

CBE ORIENTATION CHARRETTE

ARCHITECTURE | LANDSCAPE ARCHITECTURE | URBAN DESIGN & PLANNING

DATE:

Saturday, September 21st | 9:00 AM-1:30 PM

LOCATION:

Gould Hall | 3950 University Way NE

RSVP:

Link Provided in Email

PROVIDED:

Coffee | Lunch

ENVISIONING WEST CAMPUS GREEN

Join your peers and professionals from the local design community to collaborate in an interdisciplinary design challenge! Work together to reimagine a new West Campus Green.

OBJECTIVE

The purpose of the Fall Student Charrette is to engage students in the design process by posing an opportunity for creativity, collaboration, and consideration across disciplines and varied perspectives. We wish to generate an open dialogue that is inclusive and supportive - one of sharing ideas and discussing possibilities.

In order to align with the long-term aspirational framework of the Campus Master Plan and its Guiding Principles, the goal is to design an experience that is enduring and equitable for all. The charrette today will focus on envisioning West Campus Green.

OUR DESIGNS SHOULD:

Generate Flexible Space...

One that adapts throughout the day, seasons, and evolving pedagogies.

Create Opportunities...

By highlighting West Campus Green as a hub for research, academia, and professional innovation, for the University and its surrounding neighborhood.

Improve our Community...

Through creating an active and vibrant public realm and urban form to improve the health and wellness of our community and our planet for future generations.


Form Connections...

Improving accessibility and enhancing the connections within the campus and its surrounding context.

Foster Stewardship of Historic, Cultural, and Ecological Resources...

Recognizing and embracing the site's existing character and its storied past.

SCHEDULE



9:00 - 9:15	Introduction
9:15 - 9:30	Assemble Teams
9:30 - 9:45	Distribute Cards
9:45 - 10:30	Site Visit + Work Session
10:30 - 12:30	Design + Working Lunch
12:30 - 1:30	Team Presentations

GUIDELINES

There are five groups of playing cards which should act as guidelines. The categories are based on common considerations that go into every design (e.g. user groups, program, neighborhood/context). Teams will receive a stack of one category of cards to begin with. The group will have one minute to deliberate on and choose a card, then they will pass the remaining cards to the next group. By the end, all teams will have one card for each category.

PLEASE SEE THE LIST BELOW FOR A DESCRIPTION OF EACH CATEGORY:

WHO

User Groups – The Who card is meant to help students consider the specific demographic their site and design is catering to.

WHAT

Program – The What card can be used as a base programmatic element to include on their site. This does not have to be the entire design but should be considered as something to incorporate on the site.

WHERE

Neighborhood or Context – The Where card will provide a specific street, building, or landmark that is near West Campus Green to consider and to help inspire a relationship with the greater context of the design.

WHEN

Temporal Changes – The When card denotes a certain time of day, year, or specific event to consider while students design their space.

WHY

Reason or Focus – The Why card should be thought of as the purpose of why people would inhabit the space and why they keep coming back.

**Please Note: Cards are not intended to complement one another. Teams are encouraged to use these as starting points, but not required to use all cards.

POSSIBLE DELIVERABLES

Informal presentations will begin at 12:30 pm in the classrooms surrounding Gould Court. Teams will have 5-8 minutes to present their design using any combination of the below visual aids to explain their design. The list below is intended to provide ideas of possible visuals but is not required. Teams should choose graphical representation that best describes their design and the process of how they got to the end result.

VISUAL REPRESENTATION:

DIAGRAMS

A simplified drawing to help represent the design's central ideas or drivers. Diagrams can be programmatic, conceptual, describe the circulation, etc.

PLANS

Site plans and floor plans can be used to communicate the spatial relationships between project elements and the site.

ELEVATIONS

A two-dimensional representation of the structure or design to help explain the design intent.

SECTIONS

A "cut" through the project and site used to describe how the design interacts with the ground plane and the site's surrounding context.

PERSPECTIVES

Often used to help represent the experience of being within the space or showcasing the design on site.