

I was tasked with revitalising a section of City Walk. The urban space incorporates a range of biodiversity and equitable access within the design to make the area vibrant and inclusive.

Through empathetic research and observations, it was found that section 1 of City Walk lacked vibrancy and accessibility to all community users. It was noted that within City Walk, the paving tiles made the area appear dull and feel enclosed. In addition, the street furniture included within City Walk did not cater to the disabled community. Thus, the lack of vibrancy and accessibility within City Walk is a significant issue that has not been addressed, prompting my revitalisation of section 1 City Walk. Within this revitalisation, I have focused my resources on embedding biodiversity within the urban space and creating paths tailored to pedestrians, cyclists, and the disabled community. These paths are needed to direct the community to the main areas for socialising.

It was found in empathetic research that the highest age bracket of the City's population was 20-29 years old, comprising 99.3% apartments and flats. Due to the high number of apartments, it was key for my urban space to have a number of critical areas where the community could socialise, relax and be engaged. This is because, typically, apartments do not have a large backyard space, so including these open spaces would allow these people to have an area to socialise in. This is demonstrated in the kid's playground, ping pong tennis and chess setup, which promotes the community to come together. Around the playground, there is concrete to allow wheelchairs to easily move on the surface, as well as scooters and roller blades.

Including a range of street furniture, from picnic tables, single benches, and garden beds, was also crucial in promoting the area to this demographic. The single benches have been included within the urban space to give the community flexibility in choosing their street furniture and give people who are studying an option to do so peacefully. Ideally, these benches would have a small table from the side of the bench to give the community an option whether they want to study or not.

Embedding biodiversity within the area makes the urban space feel more welcoming and colourful due to the vibrant hues of the trees and shrubs radiating throughout the urban space. Incorporating biodiversity within the area demonstrates the design principle of sustainability. The inclusion of biodiversity will ultimately positively impact the urban space, attracting more people to the area and improving the air quality of the urban space.

The paths have been strategically placed within the urban space to direct the community to the main area to socialise. Including the four paths from different sides of the urban space helps to even out traffic flow. The paving within the urban space uses a more modern pattern to brighten up the area from the original dark paving. The paving also includes tactile paving for the disabled community, allowing the whole community to utilise the urban space fully. This links in with the design principle of having good accessibility in an urban space to allow the community to enjoy the area.

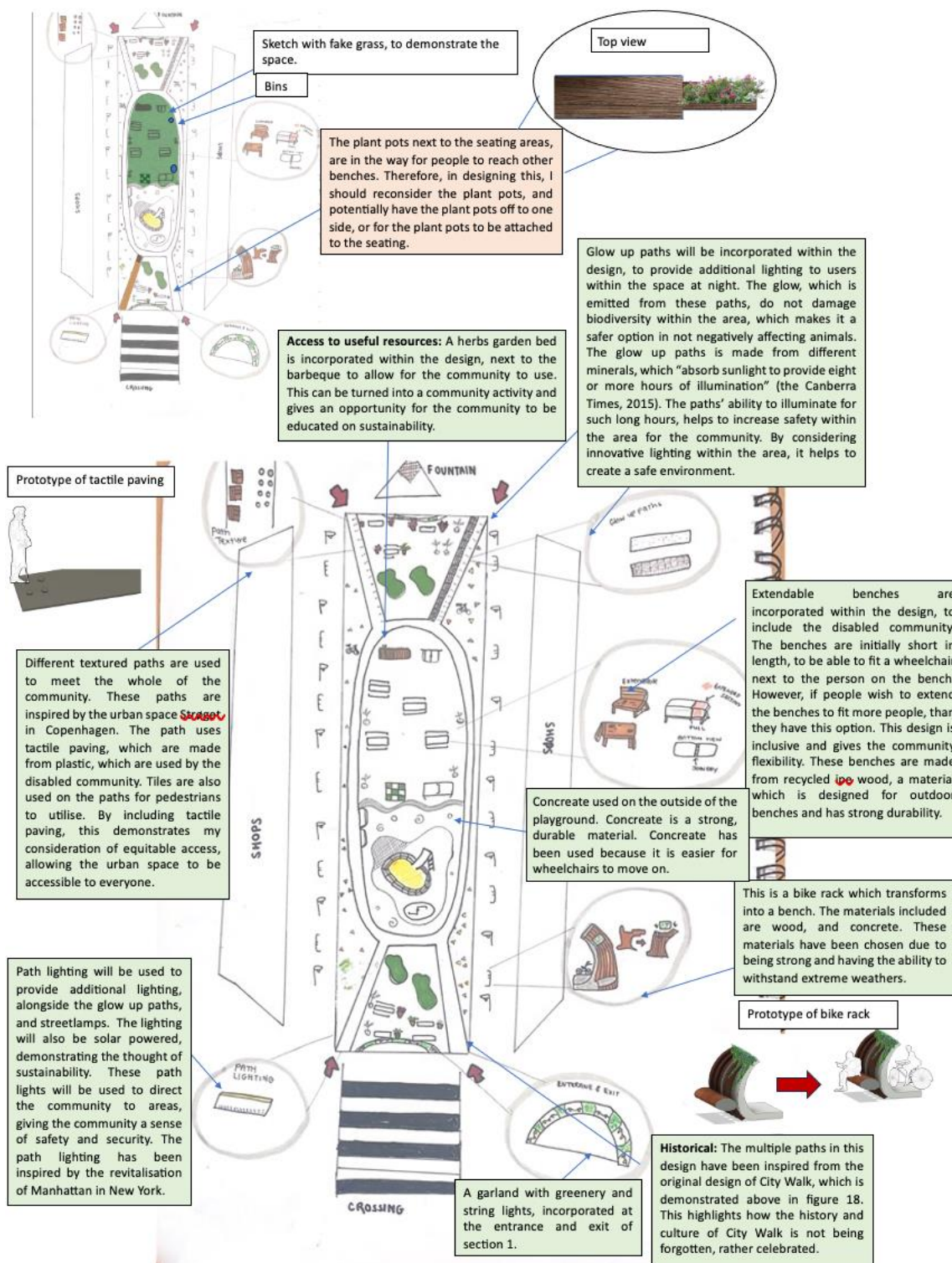
Safety is a key element in making a good urban space, which was essential to consider in my revitalisation. Lighting was embedded within my urban space as a safety feature for the area, and it makes sure that the urban space is safe and functional not only during the day but also at night. Within this design, lamp posts, path lighting, string lights, and glow-up-in-the-dark paths were incorporated within the design. Glow-up paths are innovative lighting, which have been chosen within this design due to their ability to light up a path for a long time and have no negative effect on animals. These glow-up paths ensure the community can see the paths while walking or cycling at night. Utilising a wide range of lighting allows the community to use and enjoy the space at night and feel safe due to the amount of lighting within the area.

The materials chosen within the urban space are fairly low maintenance, i.e., ipe, wood, with a water-resistant coating. This wood is strong and durable and is made for outdoor benches. However, the garden beds and the lighting may need some maintenance work after a certain time to ensure that all the lights are properly functioning and that the garden beds are neat.

Overall, my design of the revitalisation of section 1 of City Walk will help restore the lack of accessibility and vibrancy within the area and attract more people.

SKETCHES:

IDEATION: FINAL DESIGN:



**PROTOTYPES:**

**GARDEN BEDS:**



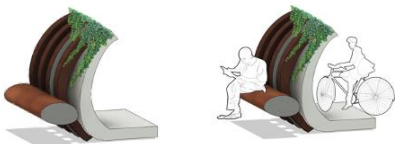
**GARLAND:**

String lights incorporated.

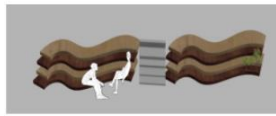


Prototypes are made on fusion360.

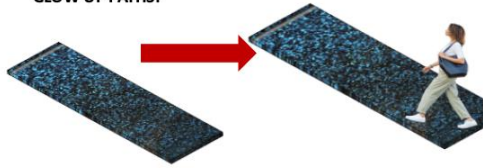
**BIKE RACK:**



**SEATING AREA:**



**GLOW UP PATHS:**



**SEATING AREA:**



**BENCHES:**



**TACTILE PAVING:**



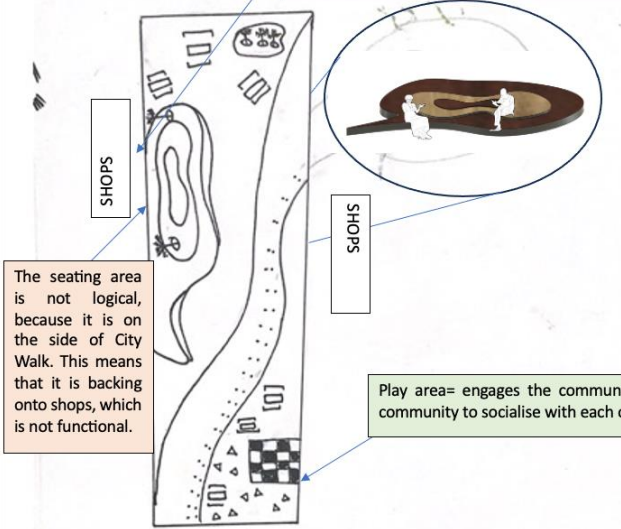
**FINAL DESIGN PROTOTYPE:**

Featuring: garland, bike racks, and garden beds



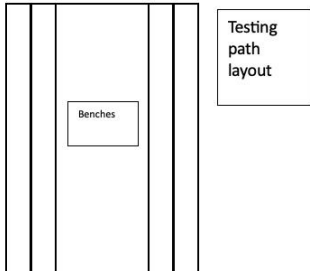
**IDEATION:**

These seating areas will be made from a combination of concrete and wood. The concrete will be used as the structure of the seating, due to its strong characteristics. The wood will be used on top for decoration, to bring the whole look together and to be aesthetically appealing to the community.



The seating area is not logical, because it is on the side of City Walk. This means that it is backing onto shops, which is not functional.

Play area= engages the community and promotes the community to socialise with each other.



**IDEATION:**

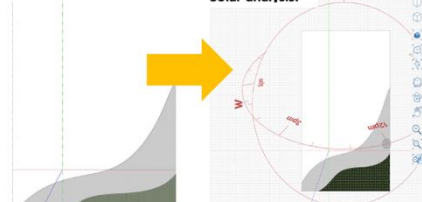


The large open area with benches, promotes social activity for the community, giving a sense of belonging.

Ideally in this design, there should be benches in the children's area, so parents can sit and watch. In this design there is only 1 path, this is not practical in peak times.

A play area for children, promoting again social cohesion and recreation. The activities include hopscotch, and chess.

**Solar analysis:**



Repetition is demonstrated in the paving, giving a sense of movement.

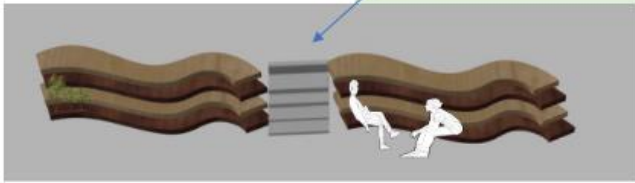
Space is used to direct the community to gathering areas. In this design having 2 main areas where the community can gather is effective in drawing the community together.



**IDEATION:**

There will also be a ramp, to include the disabled community.

Texture of stairs



Demonstration of seating area being in City Walk.

Herringbone tile pattern

Area filled with grass

Curved seating is used in this design, to give the community a variety of different seating options. This seating will be made from ipe wood, as well as the benches.

Aesthetics is used in the incorporation of biodiversity, and the incorporation of wooden benches.

The design is simple and does not necessarily consider layout or maximising space effectively. The area also has no element which is exciting, or any engaging activities for the community.

