



# Co-design workshop 3

**Ponsonby Road**  
Innovating Streets for People



# Housekeeping



# Agenda Today



- 1 Welcome, objectives & process**
- 2 Other activity on Ponsonby Rd**
- 3 Recap Workshop 2**
- 4 Design activity – round 1**
- 5 Working lunch & share back**
- 6 Design activity – round 2**
- 7 Share back**
- 8 Summary + next steps**

# Recap: Project objectives

- Trial temporary changes to the street environment to improve Ponsonby Road's:
  - safety
  - vibrancy / livability
  - access options
- These trials will inform future decisions about more permanent changes to Ponsonby Road.



## Recap: Why are we here?

- Interpret views of the community
- To develop design options over 3 workshops
- Better outcomes from working together

**Plus:**  
**Be advocates for  
your concepts!!**



# Recap: Our ways of working

- Everyone has the right to feel safe at our workshops.
- We will treat each other respectfully.
- Only one person speaks at a time.
- We have 2-way conversations - both listening and speaking.
- We will keep it brief, so that everybody has a chance to be heard
- Anyone may call out "ELMO" to indicate: "Enough - Let's Move On" to stay on topic.
- We will document our workshops together.
- All will have an opportunity to review and amend this record.
- When discussing our workshops together, we will not attribute comments to specific individuals, unless they have given their permission (Chatham House Rule).
- We will not record individuals at the workshops without their permission.

# Recap: 3 Workshops

- **Workshop 1 (Done):**  
Form the group, and understand the different issues, needs, and opportunities to make Ponsonby Road more people friendly
- **Workshop 2 (Done):**  
Identify specific locations and corresponding opportunities that may benefit from testing temporary interventions
- **Workshop 3 (Today):**  
Develop specific concepts and design options to address the opportunities identified in Workshop 2

# Recap: Process





# Other Activity

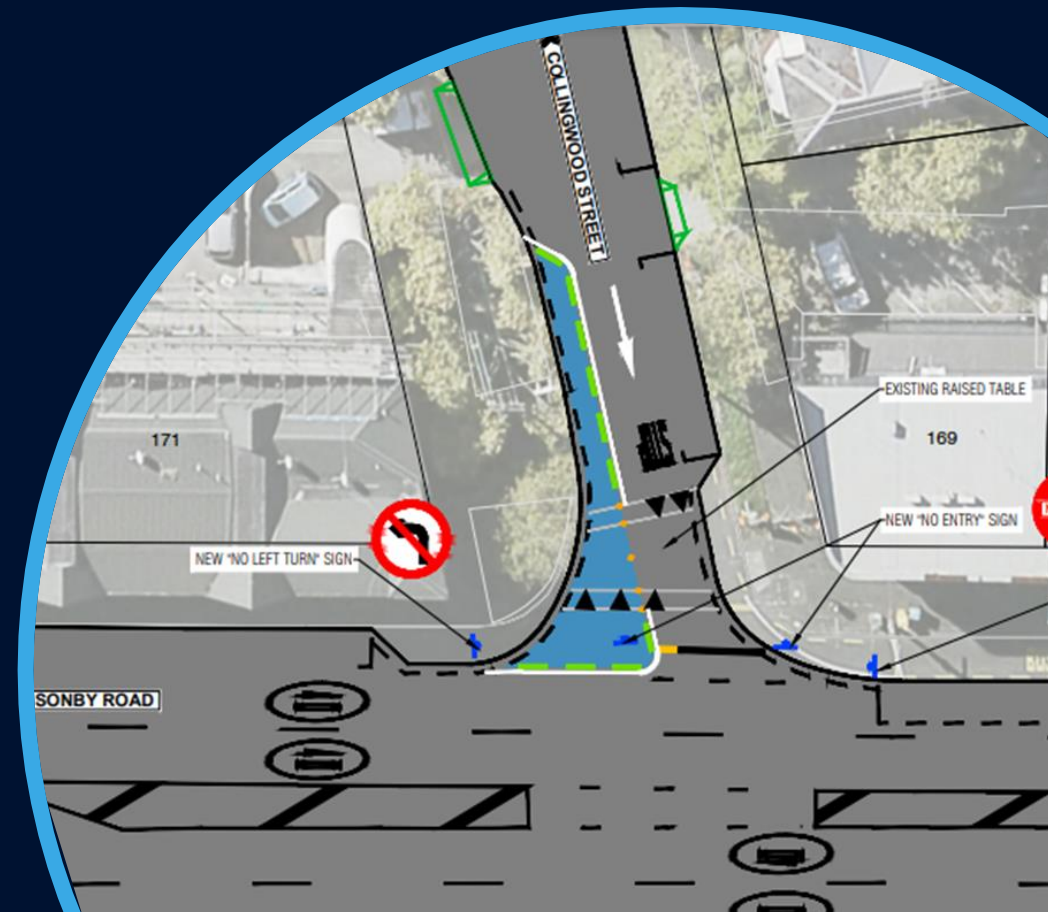
## On Ponsonby Road

**Ponsonby Road**  
Innovating Streets for People

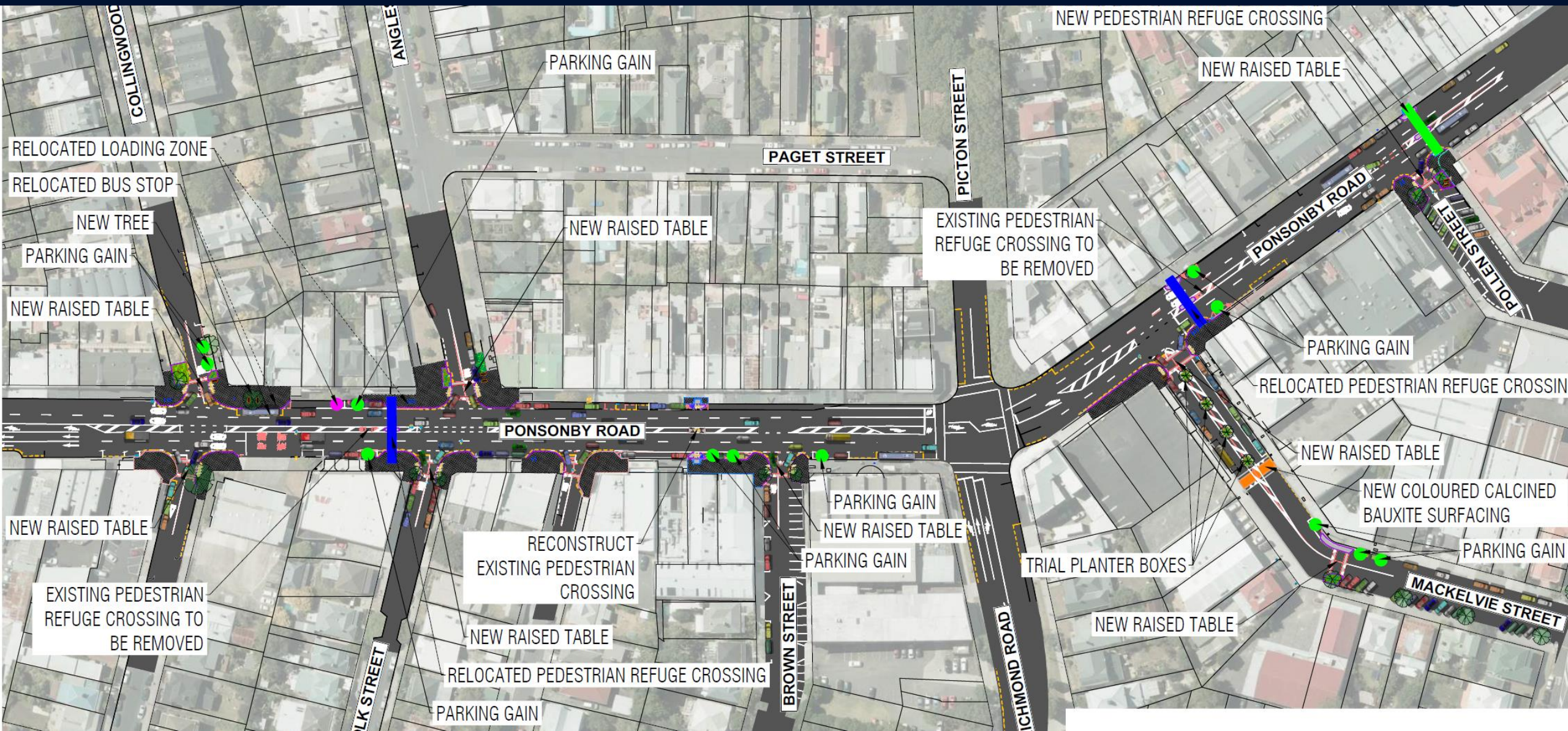


# Other Activity on Ponsonby Road

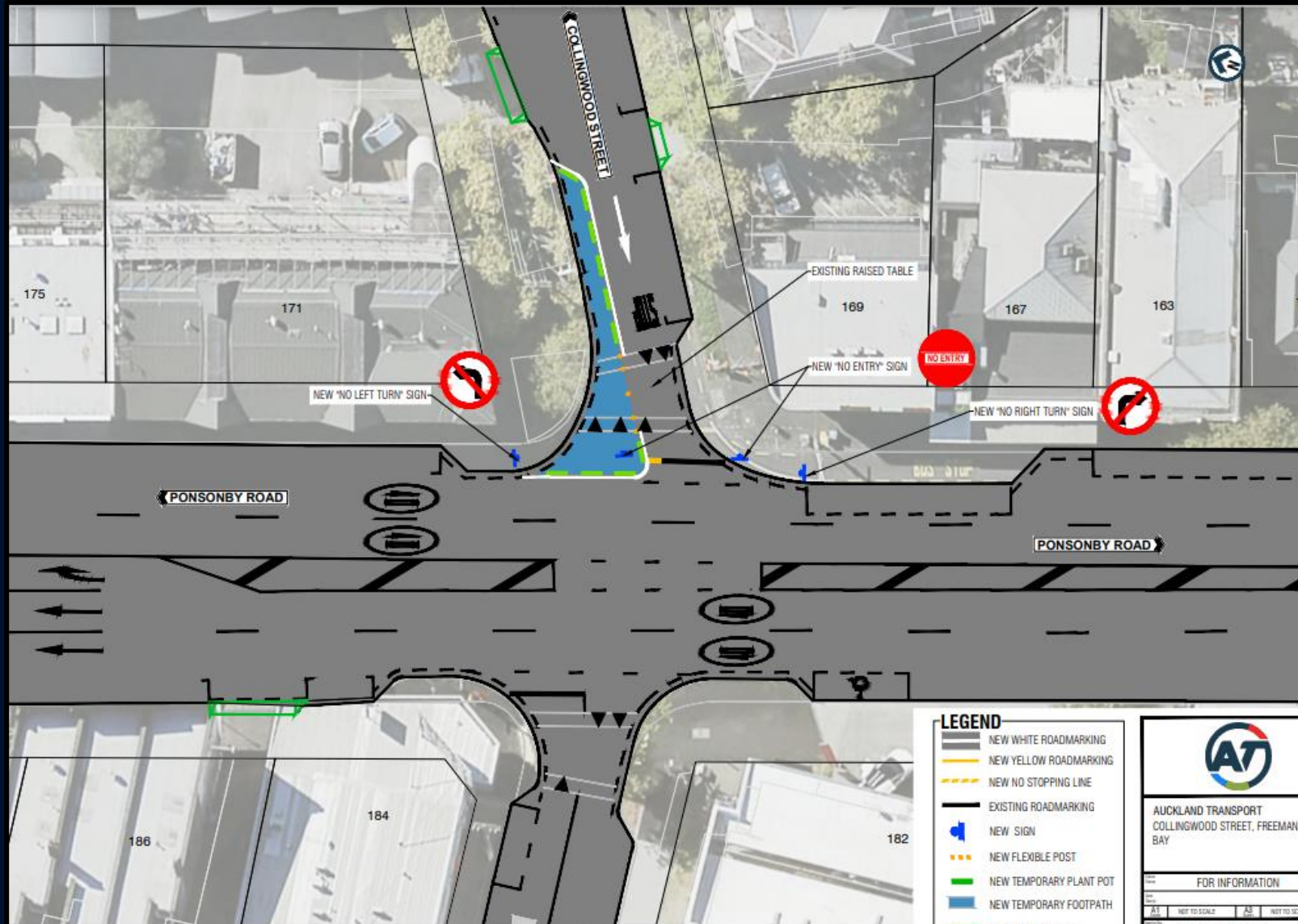
- Previous pedestrian improvements
- Collingwood tactical trials
- 3 Lamps zebra crossings
- Works on Ponsonby Road



# Previous pedestrian improvements

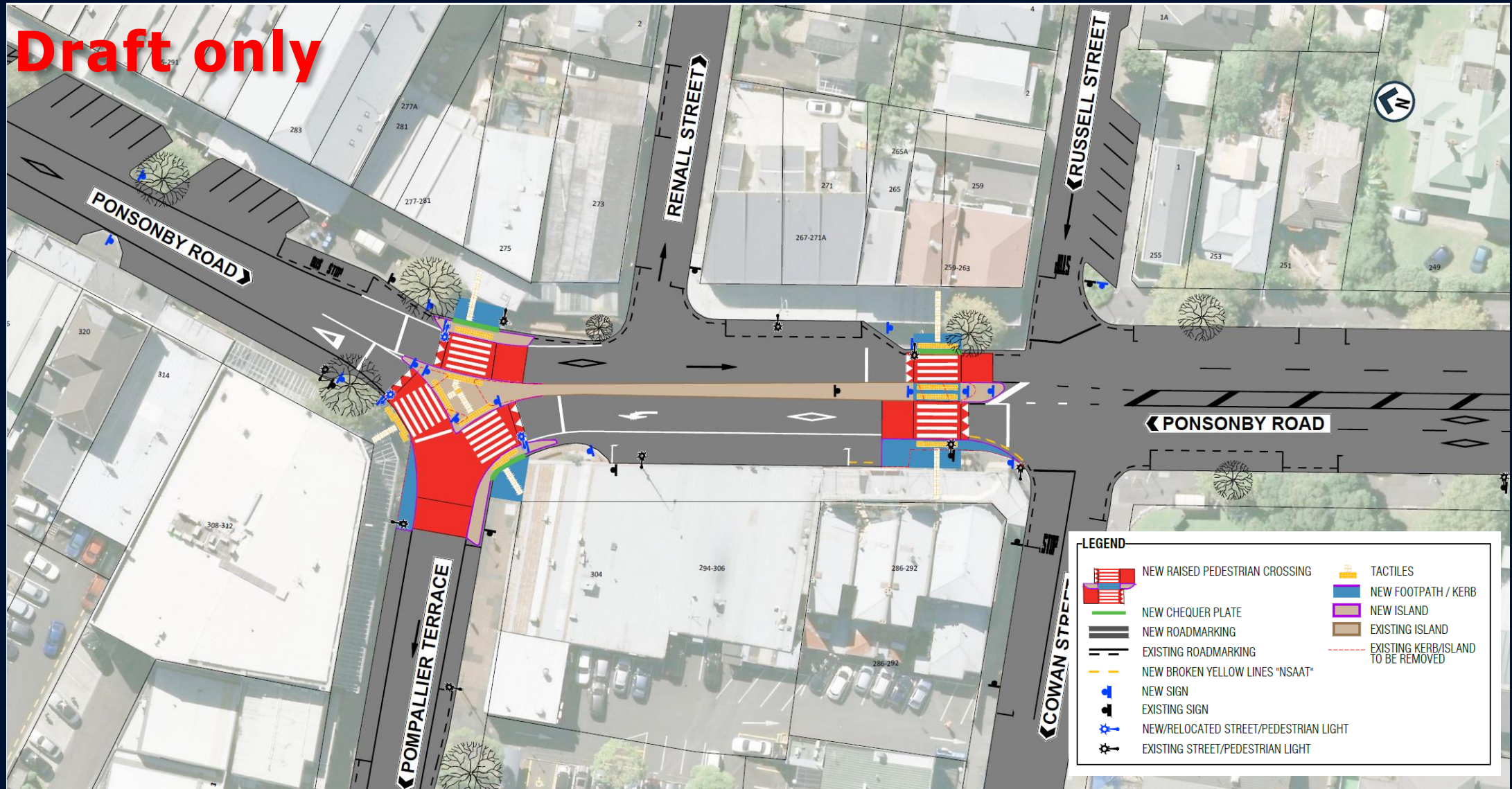


# Collingwood Tactical Trials

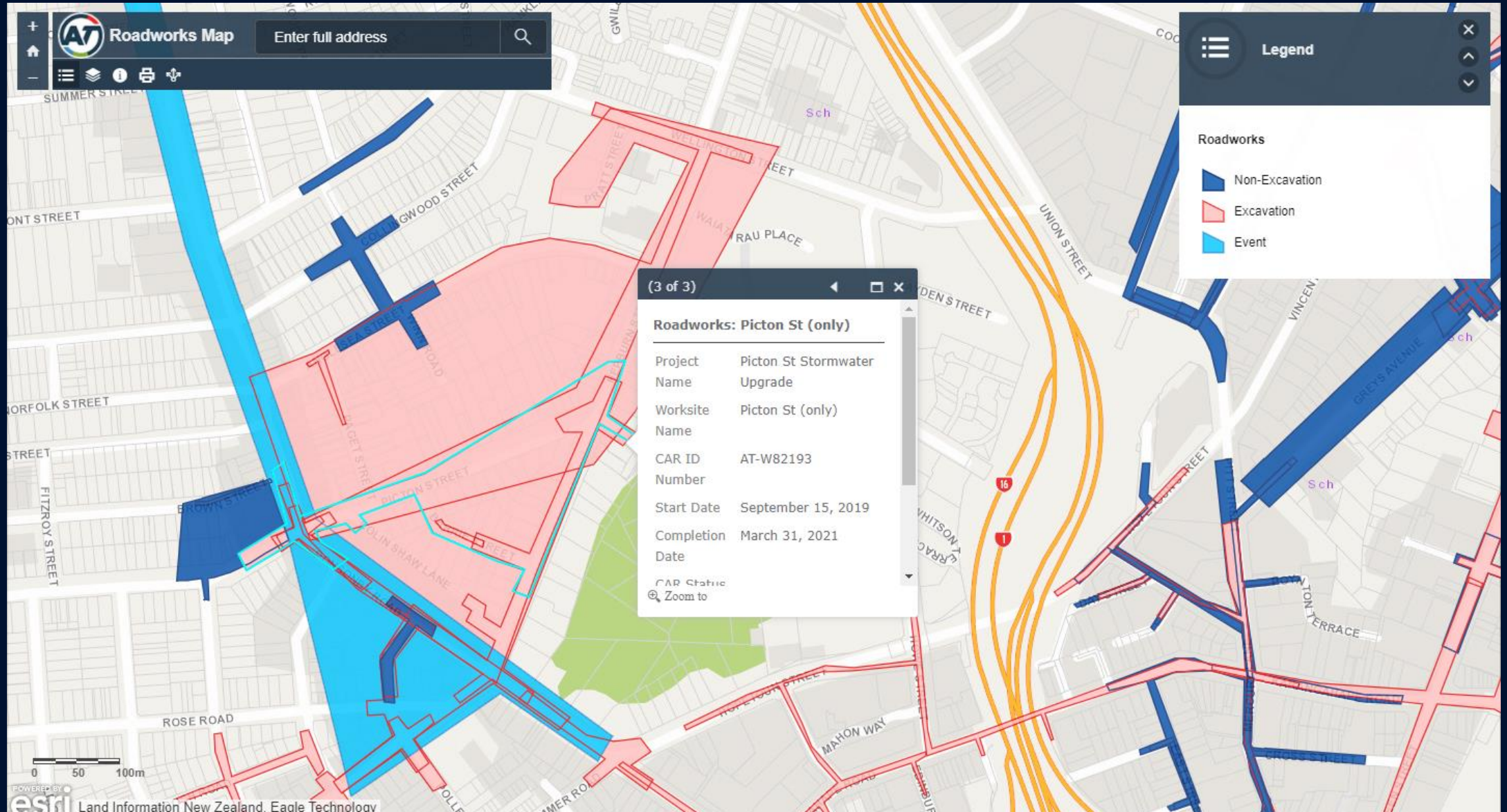


# 3 Lamps Zebra Crossings

Draft only



# Other Works on Ponsonby Road



# Workshop Recap

**Picking up where we left off**

**Ponsonby Road**  
Innovating Streets for People



# Recap: Workshop 1

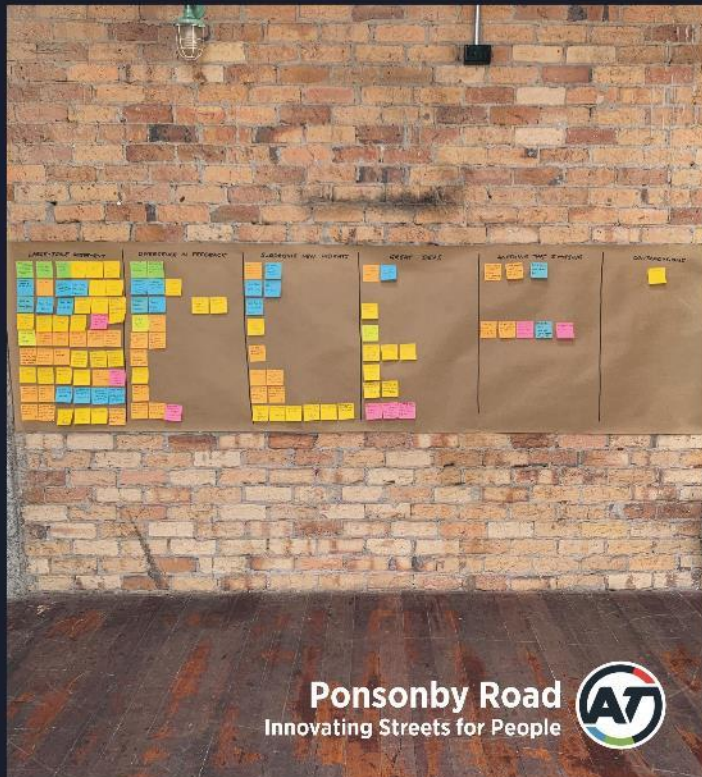
- Introduced project objectives
- Formed the group dynamic
- Reading through public feedback
- Identify themes
- Look for agreement / divergence





# Recap: Workshop 1

## Workshop One Findings



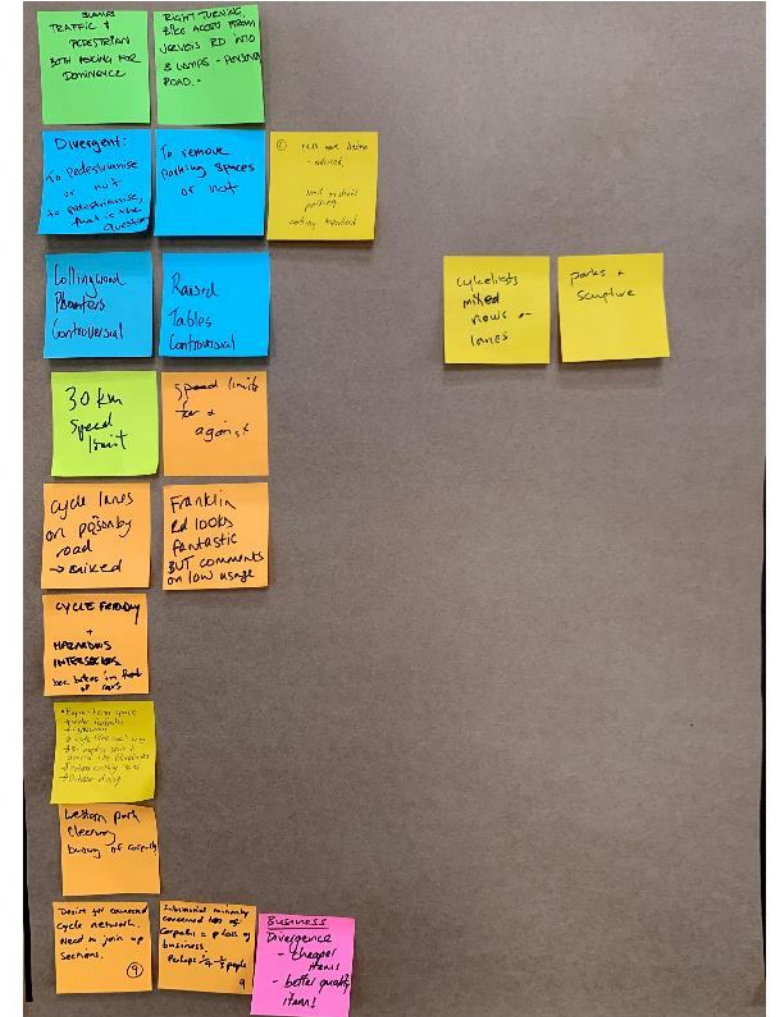
Ponsonby Road  
Innovating Streets for People



### LARGE-SCALE AGREEMENT



### DIVERGENCE IN FEEDBACK



## Recap: Workshop 2

- Introduced idea of personas
- Inspiration from tactical urbanism examples
- ~50 Opportunity Statements developed
- Potential locations identified
- Locations prioritised



# Recap: Workshop 2

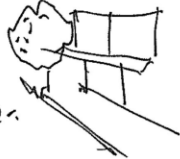
Issue / Opportunity: *MORE GREEN. BETTER GREEN.* First Name:

**Whose experience is affected by this?**  
 Describe the personas in terms of their life circumstances and how they use Ponsonby Road – e.g. “a parent on their way to drop off their two kids at different schools before going shopping”

*1 Everyone - character of 'leafy' of Ponsonby not seen along rd edge.  
 Lack of shade.  
 Lack of visibility with current planters. Recently planted trees not surviving.*

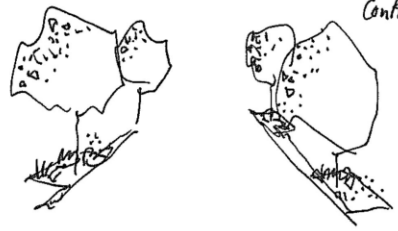
**What is their current experience?**  
 Describe and/or sketch the current experience for such a person on Ponsonby road.

*A few good trees, but very sparse.  
 Not many natives.  
 Heat island effect issues.  
 No low planting.  
 No 'green' character.*



**What should their experience ideally look like instead?**  
 Describe and/or sketch the ideal experience for such a person on Ponsonby road.

*Investment in green canopy.  
 Good quality trees, and character ground planting.  
 Could be planters, ie raised.*



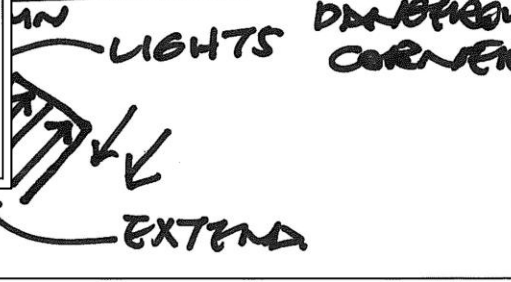
16 First Name:

way to drop off their two kids at different schools before going

*PLANT.*

**What should their experience ideally look like instead?**  
 Describe and/or sketch the ideal experience for such a person on Ponsonby road.

*TREES ON INNER SIDE  
 LIGHTS DIMENSION CORNER  
 EXTEND*

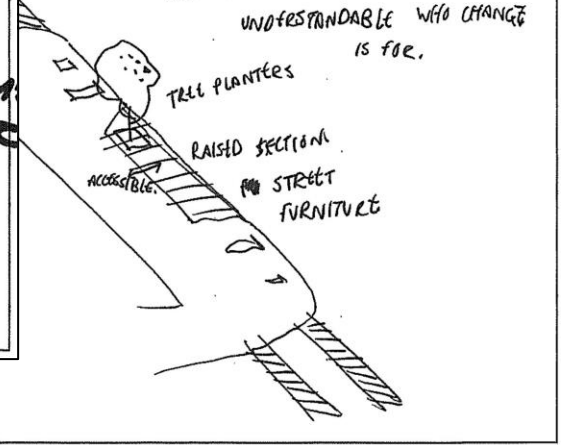


First Name:

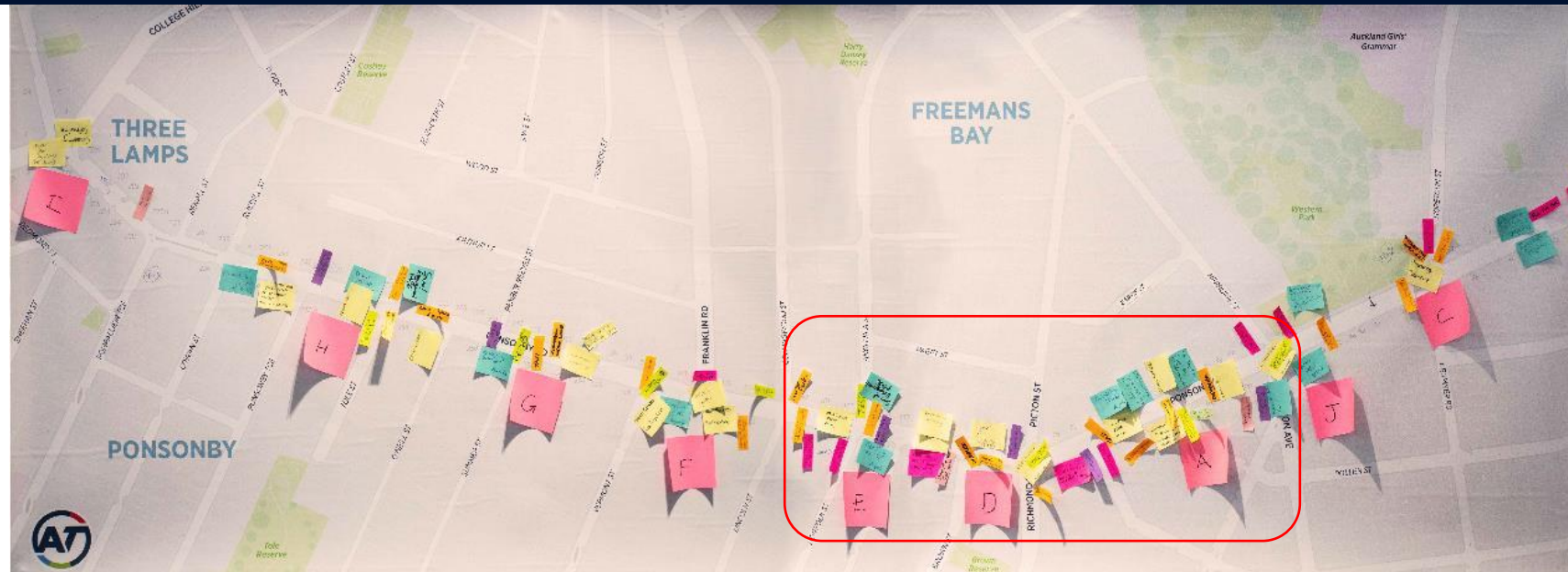
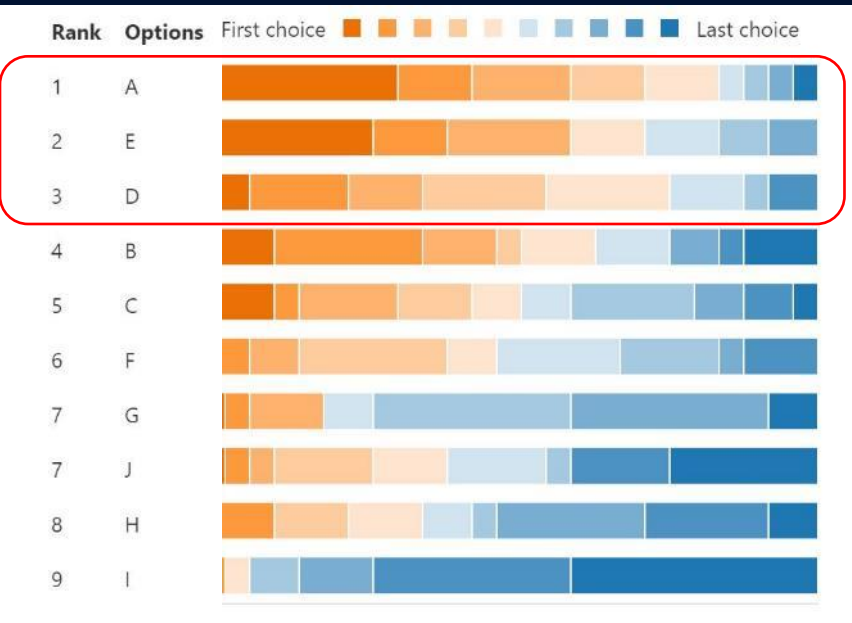
their way to drop off their two kids at different schools before going

**What should their experience ideally look like instead?**  
 Describe and/or sketch the ideal experience for such a person on Ponsonby road.

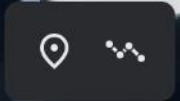
*IMPORTANT TO BE LEGIBLE CHANGE.  
 UNUNDERSTANDABLE WHO CHANGE IS FOR.  
 TREE PLANTERS  
 RAISED SECTION  
 STREET FURNITURE  
 ACCESSIBLE*

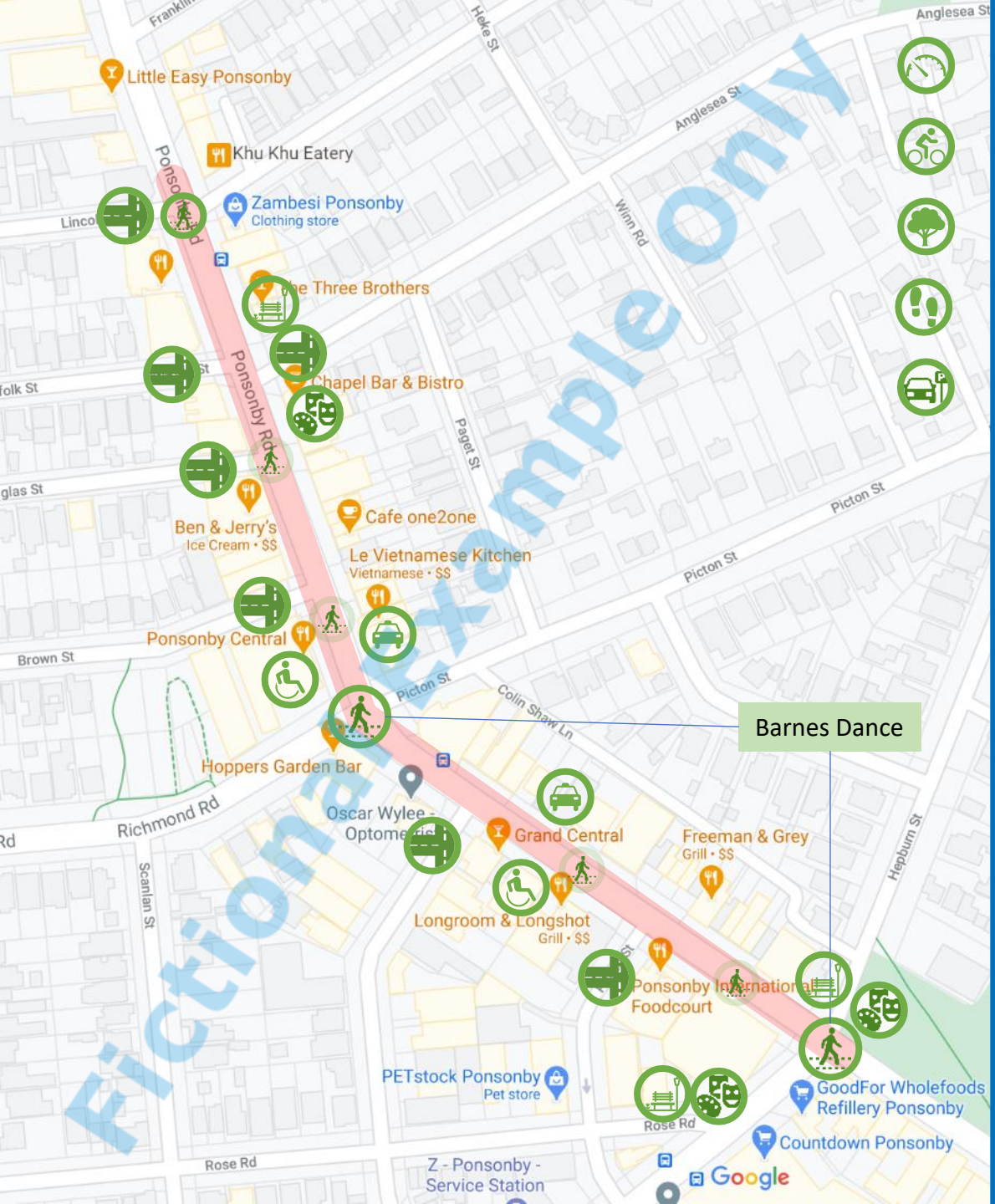


# Recap: Workshop 2









# Themes



## Crossings

- Strong call for Barnes Dance at signalized intersections
- More, and safer crossings
- Clearer signaling



## Lower speeds

- Discourage thoroughfare
- Consider 2-speed system (slower lane near kerb)
- General safety



## Cycling safety

- Conflict with other modes – pedestrian, cars, PT
- Includes concerns around micromobility on footpath
- Calls for a shared, slower outside lane



## Side streets

- Preventing rat-running
- Clarity around right of way: ped/car
- Prevent right turns / create one-way systems



## Loading/unloading

- Significant concerns at Taxi / Uber / Uber Eats behaviour
- Demark clear loading / taxi zones at different times
- Prevent unsafe u-turns



## Accessibility

- Footpath not suitable for impaired
- More mobility parking opportunities
- Opportunities to rest while walking with impairment



## Parking

- Reallocation of parking to parklets, dining, footpath.
- Other parking locations & wayfinding
- Other parking models



## Footpaths

- Uneven pavement - obstacles
- Constrained space- dining, furniture, etc.
- Conflict with scooters (parked & moving) and cyclists



## Places to linger

- Places to sit down comfortably – ideally in shade
- Opportunity for play
- Other amenities – drinking, community fridge, etc



## Greening

- Provision of shade & visual appeal
- Green corridor
- Opportunity for dog toileting



## Character

- Opportunity for local storytelling & identity
- Highlight & celebrate view-shafts
- Liven up areas and bridge “dead zones”

# Subject Matter Expert Feedback

## **Feedback on individual opportunity statements:**

1. What are known tactical treatments / proven options we should consider?
2. What are potential risks / issues / things to avoid?

Where a solution is already suggested/specified in the opportunity statement, respond to design intent of suggested solution.

These have been grouped into themes.







# Crossings

| Workshop feedback  | Known treatments / proven options to consider?  | Potential risks / issues / things to avoid?  |
|--|---|--|
| Strong call for Barnes Dance at signalized intersections | Reconfigure signal timings to allow pedestrians to cross on all arms of the intersection and diagonally   | This will have an effect on traffic throughput capacity and may well cause congestion which will in turn affect bus reliability. Something worth trialling though.   |
| Request for more and safer crossings                     | <ul style="list-style-type: none"><li>• 30 kph speed limit with traffic calming measures such as temporary speed tables/courtesy crossings (slower speeds will make crossing safer)</li><li>• Incorporate temporary pedestrian refuges within flush median</li><li>• Consider zebras only where crossing is of maximum of 2 lanes</li></ul> | <ul style="list-style-type: none"><li>• Need for enforcement and physical calming measures as a reduction of the posted speed will not necessarily be effective in reducing the speeds.</li><li>• Sufficient width to accommodate prams, bicycles, wheelchairs</li><li>• Include non-mountable kerbs to protect people waiting</li></ul> |
| Clearer signaling  |   |  |

# Design Activity













**Time to get creative!**

**Ponsonby Road**  
Innovating Streets for People



# Design Activity

- Groups form around 12 themes
- 2 Rounds @6 themes ea. (1h & 45min respectively)
- Supported by Designers and Subject Matter Experts
- Check-List to guide process
- **Sketching, building, etc.**
- Template for details of your designs
- Share back after each round
- Video booth – share your passion!

-  Crossings
-  Cycling safety
-  Side streets
-  Accessibility
-  Lower speeds
-  Places to linger
  
-  Footpaths
-  Character
-  Greening
-  Loading/unloading
-  Parking
-  "Bonus"

# Design Activity 1

**Suggested breakdown:  
(1h)**



~5 min

## Read Subject Matter Expert (SME) feedback

Our SMEs have suggested potential solutions that could address the opportunities you identified during Workshop 2, as well as highlighting potential risks and limitations to watch out for. You are not limited to the solutions suggested, but they may serve as useful inspiration



~15 min

## Brainstorm!

Discuss different ways of addressing the opportunity statements under your theme, making sure everyone has a chance to be heard. Note them down on post-its to help with the next activity. If your ideas affect other themes, share your ideas with those groups.



~10 min

## Prioritise

Decide which ideas (or combination of ideas) you will take further as a group. Focus on no more than 3, but keep the long-list of ideas for future reference. If there are ideas that are mutually exclusive, do your best to pick just one or the other.



~15 min

## Sketch / Prototype

Use paper, digital tools, Lego, or other materials to illustrate your concept(s). If you are not feeling creative, but feel that others in the group have it covered, you can start on the next step.



~15 min

## Document

Use the templates provided to record key information about your concept. Use a separate template for each concept. You can split up to complete pages 3-6.



# Concept Templates

1. Concept Name

2. Location

3. Design Intent

4. Design Features

5. Measures of Success

6. Persona Check

7. SME Check

8. Public Feedback

**1 Concept Name:**

**2 Where should your concept be located?**

Complete a template for each concept you decide to work on.  
Pages 2-5 can be done by different people in parallel.  
Attach any sketches, drawings, models, etc. separately

p.1

**3 Design intent:**  
What opportunities/issues/unmet needs is the addressing?

**4 Design features:**  
What are some specific aspects, features, functions, etc of your concept that are important to you, and why? (No need to repeat features described on your sketches)

Complete a template for each concept you decide to work on.  
Pages 2-5 can be done by different people in parallel.  
Attach any sketches, drawings, models, etc. separately

p.2

**5 Measures of success:**  
How could we measure whether this concept has had the desired impact?

Consider outcome measures (that measure the impact directly), as well as leading indicators (that give an early, but indirect, indication of impact).

Consider quantitative as well as qualitative measures.

Complete a template for each concept you decide to work on.  
Pages 2-5 can be done by different people in parallel.  
Attach any sketches, drawings, models, etc. separately

p.3

**6 Persona check:**  
Consider how the concept might impact or be perceived by different user personas. What might they like? What might they dislike or worry about?

| Persona                              | Like | Dislike/Worry |
|--------------------------------------|------|---------------|
| Adults with young children           |      |               |
| Hospitality businesses               |      |               |
| Retail businesses                    |      |               |
| Other businesses & employees         |      |               |
| Local residents                      |      |               |
| People who are blind / low vision    |      |               |
| Cyclists and Micromobility           |      |               |
| Car users passing through            |      |               |
| Drivers with Ponsbury as destination |      |               |
| School children                      |      |               |
| Order persons                        |      |               |
| Emergency services                   |      |               |
| Tourists                             |      |               |
| People with hearing impairments      |      |               |
| Taxi / Uber drivers                  |      |               |
| Pushchair user                       |      |               |
| Weekend explorers                    |      |               |
| Wheelchair users                     |      |               |
| Pregnant women                       |      |               |
| Delivery personnel                   |      |               |

Complete a template for each concept you decide to work on.  
Pages 2-5 can be done by different people in parallel.  
Attach any sketches, drawings, models, etc. separately

p.4

**7 Subject Matter Expert (SME) input:**  
List any relevant feedback from our subject matter experts.

SME feedback that supports the concept

SME feedback that indicates potential risks / issues

Complete a template for each concept you decide to work on.  
Pages 2-6 can be done by different people in parallel.  
Attach any sketches, drawings, models, etc. separately

p.5

**8 Public feedback:**  
Review Social / Present comments that potentially relate to your concept.

Public feedback that supports your concept

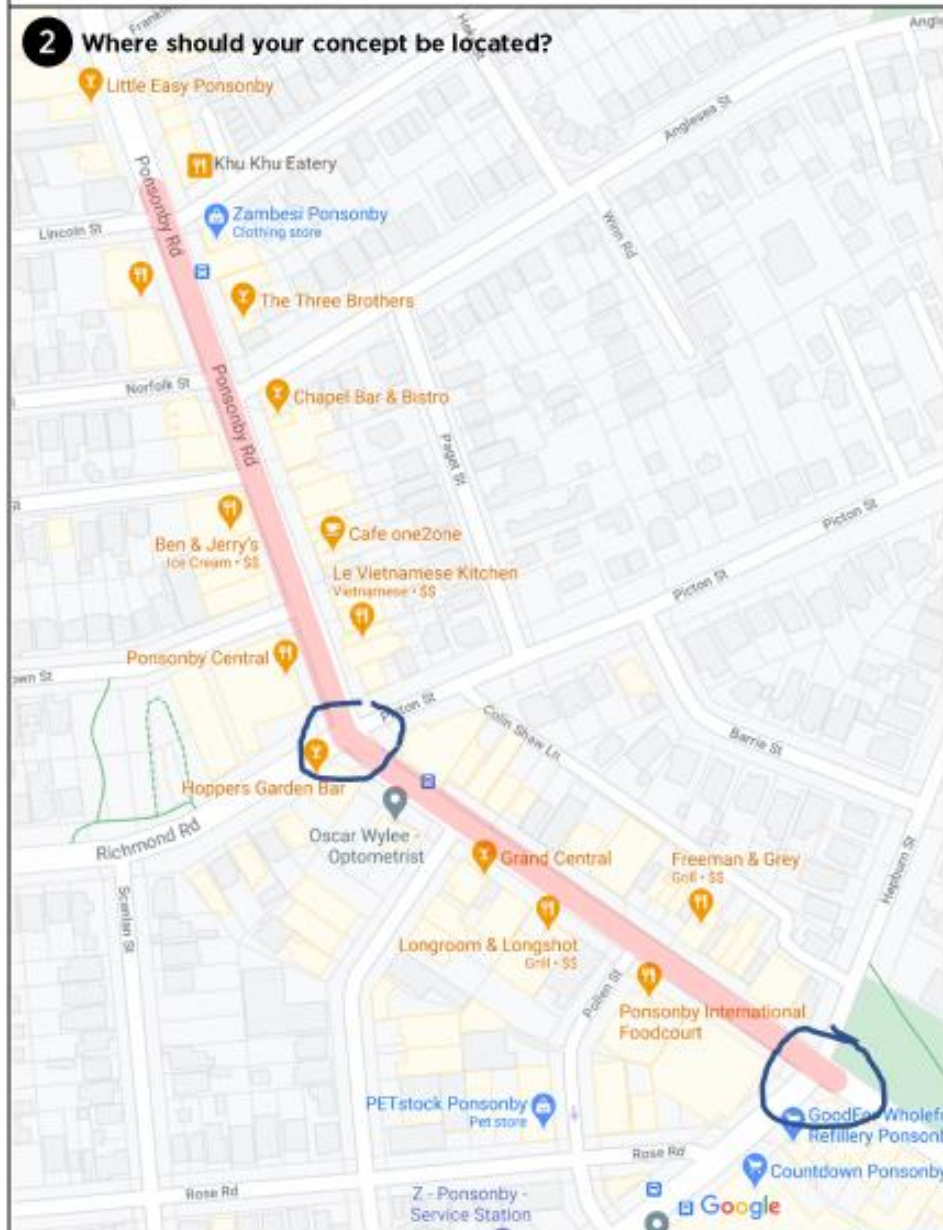
Public feedback that indicates potential risks / issues

Complete a template for each concept you decide to work on.  
Pages 2-6 can be done by different people in parallel.  
Attach any sketches, drawings, models, etc. separately

p.6

**1** Concept Name: *Barnes Dance Crossings*

**2** Where should your concept be located?



Complete a template for each concept you decide to work on.  
Pages 3-6 can be done by different people in parallel  
Attach any sketches, drawings, models, etc. separately

**3** Design intent:

What opportunities/issues/unmet needs is this addressing?

*Long waiting times for pedestrians*

*Unsafe crossing*

*Sense of pedestrian priority*

**4** Design features:

What are some specific aspects, features, functions, etc of your concept that are important to you, and why? (no need to repeat features described on your sketches)

*Clear and fun signage explaining the trial for pedestrians*

*Clear temporary road markings*

*Long enough phasing for mobility impaired to cross diagonally*

*Element of fun – flash mob doing a barn dance to introduce the concept?*

Complete a template for each concept you decide to work on.  
Pages 3-6 can be done by different people in parallel  
Attach any sketches, drawings, models, etc. separately

## 5 Measures of success:

How could we measure whether this concept has had the desired impact?

*Do pedestrians spend less time waiting?*

*Are more pedestrians crossing?*

*Only minor delays for cars*

Consider outcome measures (that measure the impact directly), as well as leading indicators (that give an early, but indirect, indication of impact).

*Fewer people observed crossing illegally*

*Fewer near misses observed*

Consider quantitative as well as qualitative measures.

*Feedback from surveys*

Complete a template for each concept you decide to work on.  
Pages 3-6 can be done by different people in parallel  
Attach any sketches, drawings, models, etc. separately

p.3

## 6 Persona check:

Consider how this concept might impact or be perceived by different user personas.  
What might they like? What might they dislike or worry about?

| Persona                              | Like                             | Dislike/Worry                      |
|--------------------------------------|----------------------------------|------------------------------------|
| Adults with young children           | <i>No more impatient waiting</i> | <i>Enough time to cross?</i>       |
| Hospitality businesses               | <i>Less dangerous for drunks</i> |                                    |
| Retail businesses                    |                                  | <i>Customers by car frustrated</i> |
| Other businesses & employers         |                                  | <i>Takes longer to drive in</i>    |
| Local residents                      | <i>Easier to get about</i>       |                                    |
| People who are blind / low vision    | <i>Always have right phase</i>   | <i>Which crossings are which?</i>  |
| Cyclists and Micromobility           | <i>Can push bike</i>             | <i>Tempted to cycle through</i>    |
| Car users passing through            |                                  | <i>Delays, congestion</i>          |
| Drivers with Ponsonby as destination |                                  | <i>Delays, congestion</i>          |
| School children                      | <i>Safer to get to school</i>    | <i>Tempted to play in street</i>   |
| Older persons                        | <i>Easier to cross</i>           | <i>Enough time to cross?</i>       |
| Emergency services                   |                                  | <i>More risk of hitting peds</i>   |
| Tourists                             | <i>Easier to cross</i>           | <i>Might be confusing?</i>         |
| People with hearing impairments      | <i>More obvious</i>              | <i>Need visual cues</i>            |
| Taxi / Uber drivers                  |                                  | <i>Delays, congestion</i>          |
| Pushchair user                       | <i>Easier to cross</i>           | <i>Enough time to cross?</i>       |
| Weekend explorers                    | <i>Easier to get about</i>       |                                    |
| Wheelchair users                     | <i>Easier to cross</i>           | <i>Enough time to cross?</i>       |
| Pregnant women                       | <i>Easier to cross</i>           | <i>Enough time to cross?</i>       |
| Delivery personnel                   |                                  | <i>Delays, congestion</i>          |

Complete a template for each concept you decide to work on.  
Pages 3-6 can be done by different people in parallel  
Attach any sketches, drawings, models, etc. separately

p.4



## 7 Subject Matter Expert (SME) input:

List any relevant feedback from our subject matter experts.

### ♥ SME feedback that supports the concept

Definitely doable

Shown to be safer

Used widely at other places in Auckland

Signage, signals, markings available

### ⚠ SME feedback that indicates potential risks / issues

Can initially confuse drivers

Requires re-calculation of all other lights phases

Complete a template for each concept you decide to work on.  
Pages 3-6 can be done by different people in parallel  
Attach any sketches, drawings, models, etc. separately

p.5

## 8 Public feedback:

Review Social Pinpoint comments that potentially relate to your concept.

### ♥ Public feedback that supports your concept

#### Pictou:

"Barnes Dance for this intersection, please, allowing Pedestrians to cross in every direction with each change of motor vehicle traffic." (37 likes, 2 dislikes)

"Pedestrians have to wait too long to cross here at the moment. Rationalise vehicle movements running ahead and turning traffic together and a barns dance for peds would be ideal."

"YES!!! Fantastic idea, allowing shoppers to easily get to both sides of streets to buy more things..."

"pedestrian crossings like the one located here, there is infrequent crossing signals (pedestrians have to wait a while in order to cross)."

"Pedestrians should all cross at the same time - just like at the top of Franklin Road!!"

"Make this intersection a Shibuya style crossing for ease of access for pedestrians. Also allow more "walk" time. Need to prioritise pedestrians, not cars."

The problem is caused by pedestrians crossing Richmond rd sharing a phase with the straight through traffic on ponsonby rd, if there was a barn yard crossing phase here instead, then turning traffic could turn during the straight through phase.

#### Williamson:

"Pedestrians meander across the crossing so left-turning cars have to either wait and have one car get through or run through it. There is room for a car to move forward so straight-ahead traffic can proceed but not many drivers are that considerate. Agree, all pedestrians should go at once in every direction."

"This pedestrian crossing is dangerous and confusing for everyone. What AT should do is have all pedestrians cross at the same time like the the top of Franklin Road. AT get with the programm!!"

### ⚠ Public feedback that indicates potential risks / issues

#### Williamson:

"I have not noticed many cars driving thought the light phasing but have noticed many pedestrians ignoring the lights and walking in front of cars trying to exit hepburn."

Complete a template for each concept you decide to work on.  
Pages 3-6 can be done by different people in parallel  
Attach any sketches, drawings, models, etc. separately

p.6

# Round 1 Themes



## Crossings

- Strong call for Barnes Dance at signalized intersections
- More, and safer crossings
- Clearer signaling



## Accessibility

- Footpath not suitable for impaired
- More mobility parking opportunities
- Opportunities to rest while walking with impairment



## Cycling safety

- Conflict with other modes – pedestrian, cars, PT
- Includes concerns around micromobility on footpath
- Calls for a shared, slower outside lane



## Lower speeds

- Discourage thoroughfare
- Consider 2-speed system (slower lane near kerb)
- General safety



## Side streets

- Preventing rat-running
- Clarity around right of way: ped/car
- Prevent right turns / create one-way systems



## Places to linger

- Places to sit down comfortably – ideally in shade
- Opportunity for play
- Other amenities – drinking, community fridge, etc

# Working Lunch

**Share your work!**  
**~2min ea.**

**Ponsonby Road**  
Innovating Streets for People



# Design Activity 2

**Suggested breakdown:  
(45min)**



~5 min

## Read Subject Matter Expert (SME) feedback

Our SMEs have suggested potential solutions that could address the opportunities you identified during Workshop 2, as well as highlighting potential risks and limitations to watch out for. You are not limited to the solutions suggested, but they may serve as useful inspiration



~10 min

## Brainstorm!

Discuss different ways of addressing the opportunity statements under your theme, making sure everyone has a chance to be heard. Note them down on post-its to help with the next activity. If your ideas affect other themes, share your ideas with those groups.



~5 min

## Prioritise

Decide which ideas (or combination of ideas) you will take further as a group. Focus on no more than 3, but keep the long-list of ideas for future reference. If there are ideas that are mutually exclusive, do your best to pick just one or the other.



~15 min

## Sketch / Prototype

Use paper, digital tools, Lego, or other materials to illustrate your concept(s). If you are not feeling creative, but feel that others in the group have it covered, you can start on the next step.



~10 min

## Document

Use the templates provided to record key information about your concept. Use a separate template for each concept. You can split up to complete pages 3-6.



# Round 2 Themes



## Footpaths

- Uneven pavement - obstacles
- Constrained space- dining, furniture, etc.
- Conflict with scooters (parked & moving) and cyclists



## Loading / Unloading

- Significant concerns at Taxi / Uber / Uber Eats behaviour
- Demark clear loading / taxi zones at different times
- Prevent unsafe u-turns



## Character

- Opportunity for local storytelling & identity
- Highlight & celebrate view-shafts
- Liven up areas and bridge "dead zones"



## Parking

- Reallocation of parking to parklets, dining, footpath.
- Other parking locations & wayfinding
- Other parking models



## Greening

- Provision of shade & visual appeal
- Green corridor
- Opportunity for dog toileting



## Bonus

- Anything missing?

# End of Round 2

**Share your work!**  
**~2min ea.**

**Ponsonby Road**  
Innovating Streets for People



# Where to from here?

- Send us any “second thoughts” by Tuesday, 16 Feb
- Concepts shared with the public and surrounding residents & businesses, as well as subject matter experts, for feedback
- Prioritisation based on safety audit, impact, constructability, and affordability – we will share this feedback with you.
- Qualified designers will produce detailed designs.
- Designs submitted for sign-off ~end of March
- **Please: Be vocal champions of your concepts!!!**

# Touchpoints going forward

- Sharing feedback & updated designs: email & update meeting
- Update on investment decision
- Updates on implementation schedule
- Site visits as changes are implemented
- Invited to "Activation Event"
- Update on change events
- Invited to debrief session (after June)



# That's a wrap everyone!

Thank you for giving so generously  
with your time!

