

11/20 Top of State Design Workshop

Comments sorts by type / number of similar comments

Workshop #1

Successes:

- Lights on trees – keep all year (3 comments)
- Jazz @5 (2 comments)
- Stage, Trees & plants
- Preserve the funky and unique feeling and vitality of State steer
- Rest area, places to sit
- Downtown ambassador (visitors don't come though...)
- Stage is good, but needs more and regular events
- pianos

Questions:

- What might happen with larger redevelopment?
- What happens to the Hovde buildings?
- De-cession of artwork? Does art have to stay?
- Is this symptomatic of Madison itself – opportunity to address racial/class disparity /institutional racism?
- Summary – move from design to programming
- Goal: comingling of homeless, businesses and public in space/area
- Impossible to consider the intent of creating a space for community people w/o problems
- Artist as part of conversation – how?
- Where will money come from?
- Is the issue WHO Spends time there? Social issue vs. Design issue?

Existing space issues:

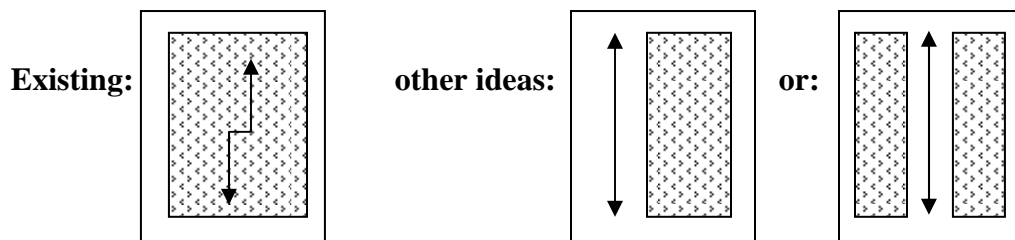
- Connects overture and library square and State Street (5 comments)
- Too Dark (2 comments)
- Artwork impedes flow of pedestrians
- Visual access seems directed away from purpose
- Entity to itself
- Not apparent art work
- Too busy / Too much stuff
- Not green
- Weird pockets
- Does not feel safe / Spots to hide
- Pedestrians threatened by the people hanging out there / Perception of intimidation
- Canyons of building
- Design doesn't support people watching
- Doesn't fit with flow of Capitol Square or State Street

Behavior issues:

- How space doesn't work: varies with time of day, events and weather
 - Dealing drugs
 - Open intoxication
 - Harassing/screaming/Intimidating behavior
- Larger problem of the population currently using the space
- Part of the plan to solve behavioral problems rather than displace/move the issue

Design ideas:

- Open up flow – better movement/gateway through space (17 comments)
 - Bigger walkway through area so more people feel safe walking through



- Better lighting – including hanging lights and tree lights (7 comments)
- Art opportunities needed (6 comments)
 - Mural, collective art, blank walls, storefronts
- Movable tables/chairs (5 comments)
- Ticket booth/ Permanent Ambassador Booth (5 comments)
- Public Restrooms (4 comments)
- Bike Boulevard – Bike friendly (4 comments)
- Pedestrian Mall (4 comments)
- b-cycle/bike station (3 comments)
- Bike bath through space (3 comments)
- Preserve art (3 comments)
- Preserve trees (3 comments)
- Active storefronts (2 comments)
- Taxi stand (2 comments)
- Finally get to sit and play -Improve engagement (2 comments)
- Don't need a gathering place at this certain spot
- No stones
- Remove bike racks
- Visual appeal of Philosophers' Grove – it is disjointed from the stage area
- Dog friendly environment
- More trash cans
- Remove planter behind stage
- Improve aesthetics
- Solutions that accommodate diverse population

Workshop #2

Programming Ideas

Programming Issues:

- Project will fail if we do not address the people who are already using it & partnerships with library, and high tech, tactical urbanism
- No matter what the programming ... what happens during “downtime”

Short Term:

- Markets: Night, art, winter, farmers (11 comments)
- Exhibits from museums & Library (7 comments)
- Performances, art, music, temporary art (7 comments)
- Hire a “Programmer” (6 comments)
- Family Friendly events/space (5 comments)
 - Pumpkin carving / snowmen / ice sculpture / mosaic/face painting/movie
- Pop-up events / installations / high tech (5 comments)
- Add Food Carts /Outdoor eating/ Street Food / Beer Garden (3 comments)
- Oral history idea: (3 comments)
- Local restaurants and expanded cafes (3 comments)
- No food carts – restaurants do not need competition (2 comments)
- Programming for homeless population (2 comments)
- Yoga (2 comments)
- Activate front doors and windows
- Make it like a park – or regulate it like a park.
- Drop off point for school busses for museums
- Seasonal interest needed

Long Term:

- Sports/ basketball, tennis, badminton, pickle ball, chess (3 comments)
- Splash play (3 comments)
- Kids play feature (3 comments)
- Reconfigure with redevelopment (3 comments)
- Ice rink (2 comments)
- Interactive feature
- City owned vacant properties i.e. Fairchild and Hamilton
- Longer term solutions are better
- 2D labyrinth
- Reflection pool

Partners:

- State Street BID /DMI/Downtown Businesses (5 comments)
- Museums (4 comments)
- University / Morgridge center / MATC (4 comments)
- Library (3 comments)

- Jazz @ 5 (3 comments)
- Service providers (3 comments)
- Overture (2 comments)
- Local Churches - activities for homeless (2 comments)
- Free Services (Barber/eye care/dental)
- Local athletic clubs
- Dane County Farmers' Market
- Capitol Neighborhoods Inc
- MEDIA

Negative Behavior:

- Police outpost / targeted policing (3 comments)
- Day shelter within proximity needed
- Post expected behaviors
- Treatment / enforcement of negative behavior – need a place close to downtown for people to get help
- Engage social services community – not just rely on urban planning and design
- Programming is related to perception
- Accommodating and supporting diverse populations

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General Comment Cards:

Pat DiBiase

I came to this meeting as I think getting rid of art & trees is not a way to solve homelessness, mental health & drug issues. I still feel that way.

I do think that some good ideas about making the area more inviting came up tonight, Better lighting, streetscape, clean-up, maybe some playground equipment, b-cycle station, little markets etc could be added. We need to figure out how to provide more services for mental health, housing, drug addiction, etc.

Lauren Benoit

Create a people focused built environment that allows for optimal default for all citizens. This needs to be a space for the whole community, this space could be an opportunity to address larger City issues (Homelessness, racism etc.) and to be seen as a model for other city spaces.

Kelty Carew

This is an incredible opportunity to directly engage an underserved population in a creative, beautiful & effective way that serves all our needs and concerns.

Yvette M Pino

Revisiting the artist intent & an inclusive environment that engages conversation & activity. Programming that includes all of the community, not just specific groups will be

the key to the success of this space. I would be happy to be involved in programming ideas and partnership possibilities to help engage the space as an inclusive public venue.

Anonymous

1. Maintain and keep artwork & develop interactive & inclusive programming in this intended gathering space!
2. Use technology to provide resources and networking.

Anonymous

Useful projects to improve the area: 1 – use mobile technology to centralize resources in area and to address problematic demographics and use art work and locale to do so.
2- Use oral history project 24/7 that gives identity & voice to those who frequent the space & to invite others to do so.

Anonymous

- Lighting can improve space
- Address project on a bi-level short and long term given probable development of State Historical Museum
- Tactical urbanism
- Rephrase some of rhetoric (e.g. where would negative behavior move to?)

Ashley

Keep gathering space activity

Encourage people of diverse backgrounds to share space. This works best during farmers' markets. Perhaps increasing visibility would make the area feel busier during downtime.
Great Workshop!

Anonymous

- Found informative
- Shared ideas
- Respected one another's suggestions