



Principles for Good Placemaking

It is important that any new development helps to create a good sense of place and is designed to enhance a strong sense of community and wellbeing. The following design principles are intended to guide the design of any new development and it is suggested that any design and access statement submitted as part of a planning application responds to these headings to show how the design has specifically applied these principles in practice.

FROM:

 PRINCE'S FOUNDATION



THINK BEFORE YOU INK.

PLACE

Design that respects the complex character of a place and takes into consideration its history, geology, transportation links, and its natural landscape.

Encourages: Individual character and a sense of belonging to a place.

Discourages: Soulless, anonymous development.

PUBLIC SPACE

A recognition that the design of public areas including 'street furniture', signage, and lighting, is as important as the design of private spaces, and should be designed as part of a harmonious whole.

Encourages: Harmonious and legible public areas.

Discourages: Visual intrusion and clutter.

PERMEABILITY

Urban design in which blocks of buildings are fully permeated by an interconnected network.

Encourages: Ease of access and a greater spread of traffic movement.

Discourages: Inefficient movement and an oppressive sense of impenetrability.

HIERARCHY

A clear and legible ordering system, which recognises a hierarchy between types of buildings or roads and their individual parts in relation to a whole.

Encourages: An understanding of the relative significance of parts of a building or town, and easy navigation within each.

Discourages: Confusion and over-reliance on signage.

LONGEVITY

Design that creates streets and buildings that will cope with a variety of uses during their lifetime.

Encourages: Design solutions based on examples that have adapted well to change.

Discourages: Complex buildings that are very specific to current need.

VALUE

Design that creates a valuable asset in economic, social, and environmental terms and is built to last.

Encourages: Long term investment in buildings, towns and cities.

Discourages: Buildings and places that are likely to drain the resources of future generations to no advantage.

SCALE

Settlements and buildings which, whatever their size, relate to human proportions.

Encourages: A relationship between the people and their built environment.

Discourages: A feeling of being overwhelmed and alienated.

HARMONY

Design that sounds its own 'note' and yet blends with the local and natural environment.

Encourages: Buildings and settlements whose various parts work together and respect the value of the whole.

Discourages: A confused and disparate built environment.

ENCLOSURE

Design which establishes clear distinctions between town and country, public and private space, thus encouraging appropriate activities within each.

Encourages: Safe environments and the full and appropriate use of available space.

Discourages: Wasteland and degraded no-go areas.

MATERIALS

Design that uses materials that are, wherever possible, indigenous, have a natural harmony with the landscape, and which are selected with care to ensure they improve with age and weathering.

Encourages: Buildings that have a natural resonance with their environment and that can be easily repaired.

Discourages: Long distance transportation of materials and buildings with short life spans that look worse with age.

DECORATION

Design whose decoration not only enhances the quality and beauty of a building, but also helps engender emotional value and personal and cultural relevance.

Encourages: Local visual identity and interest for pedestrians, as well as potential use of local skills.

Discourages: Functional anonymity.

CRAFSTMANSHIP

The care and attention with which a building is made, rewards both the maker and the user and makes them likely to last and be valued for future generations.

Encourages: Longevity, the inspiration of generations of potential practitioners of building crafts as an art form.

Discourages: Quick-fix solutions and low-grade buildings that rely on assembly only.

COMMUNITY

The carefully facilitated, early involvement of the local community in order to create places which have a civilizing influence, which meet people's needs, desires, and aspirations, and engender civic pride.

Encourages: A proactive, holistic approach to planning with community buy-in.

Discourages: A reactive, piecemeal approach to planning, and a reactionary local community.