a more inviting area
 - Places that everyone can access
- **Surface treatments**
 - Surfaces with their s own character as well as being safe
 - A surface that adds to the character of the village
- **Lighting**
 - Soft lighting with low light pollution
 - Uplighting trees
- **Multi-use spaces**
 - A safe multi-use space that is not attached to the store front
 - Recessed and low lighting

History, identity and character

- **Inviting spaces**
 - Open green spaces with murals that tell a story
 - A space that is safe is more inviting
 - Fun and casual spaces are more inviting
 - Spaces that are family friendly
- **Art / murals**
 - Art that is fun and isn't too serious
 - Colourful art and murals brighten up spaces
- **Multi-use spaces**
 - Spaces that kids can play on and adults can rest on
 - Space for markets, events and gatherings
- **Surface treatments**
 - Opportunity to tell a story through the pavement