



# memo portland

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to **Brian Martin and Mary Phillips, City of Gresham**

from **Jon Pheanis and Alex Dupey, MIG**

re **Civic Neighborhood Workshop #1 Summary**

date **10/24/2016**

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On Thursday, September 29, 2016, the City of Gresham and MIG held the Gresham Civic Neighborhood Vision Workshop to discuss opportunities and challenges facing the neighborhood, and provide insight towards an updated neighborhood vision. This memo summarizes key findings gathered from the workshop, including participant values that will be used and combined with outcomes from other public involvement opportunities including the focus group meetings and survey.

## **Workshop Overview**

The workshop began with a brief presentation on existing conditions in Civic Neighborhood, and images of different designs and ideas from other cities. MIG followed the presentation with an interactive, small group activity that asked participants to identify their envisioned future for Civic Neighborhood.

MIG divided participants into two smaller groups and each group received a large map of the neighborhood, instructions and game pieces representing different types of land uses to place on the map. Included with this memo are more detailed instructions and an activity overview used by the groups, as well as photos showing results of the activity.

## **Key Findings**

The following provides key findings gathered from the workshop, including values that matter most to participants that emerged from the activity. The planning team will use findings from this summary, along with input gathering from the focus group meetings and survey, to inform the vision update.

## **Opportunities**

- Inclusive housing (affordable and accessible) and opportunities to age in place
- Gathering spaces near residential uses, especially for families and kids
- Creating new amenities (parks, plazas, seating, trails, etc) with the addition of new development projects
- Open land that can be used for new buildings or public spaces

- Good commercial visibility from busy streets
- Trees along Walulla are an asset and create a distinct identity along the neighborhood's western edge
- There is ample parking and several public plazas
- There is potential to extend 16<sup>th</sup> and create an east/west connection through the neighborhood
- Redevelopment of the Kmart site

### Challenges

- Not duplicating what is taking place in Downtown Gresham or other regional centers
- Connectivity and transportation circulation
- There are a lack of amenities for pedestrians
- Busy streets and dangerous crossings
- Preserving open spaces from new development, especially the Metro properties
- Understanding the impacts of taller buildings
- Redevelopment of the underdeveloped residential parcel along Walulla
- Difficult access to the vacant parcel at Walulla and Division
- Noise impacts from non-residential uses, including service and delivery vehicles

### Values

The following values emerged from the workshop activity.

- **Keeping what's working:** Preserving several existing land uses, including housing along Walulla and in the northwest portion of the neighborhood, as well as the retail uses in Gresham Station.
- **Respect for neighbors:** Understanding the needs of current residents and limiting impacts from future uses and activities.
- **Open land and public space:** Providing places for gathering, playing and observing, including new greenspaces, and existing and expanded tree canopy.
- **Pedestrian-oriented design:** Creating safe and welcoming streets, walkways and trails with access to amenities such as seating, shelter/shade, wayfinding and signage.
- **Connecting different uses:** Making convenient, logical and efficient options for pedestrians, cyclists and motorists within different locations in the Civic Neighborhood and to surrounding destinations.

- **Housing and employment options:** Maintaining and improving more choices for people to live and work within the neighborhood, with different housing types and employment opportunities.
- **Activities and entertainment:** Including a range of different public events and activities within the neighborhood.
- **Civic anchors:** Attracting anchors to the neighborhood, including a grocery store and theater that offer amenities for residents.
- **Right-sized buildings:** Considering nearby residents, adjacent uses, surrounding views and overall scale when locating and designing taller or large-scale buildings.
- **Appropriate uses at the edges:** Placing retail or commercial uses, as well as taller buildings near busy streets or street corners, and residential, mixed uses or public spaces within the interior.
- **Visible and accessible transit:** Leveraging great access to light rail with more convenient housing and improved pedestrian access to transit.
- **A common identity:** Adding more trees, shopping, access to transit and open space to create a common identity for Civic Neighborhood.
- **Smaller-scale parking areas:** Designing pockets of smaller parking areas behind or beside buildings, or within commercial areas and centers of activity.

## Gresham Civic Neighborhood: Vision Activity Instructions

*Follow along using this sheet once your group is ready to get started.*

### *1. Objectives*

The map of Civic Neighborhood is divided into 2" x 2" squares that represent hypothetical spaces for future land uses. Working as a group, place game pieces on the map squares to reflect your preferred development outcomes based on the hypothetical development standards, and:

- Decide future land uses and building types for the Civic Neighborhood: What should stay? What should change?
- Address opportunities and challenges in creating a new vision for the Civic Neighborhood;
- Tell us about your vision for the Civic Neighborhood; and
- Be creative, think big and have fun!

### *2. Activity Set-Up*

- Civic Neighborhood Map
- Multi-colored paper squares (land use squares)
- Black land use bases (to insert land use squares)
- Pencil and Marker

### *3. Instructions:*

1. **Select a facilitator/note taker.** Their role is to ensure compliance with the development regulations and make sure everyone in the group has a chance to share their views. They will also report back to the larger group after the activity.
2. **Read through this instruction sheet with the group.** Make sure everyone knows how to play.
3. **Wait for instructions and prompts.** We'll step through each category as a large group.
4. **Place land use pieces on the map.** Place game pieces on the squares. There are 12 land use options (multi-colored paper squares) as well as an "open" option. Place each square into a plastic base and place on the map as you go, staying within the planning area.
5. **Pencil-in streets and trails.** Use a pencil to draw new streets and trails. Use a double line for streets and a single line for trails. Erase and relocate as needed.
6. **Start identifying centers/corridors of activity (or land use concentrations) and rearrange land uses as needed.** Once you start placing land uses, look for

patterns in development and relationships between uses. Does each land use support/compliment adjacent land uses?

7. **Ink-in streets and trails when ready.** There's no turning back now!

*Hypothetical Development Standards*

- Each land use must have direct access to a public street or trail.
- Each non-public use must be within a 3-square distance from parking.
- Each parking square must be shared by 2 or more uses (symbols). Each parking square can be shared by up to 4 other land uses.
- Use at least four 4-6 story uses anywhere on the map.
- Use at least one mixed-use or residential use next to each MAX station.
- Use "other" squares anywhere.
- Street spacing must be a minimum of 2 squares apart.

*Land Use Symbol Legend*

<b>Uses</b>	<b>Symbol</b>
<b>Residential</b>	
Residential 2-3 Stories	Yellow square
Residential 4-6 Stories	Tall yellow square
<b>Commercial</b>	
Commercial Single-Tenant	Pink square
Commercial Multi-Tenant	2 pink squares side by side
<b>Office</b>	
Office 2-3 Stories	Purple square
Office 4-6 Stories	Tall purple square
<b>Mixed</b>	
Mixed Use 2-3 Stories	Orange square
Mixed Use 4-6 Stories	Tall orange square
<b>Public</b>	
New Street	Double line (draw on map)
Multi-Use Trail	Single line (draw on map)
Smaller Public Space	Green square
Larger Public Space	2 green squares side by side
<b>Parking</b>	
Smaller Parking	Black square
Larger Parking	2 black squares side by side
<b>Other</b>	
Open	White square (write-in)

# Poster 1: What are the biggest challenges and opportunities the Civic Neighborhood Faces?

Results from the interactive display board

**GRESHAM CIVIC NEIGHBORHOOD VISION AND DESIGN DISTRICT UPDATE**

**Q: What are the biggest challenges and opportunities the Civic Neighborhood faces?**

*Place a blue dot at the location where you see an opportunity and a yellow dot where you see a challenge.*

*Describe the opportunity on a blue Post-It note and place it on the map or in the space below.*

*Describe the challenge on a yellow Post-It note and place it on the map or in the space below.*

**OPPORTUNITIES**

**CHALLENGES**

Poster 2: What is your vision for the Civic Neighborhood?

Results from the interactive display board

**GRESHAM CIVIC NEIGHBORHOOD VISION AND DESIGN DISTRICT UPDATE**

**Q: What is your vision for the Civic Neighborhood?**

*Place a dot next to your top three answers.*

<b>Adding more places for people to work, shop and seek entertainment</b> ● ● ●	<b>Providing more choices for people to live</b> ● ● ●
<b>Improving bicycle, pedestrian and motorist connections through the neighborhood</b> ● ● ● (1 yellow dot)	<b>Improving the streetscape with features like shade, planters, seating, etc.</b> ● ● ● ●
<b>Adding or improving public spaces, greenspaces, plazas, etc.</b> ● ● ● ● ●	<b>Improving use of surface parking</b>
<b>Improving building design (scale, materials, colors, windows, entrances, etc.)</b>	<b>Increasing building heights and allowing for a mix of uses</b>
<b>Other (add your idea on a Post-It note)</b>	

Small Group 1: Results of the small group activity (see the instructions sheet for land use game piece legend).





Small Group 2: Results of the small group activity (see the instructions sheet for land use game piece legend).

