

DESIGN BASICS FOR THE COMMUNITY AND COMMITTEE:

1. EDUCATE THE PUBLIC

- Self/Others
- Fun/Creative
- Relevant Tools and Resources
- Engage the Next Generation

2. FORMULATE PLANS

- Self/Action Plan
- Community Engagement
- Recommendations
- Long-Term Planning

3. EXECUTE PROJECTS

- Think Small/Quick Wins
- Build Confidence for Larger Projects
- Creative Incentives

4. CREATE PLACES

- Best Practices: Flexible, Comfortable, Programmed Activities
- Creative Placemaking: Lighter, Quicker, Cheaper ("LQC")

BEST PRACTICES: TOP 10 DESIGN PRINCIPLES

- Good design is good for business
- Appreciate and preserve historic buildings and materials
- Be true to the style and time of the building
- Do not re-create something that never was
- Good design can exist in any era or architectural style
- Downtown developed over time, respect variety and strive for compatibility, not conformity
- New buildings should be compatible with existing buildings
- Quality matters
- Good design is economically feasible
- Downtown buildings should create quality spaces

...creative services for community building