



A. Workshop #1 Summary

The first workshop for the Downtown Sunnyvale Specific Plan Update was conducted as an open house with several stations to provide information on the Specific Plan process and pending applications and receive community input. The workshop focused on gathering community input on the public realm and parking experience in Downtown Sunnyvale.

This summary provides the feedback received by the Planning Team on the station exercises addressing public realm and on the question of: "What Did We Miss?"

Station #1 on the Public Realm asked the community to vote with dots on the type of uses or amenities desired or needed in the Downtown. The results of this exercises are summarized in Section B.

Station #2 for the Public Realm asked the community to write on post-it notes their suggestions for the types of improvements that would enhance the Downtown pedestrian experience. Input from this exercise is summarized in Section C.

The final station on "What Did We Miss?" gave the community a chance to provide any additional comments they had that may have been addressed at the other stations. The input received on this board is summarized in Section D.

B. Results of Station #1: Use Amenities Exercise

The results of the character board exercise, asking the community to vote with a green dot on uses or amenities they desired in the Downtown, is summarized in list form below and graphically summarized in Exhibits 1 and 2. The number of votes for each image and the type of use is shown in parenthesis below, organized by topic area, and arranged in order of the highest votes under each topic category. These totals are also graphically shown as numbered green circles, associated with the applicable image in Exhibits 1 and 2. Five comment card responses were also received, most of these from the same people that responded on boards. The results of these are separately tabulated and indicated after the plus (+) symbol in each category.

Uses (33 dots + 13 comments)

- ▲ Affordable Housing (11+2)
- ▲ Night Life (9+5)
- ▲ Boutique Retail (7+3)
- ▲ Neighborhood Services (6+3)

Downtown Activities (28 dots + 11 comments)

- ▲ Festivals and Music Events (10+3)
- ▲ Farmer's Market or Maker's Market (7+4)
- ▲ Movies in the Park (6+2)
- ▲ Art Walk (5+2)

Transportation Options (21 dots + 12 comments)

- ▲ Improvements to Bike Facilities (8+3)
- ▲ Improvements to Transit Facilities (7+3)
- ▲ Bike Share (Electric-assist bikes, scooters (3+3)
- ▲ Pick-Up/Drop-off for Lyft or Uber (3+3)

Public Services (23 dots + 9 comments)

- ▲ Community Center or Meeting Space (7)
- ▲ Post Office (6+5)
- ▲ Cultural Facility or Museum (5+3)
- ▲ Day Care (5+1)

Parks and Open Space (21 dots + 10 comments)

- ▲ Playground (7+2)
- ▲ Plazas or Courtyards (6+4)
- ▲ Dog Park (5+2)
- ▲ Fitness Station (3)

- ▲ Public Garden (+2)

Streetscape Enhancements (26 dots + 17 comments)

- ▲ Outdoor Dining (10+4)
- ▲ Seating (6+4)
- ▲ Wide Sidewalks (5+5)
- ▲ Street Furniture (5+4)

Landscaping (26 dots + 10 comments)

- ▲ Shade Trees (12+4)
- ▲ Urban Orchard (6)
- ▲ Stormwater Planters, Water Sensitive Landscaping (5+2)
- ▲ Landscaping in Planters or Pots (3+4)

Public Art and Signage (22 dots + 9 comments)

- ▲ Public Art (9+2)
- ▲ District Signage (7+3)
- ▲ Gateways (3+2)
- ▲ Historic Markers (3+2)

Other

- ▲ Preschool/Elementary School-More Options (3)
- ▲ Dedicated Bike Lanes
- ▲ Water Features; surfaces compatible with rainwater capture. No gas, all electric. Shade other than trees (e.g., solar panels), street seating/low walls

Although there was community interest on many of the uses provided on the boards, uses and amenities that had the highest number of votes included:

- ▲ Shade Trees (12 votes)
- ▲ Affordable Housing (11 votes)
- ▲ Festival and Music Events; Outdoor Dining (10 votes)
- ▲ Public Art; Night Life (9 votes)
- ▲ Improvements to Bike Facilities (8 votes)

Other desired uses selected included boutique retail, playgrounds, transit facility improvements, district signage, farmer's markets, or maker's markets. Uses/amenities receiving the least votes included fitness stations, gateways, historic markers, sidewalk landscaping in planters and pots, bike share, and pick-up and drop-off areas for Uber and Lyft.

When asked if the community would support development of a community benefits program in exchange for additional development intensity and building height, 4 out of 6 comment card respondents answered yes, 1 answered no, and 1 answered maybe. One respondent suggested: "'all-electric' buildings, public art, native plants, shade trees, activities in Plaza Del Sol, similar to Salesforce Park at the San Francisco Transbay Terminal." Another respondent suggested "a community conference center that can be used for conferences and meeting of public agencies and community activities to make Downtown Sunnyvale a preferred destination for discussions and meetings on housing, transportation, finance, ecology, climate change, energy, and public services."



C. Results of Station #2: Improvements to the Pedestrian Experience

Responses to the question on the types of improvements that would enhance the Downtown pedestrian experience are summarized below and organized by key themes. These include:

Circulation and Transportation Improvements:

- ▲ Pedestrian Bridge over Mathilda
- ▲ Separated bike lanes
- ▲ Wide sidewalks; increase city standards
- ▲ Pedestrian bridge over CalTrain, Mathilda, Murphy, and Sunnyvale Avenues
- ▲ Convenient rideshare, carpool, and transit drop-off/pick-up locations
- ▲ Convenient and safe drop-off and pick-up locations for rideshare shuttle vehicles to bring elders to Downtown for shopping/dining during the day. Also to bring people in during festivals/events.

Public Realm and Park and Open Space Amenities

- ▲ Allow for water infiltration (low impact development)
- ▲ Shade - have solar panels on any shade structure that's not greenery
- ▲ Public art - could be dynamic; if static, must be high quality
- ▲ Strong and visually appealing storefronts Spacious bike colorful paths, large shady trees, water features, plants
- ▲ Close Murphy to cars all or some of the time
- ▲ Public furniture that encourages people to hang out and talk and socialize
- ▲ Shade trees, art, seating, outdoor food
- ▲ More bike parking
- ▲ Water features and shade in Plaza del Sol; flowers
- ▲ Re-vamp Plaza del Sol with natural elements, plants, trees, water... think SF transit center (Salesforce Park)
- ▲ Water features: natural, recirculating, not overly stylized, lit up, etc.

Downtown Uses and Programming

- ▲ Pedestrian-friendly, but not in favor of kid-focused spaces. Downtown should be an entertainment and business district. Comfortable, walkable, not overly safe.
- ▲ Activities in Plaza del Sol, including yoga, crafts for kids, book swap, crafts for elders (knitting, quilting), book club), meeting spaces
- ▲ Community-based programs/education programs; more space for family and kids
- ▲ Do not make downtown a kid friendly place, downtown is no place for kids recreation. Enhance access to retail and entertainment. Maximize walkability and investments to street talking/walking of many people.

D. Results on What Did We Miss? Board

The following responses were received on the board "What Did We Miss?"

- ▲ No more high-rise buildings, we have too many already :(
- ▲ Art gallery store
- ▲ More diverse store's jewelry, clothing, cultural
- ▲ Small boutique stores. Diverse cultures.
- ▲ Accommodate open spaces for art and wine, farmers market, outdoor amphitheaters, films at dark
- ▲ More retail with a variety of different items such as jewelry, clothes, shoes, etc.
- ▲ More green park area in the context of buildings
- ▲ Continuity with Murphy Ave businesses to feel walkable to movie area
- ▲ Street names on building elevations to help visualize (3D model)
- ▲ Walkable areas with trees, grass, fountains, sculptures



Exhibit 1: Results Summary of Desired Uses/Amenities in Downtown Sunnyvale

What type of amenities or uses are desired or needed in the Downtown?

(Place the dot sticker on the amenity desired)

PARKS AND OPEN SPACE

Fitness Station



3

Plaza/Courtyard



6+4

Dog Park



5+2

Playground



7+2

LANDSCAPING

Urban Orchard



6

Shade Trees




12+4

Urban Planters



3+4

Stormwater Planters



5+2

Other Uses or Activities?

CITY OF SUNNYVALE DOWNTOWN SPECIFIC PLAN

STREETSCAPE

Seating Opportunities



6+4

Wide Sidewalks



5+5

Street Furniture



5+4

Outdoor Dining



10+4

PUBLIC ART AND SIGNAGE

District Signage



7+3

Gateway




3+2

Public Art



9+2

Historic Marker



3+2

How to Read the Results

The first number is the number of dots (or votes) for each amenity or use. The second number (following the “+”) is the number of votes for each item from the comment cards received.


Exhibit 2: Results Summary of Desired Uses/Amenities in Downtown Sunnyvale

What type of amenities or uses are desired or needed in the Downtown?


(Place the dot sticker on the amenity desired)

USES


Affordable Housing




Boutique Retail



Services




Night Life




TRANSPORTATION


Bike Share




Improvements to Transit Facilities



Improvements to Bike Facilities




Passenger Pick-up for Lyft or Uber




Other Uses or Activities?

DOWNTOWN ACTIVITIES


Art Walk




Festivals & Music Events



Farmer's Market




Movies in the Park




PUBLIC SERVICES


Cultural Facility & Museums




Post Office




Community Center



Daycare





CITY OF SUNNYVALE DOWNTOWN SPECIFIC PLAN