

<u>Physical Elements</u>	<u>Important</u>	<u>Interesting/Not Important</u>	<u>Not Important</u>
Historical Landmarks	82%	9%	9%
Pedestrians	73%	9%	18%
Crosswalks	73%	9%	18%
Signage	73%	9%	18%
Wayfinding	64%	9%	27%
Sidewalk Dimensions	64%	9%	27%
Lighting	64%	9%	27%
Paving	64%	9%	27%
Traffic Calming	55%	18%	27%
Curbs	55%	18%	27%
Foothpaths	45%	27%	27%
Linkage	45%	18%	36%
Bicycling	36%	36%	27%
Public Restrooms	27%	45%	27%
Street Furniture	27%	36%	36%
Open-Air Stages	27%	36%	36%
Parklets	27%	18%	55%
Car Parking	27%	18%	55%
Human Scale	27%		73%
Gutters	18%	45%	36%
Legibility	18%	36%	45%
Traffic Bollards	18%	9%	73%
Seating	18%	27%	55%
Use of Terrain	9%	55%	36%
Commissioned Public Art	9%	36%	55%
Transparency & Reflection	9%	27%	64%
Street Vendors	9%	18%	73%
Banners		36%	64%
Street Fountains		18%	82%

<u>Ecology</u>	<u>Important</u>	<u>Interesting/Not Important</u>	<u>Not Important</u>
Stormwater	73%	9%	18%
Wetlands	73%		27%
Trees	64%		36%
Public Fitness	55%	36%	9%
Light Pollution	55%	9%	36%
Variety of Vegetation	36%	36%	27%
Tree Canopies	36%	18%	45%
Weather	36%		64%
Permeable Paving	18%	55%	27%
Noise Pollution	18%	45%	36%
Planters	9%	64%	27%
Bioswales	9%	55%	36%
CO2 Monitoring	9%	27%	64%
Sun and Shadow		36%	64%
Heat Island Effect		27%	73%

Technology & Innovation	Important	Interesting/Not Important	Not Important
Innovative Infrastructures	73%	9%	18%
Energy Harvesting	45%	27%	27%
Pop(ular) Culture	36%	27%	36%
Open Data	27%	45%	27%
Mobile Apps	27%	45%	27%
Water Features	18%	36%	45%
Monitoring By Citizens	9%	36%	55%
Civic Hacking	9%	9%	82%

Socio-Economic	Important	Interesting/Not Important	Not Important
Local Identity	91%		9%
City Branding	91%		9%
Maintenance	82%	9%	9%
Synergy	73%	18%	9%
Festivals	73%	27%	
Real Estate Value	64%	27%	9%
Advertising	64%	9%	27%
Gaming Platforms		27%	73%

Governance	Important	Interesting/Not Important	Not Important
Litter Management	91%		9%
Pedestrian Safety	82%	9%	9%
Waste Management	82%	9%	9%
Universal Accessibility	82%		18%
Feedback Platforms	73%	27%	
Citizen Advocacy	45%	45%	9%
Time-Based Management	36%	36%	27%
Amenities	27%	64%	9%
Territory Protocols	9%	55%	36%
Spill-Out	9%	45%	45%
Block Sizes	9%	9%	82%

Vitality	Important	Interesting/Not Important	Not Important
Citizen Participation	82%	18%	
Access of Information	82%	9%	9%
Sidewalk Programming	64%	18%	18%
Leisure Users	55%	45%	
Storytelling	55%	18%	27%
Security	55%	9%	36%
"People Attract People"	45%	27%	27%
Meandering	45%	18%	36%
"Eyes on the Street"	36%	18%	45%
Flora/Fauna	36%	9%	55%
Waiting	27%	36%	36%
Sound and Noise	27%	36%	36%
Flow of Pedestrians	27%	36%	36%
"To See and Be Seen"	27%	18%	55%
Sharing	18%	45%	36%
Choreography of Movement	18%	36%	45%
Porosity	18%	18%	64%
Street Food	18%	18%	64%
Physical Comfort	9%	73%	18%
Spatial Variety	9%	36%	55%
Visual Contrast	9%	36%	55%
Resting	9%	36%	55%
Street Performers	9%	27%	64%

Sequence and Revelation	9%	18%	73%
Characters	9%	18%	73%
Complexity	9%	9%	82%
Interstitial Space		36%	64%
Sensory Contrast		36%	64%
Street Art		27%	73%
Street Hawkers		9%	91%