

A group of about ten young men are running along a sidewalk on a sunny day. They are wearing dark blue t-shirts with a yellow logo and light-colored pants. The sidewalk is bordered by a grassy area with trees and a large, multi-story building with a red roof in the background. The sky is clear blue. The text "Steps At Stevens" and "Neighborhood Connectivity Project" is overlaid on the top half of the image.

# Steps At Stevens

Neighborhood Connectivity Project

First Community Design Workshop  
April 29th, 2014



# Site Location





# Current Auto Traffic Routes





# Current Preferred Pedestrian Routes

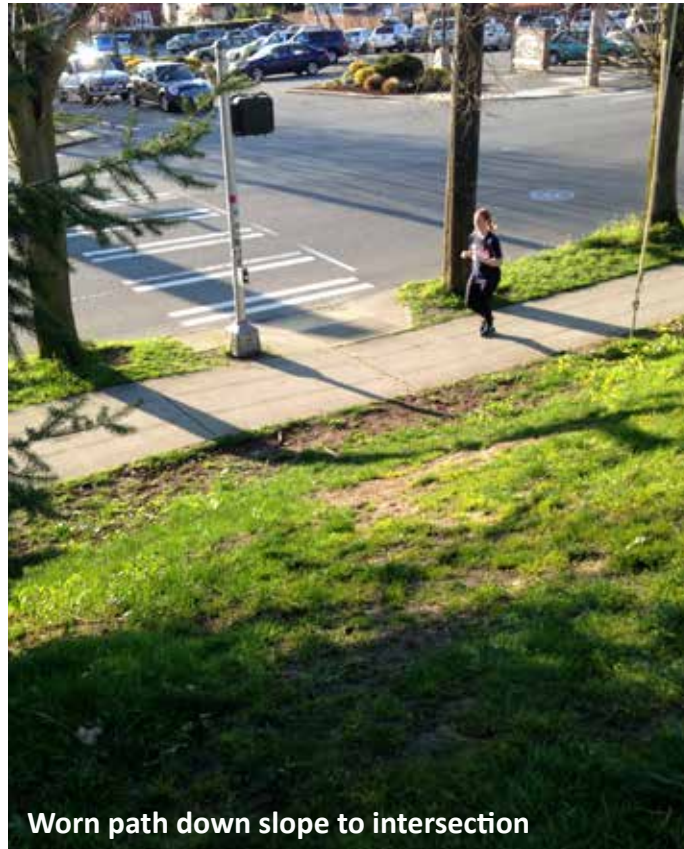




## Current Preferred Pedestrian Routes



Worn path along curb of North driveway



Worn path down slope to intersection



Through parking lot



Designated sidewalk north of driveway too inconvenient



# Unsafe Preferred Pedestrian Routes





# Steep Slopes





# Steep Slopes & Existing Shrubs





# Existing Trees





# Area of Opportunity





# Proposed Safe Pedestrian Route





# Design Workshop Materials





# Design Workshop Materials

## Steps At Stevens 1st Student Design Workshop Monday, April 28th 2014 AGENDA

### Meeting Format:

- 11:00 am** Presentation/Project Introduction (Brenda Snyder)  
Site Analysis  
Constraints and Opportunities  
Design Game Introduction  
Design Game Ground Rules  
Inspirational Images/"Ingredients"  
Design process/project schedule
- 11:15 am** Break-out into groups - Design Game (Everyone!)
- 12:00 pm** Discussion
- 12:30 pm** End of Meeting

### Steps at Stevens Guiding Design Principles:

- Create a safe and useful pedestrian route
- Create a place of public interest and comfort
- Incorporate art and historic architecture into the design
- Reflect the character of the neighborhood

### Design Game Rules :

- **Respect** every ones input, record all ideas and share information
- Think about not only what you want to experience but what a **child or visitor** would like to experience
- Think about **multiple uses** for the design elements you have proposed

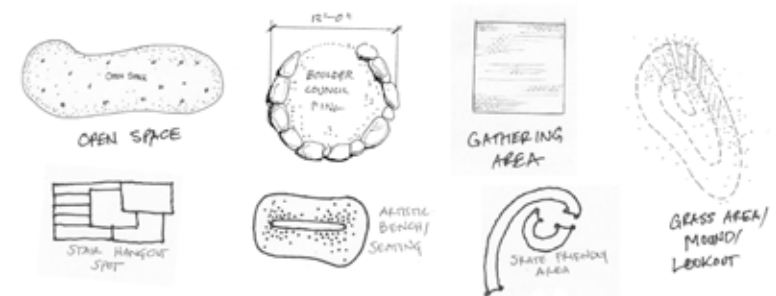
Have FUN!

## Design Game Pieces Steps at Stevens

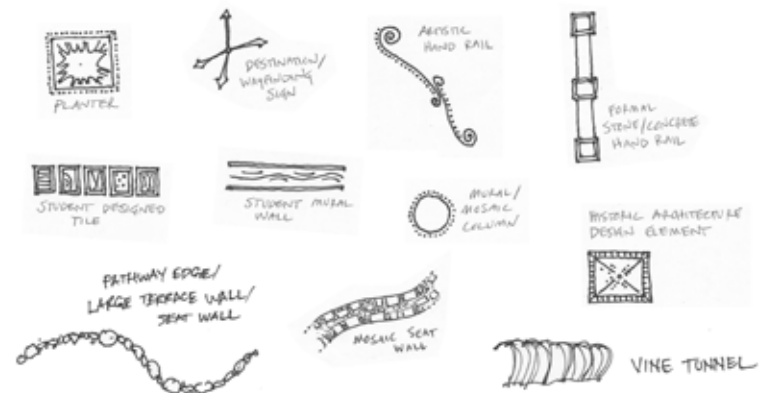
### TYPES OF STAIRS



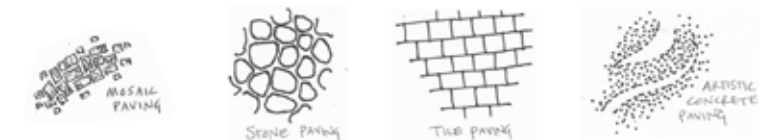
### TYPES OF ACTIVITY SPACES



### TYPES OF VIRTUAL ELEMENTS



### TYPES OF PAVING



Sheet 1



## Design Goals

Create a safe and useful pedestrian route

Create a place of public interest and comfort

Incorporate art and historic architecture into the design

Reflect the character of the neighborhood

## Game Rules

Respect every one's input, record all ideas and share information

Think about not only what you want to experience but what a child or visitor would like to experience

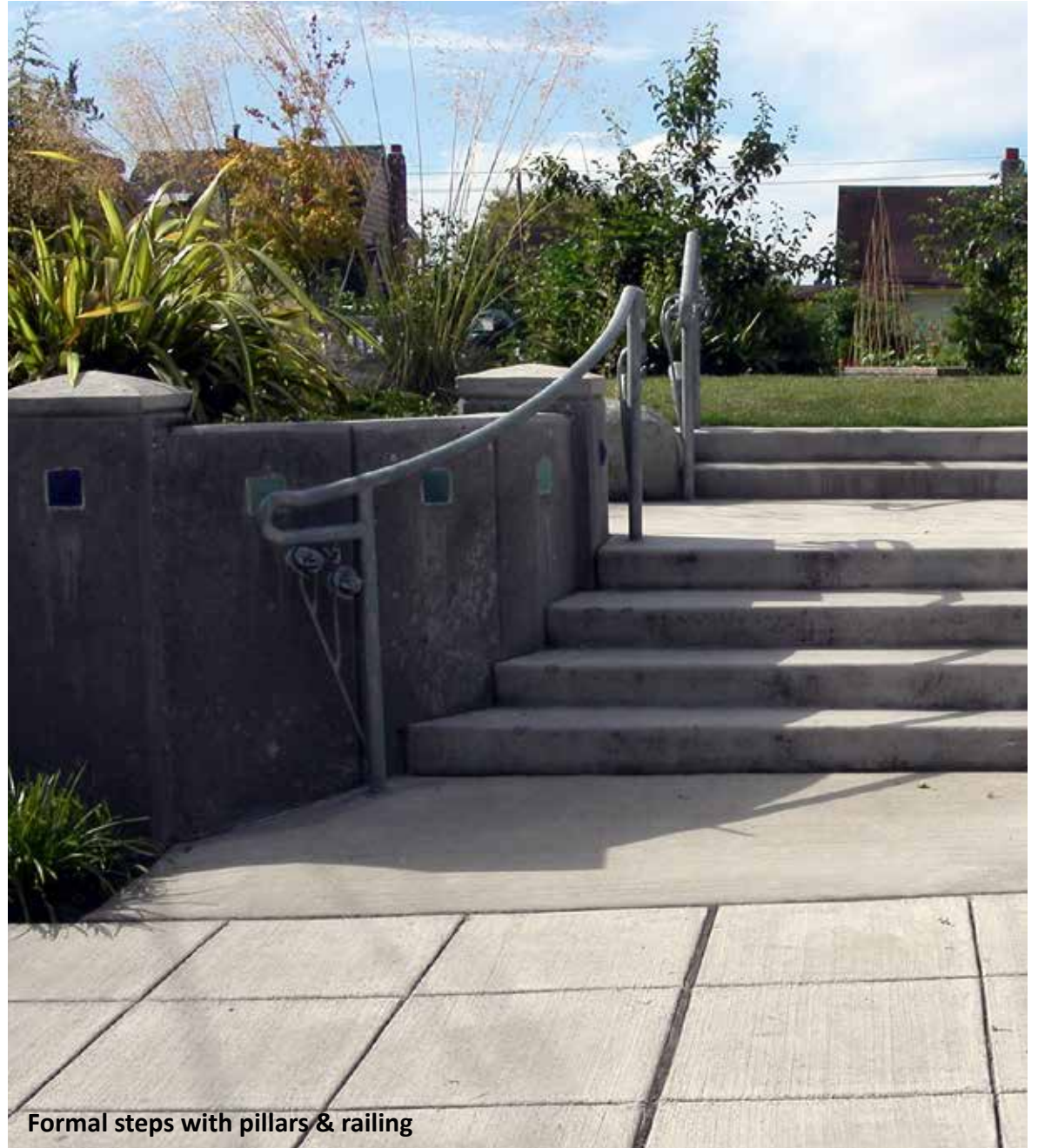
Think about multiple uses for the design elements you have proposed



## Types of Stairs



Formal steps with landings



Formal steps with pillars & railing



## Types of Stairs



Stone steps with stone seatwall



Stone steps with small boulders



Stone steps with large boulders



## Types of Stairs



**Steps incorporating boulders**



**Steps incorporating blocks of stone**



# Types of Stairs



Curved steps and seating



Stone terraces for seating



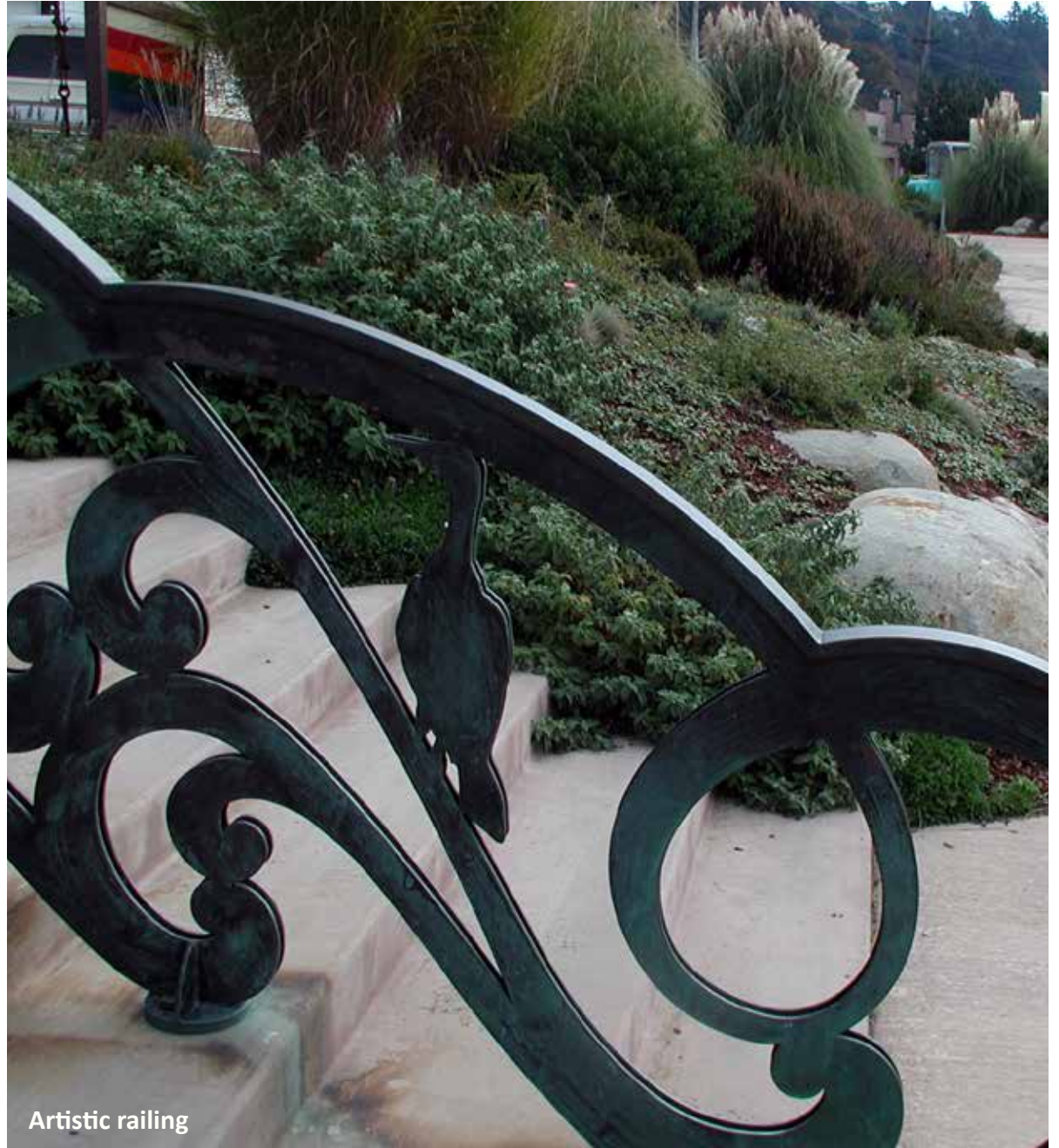
Curved steps



## Types of Vertical Design Elements



Formal concrete balustrade railing



Artistic railing



## A tall, colorful wooden signpost stands in the Center of the University. The signpost is a vertical wooden pole with various directional signs attached to it. The signs are in different colors and fonts, including purple, green, orange, and pink. Some signs point in different directions, while others are vertical. The signs include: "NOOGIE" (pink, top), "RIS 400 FT WKS" (pink, top), "MILKY W" (pink, top), "FREMONT STUDIOS 25 BLKS" (purple, horizontal), "STROOK CINE" (green, horizontal), "INTERURBAN 1 BLK" (orange, horizontal), "GUGGENHI" (green, horizontal), "CANAL PARK 3 BLOC" (purple, horizontal), "SUNDAY MARKET 2 BLKS" (green, horizontal), "MACHU PICCHU 100 YD" (green, horizontal), "TAIWAN 80" (pink, horizontal), "RAPUNZEL 100 YD" (pink, horizontal), "TROI" (pink, horizontal), and "LOUVRE" (green, horizontal). The signpost is located in front of a brick building. The text "CENTER OF THE UNIVERSITY" is written vertically on the signpost. The caption "Way-finding sign" is at the bottom left.

A tall, cylindrical column covered in a mosaic of small tiles. The design features a large, stylized, dark purple or maroon shape, possibly a bird or a dragon, set against a background of green and blue tiles. The column is topped with a white, dome-shaped finial. The base of the column is decorated with a row of larger, colorful tiles, including a yellow one with a black circle, a green one, a purple one, and a blue one. The column is situated outdoors on a paved area, with a grassy field and trees in the background.

Mosaic column

[illegible]

A long, wide staircase with mosaic tiles depicting various aquatic and terrestrial life forms, including fish, insects, and plants. The tiles are arranged in horizontal bands. The text "Mosaic stairs" is visible at the bottom left.

Barker Landscape Architects



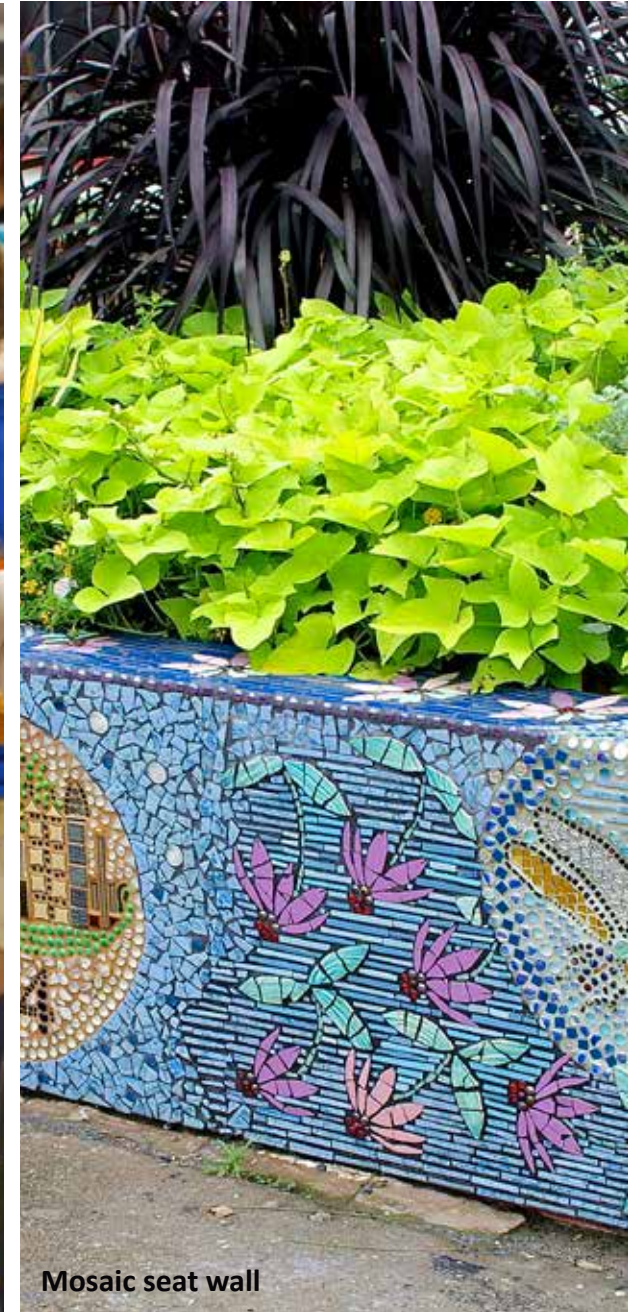
## Types of Vertical Design Elements



Student designed & installed tile



Student designed & installed mural



Mosaic seat wall



# Types of Vertical Design Elements



Artistic concrete seat wall



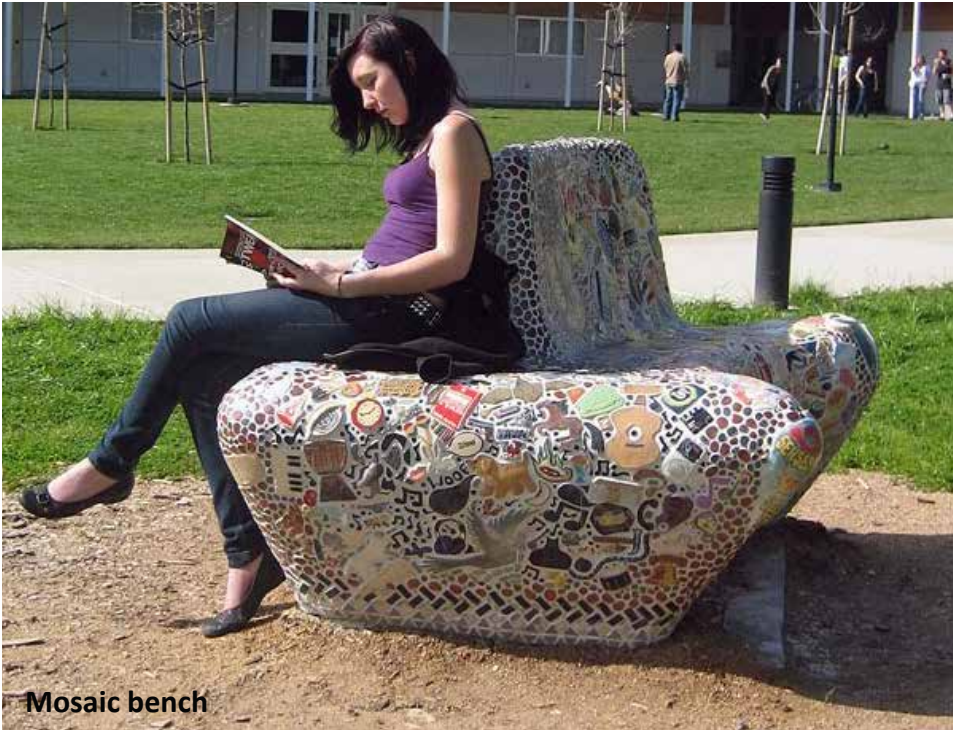
Vine tunnel / vine panel



Historic architectural details



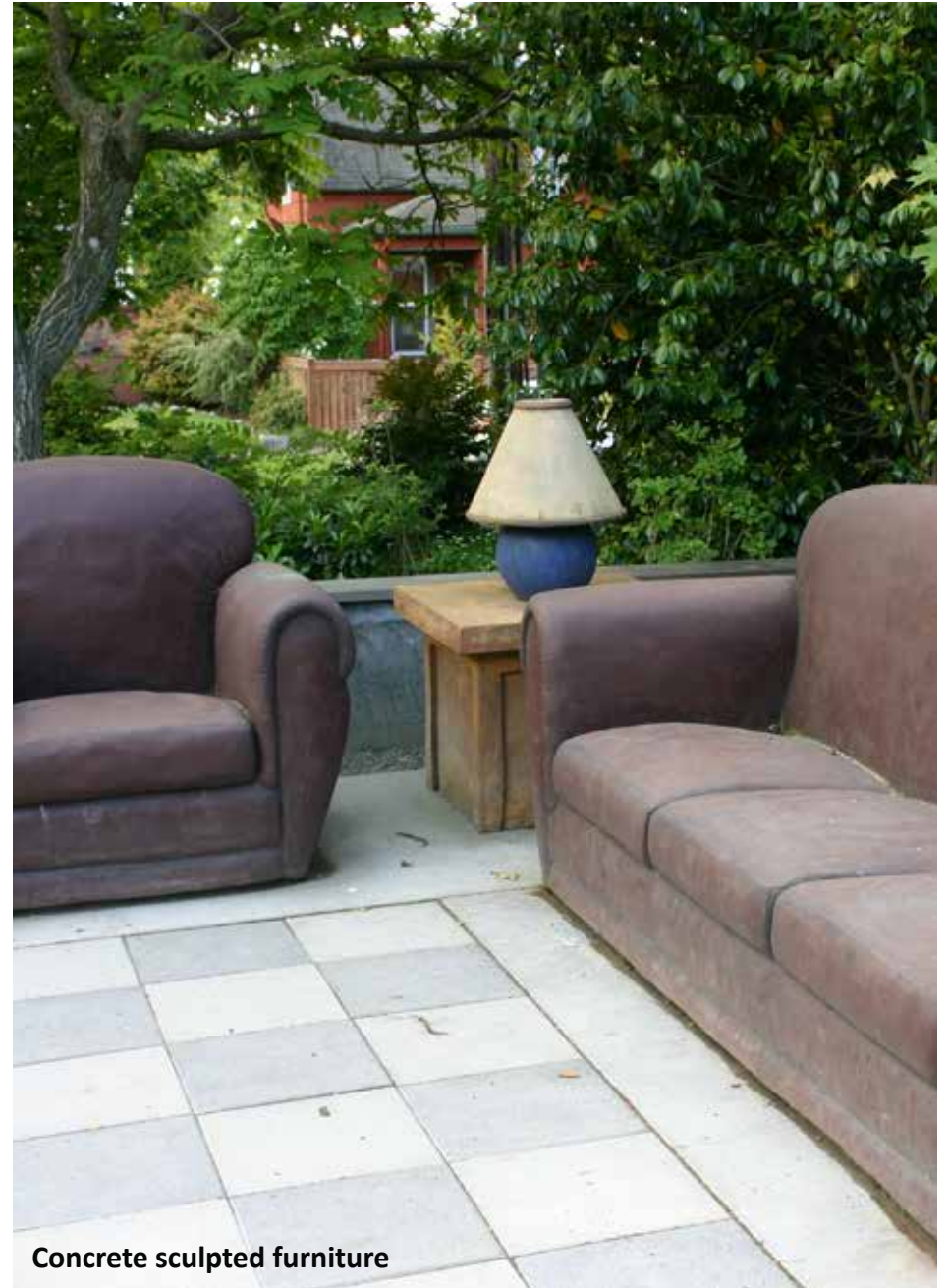
# Types of Activity Spaces



Mosaic bench



Sculpture



Concrete sculpted furniture



# Types of Activity Spaces



Gathering space with boulder seating



Skate-friendly design elements



Small gathering space



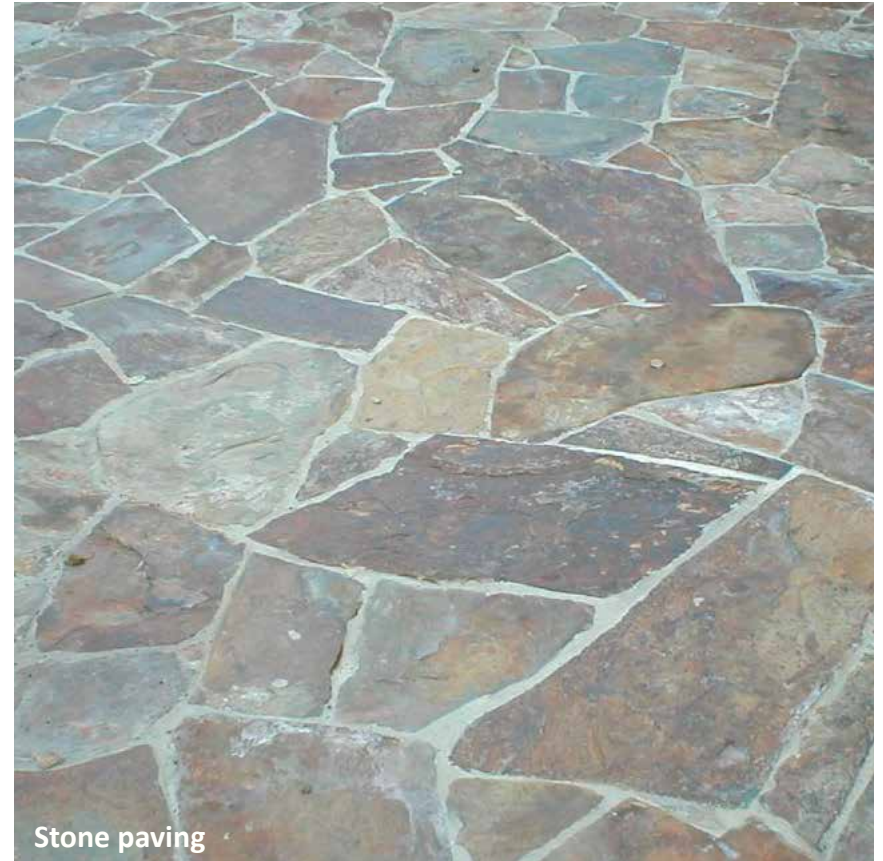
Skate-friendly design elements



# Types of Paving



Tile and mosaic paving



Stone paving



Artistic concrete paving



Pebble paving



## Game Board Example





# Design Game Process



1st: Design Game

2nd: Generate 3  
conceptual designs, using design  
game analysis. Community review  
and vote.



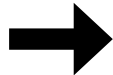
3rd: Generate 1 final  
schematic design, using  
community feedback from  
conceptual design review.





# Project Schedule

Activity	Resource	Start	End
<b>Project Kick-off / Site Analysis</b>		04-07-14	04-28-14
Project Kick-off Meeting / 1st Steering Committee Meeting		04-10-14	04-10-14
Contact with Relevant Agencies		04-07-14	04-25-14
Infrastructure / Circulation Study		04-07-14	04-25-14
Community Outreach / Prep for First Design Workshop		04-07-14	04-25-14
First Student Design Workshop / Design Game		04-28-14	04-28-14
<b>First Public Meeting / Design Game Workshop</b>		04-29-14	05-19-14
Analysis of Design Game Results		05-01-14	05-16-14
Generation of 3 Conceptual Design Alternatives		05-01-14	05-16-14
2nd Steering Committee Meeting		05-05-14	05-05-14
Self Help Meeting with School District		05-08-14	05-08-14
Send Concepts to Erin Doherty - Landmarks Preservation		05-16-14	05-16-14
Community Outreach / Prep for Second Design Workshop		05-01-14	05-16-14
Second Student Design Workshop / Evaluation of Conceptual Designs		05-19-14	05-19-14
<b>Second Public Design Workshop / Evaluation of Conceptual Designs</b>		05-21-14	06-06-14
Analysis of Community Feedback		05-22-14	06-06-14
(Potential) Briefing with Architectural Review Committee - Landmarks Preservation		05-30-14	05-30-14
Generation of Preferred Design		05-22-14	06-06-14
3rd Steering Committee Meeting		06-03-14	06-03-14
Community Outreach / Prep for Third Design Workshop		05-22-14	06-06-14
<b>Third Public Design Workshop / Evaluation of Preferred Design</b>		06-09-14	07-30-14
Analysis of Community Feedback		06-10-14	06-23-14
Generation of final Schematic Design		06-10-14	06-23-14
4th Steering Committee Meeting / Design Approval		06-24-14	06-24-14
Design Refinement / Permit Documents		06-25-14	07-30-14
Preferred Design Drawing for West Seattle Garden Tour Presentation		07-18-14	07-18-14
Generation of Cost Estimate		06-25-14	07-30-14
<b>Final Permit Documents / Cost Estimate Hand-off</b>		07-30-14	07-30-14





# STEPS at STEVENS

## A neighborhood connectivity project.

You're invited to join us for the planning and design of the Admiral District's **Steps at Stevens Project**.

Help us to create a...

- Safe & useful pedestrian route
- Public place of interest & comfort
- Incorporate art & historic architecture
- Reflect the character of the neighborhood

### Mark your calendar!

- |  |   |
|--|---|
| <b>Community Design Workshop #1</b><br>Location: WS High Commons | <b>Tue. April 29th 2014, 7pm-9pm</b><br>Participate in the Design Game!           |
| <b>Community Design Workshop #2</b><br>Location: WS High Commons | <b>Wed. May 21st 2014, 5pm-7pm</b><br>Review and Critique 3 Conceptual Designs!   |
| <b>Community Design Workshop #3</b><br>Location: WS High Commons | <b>Mon. June 9th 2014, 7pm-9pm</b><br>Review and Critique Final Preferred Design! |

Refreshments will be provided.



This document has been funded in part by the Neighborhood Matching Fund Program of the Seattle Department of Neighborhoods.