

Circe Alditheral

Format: MP4 link

<https://drive.google.com/file/d/1EjpD5RJFvbBcHpA0Qb2R1BXmvAjsaWzb/view>

Wording is taken from above MP4 submission for accessibility

**Best of city and best of country living.** What Tasmania can do with more people so we don't fear it.

- Economic: small business, local, less cost (more return); social housing as a right (people should expect)
- Brand identity, modern world building: Architecture; Tasmanian Values.
- Tourism (you have to come here! People feel comfortable)
- Democracy (building by locals choosing a design)
- Development shouldn't come at the cost of the relevant heritage, but heritage shouldn't come at the cost of our potential. Design guides/human scale instead of rejection of our possibilities
- Wellbeing and Sustainability: Forest-bathing, more greenery accessible day to day; regionally critical design
- Choice: density diversity (including suburban diversity); density is obvious because everyone gets what they want (city is smaller but with better suburbs) Fears go away counter-intuitively: what people want but complain about, we get what we want and no longer what we complain about – density is not a single example, it can be the means to get what are associated with low density (eg privacy, green space). What do you have to lose?
- Up not across, more people (density) for less and bringing in the country.

### **Transit-oriented commuting**

- Holistic transport system: the clear win-win. Less traffic, parking, less noise, danger. More money for better quality/efficiency (eg less total paved for more noise-reduction)
- Urban transit (public transit for day-to-day use, accessible to all). Trams for example are good for established routes due to comfort, frequency and capacity.
- Intercity rail (practical network to catch to any destination island-wide). Swiss rail is efficient for all logistics and can take you anywhere (what we should aim for with more people)! Swiss, Danish, Dutch examples (how much a country is covered with human development, meaning countryside can be preserved basically for eternity. Tasmanian wilderness is an asset too)
- Quadruple density (example) for local prosperity, services by accessibility easily anywhere
- More of our quaint towns (yes pre-modernism 'old-world' Tasmania was organic.) Same footprint, just more locals, all interconnected and self-supporting.

### **Active-travel-oriented living**

(we should design around this being the normal way to move; inconvenient modes/cars can get along with limited priority, meaning all benefits for no loss)

- Lifestyle: Health (including indirect on the broader systems). Physical and mental wellbeing (not isolated by car dependence or lack of 3<sup>rd</sup> places). Cutch get another mention, look at Groningen, home of Tasman, size of Hobart. That country also fits almost Australian population in our farm area.
- Economic: frequent trips to local shops (because it's easy!)

- Safety: people of all ages and ability can participate in life; less maintenance on everything... also car ownership, infrastructure and parking costs a lot.
- Good services: welfare (a base quality of living,) health, education (eg Finland), recreation, modern manufacturing & niches, keeping food local (eg Dutch greenhouses for larger-scale).
- Well, political success too. These are background 'quality of life' changes, people will welcome (perhaps subconsciously) what they can see is improving it.