



Innovative Tools to Make Your Plans Happen
Ideas from Rhode Island
January 29, 2015

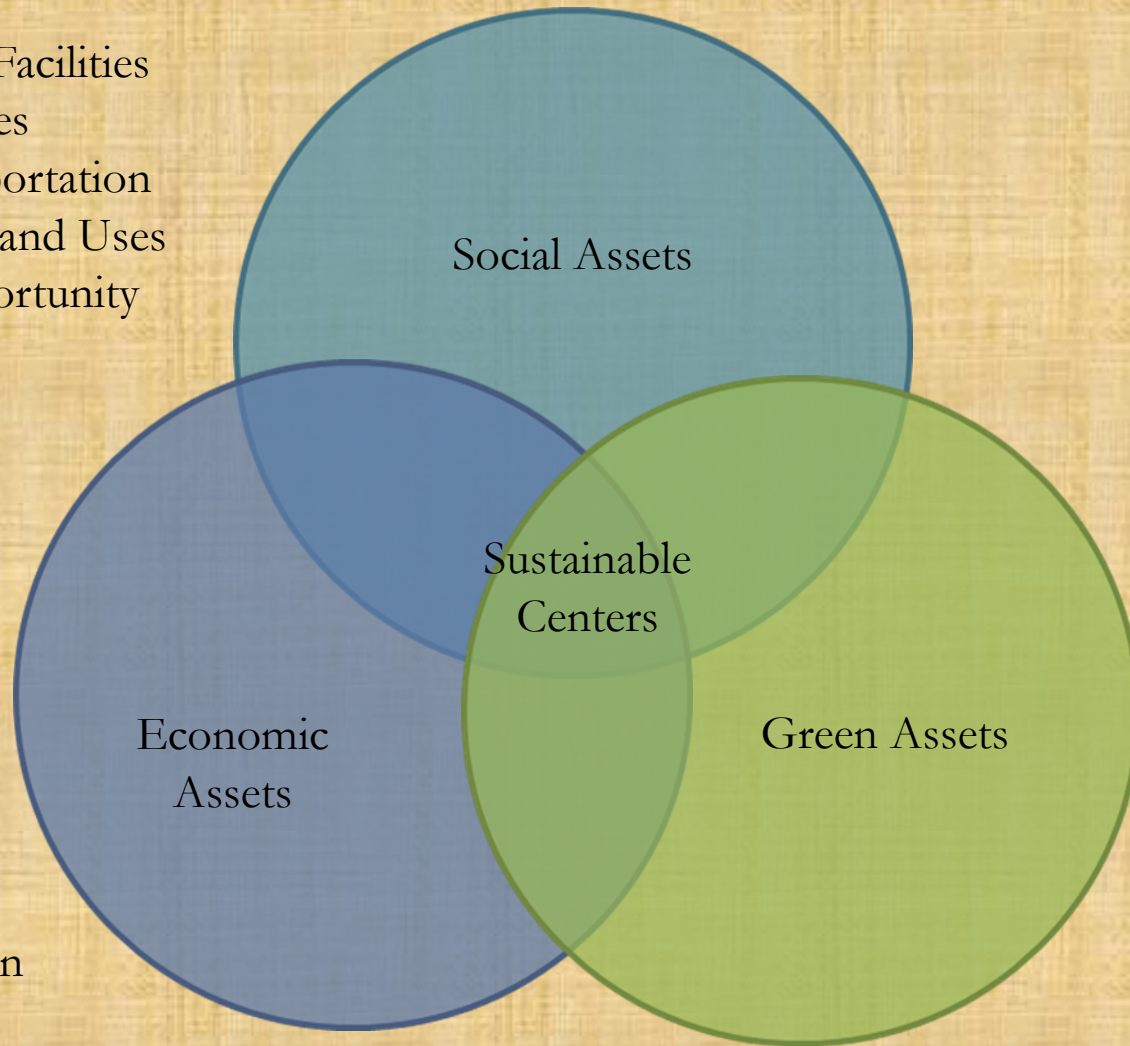


**RHODE
MAPRI**

.....
Building a Better Rhode Island

Mapping Social, Economic and Green Assets

- Community Facilities
- Social Services
- Public transportation
- Residential Land Uses
- Equity/Opportunity



- Land Use
- Transportation
- Water Supply
- Wastewater
- Power & Communications

- Biodiversity
- Water Supply
- Farmland
- Working Forests
- Cultural & Historic
- Recreation

GROWTH CENTERS GAME

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DOWNTOWN

[DT]



Downtowns contain a mix of commercial, residential and civic uses. They represent the core of our cities and larger towns and typically draw people from throughout the region for jobs, shopping, entertainment and culture.

NEIGHBORHOOD

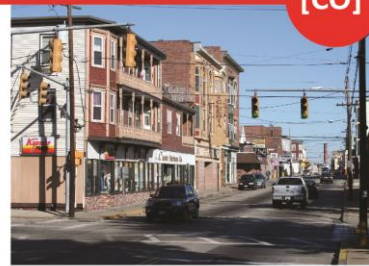
[NE]



The neighborhood is a self-contained part of a larger city or town. It is primarily residential, but may include some shops, restaurants and service businesses.

CORRIDOR

[CO]



A corridor connects multiple neighborhoods within a city or town, and may continue through several towns. Often following historic streetcar routes, it is lined with residential, commercial and mixed use buildings, as well as government and community uses.

MAIN STREET

[MS]



Main streets act as the focus of activity for the surrounding town. They typically have a walkable street with parking at the curb, lined with 2-5 story mixed-use buildings.

TRANSIT STATION DEVELOPMENT

[TS]



Transit stations provide access to public transportation systems, whether rail, bus or plane. They can be in historic village, town or city centers, or in suburban areas serving commuters.

COMMERCIAL/MIXED-USE

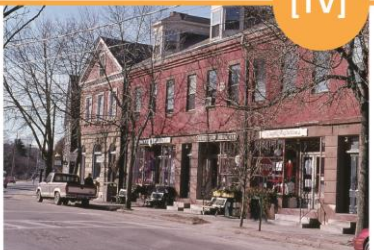
[MU]



Commercial/mixed use – Areas devoted to commercial uses are typically found at interstate interchanges and other areas that are easy to reach by automobile. They feature big box stores and chain restaurants, but can also include a mix of residential and office uses.

TRADITIONAL VILLAGE

[TV]



Traditional villages are self-contained centers with a mix of residential, commercial and civic uses. Often laid out before the arrival of the automobile, they typically have small lots and buildings close to the street, connected by a network of shady sidewalks, parks and other community amenities.

NEW VILLAGE

[NV]



New villages are laid out according to the historic town-planning principles. They are designed to work the same way, providing for a mix of residential, commercial and civic uses within a compact, walkable center. As with the traditional village, beautiful streets, sidewalks, parks and other public spaces allow for a high quality of life in a small area.

HAMLET

[HA]



The hamlet is a cluster of homes, businesses or community uses surrounded by open space. They are often located at crossroads of local roads and serve the surrounding rural neighborhood or town.

SPECIAL ECONOMIC DISTRICT

[SD]



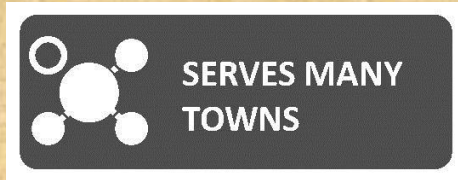
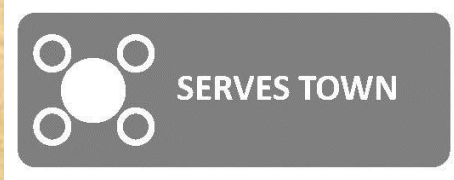
Special economic districts include ports and harbor facilities, college campuses, casinos and other uses. They typically are located to take advantage of a unique location on the waterfront, at a junction of regional highways or in an isolated campus setting.

OFFICE/INDUSTRIAL PARK

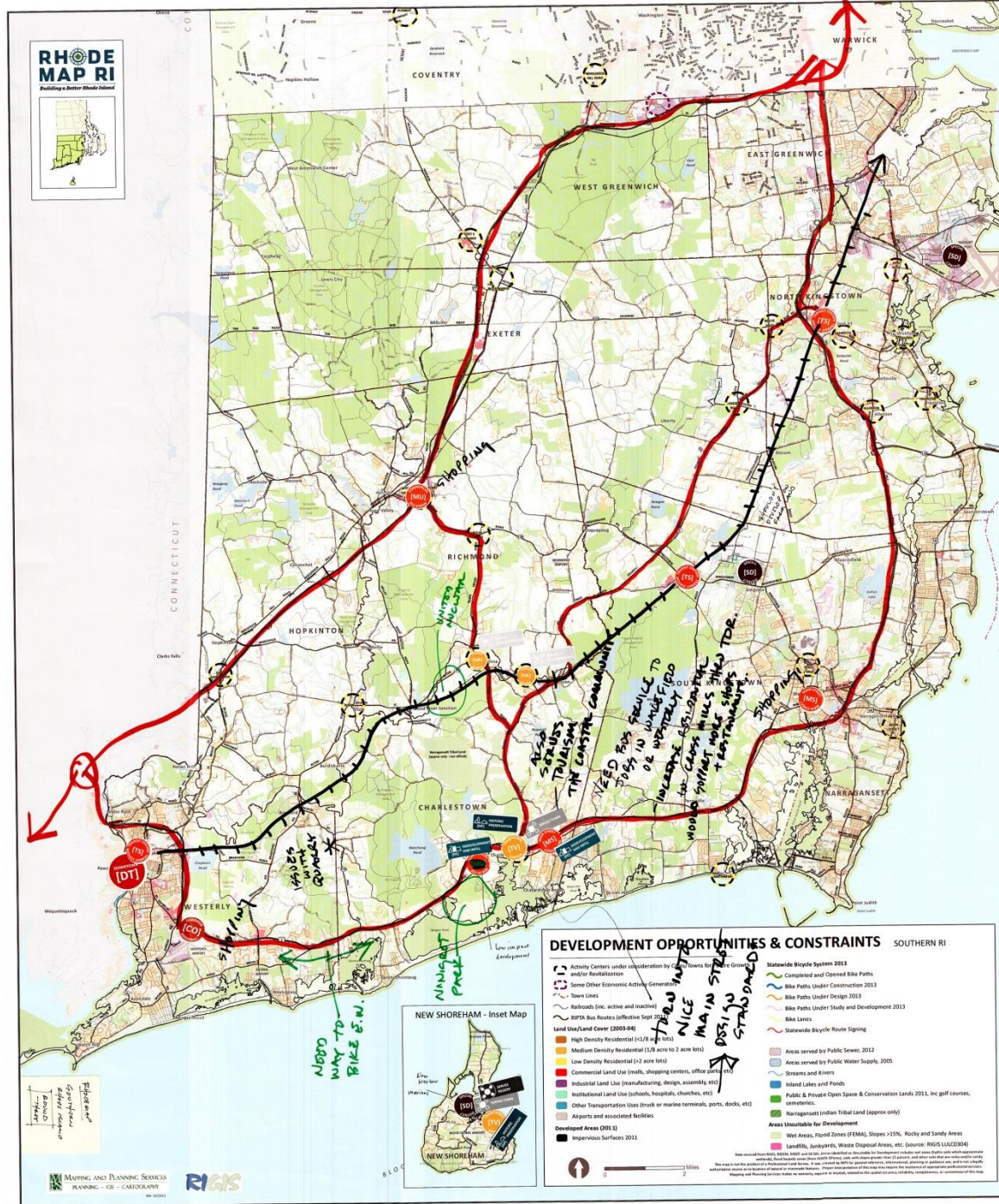
[OI]



The office or industrial park provides for business uses that do not easily fit into a village, town or city center. Typically this includes a need for large structures, parking lots and storage areas, as well as good access to regional highways.



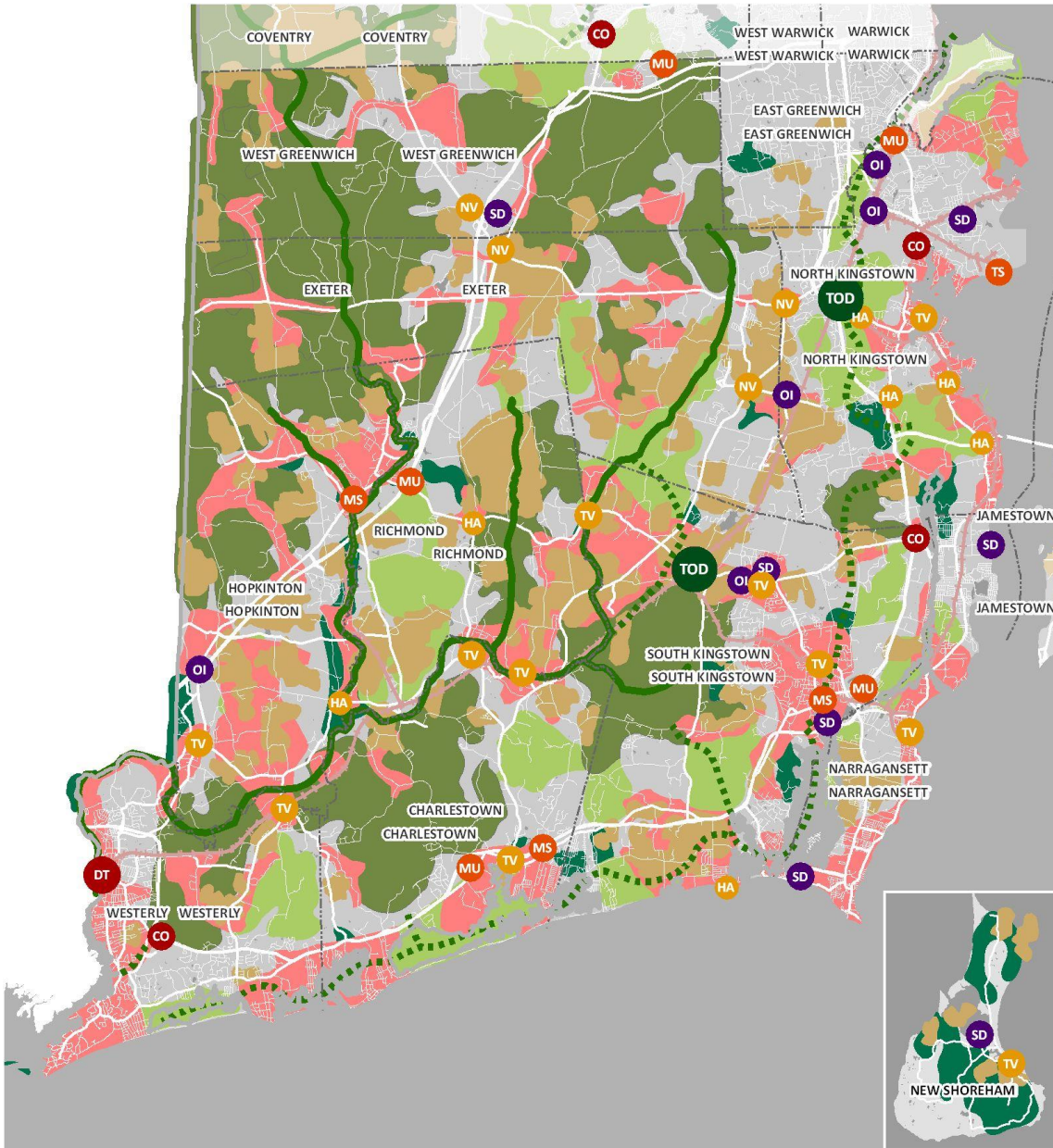
A “Game Board” after play



CONSERVATION PRIORITIES

Southern Rhode Island

Prepared by Dodson & Flinker
January 8, 2014



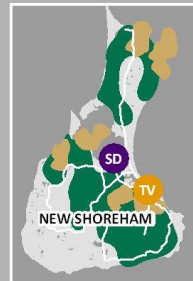
Legend

TOD: Transit Oriented Development

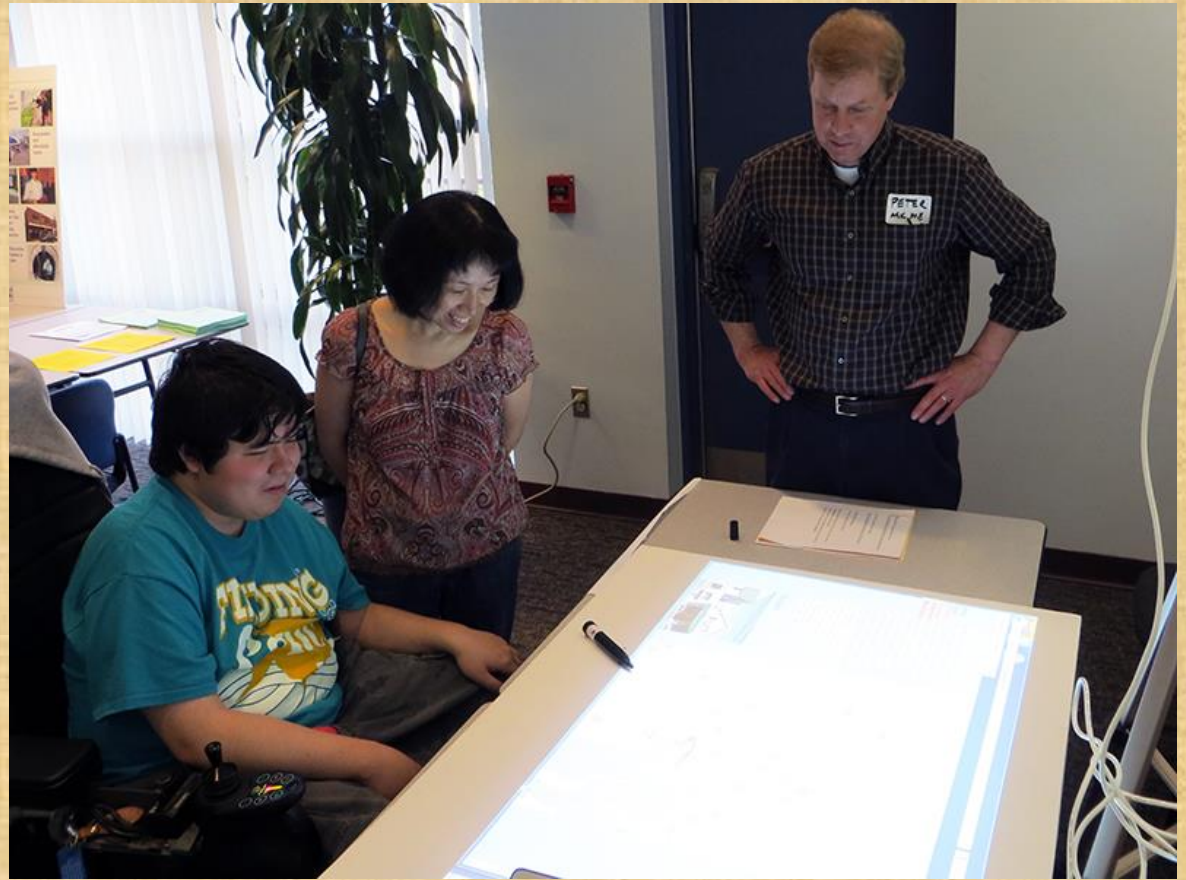
Growth Center Game Center Types

- DT: Downtown
- NE: Neighborhood
- CO: Corridor
- MS: Main Street
- MU: Mixed Use
- TS: Transit Station
- HA: Hamlet
- NV: New Village
- TV: Traditional Village
- OI: Office/Industrial Park
- SD: Special Economic District

- | | |
|--------------------|---------------------|
| Natural Corridors | Working Landscapes |
| Major | Cultural Landscapes |
| Minor | Lakes & Pond |
| Core Natural Areas | Railroad |
| State Core | Roads |
| Local Core | State Boundary |
| Sites | Town Boundary |



Virtual Growth Centers Game



The Map & Chip Game

(Where might we put the inevitable growth?)



Potential Village Sites

(Based on Map & Chip Game Feedback)



Interactive Mapping

View maps and provide opportunity for public comment through ArcGIS online



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RhodeMap RI Maps Gallery

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Built Environment ::
Development Suitability
- 

Green Assets :: Cultural &
Historic Landscapes
- 

Green Assets :: Working
Landscapes
- 

Green Assets :: Natural
Systems

Meeting

in a

Box



You're Invited!

All voices need to be heard!



Meeting Process Summary

1. Invite

- Identify 8-12 participants to invite to your meeting. (This is the best size for a small-group discussion, but if you are comfortable, you can invite more people)
- Send the meeting invitation via e-mail or mail and call invitees.

2. Remind

- Call and/or e-mail the people you invited 1-2 days before the scheduled meeting.

3. Set Up

- Select a location where all participants can comfortably sit in a circle.
- Sort copies of meeting materials into sets for participants.
- Have enough pens/pencils available.

Optional...

- Determine who will photograph the meeting and obtain a camera.
- Arrange for food and/or childcare at the meeting - note that the State is unable to reimburse any expenses related to these items.

4. Facilitate

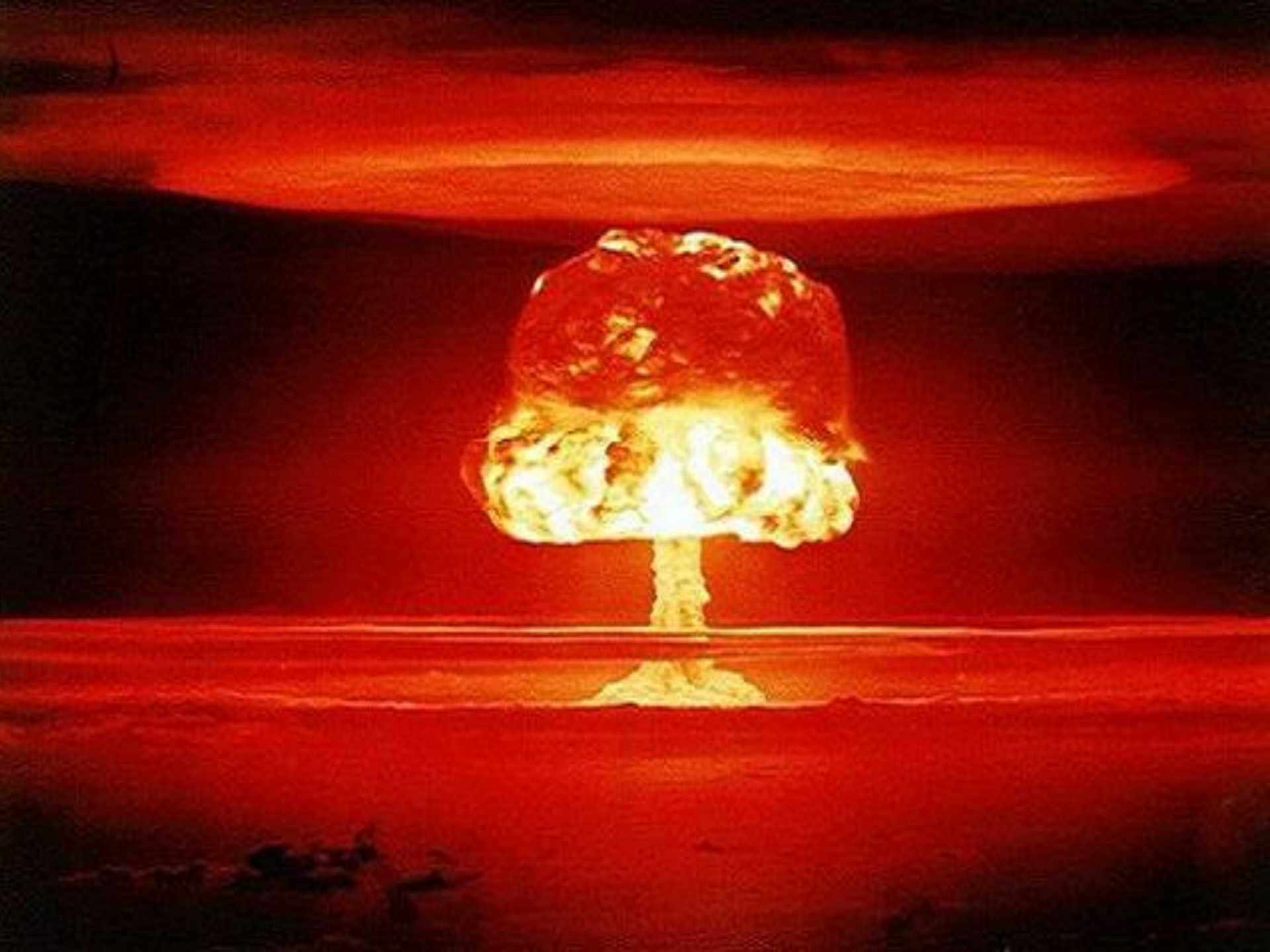
- Lead a small-group discussion, making sure the meeting stays on topic and all discussion questions are answered.

5. Return

- Collect all materials, including the individual worksheets and feedback sheets from each participant, and make sure each sheet is labeled with the meeting code (see details under "Host Instructions").
- Package them together and return the response packet to the address provided on the return information sheet. Please recycle any unused materials.

**But sometimes, in spite of all your best
and heart-felt efforts . . .**

this happens:



Now what?

How do you move good ideas and feedback forward when your message has been derailed?

- Never underestimate the need for outreach of all kinds – it is never enough
- Bright ideas can be spoiled by politics – court your political champions early and often
- Focus on providing useful tools for the groups or communities who want them
- Swallow your pride. Let others take ideas and strategies and run with them – whether or not you get the credit

RHODE ISLAND
STATEWIDE
PLANNING
PROGRAM



For More Information:

Jeff C. Davis, AICP

Rhode Island Division of Planning

Statewide Planning Program

jeff.davis@doa.ri.gov