

# Glossary

**Accessible** – A design concept that follows the principle that the built environment must be designed to serve all users, regardless of age, physical ability, or level of impairment. The ADA provides standards for accessibility for the design of the transportation system, sidewalks, buildings, and signage.

**ADA** – Americans with Disabilities Act of 1990, refer also to the Architectural Barriers Act (ABA) of 1968, the Rehabilitation Act of 1973 (Section 504), and Florida Statute FS-335.065(1)(a).

**Adaptive use** – Recycling structures by allowing change of use in old, not necessarily historic structures. This concept began in the 1960s and gained impetus with the National Historic Preservation Act, and similar legislation such as New York City’s J-51 program. Recycling of existing structures can apply to uses such as urban marketplaces, civic and cultural buildings, educational facilities, commercial buildings, restaurants, and live-work, loft residential uses.

**Arcade** – A covered public passageway or sidewalk, partially enclosed usually with a colonnade on the street side, running parallel to a public street, or partially enclosed public passageway with open access at the sidewalks, connecting parallel public streets through a building or block.

**Blueway** – A transportation corridor consisting of a waterway for passenger vessels, boats, and other vessels for water travel, linking parks, and other community destinations.

**Build-to line** – A prescribed distance established by development regulations between a Right of Way (ROW) line and the façade of a building on a public street.

**Building Height to Corridor-width Ratio** – The ratio of the height of a building façade to the distance separating building facades on either side of a corridor. For example: building heights of 48’ separated by a 96’ wide corridor have a ratio of 1:2.

**Circulation** – An architectural term used to describe the orderly movement to, through, and between spaces. A system designed to facilitate movement of traffic: motorized or non-motorized, vehicular, pedestrian, or other.

**Community Design** – The art and science of two, three, and four-dimensional design with the active participation of the end users.

**Consistency** – A design concept that follows the principle that systems are easier to learn and use when similar parts are expressed in similar ways. Aesthetic consistency can establish a unique identity. Functional consistency minimizes variation in meaning and action, for example a detectable warning means the transition between a sidewalk and a street.

**CPTED** – Crime Prevention Through Environmental Design, a proactive approach using four principles of design and care of the built environment to reduce the incidence and fear of crime: natural surveillance, natural access control, territorial reinforcement, and maintenance. See Chapter 27, Part XXVI of the Broward County Administrative Code.

**Curb face inlets** – An inlet that receives surface water runoff along the plane of the vertical face of a curb and directs flow to an underground storm sewer.

**Density** – The amount of habitable building units in a bounded area, usually expressed in units of Floor Area Ratio (FAR).

**Destination arcade**: A form of park-once center linked to a multi-modal transit center or transit stop where retail or mixed-use fronts a covered pedestrian-only passage.

**Detectable warning** – A consistently applied surface feature consisting of an array of truncated domes arranged in a square grid pattern as part of an accessible system.

**Entry point** – The point of physical entry to a place. Elements of good entry-point design include the minimum number of impediments (perceptual and physical) to movement; provision of time and space for orientation and decision making for prospective movement, and an incremental, graduated progression of attractions to engage and propel movement toward, into, and through a place.

**Eroded grid** – A configuration of streets where the gridded street system is transformed into super-blocks through street and alley closures or abandonment. Permeability is reduced generating increased car dependency and eroding the sense of identity. (See also Gridded street system, and Laddered street system.)

**Façade** – The face, usually the vertical outside wall of a building exposed to view.

**Flankage** – The frontage of a road bounded by the side yard of an adjacent property.

**Floor Area Ratio (FAR)** – The ratio of the total floor area of a building to the area of the building lot. (Means Illustrated Construction Dictionary, edited by Kornelis Smit and Howard M. Chandler, 1991, R.S. Means Co. Inc.)

**Framing** – A design technique used to call attention, or emphasize, a particular aspect or view. Framing influences judgment and manipulates how people think about a place. Buildings can frame a view of the sea thereby eliciting a positive feeling and impression.

**Frontage** – The portion of a property abutting a Right of Way.

**Grade** – The level of the ground outside of a building.

**Greenway** – A recreational corridor consisting of an off-road route for pedestrians, bicyclists, and other non-motorized users, that links parks, communities, and other recreational areas.

**Gridded street system** – A regular configuration of streets according to a grid pattern more prevalent in the eastern communities, established in the late 19th and early to mid 20th century. Traffic on such streets is characteristically non-hierarchical, allowing for permeability. The sense of identity and character along these streets is variable and not limited. (See also Eroded Grid, and Laddered street system.)

**Hierarchy** – A classification system for organizing elements according to rank, used to visualize and understand a complex system or structure. A hierarchy of streets is a way to visualize relative capacity or flow of traffic. A hierarchy of spaces is a way to understand the transition from public spaces to public spaces at various scales.

**On-street parking** – Parking that is permitted along the roadway.

**Laddered street system** – A configuration of streets according to a hierarchical system that concentrates traffic into arterials and collectors. This system relies on dispersed activity centers with optimized movement of traffic between them. (See also Gridded street system, and Eroded grid)

**LEED** - (Leadership in Energy and Environmental Design) Green Building Rating System® is a voluntary, consensus-based national standard for developing high-performance, sustainable buildings.

**Legibility** – Visual clarity. The visual clarity of text is based on contrast, size and type of font, and spacing of the characters. Visual clarity in architecture is based on contrast, and the relationship of details to the whole.

**Liner building** - A relatively narrow building type of residential, commercial, or mixed-use development that faces a pedestrian/transit-oriented sidewalk and street section while simultaneously enclosing a mid-block or mid-property parking facility or structure.

**Live-work** - A development of three or more units combining residential and office uses within each unit, primarily residential in character, with minimal or no signage, and no retail storefronts. (See also Work-live.)

Mixed-use – A single development combining retail, residential and/or office uses. Types of mixed-use development include: development combining retail with residential and/or office uses where entrances to retail and above grade uses face a pedestrian/transit oriented sidewalk and street section; development with infill retail facades (one, one and one-half, and two-stories high) are built as shells to allow for individual occupant/tenant infill; development with live-work, or work-live components combining residential and commercial uses.

NatureScape – An approach to landscape design based on five principles: use native plants to conserve water; provide food, water and shelter for resident and migrating wildlife from birds to butterflies; use integrated pest control practices; reduce storm-water contaminated by pesticides and fertilizers; recycle garden waste into mulch and compost.

Park-once center – Retail and commercial destination development combined with parking, park-n-ride, transit, pedestrian, or other multi-modal transportation combinations that support maximum pedestrian and/or transit trips while reducing vehicular trip chains to a single trip.

Pedestrian oriented development – Development that combines a mix of land uses which primarily promote and are sustained by the use of public sidewalks, supported by designs that accommodate a pedestrian mode of transportation.

Permeability – A condition of a form or system of dispersed transportation routes that allows diffuse traffic movement. Permeable streets provide multiple routes to a destination. Street closures have the negative effect of increasing volumes of traffic on certain streets. Permeable sidewalks increase pedestrian mobility and choice, a condition of a healthy city.

Podium development – Residential and commercial development that faces a pedestrian/transit-oriented sidewalk at street level while simultaneously enclosing at-grade parking with a canopy slab (podium) supporting a raised plaza or garden. 3-5 story residential, commercial, or mixed-use structures are located on the podium with access to the perimeter mobility network.

Progressive development – Term used to describe various reforms to conventional development models and patterns, for example: creative city, smart growth, compact development, sustainable development, transit-oriented development, and new urbanism.

Redundancy – Providing for more than one means of circulation and transportation than necessary to maintain the system in the event of failures. A way to prevent system failure, for example, if all interstate highways are closed, then other means are available such as rapid rail, transit, or alternative routes.

Setback – A minimum distance established by zoning ordinance between a property line and the outside face of a building.

Sprawl – A form of urban development characterized by a primary reliance on automobiles and a vehicular mode of transportation, distended and spatially undefined open space, and large-scale residential and commercial development.

Storytelling – A design and public art technique for passing local knowledge from an instrument for presenting information to an audience or observer. Good storytelling engages its audience and can enrich a sense of place in a personal way by making the experience a part of them.

Street level – The ground floor of a building facing a public street to a distance of approximately forty feet inside the property line.

Structure – A framework built for the purpose of supporting a building or infrastructure.

Structured parking – A multi-story building designed to accommodate the storage of automobiles.

Sustainable development – Development that meets the needs of present conditions without compromising the ability of future generations to meet their own needs. (Source: “The Community Planning Handbook” by Nick Wates).

Transit-oriented development – Development that combines a mix of land uses which primarily promote and are sustained by the use of mass transit, supported by designs that accommodate a transit mode of transportation, usually in combination with pedestrian oriented development.

Transportation Design for Livable Communities (TDLC) – Transportation design that provides a balance of transportation efficiency with livable environments, an adopted policy of the Florida Department of Transportation (FDOT), refers to Chapter 21 of the FDOT Plans Preparation Manual.

Wayfinding – A navigation process that relies on spatial and environmental information or stimuli. This process includes the use of signage and landmarks for orientation, signage and routes organized to simplify or improve decision-making, paths and routes that have clearly distinguishable beginnings, middles and ends, and clearly recognizable destinations. (Source “Cognitive maps and Spatial Behavior” by Roger M. Downs and David Stea, Image and Environment, Aldine Publishing Co., 1973, p. 8-26)

Work-live - A development of one or more units combining commercial and residential uses within each unit, primarily commercial in character with a single dwelling unit above or behind the commercial space. (See also Live-work.)