



## Urban Design with Emphasis on the Social Aspects of Urban Space: A Case Study of Tehran Ab-o Atash Park, Nowruz Boostan

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### Abstract

*The main purpose of an urban space is to support the presence of human in the environment. The successful sociable locations are lively and have sociability where most sociable and leisure activities happen. The questions that have been asked in this case include: why are some urban areas out casted and unsociable? And what features help urban areas to have sociability? The purpose of research ahead is to recognize and facilitate the sociability elements in urban areas and reach solutions to affect the increase in presence of the users of such spaces through the skeletal designs, and in the end improve the level of social interactions of people in Nowruz Park. In order to achieve the mentioned goal, first some concepts such as urban areas, sociability, and urban park have been studied and some elements were extracted to measure the sociability of urban Parks. Then with a short glance at their newfound suggested models of research, were designed. In the end in order to make the findings of the research lifelike, sometime was spent to get to know and analyze the understudy subject through field observation techniques and recording the algorithm of the action pattern in the space, questionnaire, interview, and SWOT chart and finally the statistical information gathered through recognition period via SPSS application was recorded and categorized. In the end, after decision making and explaining the minor and major goals, resolutions and suggestions were given for designing of Nowruz Park based on urban spaces' sociability elements.*

**Key words:** Urban design, Urban spaces, Sociability, Nowruz Park

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## **1. Introduction**

After the industrial revolution following modernism changes, a lot of attention has been diverted to social spaces, which has caused urban spaces to use their social capabilities which they in the past and turn into passages for the easier passage of them vehicles, and this attention has gained more importance. An urban area is unable to meet the needs of humans as a sociable creature correctly and which results running away from urban areas and turn to the virtual spaces in the world of technology. However, as we look at the increasing need of nature-like spaces in cities, urban parks have been greeted with high enthusiasm. However, the lack of discipline and proper architectural designs has prevented the parks to provide their facilities correctly and properly. The main purpose of an urban space is to support the presence of human in the environment and to be the infrastructure of humanly activities, but what we are witnessing in the current era is the decrease of people friendly in spaces and these places are being focused to ease the commute of vehicles in cities. And this is all happening in the meantime that the reduction of face to face communication of people and their tendency to use virtual spaces and impersonal communications (Internet) have weakened the sociable aspect of spaces and unlike the past, they are being less in the center of attention of the citizens. This has been such a major problem in modern cities that public spaces are being designed based on the interests of employers and designers, and not the users and they resemble people-friendly areas in any pedestrian's mind, places that do not belong to people. They do not obey our behavior and have been designed so soulless and tough that they have eliminated the ability to discover and engage with humans. Know this question comes to mind that if such spaces are designed for public, why are they empty of their presence? And how could we give them sociability? Based on this, increasing the level of social activities in public spaces has been taken into consideration as the main topic of the research and in order to have more knowledge about them and make the mentioned elements more lifelike, this project will suffice by choosing each case and reviewing the amount of its sociability and the reasons of this threat as a medium in the made up space, so that he can find a common solution to improve the level of sociability and presence of people in the subject at hand. In the following, the sample that has been studied will be reviewed.

Abbas Abad lands with 68 hectares are located between Modarres, Hemat, and Resalat highways. These lands used to be one of the few untouched places in Tehran, which is now turned into an incredibly huge entertainment complex. The studied site (Nowruz Park) is considered to be the biggest park in west Abbas Abad lands that covers a total area of more than 90,000 m<sup>2</sup>, is located in the west part of Modarres highway and south part of Ab-o Atash Park. This park has been constructed with international and cultural purposes and targets providing proper area for eves, Nowruz ceremonies, tourism and touristic attractions, creating leisure areas, etc. However these factors do not encourage people to be present and active there, due to the location of the park and the physical environment way of arrangement. As it is obvious by looking at the people and their presence in the area of the part, it is easy to understand that most of the spaces are not being used and it has caused the interaction and activities of the people in Nowruz Park to be less than the other areas of Abbas Abad lands.

Based on this, in the current project it has been tried to look at the social spaces as an infrastructure for social communication and human is considered as the main factor and attention of the research so that we can finally provide key solutions to make the presence of people more or in other words, to give sociability to the object of the topic.



## **2. Research Method**

Research method in this project is “explanatory-analytical” based on case studies and the way of research is according to “reviewing librarian texts and documents”, “interview”, and “field observation”. It is worthwhile to mention that in the main research part, meaning the investigated case study (Nowruz Park), “field” method has been used in order to achieve the algorithm of the action pattern in the location and applying the final result on the map to check the success of the park in making social communications. The tools that have been used are questionnaire, photography, observation, and presence in the area.

According to the statistics in 2012, the population of the area is over 314,112. The number of samples has been estimated by using Cocran method which is equal to 0.1 percent error, and according to time and expenses, it has been calculated to be around 93 people. Having in mind that the minimum amount of sample in explanatory researches for finding a base ground is around 100 people, therefore the author has considered 100 people to be the amount of the sample in mind. Based on this, 100 questionnaires had been prepared. The questionnaire had been arranged in a way to evaluate certain factors of sociability in the surrounding of the park and answers of the questions are directed to the hypothesis of the project. Likert Scale questions with five options are used for the answers which include the scales of very low, low, medium, high, very high. The questionnaire will be filled by the interviewees themselves and the interviewer is present in order to answer the possible questions and in the end the statistical information will be recorded and categorized via SPSS software.

Also in order to achieve the common behavioral algorithms in the understudy case, observation and photography in different days and hours of the year has been used. It's necessary to mention that, since the mentioned area has different responses in certain days of the year and normal days, behavioral algorithms of the users of the space have been studied by their behaviors in normal and also special days of the year such as Nowruz. The method that was used is as follows: two days in the week were chosen, one of them on the weekend (Thursday) and the other one, one of the normal workdays (Sunday). The number of drafts was based on the number of people according to their gender and age (children, youth, and elderly). The counting was done every 15 minutes (from 10:00 AM till 10:00 PM) and they were calculated by an hour. In the end, to make the behavioral algorithms, first the map with precise location of the current surrounding was prepared with the scale of 1:500, and all the factors and elements which affected the behaviors of the users from the area had been taken into consideration. To record the behavioral algorithms, making consecutive drawings method in a time interval has been used. Also due to the vast area of the Nowruz Park for assessment, merely some parts of the park (special factors) were assessed.

Since the place has different attendees at different times, multiple hours were assessed for photography in New-year holidays. At the rush hour and peak time of the park, that naturally made the analyzer face different activities of users, it was easier to determine their important and major behaviors. And on the other hand, because some of the activities were similar, it was easier to analyze the behavior. Finally in the last step, the gathered information from consecutive actions was drawn out on the map. By that, with connecting the dots showing the position of people on the map, some lines were resulted that were counted as each person's behavior and the overall lines in an area were showing the users' map of behavioral algorithm. It is clear that the higher the number of dots in an area, the higher frequency of occurrence of that behavior which shows the importance and dominance of this action in the area.



### **3. Research Background**

The current research is made up of two concepts of urban areas and sociability, and each one of these are subject to several researches and projects over the world. The philosophers and ideologists in urban fields have always been trying to explain and comment the urban area from different points of view. And also some groups such as Camillo Sitte are looking at this subject from aesthetics point of view, and some others like Anthony Giddens have looked at urban areas from sociable, ecological point of view. But what seemed to be common in all the ideas, was the focus on the social aspect of the environment, to the point that all agree the public areas which do not have social interaction, are not considered urban space. Jane Jacobs (1961), William Whyte (1980), and Jan Gehl (1987) were some of the first people who pointed out the necessity of public areas all with high quality in order to ease social life. Also PPS institute, which was founded in 1975 with the purpose of making a global movement to make public spaces, had studied on more than 1000 items of urban spaces around the world, and introduced sociability as one of the four main factors of successful spaces (the others were accessibility and integration, functionalities and activities, peace and mental imagery). Cy Paumier has also mentioned in his book, “creating a vibrant city center”, “providing environmental facilities for unconventional social interactions, civil gatherings, unofficial entertainment, and holding special ceremonies which attract people and help them enjoy their time” is one of the most effective factors in being successful in public spaces (Paumier, 2009).

In conclusion, it can be said that since the presence of the people in urban areas has been and will be one of the most important subjects of city designing, all urban designers agree on this active presence and each one refers to different phrases to describe this space and the factors affecting them as we know:

Humphrey Osmond (1957) sociable space, Jane Jacobs (1961) lively urban area, Donald Appleyard (1979) pleasant environment, Norberg Schulz (1984) urban areas are welcoming communication, Jon Lang (1987) pleasant spaces, Francis Tibbalds (1992) making people friendly towns, Lawson (2001) visiting spaces, Jan Gehl (2008) welcoming city environment. As it was seen, the phrases used in this field are pretty different, but the important point is that common concepts can be seen among all of them.

#### **3.1. Urban Public Spaces**

Urban area is usually categorized into three groups being public spaces, semipublic spaces, and personal spaces. “Public spaces are the group of spaces that common citizens are allowed to go there and be there without any permission. Spaces such as streets, parks, squares, markets, mosques” (Pakzad, 2009: 77), in such spaces the person is not free in regards to his actions and norms and regulations are observing his behavior (Habibi, 2011). Meanwhile, “urban space is a stage that common urban life activities alone are carried out in them. Streets, squares, and Parks of a city shape up the human activities. These dynamic spaces, unlike immovable and firm places for work and accommodation, make up the main and vital parts of the city, and they provide movable networks, interaction centers, and public spaces for entertainment and leisure in the city (Bahrainy, 2005: 313). In these spaces people can not only see other people, but also be seen by others and there is the opportunity “to break some sociable boundaries and create unplanned encounters and activities, and people will interact with one another in a sociable space (Pakzad, 2009: 81).



Cole Cohen describes urban space in two ways: sociable space and constructed or artificial space. Sociable space is “resemblance of spaces, sociable subjects” and the tendency of this point of view is seeing the physical features of artificial environment as a meta-phenomenon. On the other hand, the artificial space focuses on the physical space. Based on his saying, this perspective results in two matters, either it will see the form separated from the functionality, or that they see the functionalities the determiners of the forms (Madanipour, 2010:14). Simply put, urban space is an area that different people can be there freely and communicate in order to have social interaction and conversation. Sociability, which is based on the needs of human to make contact with others, is looking for its foundation and infrastructure in the urban space. Therefore, organizing the urban spaces can be effective on the quality and quantity of the presence of people in such spaces and their sociability. Many philosophers believe that the highest level of cultural and social maturity of the citizens of a city happen in urban spaces; the same space which has a wider meaning with concept, other than the form and framework.

By thinking about the matters mentioned above, it is easy to note that urban space is something beyond the surrounding framework. In fact, the urban space in order to be accepted in the concept of “space”, shall give a proper framework to the processes of social space, and cultural, social, and other concepts. With all these explanations, the urban space shall be the means of occurrence for activities and social interactions in order to finally flow the civil life and ease the communication of the citizens. Urban space is an organized phenomenon that presents itself in different forms of facade, functionality, meaning of the information, and is the foundation of shaping up and improvement of social life in a society which is providing culture and urbanization of a civilization. Urban space has clearly risen from the mixture of social interactions, on the basis of framework, in a field of meaning and according to functionalities which are required by the mass humans. Since sociability is one of the features of the main urban space, focusing on it from different aspects and perspectives can be interesting to city designers. So, unless the situation and facilities of a space are not according to the goals of the citizens, citizens will not be able to facilitate that space.

### **3.2. Sociability**

“Sociopetal” and “Sociofugal” phrases were first used by a doctor called Humphrey Osmond (Lang, 2009). He studied the social interactions among patients in different spaces of the hospital with different surroundings, and the results were two major patterns for the space: Sociable space which brought people together and gathered them around; and unsociable space which tends to keep people away from one another and keep the communications suppressed.

Sociable spaces or social friendly and hangouts, are social organizers of the users and make them get together and make communication among people (Salehinia, 2009). Hal believes that some spaces, like waiting rooms in train stations in which the benches are put in order and in certain rows, provide a none advisory environment for talks and certain communications among people (unsociable space) and some others like the tables next to cafés beside street in France provide means of communication for people to get to know each other (Hal, 2014). In fact, “in an organized sociable space, there is the possibility of face to face interaction and the distance between meaningful interactions and the way of sitting, in the social-consultation intervals (4 to 12 feet) is Hal’s Neighborhood Theory. Vice versa, sociable organizing prevents social interactions (Lang, 2009: 182). Therefore, sociable space is a space that makes people come together and eases the social interactions. In Jan Gehl’s point of view, “we can meet other citizens face to face and experience it with all the senses”



(Gehl, 2008). He has clarified phrases such as presence or a context for the presence of urban spaces by pointing out the presence of people and mentions its social value in a way that it can be effective in urban behaviors (Bakhtiar Nasrabadi, 2011). Also based on Jon Lang's point of view, "unsociable spaces" prevent the social interaction among people and "sociable spaces" encourage pause and stop in urban space and creates interaction (Lang, 2009). White has also insisted on the necessity of the existence of high quality urban spaces to ease the social interactions and civil presence of people, and considers himself responsible to create infrastructural spaces which make the social cooperation and interaction easier. He believes that social life in public spaces is basically assisting people's lives and society to improve (quoted from Carmona, 2012).

### **3.3. Sociability factors in public urban spaces**

Having in mind that sociability in urban spaces is based on the need of people for social belonging and interaction with one another, and also on the fact that this is possible in a supportive social environment, alongside with physiological comfort, territorial claim, feeling of ownership, and having justice in the foretold environment. Therefore the effective factors on social interactions include a wide range of understandable, conceptual, infrastructural, and visual factors, which are explained as follows:

Visual and aesthetical factors: providing visual and convenience in the framework and sensual feeling attractions which can be provided via factors like discipline, order, choosing and determining space and many other factors. The point that shall be noted in aesthetics context, is that the humans seek diversity. Humans feel blue and depressed with repetition, therefore sociable urban spaces shall have a different range of emotional experiences, in order to meet the need of this diversity seeking in humans (Gehl, 2013). So an acceptable framework can bring the feeling of peace in users.

Security: this feeling can be achieved through design and space management and also can be understood by observing others' behaviors. "As receiving the positive visual information makes the spectator feel good and joyful and encourage him to pause and stay in the space, having visual pollutions in the environment also does have negative effects and bring fear and anxiety and lack of security to the spectator. Visual pollutions force the person to pass through this environment quickly in order to get away from this mess, and can increase the unsociability in the space (Carmona, 2012). In conclusion, main part of insecurities in cities is related to the framework of the environment. Knowing the space, the ability of observation by others, providing enough light, knowing current activities in urban spaces can improve the security. In Gehl's (2013) opinion, "the need of humans for mental and physical security is one of the base needs of humans regarding space and in case of lack of security, the mind will not be at ease and therefore will spent its time to understand the other facilities. This need has direct relation with the presence of people in the space" so if we are hoping that people accept an urban space, feeling of security has a vital role.

Accessibility and visual/physical permeability: this factor shows the accessibility to other people, activities, sources, facilities, information, or locations (Lynch, 2006). Making connection among different factors of an index, public transportation and parking lots, has made the accessibility much easier and increases the permeability. In Gehl's (2013) opinion "it is extremely effective when urban spaces are inviting and give easy access in presence of people." Vice versa, even though there are perfect urban design and beautiful sceneries, spaces which are not accessible in the means of physicality and aesthetically, are mostly unsuccessful locations. Also the effectiveness of visuals in environment has the same way. Spaces that humans are able to experience them both as general and also with details in the



environment, spaces which have more humane aspects and are friendlier can attract more people. “The environmental communication and accessibility, regarding being able to be seen, and the way the location is accessed, is in connection with what Tibalds considers as the framework of accessibility and visual of space, which is helpful to increase the level of security and possible function of the space (“Home - Project for Public Spaces”).

Mixed-use: User integration and injecting different users to the spaces can increase the usage percentage drastically.

Economical, human, and architectural variety: this factor means the presence of diversity in functions, forms, people and social groups in urban spaces (Bentley, 2006). Diversity in the aforementioned aspects, not only increases the legibility, it also causes a nice image which can itself increase the inviting feeling of that certain space. Since the proper framework can attract masses, proper divert economical and functional capabilities can create a lively environment.

Legibility and identity in urban spaces: it means how much a city can be clearly understood, be mentally recognizable, and for the residents to be able to imagine it in time and space, and how much it is in touch with mental values and concepts of that certain society (Lynch, 2006). Legibility is a quality that makes a space be understood (Bentley, 2006) and reminiscence in the environment is one of the main inviting factors of the people to the space.

Livelihood: a lively space is a place which people always tend to be present at willingly and with their own decision. For this reason, Jacobs (1961) “considers the diversity in users and their activities in different times as a necessity”. In regards to modern life and lack of comfort due to psychological tensions, the space which can give the feeling of peace, and alongside with it happiness and livelihood, and make people experience the feeling of being comfortable and relaxed, will be the kind of environment that is more welcoming.

Facilities and services in the environment: having a space, regarding proper facilities and urban furniture which are integrated, can have a direct effect on the way that space is used, sometimes lack of such facilities will limit the interactions of people. Existence of items such as benches, lavatories, garbage bins, edges, proper lights, clear signs for main paths and entrances to the location, all can create social interactions.

Walkable cities: “if the automobile would be like a guest in the pedestrian areas (especially in the country), the dependence on the pedestrian movement and setting the accessibilities will be based on the need of people” Jan Gehl says regarding this matter (2008). In social interactions, certainly having meaningful social interactions and making conversation with people, pedestrians shall take place seated, standing, or walking. So through this, the importance of paying attention to the movement of pedestrians in the city in order to have meaningful experiences and making contact and receiving information is observed. In continuous, Gehl (2013) mentions that the important limitation in human realm of emotions, is the limitation of understanding speed with sensory organs, and all these feelings need a minimum time to receive messages from the surrounding environment, which is only possible when on foot. Therefore, with the increase of speed, the time to understand the details and achieve certain social information and experiencing them will be reduced.

Dense populations: This factor points out the main part of the subject which is the presence of people in the space and therefore engaging other factors will get us closer to more presence of the people. Finally, after reviewing the definitions and concepts, checking the votes of the ideologists, researchers and the global experiences regarding sociability of urban areas, and based on factors and components which are effective on sociability of urban areas, a conceptual model of the sociability of urban areas has been provided which can be seen in chart number 1.

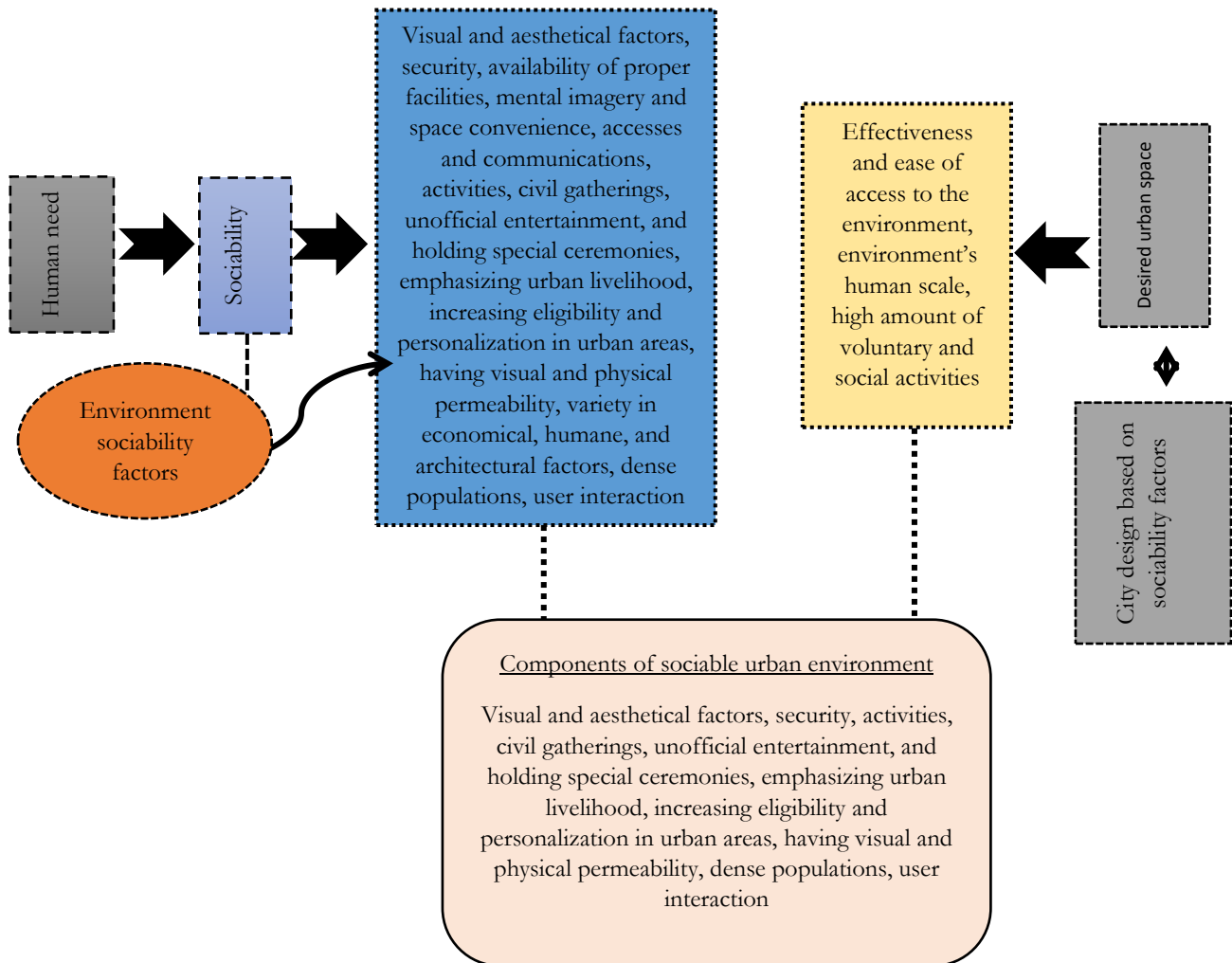


Chart No. 1. Analysis model of a sociable urban environment. Source: Author

#### 4. Recognition and analysis

In order to visualize the findings of the research and evaluation of the given conceptual model in order to enhance the level of sociability and presence of the users in the space, Nowruz park in Abbas Abad lands of Tehran has been chosen as a sample for research, also in order to perceive the effective factors and elements in the understudy correctly, Nowruz park's recognition and evaluation was done on two levels of "immediate and direct intervention". It is worthwhile to mention that the scope of the realm for the intervention were factors of activities in Nowruz Park. Next, study and evaluation of both fields were done in 4 sections: environmental studies, aesthetics and framework, user-activity, and movement-accessibility, and in the end an analysis was done by SWOT method. The mentioned factors in the understudy of the four sections are presented separately in charts of





1, 2, 3, and 4. It shall be noted that the way of explanation for each case has been thoroughly explained in the aforementioned treatise.

Fields	Immediate field	Direct intervention field
	Studying the direct intervention field in the base of immediate field considering communications	
Environmental	Natural terrain and topographical studies Height of Abbas Abad hills Slope measure Height edges Checking the possibility of permeability of terrain Green space capitation Vegetation structure	

Table 1. Studied items in environmental system. Source: Author

Fields	Immediate field	Direct intervention field
Field usage	Level of functionality of usages Understandable fields and feeling of space Collective memory and public perception	Knowing the major usages
Behavior of the territory	Knowing the major territorial behaviors	
Amount of usage of space	-	- number of users in Nowruz park regarding age and sex

Table 3. Studied items in the field of user-activity. Source: Author.

Fields	Immediate field	Direct intervention field
Visual perspective	Elements of visual organization Panorama perspective Visible points and seeing chances High visible points Visible corridors Symbolic elements	Looking at certain elements on the street Environmental and visual qualities Flooring Urban furniture Checking the role and context of Nowruz park
Mental perspective	Lynch elements (path, edge, sign, field, knot)	

Table 2. Studied items in aesthetics and framework. Source: Author.

Fields	Immediate field	Direct intervention field
Path of the way	Ranks of the paths	Accessibility to Nowruz park
Public transportation systems	Framework effectiveness: the amount of ranks' connection, vision change amount	-

Table 4. Studied cases in the system of movement-accessibility. Source: Author.

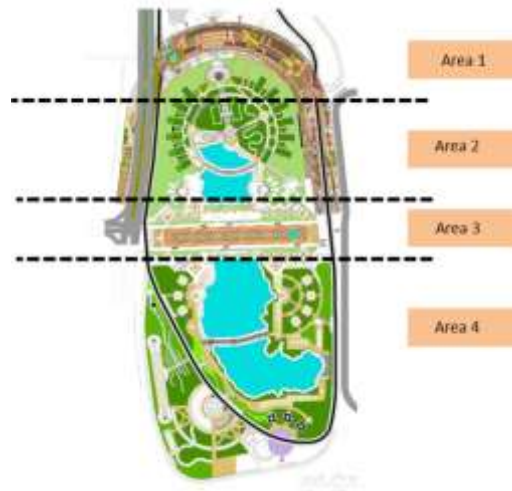


Also since the most important factor for success and livelihood of urban spaces, is social interaction, getting to know the headquarters of behavior and social hangouts and also keeping their values increases the feeling of belonging and identity and personality of the domain, therefore knowledge of the intentional activities which follow certain fields of behavior in the understudy field, with the purpose of keeping and embracing them, in category of activity systems were studied. Regarding the matter that the intended area has different circumstances in certain days of the year than normal days, the users' behavioral patterns were separately studied in both normal and special days of the year such as Nowruz and the acquired results were presented as an action pattern map as picture 2.

**Checking the action pattern of the users from the space during Nowruz holidays:**



Picture 2. action pattern map in Nowruz park areas. Source: Author.



Picture 1. Areas to check the number of visitors from Nowruz park. Source: Author.

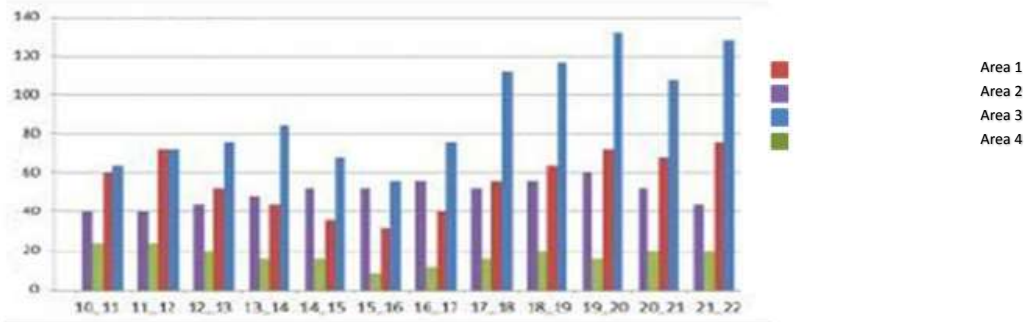


Chart 2. Number of Nowruz park users during Nowruz holiday in 4 areas. Source: Author.

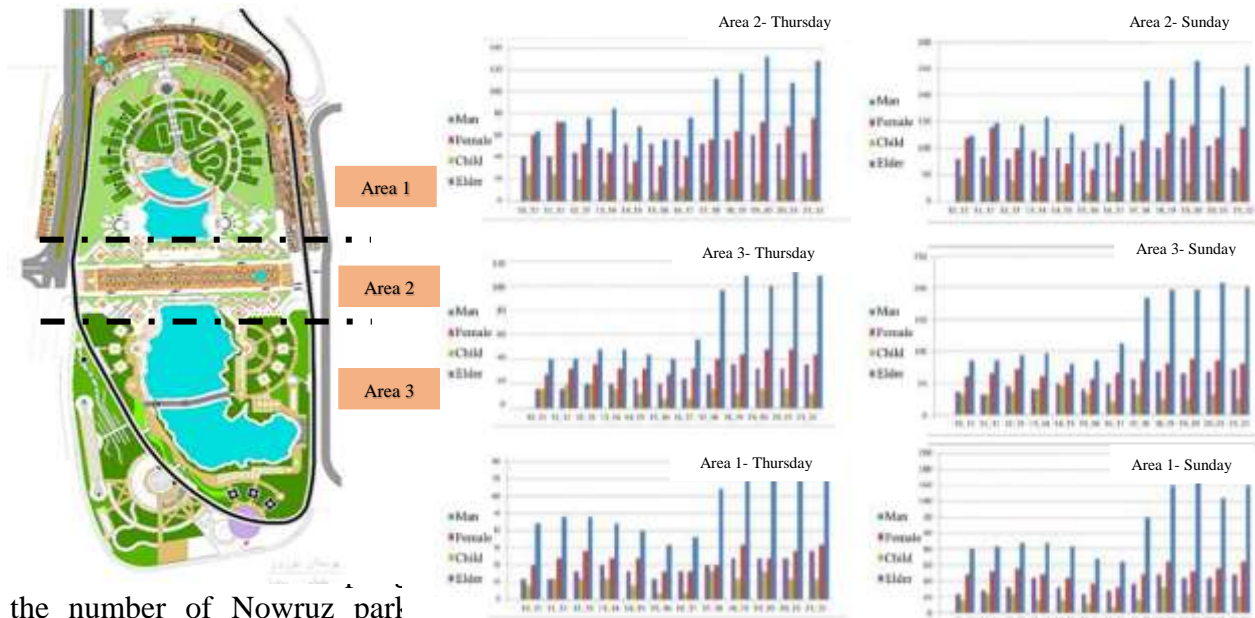
As it is obvious from the tables (refer to chart 2), during Nowruz holidays the usage of area 1 which includes planetarium, a certain part of the park, is more than other parts. This part attracted more people during Nowruz holidays due to its special framework and location at the entrance of the park. Also area 2 was also interesting to the visitors because of its walking, cycling, and skating paths. But the usage of area 3, which is the celebrities' park, has a certain number of visitors due to its special nature. Regarding the role of the square in urban spaces as a place to be present and not only to pass, it has been tried that the square play a role as a space to make communication among people. But in the 4<sup>th</sup> area of the park, despite high expenditures, it does not attract many people due to lack of proper management and maintenance. The reason to this matters is that the expectation desired from the lake has not been met and even though in the mentioned design the presence of a control boat station



has been emphasized, but this facility has not been provided to the users. Therefore the density of population in the park is clearly visible in the 3<sup>rd</sup> area. Finally, in behavioral pattern map, regarding the analysis that was done via SPSS high traffic paths were pointed out and according to chart 2, the biggest nodes of activity during Nowruz holidays happen at celebrities' square. Of course presence beside the lake and area 4 can be seen as well but noting the carried out observations, most users have been experiencing the presence in this environment for the first time and this displays the subject space could not have been interesting enough for the previous users who were here.

**Checking the action pattern of the space during all days of the year:**

In order to achieve the number of the users in park's environment, based on picture 3, three sections in three shifts from Nowruz Park were chosen. The observation and counting of the people was categorized by sex and age (kid, youth, and elderly) two days of the week, Thursdays and Sundays, the statistics below show the results of the shots. The horizontal axis shows the one hour period during day and the vertical axis shows the number of people.



the number of Nowruz park visitors. Source: Author.

Thursday in three areas. Source: Author.

**Regarding the data and the results of the charts above, we can conclude the following matters:**

- People are present on Thursdays more than Sundays.
- In general, regardless of sex and age of users, the most presence can be seen in area 1 and the least in area 3.
- Presence of women and children in this environment is less than men, which shows the imbalance among different groups with different ages.
- As it can be seen in the charts above, the closer we are to the end of the day, the number of women and children is decreased and the number of men is increased, which itself presents insecurity of the environment. This matter is more obvious in area 3 (south part of the park).

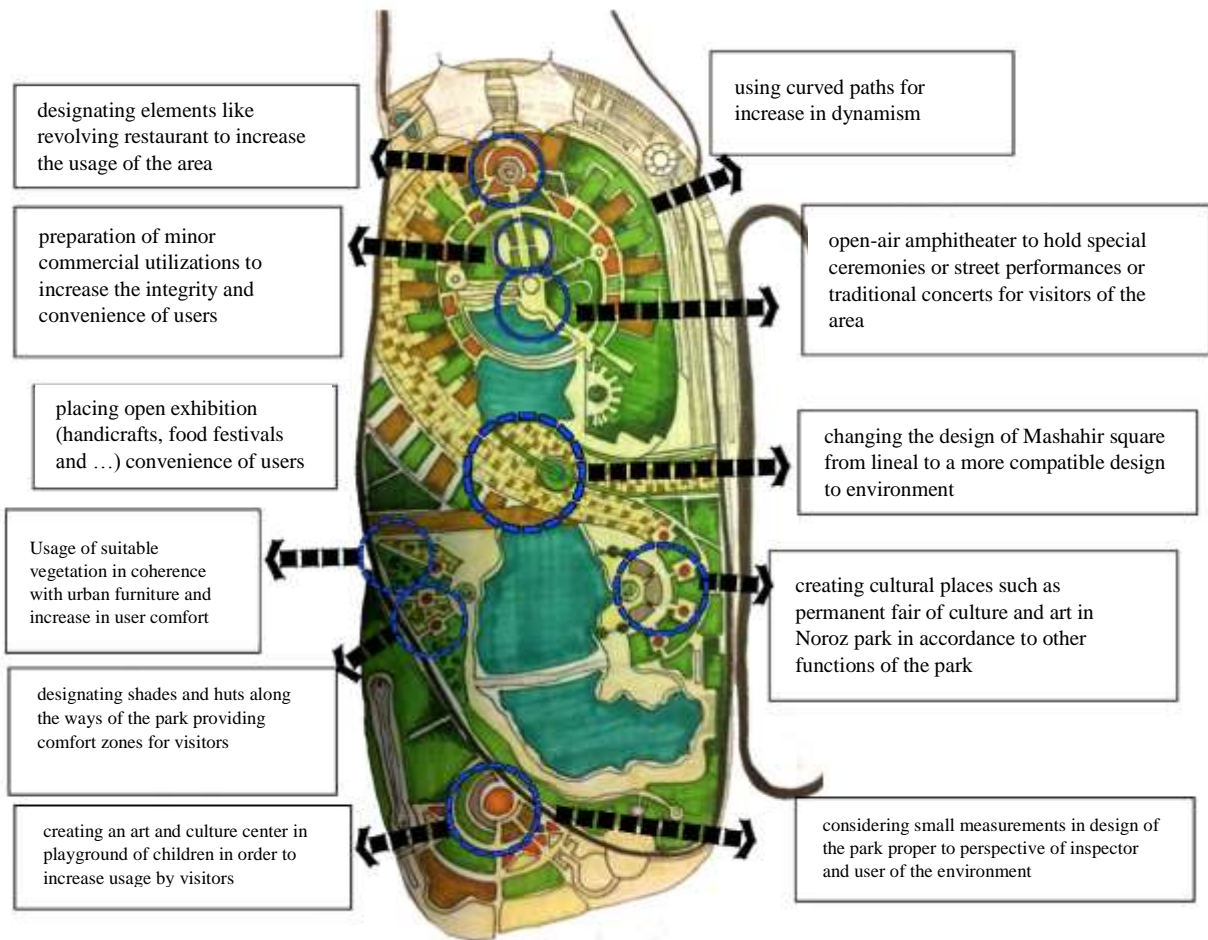


## **5. Conclusion**

In this research, Nowruz Park located in Abbas Abad lands of Tehran has been chosen as the case of study, and was analyzed and studied. The factors and details of sociability have been studied and analyzed, and we can name some as: visual and aesthetical factors, security, environmental convenience and peace, civil activities and gatherings, unofficial entertainment and holding special ceremonies, emphasis on livelihood of urban space, increase of eligibility and personalization of urban areas, physical and visual permeability, dense populations and mixed-use.

As we pointed this out in the recognition section, the results show that Nowruz Park, as one of the latest built and most attractive parks of Tehran, despite environmental, meaningfulness, and also character which it holds in the minds of the citizens, does not play the role that is expected from it in the city. This research brought on the matter of the “sociable urban environment” concept, by stating this problem and follows it by the necessity to pay attention to this case. In response to this question that “why are some urban spaces abandoned and unsociable?” the concept of urban space and its different aspects has been studied in order to clarify what weaknesses exist in the urban space that face them with negligence. Therefore, the factors of urban space according to the perspective of the different ideologists were studied and determined that urban space belong to public space in the city that is open to the public and has been designated and programmed to supply one or several certain activities. The space which has the presence of business and economic activities in its different levels and layers, has an inviting feature, and by combining cultural and social aspects has made an infrastructure, which is to increase the social interaction of the people as much as possible. It shall be noted that these spaces are considered as certain indexes in the matters of appearance, conceptual, social, visual, and functionality, and altogether, these aspects are able to call out to humans to welcome them. Also in response to the second question which was “how can an infrastructural space improve the level of social interaction and presence of the people in urban fields? Or how can consideration and infrastructural-space solutions effect the improvement of spaces’ sociability?” we shall say that regarding the fact that this question is also being asked in the context of urban space concept, it states the infrastructural-aesthetical and user-activity and explains that with emphasis on the concept of urban design, through adding entertainment and business functionalities, organizing and improving the park’s furniture, allocating spaces that have been designed from before hands with the purpose of supplying civil activities and unofficial entertainment which somehow support and induce users’ behavioral hangouts in the environment of the park (regardless of their sex and age) play an important role to create an interesting space which encourages people to pause and stay.

In continuous, regarding some of the carried out researches and in order to achieve the purposes of project, we needed to introduce special projects in order to improve the quality of sociability in Nowruz Park. In fact, the design projects regarding the fact that have been planned in the framework of the sociable urban spaces’ factors will increase the amount of traffic in places which are almost abandoned. Explanation of the project titles, also their role and importance along with the goals of the project have been thoroughly elaborated in chart 5. In the end, in order to get a sense of the described projects and their placing on the suggested site plan, an effort was made to design a map with the title of work agenda which can be seen in picture 4.



Picture 4. Pattern of the instructions for planning Nowruz Park; Source: Author.

Row	Project Title	Role and Importance of the Project in Nowruz Park	Factors in Mind to Define the Project
1	Nowruz park entrance from Hemat Highway	Entrance to a place shall be introductory to the character and personality of that place and embrace the feeling of welcoming. Nowruz park as a park with transnational scales was unable to take a notable step. In this project the entrance has been designed with green plants in order to introduce Nowruz park.	Legibility and identity
2	Nowruz rotating restaurant project	Existence of a restaurant in Nowruz park can increase the welcoming effect and even play an effective role in the usage of other facilities. Since the garden has corridors with nice visuals, a rotating restaurant will be a successful suggestion.	Livelihood and dynamic
3	Park's furniture improvement project	Because the goal of this research is to increase the social interactions, placing movable benches in the vicinity of the lake, pigeon house, and other places and also the special lightning for each monument can help the	Increase of urban spaces availability of proper facilities in the space Legibility and identity



		eligibility of the park's environment. In addition to the increase in eligibility, more light would increase the park's safety.	
4	Combination of the kids' playground instruments with educational materials	In the kids' playground which is considered one of the important parts of an urban park, some suggestions in design have been put forward which are as below: Making variety in kids toys Placing comfortable furniture for parents to rest Combining the playground with educational elements such as making creating kids' games on different boards around the playground Use wood (environmentally friendly) to create the furniture Park fountains to have water dance with lights	Visual and aesthetical factors, livelihood
5	Combining geometrically designed spaces with usage	In Nowruz park there are places that despite the focus on design, have not been able to act as inviting as they should. Therefore, by giving them functionalities such as food stands, book stands, and etc. it could have a better presence in the location.	Mixed-use, livelihood, increase of presence
6	Planning project to hold concerts in an allocated area	Nowruz park aims to introduce and familiarize cultures of Iranians and other ECO countries. Holding concerts with present Iranian local music and other countries particular culture, not only would bring joy, but also can highly increase its chance to be inviting for different ages and groups of people.	Activities, civil gatherings, unofficial entertainment and holding special ceremonies Emphasis on livelihood of urban space
7	Nowruz park's green space design project	In Nowruz park we can see rigid vegetation that can be well organized by with planning and getting help from vegetation designers. Usage of grass in the park, due to the climate of Tehran city, costs too high, and alteration in this coverage can decrease the expenses. Therefore, a long time planning in Nowruz park will help to clean the air, and in addition can double the beauty of the park.	Emphasis on urban area livelihood Visual and aesthetical factors
8	Project to create different fountains in Nowruz park	Nowruz park has fountains, but has not been successful enough to increase the effect of invitation. So, in this project by using different fountains in design which show off as waterfalls, and are in harmony with the surrounding furniture, can attract people. It is clear that people prefer the calmness in the sound of water to spend their time rather than a noisy city.	Emphasis on urban area livelihood Visual, aesthetical, and Legibility factors



Table 5. Role and importance of stated projects in Nowruz park. Source: Author

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