SMALL RESIDENCES:
To sustain density and maximize affordability, houses and apartments should be small.

SMALL FRONT YARDS:
Soften entrances with semiprivate places to linger and bridge the private and public spheres.

SMALLER UNITS:
Create smaller units of residences with shared public space to blur the boundaries between public and private and build community.

MIXED-USE ZONING:
Intermix residences, workplaces, and amenities such as restaurants and stores to bring life to the street and encourage active transportation.

EXPANSIVE PUBLIC TRANSPORTATION:
To reduce reliance on personal vehicles, supplement walkability with comprehensive and convenient public transportation.

INFILL WHERE POSSIBLE:
Build into unused, abandoned, and reclaimed land to gradually increase density.

BICYCLE INFRASTRUCTURE:
Give space to bikes for movement and storage and prioritize their travel.

DISCOURAGE DRIVING:
Slow vehicular traffic with speed limits and visual cues, and inconvenience cars to benefit other modes.

MINIMAL PARKING:
Reduce the number of parking spaces and convenience of access, increasing distances traveled by foot and likelihood of interaction.

TOWN HALL:
Facilitate community engagement with a communal space and activities.

STREET PERFORMANCES:
Buskers and entertainers provide reasons to linger in public places and interact.

SOFT STREET LIGHTING:
Warm light at the human scale makes people feel safe and comfortable.

MORE PARKS:
Provide as many parks as possible, of all sizes and equally distributed, with clear views in. Community gardens can provide reasons to visit.

TOWN SQUARE:
Carve out a flexible space for community events and informal gatherings.

PAINTED STREETS:
Encourage community engagement through intersection repair and tactical urbanism.

PAKLETS:
Reclaim parking spaces from cars and convert them to seating, landscaping, bike spaces, parks, or whatever is needed in the area.

OUTDOOR CAFE SPACE:
Encourage outdoor seating to dissolve public-private borders and bring life to street edges.

ACTIVE FENCES:
Bring life to streets by creating trails, public building facades, and deleted intercommunications, providing places to stop and stay.

ACTIVE ACADEMS:
Bring life to streets by creating textured building facades and softened entrances, providing places to stop and stay.

SEATING EVERYWHERE:
Benches, movable chairs, and other sittable places are necessary for lingering and inclusive use.

TOWN SQUARE:
Identify destinations of all scales and cluster them, so that their activity becomes a destination in itself.

STREET LIGHTING:
Warm light at the human scale makes people feel safe and comfortable.