

Figure 1. The funnel, showing the variety at different levels of resolution in the traditional town and modern development (drawn by Michelle Le Roux).

*Courtesy: Sue McGlynn & Ivor Samuels, Oxford Brookes University*

## Design Codes & Characterisation

15/12/2021

- **There are many pathways to creating a design code depending on area type and character already present in an environment.** Sometimes it's easier to let the character that you're looking at define your place rather than define the place type.
- **Design codes can be resource hungry but there is a wealth of available information and authorities willing to share knowledge and learn from each other.** Oxford City Council have prepared this accessible [character assessment toolkit](#), and other resources are available to gather baseline cultural heritage data and background, via your local Historic Places Advisor.
- **Context led growth is what we call "The Holy Grail", where we look at the relationship between building, street and neighbourhood.** This can different aspects including social and physical characteristics that can be clues for future development, as well as how people use available space and how the public realm network works across it. This is where design codes start to be informed.
- **Early working and consulting at parish and neighbourhood level ensures local understanding of what character is and how settlement types have evolved.** Using a range of consultation techniques including walking tours, exhibitions of local distinctiveness and on-line platforms reaches a diverse audience and robust evidence.
- **The most useful character appraisals are now data led.** Including mapping data available within authorities enables us to move into a position where appraisals can be an interactive output – evidence and detail are more accessible.
- **Very often the make or break of a scheme is how we deal with parking.** It is important to accommodate for vehicles whilst ensuring the landscape includes green infrastructure and the streetscape has spaces for play and socialising. Avoid dead space which leads to underused and character-less environments.

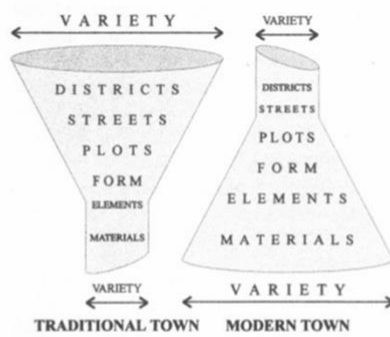


Figure 1. The funnel, showing the variety at different levels of resolution in the traditional town and modern development (drawn by Michelle Le Roux).

*Courtesy: Sue McGlynn & Ivor Samuels, Oxford Brookes University*

## Speakers:

**Stephen Barker**, Principal Consultant, PAS

**Jane Manning**, Director, Allies & Morrison

**Alice Strang**, Associate, Allies & Morrison

**Robert Kerr**, Director, ADAM Architecture

**Samantha Banks**, Herefordshire City Council

**Amy Burbidge**, Senior Master Development and Design Manager, Homes England

**Dan Roberts**, Senior Specialist of Planning, Enabling & Development, Homes England

**Katja Stille**, Director, Tibbalds

**Robert Lloyd Sweet**, Historic Place Advisor, Historic England

**Attendees: 44**