New Urbanism Theory & Community Health in Las Vegas

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pedestrian friendly
Mixed Housing & Activities
Public Spaces
social interactions
New Urbanist Design \leftrightarrow Neighborhood Community & Quality of Life
Physical Neighborhood Structure  Residents’ Attitudes about their Neighborhood
Las Vegas Metropolitan Area Social Survey
2010 Highlights

By Robert Futrell, Christie Batson, Barbara G. Brents, Andrea Dassopoulos, Chrissy Nicholas, Mark J. Salvaggio and Candace Griffith

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six neighborhoods from LVMASS
Neighborhood Fieldwork
New Urbanist Design Scale
1) Clear center and edge
2) One-quarter mile distance from the center and edge
3) diversity of housing and activities
4) Interconnected street network
5) Available public spaces
NU Neighborhood: 2.99
non-NU Neighborhood: 1.5
Physical Neighborhood Structure   <->   Residents’ Attitudes about their neighborhood
Neighborliness
I live in a close-knit neighborhood.
I can trust my neighbors.
My neighbors don't get along.

NU is more neighborly non-NU
Neighborhood Social Bonds
How many of your neighbors are your friends?

- 10 or more: 30%
- 7 – 9: 20%
- 4 – 6: 10%
- 1 – 3: 10%
- 0: 30%

How often do you visit your neighbors?

- Daily: 20%
- Weekly: 30%
- Monthly: 10%
- Annually: 10%
- Never: 30%

How often do you do favors for your neighbors?

- Daily: 10%
- Weekly: 20%
- Monthly: 10%
- Annually: 10%
- Never: 60%

NU has stronger social bonds than non-NU
Neighborhood Attachment & Quality of Life
Non-NU has stronger neighborhood attachment than NU.
Non-NU has greater quality of life than NU.
Neighborhood Problems
Neighborhood Problems in NU Neighborhood

- Vacant Land: 10%
- Unsupervised Teenagers: 5%
- Feeling Crowded: 30%
- Crime: 40%
- Trash: 10%
- Smells: 10%
- Vacant Houses: 5%
- Graffiti: 5%

Legend:
- Yellow: Not a Problem
- Red: Little Problem
- Blue: Big Problem

Not a Problem: 60%
Little Problem: 30%
Big Problem: 10%
Neighborhood Problems in non-NU Neighborhood

- Vacant Land: 100%
- Unsupervised Teenagers: 50%
- Feeling Crowded: 40%
- Crime: 40%
- Trash: 40%
- Smells: 40%
- Vacant Houses: 30%
- Graffiti: 20%

Legend:
- Not a Problem
- Little Problem
- Big Problem