

Metadesign tools

Designing the seeds for more creative and sustainable cities

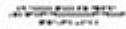
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+special guests (to be confirmed)

Project Brief



Keywords: metadesign, design tools and processes, collaborative practice, diversity, urban regeneration, small-scale architectural interventions

Context

This project sets out to explore the cultural, social, economic and ecological diversities that exist within an urban regeneration site in the Butetown district of Cardiff. Leading members of Butetown's up-and-coming creative industries will introduce the students to the local-context. The project will adopt a team-based approach to mapping the site and co-designing prototypes for small-scale architectural interventions that aim to foster a 'diversity-of-diversities' (Wood, 2008) within this community.

This 'metadesign' process requires architects to step out of their orthodox role as 'chief builder' to engage in a set of consensual, cross-disciplinary practices. Here, 'design as planning' is replaced with 'design as seeding' (Ascott cited in Giaccardi, 2005) and 'design as problem solving' gives way to 'design as possibility seeking' (Mizuuchi, 2006) to envision a more creative and sustainable city. This is a highly complex and ambitious task.

Aims and Objectives

The project has four key aims

1. To optimise creative synergies in the team's collaborative work
2. To situate and explore architecture and design within a broader context
3. To utilize and evolve metadesign tools and processes
4. To co-design seeds (i.e. prototypes/ concepts/ opportunities) for small-scale architectural interventions that foster a 'diversity-of-diversities'

To satisfy the aims of this project, the students will utilize metadesign tools and processes that are derived from management theory, gestalt psychology, future studies and traditional story-telling; as well as exploring different mediums for reading, visualising, mapping, modelling and prototyping context-led design solutions. The students will work together in teams throughout the project. The workshops will be co-facilitated with different metadesign experts from Goldsmiths.

Project Deliverables

1. The workshops and team presentations will be documented through film, photography, visualisations, written narratives and prototypes.
2. The teams will present their co-designed seeds, alongside supporting materials generated throughout the project, including reflections on the collaborative experience, on the final presentation day.
3. The teams may be asked to present ideas to members of the local Butetown community.

Learning Outcomes

- You will acquire skills in collaborative design practice
- You will work across disciplines and with members of the local community
- You will acquire skills in mapping and envisioning contexts and scenarios
- You will utilize and adapt metadesign tools and processes
- You will gain experience in organising and conducting both individual and team presentations
- This is an opportunity to reflect on your current individual practice and gain feedback from your contemporaries
- You will gain a basic knowledge about the culture of metadesign

Programme for the three weeks

Day 1 Tuesday 28th April 2009

09.00 -11.00 - Arrival and Introductions

11.00-11.20 – Coffee and Tea Break

11.20-12.00 – Presentation of metadesign principles, tools and processes and a presentation outlining the project

12.00-13.00 – Travel to site and lunch

13.00-13.30 – An informed walk around the site

13.30-15.30 – Teams explore site and generate examples

15.30-17.00 – Story-telling workshop

17.00-17.30 – Preparations for week ahead

Day 2 – Thursday 7th May 2009

09.00 - 11.00 – Teams present their levels of diversity

11.00 - 11.20 – Coffee and Tea Break

11.20 - 13.00 – Future Scenario workshop

13.00 - 14.00 – Working Lunch

14.00 - 14.40 – Teams present future scenarios

14.40 – 17.00 – Co-designing seeds for architectural interventions

17.00 - 17.30 – Preparation for the week ahead

Day 3 – Thursday 14th May 2009

09.00 - 10.00 – Teams present their work in progress

10.00 - 12.00 – Team Diagnostic workshop

12.00 - 13.00 – Working lunch

13.00 - 17.00 – Co-designing seeds for architectural interventions and working on presentation ideas/ rehearsals for final crit

Resources and Preparation

- For Tuesday 28th April, students will be required to individually prepare a 10-minute presentation of 12 keywords and images that represent their interests, dreams and work to date, identifying relationships to the project aims and context (see project brief keywords).
- Students will be required to provide materials and technical equipment throughout the three weeks for documenting, mapping and prototyping. (This process may require cameras, video cameras, computers, drawing materials, modelling materials, writing materials, depending on the individual team's preferred methods)
- A sustainable choice of resources is imperative! (i.e. recycle, reuse, re-envision).

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Description of two jpg images

Image one. Story-telling map
Image two. A Google Earth map of Butetown