

UDES 501 (6) Design Studio for Sustainable Urbanism: Block Scale, Vancouver Context

Instructor: Scot Hein | 6 credits | Fall Term, 2018

Urban design is a proactive, shared process of revealing and strengthening local identity through thoughtful placemaking that contributes to positive, memorable experience.

Course Description

This course provides an interactive and experiential learning environment intended to animate and make accessible the issues pertaining to neighborhood and block scale urban design with a particular emphasis on the strengthening of natural, social/cultural and economic systems. Students will produce, in real time, various urban design strategies appropriate to issues/challenges, contexts and stakeholders focused at the block scale located in Vancouver. The studio, augmented by the Design Methods Course, will serve as an introductory experience for the MUD Program.

Pedagogical Strategy

As a studio experience, this course is a design-focused variant on the "problem-based learning" model. As such, students are required to take an active role in defining the problem to be attacked, applying the most effective design methodologies (to be introduced and practiced in the companion methods course) and the knowledge base required to arrive at appropriate solution(s). Foundational theory will be supplied through lectures and required readings; however, the appropriate knowledge base, and the correlating design solutions, will be arrived at collectively with team and individual work that interprets design intent reached through consensus. In this model the course instructor may at times act as facilitator, enabler and demonstrator of design methodologies and strategies. In short, the studio is organized as a sequence of experiences as follows:

Immerse

Co-Discover

Co-Iterate

Advise thru Leadership

Learning Outcomes

At the end of the studio students will be able to:

- Reveal, and critically analyze regional, district and related block scale systems.
- Understand the interaction of these component systems on the places that exist and the places that could exist.
- Investigate the historical, social and ecological antecedents leading up to an understanding of how the urban

landscape evolved.

- Apply urban design theory and practice to neighborhood and block scale issues, including but not be limited to: movement, housing, jobs, amenities, green infrastructure, traffic and parking, recreational opportunities, sense of place and participatory interventions.
- Become familiar with urban built form typologies, and their related uses, towards selection most strategic for prevailing and desired future context/scale and amenities.

Course Requirements

Students will be expected to:

- Participate in two four-hour studios per week.
- Participate in team and individual analysis and design exploration including working with community stakeholders
- Conduct independent and collaborative work as required to advance understanding of critical urban design issues as they pertain to neighborhood, block and specific project sites.
- Successfully communicate orally, in text and in drawings (digital and by hand) a comprehensive and practical solution to a defined urban design problem.
- Apply urban design and neighborhood design theory to local and case study problems.
- Demonstrate proficiency to synthesize the above in the form of comprehensive design solutions.

Evaluation Criteria

Studio class and will be evaluated in the same way as other SALA studio classes. Class is structured around group, and one-on-one, tutorials with professor. Evaluations are based on criteria provided in syllabus that identify relative value of in class benchmarks and identify criteria upon which evaluation is based. Outside faculty, and other experts, are invited in for reviews to provide comment and evaluation.

Evaluation Criteria for individual marks are as follows:

- consistency of participation and teamwork (5%),
- visual quality and communicative clarity of representations produced (10%),
- use of precedents and cases as explicit informants of design (20%),
- extent to which design process is appropriate and explicit (20%),
- the three dimensional formal quality of the design and its spaces (15%),
- the extent to which the proposal is economically practical (15%),
- the social consequences of the project as assessed by reviewers (15%).

The Studio Assignment

The studio will collectively, and individually, develop a professional quality urban design framework and a related series of speculative redevelopment scenarios for strategic sites in Vancouver's Chinatown.



The studio will consider and advise via a shared, and individual, final deliverables on:

Land Use

Lot Pattern(s) including Frontage

Integrated Systems including movement/energy/water/food security

Built Form

Phenomenology/Local Narrative and History

Placemaking including Open Spaces

Visual Identity

Amenity Profile

Value Creation towards Amenities

Strategic Phasing and Implementation

Environmental, Demographic and Cultural Resiliency

Economic Viability and related Market Incentives

How We Will Work

***Immerse** through shared research including prevailing regulations, systems and attributes mapping, contextual analysis and modeling;*

***Co-Discover** through touring and exchange with stakeholders towards shared insights of local conditions and aspirations;*

***Co-Iterate** through shared design exploration and dynamic community feedback;*

***Advise thru Leadership** by offering defensible proposal(s) that optimize local aspiration while achieving civic and regional goals for housing and jobs creation*

Course Outline Note: [Indicates shared tutorials or work with architecture studio.](#)

September 4th: *Up and Running*

Course Overview/Introduce Studio Challenge

Roundtable: *How Did I Get Here*

Right/Left Brain

Break

Tutorial 1: *Vancouver's Waterfront Evolution with Scot*

Individual Portfolio Sharing

September 7th: *Vancouver Metro Core Bike Tour*

[BYOBike/Meet at Olympic Village central plaza "The Birds" at 2:00/Wing Sang Building in Chinatown by 3:00](#)

Refreshments following

September 11th: *Urban Design Emersion and Systems/Contextual Mapping*

Comparative Observations from BikeTour/What is relevant to home context?

Research Assignment: *Chinatown Yesterday Today and Tomorrow* (3 teams) using InDesign template (Camila)

Yesterday:

[Context \(citywide, district, precinct scales\)](#)

[Systems \(citywide, district, precinct scales\)](#)

Social Structure

Economics and Regulations

Phenomenology (including interviews)

Narrative (including interviews)

[https://www.amazon.ca/White-Angel-John-MacLachlan-](https://www.amazon.ca/White-Angel-John-MacLachlan-Gray/dp/177162146X/ref=sr_1_1?s=books&ie=UTF8&qid=1535137455&sr=1-1&keywords=the+white+angel&dpID=51v0z2TK7HL&preST=_SY264_BO1,204,203,200_QL40_&dpSrc=srch)

[Gray/dp/177162146X/ref=sr_1_1?s=books&ie=UTF8&qid=1535137455&sr=1-](https://www.amazon.ca/White-Angel-John-MacLachlan-Gray/dp/177162146X/ref=sr_1_1?s=books&ie=UTF8&qid=1535137455&sr=1-1&keywords=the+white+angel&dpID=51v0z2TK7HL&preST=_SY264_BO1,204,203,200_QL40_&dpSrc=srch)

[1&keywords=the+white+angel&dpID=51v0z2TK7HL&preST=_SY264_BO1,204,203,200_QL40_&dpSrc=srch](https://www.amazon.ca/White-Angel-John-MacLachlan-Gray/dp/177162146X/ref=sr_1_1?s=books&ie=UTF8&qid=1535137455&sr=1-1&keywords=the+white+angel&dpID=51v0z2TK7HL&preST=_SY264_BO1,204,203,200_QL40_&dpSrc=srch)

Today:

Context (citywide, district, precinct scales)

Systems (citywide, district, precinct scales)

Social Structure

Economics and Regulations

Phenomenology (including interviews)

Narrative (including interviews)

Precinct scale context and systems mapping to include:

Horizontal (Plan) Mapping

Parcelization

Ownership

Topo

Landscape amenity including trees

Tenancy

Movement

Loading and Access

Utilities

Water

Food systems

Open space

DNA/special

Heritage

Character

3rd Places

First Nations

Vertical (section/elevation) Mapping

Storefronts and Tenancy

Vacancies

Streetscape profile

Street and Lane sections

Landscape amenity including street trees

Overhead utilities
Lighting
Signage
Blank wall figure ground
CPTED
DNA/special
Heritage
Character
3rd Places
First Nations

Economics and Regulations

Prevailing Zoning and Guidelines
Policy intent/aspiration
Parking Context and Approval Obligation
Anticipated/pending approvals
Relevant precedent
Viable Density under zoning (visualization)
Necessary Density towards Amenity Value Creation (visualization)

Tomorrow:

Context (citywide, district, precinct scales with Joyce)
Systems (citywide, district, precinct scales with Joyce)
Social Structure
Economics and Regulations
Phenomenology (including interviews)
Narrative (including interviews)

Map towards interrelated systems hierarchy
Map as illustrator layers towards insertion into InDesign template.
Base on previous studio publication graphic convention.

Break

Tutorial 2: *Urban Form with Frank Ducote @3:30*

Conversation and social time with Frank

September 14th: Lessons from Vancouver and Working Session

Working session for research assignment

Break

Weekend Site Visits as required

Portfolio Sharing

September 18th: Contextual Mapping Working Session (SH away)

Desk review with TA

Tutorial 3: *Walkshop Sketching with Sam Mohamad-Khany* at 4:00 (TBD)

September 21st: Studio Co-Design

Tutorial 4: *Vancouverism Case Studies with Scot*

Tutorial 5: *Urban Typologies by Scot*

Break

Exercise: *First Impressions Co-Design facilitated by Scot*

Walkshop assignments

Strategic Questions

September 25th: Place Identity and Stakeholder Insight

On site “walkshop” starting at Keefer Triangle followed by facilitated session (Scot) with key Chinatown and COV representatives (TBD), Sam Khany (TBD), and Inge Roecker (Family Society Buildings) TBD

September 28th: Second Impressions Charette

Design and draw up

Break

3 Charette Teams form and Scenarios assigned

Land Assembly possible under existing zoning and policies

Land Assembly not possible under existing zoning and policies

Anything possible under precinct wide re-zoning

October 2nd *Stakeholder Playback 1 at Chinatown Community Centre TBC*

Presentation of First Impressions Co-Design

Presentation of Second Impressions Charette Scenarios

Facilitated SWOT conversation with stakeholders by Scot

October 5th: *Set up Visualization*

Joint Tutorials 6 and 7: Elements Lab with Cynthia Girling and GeoSim with Chris Weisinger

Set up digital protocols and responsibilities:

Modeling Team

Precedent Typology Team

Public Realm Character Team

October 9th: *Scenarios Synthesis, Refinement and Modelling*

2 Teams to develop urban framework proposals

Each optimizes density, height, frontage, parking and amenities in distinct strategy

October 12th: *Amenities and Economic Reality*

Tutorials 8: Economics and Regulations with Bette Murphy @ 2:00

Tutorial 9: Developing in Chinatown with Michael Mortensen @ 3:00 (TBD)

Tutorial 10: Amenities with COV TBC @ 4:00

October 16th: *Synthesis and Strategy*

Calibrate Options

Built form Strategy

Housing Tenure Strategy

Parking Strategy

Amenity Strategy

Strategic Site Roles

Break

Sharing with Inge Roecker and Patrick Condon

October 19th: *Stakeholder Playback 2 at Chinatown Cultural Centre TBC*

Presentation of proforma considerations towards scale and amenities

Presentation of strategic site roles

Presentation of scenarios optimizing density, height, frontage, parking and amenities

Facilitated conversation (Scot)

October 23rd: Synthesis and Zoning and Design Guidelines

Scenarios merge towards consensus (facilitated by Scot)

Tutorial 11: Intent Statements exercise with Scot

Assignment: Grin and Wear It

October 26th: Guidelines Development

Urban Design Drivers

Economic Value Strategy

Typologies Toolkit

Character

Public Realm

October 30th: Guidelines Development

Working session: Design Guidelines development

November 2nd: Guidelines Development

Working session: Finalize Design Guidelines

Final Individual Project Assignment overview and deliverable

November 6th: Individual Project Development and Urban Design Graphics

Tutorial 12: Urban Design Visual Communication with Amal Wasfi, Lori Brown, Derek Lee, Matthew Roddis, and Aby Refei at 3:00

Mid Term Studio Party with the architecture students starting at 5:30

November 9th: Individual Project Development

Desk review with Scot and Camila

November 13th: Individual Project Development

Desk review with Scot and Camila

November 16th: Individual Project Development
Desk review with Scot and Camila

November 20th: Individual Project Development
Desk review with Scot and Camila

November 23rd: Individual Project Development (SH away)
Desk review with Camila

November 27th: Individual Project Development
Final review with Scot and Camila
Group rehearsal of final review presentation – first half on design process

November 30th: Dry run of final presentation – design process followed by individual projects

December 3rd: Final Presentations (Sara Stevens, Helen Ma, Melody Ma, Patrick Condon, John Atkin, Michael Mortensen and other(s) TBD and Party at Scot and Julia's house

Required course text

- **Christopher Alexander.** A Pattern Language: Towns, buildings, Construction. 1977
- **Edmund Bacon.** Design of Cities 1967
- **Peter Calthorpe.** The Next American Metropolis. 1995
- **Patrick Condon.** Seven Rules for Sustainable Communities. 2010
- **Gordon Cullen.** The Concise Townscape 1961
- **Cynthia Girling and Ron Kellett.** Skinny Streets and Green Neighborhoods. 2005
- **Allan Jacobs.** Great Streets. 1993
- **Jane Jacobs.** Vital Little Plans 2016
- **Alex Krieger.** Urban Design 2009
- **Ian McHarg.** Design with Nature 1969
- **Michael Dobbins.** Urban Design and People. 2009

Supporting texts

- **Jonathan Barnett.** Redesigning Cities: Principles and Practices. 2008
- **Larry Beasley and Jonathan Barnett.** Ecodesign for Cities and Suburbs 2015
- **Neil Brenner and Christian Schmid.** Planetary Urbanization 2012
- **Doug Saunders.** Arrival City 2010
- **Duany, Speck and Lydon.** The Smart Growth Manual. 2009
- **Ellen Dunham-Jones.** Retrofitting Suburbia. 2011
- **Douglas Farr.** Sustainable Urbanism: Urban Design With Nature. 2007
- **Bruce Ferguson.** Porous Pavement. 2005
- **Jan Gehl.** Cities for People. 2010
- **Heather Kinkade-Levario.** Design for Water. 2007
- **Kevin Lynch.** Managing the Sense of the Region. 1980
- **Galina Tchieva.** Sprawl Repair Manual. 2010
- **Charles Waldheim.** The Landscape Urbanism Reader. 2006
- **The Secret Life of Buildings.** Edward Hollis
- **Underground.** David Macaulay
- **The Power of Limits.** Gyorgy Doczi
- **City of Vancouver Residential Neighborhood Typology Studies.** Patricia St. Michel
- **The Tipping Point and Blink.** Malcolm Gladwell
- **Why Architecture Matters.** Paul Goldberger

Journals

- AIA Journal
- Architectural Record
- Canadian Geographic Journal
- Geography, Planning and Urban Environment
- International Journal of Sustainable Development and Planning
- Journal of American Planning Association
- Journal of Community and Regional Planning
- Journal of Urban Design
- Journal of Urban Economics
- Journal of Urbanism: International Research on Placemaking and Urban Sustainability

- Landscape and Urban Planning
- Landscape Architectural Review
- Landscape Design
- Landscape Journal
- Landscape Planning
- Landscape Urbanism Reader
- Places Journal
- Urban Geography

Note: While the above list of journals will amply inform studio projects (with regard to current theory, practice, and discoveries in the field of urban design) it will be necessary to custom craft the specific current articles to be used for each studio. Given the problem based learning strategy of the design studio in general, and the participatory University/Community partnership feature of this design program, students will be required (facilitated and critiqued by their instructor) to add content and rigor to the theory and knowledge base as a team. Studio instructors will, for these same reasons, also be required to update and amend the theory practice and information base provided to insure relevance to problems at hand. Thus specific reading list from journals will differ from year to year.

Resources

- Detailed reading lists will be distributed
- Review of past project reports. <http://www.urbanstudio.sala.ubc.ca/>
- Sustainability by design research data base at: http://www.sxd.sala.ubc.ca/8_research.htm
- James Taylor Chair research data base at: <http://www.jtc.sala.ubc.ca/bulletbody.html>
- Case study resources for sustainable urban design projects at: <http://www.jtc.sala.ubc.ca/projectbody.html>,
http://www.sxd.sala.ubc.ca/5_case_studies.htm
- University of Washington Water Center. <http://depts.washington.edu/cuwrn/>
- Center for Watershed Protection. <http://www.cwp.org/>
- Metropolis Magazine: <http://www.metropolismag.com/cda/>
- Elements Lab DB. <http://elementsdb.sala.ubc.ca/>
- Students will be directed to UBC resources such as The Centre for Teaching and Learning Technology (CTLT), the Irving K. Barber Learning Centre, and the Writing Centre.
- This course will be listed on the UBC Sustainability website.
<http://www.sustain.ubc.ca/teaching-learning/curriculum/courses>

