

A teal-tinted photograph of a modern, multi-story residential building. The building features a grid of windows and a flat roof with a low parapet. In the foreground, there is a rooftop garden area with several rectangular planters containing low-lying vegetation. The ground is paved with light-colored tiles. To the left, a portion of an older building with a glass-enclosed roof is visible. The overall scene is captured in a clean, architectural style.

JERSEY RESIDENTIAL DESIGN GUIDE

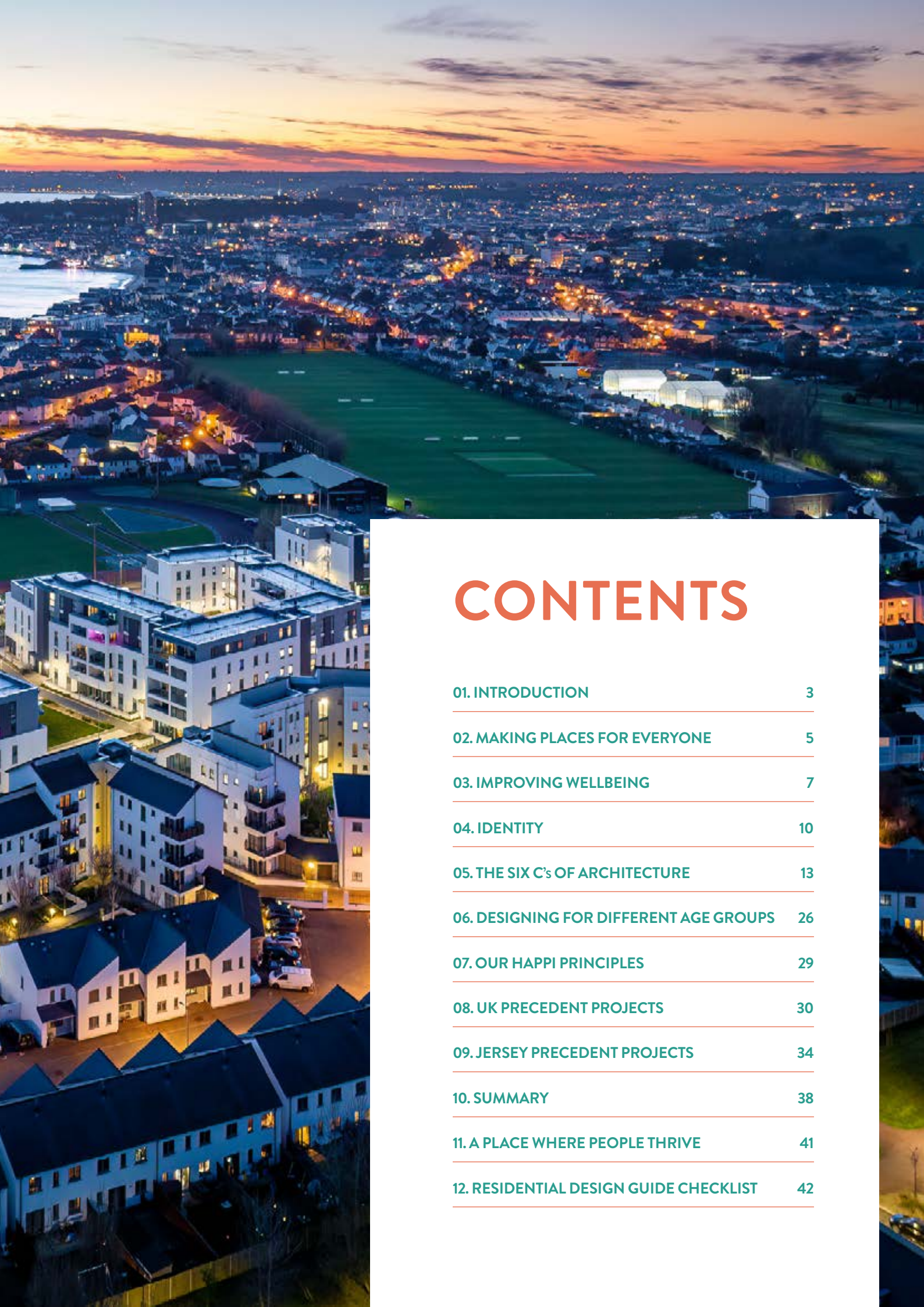
An aerial photograph of a coastal town at sunset. The sky is a mix of orange, yellow, and blue. The town is built on a hillside overlooking the water. A large semi-transparent text box is overlaid on the left side of the image, containing the title and introductory text. The town's lights are visible, and the water reflects the sunset colors.

VISION

The island's need for affordable housing should not be at the expense of design quality. This guide demonstrates what excellent housing design looks like and how it can be achieved.

This document has been commissioned by Andium Homes and developed in consultation with numerous stakeholders including designers, planners, developers and members of the public, to provide design team guidance and galvanise a shared approach to housing design, wellbeing and identity.

Facilitating healthy new homes and great places for Islanders.



CONTENTS

01. INTRODUCTION	3
02. MAKING PLACES FOR EVERYONE	5
03. IMPROVING WELLBEING	7
04. IDENTITY	10
05. THE SIX C's OF ARCHITECTURE	13
06. DESIGNING FOR DIFFERENT AGE GROUPS	26
07. OUR HAPPI PRINCIPLES	29
08. UK PRECEDENT PROJECTS	30
09. JERSEY PRECEDENT PROJECTS	34
10. SUMMARY	38
11. A PLACE WHERE PEOPLE THRIVE	41
12. RESIDENTIAL DESIGN GUIDE CHECKLIST	42

01.



INTRODUCTION

This guide aims to stimulate enhanced design standards for Andium's housing.

Designers are encouraged to follow an approach which balances the creation of places that are delightful, great to live in and enhance their context, whilst addressing such issues as planning policy, transport, drainage and viability. This guide sits alongside Andium's technical Standard Specification and Placemaking Strategy and seeks to identify key factors in designing successful housing schemes and, to create developments which enhance their surroundings and the public realm.

In each section of the guide, designers are encouraged to consider factors which must be addressed when developing a scheme. This guide seeks to inspire and encourage designers to create schemes which respond to a site's context and the specific brief.

The structure of the guide is based upon the Jersey Architectural Commission's 6 C's namely, Context, Character, Connectivity, Community, Climate and Change. Designers will need to show how their design successfully responds to each of these criteria.

Designers will need to explain their conceptual thinking and tackle key issues such as contextual identity, heritage, placemaking, landscape, liveability, density and massing, materials, longevity and sustainable design. They must also explain how they have engaged with the local community in assessing their needs and aspirations.

Enriching the places where people live

This guide does not reiterate the policies of the Bridging Island Plan or the Government's Supplementary Planning Guidance, as these can change. However, designers must demonstrate an appreciation of, and respond to, the relevant planning requirements.

02.



MAKING PLACES FOR EVERYONE

Andium Homes has long focussed on delivering great homes and services for all those who need them.

We recognise that it is not only important to create great homes, but also to create great places.

Placemaking has become a key part of Andium's commitment to making great places.

This is demonstrated by:

1. The publication of our Placemaking Strategy
2. Ensuring that placemaking principles underpin all our new capital projects
3. Bringing forward a funded refurbishment programme for external areas on existing estates, to promote wellbeing

“Placemaking is a process and way of thinking aimed at achieving better quality places, as the physical setting for life in our urban and rural environments. It requires development to respond to the context of a place, through an understanding of its evolution, functionality and character; the needs of the local community; and the impact it has on everything that surrounds it. Ultimately, good placemaking helps to ensure that we can provide a high-quality environment for everyone, promoting health, happiness and well-being, whilst creating opportunity for sustainable economic activity, attracting residents, visitors and investment, and better managing our natural environment and resources...”

– Policy SP3 in the 2022 Bridging Island Plan

03.



IMPROVING WELLBEING

Creating places where people are proud to live and enjoy.

A well-designed scheme will improve resident's wellbeing by accommodating landscaping and biodiversity, encourage a sense of community, promote exercise, walking and cycling, and create places where people are proud to live.

This should be reflected in outdoor spaces through landscape, play and public space design, but also within buildings and individual homes, by providing well thought-out residential spaces, accessible outdoor spaces and cycle parking.



A key aim for designers is to promote wellbeing by considering various factors that can influence both the physical and mental health of occupants.

Some key considerations are:

NATURAL LIGHT

Exposure to natural light has been proven to improve mood, productivity, and overall health. Incorporating lots of windows, borrowed light and skylights can maximize natural lighting levels within homes and communal areas.

VENTILATION

Good ventilation reduces indoor pollutants and improves air quality, which can have a significant effect on wellbeing. Design elements might include openable windows, ventilation systems, and designs that promote natural airflow.



GREEN SPACES

Nature has a calming and restorative effect on people. Providing access to green spaces such as gardens, roof terraces, or balconies with contained planting, can promote wellbeing.

NOISE CONTROL

Noise can cause stress and disrupt concentration. Soundproofing methods, the use of noise-cancelling materials, and careful spatial planning can all help to mitigate noise issues.

AESTHETIC APPEAL

An aesthetically pleasing environment can improve mood and wellbeing. This can involve elements of architectural and interior design, the use of colour and textures and needs to be an essential part of all design approaches and responses.

ACTIVE DESIGN

Incorporating features that encourage physical activity can enhance wellbeing. This might include connectivity beyond the site, access to fitness facilities, or outdoor spaces suitable for exercise.

SUSTAINABLE MATERIALS

The use of non-toxic and sustainable materials can improve indoor air quality and contribute to occupant's physical health and wellbeing. Materials with greater durability are also more sustainable.



THERMAL COMFORT

Designing buildings that maintain comfortable temperature and humidity levels contribute to physical comfort and wellbeing.

COMMUNITY SPACES

Designing spaces that foster social interaction and promote chance meetings will contribute to a sense of community and wellbeing. This could include circulation spaces, communal kitchens, roof gardens or courtyards.

SECURITY

Designing with 'secured by design' principles and ensuring good overlooking and surveillance of communal spaces will help foster a sense of community and safety.

INCLUSIVE DESIGN

Create communal spaces that are inviting and inclusive which encourage a greater range of occupants to enjoy, such as families with prams or wheelchair users, and facilitate practical day-to-day activities such as furniture deliveries.



LIVEABILITY

Designers should carefully consider the ways in which homes actually work and what makes them easier to live in, such as adding a ground floor WC to a family home or providing more accessible buggy and bicycle storage.

PLAY

Providing or connecting to adequate inclusive play facilities for all ages, is key to promoting wellbeing and healthy living. Engaging with young people is essential to understand what play equipment is relevant to families now and in the future. Special consideration needs to be given in order to design out negative social activities.



Successful homes will have everything people need to live comfortably. Thoughtful design makes the best use of space and is more flexible and adaptable to change. Thinking about a 'living volume' rather than a 'floor area' will generate innovative storage solutions, future flexibility and wellbeing.



04.

IDENTITY

Jersey is special in many ways and has its own unique character.

Through well considered design its identity and culture should be referenced, protected, enhanced and celebrated.

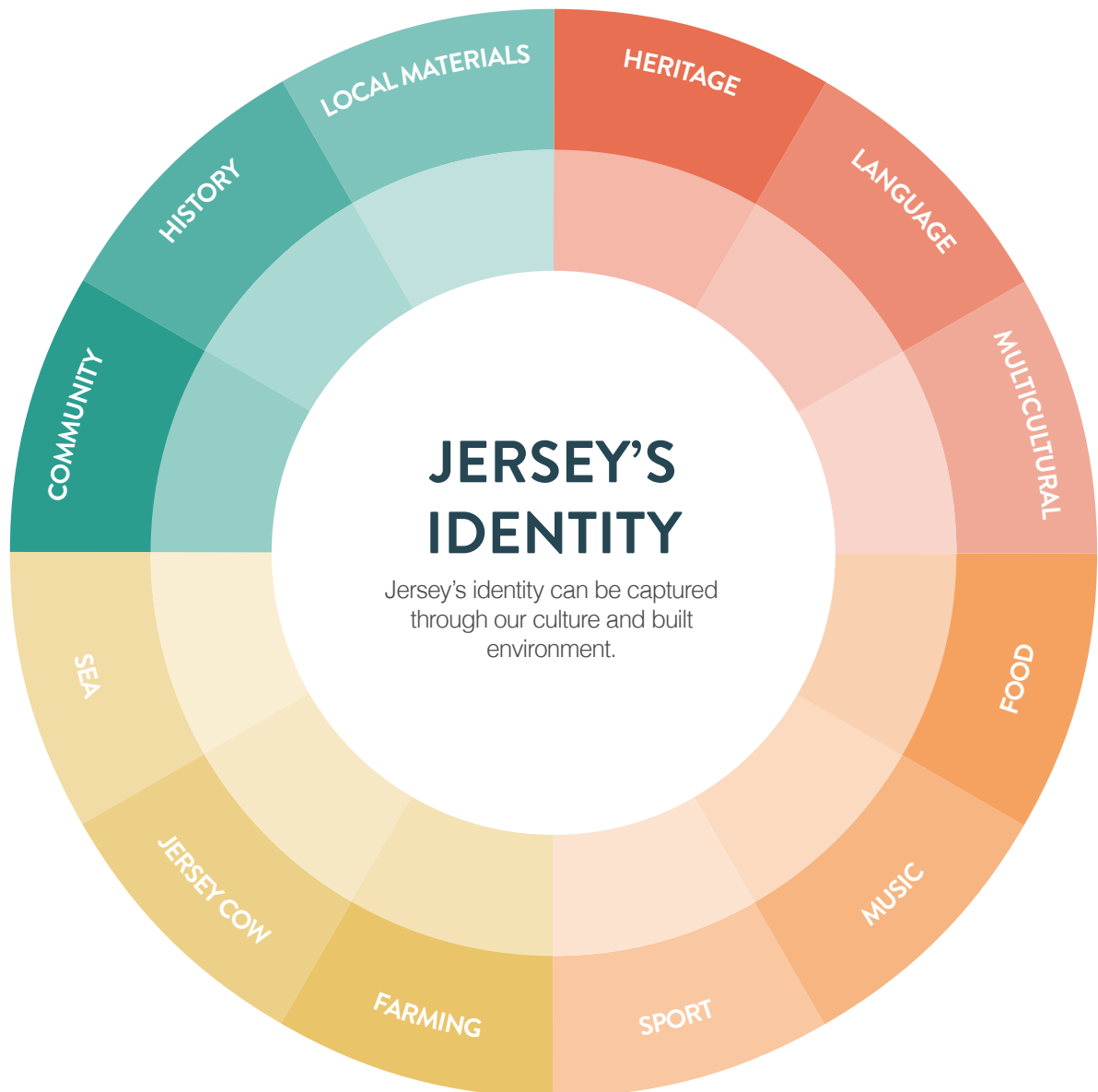
Our urban and rural areas are full of contextual clues, intricacy and nuance, and these need to be woven into a series of narratives by creative designers when shaping the built identity of our Island. Memorable buildings help enrich our lives visually, culturally, emotionally and in terms of wellbeing. Design narratives should thoughtfully articulate how new buildings and places will become memorable.

New buildings and places should recognise that they are part of the historic evolution of Jersey's culture, by positively responding to the context and character of their surrounding area and delivering distinctive, Jersey-relevant buildings and places.

However, on occasion there are opportunities for exciting new scheme designs that challenge their context in unique and positive ways. Such proposals will need to display a high-level of design excellence and flair.

Good buildings and places have integrity in construction, and beauty in their detail. Well-mannered proportions are the key to elegant facades, window rhythms or roofscape and massing compositions. The real difference between a good building and a great piece of architecture is in the 'delight' that it achieves.

The best architecture has the power to move us emotionally, to surprise us, or more simply, to make us feel comfortable that it compliments its surroundings.



05.



THE SIX C's OF ARCHITECTURE

Delivering high quality designs and successful new places.

The Jersey Architecture Commission assess all projects using 'The Six C's'. These cover the key matters which need to be considered in the design process, to deliver high quality designs and successful new places.

The Six C's also align with many of the Bridging Island Plan policies and supporting SPG's. It is therefore essential that designers follow the Six C's design prompts, which are as follows:

1. **CONTEXT**
2. **CHARACTER**
3. **CONNECTIVITY**
4. **COMMUNITY**
5. **CLIMATE**
6. **CHANGE**



5.1. CONTEXT

Designers must demonstrate how they have assessed the site's context before developing a scheme.

Sites, places, neighbourhoods and surroundings all need to be analysed in terms of their particular constraints, features and uniqueness, as design and planning considerations. Physical characteristics of the surroundings will need to influence and shape the final design solution. The history and cultural influences which determined how an area has developed will also be instructive. The manner in which these factors come together to influence a scheme should be articulated in the conceptual design narrative and illustrated with annotated sketches or photomontages.



Designers must demonstrate how ‘reading’ the context of a site has informed their design process and led to initial design concepts for laying out the site plan proposals. Preparing concept sketches and diagrams for a site is essential in order to analyse its urban design or rural features and character in terms of:

- The relationship between buildings and public spaces formed by streets, parks and squares
- Built form patterns and how the proposals respond to a human scale
- Townscape grain
- The “fabric” of urban structures
- Continuity and provision of open space
- Permeability and connections in the wider context
- Physical site history and past eras of development
- Social & cultural site history
- Sense of Place, the particularity of somewhere and what it feels like
- Analysis of existing streetscape elevations and sections
- Understanding and responding to existing grain and scale
- Responding to heritage assets in the area
- Colours and materials in the area
- Responding to distinctive details in the area
- Surrounding landscape and topography
- Enhancing the surroundings





5.2. CHARACTER

Demonstrating how designs respond to the site's context, island identity and planning constraints.

The Bridging Island Plan 2022 encourages the optimum use of land within the designated Built-Up Area and to achieve this the density of development will often need to be greater than has historically been the case. The Government of Jersey has published guidance on density but states that a designed approach will ultimately determine what density of development is acceptable on a particular site.

Jersey is special in many ways, and there is concern that some of our identity could be lost in the face of rapid global and local change.

Our Island's uniqueness should be celebrated and enhanced by new buildings and places. It may not be appropriate or realistic to recreate existing designs, but our buildings and landscapes are full of contextual clues, intricacies and nuances, such as forms, proportions, materials and colours, and these can be woven into new designs whilst respecting the history of the area.

Designs which do not respect the character and context of site surroundings can be jarring, and should be avoided, whilst recognising that repetition can be uninspiring.

Retaining elements of valued buildings or reflecting traditional design can help buildings sit more comfortably with their neighbours and better reflect local character. Conversely, excellently designed larger developments can create their own character and uniqueness to an area and designers are encouraged to be brave and creative with their design proposals.

Architecture has the power to move us emotionally, to surprise us, or more simply, to make us feel comfortable that it compliments its surroundings, and this is what designers should strive for.

"Our Island's uniqueness should be celebrated"

Delight doesn't necessarily mean great expense. Clever architectural form and use of materials, thoughtful solid-to-void composition, reveal depths, well-mannered proportions, public art or biodiverse landscaping can all help to create delight. Materials should not only make a development attractive, but they should also be robust and avoid rapid deterioration.

Andium expect its design teams to deliver high quality housing outcomes which enhance a sense of identity through sustainable placemaking in Jersey.



Developments should be legible and welcoming. Street frontages should create engagement – front doors, planting and mixed uses can generate human activity and interaction. Street frontages should be overlooked from upper floors to increase ‘passive surveillance’. Thought must be given to means of enclosure, (walls, railings, fences, hedges) and landscaping should be included both within sites and also on road frontages where appropriate. Well-designed buffer spaces for residents living at street level help up to provide privacy. Garage parking entrances, refuse or other stores, should not be located on street frontages if possible.

Good quality, well managed landscaping should be designed into each scheme from the start. Good landscaping can deliver benefits in terms of community wellbeing, biodiversity, wildlife corridors, water management and air purification. Landscaping can also help with solar shading and the creation of memorable places.

Roofs provide an opportunity for urban greening and should be exploited for their green, grey or blue contribution to the environment.

Good design rarely happens in a single go, or without iteration and client consultation, so it is important that designers show the steps they have taken on their journey towards initial scheme proposals, including:

- Local relevance and history
- (Jersey) distinctiveness and identity
- Memorable spaces
- Placemaking, creating places for people to live in which are culturally and contextually relevant, and promote health and wellbeing
- Attractive and distinctive
- Proposed grain and scale
- Density and efficiency
- Site layout options considered and how assessed
- Coherent and legible pattern of development
- Public realm and landscape
- Material qualities and longevity

5.3. CONNECTIVITY

Demonstrating how a scheme provides for connectivity within the site, with neighbouring sites and public realm

Providing attractive and safe places to walk and spend time, and encourage exercise, are key to great placemaking and can inspire more sustainable travel. Designers need to demonstrate that they have carefully considered liveability and the creation of safe and functional homes, buildings and public facilities.

Schemes should consider potential pedestrian and cycle routes, and provide for pedestrian and cycle connectivity, both within the site and to neighbouring sites, destinations and public transport. Footpaths, cycle ways and quality open space should dominate layouts, not cars and parking. These should be safe, with quality street furniture, provide easy access for all, and be well lit where appropriate.

Where car parking and/or delivery facilities are to be accommodated, these should be considered in a practical way that does not inhibit walking and cycling. Where cycle parking is provided, charging points should be considered. Similar consideration should be given to electric car charging infrastructure with options for different charging methods.

Aside from the above physical connectivity, there is increased importance around digital connectivity and technology. It's essential to incorporate smart home features that allow for seamless digital interaction, accessibility and monitoring.

Successful connectivity features include:

- Pedestrian connectivity and permeability through and between schemes
- Safe, easy thoroughfares and access for all
- Links to local destinations
- Facilitating movement patterns and permeability
- Encouraging walking, cycling and other decarbonised transport modes
- Easy access to public transport
- Digital Connectivity including broadband and smart homes
- Connectivity to nature and wildlife corridors
- Lighting and street furniture that make people feel safe to use pathways at night

5.4. COMMUNITY

Demonstrating how a scheme will encourage the creation of new and mixed communities.

The designer should consider how the development can add to an existing place or create a new community. This may include bespoke community facilities, social public spaces, the provision of street furniture and amenity space, public art and inclusive areas for play. Open areas, entrances and routes to homes should be and feel safe and secure.

Community engagement and consultation is a useful part of the design process especially getting young people's opinions around play areas. This can be made more difficult when the future occupiers of a development are not yet identified, but lessons can be learnt from experience of other developments.

Providing a place where occupants are proud to live, achieved by following the requirements within this guide, will help to build a shared feeling of belonging.

A mix of home sizes can create a more varied community, but the requirements for each site will be provided in the client brief, and must consider:

Community considerations include:

- Community engagement and consultation
- Community facilities
- Safe, social and inclusive public spaces
- Functional, sustainable and healthy homes and buildings
- Social infrastructure and local services
- Amenity space and management
- Public art
- Entrances and surveillance
- Social spaces and circulation
- Tenure mix and dwelling type diversity
- Mixed and integrated uses
- Privacy and conviviality
- Security and safety
- Wellbeing and liveability
- Buildings and their setting are both understood and respected





5.5. CLIMATE

Demonstrating how a scheme will address climate change and accommodate biodiversity.

Development should actively address the challenge of climate change. Each scheme should prioritise sustainability at every stage of its life cycle, from planning and construction, through to daily operation and eventual repurposing or decommissioning.

Schemes should aim to reduce carbon emissions and environmental impact, whilst fostering resilience against climate-related risks. By integrating renewable energy sources, efficient building materials, and green infrastructure, designs must endeavour to achieve a zero-carbon community.

Water conservation, biodiversity enhancement, and waste reduction are also integral to our design approach. Furthermore, the vision should extend beyond physical construction, aiming to foster a culture of sustainability and environmental stewardship among residents. Recycling facilities, water saving measures, SUDs and carbon reduction strategies should all be incorporated.

Schemes should consider existing and surrounding ecology and identify opportunities for enhancement which create great outside places.

Climate considerations include:

- Energy Efficiency
- Water Conservation
- Waste Reduction
- Urban sustainability
- Building flexibility and adaptability
- Salvage and adaptive re-use
- Carbon reduction strategies
- SUDS
- Shade and shelter
- Car parking
- Cycle storage
- Refuse and recycling
- Daylight
- Ecological landscape solutions and biodiversity
- Materials, recyclability, and embodied energy
- Nature enhanced and optimised
- Energy generation and resilience
- Rainwater harvesting
- Wildlife Corridors



5.6. CHANGE

Demonstrating how scheme designs have considered recent, and possible future changes in legislation and human behaviour.

Whilst it is impossible to predict all eventualities, legislation is constantly responding to new ideas and demands. Human behaviour is also constantly evolving as demonstrated by the increased number of people working from home, and changes in travel habits

"Futureproofing"

Consider the potential future needs of residents. Design spaces that are multifunctional and can easily be reconfigured or repurposed, for example, areas that can be used for study and working from home or landscaping that can be used for a variety of events.



Technological advancements can bring changes in the way we live. Smart home features or infrastructure for future tech upgrades can help to mitigate future change.

Technological considerations include:

- Anticipating users' behaviour
- Public expectation
- Post-Covid home working
- Flexibility and futureproofing
- Efficient and resilient resources and materials
- Technological advancements
- Adaptability
- Made to last



06.

DESIGNING FOR DIFFERENT AGE GROUPS

It is vital that new places and homes cater for all ages groups and encourage communities, inclusion and play.

The table indicates some of the considerations that designers must take into account on new developments, especially mixed demographic sites.

AGE GROUP	PRINCIPLES	
INFANT (0-2 YEARS):	SAFETY:	This is the primary concern. Use childproofing techniques such as safety gates, restrictors to windows outlet covers, defensible amenity areas and securing communal furniture.
	SLEEPING:	A safe, quiet sleeping area for babies with a suitable crib.
	BATHING:	Bath with enough room for parents to manoeuvre when washing and playing.
	FEEDING AREA:	Enough room in design for furniture to comfortably feed, for example highchairs.
	STORAGE:	Designated area for prams/strollers, possibly near the entrance for convenience.
	PLAY AREA:	Sensory and “transferring” play focus equipment including soft flooring materials, and ensure the area is free of sharp objects and corners.
TODDLER (2-4 YEARS):	PLAY EQUIPMENT:	Age-appropriate play equipment such as slides and climbing structures, whilst encouraging use of the natural environment.
	CHILD-PROOFING:	Continue child-proofing design principles, focusing on window locks, door stoppers, and securing potential climbing furniture.
	BATHING:	Transition to a toddler bathtub with non-slip floor and bath and ensure that temperature-controlled taps are installed.
	BEDROOM:	Large enough bedroom to transition from a crib to a toddler's bed.
CHILDREN (5-12 YEARS):	PLAY EQUIPMENT:	Upgrade play equipment to suit older children. Consider larger swings, climbing frames and treehouses, and parkour equipment.
	STUDY AREA:	Designate a quiet area for studying and creative activities.
	BEDROOM:	Enough room for a larger bed and storage for clothes and toys.
TEENAGERS (13-18 YEARS):	STUDY AREA:	Better desk space and technology accommodations.
	PLAY EQUIPMENT:	Consider parkour equipment and seating away from residential blocks, if possible.
	PHYSICAL ACTIVITIES:	If space allows, consider areas for physical activities such as a basketball hoop, workout area, and access to bike paths.
	PRIVACY:	More emphasis on personal space in bedrooms and bathrooms. Consider soundproofing and personal storage solutions.
ADULTS (19-60 YEARS):	WORKING SPACE:	A quiet and well-equipped home office or workspace.
	ENTERTAINMENT:	Designated areas for hobbies and leisure activities.
	FITNESS:	Indoor or outdoor fitness areas, as per individual preference.
SENIORS (60+ YEARS):	MOBILITY:	Design for mobility challenges. This can include wider doorways for wheelchair access, ramps instead of stairs, and non-slip flooring.
	BATHROOM SAFETY:	Install safety features such as grab rails in the bathroom, walk-in showers, and raised toilet seats.
	LIGHTING:	Ensure adequate lighting to prevent falls and enhance visibility.
	EASY TO USE APPLIANCES:	Appliances and fixtures should be easy to operate.
	HEALTH CARE:	If applicable, space for home healthcare equipment or an in-home caregiver.

07.



OUR HAPPI PRINCIPLES

Housing our Ageing Population Panel for Innovation

The HAPPI principles have been developed by housing professionals around Europe, motivated by the paucity in supply and quality of homes for older people.

The report addresses the issue of inadequate quality and choice for the ageing population with ten recommendations.

The basic priorities of space, light and air are just as important for this sector as any other. Generous accommodation is recommended with the ability to remain private when required but with circulation to encourage interaction, stimulating settings with access to nature, aspect and prospect creating microclimates to encourage outdoor life. High quality communal facilities, looking and feeling as if part of everyday life, are essential.

Overwhelmingly, the incorporation of homes for the second half of life is an integral part of placemaking so that the concept of Lifetime Neighbourhoods, complementing the Joseph Rowntree concept of Lifetime Homes, becomes a habitual aspect of plan-making.

THE HAPPI PRINCIPLES ARE:



SPACE AND FLEXIBILITY



DAYLIGHT IN THE HOME AND IN SHARED SPACES



BALCONIES AND OUTDOOR SPACE



ADAPTABILITY AND 'CARE READY' DESIGN



POSITIVE USE OF CIRCULATION SPACE



SHARED FACILITIES AND 'HUBS'



PLANTS, TREES, AND THE NATURAL ENVIRONMENT



ENERGY EFFICIENCY AND SUSTAINABLE DESIGN



STORAGE FOR BELONGINGS AND BICYCLES



EXTERNAL SHARED SURFACES AND 'HOME ZONES'

08.



UK PRECEDENT PROJECTS

Liveability is a vital aspect in creating well-designed internal home layouts, particularly since the Covid-19 Pandemic.

CASE STUDY: ACCORDIA

Accordia was the first ever residential scheme to win the prestigious RIBA Stirling Prize in 2008. A mixture of innovative, sustainable townhouses and apartments, of which 30% were affordable, the masterplan included retaining 700 existing mature trees and was themed around the concept of 'living in a garden'. The site is located in northwest Cambridge.

Designed by Feilden Bradley Clegg Studios working in collaboration with Maccreanor Lavington and Alison Brooks Architects, each of the 378 new homes overlook a series of diverse green spaces which are interconnected by a network of footpaths and cycleways.



ARCHITECTS: Feilden Bradley Clegg Studios

COMPLETION: 2008

YIELD: 212 houses and 166 apartments

DENSITY: 40 dwellings per hectare

HEIGHT: Maximum 4 storeys





CASE STUDY: GOLDSMITH STREET

Described as a “modest masterpiece”, Goldsmith Street In Norwich city centre was designed by Mikhail Riches with Cathy Hawley and won the RIBA Stirling Prize in 2019. Rows of two-storey houses are bookended by three-storey flats, each with their own front door, generous lobby space for prams and bikes, and private balconies. The back gardens of the central terraces share a secure ‘ginnel’ (alleyway) for children to play together, and a wide landscaped walkway for the community runs directly through the middle of the estate. Parking has been pushed to Goldsmith Street’s outer edges, making sure that people, not cars, own the streets. The homes achieved full Passivhaus certification.

ARCHITECTS: Mikhail Riches Architects

COMPLETION: 2019

YIELD: 45 houses and 60 apartments

DENSITY: 83 dwellings per hectare

HEIGHT: Maximum 3 storeys





CASE STUDY: EDGEWOOD MEWS (FORMERLY BEECHWOOD MEWS)

Peter Barber Architects' Edgewood Mews is a pedestrianised public mews running east-west along the length of the site, connecting Beechwood Avenue to Edge Hill Avenue, with two terraces of buildings on either side of the street. The 0.58ha site was owned by Transport for London and had previously stood empty for nearly 20 years.

The homes include red-brick maisonettes, courtyard houses and apartments with the majority of homes having private front doors on to the mews and 50% being affordable.

Peter Barber has built a strong reputation for delivering street-based developments for new homes with the social benefits that these bring, as well as rejuvenating old and often unfashionable housing types with a contemporary twist.



ARCHITECTS: Peter Barber Architects

COMPLETION: 2019

YIELD: 97 apartments

DENSITY: 167 dwellings per hectare

HEIGHT: Maximum 5 storeys

09.



JERSEY PRECEDENT PROJECTS

Jersey is a unique place steeped in character and history, and this should be celebrated through great architecture.

CASE STUDY: HAMEAU DE LA MER

This scheme reflects the local vernacular style with references to typical rural hamlets found around the island. It incorporates a mix of local granite façades, rendered façades with raised quoins/lintels, traditional Jersey verge details, lead dormer windows and a mixture of slate and pantile roof finishes. The development provides lifelong homes for the over 55's with 24 rental apartments designed for adapted occupation over time, which incorporate 'wet room' bathrooms and lift-served upper floors. There are a further 30 apartments, cottages and terraced houses in private ownership, with apartments and cottages also designed for future adaptation.

Parking is discreetly located in a series of shared courtyards to minimise visual intrusion and add to the quality of this tranquil, landscaped environment. The combination of materials used for the hard landscaping complement the carefully selected trees and shrubs within the extensive and rich soft landscaping, which reflects the proximity of the site to the coast. The project received the Jersey Architecture Commission Design Award in 2017, which supports the overall design quality of this excellent rural scheme.



ARCHITECTS: Axis Mason

COMPLETION: 2017

YIELD: 54 mixed tenure houses & apartments

DENSITY: 52 dwellings per hectare.

HEIGHT: Maximum 3 storeys



CASE STUDY: CLOS DES PIERRE

A quiet residential cul-de-sac of three-bedroom terraced and semi-detached family homes with central children's play area and clusters of shared parking spaces. Simply designed two storey dwellings with a reduced palette of materials & finishes, which has produced contemporary homes with good natural daylight levels and comfortable accommodation. The scheme complies with numerous Design Standards including 'Designing for Accessibility', 'Lifetime Homes' and 'Secured by Design' and allows wheelchair access to all homes and areas across the site.

This was the fourth and final phase of a 200-home redevelopment of the former Samares Nursery site and provided houses for sale via the Andium Assisted Purchase Pathway. There is a generous wildlife corridor along the western boundary of the main site, with access for pedestrians and cyclists, together with a narrower wildlife corridor to the remaining site perimeter, with restricted maintenance only access.



ARCHITECTS: Axis Mason

COMPLETION: 2021

YIELD: 25 houses (Phase 4), 175 houses/apartments (Phases 1-3)

DENSITY: 40 dwellings per hectare

HEIGHT: Maximum 3 storeys





CASE STUDY: WALTER BENEST COURT

The design is a modern interpretation of the 'Art Deco' period, with crisp white rendered elevations, raised band detailing and curved features which soften the edges. The houses have projecting two-storey bays which create a pleasing visual rhythm along the principal elevation. A large portion of the parking is below ground and the surface parking is softened by timber pergolas, hedging and shrubs.

This was the second and final phase of the Belle Vue redevelopment and provides 44 quality homes for social rent. The main block of 22 apartments sits on a basement car park, with a perpendicular terrace of houses fronting on to the main road, La Route Des Quennevais. There is a small block of two accessible apartments to the southern end of the terrace, together with a further block of 11 apartments to the west. The scheme acted as a 'book-end' to development on the northwest side of the main road until the replacement Les Quennevais School was developed.



ARCHITECTS: Waddington

COMPLETION: 2016

YIELD: 9 houses and 35 apartments

DENSITY: 71 dwellings per hectare

HEIGHT: Maximum 3 storeys (plus basement)



10.

SUMMARY

Jersey is a beautiful and complex place, where new development and more specifically new homes, require special attention to local context and detail.

This Design Guide captures the essence of place and how it might be enhanced and inform design proposals and offers examples for designers to reference. The Guide is also succinct and as visual as possible, offering clues for an appropriate architectural language which will help to improve our built environment.

Mostly, this Guide centres around the idea of 'place' and how to create, maintain and enhance Jersey's distinctive character around the new homes we create, and their environs. Of interest and by way of a contrast, the RIBA's recent report 'Places where people want to live' looks at places from the end-user's viewpoint. It identifies 10 key characteristics which make people settle in places and make them happy and proud of where they live.



THE CHARACTERISTICS ARE: A PLACE...



THAT IS RIGHT FOR THE
RIGHT HOUSING



TO START AND A PLACE TO STAY



WHICH FOSTERS A SENSE OF
BELONGING



TO LIVE IN NATURE



TO ENJOY AND BE PROUD OF



WITH A CHOICE OF HOMES



WITH UNIQUE AND LASTING APPEAL



WHERE PEOPLE FEEL AT HOME



THAT IS SUSTAINABLE FOR
FUTURE GENERATIONS



WHERE PEOPLE THRIVE

11.



A PLACE WHERE PEOPLE THRIVE

It seems appropriate to conclude this Design Guide by reflecting on these characteristics, and how they make for attractive living for people as, after all, that is really what matters the most.

The delivery of high-quality, flexible housing will be fundamental to ensuring that our Island successfully tackles the current housing crisis and achieves our carbon neutral ambitions. Residential developments will also need to be forward thinking in terms of incorporating the most appropriate and up to date technologies, both in relation to carbon footprint and modern methods of construction.

It is therefore essential that designers integrate the design principles contained within this Guide into all aspects of emerging residential schemes, rather than seeing it as a tick-box exercise. Successfully delivering wellbeing and identity in new homes and places where people will live, relies on a clear understanding of the intertwined concepts of context, character and sustainability.

There are exciting opportunities to create better homes and places for Islanders to live in, and this Guide provides a framework for successfully achieving this, by provoking a deeper understanding of our identity and greater awareness of the vital importance of our collective wellbeing.

New homes and places where people will live, rely on a clear understanding of the intertwined concepts of context, character and sustainability.



12.

RESIDENTIAL DESIGN GUIDE CHECKLIST

Developers must complete this checklist to accompany any scheme submission to Andium Homes.

Under the *Explanation* heading, developers must explain how each *Consideration/Requirement* listed has been addressed.

This could be in detail, or it could direct the reader to the relevant part of another submitted document if that matter is covered elsewhere, such as within a Design Statement or Heritage Impact Assessment. Repetition should be avoided.

An editable version of the checklist will be provided.

PROJECT NAME:

COMPLETED BY:

DATE:

SUBJECT	CONSIDERATION/ REQUIREMENT	EXPLANATION
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PLACEMAKING

Complete the checklist in
Andium Homes Placemaking
Strategy

WELLBEING
(Pages 7-9)

Natural light, good ventilation,
thermal comfort, and liveability

Noise control and security

Balconies and/or outdoor
space for all homes

Green spaces, community
spaces and play

Aesthetic appeal

Inclusive design and active
design

CONTEXT
(Pages 14-15)

Reference to relationships
between buildings and spaces,
and the provision of open spaces

A design which respects
existing built form, scale,
details, and townscape grain

Consideration of surrounding
landscaping and topography

Appropriate building style,
colours and materials whilst
considering sustainability and
longevity

Measured, positive response
to the site's history and its
historic context

Creating or maintaining a
sense of place

SUBJECT	CONSIDERATION/ REQUIREMENT	EXPLANATION
CHARACTER <i>(Pages 16-18)</i>	Responding to the site's context and the island's identity	
	Achieving an attractive scheme which welcomes and creates delight	
	Memorable spaces with thoughtful landscaping, street furniture and means of enclosure	
	Privacy balanced with natural surveillance and human interaction	
CONNECTIVITY <i>(Page 19)</i>	Attractive and safe places to spend time	
	Safe and attractive routes to walk and cycle within the site and to link to destinations beyond	
	Balance of residents' convenience with limiting car penetration	
	Provision of convenient shared car and cycle clubs, charging points and cycle parking	
	Incorporation of smart home technology	
COMMUNITY <i>(Page 20)</i>	Creation of opportunities and encouragement for residents to meet, and for resident and wider community interaction	
	Creation of a place where people will feel welcome and are proud to live	
	A mix of dwellings sizes	
	Provision of community facilities and/or interactive commercial uses	

SUBJECT	CONSIDERATION/ REQUIREMENT	EXPLANATION
CLIMATE <i>(Page 23)</i>	Energy efficiency and water conservation	
	Waste reduction during development and thereafter	
	Refuse and recycling facilities	
	Use of sustainable materials	
	Carbon reduction strategies, energy generation and efficiency	
	Biodiversity enhancement	
	SUDS	
	Daylight, shading and shelter	
CHANGE <i>(Pages 24-25)</i>	Anticipating emerging and potential changes in legislation and human behaviour	
	Balance maximizing the efficient use of the site with creating flexible spaces	
DESIGNING FOR DIFFERENT AGE GROUPS <i>(Pages 26-27)</i>	Accommodating the needs of a variety of age groups	
PLANNING GUIDANCE	Demonstrating that the scheme satisfies pertinent gov.je planning policy and guidance, particularly regarding car, cycle and motorcycle parking, room and unit sizes, outdoor space and storage	
CONSULTATION	Engagement with relevant stakeholders, consultees, authorities, and the local community	



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