The restorative power of parks and public spaces:
What works
and what doesn't work?

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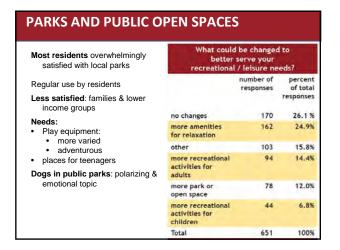






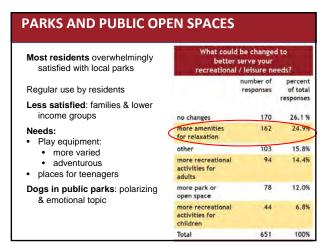








































SUITABILITY FOR FAMILIES

- 1. Children happy living in neighbourhood
- 2. Parents: more time to spend with family
- Major challenge for parents: child care & schools
- 4. Affordable & family-oriented shops lacking
- Inadequate in-unit space in the unit: a challenge
- Inadequate activities for older children & teens















False Creek North POE

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A Puzzle

Why is it that:

We spend huge amounts on our parks **But:**

People love some parks and keep coming back?

A Puzzle

Why is it that:

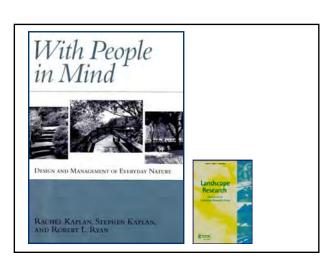
 People find other parks disappointing and do not return?



Poorly Designed Parks

- Break basic rules
- Are monotonous
- Lack complexity and mystery
- Don't provide key requirements
- Don't communicate well
- gnore landscape research findings





BEES and *HoLiSTiCS*

Successful Urban Parks

- 1. people's preferences
- 2. restorative: help people recover from stress of daily urban life

Restorative Powers of Nature

- Pleasure
- Sustained interest
- Relaxed wakefulness
- Reduced negative emotions (anger, anxiety)



in Restorative Parks...

- Nature provides psychological and spiritual replenishment
- 2. Landscape elements are linked in a network





4 Keys to a Restorative Park

BEES



Being away

Extent

Environmental fit or compatibility

Soft Fascination

Those were Four Keys to

Healing and Restoration

Now. . .

Examples

how to create parks to meet most people's

Preferences

H_oLiSTiCS

- whole is more than the sum of its parts
- through creative evolution, Nature forms wholes greater than sum of the parts
- environmentally and socially sustainable arrangement of space: essentially holistic



H₀LiSTiCS

H = Hint of a view

L = Landmark

S = Simple path structure

T = Tranquil and serene

C = Chance to see what's there

S = Small spaces made to look larger

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Preference 1: The *hint* of a view













H_oL_iST_iCS

H = Hint of a view

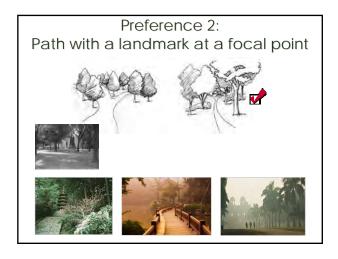
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H_oLi**S**TiCS

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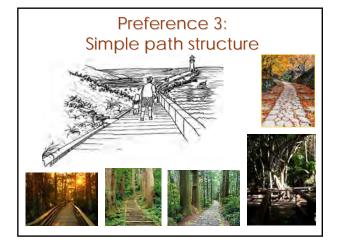
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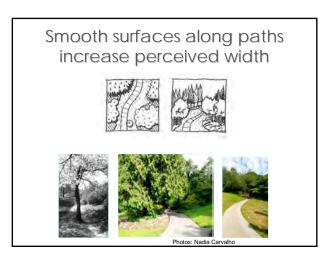
Path Preferences

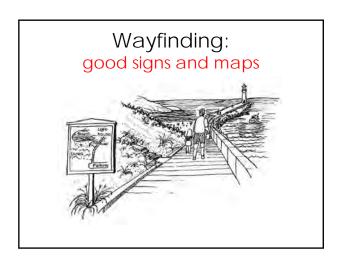
- narrow
- curved rather than straight
- sense of mystery
- designed to make small areas seem much larger

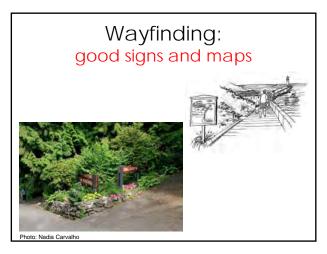


















H_oLiS*T*iCS

H = Hint of a view

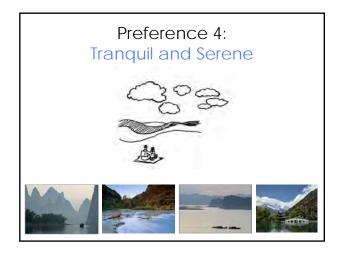
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 $S_{=} \quad \text{Simple path structure}$

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Try to avoid this





H_oLiSTi

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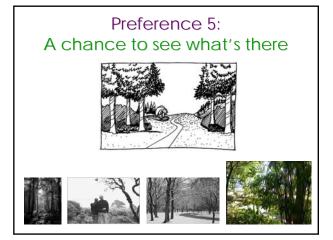
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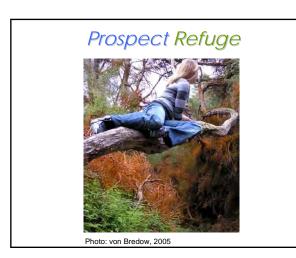
Mystery and anticipation

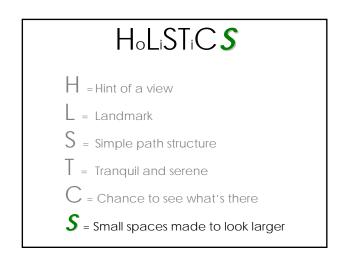
The promise that one can find out more as one keeps going

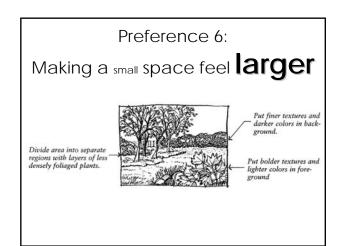


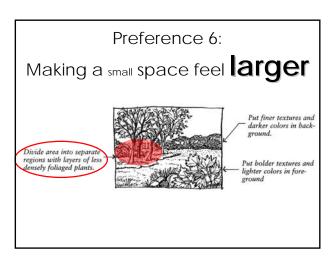


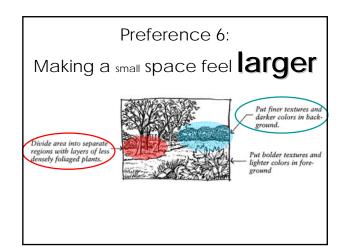


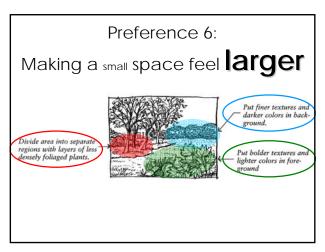


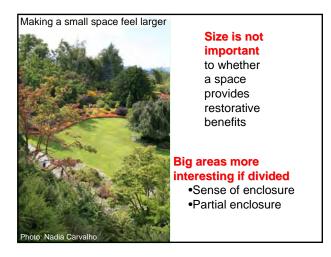




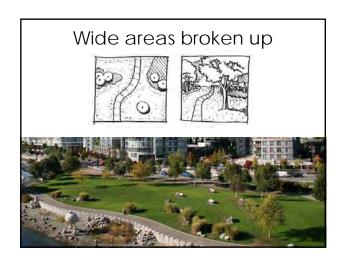
















H_oL_iST_iCS

- Smaller spaces linked together to make complex wholes
- Mosaics in a network
- Web-like structures
- Mirror ecological processes
- Each space and links between them designed to encourage restorative experiences
- Woven into fabric of cities in a more holistic way



Restorative Parks

Three easy ways to achieve them

- 1.BEES
- 2. HoLiSTiCS
- 3. Community engagement (a conversation for another time)

4 Keys to a Restorative Park **BEES**



- 1. Being away
- 2. Extent
- 3. Environmental fit or compatibility
- 4. Soft Fascination



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Community Engagement





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