Better Station Environments

Railvolution 2007
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Encourage occasional riders to ride
Create regular commuters
Enhance mode choices

*How the design of stations and station areas can make livable, lively public places and increase ridership.*
Design Challenges

- Basic Rider Needs
- Station Design
- Station Area Context
The Basic Needs:

- Convenience
- Safety + Security
- Comfort
- Image
- Activity
Convenience

- Location + linkages
- Parking for bikes and cars
- Kiss’n’ride
- Easy, pleasant walk
Security

- Defensible space
- Clear lines of sight
- Management presence
- Clean, well-lighted spaces
Wayfinding

- Clarity of visual field
- Line of sight
- Defined spaces
- Graphics + signage
Comfort

- Sufficient personal space
- Weather protection, heat + A/C
- Seating choices
- Toilets + water fountains
Attractiveness

- Well-maintained
- Good finishes
- Landscaped setting
- Character
Activity

- Choice of activities
- People in groups
- People of different ages
People-oriented Station Design

- Station Types
- Station Topography
- Station Geography
- Station Choreography
POS Types

- Shelter
- Building
- Complex
POS Topography

- Below grade
- At grade
- Above grade
POS Below Grade

Challenges: Access, orientation, sense of security
Challenges: Visibility, bridging gap, sense of security
POS Bottom-of-grade

Challenges: Grade changes, connection to city, sense of security
POS At Grade Station - Urban

Challenges: Pedestrian safety, image \ visibility in urban environment
POS At Grade Station - Suburban

Challenges: Parking lots, traffic movements, streetscape
POE Elevated

Challenges: Vertical access, image visibility, building obstruction
POS Above-Grade

Challenges: Vertical access, community obstruction, line of sight
POS Geography

- On-street
- In-Street
- Off-street
- Edge of community
- Center of community
POS On-Street
POS In-Street
POS Off-Street
POS Edge of Comm
POS Center of Community
POS Choreography

- Stand alone
- Ensemble
- Integrated
POS Stand Alone
POS Ensemble
POS Integrated
Getting “better” POS environments:

- People-oriented planning + design
- Early community involvement
- Early 3D design
- Public \ private partnerships
- Design guidelines
- Education + marketing
- Implement Plan
A green and pleasant place.....Frederick Law Olmsted 1869
A great plan has the ability to stir [Man's] soul. Daniel Burnham 1910
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