#### **Seamless Seattle**

A Pedestrian Wayfinding Program for the City

# Project Progress

November 2018

applied\_ wayfinding





### **Seamless Seattle**

The project aims to use information design to support transit journeys and encourage people to walk more and further.

By the summer of 2019, the project aims to produce citywide planning guidelines, design standards and two pilot projects.

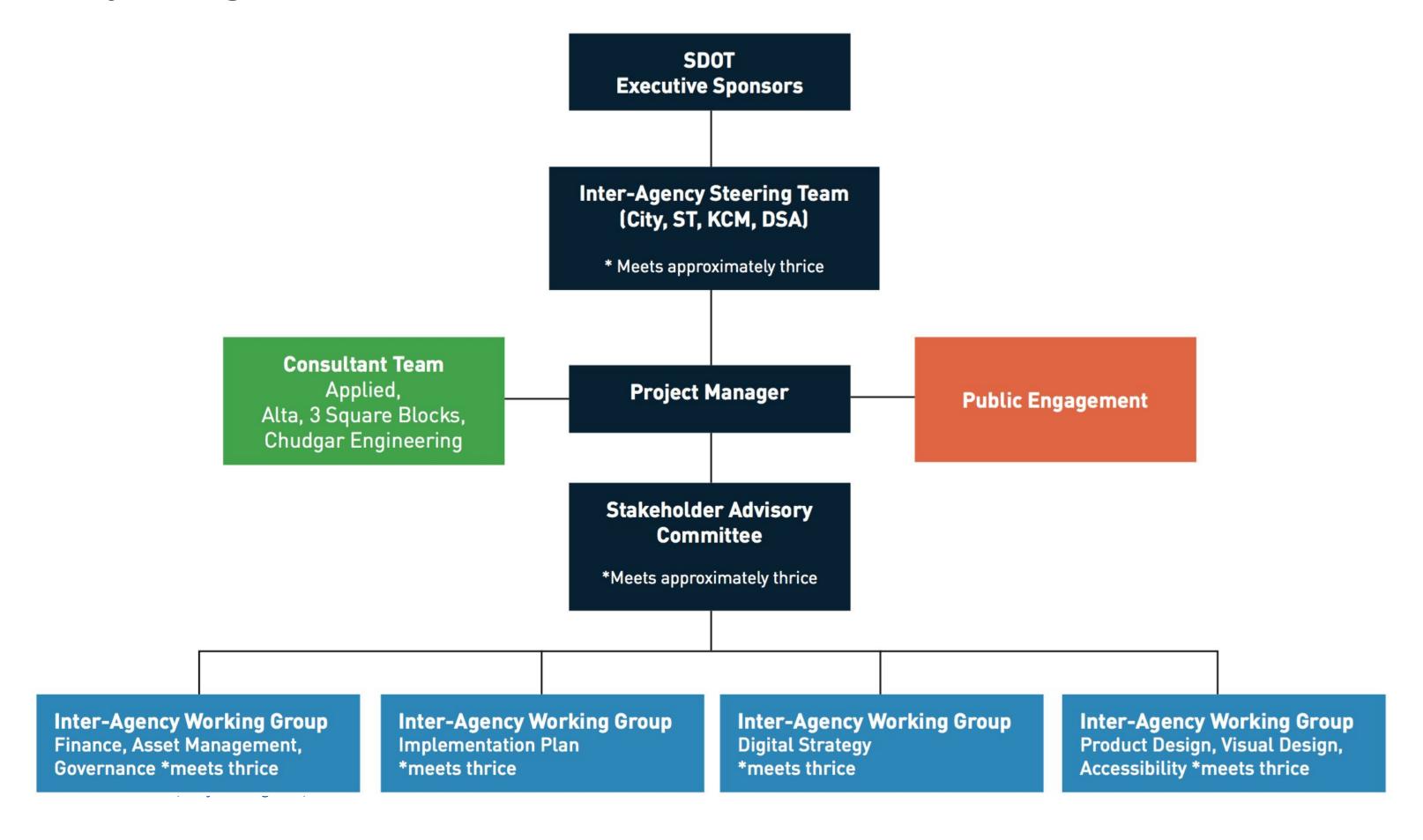
# CITY OF SEATTLE PEDESTRIAN MASTER PLAN



**June 2017** 



#### **Project organization chart**



#### Roles

#### Seattle Department of Transportation

#### **SDOT Executive Sponsors**

Role: Ensure alignment among agency goals and grant obligations.

Who: SDOT Deputy Director, Transit & Mobility Division Director, Policy and Planning Division

Director

#### **Inter-Agency Steering Team**

<u>Role</u>: Make major direction-setting or strategy decisions regarding pedestrian-transit wayfinding coordination. Identify ongoing funding, governance, and finance needs to support program, including decisions regarding: staffing, GIS, design, street furniture, maintenance, compliance, income generation, growth, etc

Who: City, ST, KCM, DSA

Meets approximately three-four times over 12-18 months.

#### **Stakeholder Advisory Committee**

<u>Role:</u> Advise on project delivery, design criteria, naming, system development, prototypes, and stewardship of the project to ensure long-term execution. Provides feedback on final concepts and designs.

<u>Who:</u> Roughly 20 decision makers within their respective organizations representing the City, transit agencies, tourism, design, historic preservation, community organizations, business chambers etc.

When: Meets three times over 12-18 months.

#### **Stakeholder Working Groups**

<u>Role:</u> Provide feedback on draft concepts, planning proposals, and design proposals during development process. Stage decision making through the necessary stakeholders.

Who: Agency technical staff broken into working groups focused on:

- Finance, Asset Management, Governance
- Product Design, Visual Design, Accessibility
- Implementation Planning
- Digital Strategy

#### **Public Engagement Forums**

#### **User Intercept Survey**

Role: Provide anecdotal insight into the spatial arrangement and structures that people use by describing their knowledge of the city through cognitive mapping exercises

Who: 30-40 randomly selected individuals in Seattle's outer neighborhoods to supplement those in the central area completed within the scoping study

#### Focus Groups/Community Conversation

Role: Provide early user perspective from underrepresented groups and those who have first-hand knowledge of wayfinding challenges. 8-10 participants/group

- -Community Liaisons
- -End Users
- -Boots on the Ground (concierges, MID ambassadors etc)
- -Chinatown-International District Community Conversation

#### Reference Panel

Role: Through planning and design charrettes, provide structured input from underrepresented groups and those who have first-hand knowledge of wayfinding challenges

Who: 5-6 selected participants from the Focus Groups representing a range of interests

#### **Pilot Site Working Groups**

Role: Provide local knowledge to define the pilot plan and better represent local character. Who: Communities and agencies affected by the Jackson Hub and Westlake Hub pilot program

#### **Lunch and Learn at Downtown Seattle Association**

Purpose: Learn about the project and provide feedback.

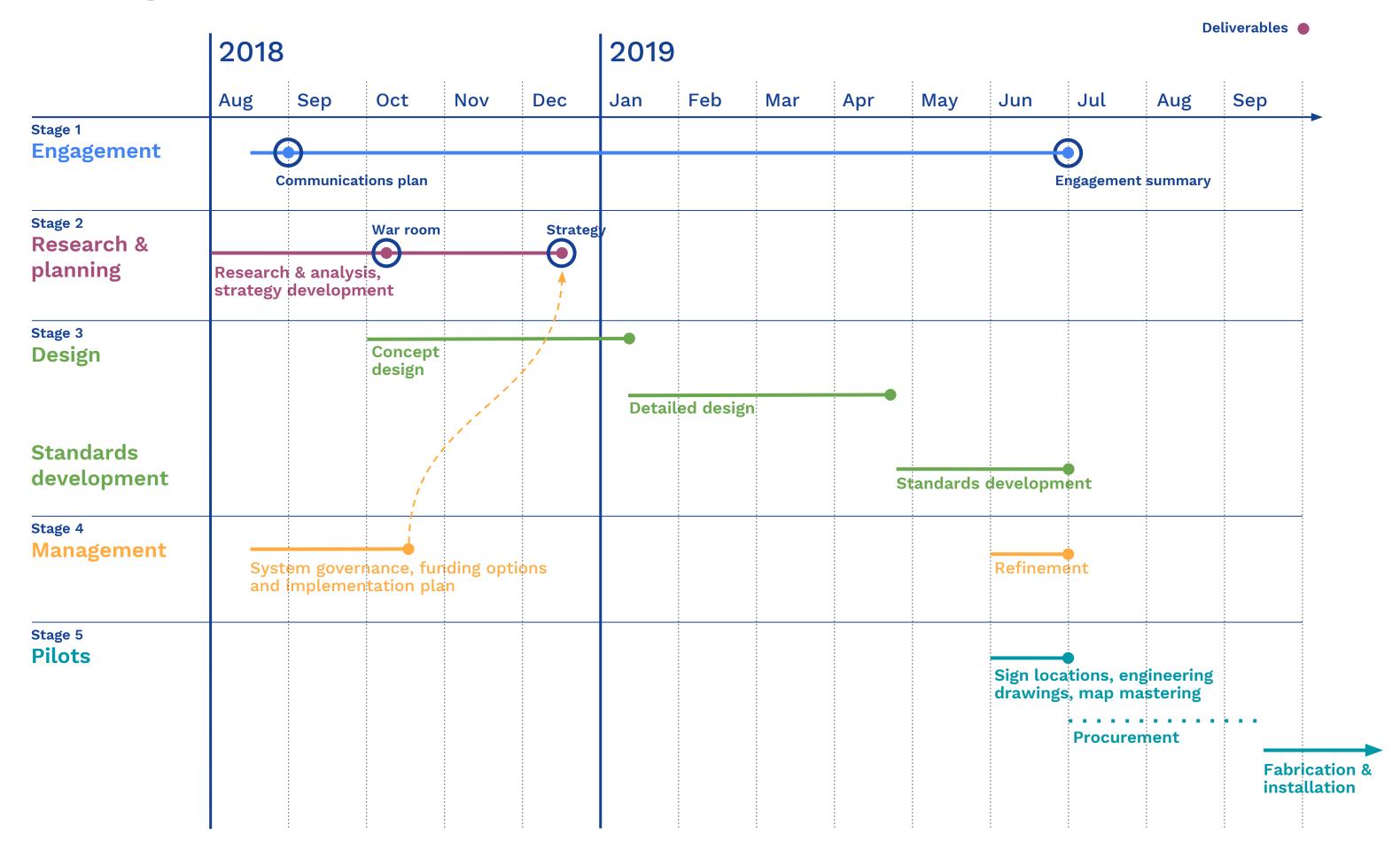
Who: Design, business, and resident community interested in this project

#### **Boards and Commissions Briefings**

Pedestrian Advisory Board
Design Commission
Planning Commission
Downtown Transportation Alliance
Commission for People with Disabilities
International Special Review District
Pioneer Square Preservation Board



#### Workplan



# Governance and Management

## Scope

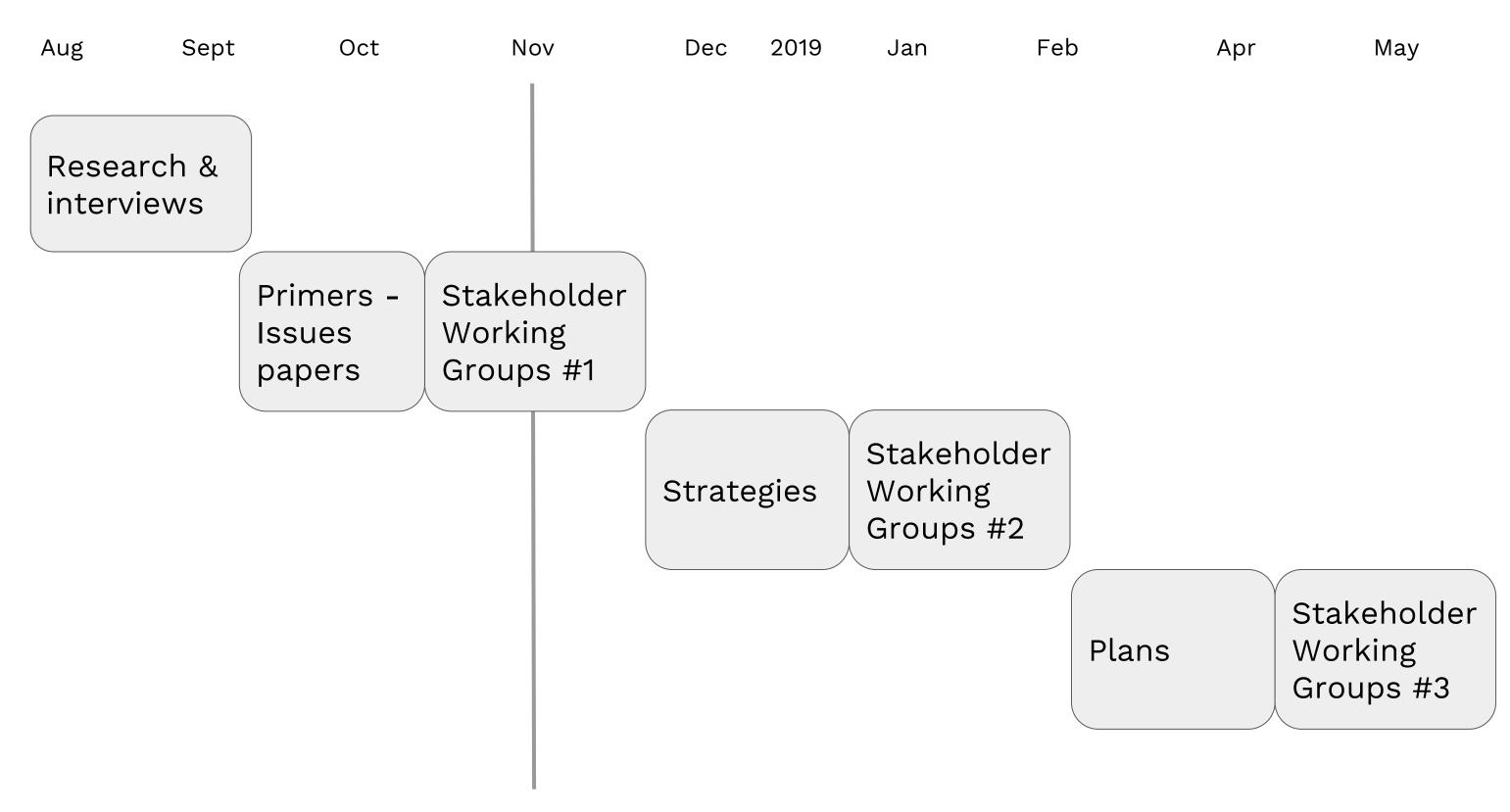
#### Governance, Asset Management and Finance

• Developing a sustainable partnership model to coordinate, fund and maintain wayfinding.

#### **Implementation**

 Agree priorities, phasing and criteria for introducing wayfinding across the city.

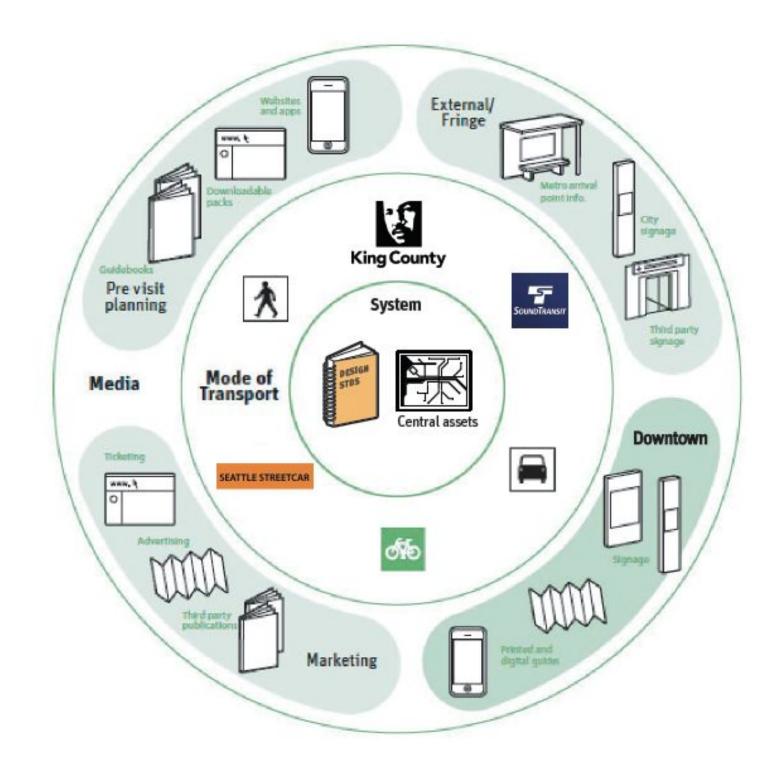
#### Process



# Effective governance

Seamlessness connects user journeys across jurisdictions and requires:

- Common aims and standards
- Shared business case
- Collaborative planning and resourcing
- Agile processes to respond to change and opportunity



#### Governance models

Working group will consider the pros and cons of governance models including:

- 1. Top-down centralized
- 2. Top-down shared
- 3. Bottom-up shared
- 4. Partly commercial
- 5. Fully commercial

- ..and funding sources including:
- Transportation federal, state, city
- 2. Non-transportation public recreation, economy, health
- 3. Private development, advertizing, sponsorship, crowdfunding

# Coordinating implementation

Delivery across diverse partners requires more than just funding

- Putting the users needs ahead of operational convenience
- Planned decision points rather than sign clutter
- Considering accessibility, consistency and reliability
- Maintaining content and respecting local character



# Potential implementation models

Working group will consider the pros and cons of models including:

- 1. Geographic expansion from downtown
- 2. Connect transit nodes and walksheds
- 3. Support choice during change e.g. tunnel and waterfront
- 4. Hybrid of 1, 2, or 3

# Strategy

# Why

Seattle intends to develop an information system that connects people to their environment and each other

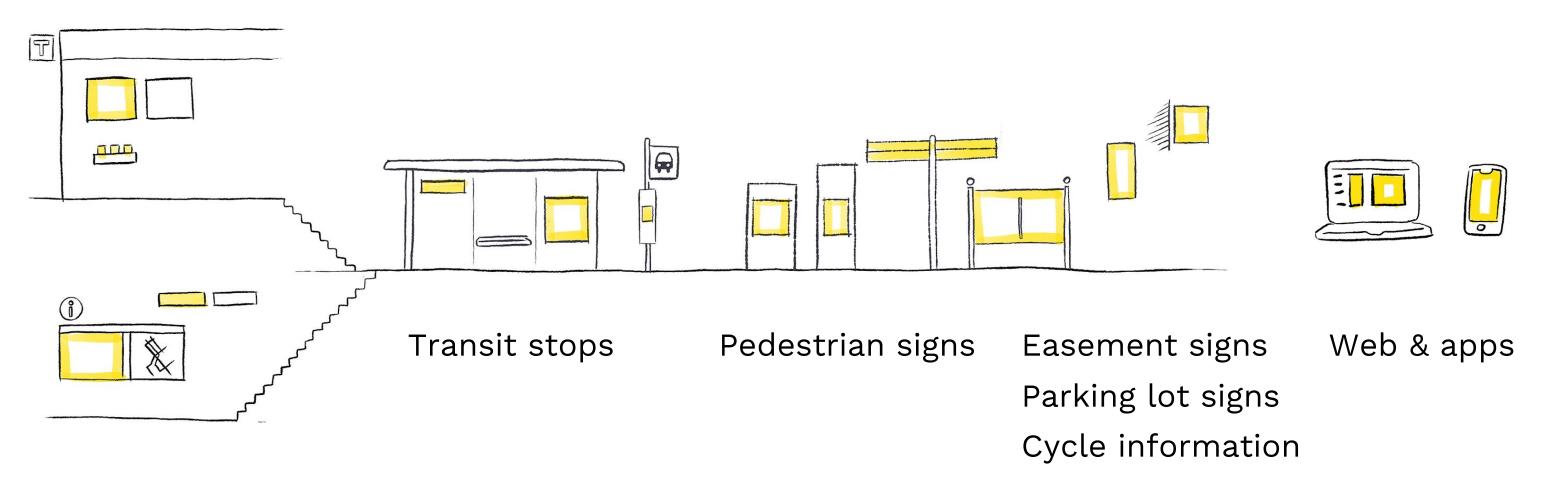
# What

A single, coherent wayfinding system that supports all people and communities, that integrates with all modes, can be accessed through any media, and is made available to third parties to integrate with their own collateral

## City system

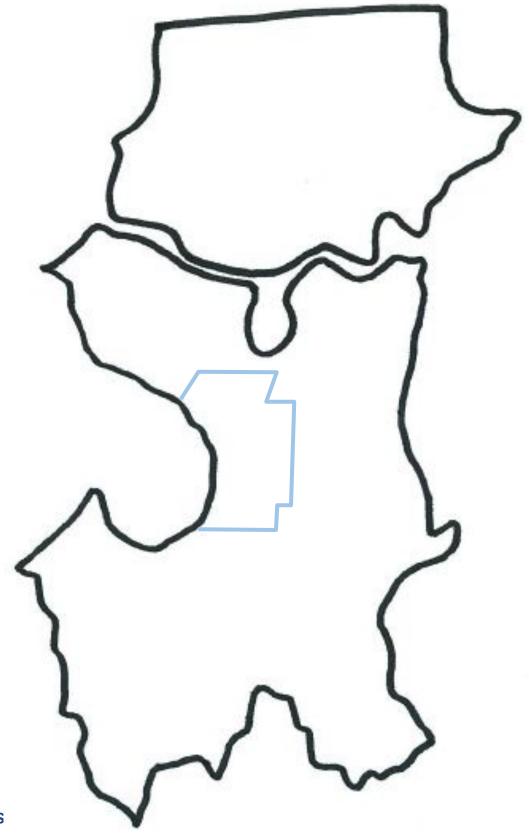
#### A single wayfinding system

Wayfinding will likely include the following on-street and transit touchpoints



Transit stations

## City system



#### **Citywide system**

- Installed throughout the city with potential to extend to the wider region
- Local BIA's could support data maintenance (TBD)

#### **Premium system**

- Could be expressed through different materials
- Funded with third parties (TBD)
- Third party support data maintenance (TBD)

ber 13, 2018

# How

## Five pillars of integration

Modal integration

Community

Accessibility integration

Digital

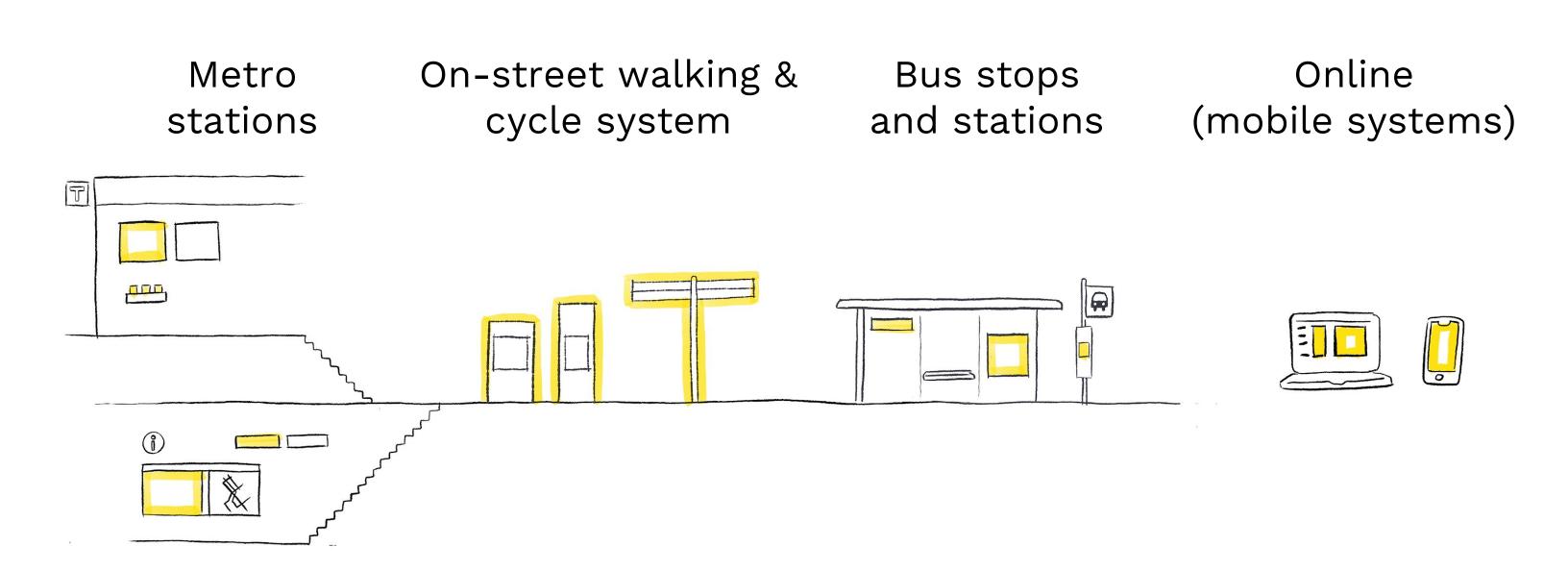
Third party integration

Community

Accessibility integration

Digital

Third party integration















Community

Accessibility integration

Digital

Third party integration

## Community

Opportunity for creating local distinctiveness



Community

Accessibility integration

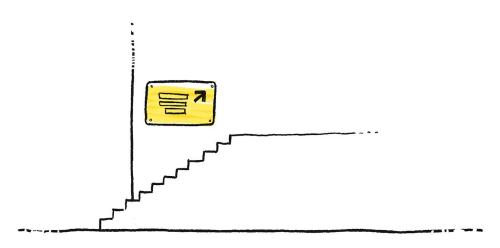
Digital

Third party integration

## Accessibility

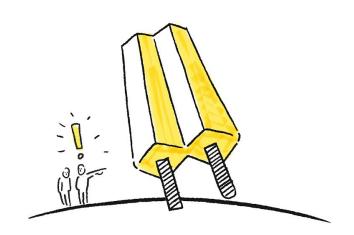
Beacon making sign locations clear Accessible content embedded in mapping and directional information Floor marking making sign locations clear

Accessible routes through buildings clearly marked and described





Accessible route markers integrated within public realm



Integration of public art and landmarks to aid non-verbal wayfinding on street and on mapping

## Sydney Australia





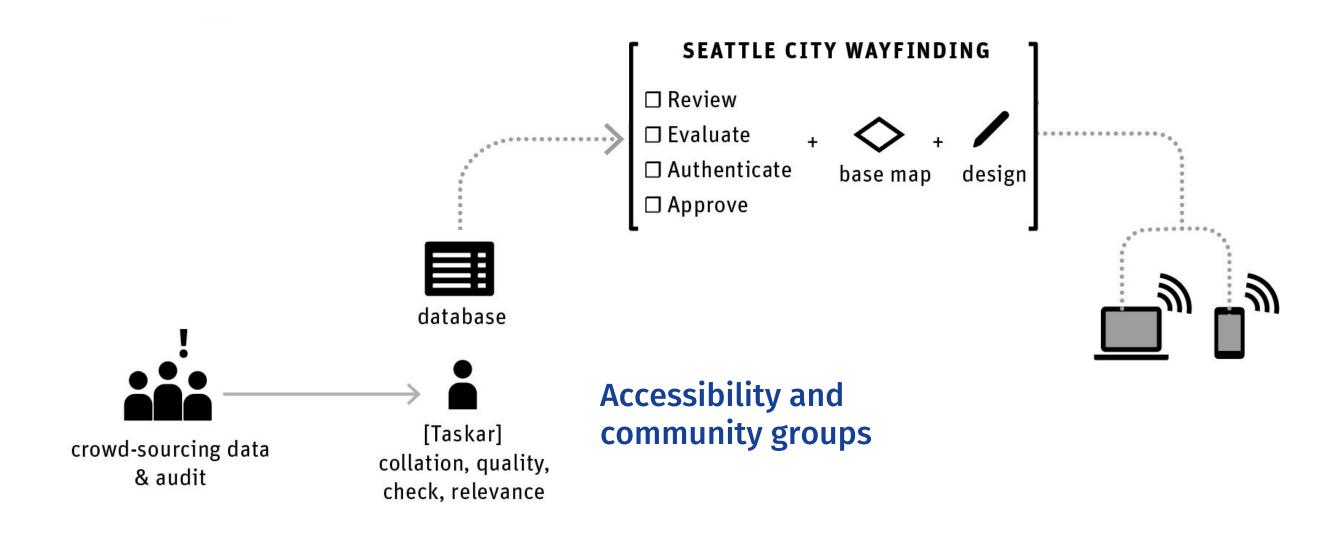
Modern 'street name plate' - Visible, legible, tactile and braille signs at signalized crossings and bus stops?

### New York Central Park Access Map



- Accessible pathways
- Ramp gradients
- Distances
- Color blindness
- One handed use
- Toilets
- Ramped play structures
- Adaptive swings
- Accessible water features

## Accessibility



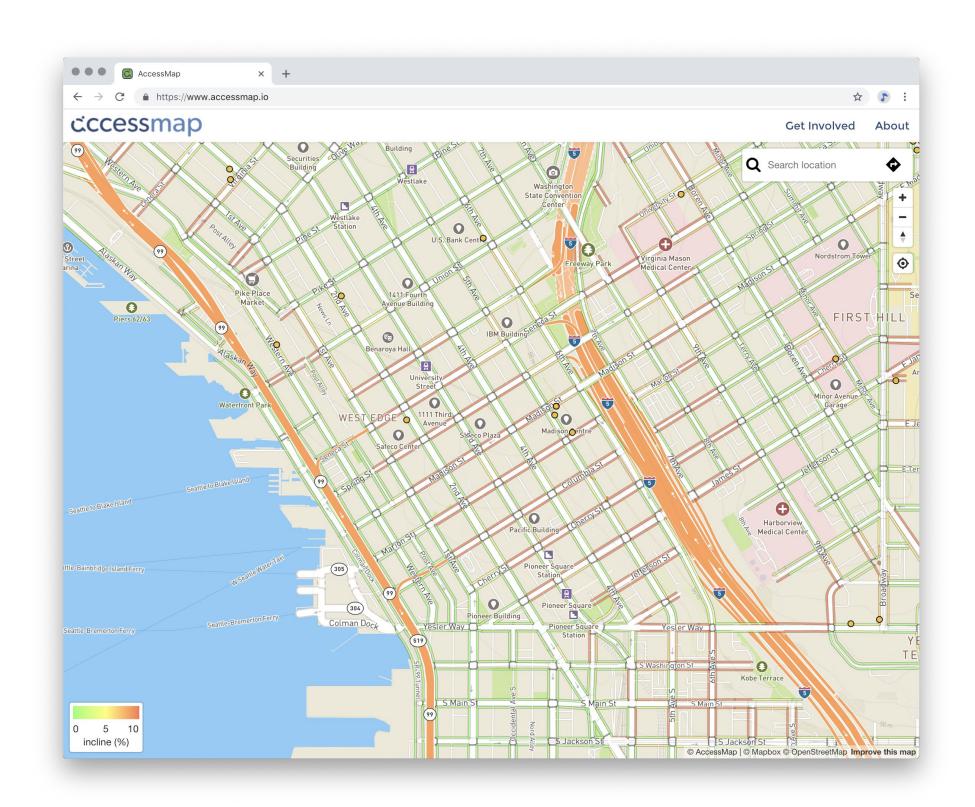
## Accessibility

# Steepness, curb ramps, surface conditions, construction info

AccessMap uses data from

- Mapbox / OpenStreetMap
- SDOT
- UW, Data Science for Social Good
- US Geological Survey

https://www.accessmap.io/



## Five pillars of integration

Modal integration

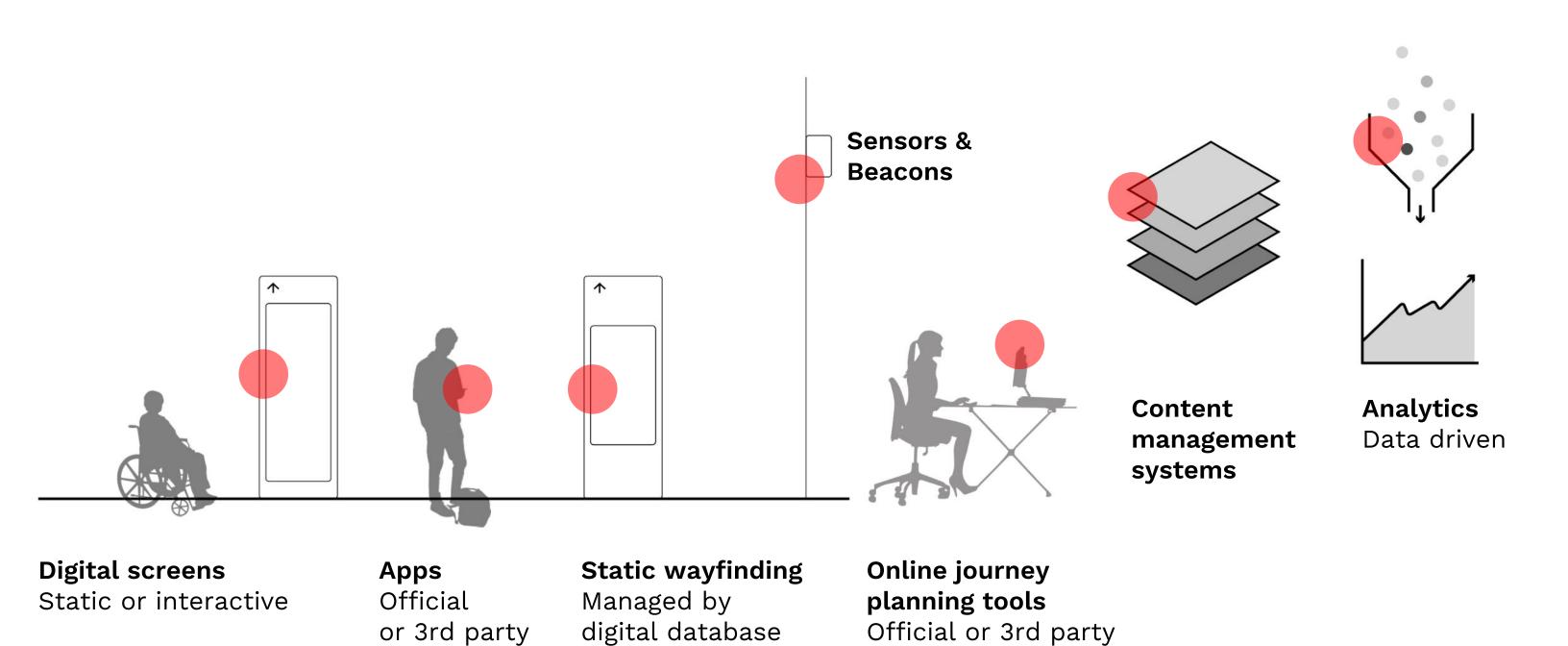
Community

Accessibility integration

Digital

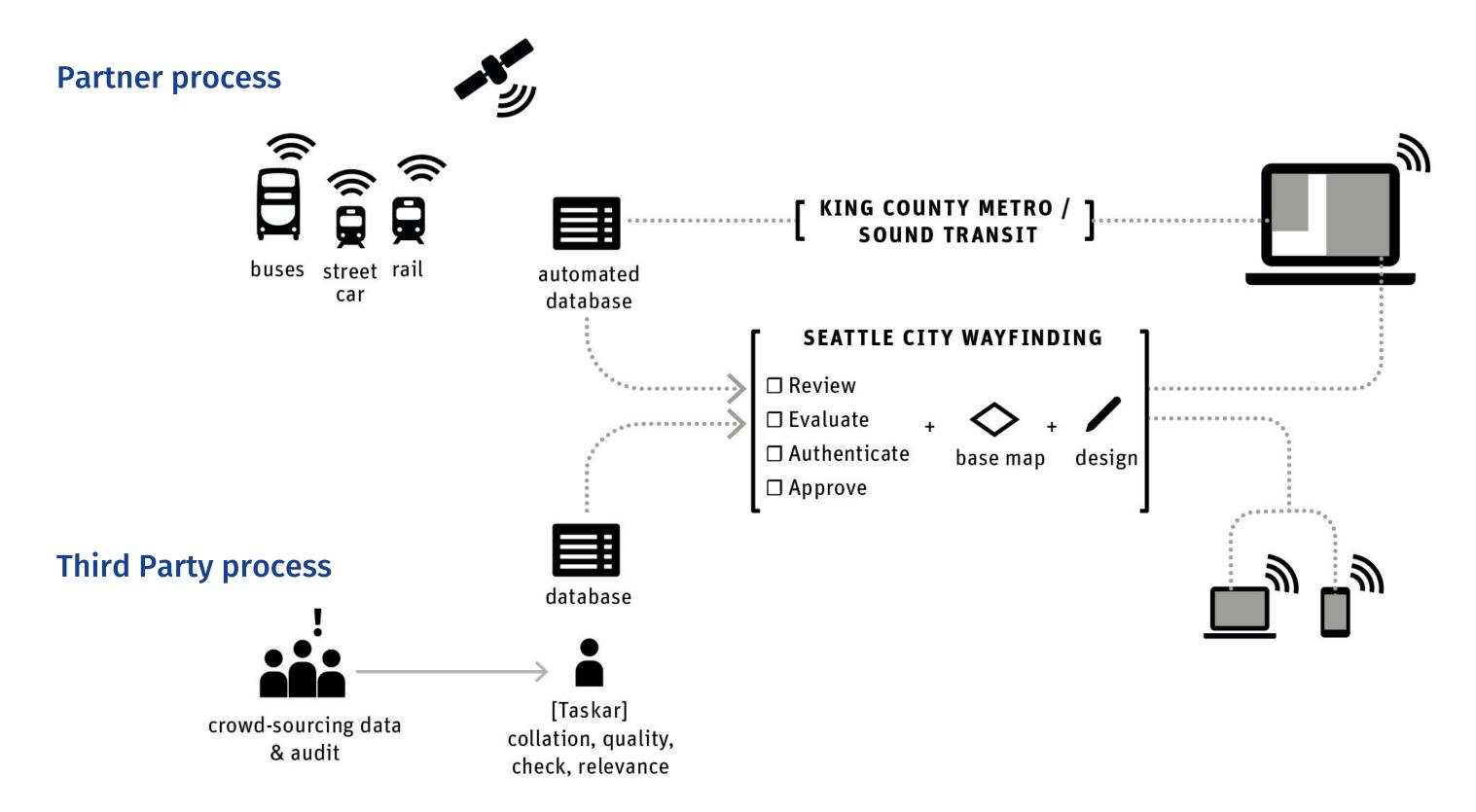
Third party integration

## Digital



data publishing

## Digital



### Five pillars of integration

Modal integration

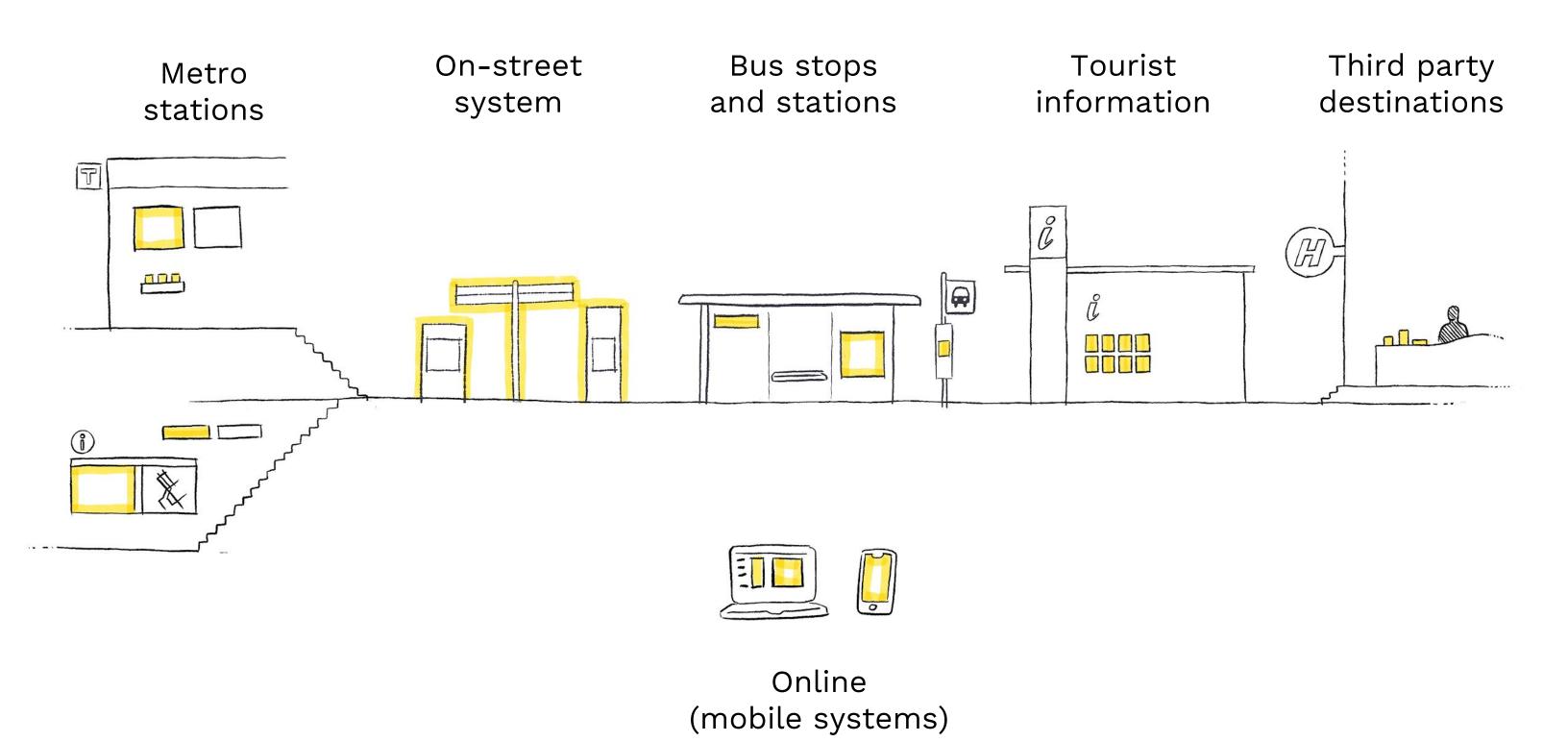
Community

Accessibility integration

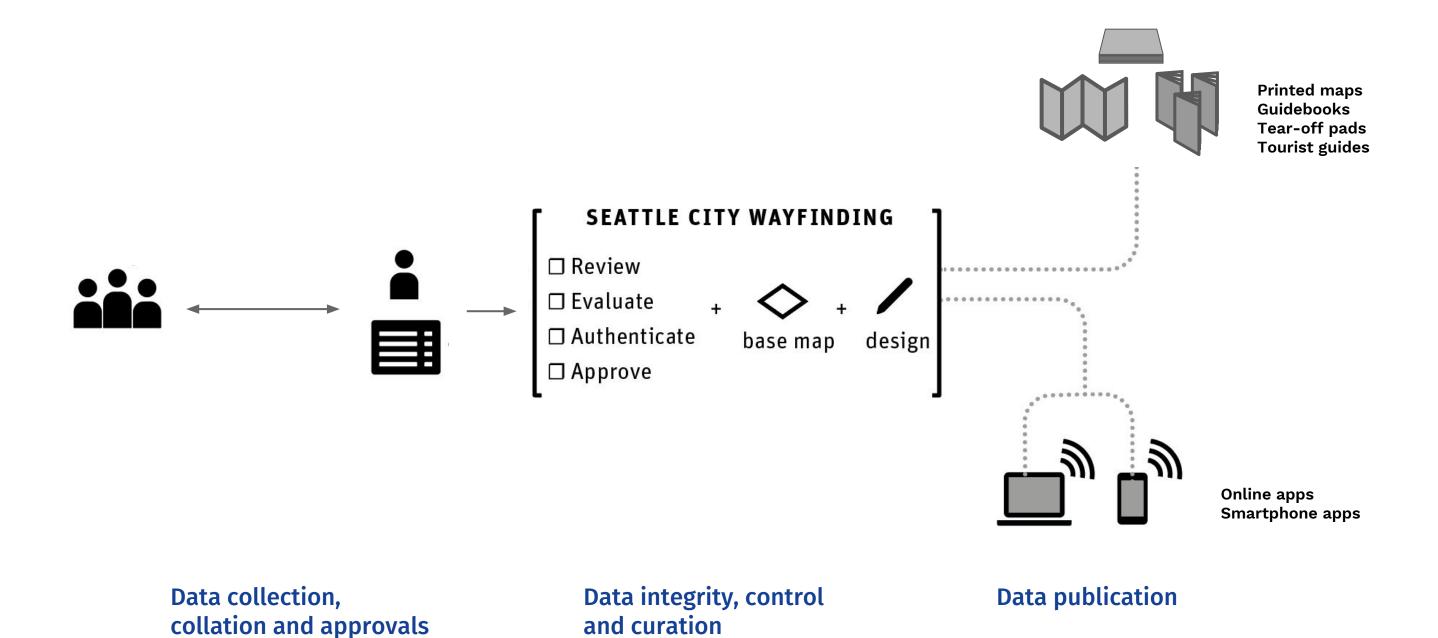
Digital

Third party integration

## Third party integration

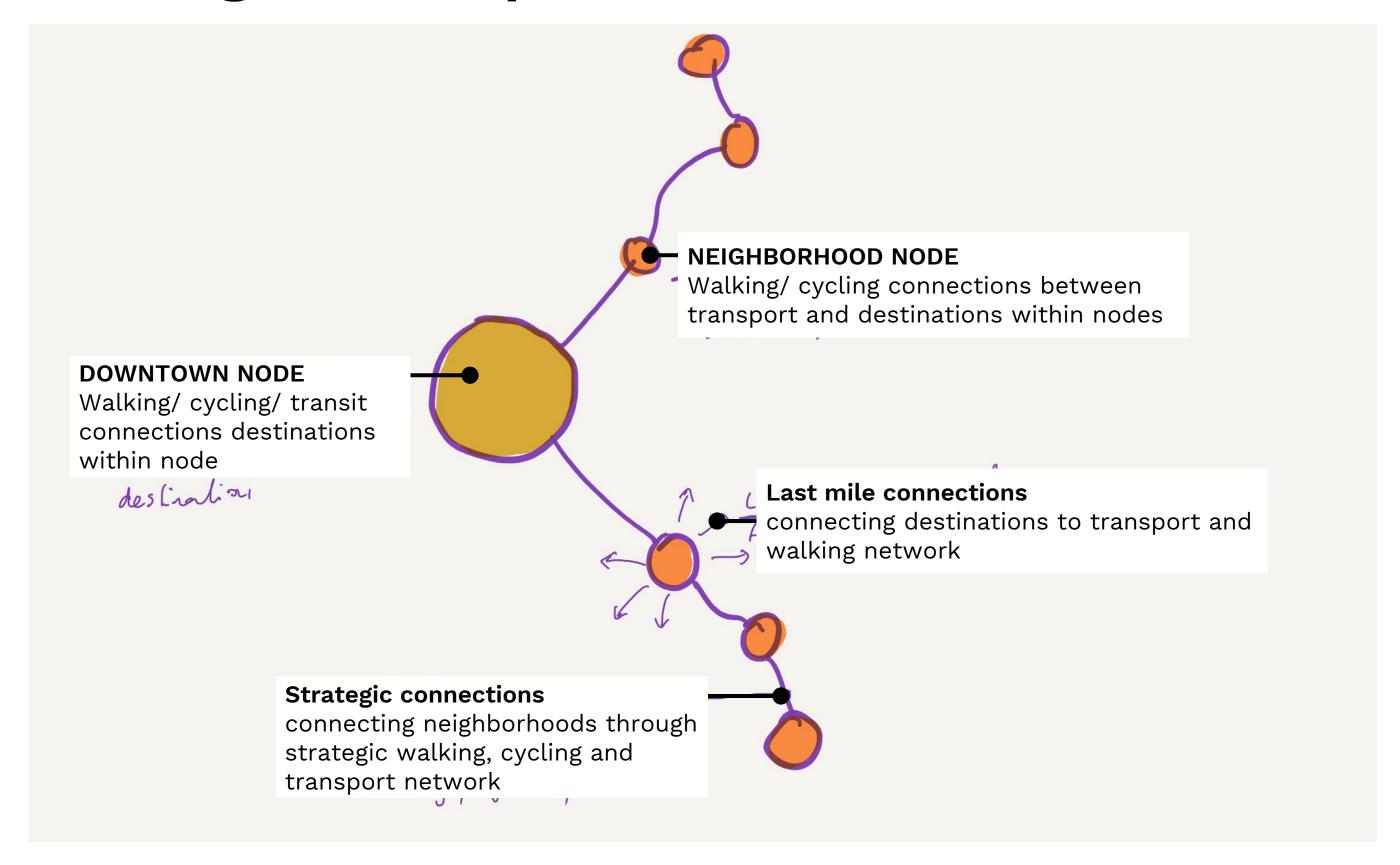


## Third party integration

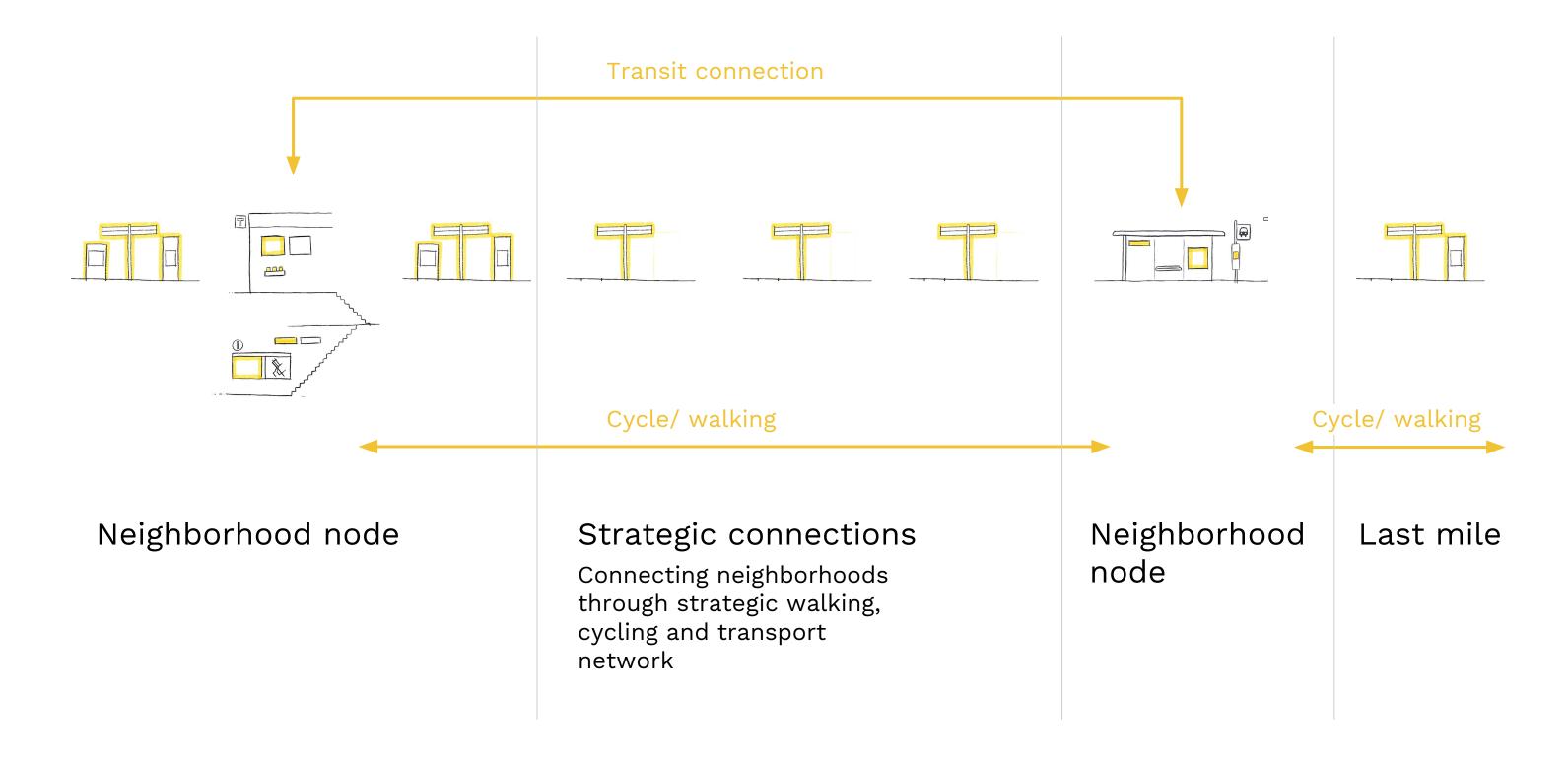


# Information concepts

### Strategic concept



### Strategic concept



## User scenarios

### User scenario A



#### Miguel

- An individual who speaks Spanish
- In Seattle to visit friends, see the city and eat food
- They have low vision and suffer with disorientation
- Exploring the city on foot
- Education is medium

#### **Additional:**

- Male
- Staying with friends in Capitol Hill
- He's been told about the great seafood and variety of cuisine at Pike Place Market and would like to visit the market, he'd like to explore some of Seattle on his walk there
- He goes via Freeway Park and the Waterfront

#### **Questions:**

- What does 'low vision' mean
- How accessible are Seattle destinations to those with low vision
- What sights could he visit?
- Does he speak any English
- How does he find out about Freeway Park/Waterfront

### User scenario B



Family gathering with some family members visiting from Germany. Mixed group with varied interests.

- A group (15+) of German speaker
- They are going shopping and have a specific destination in mind
- Some members of the group have reduced mobility and fatigue
- They have some knowledge of Seattle and low education
- They are taking a multi-modal journey

#### **Additional:**

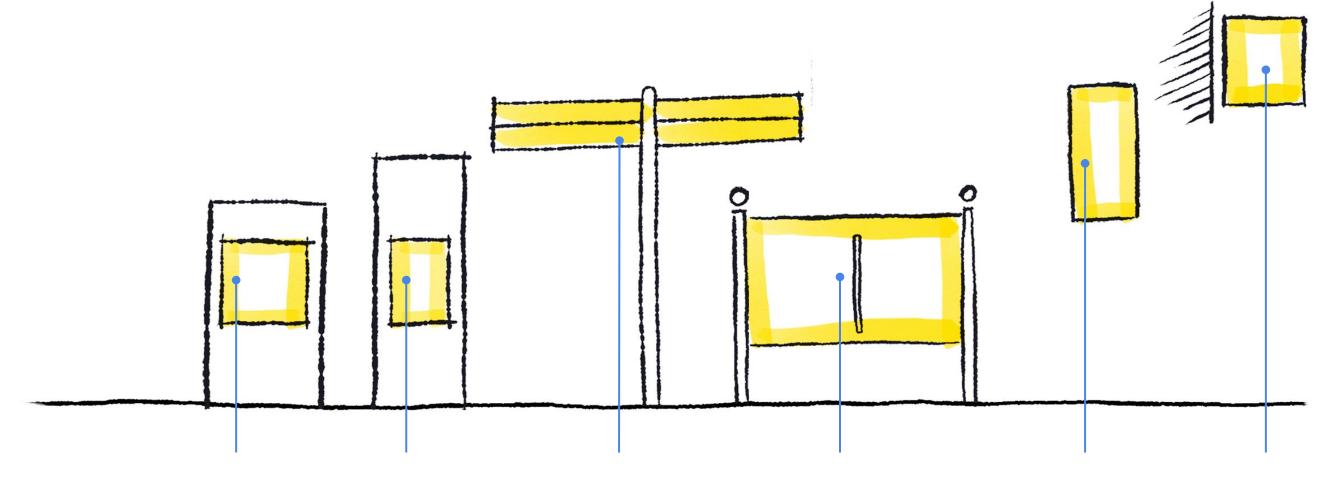
They are staying in an AirBnB near Green Lake
They've rented the whole house so family members can
come and go as they please. The house is equipped for
children with a big garden and is close to Green Lake and
the Zoo.

They want to do some shopping but it's raining so they look for somewhere indoors that will have enough shops to suit everyone. The Westlake Center is suggested Travel by (link), /bike

How do they plan their route?

Do they speak/understand English?

# Development of sign family



Sign type	Welcome	Area	Fingerpost	Interpretive	Route description	Route marker
Function	Provides a welcome to the area, describes what there is to do and how to move around	Provides information to navigate local area and find places	Provides information to navigate local area and find places	Provides local area knowledge about a place	Provides details about the onward route, to help people understand if it is appropriate	Marks entrance to hidden routes
Location	Major transport hubs, major nodes in key neighborhoods	Decision points in busy environments with high density of destinations, routes or journey choices.	Decision points in environments with low density of destinations, limited routes or journey choices; as a last mile homing beacon; as route confirmation	Key nodes in areas in which community, historical, cultural, commercial, or social stories can be articulated and enrich people's understanding of places.	Decision points where route passes through areas outside of city control, such as buildings or transport stations	Entrance to hidden routes such as through areas outside of city control, such as buildings or transport stations
Content	Neighborhood map, local walking map, strategic journey options	Local walking maps, local journey options	Directional content to specific destinations or to an adjacent neighborhood via a support route	Images, maps, stories (editorial copy) describing community, historical, cultural, commercial, or social stories.	Opening hours, degree of difficulty, length of route, ownership or management of route, contact details	Walking person/ wayfinding system identity marker

### **Progress update**

- Engagement
  - Communications Plan complete
  - Focus groups complete
- Strategy
  - Stakeholder discovery meetings complete
  - Accessibility stakeholder interviews ongoing
  - Research complete
  - Governance strategy drafted
  - User scenarios underway
  - System development (sign typology) underway
  - Digital strategy in progress
- Design
  - Concept design exploration begun
- Pilot areas identified and audited

### **Next steps**

- Deliver draft Wayfinding Strategy December
- Concept Design in January
- Next working groups in January

## Thank you!

**Questions/Discussion**