

# Urban Squares within the Framework of Urban Design: Kadıköy Square, Turkey

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**Abstract.** This article aims to give a comprehensive perspective to the design concept in urban squares, which is the research subject of landscape architecture and related disciplines, and to reveal the criteria in the design process. This research was carried out with the idea of "how to design urban squares as a qualified urban service area?". For the squares to fulfill their functions and be well-functioning urban services, they should be evaluated in the light of various design criteria. In this study, using AHP (Analytical Hierarchy Process), 40 different design criteria were brought together and examined in Kadıköy square in Istanbul. In this context, a multi-criteria design approach has been developed that will enable citizens to spend more of their free time in the squares and to adopt positive feelings in these spaces. By evaluating the research criteria, it was found that 21 criteria were not included in the design process in Kadıköy Square. For this reason, Kadıköy Square is in a low suitability class. The study is seen as a mechanism that shows the unique features of urban squares in the design process and how the squares should be developed in the process of becoming a qualified service area. While studies are emphasizing that the squares in the cities are important open spaces, there are no studies that include concrete criteria that can ensure that the squares are qualified spaces. Bringing together all the criteria related to squares and creating a basis for a multi-criteria design process reveals the value of the study.

**Keywords:** public spaces, Urban squares, Urban design framework, AHP, İstanbul (Turkey)

## Introduction

Squares are places that have become the symbols of the city where social and cultural encounters take place. Square; "Platea", meaning open place or extended street in Latin, was born from the word "Place" in English and French. Spanish "Plaza" and Italian "Piazza" are also of the same origin [22]. In general, the square; is a three-dimensional volumetric arrangement limited by horizontal and vertical volumetric elements, in which people perform their actions, surround them, and create a sense of integration and ownership [56]. Fauole defines the square as empty spaces defined by the designed environment and states that for a place to be defined as a square, it must first be pedestrianized. According to Kevin Lynch, squares are centers of intense public activity created in urban spaces, reflecting the identity of the city. The main criterion in the design of a square is to increase the quality of the place where that square is built [28]. At the same time, it should have features that will affect society and make it easier for people to meet [22]. In this respect, it is seen that urban squares are highly effective in social life. The meanings added to the squares are the most important elements that affect the communication between the individual and society. Space and human interaction also contribute to the dimension of human behavior relations in space and to the practice of using space. In this sense, the human-space interaction reveals the degree of the square function [28, 26, 57]. Squares have fulfilled very important social and social functions since the ancient period and have the feature of being a "city center" because they were the scene of important events of the period. Squares are an organic part of society from the past to the present. The first urban open spaces that emerged in the form

of squares in Ancient Greece, Rome, and later periods symbolize the culture and splendor of the city [56]. The people who make up society have needed squares in all cultures to come together, meet, shop, and discuss their daily problems.

Squares; for a long time until the 19th century, they were characterized as closed forms with the architectural structures around them. The square form, which is based on the continuity of the facades, has begun to change, especially with the isolated building form that emerged with modernism and the spread of the residences that form the historical squares to the suburbs [28]. Functional changes in cities in the 20th century have led to the arrangement of squares as spaces that respond to different forms and functions. Thus, squares are designed as open spaces that serve free-time activities that still take place today [30]. Walter Benjamin introduced the concept of "flâneur" to more clearly express the relationship between the urban square and usage types, which people use extensively in open spaces. "Flâneur" is the situation in which individuals feel at home in urban squares. In other words, it refers to individuals who can freely roam in the urban squares. In this way, cities and urban squares gain meaning [15; 13]. In this situation, the main feature that distinguishes the urban square from any place or open space is its scale which gives a feeling of closeness to people. This situation reveals the importance of the view that the size of the square should be proportional to the number of users [49]. Since the urban squares are one of the most important places in the city, they enable those who live in the city and come to visit the city to establish a relationship with each other

and the city. In addition, squares are communication areas that strengthen the relationship between people and support establishing relationships in the context of new urban culture [49].

Squares have an important role in the development and change of urban culture. In this process, the situation that should be considered is to increase the quality of the squares and to have positive meanings. As it should be in every changing and developing place, users should feel positive feelings in squares as well. In this context, the fact that squares are characterized by their forms or functions, as well as creating a sense of belonging to a "place" in its users, also shows the quality of that square. According to him, the square is almost a "psychological resting place" within the urban fabric. When the historical development of squares is examined, it is seen that the most successful squares are the places where the user feels as a natural part of urban life [89; 58].

Feeling as a part of a place arises from the perceptual relationship that people establish with the "place". A square perceived for the first time creates a perception of space by combining the images accumulated in memory and past experiences and the physical elements it presents to the person at that moment, and thus develops a usage type. In this case, the importance of the attributes loaded into the squares also emerges. In this way, urban squares can stimulate, encourage social events and support a wide variety of uses (and users) [59]. It is seen as

a tool for users to attribute positive values to squares and to characterize squares well to achieve these goals. In this direction, this study is aimed to determine the qualities of the squares in establishing the relationship between the square and the concept of design. This approach has been evaluated in Istanbul Kadıköy Square.

## Materials and Methods

The main material of the study is Kadıköy Square (Rıhtım) in the city of Istanbul (Figure 1). Kadıköy Rıhtım Square has an average depth of 245 meters and an average width of 145 meters. The location of the square is the part between Haydarpaşa Train Station and Kadıköy Metro Station. There are Kadıköy-Eminönü, Beşiktaş ferry port, and Haldun Taner Stage, which are used extensively in the square. Space usage near the square, which causes intensive use of the square, is also shown in Figure 2. Kadıköy has an important position in terms of city transportation. The historical core that forms the beginning of the settlement in Kadıköy District, the area formed by Haydarpaşa Bay and Moda Cape is also located in this region. While Kadıköy Square is located on the Anatolian side of Istanbul, in the southern part of the Bosphorus where the Bosphorus opens to the Sea of Marmara, it is a port area that has seen many uninterrupted settlements and has been the scene of various civilizations since ancient.



Fig. 1. Location of the research area [created by authors]

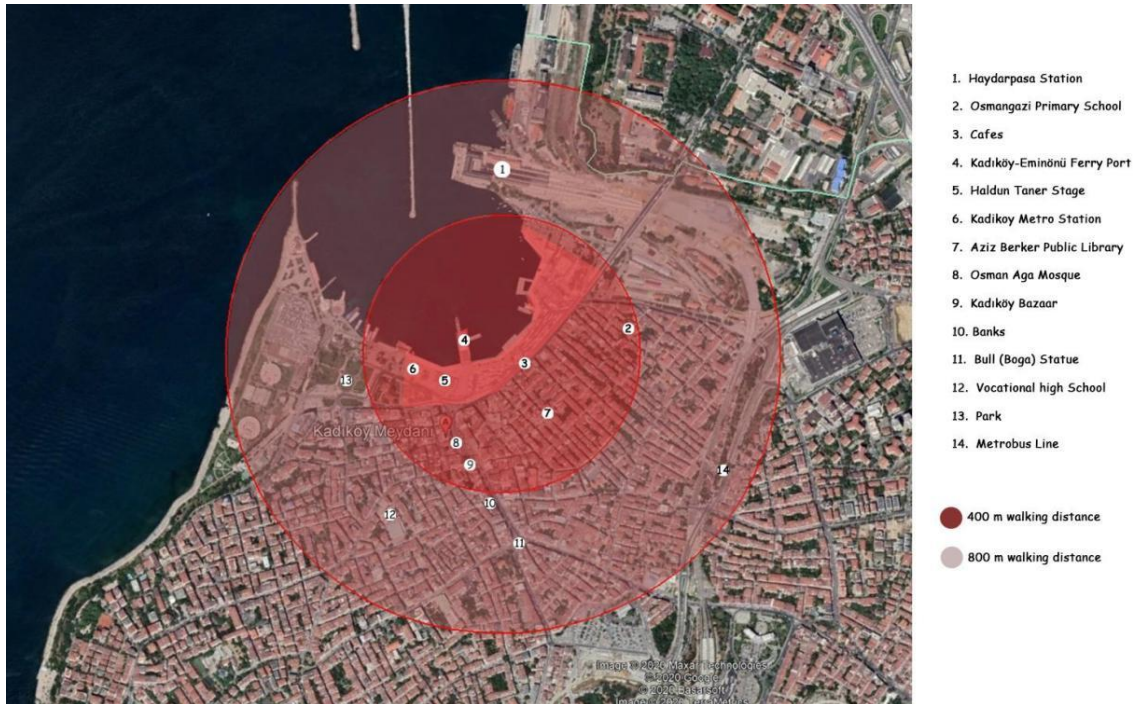


Fig. 2. Space usage in Kadıköy Square and its surroundings [created by authors]

Since Kadıköy Square is the center of trade and transportation on the Anatolian side, it has many functions together. Especially the diversity in terms of transportation draws attention. The square stands out as a transfer point in terms of sea and land transportation. While there are regular services to various coastal districts in the city from Kadıköy, Bostancı, Eminönü, and Beşiktaş sea bus piers, there are also services to nearby cities. Bus, minibus, and minibus stops are also located in the square. The fact that it is a transportation center with sea, land, and railway terminal points causes the area to be used very intensively. With all these characteristics, it is understood that Kadıköy Square and the coastal areas are important recreation areas and transfer centers.

The fact that the integrity of the square is repeatedly interrupted by vehicle roads causes the area to be divided into parts, preventing it from being perceived and used as a whole. As a result of this interruption, the square loses its function and becomes a transit route, coastal road, and walking route. While the square has empty and secluded areas in the western and southwestern parts, the high level of human circulation in the northern part, which is associated with public transportation, creates an inhomogeneous usage situation. At the same time, Kadıköy Rıhtım Square creates an unusual square due to its relationship with the sea [40]. All these situations caused Kadıköy Square to be chosen as the research area.

The study consists of a 4-stage method. The stages are as follows:

#### **Determination of Design Criteria of Urban Squares**

In the first stage of the method, the square design criteria group and the qualifications/criteria to be used in the evaluation within the scope of these criteria groups were determined. For this purpose, the criteria determined from domestic and foreign research on squares in the urban design process and the scope of these criteria were examined.

There are not many studies on the perception of the squares by the users and the management of the design process in this direction. The criteria in the studies reached in the literature were evaluated in this study. The criteria used in the studies of Lynch (1960), Alexander and Poyner (1970), Gehl (1971), Smardon (1979), Jarvis (1980), Whyte (1980), Carr et al. (1992), Strumse (1994), Özer and Aytan (1995), Van Mansvelt and Kuiper (1999), Hooke (2000), Sternberg (2000), Tibbalds (2000), Weinstoerffer and Girardin (2000), Aklanoğlu (2002), Carmona et al. (2003), Clay and Smidt (2004), Virbašienė ve Janušaitis (2004), Hacıhasanoğlu and Aytem (2005), Günel and Esin (2007), Oktay (2007), Watson and Bentley (2007), Crankshaw (2008), Semerci (2008), Temelli (2008), İnceoğlu and Aytuğ (2009), Taşçı (2012), Song and Yan (2013), Jafarzadeh (2014), Şahin (2015), Erdönmez and Çelik (2016), Aytaş (2017), Uzgören and Erdönmez (2017), Durak (2018), Şahin (2018), Argan (2019), Alpuğuz (2019), Altay and Batman (2019), Bolat (2019), Cabarkapa and Djokic (2019), Hançer (2019), Altay et al. (2021), Karaçor et al. (2021), Xu et al. (2021), Nabil (2022) were developed and 40 criteria were determined under 18 design criteria group (Table 1).

TABLE 1

*Criteria for urban square design and their references [created by authors]*

<b>Design Criteria Group</b>	<b>Criteria</b>	<b>Reference</b>
<b>Definable</b>	1. Guidance of design lines 2. Understanding the concept 3. Feeling the separation of spaces	[29], [53], [62], [71], [27], [75], [25]
<b>Legibility/Openness</b>	4. Adequate range of motion 5. Order in design elements	[45], [73], [31], [62], [41], [71], [75], [38]
<b>Functionality</b>	6. Understanding the main idea/subject 7. Appropriateness of space functions	[29], [1], [62], [70], [6], [14], [34], [75]
<b>Diversity in Design</b>	8. Diversity of living material 9. Diversity of non-living material	[78], [62], [69], [6], [38], [86]
<b>Permeability</b>	10. Connecting streets and public spaces 11. Integrating with different routes	[1], [23], [62], [73], [75]
<b>Sustainability</b>	12. Suitable material 13. Suitable plant 14. Usage of recycling or renewable energy sources	[1], [31], [62], [41], [71], [70], [10], [75], [14], [25]
<b>Balance</b>	15. Conformity in scale 16. Homogeneous distribution of living material 17. Homogeneous distribution of non-living material	[55], [53], [25], [69]
<b>Order</b>	18. Compatible functions of spaces and equipment 19. Related and balanced spaces and equipment	[2], [78], [53], [25], [69]
<b>Integrated Design</b>	20. Integrity between living materials 21. Integrity between non-living materials	[29], [14], [34], [25]
<b>Harmony in Space</b>	22. Harmony of each of the design elements in the whole place	[55], [31], [62], [70], [27], [69]
<b>Associated with Surrounding Items</b>	23. Harmony of the identity of the place and its surroundings	[2], [31], [62], [27], [14], [34], [7]
<b>Direction Finding</b>	24. Orientation of spaces and equipment 25. Order in the transport network 26. Free mobility	[27], [69], [6], [7]
<b>Compatible with Human Scale</b>	27. Proportion	[2], [82], [73], [62], [41], [27], [75], [25], [34], [7]
<b>Color</b>	28. Relaxing effect of colors 29. Color balance 30. A sense of sincerity	[63], [9], [11], [62], [72], [71], [36], [6], [8], [7], [51]
<b>Shape</b>	31. Formal harmony 32. Order in shapes 33. Detection of surfaces	[63], [9], [62], [72], [71], [36], [6], [8], [7]
<b>Texture</b>	34. Different textures	[63], [9], [11], [62], [72], [71], [36], [25], [6], [8], [7]
<b>Form</b>	35. Effective (to encounter an unusual form) 36. Dynamism in forms 37. Boundary effect	[63], [9], [11], [72], [71], [36], [6], [62], [8], [7]
<b>Lighting</b>	38. Gloss/opacity 39. Effective (to encounter an unusual light) 40. Sufficient / safety	[53], [62], [66], [25], [6], [8], [14], [16], [7]

TABLE 2

*Evaluation Scoring of Comparison Scales [74]*

Numerical Value	Definition	Explanation
1	Equal Value	Both options are equally important
2	Weak or Light Value	
3	Partial Value	One criterion is considered more important than the other.
4	Average Value	
5	High Value	One criterion is considered much more important than the other.
6	Strong Value	
7	Very High Value	One criterion is considered more important than the other.
8	Much Stronger Value	
9	Absolute Value	It is based on various information that one criterion is extremely important over the other.

TABLE 3

*Random Index (RI) Values [74]*

<i>n</i>	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
<b>RI</b>	0	0	0.58	0.90	1.12	1.24	1.32	1.41	1.45	1.49	1.51	1.53	1.56	1.57	1.59

**Calculation of Determined Criteria Scores**

The square design criteria included in the method of this study are an important determinant for the study. The significance of the criteria was evaluated using AHP (Analytical Hierarchy Process). It was first put forward by Myers and Alpert in 1968 and was developed as a model by Saaty in 1977 and became a method that can be used in solving decision-making problems. In the method, the experiences, perceptions, and judgments of the people who make or evaluate the choices play an important role in determining the criteria weights, defining the problems, and classifying the concepts. It is one of the most preferred methods for multiple criteria or processes [19]. Because it facilitates the selection of importance and priority among competing or conflicting criteria in the decision-making phase [60]. AHP was used as a method by Song et al. (2011), Wang and Li (2013), Zhang and Feng (2013), Allahyari (2017), Wang (2018), Laroche et al. (2019), Mushtaha et al. (2019), Karacor et al. (2021), Zhang (2020), Lu et al. (2021)'s urban design researches.

The hierarchical structure created for the purpose is scored as in Table 2. The values required to determine the consistency in line with the scoring are given in Table 3. At this stage, the coefficient called "Consistency Index-CI" is calculated. The consistency ratio (CR) should be evaluated by comparing the RI (Random Index) and the CI (Consistency Index). In this case, if the consistency ratio is less than 0.10, it is decided that the comparison matrix is consistent [74].

In line with the method, a three-person group consisting of landscape architect authors was the decision maker for the criteria. The 40 criteria in the

study method (100 full points) received the same scores. All criteria are of equal importance (2,5 points), so its coefficient is 1, and the random index value is 0 (Table 2-3). This is because no statistically significant weight difference was detected in the analytic hierarchy process in the calculation.

**Evaluation of Determined Criteria in Research Area and Determination of the Suitability Classes**

It was determined whether it was applied in Kadiköy Square and the qualifications were evaluated as a result of the scoring made with the points determined according to the AHP. The total score of the urban square was calculated with the scores as a result of the qualifications. While determining the suitability classes of the urban square, the total score was divided into 5 equal parts. The suitability classes are named lowest (0–20), low (20–40), medium (40–60), high (60–80), and highest (80–100).

**Development of Improvement Approaches for Kadiköy Urban Square**

Suggestions have been developed to improve the low score criteria in the results calculated by evaluating the AHP and field studies. It has been tried to create approaches that can increase the suitability class of Kadiköy square.

**Results**

In this section, criteria evaluations and scores are given in Table 4. The graph of AHP scores and total scores in line with the calculations is given in Figure 3.

TABLE 4

*Design Criteria Scores [created by authors]*

Design Criteria Group	Criteria	Evaluation	AHP Score	Criterion Total Score
Definable	1. Guidance of design lines	-	7,5 (2,5x3)	0 (2,5x0)
	2. Understanding the concept	-		
	3. Feeling the separation of spaces	-		
Legibility/Openness	4. Adequate range of motion	+	5	2,5
	5. Order in design elements	-	(2,5x2)	(2,5x1)
Functionality	6. Understanding the main idea/subject	-	5	0
	7. Appropriateness of space functions	-	(2,5x2)	(2,5x0)
Diversity in Design	8. Diversity of living material	-	5	0
	9. Diversity of non-living material	-	(2,5x2)	(2,5x0)
Permeability	10. Connecting streets and public spaces	-	5	2,5
	11. Integrating with different routes	+	(2,5x2)	(2,5x1)
Sustainability	12. Suitable material	-	7,5 (2,5x3)	0 (2,5x0)
	13. Suitable plant	-		
	14. Usage of recycling or renewable energy sources	-		
Balance	15. Conformity in scale	+	7,5 (2,5x3)	2,5 (2,5x1)
	16. Homogeneous distribution of living material	-		
	17. Homogeneous distribution of non-living material	-		
Order	18. Compatible functions of spaces and equipment	-	5	0
	19. Related and balanced spaces and equipment	-	(2,5x2)	(2,5x0)
Integrated Design	20. Integrity between living materials	-	5	0
	21. Integrity between non-living materials	-	(2,5x2)	(2,5x0)
Harmony in Space	22. Harmony of each of the design elements in the whole place	-	2,5 (2,5x1)	0 (2,5x0)
Associated with Surrounding Items	23. Harmony of the identity and design of the place and its surroundings	+	2,5 (2,5x1)	2,5 (2,5x1)
Direction Finding	24. Orientation of spaces and equipment	-	2,5 (2,5x1)	0 (2,5x0)
	25. Order in the transport network	-		
	26. Free mobility	-		
Compatible with Human Scale	27. Proportion	+	2,5 (2,5x1)	2,5 (2,5x1)
Color	28. Relaxing effect of colors	-	7,5 (2,5x3)	0 (2,5x0)
	29. Color balance	-		
	30. A sense of sincerity	-		
Shape	31. Formal harmony	+	7,5 (2,5x3)	2,5 (2,5x1)
	32. Order in shapes	-		
	33. Detection of surfaces	-		
Texture	34. Finding different textures	+	2,5 (2,5x1)	2,5 (2,5x1)
Form	35. Effective (to encounter an unusual form)	-	7,5 (2,5x3)	5 (2,5x2)
	36. Dynamism in forms	+		
	37. Boundary effect	+		
Lighting	38. Gloss/opacity	+	7,5 (2,5x3)	5 (2,5x2)
	39. Effective (to encounter an unusual light)	-		
	40. Sufficient / safety	+		
<b>Kadiköy Square Total Score</b>				<b>27,5</b>

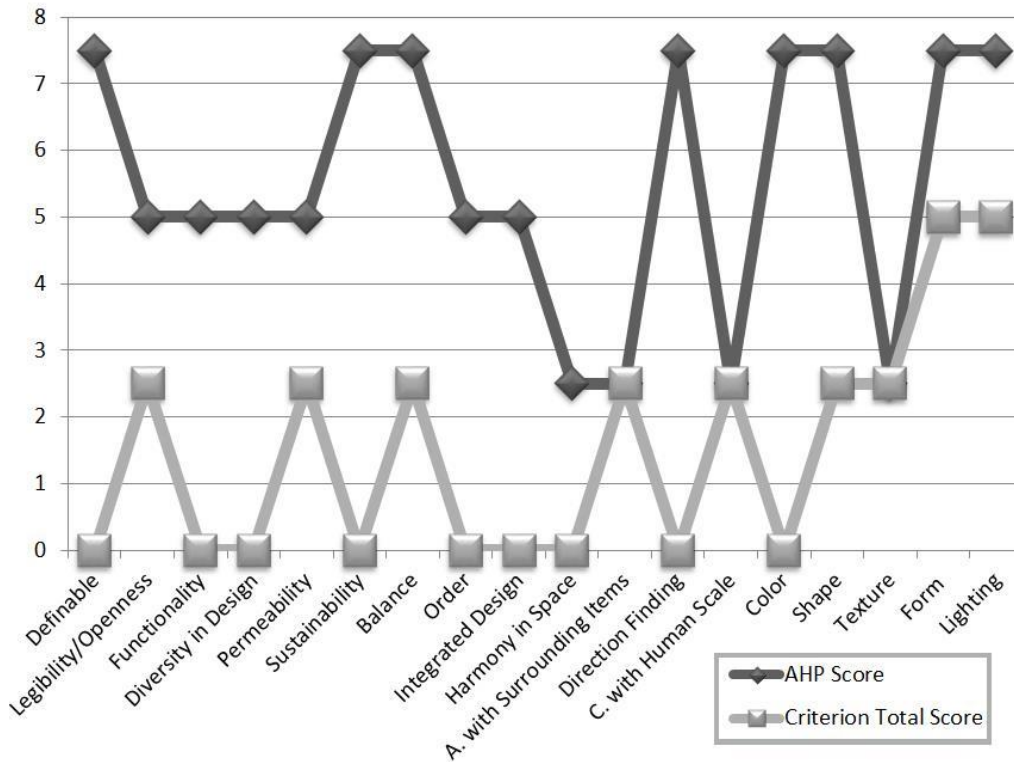


Fig. 3. AHP scores and total scores of criteria for Kadıköy Square [created by authors]

### Urban Square Design Approaches for Kadıköy Square

When Table 4 and Figure 3 are examined, Kadıköy Square was found to be a low suitability class, with a total score of 27,5. Kadıköy Square does not have 21 design criteria that determine the qualities and evoke positive feelings in the urban square. When the design criteria groups are examined; it has been revealed that there are no positive qualities in terms of definability, functionality, diversity in design, sustainability, order, integrated design, harmony in the space, direction finding, and color effect. To increase the scores of these criteria and for the users to add positive values to the square, approaches that can increase the usability and desire to use the square should be developed.

The coastal area becomes the focal point of the city by integrating with the square. To present a holistic design in the research area at the urban scale, an integrated system should be created with the effects of the use of the area around the square. It will be possible to establish new functions that will support the recreation and transfer center function, which is the most important feature of the research area and increase the quality level of the square. To ensure that users use the square efficiently throughout the year instead of transit passes, spaces that can appeal to different user profiles such as resting areas, playgrounds and

sports fields, open-air cinema, observation tower, pedestrian-bicycle transportation, and sightseeing routes should be created. The fact that users can spend time in different places with different activities will prevent confusion and make it easier to find directions. At the same time, irregular circulation and irregularly located cafes create negative feelings. It has been observed that there are no interesting design elements in Kadıköy Square. To emphasize the importance of this square, a special item can be designed that can create a landmark.

It should establish an uninterrupted coastal movement by moving in continuous extensions along the coastline. This pedestrian path, which can be the main axis of pedestrian circulation in the square, should be articulated to all pedestrian foci and streets of the region, increasing permeability. The design approach for the urban square should be created with energy efficiency and recycling. It is an important design criterion for the sustainability of Kadıköy Square.

These approaches have been developed as a result of the criteria calculated in Table 4 and the photographs in Figure 4 showing the current situation and problems of Kadıköy Square.

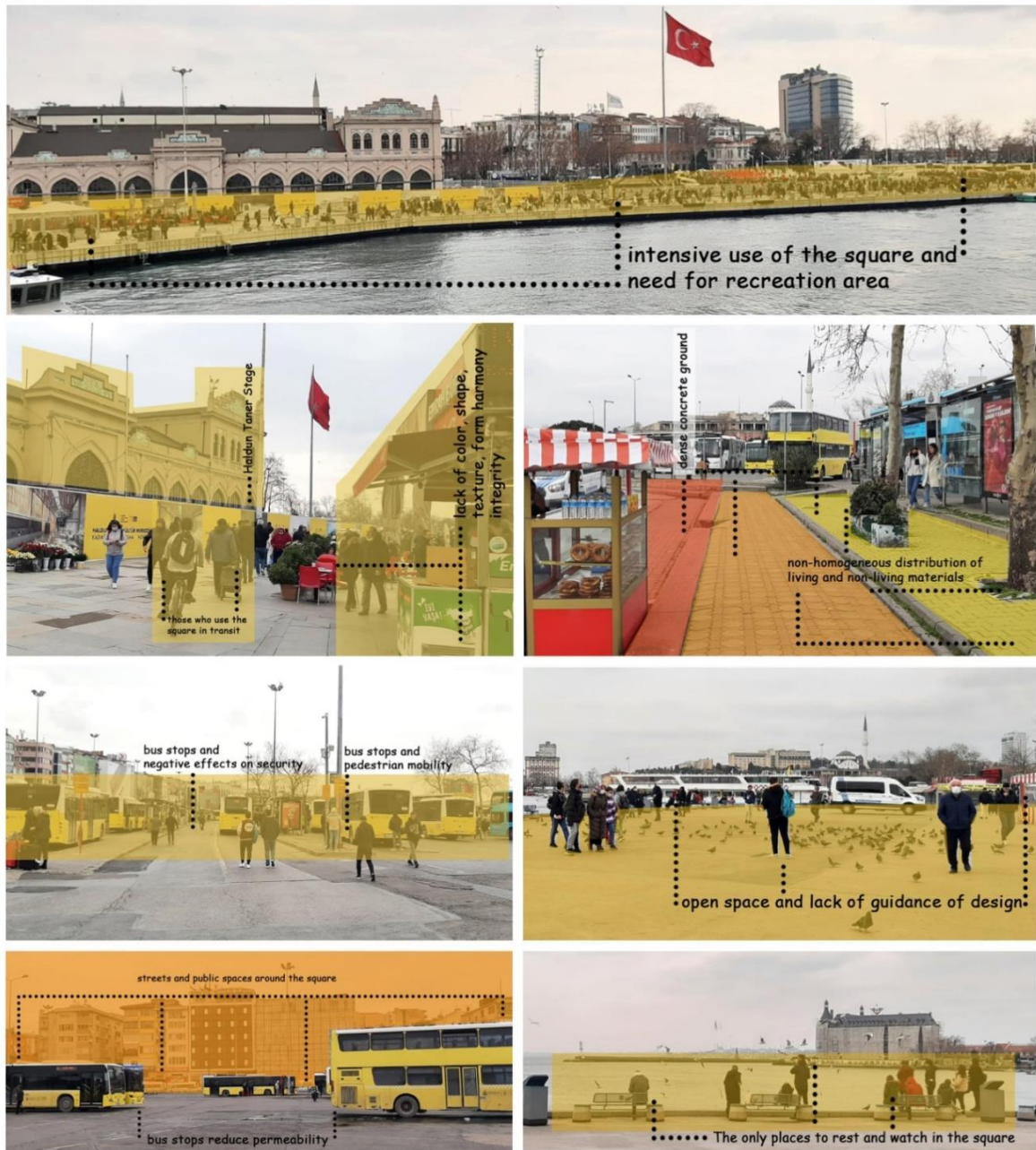


Fig. 4. Images from Kadıköy Square [created by authors]

### Discussion and Conclusion

In line with the findings and approaches, the problems that need to be considered to adopt positive values and increase the quality of the square are given below. The criterion to which the specified problem is related is given next to it. With the solution to these problems, the negative feelings in the square will be reduced. The users' sense of belonging to the square will be strengthened.

- Irregularities (space use, transportation, orientation) in human-space interaction (harmony in the space, color, shape, texture, form).
- The vehicle road barrier, which is also associated with the square and between the Coastal –

Kadıköy bazaar (definable, functionality, permeability, integrated design, harmony in space).

- Traffic density (sustainability, order, permeability).
- The division of the coastal zone by vehicle roads and parking area, (order, integrated design, harmony in space, direction finding).
- Unsafe pedestrian mobility at bus stops, (definable, functionality, integrated design, the problem of finding direction for the elderly and disabled person (direction finding, lack of lighting during dark hours (lighting, color effect, direction finding).



- The functional and physical disconnection of the areas can be explained as dysfunctional spaces (definable, functionality, integrated design, harmony in space).
- Undefined pedestrian paths (definable, direction finding, order).
- Heat island formation due to dense concrete floor (sustainability, order, permeability).
- Living and non-living materials that do not show homogeneous distribution (color effect, definable, harmony in space, order).

It is emphasized that the design criteria that emerged with the findings obtained in the study are effective and should be taken into account during the evaluation phase. The design approaches proposed in the study should focus on solving the identified priority problems and missing design criteria. Attention should be paid to human scale, spatial barriers, ecology, and climate-sensitive solutions for the sense of belonging to the square. The use of the square will increase and it will be preferable for the users in a square where urban design lines are located and guided, and a transportation system that is compatible with the environmental connections and integrated with the square is solved.

According to research on urban design, it is stated that the most important determinant of the quality of the space is the "use" factor. The main condition determining the use of a square is that it is easily accessible and includes functional diversity that can attract users from different segments and age groups [82; 83; 21; 47; 17; 42]. Main arteries and axes should be formed to shape well-defined squares physically and to ensure circulation in these spaces [32]. This situation was also found to be important for Kadiköy Square and it was emphasized in the design approaches. The potential of Kadiköy Rıhtım Square is not well defined physically. For this reason, the area should be redesigned with a holistic design approach rather than point arrangements and developments to be made in the square. The state of creating a sense of place and belonging in the users of the square is related to the physical condition of the square, namely its design. The sense of belonging to a "place" is a very important need of people, and the realization of this feeling depends on the character of the area, where the features surrounding the users of that place are formed [4; 39]. The purest expression of the "sense of place" in spatial terms is associated with the feeling of being surrounded. This approach can also be developed in Kadiköy Square. The presence and diversity of plants also support this feeling and add positive meanings to the squares [84; 85; 86].

In urban squares, components should be brought together in light of all these criteria. When the right balance is established between stimulating, simple,

original, and order, it can have a positive value in space design. The important thing in a design is to achieve harmony thanks to the balanced combination of unity and diversity [76; 24; 11]. In line with the data obtained, establishing the balance of these criteria in Kadiköy Square should be one of the priority targets.

Another issue that needs to be balanced in public open spaces is color. When using colors, attention should be paid to the angle and direction of light, function and identity, cultural structure, climate and material selection. Along with colors, size, shape and texture also have the functions of perceptibility, emphasis, direction, diversity and depth effect in the space according to the usage areas. In addition, colors create unity, harmony and positive psychological effects on users [44; 63; 64; 30; 12; 54; 72; 36; 5]. The different colors, textures and forms in Kadiköy Square create a sense of confusion. This situation destroys the guiding effect of the design. Lighting is also an important criterion for the orientation effect in urban squares. In addition, lighting also has functions such as safety, visual comfort and amenity [66; 61; 52; 16]. The effect of the light in the square; depends on the seasons, the number of clouds in the sky, the time during the day, and the shadow effect created by another object and creates a different effect in the summer season and different in the winter season [30; 5]. This is not the case in Kadiköy Square. Lighting that creates different effects plays an important role in squares. It should make the sense of place feel by supporting the night use in the squares.

As a result, this study has defined the criteria and problems to be used in increasing human-space interaction. When all these criteria and results are used as a base in a new square design process, it will increase the quality of the space, users will be able to use the space with positive feeling to strengthen the human-space relationship, the perception scale between the natural-artificial elements in and surrounding the square should be evaluated in the context of human-space psychology, and the identity of the square should become a place where positive meanings.

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**Kopsavilkums.** Raksta mērķis ir sniegt vispusīgu perspektīvu pilsētas skvēru dizaina koncepcijai, kas vienlaikus pētījumā ir ainavu arhitektūras un ar to saistīto disciplīnu izpētes priekšmets, un atklāt kritērijus projektēšanas procesā. Pētījuma procesā apkopoti 40 dažādi dizaina kritēriji, kas izmantoti un pārbaudīti *Kadıköy* laukumam Stambulā. Pētījums tiek uztverts un parādīts kā mehānisms, kas izceļ pilsētas laukumu unikālās iezīmes projektēšanas procesā un to, kā skvēri, un laukumi būtu jāattīsta, lai tie kļūtu par kvalitatīvu, saistošu un interesantu funkcionālo zonu sabiedrībai kopumā.