

Walkable Neighbourhood Design Options

Inspiring ideas for improving environments for walking

Unite & Recover 



**Queensland
Government**

Walkable neighbourhood themes

1. Connected, direct and legible
2. Safe
3. Green and blue
4. Activated
5. Inclusive for all



1. Connected, direct and legible

Connections

Create useful shortcuts and multiple connections to make a place more permeable for people walking.



Shortcuts

New Farm, Brisbane



Filtered permeability

Fitzgibbon, Brisbane



Meets desire lines

Loganlea, Logan



Multiple connections

Fitzgibbon, Brisbane

1. Connected, direct and legible

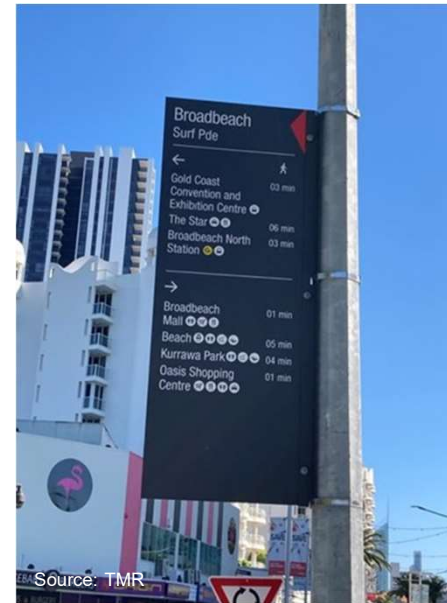
Wayfinding

Include wayfinding signs to create a legible and easy-to-follow network for all.



City-wide wayfinding system

Legible London



Wayfinding using minutes

Broadbeach, Gold Coast



Wayfinding map

Hamilton

2. Safe

Safe and prioritised crossings

Provide crossings that prioritise people walking to make crossing roads safer and more convenient.



Raised zebra crossing

Minjerribah (North Stradbroke Island)



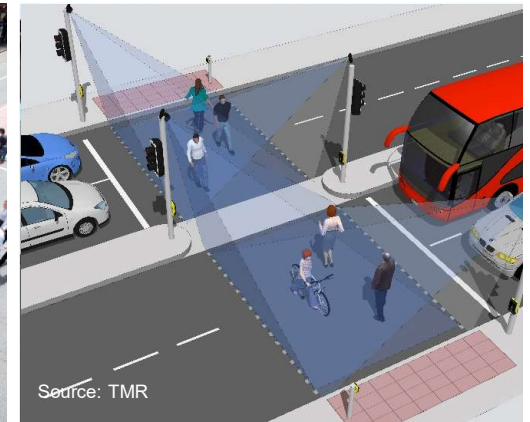
Slip lane treatments

Cairns



Scramble crossings

Brisbane CBD



Smart crossings

2. Safe

Promote slow speed environments

Slow speed environments encourage active transport and reduce risk of collisions between vehicles, and people who walk and/or ride.



Raised platform

Gladstone



Surface treatments

Palm Cove



Shared space

Tewantin



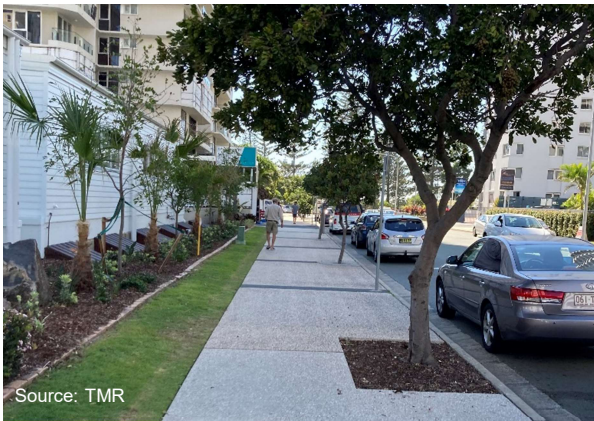
Narrower streets

Townsville

3. Green and blue

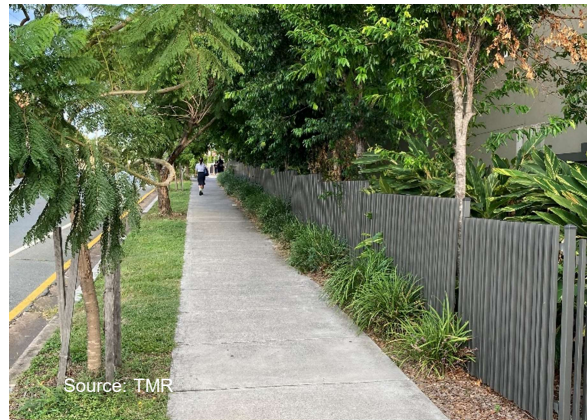
Resilient network

Improve resilience of the walking network through adapting to climate change.
Reduce temperatures using vegetation and infrastructure.



Street trees

Broadbeach, Gold Coast



Buranda, Brisbane



Rain garden

3. Green and blue

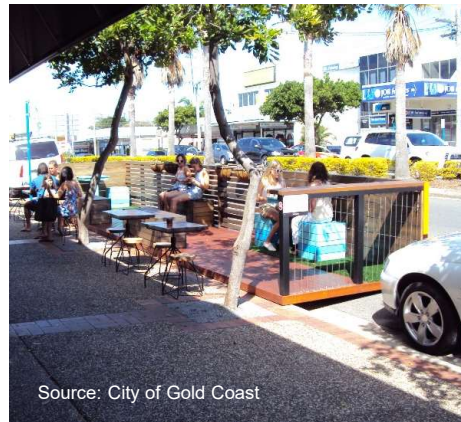
Providing a comfortable environment

Encourage walking by providing a comfortable environment that enhances local ecosystems. Include seating, bubblers and shelter.



Seating

Burleigh, Gold Coast



Palm Beach, Gold Coast



Shelter

Mount Isa



Bowen Hills, Brisbane

4. Activated

Tactical urbanism

Use low-cost, temporary changes to test ideas and engage with communities.



Trial kerb buildouts to reduce road space

Auckland, NZ



Temporary footpath widening

Auckland, NZ



Reimagining parking space

South Bank, Brisbane

4. Activated

Provide a vibrant environment

Use art installations, temporary retail or food/coffee vans to activate spaces and promote walking.



Art installations

West End, Brisbane



Local markets

New Farm, Brisbane



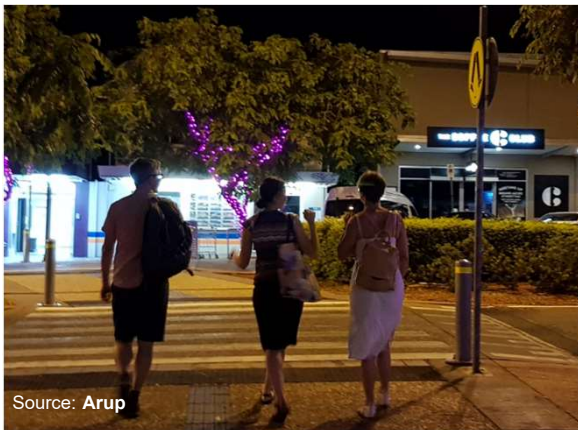
Small scale activation

Food truck

4. Activated

Enhance night-time economy

Use design and lighting to promote the night-time economy, stimulate events, encourage physical activity in hot weather and create a sense of wonder for people walking.



Lighting

City centre, Mount Isa



Playground, Brisbane



Public square, London

5. Inclusive for all

Accessible infrastructure

Provide accessible crossings and supporting infrastructure to improve access for all ages and abilities.



Accessible crossing

Noosaville



Raised platform crossing

Cairns



Accessible signage

Brisbane

5. Inclusive for all

A child-friendly approach

Design walking environments that encourage children to play outdoors, facilitate independence, and provide contact with nature.



Child-friendly design to make walking fun!

Thank you and stay connected



TMRQld



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Department of Transport and Main Roads



TMRQld



www.tmr.qld.gov.au/Walking

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