

Annex 4 – Sustainable urban planning: Four methods of carrying out risk analysis

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Summary

1. Introduction
2. Offence-pictograms
3. TinTin cartoons
4. Kids & Space
5. Visibility calculator
6. Virtual Reality

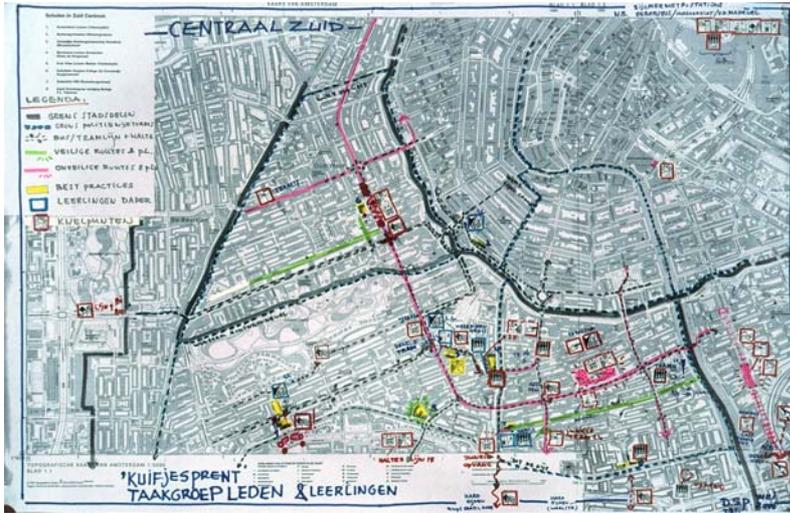
Introduction to Tobias Woldendorp

- Senior CPTED consultant (1956) EDOCA member
- Started as a designer public space (10 years)
- Working at DSP-groep 10 years on safety in the built environment
- From urban project brief, programme of requirements to builders specification

Sidelines

- Teaching at Academy of Architecture, Arnhem & Polytechnic Amsterdam
- Steering committee of Art in Public Space
- Board of Architecture Wijdemereren

Offence-pictograms for Safe School and its surroundings



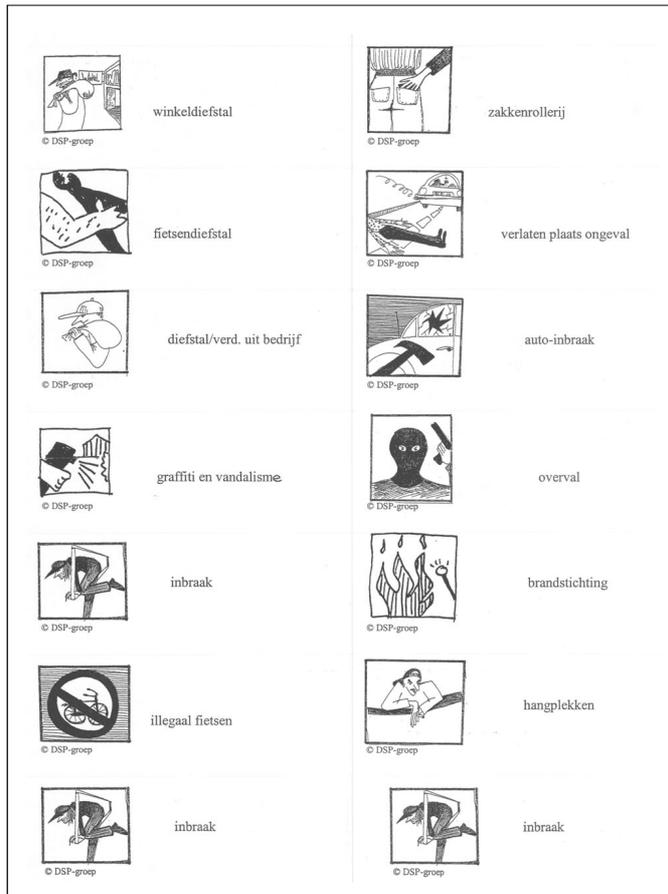
- To get school children involved in taking seriously problems in and around school serious cartoons have been developed.
- By letting them 'sticker' these so called deliograms, they easily communicate what their fears are in public space
- Mappings show the wider context of the school and its routes

Designing the (fear of) crime cartoons



- Both the most common objective and subjective offences have been cartoons
- Examples are gatherings of people, armed robbery, theft of bicycles, sexual harassment etc

Evolution of cartoons

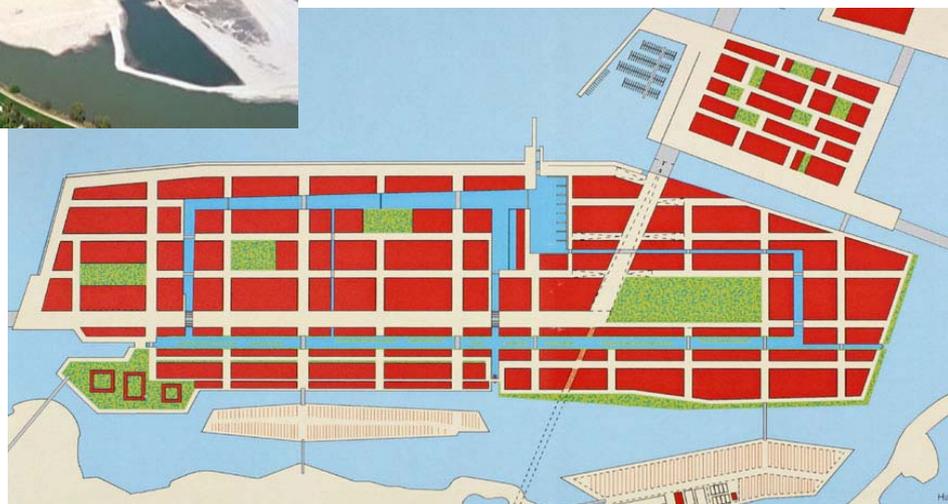


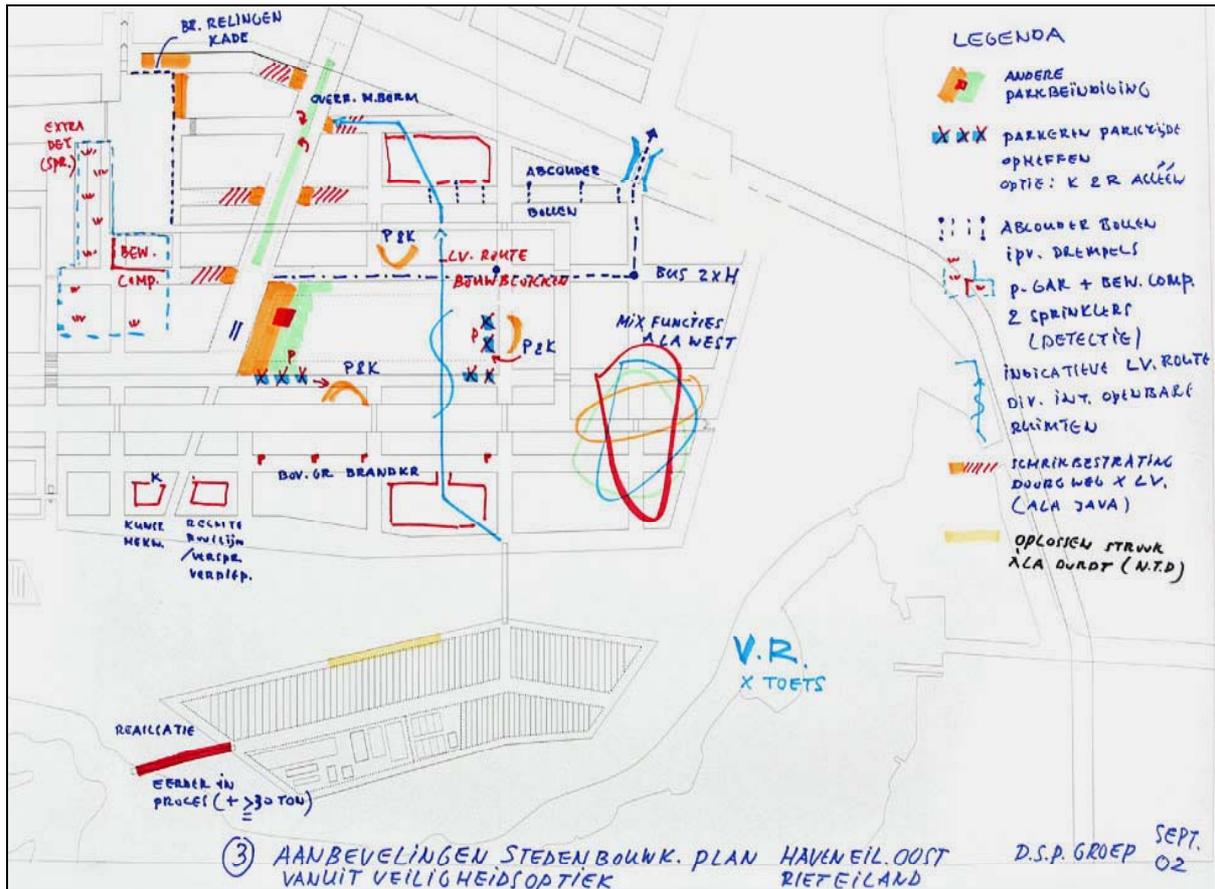
- Whilst working with the cartoons with children the cartoons were modified
- Everyone (internally and externally) working with the cartoons developed their own favourite type

Case study: IJburg, Haveneiland Oost Amsterdam



The tool used here is the Safety Effects Report, which is based on the European Standard for the *Reduction of crime and fear of crime by urban planning and building design*: ENV 14383-2





- On another map we picture the recommendations for the proposed area. For example, a mixture of different housing types, creating a bicycle route through the island to improve public security, and some solutions for the tram stop located between a park and a school.
- The result of this project will be that the client has:
 - More insight to the risks
 - More stakeholders are involved at an early stage
 - More practical recommendations as to how to adjust the designs.

Kids & Space

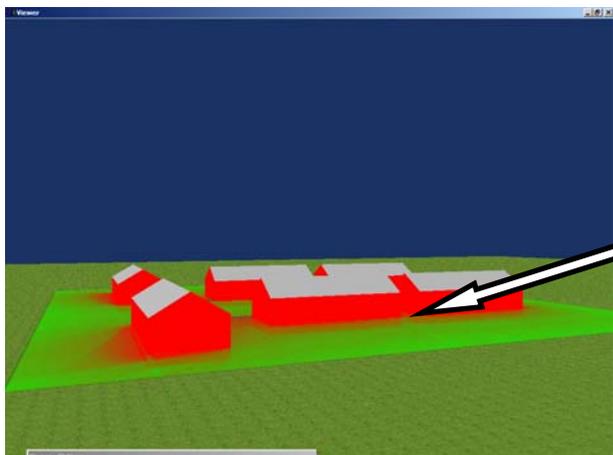
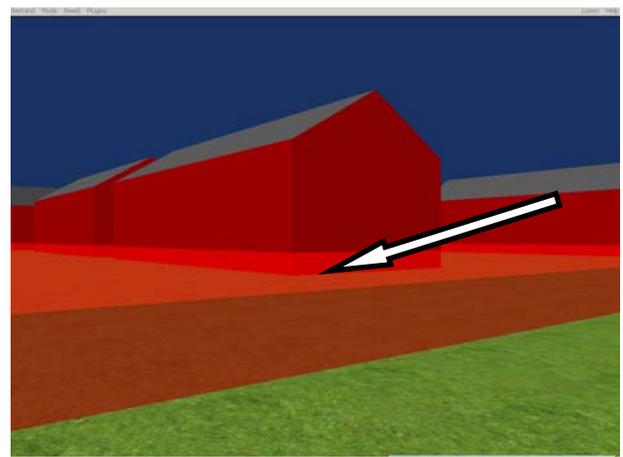
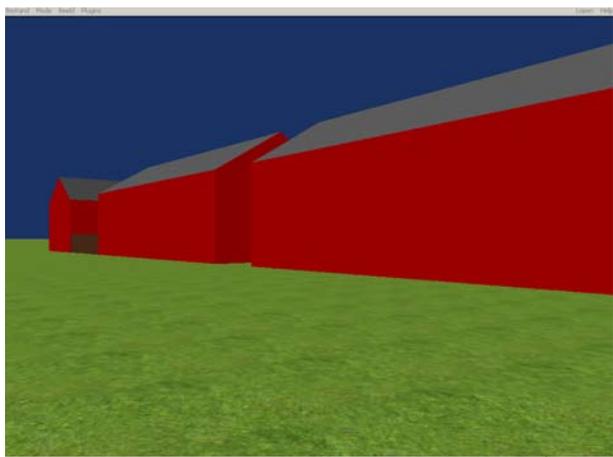
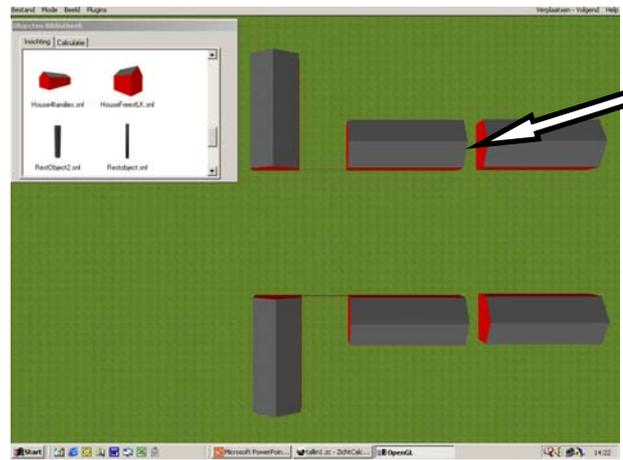
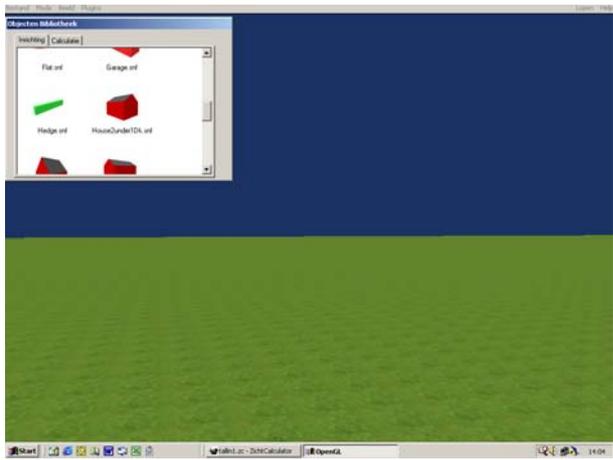


- Making a programme for public space with (problem) kids
- Appealing to their sense of architecture
- Parallel with Urban plan for a new neighbourhood
- Making models and choosing their objects for public space (game)

Visibility calculator

Calculation

- Measuring objects between nodes in the grid
- Eye-height varies
- Shadows arrowed (red) are potential problematic zones



Virtual reality

Almere: City center



Almere: CPTED as part of the process

Apeldoorn: Station Square



Apeldoorn: communication with the architect (input) and the public (output)

- In the city of Apeldoorn CPTED advisers have been consulting architects and landscape architects by sitting with them whilst going through a Virtual Reality programme
- Later in the process the VR film was used in communication with the local communities

