Pune smart city: Place-making

Concept Note
March 03, 2017
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**Place making - Concept**

**How will they use Pune future smart places?**

- How can smart public places help people in their everyday-life activities?
- How will kids improve their education in a smart-connected environment?
- What elders may expect from a smart public place designed accordingly to their needs?
- Can smart public places reinforce Pune civic identity and community development?

**Social**

- Strengthen local identity
- Citizen engagement
- Social interaction
- Digital experience
- Educational function
- Public space consciousness

**Infrastructure**

- Integrated smart platform
- Green infrastructure
- Smart lighting and furniture
- Smart waste management
- Smart water management
- Smart public transportation
- Safety and resilience

**Design**

- Collaborative place-making
- Excellence in urban design
- Comfortable spaces
- Vibrant communities
- Human scale environments
- Mix and diverse uses
The Smart Place-Making pursue an affordable high impact urban transformation based on the following strategy:

**Smart City Kiosk**
- Urban infrastructure,
- Urban furniture
- Digital technology
- Safety & resilience
- Self sufficiency

**Citizen Engagement**
- Public space consciousness
- Smart education track
- Collective responsibility
- Stories of people
- Common digital space

**Graphic Pattern (Look & Feel)**
- Colours
- Materials
- Patterns
- Textures
- Fabrics

**Existing Assets Alignment**
- Water system river & Nalas
- Public transportation
- Existing facilities
- River development plan
Citizen engagement

- Social care
- Nutrition
- Health care
- Tele-care
- Social Interaction
- Personal economy
- Housing
Strong emphasis on creating the strong brand – PSCDCL Brand to be displayed all across the site

The pattern is an extension of logo elements derived into various patterns.

Example of branding on cycle stands

Example of entrance Jali
Vision for Placemaking in Pune

Details of Pilot Project
Diapalated and limited use sites will be transformed into area of active citizen participation: As in situation
Each site will be made interactive and interesting to ensure maximum citizen participation: Proposed Images (1/3)
Each site will be made interactive and interesting to ensure maximum citizen participation: Proposed Images (2/3)
Each site will be made interactive and interesting to ensure maximum citizen participation: Proposed Images (3/3)
Site to be ecologically sustainable as well through use of sustainable means

Creation of a solar tree

Sustainable landscapes – helps conserve water and energy, reduce waste and decrease run-off
Place making - 4 sites selected for Placemaking in the pilot phase

- Total 4 sites
- High Visibility & Community connect - Frontage on major roads or arterial roads
- Diverse neighbourhood, large catchment and landuse for each site
- Site area varies between 550 – 2165 sq.m.
Site 1: E-Learning & Skill Development

ABB 1, BANER
E-Learning & Skill Development

Total area of Site: 1310 SQ.M
Area of green cover: 304 sq.m
Percentage of green area: 23%

Smart Box with Semicovered workshop area, Capacity: 50 students
Activities:
• Computer education workshops
• English Speaking workshops
• Skill development workshops

Open Amphitheatre: Capacity: 60 people
Activities:
• Story-telling
• Educative skits/plays
• Drama Workshops

FFL: +0.00
FFL: +0.00
FFL: -0.15
FFL: +0.15
FFL: +0.15
FFL: +0.15

Site 1: E-Learning & Skill Development

JALI SEATS
Toilets

Area of green cover: 304 sq.m
Percentage of green area: 23%
Site 2: Leisure and Meditation

Lawn: 95 sq.m.  
Gazebo seating: 32 person  
Gabion seating: 8 person  
Mobile van parking: 50 sq.m.  
Signage wall: 4 m long

Reflexology zone – 15 sq.m area.  
Activities:  
• Acupressure walking.  
• Outdoor Gym – 5-6 equipments

Covered Yoga/Meditation Pavilion  
Area: 108 sq. m  
Capacity: 70 people  
Activities:  
• Zumba classes  
• Rope yoga  
• Yoga & Meditation.  
• Cross-fit training
Site 3: Innovation and Ecology

Interactive Environmental Education Plaza & Covered Workshop/Display Area
- Activities:
  - Environmental Educational Workshop/Group Discussion
  - Wildlife/Nature Photography Exhibition

Covered workshop/Display area 50 SQ.M

Interactive Environment Exhibition plaza 450 SQ.M

Herb Garden (152.20 sq.m.)
- Activities:
  - Community Farming
  - Farming or Kitchen Garden Development Workshop
  - Aquaponic Farming

Waste Management Display Area 86 SQ.M

Green Box for Aquaponics
- Activities:
  - Community Farming

Amphitheatre in lawn
- Seating capacity 75 persons

Butterfly Garden 90 SQ.M

PMC 01 - WADGAON SHERI: Innovation & Ecology
Outdoor fitness area morphed from elements of the logo. Self-lighting systems that work during both day and night time.

ABB 1, BANER
E-Learning & Skill Development

Smart Box with Semicovered workshop area: Capacity: 36 students
Activities:
- Computer education workshops
- English Speaking workshops
- Skill development workshops

Stepped Seating: Capacity: 15 people
Activities:
- Story-telling
- Group discussions

Seating Capacities:
- Jali Seating: 18 persons
- Stepped Seating: 20 persons

Site 3: E-Learning & Skill Development
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