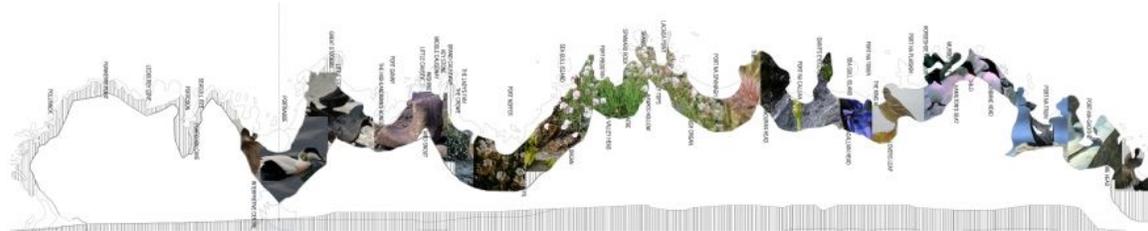


shaping process | framing time

systems thinking in design



heneghan peng architects / giant's causeway, northern Ireland

FACULTY

Sara Jacobs

sjjj@uw.edu

office hours: W 10-12

TIME + LOCATION

MWF 130 – 500 PM

GOULD 312 (east bay)

Ken Yocom

kyocom@uw.edu

office hours: TH 11 – 1; F 12 – 1

(TA) Andrew Prindle

aprindle@uw.edu

office hours: by appointment, if needed

Canvas - <https://canvas.uw.edu/courses/1140141>

COURSE OVERVIEW

This studio brings together contemporary ecological theory and landscape design theory to develop a process based foundation for design at both the site and the landscape scale – in other words, urban ecological design. Applying theories and examples from biology, conservation biology and landscape ecology presented in LA363/563, students will be encouraged to develop a design language and strategies for urban landscapes that are resilient to ecological and cultural perturbations.

Consistent with the contemporary model of ecology suggesting that ecosystems dynamically emerge and evolve over time and contemporary urban theory that recognizes the shifts of urban environments over time, students will be asked to explore methods for design in which analysis and the generated information are used to conceive and propose designs that explore and evaluate potential futures which respond to local, regional, and global pressures.

COURSE OBJECTIVES

LARCH 303 is a foundation studio intended to provide a base on which you can build in subsequent studios on varied contexts and scales. Much of your future course work in the program will investigate topics presented in this studio in greater depth. The following goals frame our work this quarter:

- Define ecological landscapes in the urban context. How are they framed and comprised?
- Develop system-based approaches that challenge formal design concepts and prioritizes the operative and relational qualities of place. What are the functional elements within a system and how do they relate? What is the overall purpose of a system?
- Understand the temporal aspects of urban ecological systems. How do we generate, interpret, incorporate, and respond to models of change and time?
- Communicate systemic flows, forces, and experiences through modes of representation that are emerging within the field of landscape architecture. How do we explore new and dynamic representational strategies that advance design thinking?

REQUIREMENTS + EXPECTATIONS

participation

All students are expected to attend and participate in every studio session and field trips. Students will be asked to participate in in-class design challenges, discussions of reading materials, case studies and design strategies, and to complete assignments on time for presentation and discussion. Participation and timely completion of assignments are essential to studio-based learning and to developing your professional design skills, and hence will be reflected in your grade. Students will be encouraged to challenge themselves, their peers and their instructors by questioning their own and others' design processes, approaches and responses, interpretation of sites, systems, theories and data, and choices of graphic and other communication media.

evaluation + grading

Your primary focus should be on your growth, development and creative exploration. It is important to realize that students learn at different paces and through different means. The studio format allows you and your classmates to learn and teach each other through observation, discussion and peer-critiques. You will be given a numerical grade based on a 4.0 scale for this course based on this department's policy for grades. Individual assignments will be graded with a check plus (✓+), check (✓), or check minus (✓-).

late assignments

Late assignments will not be accepted. Mitigating circumstances will be taken into consideration if the faculty are consulted in advance.

archiving + documenting studio work

Students are required to submit all work from the term in the Catalyst dropbox. Final grades will not be distributed until this is complete.

attendance + participation

It is essential that you participate fully in all classes. Attendance during studio time is mandatory. You are responsible to inform the faculty if you miss a class due to illness, family emergency, or observance of religious holidays. A doctor or medical professional's note is required if you miss more than three classes.

If you have a disability that requires accommodations, please let us know right away or contact Disabled Student Services, 448 Schmitz, Box 355839
(206) 543-8924, uwdss@u.washington.edu.

safety

The studio in Gould 312 is a limited access space for registered students and authorized faculty only. The University of Washington stresses that ensuring safety and preventing violence is a shared responsibility for all of us. For general information about University Washington resources, policies and violence reporting requirements, please visit the website <http://www.washington.edu/safecampus/> For emergencies, dial 911.

disclaimer

Listening to other's views with an open mind and using direct communication will help foster a respectful and creative environment for all. Some readings, ideas, films, guest lecturers and projects presented in this course may challenge the opinions, experiences and/or beliefs of some individuals.

Remember that this course is an open forum in which we challenge assumptions and practice critical thinking, as well as give respect for all voices and diverse views.

ASSIGNMENTS

Your overall grade will be determined based on the assignments, your level of engagement and participation throughout the quarter. The percentages indicated for each assignment will serve as a guide for the weight of assignments across the quarter.

A1. TRACE LANDSCAPES / OnLine + InMotion	10%
A2. REVEAL LANDSCAPES / exploring relationships	15%
A3. ANALYZE LANDSCAPES / ecologies, technologies, materials	15%
A4. DESIGN LANDSCAPES / urban ecological design	60%
A4.1 connect scales / compress time	
A4.2 site analysis	
A4.3 concept generation + design development	

READINGS

Limited readings specific to the studio project will be introduced throughout the quarter. *Students are expected to read all assigned readings before studio and participate in class discussion sessions.* In addition to assigned readings, books will be placed on reserve in the library throughout the quarter.

Resources

* = highly recommended **bolded** = on reserve in CBE Library)

Ecological Design and Planning

***Principles of Ecological Landscape Design / Travis Beck**
Landscape Ecology Principles / Dramstad, Olson, + Forman
Ecological Design / Nancy Rottle + Ken Yocom

Downsview Park, Toronto / ed. Julia Czerniak

Cities and Natural Processes / Michael Hough

Projective Ecologies / eds. Chris Reed + Nina-Marie Lister

The Language of Landscape / Anne Spirn

Nature and Cities: The Ecological Imperative in Urban Design and Planning / eds.

William Thompson + Frederick Steiner

Urbanism and Design

***Site Matters / Carol Burns**

Recovering Landscape / James Corner

Landscape Urbanism Reader / Charles Waldheim

* Toward an Urban Ecology / Kate Orff SCAPE

Representation

***Graphic Design The New Basics / Ellen Lupton and Jennifer Cole Phillips**

***Envisioning Information / Edward R. Tufte**

*** Representing Landscapes: A Visual Collection of Landscape Architectural Drawings / Nadia Amoroso**

Visual Language for Designers: Principles for Creating Graphics that People Understand / Connie Malamed

The Visual Miscellaneum: A Colorful Guide to the World's Most Consequential Trivia / David McCandless

The Visual Display of Quantitative Information / Edward R. Tufte

Taking Measures Across the American Landscape / James Corner

SOAK: Mumbai in an Estuary / Anuradha Mathur and Dilip da Cunha

Waterproofing New York / Denise Hoffman Brandt

Seattle

***Emerald City: An Environmental History of Seattle/ Mathew Klingle**

***Native Seattle: Histories From The Crossing-Over Place / Coll Thrush**

*The Waterlines Project, <http://www.burkemuseum.org/static/waterlines/> (website)

The Good Rain / Timothy Egan

Week	Monday	Wednesday	Friday
1	3/27 A1 – Trace landscapes	3/29 Fieldtrip – Magnuson Wetlands with Guy Michaelson (Berger)	3/31 work day + crits
2	4/3 A1 – Trace DUE A2 – Reveal	4/5 work day + crits	4/7 A2 – Reveal DUE
3	4/10 A2b DUE A3 - Analyze	4/12 Fieldtrip –Thornton Creek Watershed	4/14 work day + crits 4/15 – Bloedel Option Trip
4	4/17 A3 – Analyze DUE A4.1 – Connect/Compress GIS Workshop	4/19 GIS Workshop	4/21 GIS Workshop
5	4/24 A4.1 – Connect/Compress DUE A4.2 – Site Analysis	4/26 Fieldtrip – N. Seattle C.C.	4/28 work day + crits
6	5/1 A4.2 – Site Analysis DUE A4.3 – Concept Generation + Design Development	5/3 work day + crits	5/5 Concept Generation pin-up Design Development
7	5/8 work day + crits	5/10 work day + crits	5/12 Design Development MIDTERM PRESENTATIONS
8	5/15 Design Refinement work day + crits	5/17 work day + crits	5/19 work day + crits
9	5/22 Design Refinement pin-up Design Communication + Storyboards	5/24 work day + crits	5/26 work day + crits Design Communication and Storyboards pin-up
10	5/29 NO CLASS – Memorial Day	5/31 work day + crits	6/2 FINAL PRESENTATION (Details TBA)
11	6/5 Studio wrap up	6/7 Project Uploads DUE	6/9