

Findings Summary From Public Interactive Design Workshops No. 1 & 2 and Knowledge Exchange No. 1

COMMON GOALS

- Regional/national destination
- Unified experience
- Durable/low maintenance
- Family friendly
- Inclusive

COMMON DESIGN THEMES & ART PRIORITIES THROUGHOUT CORRIDOR

- Sustainable Design, Green Design
- Interactive features
- Text based Art
- Surface Art (Mosaics, imprint etc.)
- Science /Art (visual, literary, music, etc) themed
- Lighting (with a priority along/connecting North Goodman Street)
- Connect Destinations
- Co-Created Art (scavenger hunt)
- Performance Space/Venue Capabilities (utilities and area)

RESULTS FROM INTERACTIVE DESIGN WORKSHOPS NO. 1 & NO. 2

Results from Interactive Workshop No. 1: Art Options and Priorities

- 1. University Avenue and Prince Street Intersection**
 - Site furnishings (benches, trash receptacles, etc.)
 - Plaza/Gathering space
 - Sculpture
 - Lighting
- 2. University Tower Apartment Plaza**
 - Seating
 - Water feature
 - Design Integrated
 - Design feature to span the intersection
- 3. Ribbon Wall (N. Goodman St./Anderson Ave. intersection, incl. Village Gate terminus)**
 - Sculpture
 - Lighting
- 4. Rochester Museum and Science Center Plaza**
 - Design integrated and interactive
 - Science themed

Results from Interactive Design Workshop No. 2: Sidewalks

- 1. Focus Area: N. Goodman St. NORTH (from University to Village Gate)**
 - Text-based, connect destinations, pleasing landscape design
- 2. Focus Area: N. Goodman St. SOUTH (from University to Roch. Museum and Science Ctr)**
 - Interactive, serpentine sidewalks, text-based, materials (stained/imprinted), Science and Art themed
- 3. Focus Area: University Avenue (from N. Goodman St. to School of the Arts)**
 - Sustainable Design, prevent ice on sidewalks, text-based, interactive (lights/sound), lighting

