

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



# Place Game

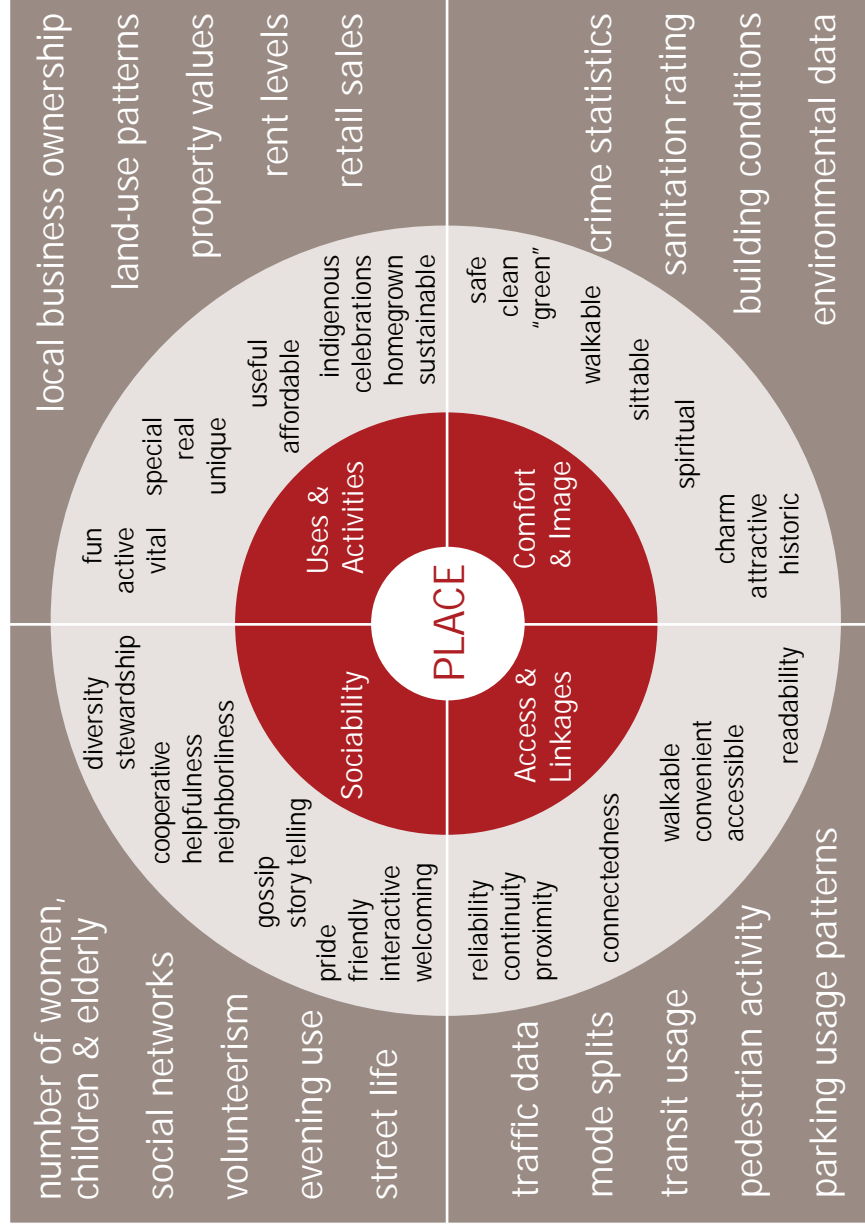
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Building Community  
Creating Places  
Using Common Sense

■ key attributes  
■ intangibles  
■ measurements

## What Makes a Place Great?



## Evaluate the Place

Comfort & Image			
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			
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			
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			
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?
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.