Pounding the Pavement: Walk-shops for Multi-media Planning
Today’s Walk-shop

- Overview of Process
  - What is a Walk-shop?
  - Why walkability?
- Conduct Charlotte Walk-shop
- Discussion
- Using Walk-shop Results
- Wrap-Up and Q & A
### What is a “Walk-shop?”

Goals and Benefits:

- Get people out into the community
- Use photos, text to capture community attributes
- Start broader conversation from specific examples
- Can be ongoing input
What is a “Walk-shop?”

Basic Walk-shop Agenda:

- Introduction
- Field trip
  - Groups walk around specific area and take photographs
- Upload photos to central location and sort
- Use photos to guide conversation
What is a “Walk-shop?”

Tools:
- Cameras, cell phones, cables and laptops
- Central Photo Repository
  - Flickr
  - Google/Picasa
- “Photowall” or other display
  - Cool Iris
- Discussion tools
  - Brainstorm Anywhere/Flipcharts
  - Keypad Polling/Dots
What is a “Walk-shop?”

Discussion:

• General thoughts on field trip experience

• Split into topical groups
  ✦ Strengths
  ✦ Challenges
  ✦ Vision
  ✦ Etc.

• Do brainstorm-group-prioritize exercise
Charlotte Walkshop

• Walkability
  ✦ Ben Carlson, Goody Clancy
• Field Trip
  ✦ Jason Lally, PlaceMatters
• Discussion
  ✦ Ken Snyder, PlaceMatters
• Using Walk-shop Results
  ✦ Ben Carlson, Goody Clancy
• Wrap-Up and Q & A
For More Info

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