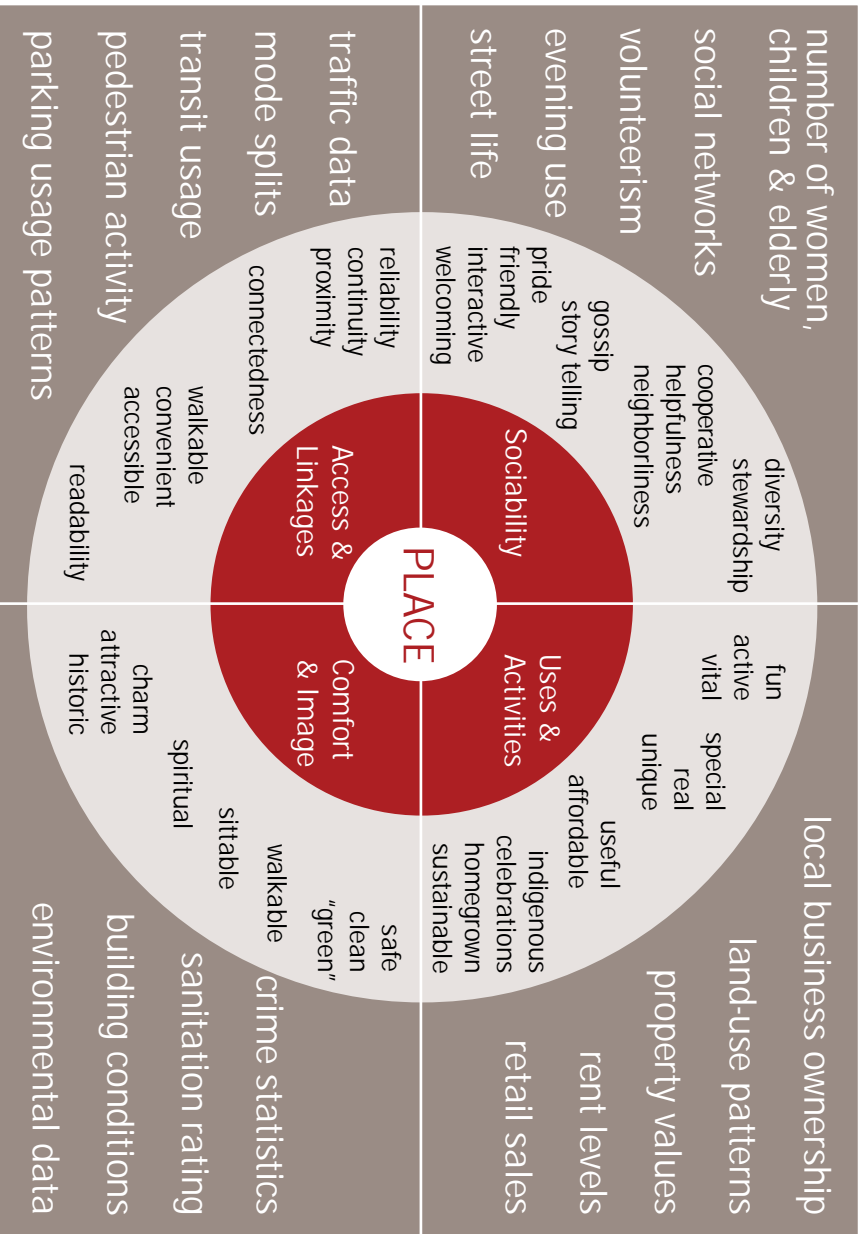


Place Performance Evaluation Game  
a tool for initiating the place-making process



# Place Game

## What Makes a Place Great?



**PPS**  
PROJECT FOR  
PUBLIC SPACES  
[www.pps.org](http://www.pps.org)

Building Community  
Creating Places  
Using Common Sense

■ key attributes  
■ intangibles  
■ measurements

Location \_\_\_\_\_

## Evaluate the Place

Comfort & Image	GOOD	FAIR	POOR
Attractive	1	2	3
Feels Safe	1	2	3
Clean/well maintained	1	2	3
Feels feels reflective and restorative	1	2	3
Comfort & Image average rating: (sum/4)_____			

Access & Linkages	GOOD	FAIR	POOR
Identifiable from a distance	1	2	3
"Walkable"	1	2	3
Accessible by transit	1	2	3
Clear information/signage	1	2	3
Access & Linkages average rating: (sum/4)_____			

Uses & Activities	GOOD	FAIR	POOR
Comfortable places to sit	1	2	3
Frequent community events/activities	1	2	3
Area is busy	1	2	3
Variety of things to do	1	2	3
Uses & Activities average rating: (sum/4)_____			

Sociability	GOOD	FAIR	POOR
People in groups	1	2	3
Evidence of volunteerism	1	2	3
Sense of pride and ownership	1	2	3
Children and seniors are present	1	2	3
Sociability average rating: (sum/4)_____			

## Identify Opportunities

1. What do you like best about this place?
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  - 
  -
2. List three things that you would do to improve this place that could be done right away and that wouldn't cost a lot:
  - 
  - 
  -
3. What three changes would you make in the long term that would have the biggest impact?
  - 
  - 
  -
4. Ask someone who is in the "place" what they like about it and what they would do to improve it. Their answer:
  -
5. What local partnerships or local talent can you identify that could help implement some of your proposed improvements? Please be as specific as possible.