



What if we built our communities around places?

Placemaking and Place Game - Vejle Education Council

“ Placemaking is turning a public space from a place that you can't wait to get through, into one you never want to leave ”

Placemaking

Placemaking: from a *space* - that you don't give attention to and wish to pass as soon as possible - to a *place* - where you feel at home and wish to stay longer.





from this..





to this..





A street



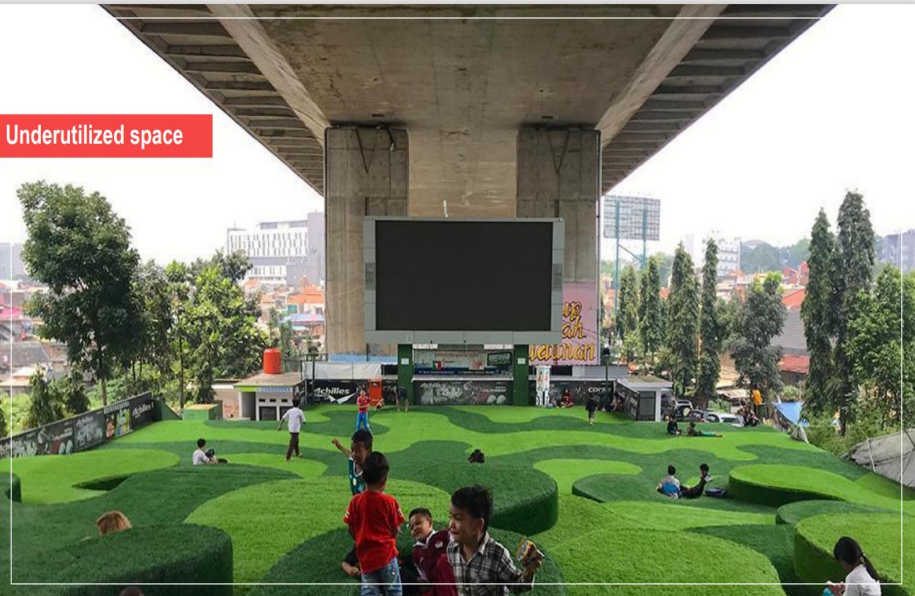
The neighbourhood



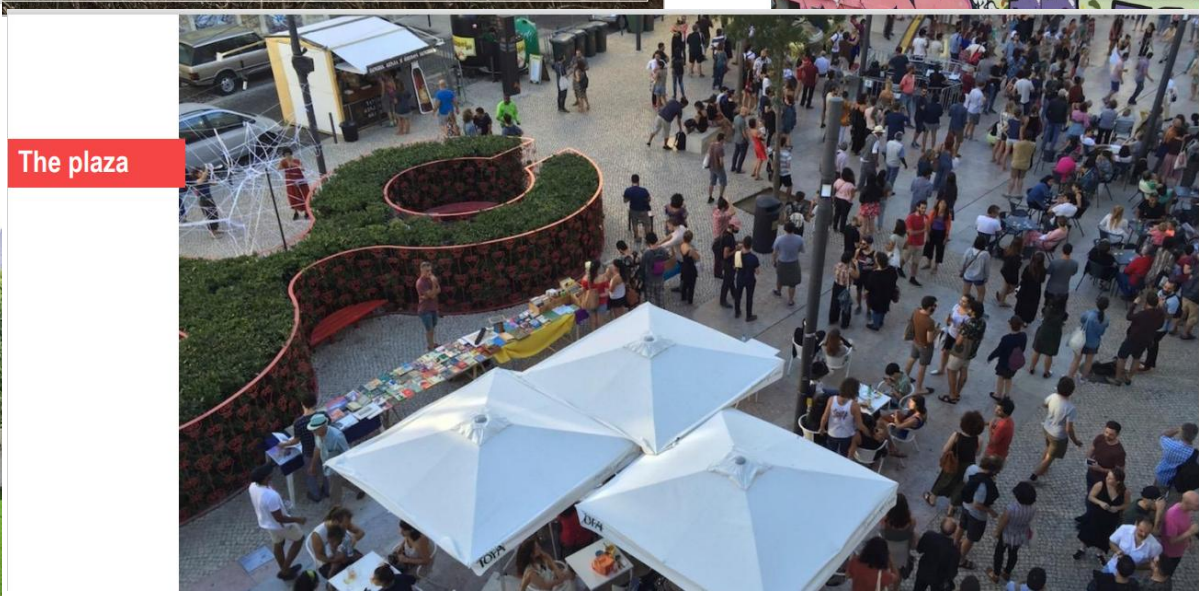
The waterfront



Empty buildings



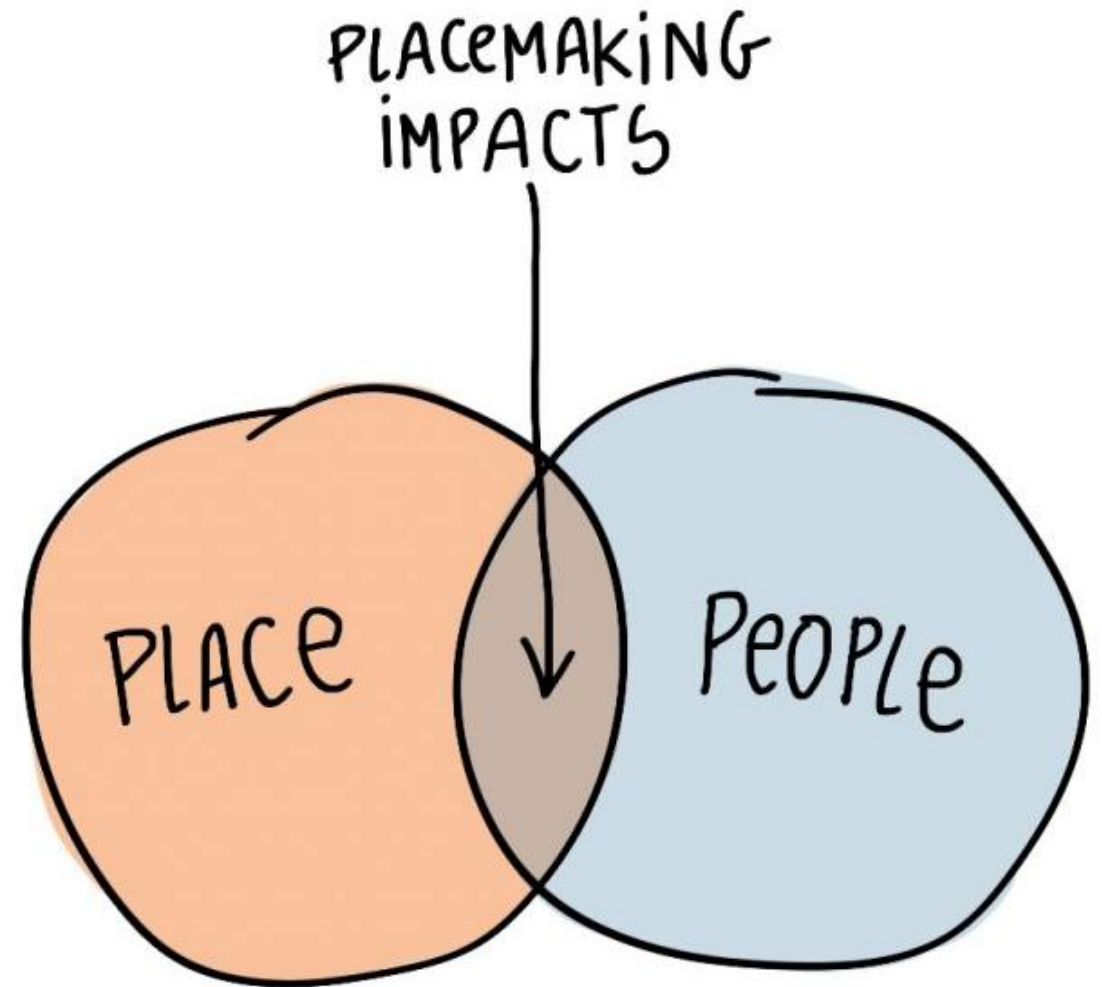
Underutilized space



The plaza



Connecting people & place

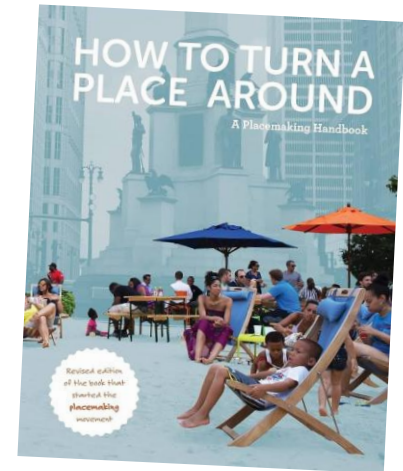


⇒ The urban mycelium

Why places matter - context

- Cities and towns have come to look more like each other
- Traffic dominates our lives
- Communities are becoming less and less livable

'ENJOYABLE STREET LIFE HAS BECOME A LOST ART' (PPS, 2018)



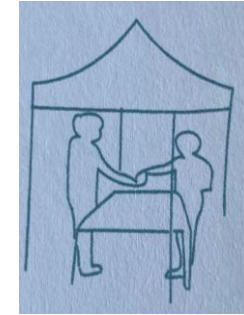
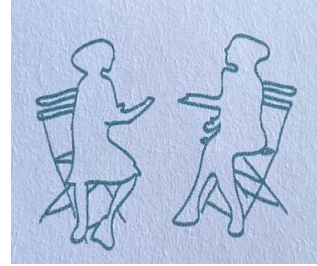
Why places matter

- The best public spaces are lively hubs of community life
- Public spaces with the greatest impact:
 - are used by many different people
 - for many different purposes
 - at many different times



Why places matter

- When public spaces are well-used and well-loved by people, they generate a wide range of benefits:
 - strong & diverse communities
 - improve public health & safety
 - drive local economies
 - enhance the natural environment





Campus development: The Grienscape

“Creating Meaningful Places”

Placemaking aims to inspire people to collectively reimagine and reinvent public spaces as the heart of every community:

strengthening the connection
between people and the places
they share

(Madden, 2018)

Grienscape



The Place Game:

Get an understanding
of the place

Project
for Public
Spaces

Thursday, April 10, 2025



WASHINGTON SQUARE PARK - NEW YORK

**You find a place that
screams for a bit of
attention**

**You
to
But what?**

THE PLACE GAME



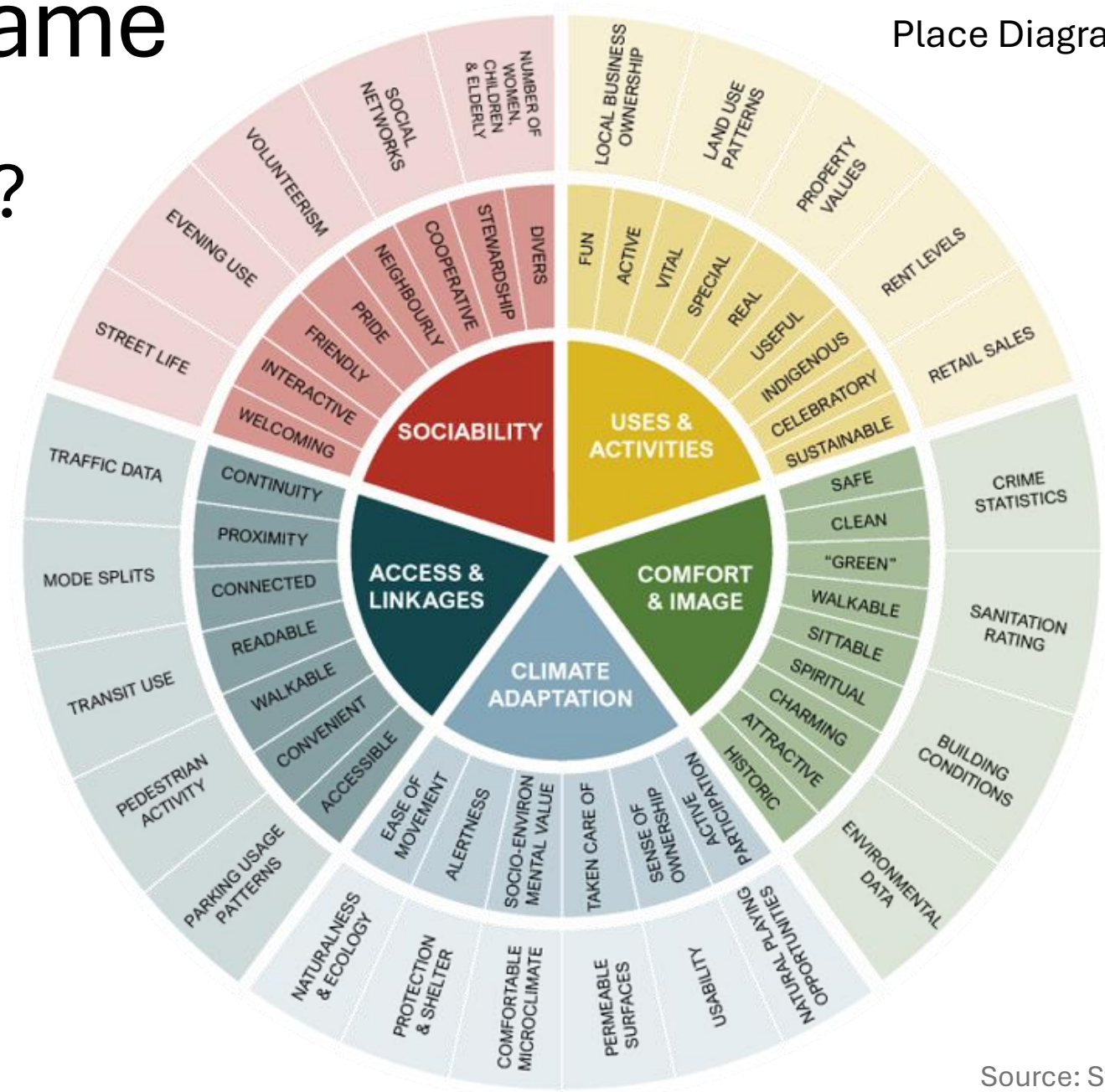
‘De Olifant’

“ The unique thing - and best part - about a place game is that anyone can use it. ”

Background Place game

What makes a place great?

- KEY ATTRIBUTES
- INTANGIBLES
- MEASUREMENTS



Source: Stipo, n.d.

The placemaking process

Place Led, Community-Based Process

Define Place and
Identify Stakeholders



Evaluate Space and
Identify Issues



Place Vision



Short Term Experiments
And Management

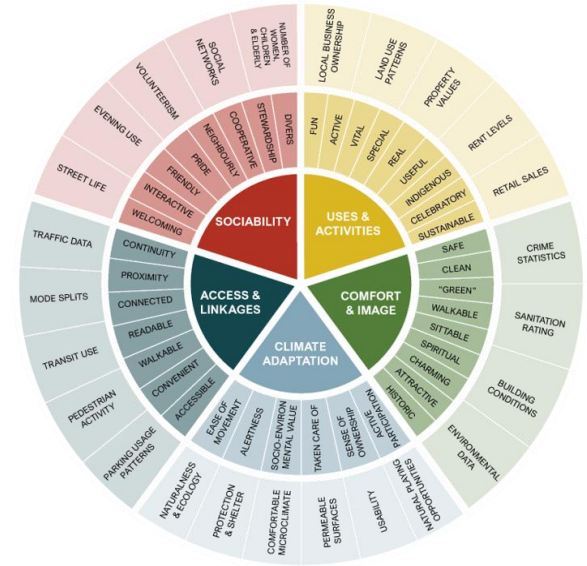


Ongoing Reevaluation and
Long Term Improvments



What to look for during a place game?

- What do you see? What stands out?
- Look further than the built environment!
- What things can be done in the space?
 - Who is currently using the space?
- Can you see any evidence of local ownership?
- What about the design of the space?
- What atmosphere comes with that design?
 - Sterile environment? Warm, informal and intimate environment?
- Does the place invite to sit, stay and relax?
- How easy is it to get here?
- Are there any places for shade?



SITE # _____ DATE _____

Rate the place

COMFORT & IMAGE	POOR			GOOD
Overall attractiveness	1	2	3	4
Feeling of safety	1	2	3	4
Cleanliness / Quality of Maintenance	1	2	3	4
Comfort of places to sit	1	2	3	4
Comments / Notes:				

CLIMATE ADAPTATION	POOR			GOOD
Climate adaptive measurements	1	2	3	4
Naturalness & ecology	1	2	3	4
Amount of permeable surfaces	1	2	3	4
Shelter & protection	1	2	3	4
Natural playing opportunities	1	2	3	4
Comfortable microclimate	1	2	3	4
Comments / Notes:				

ACCESS & LINKAGES	POOR			GOOD
Visibility from a distance	1	2	3	4
Ease in walking to the place	1	2	3	4
Transit access	1	2	3	4
Clarity of information/signage	1	2	3	4
Comments / Notes:				

USES & ACTIVITIES	POOR			GOOD
Mix of stores/services	1	2	3	4
Frequency of community events/activities	1	2	3	4
Overall busy-ness of area	1	2	3	4
Economic vitality	1	2	3	4
Comments / Notes:				

SOCIABILITY	POOR			GOOD
Number of people in groups	1	2	3	4
Evidence of volunteerism	1	2	3	4
Sense of pride and ownership	1	2	3	4
Presence of children and seniors	1	2	3	4
Comments / Notes:				

SITE # _____ DATE _____

Identify Opportunities

- What do you like best about this place?
- List things that you would do to improve this place that could be done right away and that wouldn't cost a lot:
- What changes would you make in the long term that would have the biggest impact?
- Ask someone who is in the "place" what they like about it and what they would do to improve it. Their answer:
- What local partnerships or local talent can you identify that could help implement some of your proposed improvements? Please be as specific as possible.
- How do these proposals relate to the climate adaptiveness of the "place"?

Let's go outside – The Place Evaluation

Take pictures of
your observations!



- Take the materials with you
- Go to your designated site where you fill in the Place Game Form (**individually**)
- Convene with your team and choose a 'recorder' to summarize team's findings on one form (**at location!**)
- **Be back at 11.25**
- Finish summarizing findings and prepare presentation (flip over) > own team
- Present your findings to the other teams.

Findings of your team

Input to include in your presentation

1. How would you characterize the place now? Draw the place!
2. What do you like best about the place?
3. What are your ideas for the long-term? (Imagine you have € 50.000...)
What are key elements for a (new) concept for the place? What are change makers?
4. What could be done on the short term to improve the place? What are quick wins? (Imagine you have € 2500...)
5. Who are the key partners for a coalition?

Two pages of a questionnaire form for a place assessment. The left page is titled 'SITE 1' and the right page is titled 'SITE 2'. Both pages have a header with 'DATE' and 'Place name'. The left page has sections for 'General information', 'Current situation', 'Future vision', and 'Recommendations'. The right page has sections for 'Future vision', 'Recommendations', and 'Conclusion'. The form includes various checkboxes and text boxes for data entry.

Use taken
pictures &
drawings!

Niels Ågesen
Hanne Hautop Lund
Lars Bregnehøj
Lisbet Wolters



Michael Sloth
Leif Rye Hauerslev
Jacob Friis
Kia Sofie Abildtrup
Marina V. Christensen



Team Between R8 & R10

Leif Bojesen

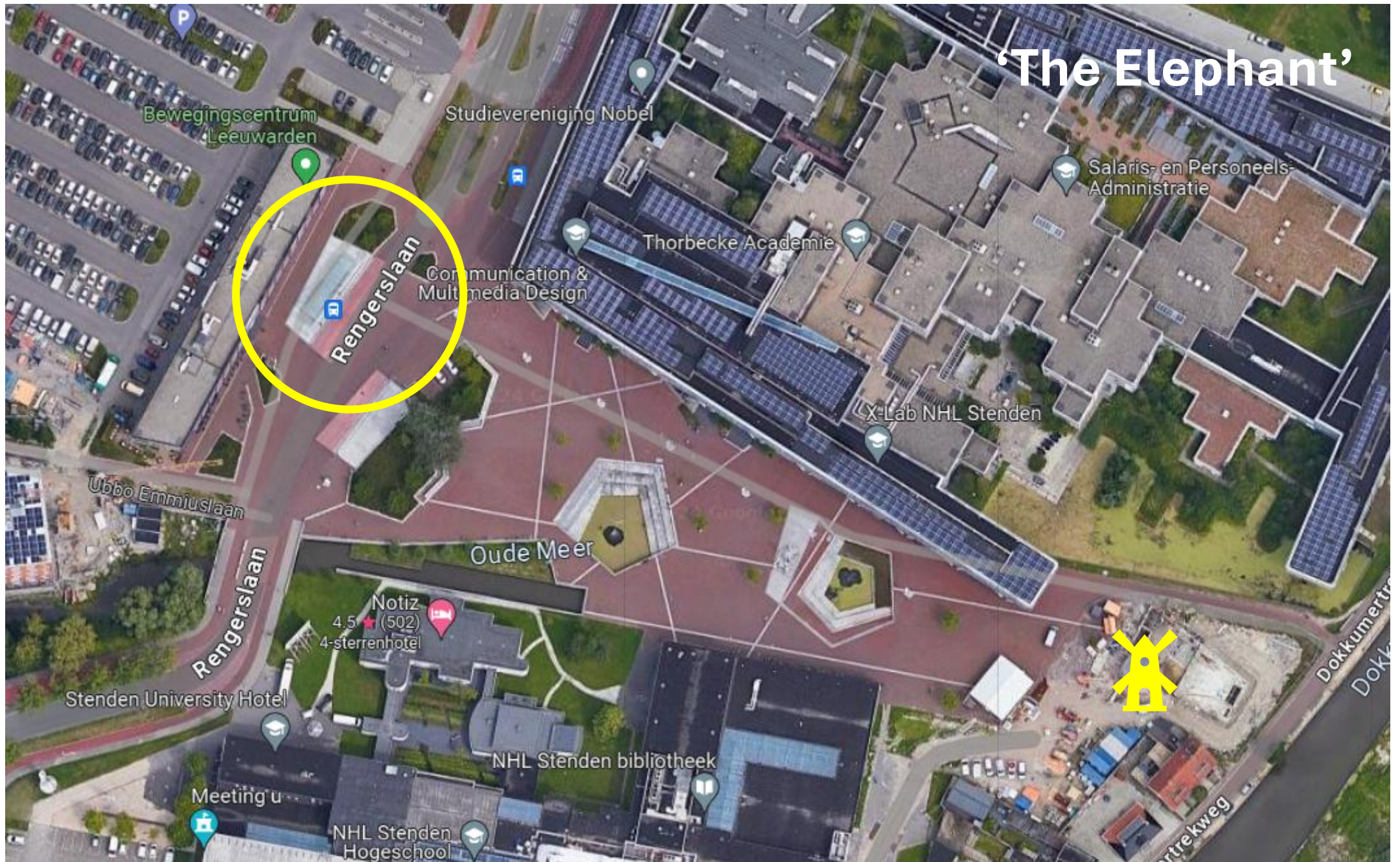
Jacob Bro

Thomas Dalgaard

Kristine Kortnum

Britta Bang Larsen





'Between R8 & R10'





NHL Stenden bibliotheek

NHL Stenden
Hogeschool

StudentStay Campus

Wijze de Vries
theater enza

Dokumentrekweg

‘The Corner’