

## SMALL GROUP ACTIVITY INSTRUCTIONS

The menu below includes a list of three **Underlying Land Uses** and fifteen **Contributing Factors**.

The underlying land uses describe how development is distributed throughout our region, while the contributing factors explain how and why these development patterns may have occurred.

For this exercise, develop a story line describing the role of the contributing factors in each underlying land use scenario. Please use **at least one** contributing factor from each category!

For example, you might choose to talk about how Millennial generation travel choices, autonomous vehicles, accessory dwelling units, and water availability could lead to the built environment described in the Infill scenario (see the Example Scenario Handout for a more detailed description of this illustration). Be sure to consider the role of each contributing factor as well as how they interact.

Your group is encouraged to come up with a creative name for each story line!

## MENU

### I. Underlying Land Uses

1. **Infill** – new development is concentrated in already-developed areas (activity centers)
2. **New Centers** – already-developed areas continue to grow; new activity centers emerge
3. **Dispersed Development** – already-developed areas remain; new development is more dispersed

### II. Contributing Factors

#### A. Demographic Shifts and Lifestyle Preferences

1. Millennial generation travel and housing choices
2. Aging population travel and housing choices
3. Migration and birth trends

#### B. Technology

1. Autonomous and connected vehicles
2. Drones for deliveries
3. Shared vehicle fleets (e.g. Zip car)
4. Ride sourcing (Lyft, Uber)
5. New mass transit technologies
6. Fuel efficiency (hybrid and electric vehicles)

#### C. Regulatory Environment

1. Zoning and allowable density
2. Accessory dwelling units
3. Single vs. multi-family housing
4. Parking requirements

#### D. Natural Environment

1. Water quality and availability
2. Vehicle miles traveled (VMT), emissions and air quality