

# Placemaking & Place Research

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This work process involves Design Research that focuses on gathering Qualitative Data, through User Research, User Interviews, and Observational Data gathering, and uses Analysis methods such as Coding Interview Transcripts and UCD tools to synthesise Insights.

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Placemaking and Place Research

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# In Depth Research Project

## Placemaking and Public Space

I conducted an in-depth research project into the role of "Placemaking", the process of shaping Public Space and its ability to impact community identity and wellbeing.

The study compared the processes, ideology, methods, goals and overall impact of several of organisation types and vehicles of Placemaking in the geographical area of London SE1.

### Methodology

- Human Centred Design
- User Centred Design
- Whole System Design
- Design Thinking

### Tools

- Expert Interviews
- Coding & Analysis of Transcripts
- The Public Life Data Protocol - Observational data



# Conducting Expert Interviews

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## Preparing for Expert Interviews:

I identified several organisations based on their geographical location and the availability of observable Placemaking projects for analysis.

Expert interview candidates would need to be in a senior position, so as to comment on strategy, and goals, but also have a good understanding of process and methodology.

Based on initial research into the available organisations, and including a range of **four types of Placemaking organisation**, I defined a short list of interview candidates to approach, and recruited them from the below type of organisations:

- Business Improvement Districts
- Social Enterprise organisations
- Identity & way-finding organisations
- Community Action Projects

Final Organisations Chosen
4 Business Improvement District Organisations
We are Waterloo
London Bridge City
Better Bankside
Southbank BID
1 Identity and Wayfinding Organisation
Applied Wayfinding - Legible London
2 Social Enterprise Organisation
Mercato Metropolitan Market
Better Bankside - Flat Iron Square
1 Community Action Organization
Lamlash Community Gardens

# Conducting Expert Interviews

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## Convergent and Inductive Interview Strategy:

I decided to use a convergent and inductive Interview Strategy, as it would allow for open and unstructured interviews to be conducted without leading candidates, or creating researcher bias based on proving a pre-existing hypothesis.

This research strategy would allow me to find any common themes that emerged between organisations, and make an unbiased true comparison between similarities, consistencies, and divergences in approaches.

To provide some framework to the expert interviews, and give context, I defined **nine potential topics of discussion**, which was raised at the outset of the interview, for the candidate to discuss in any priority, or in any depth they saw fit.

## Desired Outcome:

- Compare and contrast the methods processes and objectives on a range of Placemaking projects and range of placemaking organisations.

## Methods and Tools used:

- Primary Research Expert Interviews.

## Discussion and Processing Steps

As previously mentioned, an inductive process, with no preconceived hypothesis was used to interview the experts from the chosen Placemaking organisations. The aim was to look for potential problem areas that required solutions and find consensus on the methods practitioners considered best practice. To eliminate both expert practitioner and researcher bias, caution was exercised when giving experts guiding themes to remain in scope and on topic when being interviewed. In addition, the interview was deliberately not steered to get specific answers, rather, the expert was encouraged to speak freely on all topics relevant to the research (Driscoll, 2011). The guiding themes of the interviews were as follows:

- Goals
- Outcomes
- Partnerships
- Challenges
- Methods
- Measurements
- Users
- Testing
- Mature Business Improvement Districts

# Conducting Expert Interviews

## Sample Data Collection, Placemaking Organisations Expert interview candidates.

I chose candidates in senior positions, so they could comment on strategy and goals, as well as on process and methodology.

Sample Data Collection: Placemaking Organisations							
Interview Date	Interview Candidate	Sample Profile: Position in Organisation	Sample Profile: Time in Position	Candidate Recruitment Method	Consent to record and share data?	Candidate Interview Method	Interview highlights: Themes raised at Interview outset:
Tuesday 10th July	Ben Stephenson	Chief Executive	3 Years	Email request for a research interview	Yes, consented	Telephone interview	Goals. Outcomes. Partnerships. Challenges. Methods. Measurement. Users. Testing. Mature BIDs.
Friday 13th July	Craig Hurring	Director of Marketing and Communications	4 Months	Email request for a research interview	Yes, consented	In person interview	Goals. Outcomes. Partnerships. Challenges. Methods. Measurement. Users. Testing. Mature BIDs.
Friday 13th July	Jack Skillen	Director of Placeshaping	2 Years	Email request for a research interview	Yes, consented	In person interview	Goals. Outcomes. Partnerships. Challenges. Methods. Measurement. Users. Testing. Mature BIDs.
Monday 23rd July	Valerie Beirne	Urban Forest Project Manager	10 years	Email request for a research interview	Yes, consented	In person interview	Goals. Outcomes. Partnerships. Challenges. Methods. Measurement. Users. Testing. Mature BIDs.
Wednesday 25th July	Tim Fendley	Founder, Director	13 years	Email request for a research interview	Yes, consented	Telephone Interview	Goals. Outcomes. Partnerships. Challenges. Methods. Measurement. Users. Testing.
Wednesday 25th July	Vicki Exall	Head of Partnerships	2 years	Email request for a research interview	Yes, consented	Telephone interview	Goals. Outcomes. Partnerships. Challenges. Methods. Measurement. Users. Testing.
Wednesday 26th July	Karen Chung	Founder, spokesperson	3 years	Email request for a research interview	Yes, consented	Email interview	Goals. Outcomes. Partnerships. Challenges. Methods. Measurement. Users. Testing.

# **Interviews Transcripts Analysis & Coding**

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# Interview Transcripts Analysis & Coding

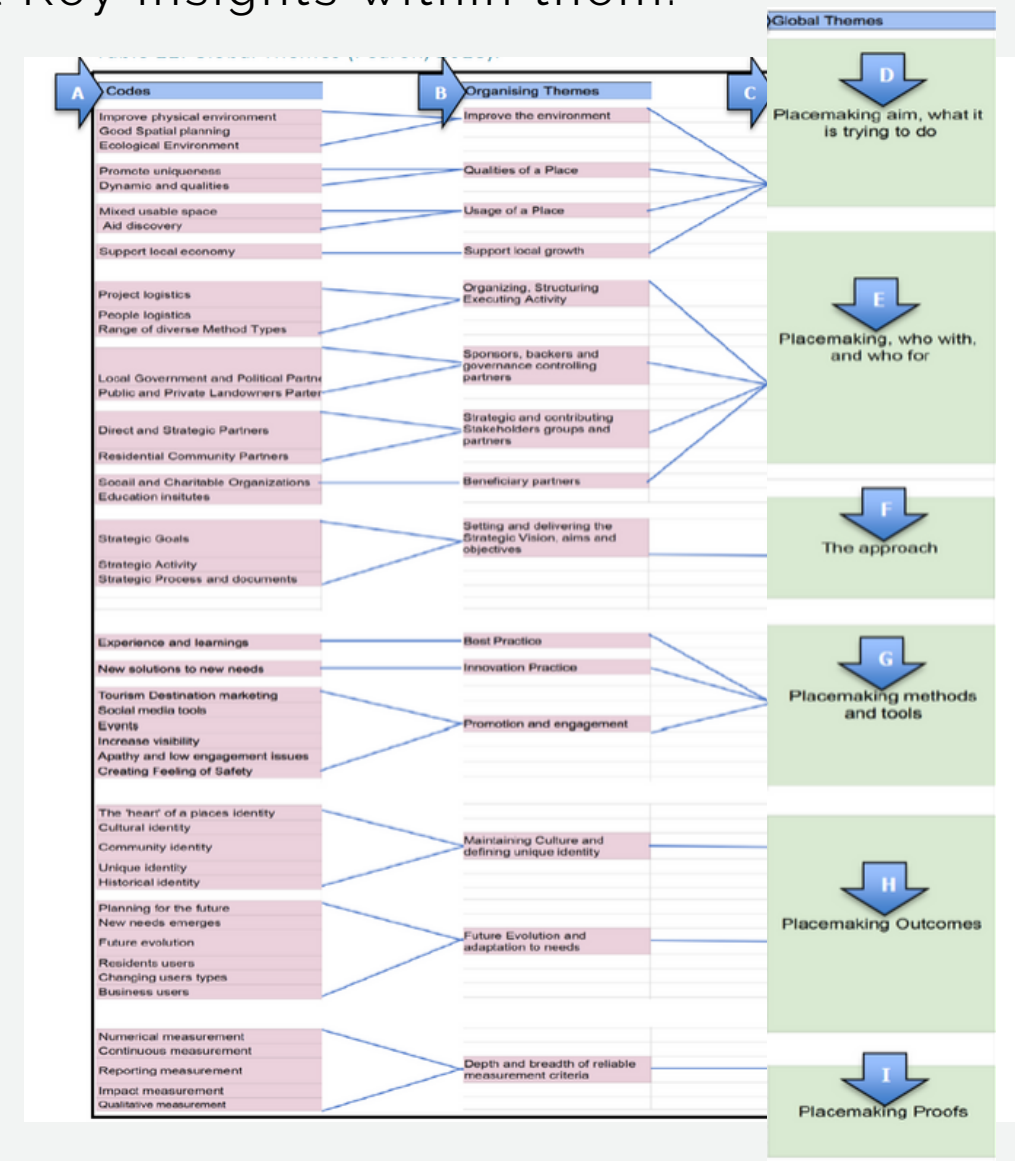
## Interviews Transcripts Coding & Analysis:

I extracted the **Subtopics** in the raw data acquired from the seven interview transcripts by grouping related similar or duplicate topics and iterating the process until all subtopic groups were stable. Next, I identified a name for each group of subtopics.

These named groups now formed the **Major Themes** extracted from the interview data. To further refine the data, and gain both overarching (Major) themes as well as deeper more focused insights, I then applied a descriptive name or phrase to the **Key Insights** extracted from the various subtopics. Some Major Themes contain several Key Insights within them.

Expert Interviews	Major Topics	Sub Topics
		History
1. Southbank BID	<b>Background</b>	Learning systems
2. We Are Waterloo BID		Trust gained over time
3. London Bridge City BID		Timeframe
4. Better Bankside BID		A mature BID
5. Applied Wayfinding		Background
6. Mercato Metropolitan		BID Pilot scheme
7. Castle Place		Urban contexts
		Meet community need
	<b>Goals</b>	Create alternative option
		Public realm
		Environment
		Safe and pleasant
		Management and maintenance
		World class physical environment
		Residential developments
		Proposition
		Retail in new developments
		Trend for co-working spaces
		Ground level
		Pedestrianizing
		Increasing the quality of space
		Diversity of space
		Effectiveness of the space
		Look like

Expert Interviews	Major Topics	Sub Topics	Codes
		History	
1. Southbank BID	<b>Background</b>	Learning systems	Experience and learnings
2. We Are Waterloo BID		Trust gained over time	
3. London Bridge City BID		Timeframe	
4. Better Bankside BID		A mature BID	
5. Applied Wayfinding		Background	
6. Mercato Metropolitan		BID Pilot scheme	
7. Castle Place		Urban contexts	
		Meet community need	New solutions to new needs
	<b>Goals</b>	Create alternative option	
		Public realm	Improve physical environment
		Environment	
		Safe and pleasant	
		Management and maintenance	
		World class physical environment	
		Residential developments	
		Proposition	
		Retail in new developments	
		Trend for co-working spaces	
		Ground level	
		Pedestrianizing	Good Spatial planning
		Increasing the quality of space	
		Diversity of space	
		Effectiveness of the space	
		Look like	
		Not sterile	
		Retains uniqueness	Promote uniqueness
		Marketing	



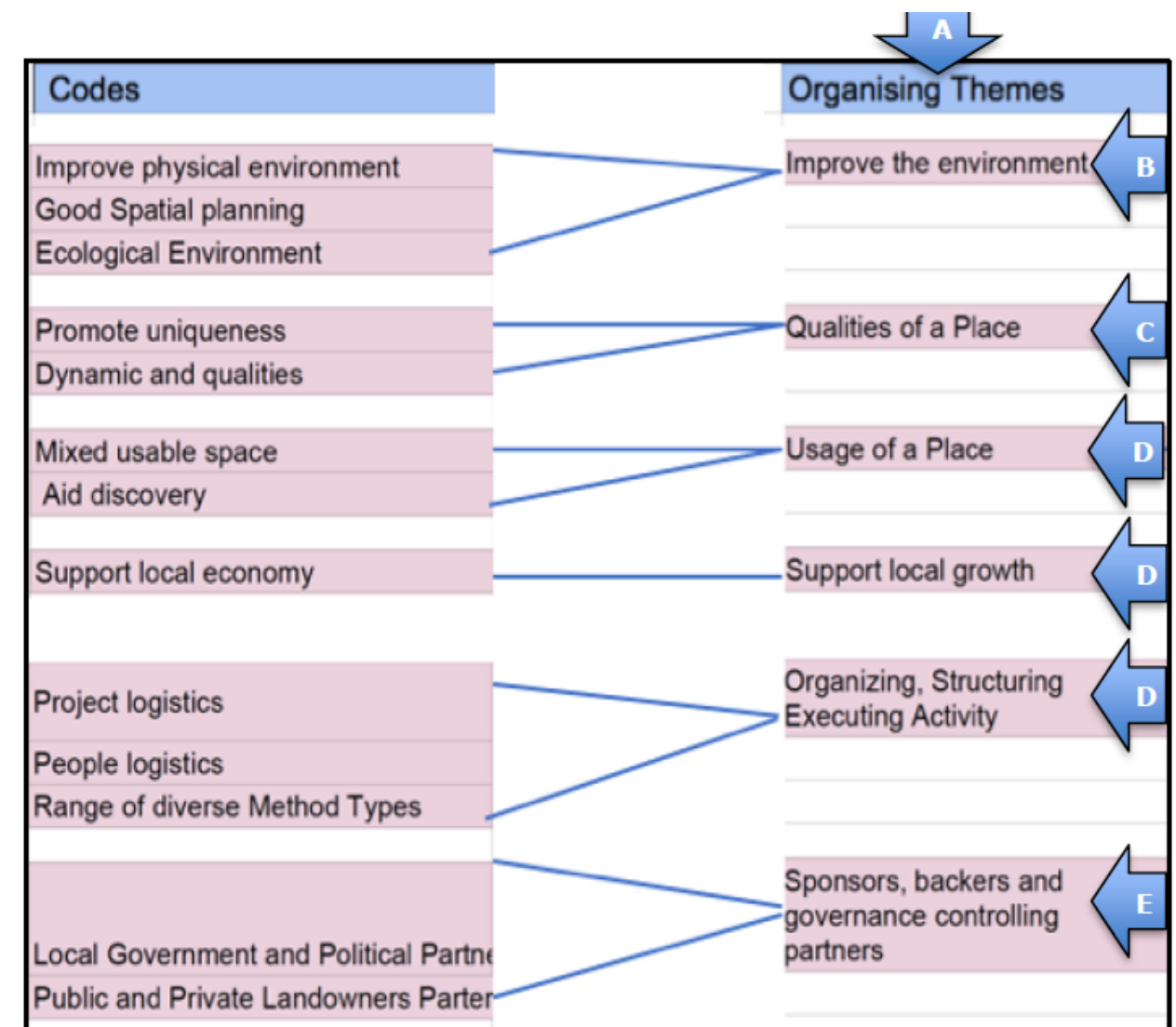
# Research Product

## Organising and Global Themes, Synthesised Codes

All expert interview transcripts raw data has now been converted into valuable insights to guide the research further.

I have extracted the **Subtopics**, grouped these under **Major Themes** of the Research, further broken those themes down into Key insights otherwise know as **Research Codes** which can further direct research and be a used for further analysis. Research Codes can them be grouped under their high-level Thematics, defining a set of **Organising Themes** (the why or meaning criteria of findings).

Finally, to obtain the highest level view of the data, I grouped and named the Organising Themes into their high level **Global Themes**.





# **Observational Data Analysis**

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# Placemaking and Public Space

## Observational Data Gathering:

As part of the research project I conducted into the role of "Placemaking" in shaping Public Space, and its impact on community identity and wellbeing, I compared installations by the following organisation types:

- Business Improvement Districts
- Social Enterprise organisations
- Identity & way-finding organisations
- Community Action Projects

## Methodology

- Human Centred Design
- User Centred Design
- Whole System Design
- Design Thinking

## Tools

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# Placemaking and Public Space

In the observational data gathering on Placemaking installations, I used the **Gehl Institute - Public Life Diversity** and the **Public Life Data Protocols Toolkits** as frameworks to define the criteria of observations. Using five categories of "Human Centred" criteria such as Active Social, Passive Social, Protection criteria, Comfort and Enjoyment to assess and grade the Placemaking Installations.

## Processing Steps/Observations

Each location visited was tested for specific criteria from the social activity and the Human Experience toolkit

### Active Social:

- Dog walking,
- taking pictures
- Playing
- Active recreation
- Talking
- Strolling
- eating

### Passive Social:

- Watching culture
- Parallel activity
- Coworking,
- Commercial activity

### Protection Criteria:

- Feeling safe
- Feeling secure
- Microclimates

### Comfort Criteria:

- Connected
- Walkable
- Sit and stay
- Seeing
- Talk and listen
- Activity and functions

### Enjoyment Criteria:

- Human scale
- Identity
- Senses




# Observational Analysis


## Measuring Human Experience in "Wayfinding" Placemaking Installations:

I used a Human Centred Criteria based on the "Public Life Diversity" and the "Public Life Data Protocols" Toolkits to conduct the observational Analysis and a double entry notebook format to record my observations and initial thoughts.


**Enjoyment Criteria:**  
Human Scale, Identity




**Comfort Criteria:**  
Connected, Walkable.




**Protection Criteria:**  
Feeling safe



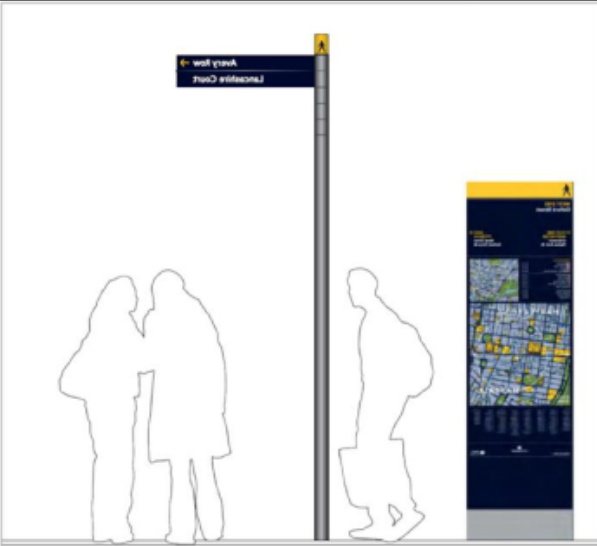
**Organising Structure:** Best Practice, Organising Activity



**Improve Environments:** Physical Environment, Spatial Planning




**Place Qualities:** Mixed use, Aid discovery






Observations	Thoughts
For this observational analysis site visit, I went to Lower Marsh Street and market, which are managed by 'We Are Waterloo' Business Improvement District. Lower Marsh Street is a historic location in the Waterloo area.	When measured through the toolkits, I found that Lower Marsh Street and market seem to meet many of the criteria for Active social, Comfort criteria, and Enjoyment criteria.
I observed a wide road, with a number of cafes bars and other retail provisions, such as clothing stores, music shops, and Community group premises.	Wide streets create a pedestrian-friendly road, cafes, bars and other retail provide Social activity and Entertainment, in particular, the activity of the market food stalls which at lunchtime drew crowds of visitors.
There was little through traffic from cars and the addition of seating and benches in a paved open area.	The addition of open paved areas with seating creates a place for people to stop, sit and not just pass through delivering Comfort and Human Scale Enjoyment criteria.
Lower Marsh Market had a number of food stalls operating along the length of the street. These stalls used branded market tents which had the Business Improvement Districts logo on them.	

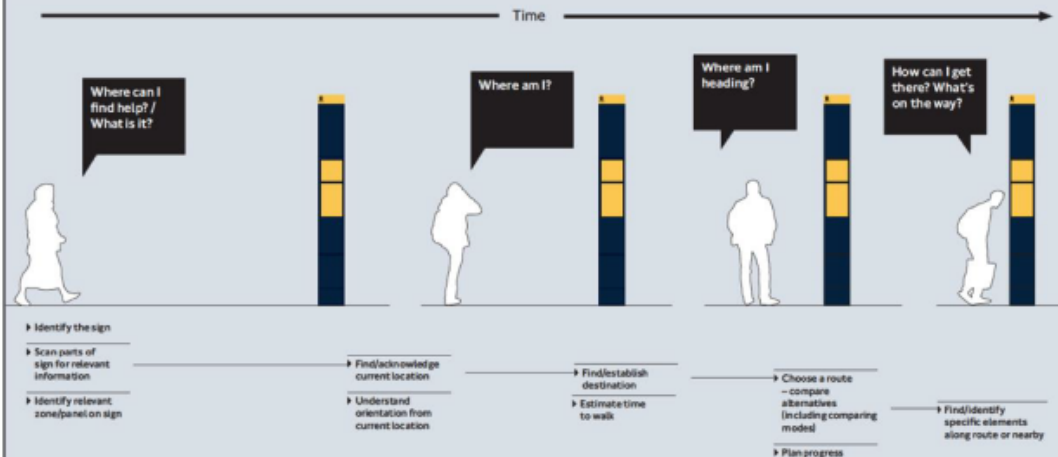
**Enjoyment Criteria:**  
Human Scale, Identity



**Active Social:** Active Recreation, Strolling

Time →



Identify the sign  
 Scan parts of sign for relevant information  
 Identify relevant zone/panel on sign  
 Find/acknowledge current location  
 Understand orientation from current location  
 Find/establish destination  
 Estimate time to walk  
 Choose a route - compare alternatives (including comparing modes)  
 Plan progress  
 Find/identify specific elements along route or nearby

# Observational Analysis

Measuring Human Experience in "Community Action Projects" Placemaking Installations:



# Observational Analysis

## Measuring Human Experience in "Social Enterprise" Placemaking Installations:



# Observational Analysis

Measuring Human Experience in "Southbank Business Improvement Districts" Placemaking Installations:



# Research Product

## Observational Insights to Measure Human Experience

I analysed all the data gathered from the observational studies conducted at the eight Placemaking sites. Data was captured relating to the five Human Experience criteria that I derived from the Gehl Institute - **Public Life Diversity** and the **Public Life Data Protocols Toolkits**.

I collated this data gathered into a table, according the 14 detailed Human Experience criteria, this provided each Placemaking location with a score out of 14.

Once collated the output was a comparative table of all sites from the observational study, rank with a score out of 14 for Human Experience.

Observational Analysis Criteria	Category Tally by Site Visit							
	Applied Wayfinding	We Are Waterloo	London Bridge City	Better Bankside	Southbank BID	Mercato Metropolitano	Flat Iron Square	Castle Place
<b>Social Activity - Active Criteria</b>								
Dog walking, Taking pictures, Playing, Active recreation, Talking, Strolling, Eating	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
<b>Social Activity - Passive Criteria</b>								
Watching culture, Parallel activity, Coworking, Commercial activity	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
<b>Protection Criteria</b>								
Feeling safe	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Feeling secure	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Microclimates	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
<b>Comfort Criteria</b>								
Connected	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Walkable	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Sit and stay	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Seeing	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Talk and listen	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Activity and functions	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
<b>Enjoyment Criteria</b>								
Human scale	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Identity	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Senses	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Scores:								
	8/14	13/14	13/14	14/14	14/14	13/14	14/14	12/14



# **Strategic Frameworks**

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# Criteria & Checklist

## Research criteria and quality checklist for a prototype framework

Based on the research carried out, I defined a set of criteria and a Quality Checklist benchmark for the prototype framework.

Collation of Placemaking Best Practice							
(How) Processes (When) Stages (What) Sequences	(What) (Where) Placemaking Aim, Objective	(Who) Partners, Backers, User collaboration, Governance	(How 1) Strategy, Goals, Approach,	(How 2) Tools, Methods, Placemaking types, Design Thinking, Human Centered Design	(Why) Impact, Outcomes, Experiences, Mixed uses	(What) Proof, Evidence, (How) Usability, Measurement	(Future) Sustainability, Evolution, Growth, Open source
Sequences	Placemaking objective	Partners	Strategy	Best practice	Outcomes	Proof	Sustainability
Stages	Physical environment	Sponsors	Vision	Tools	Impact	Evidence	Evolution
Participation ladder	Spatial planning	Backers	Goals	Methods	Experiences	Numerical Measurement	Growth
Strategic Objective	Economic improvement	User Collaboration	Approach	Learnings knowledge share	Mixed uses	Contiguous change Measurement	
Strategic Requirements	Ecological improvement	Governance		Innovation	Local Identity	Reporting Measurement	
Governance system	Social enterprises	Local Government Partners		Evolving needs	Community Identity	Qualitative Measurement	
	Quality of a space	Landowners Partenrs		Promotion and events	Historical Identity		
	Mixed Usages of a place	Strategic Partners		Visibility	Future plans and use		
	Active social uses	Beneficiary Partners		User Safety	Business needs met		
	Passive social uses	logistics Partners		User confidence	User needs met		
		Implementation Partners		Social media			
		Residential Community Partners		Placemaking Types			
	Workbench Matrix Tool	Participation Ladder Tool		Design Thinking Tools			Open Source guide
Workbench Process Method	Public Life Framework Tool	Stakeholder Involvement Tool		Human Centred Design Toolkit	Social enterprise tools	Usability Testing	Quality Profile Checklist Tool

Placemaking Quality Profile Checklist	Plus	Minus
Quality criteria		
<b>Economic</b>		
Economic improvement	✓	
Physical environment	✓	
Landowner Partnerships	✓	
Strategic Partnerships	✓	
Beneficiary partnerships	✓	
User safety	✓	
User confidence	✓	
Business needs met	✓	
Placemaking Types	✓	
Innovation	✓	
Visibility	✓	
Promotion	✓	
<b>Social</b>		
Physical environment	✓	
Experiences	✓	
Mixed uses	✓	
Active social uses	✓	
Passive social uses	✓	
Social enterprises	✓	
Local identity	✓	
Community identity	✓	
Residential community Partnerships	✓	
User's needs are met	✓	
Continuous Change Measurement	✓	
Qualitative Measurement	✓	
<b>Ecologic</b>		
Ecological improvement	✓	
Physical environment	✓	
Spatial planning	✓	
<b>Culture</b>		
Local identity	✓	
Community identity	✓	
Historical identity	✓	
Quality of space	✓	
Experiences	✓	
Social media	✓	
Events	✓	

# Prototype Framework

## Definition of prototype framework and criteria for Placemaking concept ideation

I used the criteria and checklist I established, to define a prototype recommended framework for future Placemaking projects, based on a recommended collaborative community and industry consultation approach.

Step-by-Step Guide	Project Stages	Project Partners	Inputs	Processes	Toolkits	Testing Criteria	Output Score
Gather the project partners and complete the inputs and processes using the tools. Conduct the testing then measure and review results.	<b>Stage 1:</b> Strategic Objective	<ul style="list-style-type: none"> <li>Project Team</li> <li>PM Governance</li> <li>User Representative</li> <li>Strategic Partners</li> </ul>	<ul style="list-style-type: none"> <li>Strategic Requirements</li> </ul>	<ul style="list-style-type: none"> <li>Clarifying Strategic Goal and Strategic Partners</li> </ul>	<ul style="list-style-type: none"> <li>Strategic Process Tool <b>Participation Ladder</b> (Breman, (2008)</li> <li><b>Stakeholder Involvement</b> (Cilliers, 2010)</li> </ul>	<ul style="list-style-type: none"> <li><b>Strategic Alignment</b></li> </ul>	Project: PM Gov: User: Review:
Gather the project partners and complete the inputs and processes using the tools. Conduct the testing then measure and review results.	<b>Stage 2:</b> Project Definition	<ul style="list-style-type: none"> <li>Project Team</li> <li>User Representative</li> <li>Experience Experts</li> <li>Strategic Partners</li> </ul>	<ul style="list-style-type: none"> <li>Users Needs</li> <li>Project Goals</li> <li>PM Sponsor Goals</li> <li>PM Best Practice</li> </ul>	<ul style="list-style-type: none"> <li>Define Project Goal</li> </ul>	<ul style="list-style-type: none"> <li>Definiton process tool <b>Workbench Matrix</b> (Habiforum, (2008)</li> <li>Best Practice Checklist <b>Quality profile checklist</b> (Habiforum, (2008)</li> </ul>	<ul style="list-style-type: none"> <li><b>Type of Experience selection</b></li> </ul>	Project: PM Gov: User: Review:
Gather the project partners and complete the inputs and processes using the tools. Conduct the testing then measure and review results.	<b>Stage 3:</b> Project Conception	<ul style="list-style-type: none"> <li>Project Team</li> <li>User Representative</li> <li>Experience Experts</li> <li>Strategic Partners</li> </ul>	<ul style="list-style-type: none"> <li>Case studies</li> <li>Learnings</li> <li>User Goals</li> <li>Experience Design expertise</li> </ul>	<ul style="list-style-type: none"> <li>Knowledge Share</li> <li>Project Coordination</li> <li>Expertise Identified</li> </ul>	<ul style="list-style-type: none"> <li><b>Public Life Framework Tool</b> (Gehl Agency 2013)</li> <li><b>Design Thinking Toolkit</b> (Design Council, 2005)</li> <li><b>HCD Toolkit</b> (IDEO, 2015)</li> </ul>	<ul style="list-style-type: none"> <li><b>Project Concept for fit</b></li> </ul>	Project: PM Gov: User: Review:
Gather the project partners and complete the inputs and processes using the tools. Conduct the testing then measure and review results.	<b>Stage 4:</b> Project Delivery	<ul style="list-style-type: none"> <li>Project Team</li> <li>User Representative</li> <li>Operational Partners</li> <li>PM Governance</li> </ul>	<ul style="list-style-type: none"> <li>KPI's</li> <li>Functional criteria</li> <li>Economic criteria</li> </ul>	<ul style="list-style-type: none"> <li>Porotype</li> <li>Implement</li> </ul>	<ul style="list-style-type: none"> <li>PM Experience Type Toolkit</li> <li>Pilots</li> <li><b>Social Enterprise Toolkit</b> (Dees, 1998)</li> </ul>	<ul style="list-style-type: none"> <li><b>Test KPI's</b></li> <li><b>Test Quality of Experience</b></li> </ul>	Project: PM Gov: User: Review:
Gather the project partners and complete the inputs and processes using the tools. Conduct the testing then measure and review results.	<b>Stage 5:</b> Post Implementation	<ul style="list-style-type: none"> <li>Project Team</li> <li>User Representative</li> <li>PM Governance</li> <li>Strategic Partners</li> </ul>	<ul style="list-style-type: none"> <li>Final Project Implementation</li> </ul>	<ul style="list-style-type: none"> <li>Measure projects current success</li> <li>Measure projects Future success</li> </ul>	<ul style="list-style-type: none"> <li><b>Open Source Guide</b> (Barrie, 2010)</li> <li><b>Quality profile checklist</b> (Habiforum 2005)</li> <li>Usability testing</li> </ul>	<ul style="list-style-type: none"> <li><b>Test Usability</b></li> <li><b>Implementation Sustainability</b></li> </ul>	Project: PM Gov: User: Review:

# Thank You.

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Placemaking and Place Research

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