

The 10 commandments OF THE HABITABLE CITY



Green

Cities need green areas to **compensate for CO₂ emissions** and preserve their links with nature.

Public

The public spaces in a city **influence the quality of life** and the happiness of its inhabitants.

Domestic

Street furniture and urban design can **transform a street** and turn a hostile place into a welcoming one.

Entropy

Cities come together and prosper when the ghettos disappear and a **diversified exchange** is facilitated.

Dense

The buildings and streets must have **common spaces** so that people come together and live as a community.



Mobile

Cities must provide their inhabitants with **various mobility options** for when they are negotiating their way through the urban jungle.

Signposted

Signs help us to **interpret cities** and to move through their streets in a real context.

Cultured

A city needs **culture to flourish** in all its corners, not only in museums and institutions.

Safe

Providing places where people feel comfortable and welcome is a better way to **prevent crime** better than through surveillance.

Ancient and modern

We must **preserve the past in our cities**, but we must also leave room for the stories of the future.

Source: Hugo Macdonald, author of 'How to live in the City'.