

October 14, 2020

Design Input and Review Session Manhattan

NYC Borough-Based Jails Program
A DESIGN-BUILD PROGRAM

NYC Criminal Justice



NYC Department of Design and Construction
DDC



Report Delivered on
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AECOM-Hill JV

TABLE OF CONTENTS

Executive Summary	3
Workshop Objectives	4
Workshop Details	5
Workshop Approach, Experience, and Agenda	5
Key Takeaways & Main Findings	6
Activity 1: What Do You Like Best About this Community	10
Summary & Results	11
Activity 2: Design Guidelines Community Input	12
Summary & Results	13
Public Space and Streetscape	14
Ground Floor Activation	26
Building Materials and Articulation	29
Activity 3: What Can Be the Best Use of the Community Space	32
Summary & Results	33
Conclusion	34
Appendices	36
Appendix A: Percent for Art	37
Appendix B: Additional Questions	38



EXECUTIVE SUMMARY

EXECUTIVE SUMMARY

This report documents the questions, feedback and discussions gathered from the second Manhattan Design Input and Review Session, which took place on October 14, 2020 via Zoom Meetings (due to COVID-19 restrictions with regards to meeting in person) from 6:30 PM until 8:45 PM. Representatives from the Mayor’s Office of Criminal Justice, NYC Department of Design and Construction, NYC Department of Correction, Correctional Health Services, and AECOM-Hill JV, the Program Management Consultant, were present to convene and facilitate a workshop to gather input from the Manhattan community regarding the Borough Based Jails Program. The input will be included in the Request for Proposals (RFP), including Design Guidelines, during the procurement phase of the process. Design Guidelines will be used to inform design-builders on how to achieve a design that is appropriate to create environments. Queen Strategy Partners, a consultant firm with expertise in designing and facilitating workshops, strategizing, planning event logistics, and reporting feedback, facilitated the workshop experience. Below is a summary of the following key areas of the workshop:

Workshop Objectives

The City is committed to closing the jails on Rikers Island and creating a network of modern and humane borough-based jails. The smaller, safer, fairer system will provide housing for a total of 3,300 people, the lowest rate of incarceration since 1920, in four borough-based sites. With a continued focus on re-entry and cultural change, the facilities will become civic assets that provide a better life for those who are detained and work in them, support smoother transitions back home, and serve as resources for the community.

The primary objective of the workshop included gathering additional input from the community regarding the facility design, permissible uses of the community center and other features such as security, lighting and public space experience. In addition, the City summarized the feedback received from the community during a previous workshop that took place on February 11, 2020. Representatives from the Mayor’s Office of Criminal Justice, NYC Department of Design and Construction, NYC Department of Correction, Correctional Health Services and AECOM-Hill JV provided information on the NYC commitment to project excellence and presented key updates. The community’s input will be included in the following program-wide design guidelines, especially in those areas related to the enhancement of the public space. Specifically:

CONNECTED COMMUNITIES	CIVIC ASSETS
Complement surrounding neighbors	Establish a civic presence
Promote safety and security	Cultivate welcoming and prominent public access
Enhance the Pedestrian experience	

MANHATTAN VISION STATEMENT

Respects the scale and context of Chinatown along Baxter Street, activates the pedestrianized White Street arcade with ground level uses, and shifts the massing of the building toward 100 Centre Street and away from Chung Pak Senior Center.

EXECUTIVE SUMMARY

Workshop Details

Participants included members from the Manhattan Borough President Gale Brewer’s Office, City Council Member Margaret Chin’s office, Senator Kavanagh’s Office, Walker Street Association, Chinatown Partnership, Regional Plan Association, ThinkChinatown.Org, Community Board 1, and the Neighborhood Advisory Committee. Additionally, guests included local residents of the neighboring area.

Workshop Approach, Experience, and Agenda

Due to the pandemic, the workshop was convened online via the Zoom platform. Workshop participants were able to participate on their phones and/or computers. The workshop engaged participants in facilitator-led interactive activities. The attendees were provided instructions to use the polling feature to choose and submit the image they liked and disliked the most. They also utilized the Chat function to provide comments to justify their choices.

The workshop experience began with a summary review of “What We Heard” from the participants at the February 11, 2020 workshop. Workshop guests engaged in three activities that included:

Activity 1: What do you like best about this community?

Activity 2: Design Guidelines Community Input

- **Public Space and Streetscape**
 - Seating Experience
 - Sidewalk Safety
 - Arcade Experience
 - Lighting Arcade Experience
- **Ground Floor Activation**
 - Facility Entry Identity
- **Building Materials and Articulation**
 - Street Level Experience

Activity 3: What can be the best use of the community space?

GUEST BREAKDOWN

Workshop Participants	152
Facilitators and PMC	08
City Agency Representatives	23
Total Count	183

EXECUTIVE SUMMARY

Key Takeaways & Main Findings

Activity 1: What do you like best about this community?

October 14, 2020 MN Design Workshop

- “I love the people and long-term residents of the community, the small businesses, and the public space.”
- “Its cultural/ethnic history. This neighborhood has been home to generations of Chinese for a very long time. It has strong community ties. Historically, families through many generations have lived and worked here.”
- “The neighborhood has thriving small businesses that has a local feel of Chinatown. It has different Asian Ethnic food, not just Chinese. It has medical offices for seniors. Non-profits such as dance programs, Chinese schools, and other cultural programs.”
- “The level of community engagement and vibrant expression of opinions by the diverse members of the community.”
- “The multi-generational composition of community, the sense of family.”
- “Safe, friendly, dynamic neighborhood, light air, small scale character and historic quality of neighborhood.”
- “Vibrant community, small business and cultural center.”
- “Small scale and neighborhood feel. Openness and access to the sky. Cultural character and walkability.”

February 11, 2020 MN Design Workshop

- “Strong sense of history. Culture and landmark historic district that needs to be preserved; intergenerational; cultural hub for tourism.”
- “Close knit community, sense of community. Families have strong connections to their neighbors and have pride for their community.”
- “Outside space is important for a vibrant commercial district comprised of small businesses dependent upon the existing pedestrian interaction.”
- “The small business community represents children, working families, seniors, retail/food vendors, and important historical landmarks like Columbus Park.”

EXECUTIVE SUMMARY

Key Takeaways & Main Findings

Activity 2: Design Guidelines Community Input

Public Space and Streetscape

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- For the seating experience, the community prefers formal seating as it offers organized, clean and structured seating that is the most accessible to disabled and elder people.
- Consideration needs to be given for the accessibility for the homeless, seniors and the disabled.
- Movable seating would allow for flexibility and options for people to sit alone or in groups. Integrated seating would create a more varied spatial experience as well as integrate vegetation.
- For the sidewalk safety, the hidden secured edge is the most accessible, attractive, easy to maintain and allows seating. “It integrates seating and greenery, porous boundary, protects pedestrians from the vehicles with a nicer experience for pedestrians and the planted secured edge is a balance between the concepts of the city and nature”.
- For the arcade experience, participants prefer the gathering place, green option as it is informal and softened by greenery. It has the most open natural feel, is inviting and allows enough breathing room for people to use it the way they would like. The community appreciated the “soaring ceilings and greenery that blends into the foliage of Columbus Park”.
- For the lighting arcade experience, ground lighting creates openness in the space and allows it to function as a public space for community gatherings and people to meet.

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- For the public space seating experience, the community participants want to build a sense of togetherness with family and friends, and seating areas to hang out, convenient to stay for more extended periods, and have lunch outside.
- The senior and disability communities need to be considered when choosing the appropriate seating experience. The participants appreciate a green, formal seating experience.

EXECUTIVE SUMMARY

Key Takeaways & Main Findings

Activity 2: Design Guidelines Community Input

- For the sidewalk safety, participants prefer discrete, hidden approaches to security including greenery, such as planters and trees.
- For the arcade experience, the arcade should be a welcoming area including outdoor and green space. Convenient, safe, practical, pleasant, and beautiful, but low key.
- For the lighting arcade experience, the White Street Arcade needs to have height and light.

Ground Floor Activation

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- For the facility entry identity, participants prefer the integrated entry because of the greenery offered and the entrance scale that seems the most welcoming. “Integrated entry uses vegetation to soften the hardness of the building with the openness of the public realm.”

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- For the facility entry identity, participants prefer an entrance that is distinct and has a recognizable shape so that visitors can easily locate and identify the building.

Building Materials and Articulation

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- For the street level experience, the design should contribute to the community and be in alignment with the neighborhood character. “Color and window pattern is closest to existing community and feel. It is visually interesting and will integrate better with the surrounding buildings.”

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- For the street level experience, the building should be broken into pieces, so it doesn't feel massive, it could incorporate sculptural qualities.

EXECUTIVE SUMMARY

Key Takeaways & Main Findings

Activity 3: What can be the best use of the community space?

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- Participants would like to see options that respond to the needs of the community and the jail users, such as community center, recreation center, cultural and performing arts facility, public library, space for non-profit community arts use, satellite for community college educational programs, coffee shops and daycare. A balance of offerings is key.
- “Nonprofit programming that will help better the lives of the Chinatown community and inmates and their families.”
- “Courses on crafting or workshops that teach people skills like caring about other people and how not to ruin their lives.”
- “Visitors and workers will need everything from coffee shop to daycare, post office and philanthropic offerings, so keeping a balance of offerings is important.”
- “Community use is different from retail and should not be commingled. There should be square footage allotted for both.”

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- Community Center
- Food stores (grocery, supermarket, neighborhood retail of mom and pop stores)
- Philanthropic or non-profit institutions
- The participants are open to many options to use the space as long as these options will bring pedestrian traffic and prevent isolation. They want ideas that will make the space appealing to locals and visitors.
- The participants believe that a community needs assessment would be ideal to fully understand the needs/wants of the community.

**ACTIVITY 1:
WHAT DO YOU
LIKE BEST
ABOUT THIS
COMMUNITY?**

SUMMARY & RESULTS

This activity gave participants the opportunity to list what they believed was best about their community utilizing the chat feature.

From this activity about the neighboring areas of the proposed Manhattan facility, participants expressed that this intergenerational community has a rich culture and history that the community would like to preserve. The Chinese culture is valued through educational institutions, cuisine and street vendors, making Chinatown a go-to Manhattan destination.

Answers provided also highlight the value placed on having a small-scale neighborhood feel with openness and historic character where generations of families and businesses co-exist.

In summary, the themes of culture, diversity, open space and convenience were shared as areas to be acknowledged, understood and preserved.

The following table summarizes the top answers from both the October 14, 2020 and the February 11, 2020 workshops.

ARCHITECTURE	LANDSCAPE	CULTURE AND PEOPLE	EXPERIENCE
Historic district	Open space	Neighborhood feel	Vibrant
Small scale	Public space	Cuisine	Centrally located
Local feel of Chinatown	Walkability	Intergenerational	Safe
	Parks	Diverse	Street Merchants
		Diversity of small businesses	Affordable Chinese stores

**ACTIVITY 2:
DESIGN
GUIDELINES
COMMUNITY
INPUT**

SUMMARY & RESULTS

This workshop was designed to enable community input on the design guidelines principles, especially in those areas related to the enhancement of the public realm. The following are the areas where community input related to this workshop will be included in the design guidelines:

- Complement Surrounding Neighborhoods
- Promote Safety and Security
- Enhance the Pedestrian Experience
- Establish a Civic Presence
- Cultivate Welcoming and Prominent Public Access

The concepts of Public Space and Streetscape, Ground Floor Activation and Building Materials and Articulation frame the design activities.

For **Public Space and Streetscape**, this activity allows the participants to reflect on the quality of the pedestrian experience, including seating options, level of greenery, street lighting and different ways in which the street and public space can be used.

For **Ground Floor Activation**, this activity allows for discussion of the identity of the new entrance and walkway to the facility, which can appear to the public in multiple ways.

For **Building Materials and Articulation**, this activity allows the participants to reflect on different building materials and strategies on how to make the building be perceived smaller.

The following public realm areas were specifically discussed during the activities and the feedback is included herein:

1. Seating Experience
2. Sidewalk Safety
3. Arcade Experience
4. Lighting Arcade Experience
5. Facility Entry Identity
6. Street Level Experience

The next section outlines the findings from the poll results and comments gathered in the Zoom chat feature for each theme. In addition, the preferences and feedback provided during the February 11, 2020 workshop are included in this section under each category for comparison.

1. SEATING EXPERIENCE

Participants were asked: “How do you imagine utilizing the seating area surrounding the future facilities?” Their responses included having space accessible to the elderly and disabled. The most liked features included seating that was organized, clean and structured, in addition to movable and easy to convert into either group or individual seating.

The most disliked features included seating not suitable for interaction, uncomfortable, uninviting, impractical, not accessible for people with disabilities, and tempting for skateboarders.

Participants also highlighted the community preference for trees, greenery and adequate lighting.

In conclusion, the community favors characteristics such as ‘comfortable’ over ‘stark’, ‘organized’ over ‘sloppy’, ‘formal’ over ‘informal’, ‘movable’ over ‘impractical’ and ‘safe and secure’ over ‘too close together’.

Integrated seating creates a more varied spatial experience while integrating vegetation:

“Is more creative, less rigid, allows people to interact with the environment and opens up people’s horizons.”

1. SEATING EXPERIENCE

October 14, 2020 MN Design Workshop

MOST LIKED Formal Seating



PROS:

- Organized
- Clean
- Structured
- Accessible to disabled and elder people
- Maintains neatness and order
- Mix of greenery
- Tabletops near benches
- Easy to maintain

CONS:

- Homeless occupying the benches

Movable Seating



PROS:

- Flexibility
- Privacy
- Relaxed setting
- Seniors can easily use the movable seating
- Chairs encourage congregation
- Tables
- Enables social distancing since not fixed

CONS:

- Unorganized
- Messy
- Potential trip hazard
- Potential of theft and disarray
- Not easily managed

Integrated Seating



PROS:

- Less rigid
- Creates a varied spatial experience
- Integrates vegetation
- Allows people to interact with the environment
- Opens up people's horizons
- Creative

CONS:

- Inaccessible to seniors
- Not enough seating in the same amount of space unless people are in close proximity
- Tripping hazard
- Tempting for skateboarders

MOST DISLIKED Informal Seating



PROS:

- Children friendly

CONS:

- Uncomfortable
- Inaccessible to certain age groups
- Not mobile-challenged friendly
- Not obvious as seating
- Too confining
- Causes confusion
- Not safe
- No back support
- Uncomfortable

1. SEATING EXPERIENCE

February 11, 2020 MN Design Workshop

MOST LIKED Formal Seating



- Lower Manhattan has a higher concentration of seniors. Formal seating is good for them.
- Provides seating for many people
- Secure
- Neatly organized
- Trees

Movable Seating



- Good for social interactions
- Allows for groups to sit together
- More flexible design will allow people to engage & socialize
- Having a table is a nice option to have lunch with a friend or by yourself

Integrated Seating



- Looks like a skateboard park
- Will attract skateboarders
- Not good for the elderly
- Too clustered together
- People sitting too close to people that are unfamiliar

MOST DISLIKED Informal Seating



- Not practical for seniors or people with disabilities
- Looks like a playground for children
- Not good for this area
- Awkward design
- Difficult to sit on
- Not suitable for interaction
- Not comfortable

2. SIDEWALK SAFETY

Participants were then asked: “What would give you a sense of security while using the seating area or walking down the street?” Their answers included having an open space that permits passage with greenery and hidden protection bollards for safety.

The most liked feature included having a hidden secured edge design as it provides clear separation between public spaces and buildings.

The most disliked feature was the visible protection wall as it appears like a jail barricade, is restrictive for varied paths, and is too monolithic and tempting for skateboarding. Additionally, participants dislike typical bollards as they are unwelcoming and institutional looking. Attendees were also concerned regarding the planted secured edge as people can hide behind the planters, it can attract graffiti and possibly become receptacle for litter.

Overall, the participants are concerned about the safety and maintenance of the area, the pedestrian experience and would welcome an opportunity to see new designs options.

“The hidden secure edge option seems to be the best combination of some plantings and also being open and not feeling closed off.” “It integrates seating and greenery, porous boundary, protects pedestrians from the vehicles with a nicer experience for pedestrians.”

2. SIDEWALK SAFETY

October 14, 2020 MN Design Workshop

MOST LIKED Hidden Secured Edge



PROS:

- Accessible
- Attractive
- Easy to maintain
- Protection has a dual purpose offering security and seating
- Incorporates plants
- Open feel
- Protective
- Attempts to soften
- Clear separation between public space and building

CONS:

- Green space being repository for trash and pests

Planted Secured Edge



PROS:

- Incorporates greenery
- Balance between the concepts of city and nature

CONS:

- Size of planters blocks access and free passage
- People can hide behind the planters
- Can attract graffiti on planters
- Planters become receptacles for trash and litter

Visible Protection Bollard



PROS:

- Least intrusive and massive
- Good visibility
- Enables free flow of pedestrians

CONS:

- Unwelcoming
- Institutional looking
- Not suitable for the facility

MOST DISLIKED Visible Protection Wall



PROS:

- Looks honest regarding the jail setting

CONS:

- Looks like a jail barricade
- Restrictive for varied paths
- Too monolithic
- Tempting for skateboarding

2. SIDEWALK SAFETY

February 11, 2020 MN Design Workshop

MOST LIKED Hidden Secured Edge



- Open
- Encourages seating
- Does not create a barrier to access

Planted Secured Edge



- Will harbor garbage
- At night people can hide or urinate in the area

Visible Protection Bollard



- Initially preferred because it was assumed that the area would be enclosed as depicted in the picture
- The idea of safety from the area being enclosed and climate controlled was the attraction to this choice

MOST DISLIKED Visible Protection Wall



- Looks like a barrier
- Too closed off; hard edges emphasizes “security”
- “You don’t know who is sitting next to you”
- No sense of security
- In general, they want a lot of lighting

3. ARCADE EXPERIENCE

Participants were asked: “How do you imagine the feel of the White Street Arcade?” Attendees would like to see the integrity of the space being properly maintained and would like the arcade to be convenient, safe, practical, pleasant and beautiful, but low key. The most liked features included trees and greenery, lighting and a place to gather, rest and chat.

The most disliked features included the richly detailed gallery, which participants felt was very ornate and out of character for the community and the intended function.

The green gathering place option was described as “green and soaring ceilings that blends into the foliage in Columbus Park”. “The vegetation is soothing and will provide a changing experience throughout the seasons. It is more welcoming and can still integrate commercial edges.” Participants found this option the most appealing to the senses.

However, they were concerned that without proper maintenance, it could turn into a dirty parking lot, a welcoming place for the homeless and it would be difficult for people or plants to get natural sunlight in a tunnel.

Overall, the participants do not want an arcade experience that is out of character with the integrity of the neighborhood.

3. ARCADE EXPERIENCE

October 14, 2020 MN Design Workshop

MOST LIKED Gathering Place, Green



PROS:

- Green
- Informal
- Softened by greenery
- Open natural feel
- Inviting
- Allows enough breathing room for people to use it the way they would like
- Welcoming
- Soothing
- Soaring ceiling
- Offers uplighting and downlighting variety

CONS:

- Afraid it will not be properly maintained and it will become a homeless haven

Modern Gallery



PROS:

- Brightest
- Looks more appropriately welcoming
- Clean lines
- Open
- Wide
- Airy

CONS:

- Uninteresting

Richly Detailed Gallery



PROS:

- Visually appealing

CONS:

- Way too ornate
- Out of character for the community and the intended function
- Impractical

MOST DISLIKED Commercial Pathway



PROS:

- Multi-functional

CONS:

- Cold, impersonal
- Low ceiling makes you feel like you're underground in the subway
- Commerce competes unnecessarily with nearby Chinatown businesses
- Retail stores might not survive in this kind of setting, especially during pandemic times

3. ARCADE EXPERIENCE

February 11, 2020 MN Design Workshop

MOST LIKED Gathering Place, Green



- Trees
- Lighting
- Green

Modern Gallery



- Not accessible
- Concerned that seniors won't have supportive seating
- Do not want to encourage skateboarders

Commercial Pathway



- Nice shopping areas will bring more traffic and tourists to the community, adding a sense of security
- Convenient for family members and staff visiting the facility
- The area will be kept clean by the businesses
- Will provide rental income to the area
- Too dark; reminder of subway

MOST DISLIKED Richly Detailed Gallery



- Looks like a museum, not a jail
- "This space is not big enough for all of this!"
- You need height, light and air
- The arcade should be heading toward the park
- The arcade is going to be in a wind tunnel in the winter
- It feels like a waste of money, unnecessary investment near a prison

4. LIGHTING ARCADE EXPERIENCE

Participants were asked: “How do you envision the new facility to look like from the street focusing on the lighting of the arcade?” A recurring theme that the attendees continued to focus on was openness. The most liked features included openness in the space, allowing the arcade to function as a public space with green elements. As one attendee phrased it, ground lighting creates no obstructions and allows the area to function as a public space for community gatherings and people to meet.

However, ground lighting does not seem optimal from a maintenance standpoint: “They can frequently get cracked/broken/covered in wood protection because they get damaged, or leaked into with rain and then get moldy.”

The most disliked features included patterned lighting as it reminds the subway and does not provide uniform lighting. “Patterned lighting does not feel sufficiently bright and seems to give a spotlight effect. We should have well placed lighting.” Additionally, it was expressed that interior lighting looked institutional and cold.

Participants prefer ground lighting as it creates openness in the space and allows it to function as a public space for community gatherings and people to meet.

4. LIGHTING ARCADE EXPERIENCE

October 14, 2020 MN Design Workshop

MOST LIKED Ground Lighting



PROS:

- Creates openness in the space and allows it to function as a public space for community gatherings and people to meet
- Integrates better with the open design of the arcade

CONS:

- Not maintenance optimal
- Lights can get cracked, broken and moldy
- Not sufficient lighting generated

Interior Lighting



PROS:

- Straightforward
- Trying to hide the jail the least

CONS:

- Institutional
- Cold

Large Lit Surface



PROS:

- Colorful
- Abstract
- Unique

CONS:

- Not bright enough
- Could be triggering for certain people

MOST DISLIKED Patterned Lighting



PROS:

- No preference

CONS:

- Subway feel
- Not uniform lighting
- Gives spotlight effect
- Tunnel feel
- Industrial looking
- Cold
- Institutional

4. LIGHTING ARCADE EXPERIENCE

February 11, 2020 MN Design Workshop

MOST LIKED Large Lit Surface



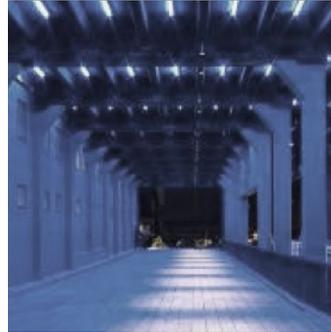
- “Looks like a work of art”
- Needs to be brighter
- Change perception of the detention center
- Hope lighting designer can be picked separately
- Lighting is place to splurge
- Image is warm and welcoming. Interesting fixtures are needed to provide adequate lighting.
- Gives the notion of luxury and more for a party. This “look and feel” is not appropriate for a prison.

Interior Lighting



- Looks like a subway tunnel
- The interior lighting was preferred because the light was the brightest. It was assumed that cameras would be able to be placed along the arcade (hidden or visible) to increase the overall safety of the area.
- Brighter than the other options, safer, simple, with visible cameras available

Pattern Lighting



- Looks like lights under the subway

MOST DISLIKED Ground Lighting



- “There is not enough light.” This can be a safety concern.
- “Must be brightly lit for the elderly people”
- Surfaces need light
- People might fall outdoors, especially senior citizens
- “It might encourage rats”
- “We shouldn’t see the source of the light”
- Really disorienting
- Poses issue with cyclists
- “Looks like Zuccotti Park”

5. FACILITY ENTRY IDENTITY

Community members were then asked: “How do you imagine the approach to the entrance of the new building?” The most liked features included vegetation, openness, light and an airy feel. Participants preferred the integrated entry because of the greenery offered and because the entrance scale appeared to be the most welcoming. As participants shared, “integrated entry uses vegetation to soften the hardness of the building with the openness of the public realm” and “the openness and well placed landscaping give a sense of balance and serenity”.

In addition, shape entry appears welcoming because of the greenery and entrance scale. “It combines human scale, integrated entry, yet distinctive appearance that looks welcoming. Greenery could be in planters elsewhere, keeping this open and clear.”

The most disliked features included a monumental approach that is too institutional and dehumanizing.

Overall, participants were concerned about a large-scale entrance as it appears overwhelming to the heritage of the neighborhood and local character. An entrance that is too institutional, grand, overwhelming, intimidating, jail-like, suburban, bulky, or luxurious was not wanted by the community members.

“The monumental scale and hardness of it are dehumanizing and intimidating. The new jail is supposed to be the opposite of that.”

5. FACILITY ENTRY IDENTITY

October 14, 2020 MN Design Workshop

MOST LIKED Integrated Entry



PROS:

- Greenery
- Welcoming
- Vegetation softens hardness of the building with the openness of the public realm
- Gives a sense of balance and serenity

CONS:

- Out of scale with the neighborhood

Shape Entry



PROS:

- Welcoming
- Greenery
- Entrance scale
- Attractive

CONS:

- Overdone
- Unpleasing

Human Scale



PROS:

- Looks like a jail, not trying to hide it
- Less institutional
- Accessible for FDNY
- Preferred for the visitors

CONS:

- No character
- Institutional feel

MOST DISLIKED Monumental Scale



PROS:

- Light
- Bright

CONS:

- Overwhelming to the local neighborhood and character
- Dehumanizing scale
- Intimidating
- Security apparatus will be apparent through the glass
- Exudes a sense of pride
- Perpetuating incarceration should not be celebrated
- Cold, not protective

5. FACILITY ENTRY IDENTITY

February 11, 2020 MN Design Workshop

MOST LIKED Shape Entry



- Participants stated that it can feel unsafe when entering a prison. The entrance should give a sense of security.
- Distinct and easily recognizable shape so that visitors can easily find the building
- “This is just for the visitors, the sally port will be someplace else”
- Too many steps and the lack of ADA accessibility was unappealing
- Not bright
- Intimidating

Integrated Entry



- Integrated entry will be a more inviting front for the community and public
- Looks like you are entering a museum and is inappropriate for a prison
- Too luxurious
- Very confusing
- Where is the entrance?
- Too relaxing: we need to keep guards alert, it feels like a resort

Human Scale



- It is too ordinary
- Make it distinct and easy to recognize
- A smaller entrance is appealing

MOST DISLIKED Monumental Scale



- Too huge
- Looks overwhelming
- Too much mental preparation for a government building. There are too many stairs
- “Too suburban”
- “Too jail-like; does not fit community character.”
- “Monumental scale is intimidating”

6. STREET LEVEL EXPERIENCE

The workshop participants were asked: “How do you envision the new facility to look like from the street?” Attendees were mostly concerned about the building overwhelming the character of the community. The most liked feature included a visually interesting facade that integrates better with the surrounding buildings and provides a more classic feel.

Overall, the design should contribute to the community. “Color and window pattern is closest to the existing community and feel. It is more consistent with the neighborhood character, visually interesting and will integrate better with the surrounding buildings.”

In summary, the color and window pattern option showcases a relationship to the neighborhood without being completely overwhelming, while the other options do not fit in the character of the neighborhood and do not reflect Chinatown.

“The culture, vibrancy and history on the streets; the small vendors and businesses that have survived decades and are unique and offer services/goods no other neighborhood does; the long-time residents here who are fighting to preserve the neighborhood character. It is a small slice of New York City that looks different and unique from the other parts that are starting to be very homogeneous.”

6. STREET LEVEL EXPERIENCE

October 14, 2020 MN Design Workshop



MOST LIKED
Color & Window Pattern

PROS:

- Closest to existing community in color and feel
- More consistent with the neighborhood character
- Visually interesting
- Integrates better with the surrounding buildings
- Not overwhelming
- Classic feel
- Traditional materials and openings

CONS:

- Too commercial, retail



Layered Transparency

PROS:

- Appropriate

CONS:

- Does not fit with the character of the neighborhood
- Too modern
- Reflective surfaces might harm birds from the park



Continuous Camouflage

PROS:

- Less massive
- Appears open at eye level, interesting visuals on second floor, and more private appearance above that
- Each layer offers opportunity to add color and pattern in glass or trim, curtains or decorations and artwork

CONS:

- Does not fit with the character of the neighborhood
- Shows a blank glass curtain wall to the public, not ideal for civic engagement
- Too modern
- Reflective surfaces might harm birds from the park
- Too contemporary



MOST DISLIKED
Light Base/Opaque Top

PROS:

- Fitting for a jail, not hiding the function of the building

CONS:

- Does not fit with the character of the neighborhood
- Too modern
- Too commercial

6. STREET LEVEL EXPERIENCE

February 11, 2020 MN Design Workshop

MOST LIKED
Continuous Camouflage



- Distinct building, easy to find for family members. The other options are too ordinary.
- “People don’t need to be reminded that there are criminals coming in and out of the building.”
- Broken into pieces, doesn’t feel massive, sculptural quality
- People don’t need to look inside the building (low key and sense of privacy)

MOST LIKED
Color & Window Pattern



- Scale and texture mimics buildings of the surrounding community
- Would like to see more patterns
- Warm colors blend the best with the neighborhood and fit its character

Layered Transparency



- Layered transparency like office building

MOST DISLIKED
Light Base/Opaque Top



- You can’t tell it is a prison
- It has too many glasses, easy to break

**ACTIVITY 3:
WHAT CAN BE
THE BEST USE OF
THE COMMUNITY
SPACE?**

SUMMARY & RESULTS

Lastly, attendees were asked the following: “What do you believe will be the best use of the community space, which will be included in the footprint of the future facility?” The following examples of permissible uses were provided to the participants:

- Colleges or Universities
- Professional Schools
- Libraries
- Museums
- Art Galleries
- Health Care Facilities
- Community Centers
- Recreation Centers
- Philanthropic or Non-Profit Institutions
- Drug Stores
- Beauty Parlors
- Barber Shops
- Laundry Stores
- Post Office
- Child Care Centers
- Hardware Stores
- Food Stores (Grocery, Supermarket)
- Eating or Drinking Establishments

The general consensus was that every stakeholder should be considered for the community space to ensure it serves the entire community and addresses its needs and wants. A multi-functional, culturally inclusive community space that serves seniors, youth programs and entrepreneurs, freelancers and business owners is desired.

Participants would like to see options that respond to the needs of the community and the jail users, such as community center, recreation center, cultural and performing arts facility, public library, space for non-profit community arts use, satellite for community college educational programs.

“Nonprofit programming that will help better the lives of the Chinatown community and inmates and their families.”

“Courses on crafting or workshops that teach people skills like caring about other people and how not to ruin their lives.”

“Visitors and workers will need everything from coffee shop to daycare, post office and philanthropic offerings, so keeping a balance of offerings is important.”

“Community use is different from retail and should not be commingled. There should be square footage allotted for both.”



CONCLUSION

CONCLUSION

The design input and review session yielded information and insights valuable to the design guidelines process. The workshop participants were passionate individuals with a long history of advocating for the community they represent. They provided robust input that will have significant value in the design-build process and they will be engaged for continued input to ensure the needs of the community they represent are heard.

In conclusion, the overall turnout for the virtual session was good. The City was able to collect significant feedback and meaningful insights from the participants in attendance. The underlying theme for the discussion questions as it relates to the qualitative input provided was the importance of protecting the historic and cultural character of the neighborhood while seamlessly integrating the new facility. Hence, accessibility for the elderly and disabled, greenery and ample lighting are important factors to consider.

With respect to the community, participants recommended the seating experience design should accommodate seniors and disabled individuals, and the arcade experience planning and design should consider the local business community.

With respect to the environment, the community suggested the use of trees and greenery as much as possible. Specifically, they recommended incorporating greenery in the seating experience, sidewalk areas, arcade experience and in the facility entry to make it more welcoming.

In addition, participants expressed that the community space should be an asset to the neighborhood. They envision a multi-purpose, multi-functional, and adaptable space that serves everyone from residents to staff and visitors.

The workshop generated design insights in line with the City's objectives. Attendees were forthcoming in providing their likes and dislikes along with comments and justifications. Their flexibility is acknowledged in allowing the transition to a virtual platform to garner their input for the design guidelines. Practical takeaways were received that will be useful in optimizing the design of the new facility and its integration in the neighborhood.

Overall, the stakeholders were unified in their feedback that led to greater clarity in understanding the needs of the community.



APPENDICES

APPENDIX A: PERCENT FOR ART

At the end of the workshop, a representative from the NYC Department of Cultural Affairs discussed the integration of the Percent for Art program into the Borough Based Jails System.

In 1982, Local Law 65, the Percent for Art Law was passed and states 1% of the capital funds appropriated for newly constructed or reconstructed buildings must be allocated for works of art. Commissions are installed in new or reconstructed City-owned buildings and structures.

Participants were informed about the existing art pieces in the Manhattan Detention Complex, which are the following:

- By Kit-Yin Snyder:
 - ‘Solomon’s Throne’ sculpture, 1992
 - ‘Upright’ pavement design, 1992
 - ‘The Seven Columns of the Temple of Wisdom’ seven sculptures, 1992
- By Richard Haas:
 - ‘The Judgments of Solomon and Pao Kung’ four bas relief medallions, 1989
 - ‘Immigration on the Lower East Side of New York’ seven mural panels, 1989-1997

Participants were informed about not salvaging existing art pieces, the process of selecting a new artist, commissioning new art pieces and opportunities for the community to be engaged in the Percent for Art process. Examples of Percent for Art installations were shared by the Department of Cultural Affairs.

APPENDIX B: ADDITIONAL QUESTIONS

Upon completion of the workshop, participants were given an opportunity to type questions into the Q&A box to be answered live. All participants' questions were answered by a City agency staff person.

Questions focused on the following three categories:

- Community input into design-build and design excellence
- Construction, traffic, parking impacts
- How this information will be used and made public

1. Question: How many individuals who weren't City agency staff participated in February's workshop?

Answer: MOCJ responded that the City was not satisfied with the participation in that workshop, which is why this follow-up engagement session was organized. The City was aware that there were not enough community members involved and many were not informed in advance. Hence for this session, more in-depth outreach took place leading to a significant increase in attendance.

2. Question: How will the information from this workshop be received, made public, communicated back, and incorporated into the project itself?

Answer: AHJV responded that the information is incorporated into the Design-Build process and a project of this scale cannot be successfully delivered without feedback from the community. The feedback from this session will be incorporated into the Design Guidelines and design criteria that the City and the PMC are putting together for the Request for Proposal (RFP). Specifically, they will be set forth as requirements for the design-builders.

3. Question: What can the community expect to have as engagement at the pre-construction and construction phase?

Answer: DDC responded that the City will engage a community liaison that will be responsible to be the face and voice of the project to the community at the ground level. This person will administer meetings and interface directly with community members. This will give the community an idea of what the construction will look and feel like in the neighborhood.

APPENDIX B: ADDITIONAL QUESTIONS

4. **Question:** What is the plan for parking during demolition and construction for noise pollution, traffic considerations?

Answer: MOCJ responded that the City tries to get ahead of these impacts and work with the community to understand what's coming next.

- **Traffic and parking:** While there may be a need to temporarily take some parking around the block of the site, as far as laborer and construction personnel parking, we are not going to have that on site. There is a plan to have an off site parking lot for those workers to be shuttled into the work site and others will take public transportation.
- **Construction impacts:** We work closely with the design-builders on this. As they're planning these design considerations, we are working with them to give advance notice on what's coming and how it affects the community. If there is a way to mitigate the impacts we will work on that, if we hear from the community but we will put our plan forth first.
- **Community space allocation:** We will maintain all existing leases. We will determine what the rest of the use is for the community site, and along with the community, we will determine how else the space will be utilized.

5. **Question:** Will conditions of satisfaction and acceptance criteria be built into the Design-Build and will the community have an input on these satisfaction and acceptance criteria?

Answer: The City responded that the vast majority of this structure is programmed already. The community will provide input regarding the public spaces that are going to be part of the fabric of the neighborhood. This session is the very beginning of the gathering of information. There will be other opportunities for people to give more feedback and input. We will come back to get feedback from community members, elected officials, etc. Design-Build is the process we used to help build these facilities faster, but we will still do the same level of input collection as we do with other projects.

6. **Question:** What is the budget?

Answer: MOCJ responded that the City does not have the cost of each specific facility at this point, but the overall budget for all facilities is approximately \$8B.

NYC Criminal
Justice



NYC Department of
DDC Design and
Construction

AECOM-Hill JV