

Appendix B.
Workshop Briefs.

BRIEF FOR WORKSHOP DAY 1

INTRODUCTION

The aim of today's workshop is to find common areas of agreement about what makes a 'good' piece of town and to interpret these in to a set of generic urban design principles that can be used as a guide for the proposed development for the East Devon New Community.

The individuals that have been asked to be here today bring with them different skills, expertise and knowledge. In order to utilise this resource you are asked to work in small mixed groups to produce urban design principles that reflect a broad range of views and opinions. A member of Brookes staff will facilitate the groups.

To help you achieve this aim each group will be asked to perform **FOUR** tasks.

WORKSHOP STRUCTURE

- **TASK 1** is to analyse an existing piece of town by examining particular urban components that make up the built environment of the area around the high street area in Honiton (site visit by coach).

Sheets A, B & C:

Before you board the coach each group should familiarise themselves with the context plan for Honiton and the contents of **Sheet A**.

The coach will travel around Honiton to introduce you to some key urban design components that are concerned with the issues of:

- range of residential densities
- types and locations of mixed uses;
- character and distinctiveness;
- and, movement and accessibility into areas of high activity;

Sheet A has identified some examples of these in and around Honiton and you will be asked to comment on these later.

Using **Sheets B and C** you are asked to evaluate other urban components of a particular piece of Honiton by walking around a pre-selected shopping and residential route. **Sheet C** asks the group to systematically record and comment on other urban design components when you are walking around including those addressed in **Sheet A**.

- **TASK 2** one group will be asked to verbally present an evaluation of the area of Honiton in terms of what works and doesn't work and **why**, using the sheets **A, B & C**. The positive and negative observations that arise will be recorded and any common observations will be highlighted using contributions from other groups.

- **TASK 3** each group will use the wooden blocks and large 1:500 plans (**Sheet D**) to build a model that proposes alterations to the selected Honiton area that would overcome the negative observations that have been raised.

- **TASK 4** each group will present individual design proposals and explain **how** the negative observations have been overcome and **what** generic urban design principles can be stated at this stage. These will be recorded and a composite set of generic urban design principles will be agreed on and used as a starting point for tomorrow's workshop.

OUTCOME

To develop an agreed set of urban design principles that can be used in Workshop 2 to provide some strategic design guidance for the type of development that will occur at East Devon New Community.

BRIEF FOR WORKSHOP DAY 2

To Provide Design Guidance for an Outline Development Framework for the East Devon New Community.

INTRODUCTION

The aim of today's workshop is to use the general urban design principles from Workshop day 1 to inform how Supplementary Planning Guidance (SPG) can be produced for the East Devon New Community proposal.

This focused approach is adopted because of time and resource limitations. Because of these limitations a set of fixed parameters have been produced by the staff at Oxford Brookes University, and a copy of these will be issued to each group (Sheets E1 and E2). These parameters have emerged from practical considerations (land ownership boundaries, fixed requirements, etc.) and planning policy issues (use allocation, transport objectives, etc.).

However, at the end of this workshop there will be an opportunity to record any new emerging key issues that have not been considered fully but are deemed to be important.

To help you achieve the aim for today each group will be asked to perform THREE tasks.

WORKSHOP STRUCTURE

TASK 1 is to evaluate the area and it's surrounding context. (Visit by coach).

Sheet F: Mental Mapping & Site Analysis

Before leaving for the area each member of each group should quickly record on Sheet F their own recollection of any features they are aware of: within the area boundaries; on the edge of the area; or, beyond the area boundaries

(landscape features, landmarks, views, sounds etc.). If you are unfamiliar with the area then leave your sheet blank. By comparing all of the sheets each group will have an idea of what collective knowledge they have of the area and some important reference points might emerge i.e. what are the most common reoccurring features (Mark them up on a spare Sheet F plan when you return from the visit – see ahead).

Area visit by coach. The parameter plans (Sheets E1 and E2) will be issued after the mental map exercise and prior to the visit to establish the scope of our design interests and the implications of their contents can be checked during the site visit. Each group will mark and note on their Sheet F mental map any additional significant features that they observe within, on the edge of or beyond the area boundaries.

On returning to the workshop venue the groups will complete Sheet G, a SWOB (Strengths, Weaknesses, Opportunities, Barriers) analysis of the site. Sheets F and G should provide a comprehensive appreciation of the area features & characteristics. A photographic set of images will also be provided as a reminder.

Each group to produce a composite mental map that records the most re-occurring topics/comments using a blank mental Sheet F map.

TASK 2 is to produce urban design guidelines that will inform the production of an SPG by referring to 3 key urban design issues.

1) First, consider Links and Movements

Each group will mark on tracing paper laid over the large plans provided the existing and potential physical routes within, on the edge of and beyond the area (REMEMBER: THE PARAMETERS, YOUR SITE ANALYSIS & THE GENERAL URBAN DESIGN PRINCIPLES FROM WORKSHOP 1). The

group should prioritise these routes by calibrating them as (and using the following number system):

- 1 PRIMARY: where this refers to routes that lead to a greater integration with the broader or global urban context, i.e. beyond the boundary edges.

Or

- 2 SECONDARY: where this refers to routes that integrate the area in to its immediate or local urban context, i.e. to the edge of the area boundary.

Or

- 3 TERTIARY: where this refers to routes that are used to connect local secondary routes within the area.

Indicate where your group consider high, medium and low activity areas are likely to occur

2) Second, consider a high activity area such as a High Street in a Town Centre

Accepting that the New Community will need a Town Centre somewhere – and building on the analysis from yesterday of Honiton - each group will use the 1:500 scaled template of an indicative High Street setting as a starting point to quickly build a model showing what this could look like. Start by marking where additional Primary, Secondary and Tertiary routes are required from which blocks of development are likely to emerge. Each group will then test and amend the model when asked to consider 3 topics of interest that will contribute to a 'good' High Street. But first, let us establish across all the groups what are generally accepted as high, medium and low residential densities.

Now consider the 3 topics of interest.

(1) Where the high, medium and low areas of residential should be located.

(2) The location and type of mixed uses (retail, leisure, educational, health, entertainment etc);

(3) Where open space areas should be located.

3) Finally, consider Character & Distinctiveness

Urban Character Cards will be issued and each group will select a range of images that they consider to be appropriate for each distinct area in and around the indicative High Street of the Town Centre for the New Community development. If considered to be appropriate cards can be selected for areas beyond the parameters of the template plan. Groups can select images from the individual character cards to make up their own composite character cards using the blank Sheet H.

TASK 3

Each group to note down key issues that have not been covered in the workshop and calibrate these from 1 (low priority) to 5 (high priority).

OUTCOME

To provide design guidance to inform the production of SPG for the East Devon New Community.