

My Journey Workplaces Infrastructure audit – Tips and prompts

- Focus on each of categories in turn
- When making suggestions for improvements please focus on what's in the public realm, rather than any private land
- Please number your comments in the comments box and then write the number on the map at the location that your comment relates to
- Focus your comments on what can be improved for that category. For example, if you think there is sufficient green infrastructure then there's no need to comment on this

	Extra prompts – please consider these for relevant sections and record your observations in the comments section
Attractiveness	Please note if there is an absence of green infrastructure (hedges, green walls, flowerbeds)
	Is there sufficient shading provided by trees within public realm?
Comfort	Roughly assess the level of pedestrian activity: •Quiet (<600 pedestrians/hour), •Moderately busy (600-1200 pedestrians/hour) •Busy (>1200 pedestrians an hour). Estimate based on comparison to other routes you use
	What is the estimated distance between public seats? Do they need improvements in comfort or general condition?
	Assess bus stop facilities – is there sufficient shelter and seating in good condition?
	Water ponding – note on the map any area where water might sit and cause splashes etc.
	Are there any gradients on the route which may limit accessibility for some?
Directness	Assess desire lines - dropped kerbs, assess whether there is narrow, tight geometry at side roads. Is there a need for raised tables/continuous footways at side roads?
	Green man time – note seconds waiting and seconds green man is showing. Does it feel sufficient?
	Note any street clutter or overgrowth encroaching on paths which may restrict pedestrian movement
Safety	When motorised traffic travelling at its fastest what is estimated average speed of the majority of the vehicles? 1. Below 20mph, 2. Between 20-25mph, 3. Between 25 to 30mph, 4. 30mph+
	Note if cars are parked on pavements or double yellow lines in a way that limits accessibility or visibility when crossing
Coherence	Note on map all locations where dropped kerbs and/or tactile paving is missing