

# Individual contributions

## Own body systems

- **Nervous system:** My attention was drawn to visual elements like the large trees and the stone objects in the square. These stood out in the environment and caught my eye immediately.
- **Limbic system:** Natural elements created a calm and positive feeling, which made the square feel more pleasant and welcoming.
- **Musculatory system:** When something interesting or calming was present (trees or stones), my walking speed slowed down and I was more likely to stop and observe the space.

## Traffic system insights

- The square is mainly used as a **passageway** for pedestrians, cyclists, and cars.
- **Continuous traffic flow** encourages people to keep moving instead of staying.
- Natural elements already help people **slow down and observe the space**.
- Reducing car traffic could make the square **safer, quieter, and more suitable for staying**.



## Mitigation towards the joint intervention

- **Traffic system** – retractable bollard
- **Facade system** – restaurant/café
- **Green-blue system** – plants + fountain
- **Combined mitigation:** By reducing car dominance, adding functions, and improving greenery and water elements, the square becomes more comfortable and inviting, encouraging people to stay longer.

## Own body systems

- **Nervous system:** My attention was drawn to the visual character of the square, especially the mature trees and the open central space.
- **Limbic system:** Natural elements created a calm and positive feeling, which made the square feel more pleasant and inviting.
- **Muscular system:** In greener and calmer spaces, my walking speed slowed down and I was more likely to stop, observe and stay longer.

## Green-Blue system insights

- The square already has **strong mature trees** that give identity and structure to the space.
- At the same time, it lacks **diverse planting, softer greenery and a water feature**.
- Because of this, the square can feel **hard and less inviting for longer staying**.
- Adding greenery and water elements could make the square more **comfortable, attractive and seasonally usable**.



## Mitigation towards the joint intervention

- **Traffic system** – retractable bollard
- **Facade system** – restaurant/café
- **Green-blue system** – plants + fountain
- **Combined mitigation:** By reducing car dominance, activating the façade edge, and improving greenery and water elements, the square becomes more comfortable, social and inviting, encouraging people to stay longer.

## Own body systems

- **Nervous system:** The nervous system processes visual information from the façades, such as the different architectural styles, materials and windows.
- **Limbic system:** The limbic system responds emotionally to elements of the square, like the historic façades, trees and artwork.
- **Muscular system:** The muscular system allows people to move through the square and sit or stand near the façades.

## Façade system insights

- The façades around the square create a strong visual character because the houses come from **different architectural periods**.
- Many ground floors are **relatively inactive**, which can make the square **feel less lively**.
- Activating these façades with functions such as **cafés, small shops or greenery** could encourage people to stay longer.



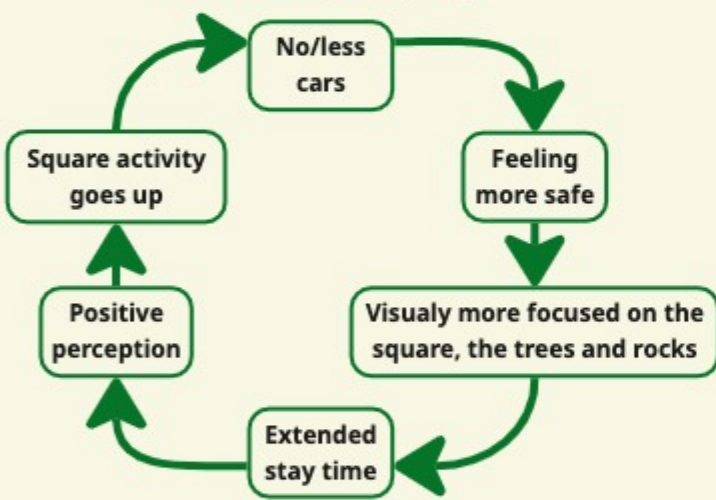
## Mitigation towards the joint intervention

- **Traffic system** – retractable bollard
- **Facade system** – restaurant/café
- **Green-blue system** – plants + fountain
- **Combined mitigation:** Together these interventions would make the square feel greener, safer and more active, encouraging people to stay longer and enjoy the space.

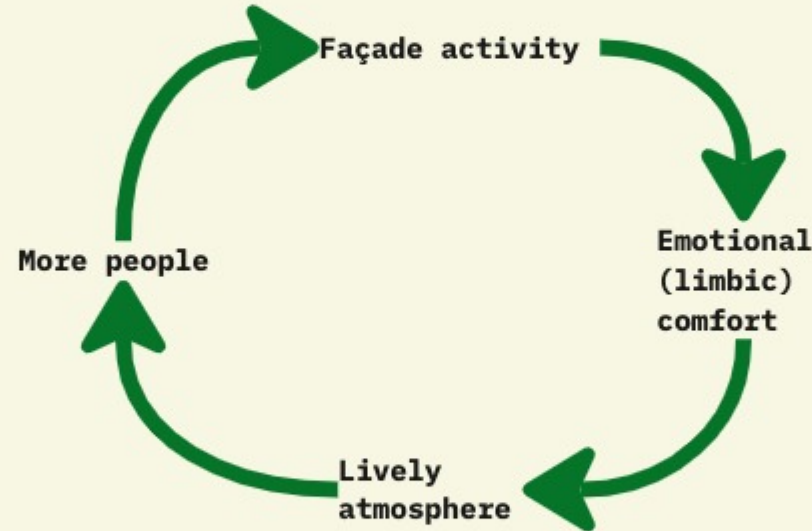
# The comparisons of feedback loops (FBL)

## Traffic system

Reinforcing (positive) feedback loop:  
Enhancing staying

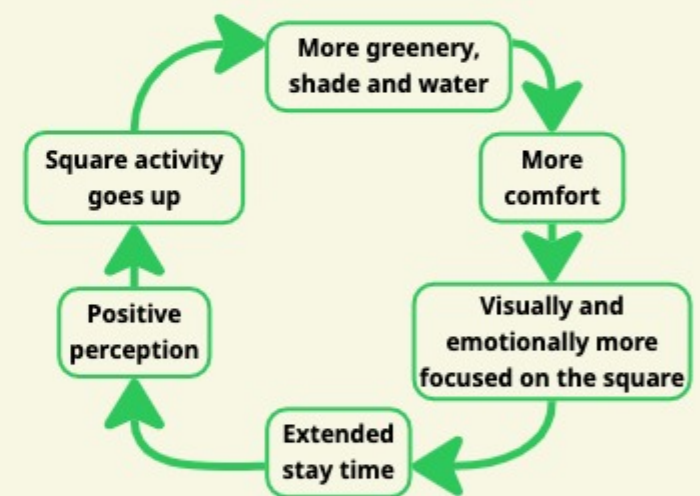


## Building façade system



## Green-blue system

Reinforcing (positive) feedback loop:  
Reducing staying

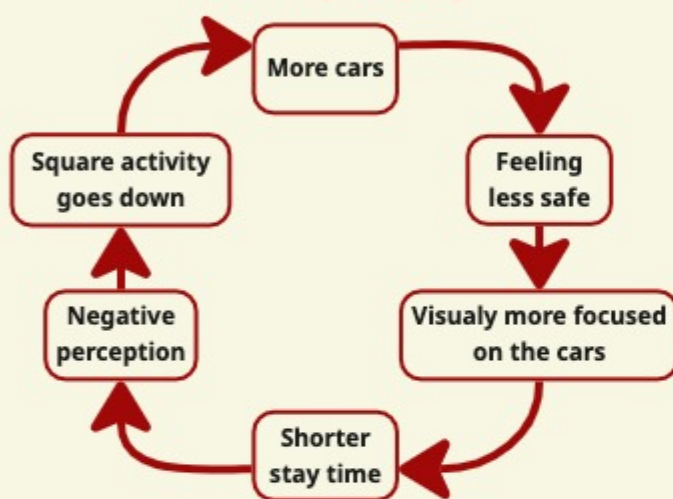


- Less car dominance makes the square feel **safer**.
- Active façades make the square feel more **lively and social**.
- Green-blue elements make the square feel more **calm and attractive**.
- Together, these qualities support **longer staying** and a better user experience.
- The systems do not work separately, they reinforce each other through **comfort, perception and activity**.

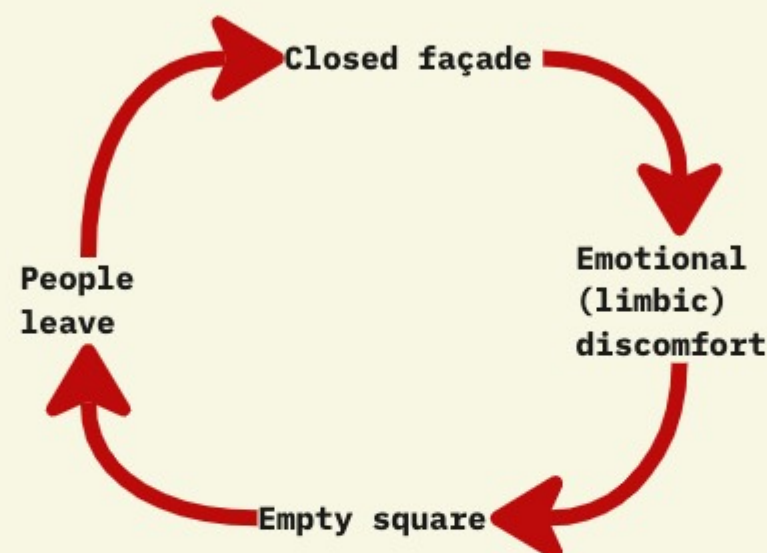


## Traffic system

Reinforcing (negative) feedback loop:  
Reducing staying

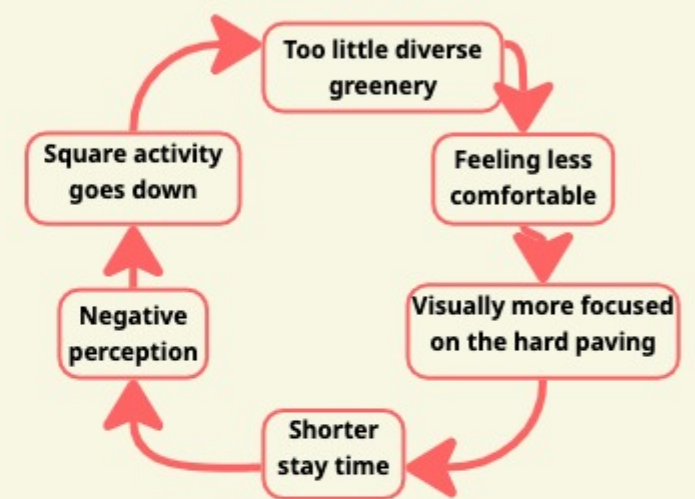


## Building façade system



## Green-blue system

Reinforcing (negative) feedback loop:  
Reducing staying



- More car dominance makes the square feel **less safe**.
- Closed façades make the square feel more **dull and less social**.
- Too little diverse greenery makes the square feel **less comfortable**.
- Together, these elements add to the **shorter staytime** and a negative perception.
- The systems do not work separately, they reinforce each other through **feeling less safe, less comfortable and emotional discomfort**.



# The overlaps of FBLs

## Traffic System

- safety
- less stress

## Façade

- social activity
- lively edge

## Longer staying

## Green-Blue System

- comfort
- calm atmosphere
- sensory quality



## Overlaps of the systems

- Less car dominance improves safety and reduces stress.
- Active façades make the square more lively and social.
- Green-blue elements make the square calmer, softer and more attractive.
- These systems overlap in their effect on comfort, perception, activity and staying time.
- Together, they help transform the square from a passage space into a place for staying.



# The final joint intervention

**Before**

**After**

