

McIntyre Public Engagement Process
Stage 1 Faciliator Notes Summary - 2/21/18

All comments were reviewed and summarized based on the overarching themes noted below.

A	<u>Public Realm</u>	Mentions
1	Public indoor market/food court/district hall; Year-round open space/use; winter/seasonal consideration	29
2	European-style plazas; public space that leads into/surrounded by retail; open space for street vendors/musicians (mini-Market Square), with green and hardscape; exceptional greenspace, not just regular park with art (e.g. Lawn on D)	26
3	Public access to rooftop views	17
4	Have uses that benefit locals/residents, not just tourists; provide everyday services (pharmacy, hardware, small grocer, dry cleaners)	14
5	Encourage walkability; pedestrian friendly	14
6	Venues for multigenerational programming; amphitheater/outdoor seating for kids and adults	10
7	Incorporate the arts	7
	TOTAL	117

B	<u>Design Design Design</u>	Mentions
1	Site can be both destination and connector; provide multiple points of access along all sides; highly permeable; bring residents back to the downtown	19
2	Artistic vision/strong urban design concept; innovative design for new building(s); contemporary (ex. District Hall, Boston); rotating rooftop bar	17
3	Make more open, accessible and interactive; water features; views to water	17
4	Better integrate with surroundings (replicate character); do not negatively impact adjacent streets; stay within form-based zoning and existing scale; do not overshadow Bow Street	14
5	Sustainability focus - energy efficiency, water use and retention, solar/renewable energy	11
6	Add in historical perspective, respect history; creative adaptive reuse	8
7	Enclosed gardens/glass structures for indoors with outdoor feel (year-round use); vertical gardens	5
	TOTAL	91

C	<u>Keys to a Public/Private Partnership (Economics)</u>	Mentions
1	Housing: affordable/workforce housing/artists live-work/public housing (mix of pricepoints)	31
2	Understand costs and benefits to the City and residents	25
3	Mixed use; including on each floor of McIntyre building	19
4	Affordable retail space/food options	14
5	Flexible and active ground floor uses esp. in the McIntyre; brimming with activity (e.g. art gallery)	8
6	The plan needs to work in the long term and include flexibility	7
7	Keep entire parcel as public/municipal; move City Hall? School? Police Station?	6
8	Keep post office on site	5
9	Understand developer costs and responsibilities (e.g. environmental remediation)	4
10	No hotel	4
12	Some hotels	1
	TOTAL	124

D	<u>Parking and Transportation</u>	Mentions
1	Consider broader transportation access; make McIntyre a hub, city-wide shuttle	16
2	Subgrade parking; non-obtrusive; parking should not be seen	11
3	Site should reduce need for parking & cars; think to the future	5
4	Parking for residents (current residents on Bow Street use McIntyre parking lot)	4
5	Well-landscaped and designed surface parking. If creating a parking area, add in green islands and trees wherever possible	2
	TOTAL	38