



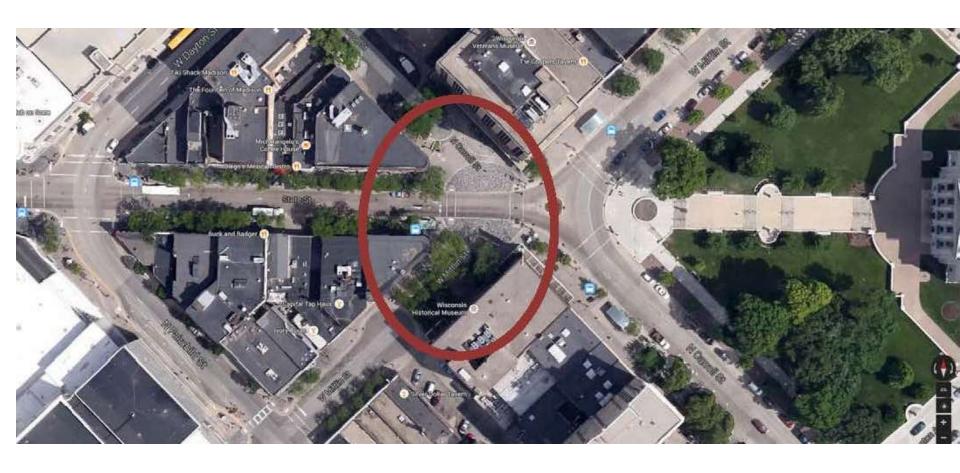
# TOP OF STATE STREET – PHILOSOPHERS' GROVE PUBLIC MEETING

### Agenda

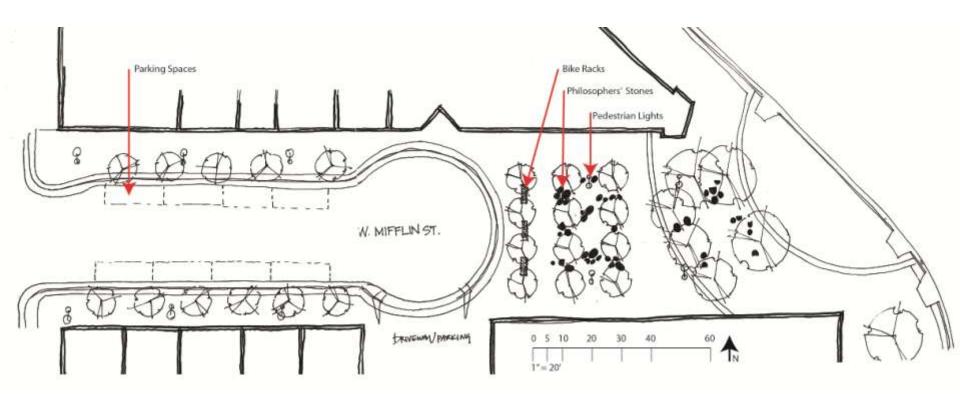
- Welcome and Introductions
- Presentation
  - Background
  - Emerging Design Preferences
- Input on Design Preferences
- Adjourn

### Philosophers' Grove

### Location



### Site Plan



### Philosophers' Stones Commissioned 2004





Since people watching is the most freely enjoyed, shared activity (along State Street), "Philosophers' Stones" is conceived as providing low key cues for individuals to behave in interesting, unexpected ways.

"The rocky woods of the Wisconsin Dells inspired the relationships I envisioned between the sculptural elements and the trees to create an urban landscape for the imagination."



## Why are we here?

### Newspaper Headlines...

## Food, Art Could be Part of Revitalizing 100 Block of West Mifflin Street

[WI State Journal September 2, 2013]

Mayor Blames State for Crime Surge Near State Street [NBC15.com September 3, 2013]

### Time to Clean Up Upper State Street

[WI State Journal September 5, 2013]

Pianos Bring Music to Troubled Areas of State

Street [Capital Times September 18, 2013]

### Newspaper Headlines...

#### Pull the artsy stones from top of State Street

[WI State Journal October 1, 2014]

## City moves to address crime problems on upper State Street

State Journal September 3, 2014]

## Proposed changes on Upper State Street could reduce crime

[Badger Herald September 2,9 2014]

## City mulls design changes to address crime problems on upper State Street

[State Journal September 29, 2014]

### Community Concerns

### Design Issues:

- Limited flow through space, lacks connectivity
- Feels dark
- Lack of use by general public
- Quality of Life Issues:
  - Intimidation / Crime
  - Not welcoming

### What we Tried in 2014

- Increased Police presence
- Chalkboard experiment
- Twinkle lights on trees



- Sidewalk cleaning program
- Increased Programming



### Goal

How can we make the top of State Street great place for everyone?

## Process

### Design Workshop – November

- Design over the years
- Concerns about space now
- Ideas for physical changes
  - Open up space visually
  - Create a pass through
- Ideas for activating

### Approaches – December-January

- 5 design approaches
  - 1. No change
  - 2. Redesign portion closest to State Street
  - 3. Pass through towards the History Museum
  - 4. Pass through in center
  - 5. Totally reconstruct the space
- ■DCC preferred 3+4

### Design Concepts – February-March

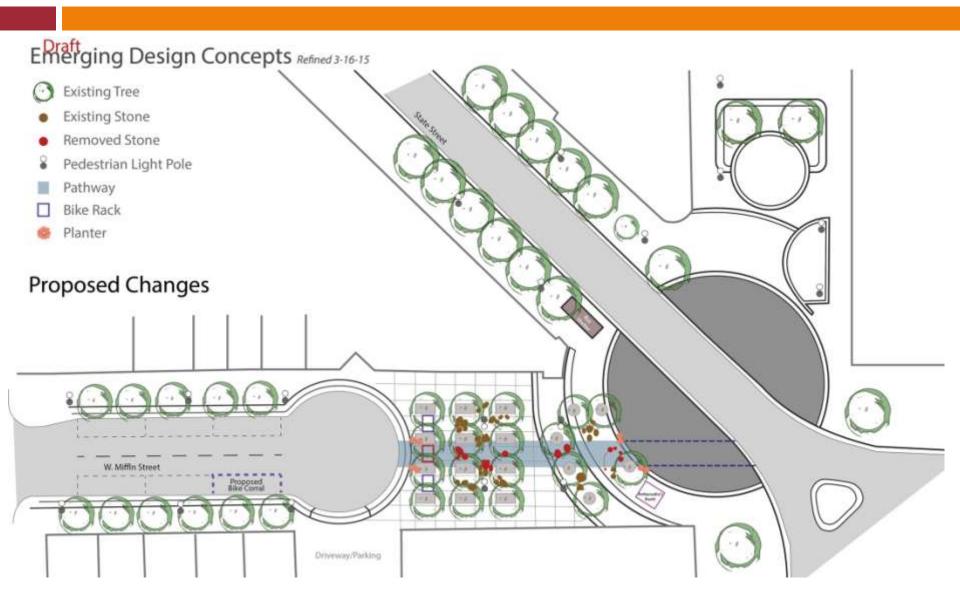
- Design concepts for 2 alternatives
  - □Pros + cons + issues
  - Cost estimates
- DCC identified preferred concept
- Input on that tonight

## Finalize Concept — March-Early Summer

- DCC concept approval
- Finalize design details
- Construction plans
- City approval process
- Construction
- Activation plan

### **Emerging Design Preference**

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### **Emerging Design Preference**



### View From State Street

### **Existing Condition**



### **Proposed Removals**

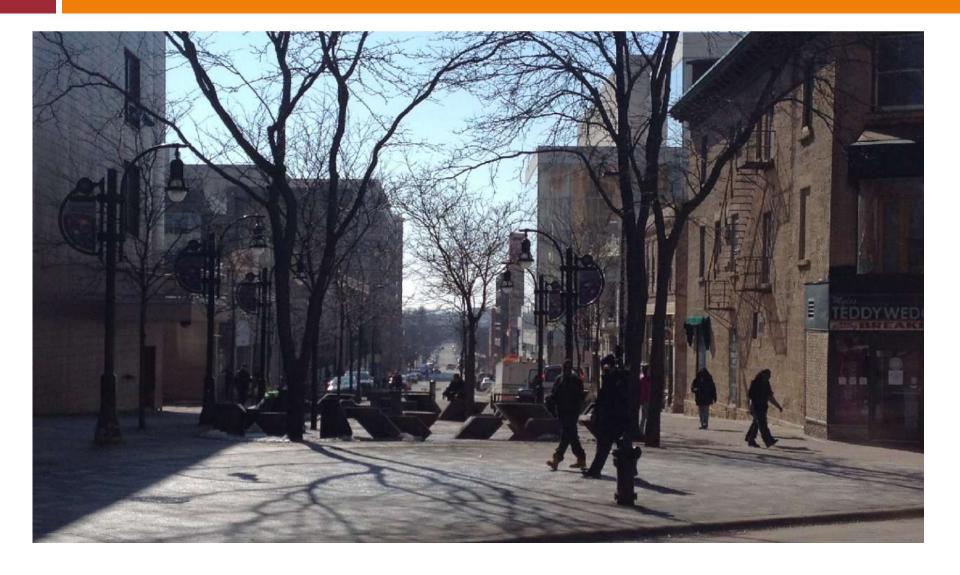




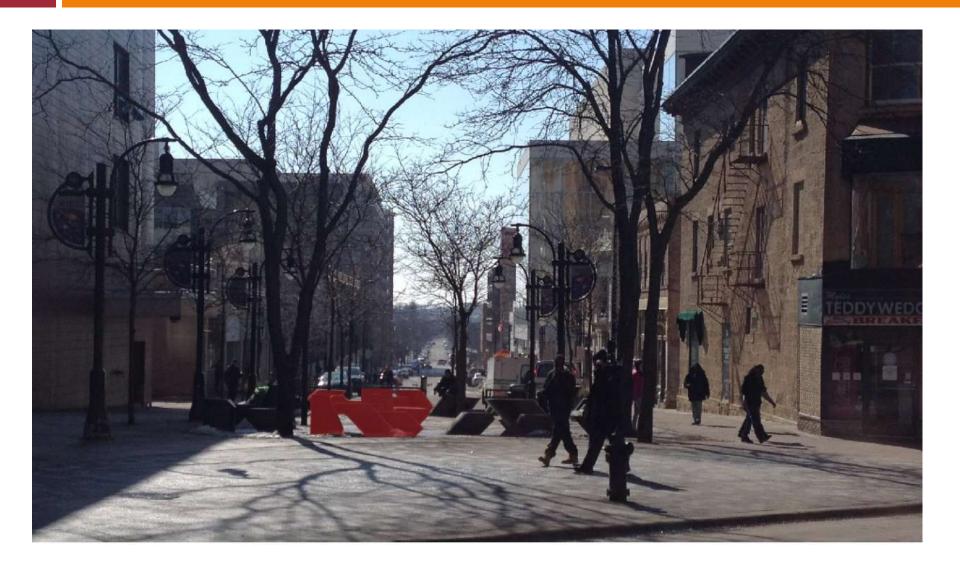




### **Existing Condition**



### Proposed Removals



### View Toward State Street

### **Existing Condition**



### **Proposed Removals**









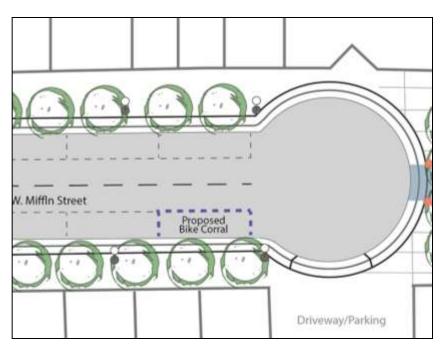
### **Existing Condition**



### Proposed Removals



### Bike Corral





#### Let Us Know What You Think

- Big sheet on the wall
  - GREEN sheets for things you like
  - GOLD sheets for things you think need work or should be changed
  - BLUE sheets for neutral comments additional information + questions
- Also have a sheet for additional ideas on activating the space

### Thank You!

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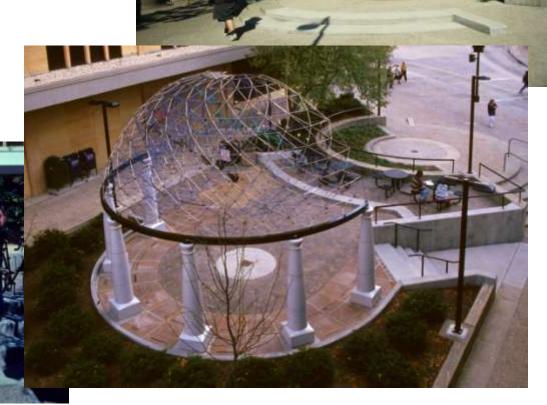
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## 30 on the Square

Before 2004 Reconstruction







1970's Mall Concourse Plan

1992 Art Installation

## 30 on the Square

After 2004 Reconstruction



## Philosophers' Grove

After 2004 Reconstruction



#### Commerce on West Mifflin: Arcade

1930 1956 Today







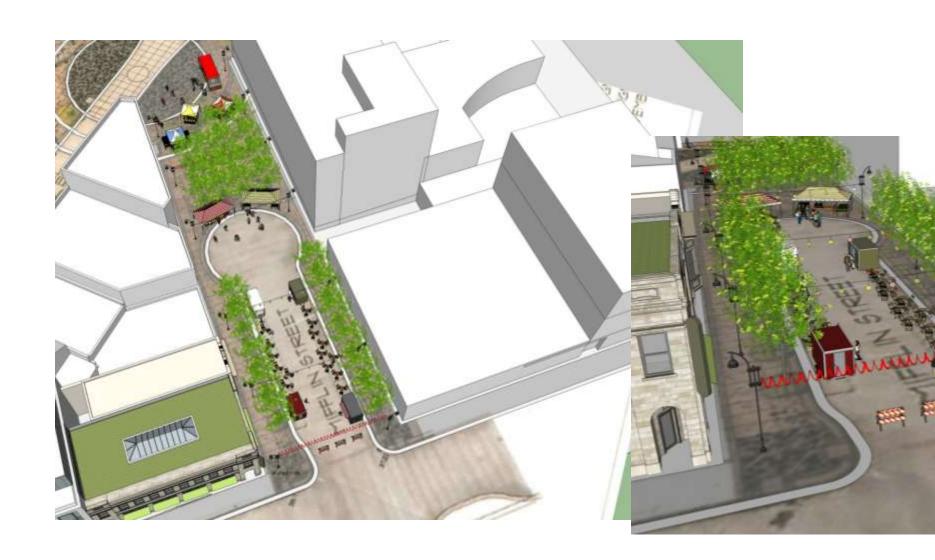
# Ideas and Concepts

What have we tried so far?

# Ideas and Concepts

Design and Programming

## Programming Ideas?



#### Food Carts? Mobile Chairs? Parklets?



### Night Market? Bookfair?







### Projection Art? Concert? Movie Night?



## Yoga? Dancing? Learning?



### Temporary Art? Chalk Art festival?



### Lights? Banners? Flags?







#### Pop-up Retail? Painted vacant storefronts?



### Workshop #1: Design Elements

- How does this area fit into the larger context? What should it connect?
- What do you think about the existing design elements?
  - Trees, Philosophers Stones, Stage, Bike Racks, Ambassador Booth, etc
- What are your ideas for the space?

### Workshop #2: Programming

- What types of activities could be successful?
  - i.e. Food Carts, movable chairs, events, temporary art, markets?
- What partnerships could we explore?
- Where could negative behavior move to?
- Are there short term and long term opportunities?