



## Housing Design

13/02/2020

- **Looking at levels.** There are three key levels which help to unlock our understanding of housing design. Firstly look at how the development relates to the wider environment – streets, spaces and community. Secondly, how do the parts of the development work together for visitors and the residents who live there? Finally, focus on characteristics of the home, how well they work and how they relate to the outside.
- **The wider level.** We need to ensure housing design responds well to context and uses tried and tested design principles, but is flexible enough to apply these to new housing typologies. Integrate mixed uses and review the merits of short open galleries to access homes to ensure dual aspect. We must be adaptive and flexible if designs at high density are to relate successfully with streetscape and address the public realm well.
- **The spaces in the development.** Developments need to be good neighbours - providing active frontages, welcoming residents, and providing well-defined access points and building edges which are comfortable and ‘design-out’ opportunities for crime.
- **And the home.** The above two levels must be matched by ensuring the design of each home is high-quality, works for people and is easy to use and control. Use design to ensure they will be enjoyed and lived in by future residents into the long term.
- **Babushka dolls.** Successful housing design weaves these levels together and considers how each one interrelates to and reinforces the others.

### Speakers:

Susan May, Head of Housing Design, UDL  
David Birbeck, Director, Design for Homes  
Paul Karakusevic, Architect, Karakusevic Carson Architects  
Julia Park, Head of Housing Research, Levitt Bernstein

### Attendees: 66