

Milsom Quarter Broad Street Yards: Aims + Connections

Why is there a need to provide Creative Workspaces?

The B&NES Economic Strategy has creativity and innovation as pillars, with a priority for creating new creative workspace. An analysis of supply and demand of space for the creative industries (Turley, 2024) confirms there is a major undersupply in the availability of creative work space in Bath,

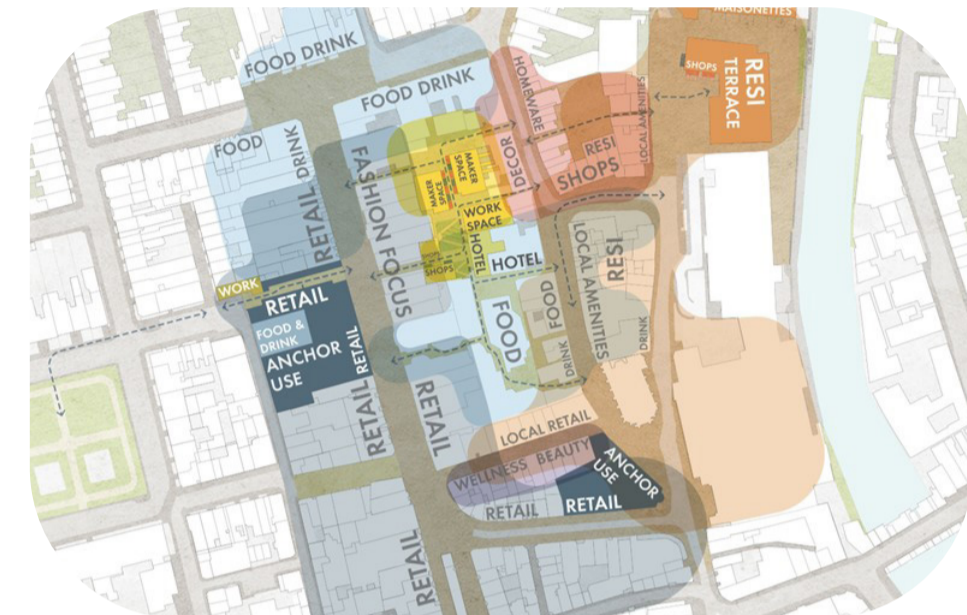
restricting sector growth which is not developing as strongly as the rest of the region. In order to address this challenge, Broad Street Yards has identified six clear aims and objectives that will need to be achieved:

Aims + Objectives



ENLIVEN

Design a scheme which creates a quirky alternative destination for the city and a new asset for businesses/wider public. Providing a new unique character for the city through regeneration, increased awareness and change public perception of the site.



CREATIVE COMMUNITY

Design to accommodate affordable and high-density creative workspace start-ups/SMEs, supported by micro shops and elements of food and drink. Improve the social/economic offer of the site, foster new businesses and retain skills in the city.



INNOVATE

Provide an innovative and exemplar development for sustainable design. Scheme to become a precedent for future Modern Methods of Construction developments in the city and allow B&NES to meet its Net zero targets.



MAKER IDENTITY

Create a scheme which compliments the fashion and interiors/homeware economies in the surrounding streets. Enhances the fashion and interiors/homeware economies through increased footfall, awareness of local businesses and reinforces a creative identity.



GREEN INTERVENTION

Increase pedestrianisation and provide new green infrastructure in the area. Support biodiversity, increase resilience to climate change, and have a positive effect on people's health and experience using the space.



PERMEABILITY

Strengthen permeability of the East to West Connection (Milsom Street to Walcot Street) and improve accessibility. Encourages different patterns of movement through greater accessibility and promotes increased footfall to streets which are currently underutilised.

The Sites Place in the City

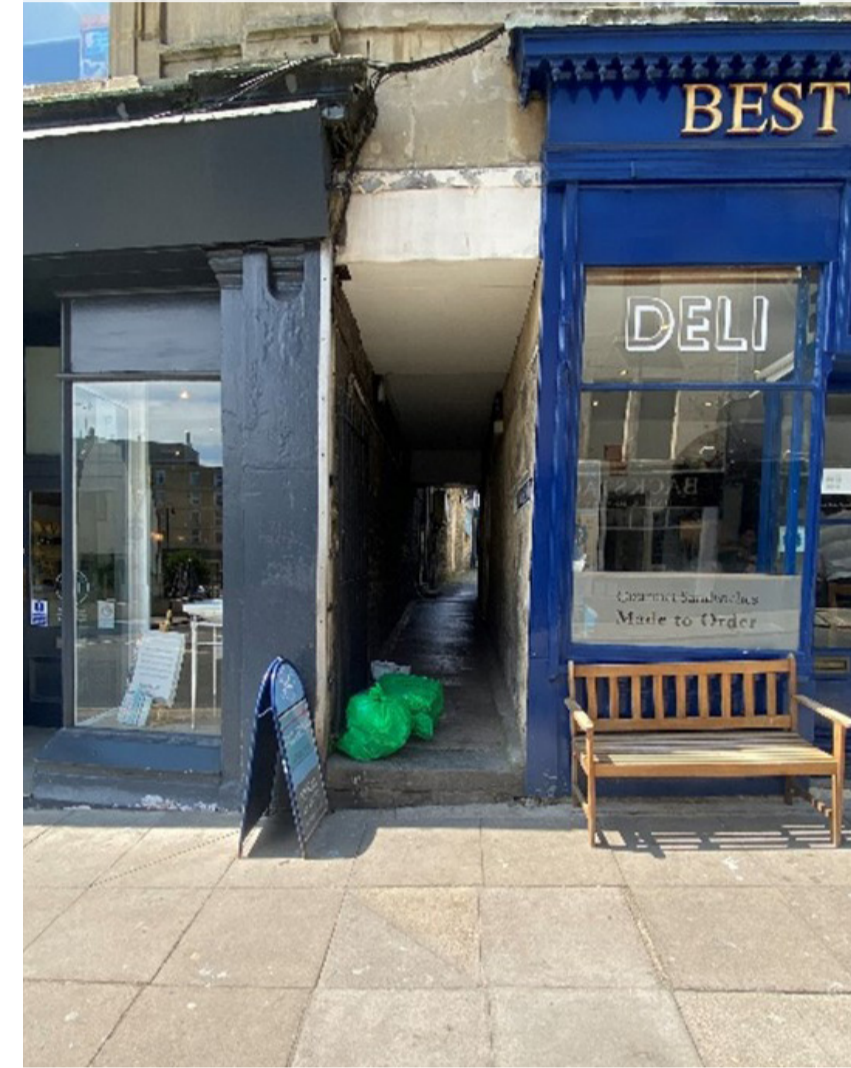
Historic Sites + Landmarks Adjacent Broad Street Yards



Broad Street Vehicular Access



Broad Street Pedestrian Access



Milsom Street Pedestrian Access



The Everyday Reimagined - How do we move between the buildings?



- 1. The Yard**
A space that spills creativity beyond its boundaries, blending the indoors and outdoors
- 2. The Alleyway**
Narrow pathways contracting and expanding to connect spaces together
- 3. The Arcade**
Directing a specific pedestrian route through a space
- 4. The Market**
A space for wandering and uncovering hidden nooks and crannies
- 5. The Bridge**
Spanning between structures, creating intimate environments beneath
- 6. The Tree**
Holding presence in the centre of an urban space
- 7. The Stair**
Often situated at the rear of Bath's listed buildings, the stair could be a celebrated feature
- 8. The Place to Rest**
Spaces where people can relax, find respite and connect with others

1: The Yard



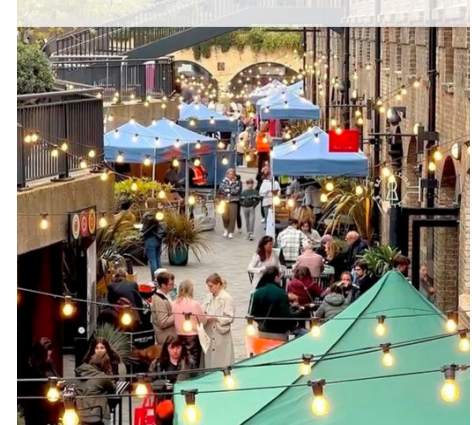
2: The Alleyway



3: The Arcade



4: The Market



5: The Bridge



6: The Tree



7: The Stair



8: The Place to Rest

