

# Syllabus

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**Room:** Gould Hall, Rm 106  
**Time:** M\_W\_F, 1:30\_5:20  
**Office Hours:** F, 10:00 -12:00  
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*May be subject to change*

## Overview

The **2017 Capstone Studio – MakerScapes | Democratizing the Urban Industrial Landscape** will build upon the growing momentum of the ‘Maker’ movement and explore its relationship with issues of social equity and the public realm. It will ask how distributed industrial production at a human scale might help promote integrated land-use practices, enrich the multifunctional potential of the public commons, diversify the population involved in hands-on activities, serve as a platform for community mobilization, confront Seattle’s widening income gap, improve human health and well-being, and help foster the remediation of environmental burdens at a local scale. The studio will ask how ‘Making’ might transform today’s urban environments– just as the first industrial revolution transformed the cities of the past.

Building upon foundational readings and research we will engage these themes through the design of 2 types of ‘MakerScape’ intervention. The first type of MakerScape is a ‘landscape of fabrication’ or a public place, (similar to and potentially connected to a MakerSpace) where people come together to design, build and share ideas, and where individuals can mitigate stress through immersion in hands-on craft. Examples of landscapes of fabrication include WASP’s 3D printed mud house projects, Junkyard playgrounds, Communitere Nepal and Pop-up MakerSpace events in Hudson River Park (NY).

The second type of Makerscape is a ‘fabricated landscape’ or a public space constructed from open source digitally fabricated elements and/or other simple-to-build elements easily accessible to urban citizens. Examples of fabricated landscapes might include parklets constructed from ‘kit of parts’ components or urban agricultural products such as Aker’s GroGrid, EggHaus etc.

Note that landscapes of fabrication and fabricated landscapes might easily coexist on the same site. A landscape of fabrication might be constructed from fabricated elements. Similarly, a fabricated landscape might involve process of assembly or other activities related to making.

Also note that, while the types of MakerScape we will help pioneer involve the construction of physical elements, the definition of MakerScapes could easily be expanded to include other forms of ‘making’ such as growing food, plant production (e.g. at a nursery) or cooking.

Finally, note that MakerScapes could easily be deployed in support of other types of distributed infrastructure such as distributed stormwater management and/or energy production.

# Syllabus cont.

## Sites

We will undertake a MakerScape design that responds both to a specific site in SE Seattle and to generic urban landscape typologies common in Seattle and other urban environments.

Pending final confirmation from their board, we will most likely be working with the Compass Housing Alliance and Hybrid Architects as part of the Compass Crossing Pilot project - an innovative modular (and moveable) housing development for the homeless in Columbia City. Our MakerScape design will integrate 'landscape of fabrication' and 'fabricated landscape' concepts and involve the design of spaces for making, a community garden and other activities. It will occupy the Compass Crossing site itself and could potentially involve temporary/intermittant use of adjacent sidewalks and/or streets.

Compass Crossing is an interim solution for homeless housing that will be replaced with a permanent facility within 3-5 years. As such, it is designed for disassembly and redeployment on new sites. Our designs will take a similar tact. While we will design for the specific site conditions of Compass Crossing, we will also consider how our designs can maintain a degree of mobility, and adapt to a variety of common urban landscape typologies - eg. streets, sidewalks, community gardens, vacant lots etc. Exploring the interface of MakerScapes and Tactical Urbanism and building upon Seattle's Adaptable Streets and P-Patch programs, our designs might have applications in urban agricultural, play street and/or pavements to parks projects.

## Learning Objectives:

- Explore the relationship between technology, industrial production, public space and the processes of city-making
- Investigate citizen generated tactical urbanism and distributed infrastructure
- Explore the relationship of social equity, homelessness and the built environment
- Investigate the relationship between the 'making' and human health and well-being
- Develop skills in critical analysis and creative problem solving
- Develop skills in iterative design, hands-on and digital prototyping of technologies that promote a social, economic and environmental agenda
- Develop skills in participatory design and design communication
- Strengthen ability to work collaboratively
- Develop skills in multi-scalar synthesis
- Develop the discipline of critical self-evaluation, the ability to learn from both success and failure and the resilience to adapt to evolving circumstances.

## Assignments

There will be 5 primary assignments during the **winter** quarter focussing on research, conceptual design and prototyping. They include;

Assignment 1: Maker Meal

Assignment 2: Research I

Assignment 3: Research II

Assignment 4: MakerScape I - Conceptual Design

Assignment 5: MakerScape II - Design Development/Prototypes

The scope of our work during the **spring** quarter we will depend, in part, on forthcoming developments related to schedule and funding. It will focus on the final design refinement and the fabrication and deployment of MakerScape design/design elements.

# Syllabus cont.

## Readings

### Cities/Urbanism

Introduction, Jane Jacobs in *The Death and Life of Great American Cities*  
The City as Infernal Machine, Anne Winston Spirn in *The Granite Garden*  
Open Source City, Laura Kozak in *NOW Urbanism*  
User Generated Urbanism and the Right to the city, John Bela in *NOW Urbanism*  
Introduction, Jeff Hou and Manish Chalana in *Messy Urbanism*  
Introduction, Jeff Hou in *Tactical Urbanism*

### Technology

Technology with a Human Face, E.F Schumacher in *Small is Beautiful- Economics as if People Mattered*  
Towards a Liberatory Technology, Murray Bookchin, in *Post-Scarcity Anarchy*  
Introduction, Karl Hess, in *Community Technology*  
Emergent | Convergent, Technology and the IUCI, Ben Spencer, in *Innovations in Landscape Architecture*

### Maker Movement

The Maker Movement Manifesto, Mark Hatch  
Introduction, Chris Anderson in *The New Industrial Revolution*  
Making Community The Wider Role of Makerspaces, Nick Taylor et. al.  
Makerspace\_ Towards a New Civic Infrastructure, Will Holmann In Places Journal  
Reconstituting the Utopian Vision of Making: HCI After Technosolutionism, Silvia Lindtner

### Built Environment and Health/Wellbeing

Mental Health and the Built Environment, William Sullivan, in *Making Healthy Places*  
Social Capital and Community Design, Caitlin Eicher, in *Making Healthy Places*  
Vulnerable Populations and the Built Environment., Chris Kochtitsky, in *Making Healthy Places*  
Introduction, Daniel WinterBottom in *Therapeutic Gardens: Design for Healing Spaces*

### Design Activism / Participatory Design

Conceptual Specifications, Somesh Kumar in *Methods for Community Participation: A Complete Guide for Practitioners*  
Participation Purposes, Henry Sanoff in *Community Participation Methods in Design and Planning*  
Participatory Analysis for Community Action, Peace Corps  
Introduction, Nabeel Hambdi In *Small Change*  
Introduction, Randolph Hester in *Design for an Ecological Democracy*  
Why Community Matters, Paula Horrigan and Mallika Bose in *Community Matters*  
Defining Design as Activism, Ann Thorpe  
The State of Public Interest Design, Bryan Bell and Lisa Abendroth in *Public Interest Design Practice Guidebook*  
Pedogogy of the Oppressed, Paulo Freire

*Additional readings and other resources will be included with each assignment.*

# Syllabus cont.

## **Grading**

This course will be graded on a C/NC basis. I will meet with each of you to discuss your progress in the class both during assignments and following their completion. After the midterm review I will provide you with summary comments on your work. As you work towards the final, you will have the opportunity to address these comments. Class participation is mandatory and you must be in Gould 106 (unless otherwise specified) at the beginning of each class for presentations and announcements. An average of 2 desk crits per week will be the normal expectation. If you will be unavoidably late or absent from class please contact me in advance to let me know. Class credit will be based on class participation/engagement, progress/improvement throughout the quarter and the quality, craft, creativity and intellectual rigor of your designs.

# Winter Quarter Schedule

\* Subject to change.

\*\*Spring quarter - design refinement, fabrication and site assembly. Schedule pending

Week	Date	Class	Due	Assigned
Week 1	1/4/2017	Introduction		Maker Meal
	1/6/2017	CoMotion MakerSpace		
Week 2	1/9/2017	Jeff Hou - Urban Commoning		
	1/11/2017	Laura Kozak - Open Source Cities		
	1/13/2017	Compass Crossing Intro   Pin Up	Maker Meal	Research I
Week 3	1/16/2017	MLK Day - No Class		
	1/18/2017	AltSpace (Kent, Kevin, Pope)		
	1/20/2017	Pin Up	Research I	Research II
Week 4	1/23/2017	Seattle Recreative (Jenna)		
	1/25/2017	Work Time/Crits		
	1/27/2017	Pin Up	Research II	MakerScape I - Concepts
Week 5	1/30/2017	Work Time/Crits		
	2/1/2017	Compass Crossing Meeting		
	2/3/2017	Work Time/Crits		
Week 6	2/6/2017	Work Time/Crits		
	2/8/2017	Compass Crossing Meeting		
	2/10/2017	Work Time/Crits		
Week 7	2/13/2017	Work Time/Crits		
	2/15/2017	Mid-Term Review	MakerScape I - Concepts	MakerScape II - Prototypes
	2/17/2017	Work Time/Crits		
Week 8	2/20/2017	President's Day		
	2/22/2017	Work Time/Crits		
	2/24/2017	Work Time/Crits		
Week 9	2/27/2017	Work Time/Crits		
	3/1/2017	Pin Up		
	3/3/2017	Work Time/Crits		
Week 10	3/6/2017	Work Time/Crits		
	3/8/2017	Work Time/Crits		
	3/10/2017	Work Time/Crits		
Week 11	3/13/2017	Work Time/Crits		
	3/15/2017	Final Review	MakerScape II - Prototypes	
	3/17/2017	TBD		