

Reducing pedestrian congestion and increasing walkability

While there are many facets of reducing pedestrian congestion and increasing walkability, Through our research we would like complement the social, environmental aspects of it.

Social –Socially inclusive and equitable –safe –Creates a sense of vibrancy in communities –Improves quality of life through better social connections –Improves physical and mental health

Environmental –Improved streetscape environment –Reduces congestion –Minimises noise pollution

Our aim is to create a constructive walkable experience for the people which helps in crowd control and helps reducing pedestrian congestion.

Ways to achieve this :

Make walking inviting and interesting People will choose to walk along routes that are visually interesting and where there are a variety of things to do and see, this ideology has proven to be eminent in creating positive and channelised walkable experience in many places around the world. Ways to make a place interesting and enticing to walk in, walk through and to linger in, can include encouraging business activity at street level and, where appropriate, installing public art, providing landscaped areas and well designed street frontages and entries to residences. Lively streets, successful walkable cities balance footpath spaces to allow freedom of movement alongside vibrant street activities reducing foot congestion on roads.

Examples

A recent example is the revitalisation of Kimber Lane in Chinatown. Once a neglected and disused alleyway, Kimber Lane has been transformed into a meeting place and popular thoroughfare using a combination of paint, seating and suspended bespoke art work with ties to Aboriginal and Chinese history.

A City Art Program. The program encourages artists to integrate art into our public spaces. The City recently developed a Culture Walks app. to allow people to discover the city on foot while learning about the history and stories behind public art pieces, neighbourhoods and specific sites.