

Conversation Session 2 – Combined “No Dots” – January 31, 2009

VIBRANT CENTERS	
Likes	Dislikes
<ul style="list-style-type: none"> • Food – covered walkway • Sidewalk dining • Accessibility • Aesthetic pavement • Trees and people • Protection from elements • Barrier between street and sidewalk • Signage • Benches • Define edge to pedestrian areas • Attractive • Food market • Atrium • Farmers Market in open • Live music downtown or neighborhood • Like indoor for winter • Inviting, like farmers market • Add music, local bands • Cleanliness • Narrow streets to decrease traffic • Locally-owned biz • Modest size • Diverse buildings • Easy access for pedestrians • Open air/sunshine • Gathering place • Outside/open eating • Sidewalk cafes • Pedestrian mall • Social interaction • Buy local produce/growers • Skate Park • City buy-in to help improve • Wider sidewalks – places to sit • Europe-feel • City-feel • Market to shop outside • People gathering • Looks free to attend • Shows things to do • Urban feel with local foods • Trees • Housing above commercial • Awnings • Smaller size (scale) • Activity • Mixed use • Welcoming environment • Walking • Cyclical use • Friendly • Trees • Accessible • Mixed use 	<ul style="list-style-type: none"> • No foliage • Too crowded /cramped • Too sterile • Too segregated • Parking too close to storefront • Big scale • Lifeless • Too busy/flashy • Not as pretty • Too small town • Stark image – building doesn’t address street well • Designed in “sunnier” climates • Pictures don’t address winter • Single story/purpose/use • Lack of greenery • No trees • Storefront/parking generic • Nothing special-looks like Marion • Street feels cold • Plain buildings • No individuality • Poor architecture • Too modern • Trees too close (hiding signage) • #1 Parking on curb • #1 No personality • #1 Not enough parking, blah, cold • #1 Doesn’t ‘feel’ inviting-in & out - no interaction/lake care of business • #1 Parking-where? • Too crowded • #’s 1, 2, 3, 4 • #2 Narrow sidewalks, not inviting • #2 Main street - too tight - too compact • #3 Busy, not inviting, cold • #3 Too boxy • #3 Too narrow, no green space, not engaging • #3 Narrow sidewalk, not inviting to pedestrians • #3 No character; looks industrial doesn’t look like a home • #3 Sidewalk on street; no bike lanes; where would bus pull over? • #4 Didn’t like design, cold • #4 Too crowded & urban, not “homey” • #4 Big mob, cold, unfriendly • #4 No distinct features, no sense of nature • #4 Don’t understand what it is • #4 Big mall concept • #4 Too commercial/crowded • #7 Market • #8 Too small • #9 Too crowded

<ul style="list-style-type: none"> • Atmosphere • Entertainment • Social • Colors • Diversity • Accessibility • Covered area • Destination • Social space • #1 Parking – convenience • #1 Visual interest • #1 True Value - Neighborhood store - Parking, walk too • #2 Looks like old downtown • #'s 5, 7, 6, 4, 2, 8 • #4 Multigenerational, open space, all seasons • #4 Downtown & activity, big activity/events, diverse businesses, historical, upbeat, real, 24 hours/7 days, Public transportation • #4 Open mall –Informality/good shopping • #4 Multi level • #5 Weather • #5 Visibility • #5 Open space/trees/family/corner store • #5 Outside seating • #5 Pedestrian friendly, housing, visually appealing • #5 for neighborhoods • #5 Interaction outside • #5 Dining outside while being a part of activities/community • #5 Multi-use aspect & walking distance • #5 Dining outside& being a part • #6 Specialty shops, compact w/lots of things • #6 Walkways - Wide + covered • #6 Small business, relaxed • #6 Buildings have different architectural styles, green space across street, wide streets, small town • #7 Housing/businesses, mixed use • #7 Familiar – like it now, farmer’s market • #7 City Market • #8 Entertainment - Music space or open space • #8 Informal entertainment 	
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IDENTITY

Likes	Dislikes
<ul style="list-style-type: none"> • Lights • Wide sidewalks • Metro look with housing • Identifies place • Simple/straight forward • Uses art for signage • Signage fits environment • Interactive • Green, spacious inviting • Looks like older type neighborhood – porches • Archway • Incorporate art into landscape • Unique lighting • Street sculpture • Preserve architectural style • Farmer’s Market 	<ul style="list-style-type: none"> • Overkill • Didn’t like it • High maintenance • Lighting terrible • Too close to rive store • Didn’t see “our” neighborhood in any pictures • Looked too same • Looks the same- people are never going to talk to each other • Too big • Not unique-lack of character • Narrow sidewalks • No parking near front door • Parking ramps are scary • Not cliché • Don’t understand, looks like a parking lot

<ul style="list-style-type: none"> • Artistic directional signs • Clock towers • Architecture • Dramatic gateway • Signage/ neighborhood identity/character • Bridges w/character • Connected/integrated w/River • Art should be fun & connected w/history • Historical architecture • Amenities around church • Trash cans – attractive • Locally owned • “Functional art” – trash cans & bike racks • Architectural features • Downtown alive • Walker friendly • Diversity of buildings • Interesting rooftops • Similarity to St. Wence • Interesting design/artwork • Public art-enjoy in spaces • Photography opportunities • Art showing activity • Close to river • Public art • Use of historic buildings • Trains + green space • Sustainable design (full meaning of term) • Craftsmanship • Multi use • Like gateway look • Defines an area/reference point • Good scale of structures • Fits in with style of area • Visual appeal/adds texture • Interactive aspect • #9 Wide spaces, absence of cars • #9 Open • #9 Well-defined design • #9 Lighting • #9 Lo Do -cheerful, open space scenery, lights, decorations • #9 ‘Now vibe’ clock tower/well lighted/modern • #9 More modern feel • #10 Features a landmark/retail space in historic building look/feel • #10 Looks like Czech Village, walk-able • #11 Define/identity/place, directional signs, welcoming gateway • #11 Arch-defined neighborhood • #11 Intimate, defines neighborhood • #11 Better than rest • #12 Connection to river • #12 Reuse of space, keeping historical character • #13 Public art & statues, remind of old times • #13 Public art • #13 Artist community, making mundane artistic (bike rack) • #13 Sculpture from cultural perspective • #14 Modern 	<ul style="list-style-type: none"> • Too avant-garde • If have lot of small pieces, too cluttered • Sterile • Downtown not pedestrian friendly • Miss Armstrong’s (old-fashioned department stores) • Bombed out • Too busy, chaotic • Default design for Cedar Rapids • Lack of design • Not appealing • Dislike design – lack of character • Dreaming too big for Cedar Rapids • Too modern for character of neighborhood • Has no identity • Too much concrete • Dislike architecture • Too much concrete • Boring • Too much pavement • No trees • Not about pedestrians • No street intersection • Sterile • Didn’t get it – too modern • No new façade on old buildings • Tall signage • Empty “warehouse” building (safety issues) along river • Non-used buildings – empty • Architecture out of character w/existing • Public \$ on bad art • Needs more grass/green • Rows of stores • Art should be more exciting • Can’t identify with weird art • #3 buildings too close to street, blah, no identity • #4 Industrial look • #10 crowded, dark • #10 Needs more trees • #11 Sign too dominating • #11 Lacks creativity • #12 Open to river, could be unsafe area • #13 Not a fan of statues • #14 Not CR style of it • #14 Don’t feel like C.R. (too slick) • #14 Just not attractive • #14 Not connected to people, poor design, no history/character • #14 Not impressed, like tree of five seasons • #14 Don’t like the look/design, looks like tree of 5 seasons • #14 Too much like mall, isolated • # 14 Not attractive/too modern/no human appeal/hard to read/no connection • #14 Cold; not warm/more of a landmark, not identity • #15 No connectivity, too many driveway, cookie-cutter suburbia, no transportation options, no affordable housing, some newer housing – no
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	character <ul style="list-style-type: none"> • #22/23 Second level takes people off street/safety • #17/18 Residential zoning • #9, #10, #12 Mall - hard to get to
CONNECTIVITY	
Likes	Dislikes
<ul style="list-style-type: none"> • Sidewalks • Porches • Don't see garage • Benches • Bikes & trail paths that connect to/part of the street (designated) • Lighting • Wide boulevard • Infill • Welcoming/character • Sidewalks • Park space across street • Back yards • Room to move around on lot • Places to bike and walk • Signage to ID parking areas • Skywalks must be accessible • Covered bus stops • Bus convenience • Unique/old fashioned character • Porches • Clean streets/in good repair • Sidewalks • Close to park/green space • One-way street • Calm environment • Brick elements • Narrow street/only one way road • Urban awnings • Hotel with downtown • People riding bikes • Urban rail system to other cities • Wide smooth sidewalks in good repair • Trails = wide, bikes • Alleys should be paved • Gate gives it character. Know where you're at • Bldg has meaning, was recycled, preserved and used • Personal space • Architectural diversity • Cater to different housing needs • Character • Shade • Seating • Visual access to River • Ground floor parking for flood protection • Parks/green spaces, trails • Both sides of river – attractive trash cans on trails and sidewalks • Transportation/ Accessibility • Scale • Green • Welcoming 	<ul style="list-style-type: none"> • No RR tracks where I live • Houses facing street only – need to face green spaces • Skywalks – takes away form people being on street • No trees • Garage as first thing seen • Lots of cars • Garages on front • Sprawl • Impractical use of resources • Unsustainable • No character • Houses too close together • Trees covering signs of biz • Skywalks remove traffic from street level retail • Slow bus system • Homes too close together/too dense • Too many steps up to porches • Turning parkland into homes • Brick sidewalks look unsafe • Parking on-street • Neon signs • Billboards • Stopping for trains in town • House far back from street/sidewalk/not good feel/neighborhood • Houses are too close together/need space • Needs more trees • No stunt architecture (no wacky) • Suburbia • No sense of neighborhood • Too visually busy • Skywalk –disconnects pedestrians from street • Not attractive/not inviting • Confusing network/lost • No green • Garage corridor • Too much clutter-doesn't encourage sidewalk use • Lack of front yard/green-too tight • #14 'Different' especially if in residential area • #15 Too much likeness • \$15 Would lose everything, not friendly, can't ride bikes/play, garages#15 Not enough trees, too much of the same • #15 No people outside • #15 Very unfriendly • #15 Suburban street – not reflective of inner city • #15 Houses not connected to streets (uninviting) • #15 Does look like a place to sit & talk to someone, not 'connecting friendly'

<ul style="list-style-type: none"> • Alternative modes of transport • Simplicity • No cars • Focal points/points of interest • #10 Character, brick • #13 Transit (free), destinations, accommodations for wheelchairs & bikes (ADA) • #15 No cars parked on street • #15 Wide street, sidewalk • #16 Trees, looks homey, porches, better scale, invites neighbor interaction • #16 Recreates flavor of neighborhood, accessibility of neighbors • #17 Interesting architecture access to park, invites interaction • #17 Mixes use – wide street • #18 Looks like Cedar Rapids! • #18 Reminded of former neighborhood -walk to school/safe/older • #18 Inviting, useable sidewalks (in good repair) • #19 Local retail/wide sidewalks • #19 Wide sidewalks • #20 Wide sidewalks • #22 Similar to CR (train tracks) • #22 Design good “considering” what was there to work with • #24 No cars/bus only, lighting, trees (foliage), planters, community pride, mixed housing & residential • #24 Attractive, transit • #24, #26 Lighting/trolley • #24-#27 User friendly/multi-friendly • #25 Bus stop shelter & amenities, bike racks on buses • #26 Nostalgia, trolley system, (image mass transit), connects (restaurants, entertainment) • #26 Depot • #27 Wide path, winding, bikers & pedestrians, natural area, peaceful • #27 Trail is paved/safe/friendly-can visualize events taking place here • #27 Trails/outdoors 	<ul style="list-style-type: none"> • #15 Cluttered/built for the car/no trees • #16 Too close together, no front yard • #17 Density, too dense • #17 Too much the same • #19 Does look like a place to sit & talk to someone, not ‘connecting friendly’ • #22 Proximity to RR tracks • #22 Too much cement/grey looking/no access • #23 Skywalk destroys street traffic, too dark, closed in • #23 Don’t like skywalks • #23 Too much concrete • #23 No trees too urban • #23 Skywalks separate people from activity (need shops on/along skywalk– looks empty) • #23 Sidewalk not wide/maybe not safe for pedestrians/skywalk - Takes business away from retailers • #24 Too many elements • #25 Don’t like design of bus stop • #25 View blocked • #26 Don’t like wires above • #26 Too hard to support • #26 Railway
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DIVERSITY

Likes	Dislikes
<ul style="list-style-type: none"> • Multi-income • Multi-generational • Diverse building fronts • Recreation • Fountains • Park/gathering spaces with multi-use • Incorporated re areas into flood • Cultural center-training opportunities • Lots of people together • Place to hang out • Arch designs to skateboard on • Water element that is unique • Interesting activities for kids • Condos for mixed income opportunities • Landscaping • Porch • Close to where people walk 	<ul style="list-style-type: none"> • Square edges • Not welcoming • Cheap looking • Too narrow porch • No separation between duplex units • Design issues • Too much open space • Safety issue/ no sight lines • Sidewalks aren’t wide • Not inviting • Nothing happens on lower level, no greenery, very concrete • Too crowded, don’t mind it in community but don’t want to live by it • Materials • Stairs (not ADA accessible) • Not inviting, Cold

<ul style="list-style-type: none"> • Building and walking areas mixed • Different families • Store front on bottom with housing on top • Multi use of green space • Community awareness • Friendly design • Handicap accessible • Trees • Benches • Inviting • Fun/entertainment • Keeps old world appeal • Character • Visual interest • Mixed use • #2 Mixed housing – single & multi • #29 Looks like home • #29 Porch alignment w/sidewalk • #29 Single family homes, porches, close to street, wide sidewalks • #29 Look like houses affordable housing? \$75,000 • #30 Porches, close to sidewalk, landscaping, looks like ones lost to flood • #30 Visually appealing – porch, trees, architecture • #31 Quality, multifamily, townhouses (not living above people) • #32 Greenery, parking in back • #33 Diversity, city feel, mixed use, on street parking, out of traffic • #33 Architecture, mix of single & multifamily • #33 Mix of uses • #34 Multiple dwellings next to single dwellings, parking in back, no garages off street • #34 Multiple residential styles + mix of people • #36 Riverfront, shops, places to live, docks, canal system • #37 Creative use of green space, manicured, possibility for entertainment, protected environment, all season • #37 Is handicapped accessible • #37 Streetscape • #38 Looks like fun activity center • #39 Natural areas • #39 & 10 Kids & family friendly, tranquility, connected trails • #37 Combining nature – enjoy for free • #39 Trees – open • #36-#40 Variety of experiences • #37, # 38, #40 In urban area that is/can be an ‘activity center’/green areas within also - reminded her of green space in New Orleans 	<ul style="list-style-type: none"> • Space • When houses on clock are same • Winter-green space may not be used enough (need activities) • Houses too close together • Not unique/too uniform • Condo density will bring too many cars parked around • Too few trees (small O) • House close-noisy neighbors • Elements not available for children • 1st 2nd 3rd Ave – too much pavement reverse with parking • Overhead utilities, poles • Too small town • Multi-story buildings for accessibility & safety (housing) • Single family next to large complex (rental) – can affect resale • Pictures show more urban “well-off” participants • Garage front • Bland house fronts • Garages too prominent • No trees/green space • Car centric • Fake diversity • Plainness (not curb appealing) • Garage to street • Not friendly; no interaction between neighborhoods • #20 No diversity • #28 Not area trying to rebuild, too suburban • #28 Not inviting • #28 Garages too visible, ugly, houses too dense, no yards (private) • #28 All look the same; garage door as main door→not inviting/lack of individual identity • #28 Strongly dislike NO porches • #28 Too much similarity, too many garage door facades • #29 Too much alike • #29 No trees • #30 Wellington Heights • #30 too many steps • #31 Cookie cutter look, row house • #32 Looks like a community center • #32 Cookie cutter, doesn’t look friendly • #33 Those types in CR not being maintained • #35 Not in Time Check area • #35 Doesn’t look like CR, accessibility • #35 too dense • #35 Sidewalks too close to buildings • #35 No outdoor space for interaction; neighbors may not know each other • #36 Style of architect • #36 Not appropriate fit • #39 No garbage cans • #39 Trail with weeds • #39 Feels separate (does not connect) • #’s 30, 32, & 33 Too much man-made stuff,
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		cookie cut houses
UNLABELED		
Likes		Dislikes
<ul style="list-style-type: none"> • Safe for persons (ADA policy) • Special events (4th of July event, ski shows, Venetian nights) • Transportation – keep bus, sidewalks • Nature • Connect by trails • Lot of activity • Outdoor cafes • Wide walkways • Gathering • Art • Presenting neighborhood with a marker – tangible symbols • Gateways • Preserving history • Art-Design • Trees/Natural environment • Visible – can see what is going on • Well lit/well designed • Historical presence – compatibility • Higher density neighborhoods • No uniqueness, individuality • Will get run down; too new • Like porches, but not stairs • No quality, looking bad quickly • Too much going on • Identity – open, wide, good for downtown – the one for art, kid-friendly, safe, sculpture & 3rd sculpture • Multi-purpose • Openness of ground floor/flood friendly • Visually pleasing, street lights, landscape • Marker to help identify area • Human scale, lower level street lamps • Temporary rotating art • Great street, no driveways • Stoops/porches • Variety/ serves diversity, ADA • Access to bus • Bicycle path, connectivity, multi-modal • Parks • Block Parties • Events in other neighborhoods • Inviting landscaping • Shade • Porches • Carriage Rides • Art museum • High density • Public art – social infrastructure • Porches at ground level • Like stairs • Retail • Price points • Mixed income • Porches • Higher density • Different size units • Better Quality 		<ul style="list-style-type: none"> • Modern sub-divisions • OSADA type housing (bad management) • Excess cement • Garage fronts • No bike lane • Ugly, dirty, polluted • Excess manmade connectivity • Too crowded, too busy • No character, dusty • Hot • Too close to residence • No character • No visual appeal • Outdated • All non-functional • Don't like to eat outside • Theatre doesn't fit • Too manmade • Art takes up space • Art is expensive/doesn't serve purpose • Not pretty • Too close to river • Too run down • Not a gate

- Mixed uses
- Parks for all ages
- Commercial aspect
- Arts close
- Character of design – preserve character of neighborhood unity
- Parking lots – off street in back for big lots
- Sidewalks, bike paths are safe for kids & connect to schools, common destinations
- Character & Design – Preserve Character of Existing Neighborhoods
- Mixed Use Including: Mix of housing type and ages of people, commercial, office
- Central Gathering space for neighborhood events
- Public transit available evening
- Wide streets with blvd – like Grand Ave
- Good trail – expand what we already have
- Preservation of neighborhood
- Infill housing
- Older homes
- Mt Mercy too isolated
- Shopping, restaurants, theatres, recreation, arts & culture, riverfront
- Not spread out, or too crowded
- Bike trail connectivity & bike lanes
- Variety of stores
- Benches
- Modern clean structures
- Skylight
- Unique gathering places
- Good sites, smells, sounds
- Cultural diversity
- Curb appeal
- Homes in good repair
- Diversity
- Trails—fastest way to get from place to place
- Small markets – independent
- Dining outside while being a part of activities/community
- Multi-use aspect & walking distance
- Dining outside & being a part
- A&W
- Neighborhood Grocery (not big chain)
- Specific identity marker
- Strong sense of identity
- Greenery
- Art Festival possibilities
- Older nostalgic look
- Learning experience
- Small town memories
- Periodic
- Like having True Valu or other hardware store
- Aesthetics
- Outdoor restaurants
- Variety of services available
- Skywalk – protection from weather & quick to get around
- Celebration of history
- Neighborhood pride
- Avoid cookie-cutter approach
- Promotion of social activities (outdoor dining, wide sidewalks, street lights, planters, farmer’s market)
- Open space/green space
- Not too much concrete
- Promote hometown/small town environment

• Splash pad/organized kids activities	
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