

Walkability

Architecture

What makes people choose to walk, in the order the evidence supports.

Distance matters, but directness and interest matter nearly as much.

Necessary

Somewhere worth walking to, within 400 m

A direct route, not a long detour

Continuous footway, safe crossings

Level or gently graded, step-free

What sustains it

Frontage that changes every few metres

Shade, shelter and places to sit

Other people present, at most hours

Lighting that covers the whole route

Traffic slowed, not just separated

The five-minute walk is about 400 m. A detour of 200 m removes a large share of the people who would otherwise walk.