**WALKABILITY**

...means incidental exercise
...means psychological well-being
...means meeting your neighbours
...means having a safe, easy and enjoyable environment to walk in

**MAINTENENCE = WALKABILITY EQUITY**
Footpaths free from obstructions, quality playgrounds, bird and dog litter bags provided, toilets, water, shading

**GREEN FEET**
Residents thrive with more vegetation and identity opportunities for planting, to add interest and promote biodiversity

**ALL EYES ON THE STREET**
Creating opportunities for surveillance of homes and the environment improves pedestrian safety

**KEEP GROUNDED**
Crossing at grade is more direct and safer than going over or under a road

**GOING THE EXTRA MILE**
People prefer walking to almost any other mode of transport. Efficient routes must be stuck to, 300-500 meters to improve walking and reduce stress

**EVERYTHING WITHIN REACH**
Mixed-use neighbourhoods result in short distances between daily destinations, enhancing people’s enthusiasm to walk. Increased densities help to sustain local shops and amenities and car dependency reduces when destinations are within a 400-500 metre radius.

**LIGHT THE WAY**
Adequate lighting contributes to safety perception on walking paths and increases street pedestrian activity.

**QUICK, QUICK, SLOW**
Ample separation between pedestrians, bicycles and traffic increases safety and confidence when using footpaths.

**THINKING ART**
Walkability requires interest and detail. Graffiti may be perceived as a sign of ‘social disorder’ however street art is often attractive and welcoming, important for the artist’s release and for the observer.

**MAKE A BEELINE**
People prefer to walk in an almost straight line for efficient routes. A balance must be struck as “500 meters viewed in its entirety creates feeling of fatigue” - Gehl

**IT TAKES A VILLAGE**
Community activation through walkability creates a positive cycle of increased social interaction for people’s well-being and sense of belonging.

“Something happens because something happens”. - Gehl

**QUICK, QUICK, SLOW**
Ample separation between pedestrians, bicycles and traffic increases safety and confidence when using footpaths.

**FREEDOM TO MOVE**
When walking is comfortable and pedestrian can set their own pace, development of redundancy becomes more attractive. Ensuring people feel safe and encouraged to walk increased tourism, business and social interaction, which can improve products and services.

**MAKING A BEELINE**
People prefer to walk in an almost straight line for efficient routes. A balance must be struck as “500 meters viewed in its entirety creates feeling of fatigue” - Gehl

**LIGHT THE WAY**
Adequate lighting contributes to safety perception on walking paths and increases street pedestrian activity.

**QUICK, QUICK, SLOW**
Ample separation between pedestrians, bicycles and traffic increases safety and confidence when using footpaths.

**THINKING ART**
Walkability requires interest and detail. Graffiti may be perceived as a sign of ‘social disorder’ however street art is often attractive and welcoming, important for the artist’s release and for the observer.

**EVERYTHING WITHIN REACH**
Mixed-use neighbourhoods result in short distances between daily destinations, enhancing people’s enthusiasm to walk. Increased densities help to sustain local shops and amenities and car dependency reduces when destinations are within a 400-500 metre radius.

**MAINTENENCE = WALKABILITY EQUITY**
Footpaths free from obstructions, quality playgrounds, bird and dog litter bags provided, toilets, water, shading

**GREEN FEET**
Residents thrive with more vegetation and identity opportunities for planting, to add interest and promote biodiversity

**ALL EYES ON THE STREET**
Creating opportunities for surveillance of homes and the environment improves pedestrian safety

**KEEP GROUNDED**
Crossing at grade is more direct and safer than going over or under a road

**GOING THE EXTRA MILE**
People prefer walking to almost any other mode of transport. Efficient routes must be stuck to, 300-500 meters to improve walking and reduce stress

**EVERYTHING WITHIN REACH**
Mixed-use neighbourhoods result in short distances between daily destinations, enhancing people’s enthusiasm to walk. Increased densities help to sustain local shops and amenities and car dependency reduces when destinations are within a 400-500 metre radius.

**LIGHT THE WAY**
Adequate lighting contributes to safety perception on walking paths and increases street pedestrian activity.

**QUICK, QUICK, SLOW**
Ample separation between pedestrians, bicycles and traffic increases safety and confidence when using footpaths.

**THINKING ART**
Walkability requires interest and detail. Graffiti may be perceived as a sign of ‘social disorder’ however street art is often attractive and welcoming, important for the artist’s release and for the observer.

**EVERYTHING WITHIN REACH**
Mixed-use neighbourhoods result in short distances between daily destinations, enhancing people’s enthusiasm to walk. Increased densities help to sustain local shops and amenities and car dependency reduces when destinations are within a 400-500 metre radius.

**LIGHT THE WAY**
Adequate lighting contributes to safety perception on walking paths and increases street pedestrian activity.

**QUICK, QUICK, SLOW**
Ample separation between pedestrians, bicycles and traffic increases safety and confidence when using footpaths.

**THINKING ART**
Walkability requires interest and detail. Graffiti may be perceived as a sign of ‘social disorder’ however street art is often attractive and welcoming, important for the artist’s release and for the observer.

**EVERYTHING WITHIN REACH**
Mixed-use neighbourhoods result in short distances between daily destinations, enhancing people’s enthusiasm to walk. Increased densities help to sustain local shops and amenities and car dependency reduces when destinations are within a 400-500 metre radius.

**MAINTENENCE = WALKABILITY EQUITY**
Footpaths free from obstructions, quality playgrounds, bird and dog litter bags provided, toilets, water, shading

**GREEN FEET**
Residents thrive with more vegetation and identity opportunities for planting, to add interest and promote biodiversity

**ALL EYES ON THE STREET**
Creating opportunities for surveillance of homes and the environment improves pedestrian safety

**KEEP GROUNDED**
Crossing at grade is more direct and safer than going over or under a road

**GOING THE EXTRA MILE**
People prefer walking to almost any other mode of transport. Efficient routes must be stuck to, 300-500 meters to improve walking and reduce stress

**EVERYTHING WITHIN REACH**
Mixed-use neighbourhoods result in short distances between daily destinations, enhancing people’s enthusiasm to walk. Increased densities help to sustain local shops and amenities and car dependency reduces when destinations are within a 400-500 metre radius.

**LIGHT THE WAY**
Adequate lighting contributes to safety perception on walking paths and increases street pedestrian activity.

**QUICK, QUICK, SLOW**
Ample separation between pedestrians, bicycles and traffic increases safety and confidence when using footpaths.

**THINKING ART**
Walkability requires interest and detail. Graffiti may be perceived as a sign of ‘social disorder’ however street art is often attractive and welcoming, important for the artist’s release and for the observer.