



Inviting Urban Play:

Public Spaces | Public Life | Seattle's University District

ScanIDesign Master Studio, Autumn 2013, Larch 501/Arch504

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Teaching Assistant: VeraEve Giampietro

With Gehl Architects: Bianca Hermansen

Project One:

Insight, In Site.

- Sept. 25 Studio Intro, Play Photo
- Sept. 27 Present Photo, Start search for site and story
- Sept. 30 Present research and proposal
- Oct. 02 Production
- Oct. 04 Production+installation
- Oct. 05 Play day
- Oct. 07 Present 3min clip, clean-up

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Project One: Insight, In Site.

Objectives

- Translate our Copenhagen research
- Observe an existing context, select a site asset
- Research place stores and play opportunities
- Invite public play through a temporal site specific installation
- Documentation process and product

Sept. 25 Play place photos

- To start, individually, select three of your photos from Copenhagen or your summer travels, which illustrate a strategy for a public place play invitation that might translate to the Seattle context.
- Print out color, 8 1/2 x 11, horizontal format, full bleed, Include your name top left corner

Sept. 27 Select Site and Story

- Pin up printed and annotated photos Sept. 26 1:30PM
- Gallery Walk of public place play invitation photos
- District Walking Tour
- After the walking tour, in groups of 3 to 5, including at least two college departments each, select a set of sites and stories from the walking tour, Google tours, and your own investigations.
- Document the locations through photos, maps and text.
- Select a focus site for your group to play a game, tell a story, and activate a public place.
- In your groups research, reveal, and excavate, existing, past and future place based narratives that might be told through your site.
- Prepare a presentation as a set of digital slides, print out as 8 1/2 x 11 pages

Sept. 30 Present Site and Proposal

- Present and review Site, Story and Proposals.
- Project pages which explain the groups preliminary research, selected story, specific place, proposed game, and preliminary design
- Provide Vera with digital file of each page by 1:30 PM

Oct. 02 Production

- In your groups design and fabricate a leave-no-trace installation, that is a carefully fitted intervention, expanding the your site as physical fixture, fitting, furniture, or physical invitation, and intellectual communication to encourage stopping, staying and exchange beyond utility to play
- Use existing site materials; found materials, up-cycled materials, low impact materials, QR code, social media, sound and light projections, wheat paste, staples, tape, yarn, words, pictures, things...
- Review with instructors design images, material + process descriptions

Oct. 04 Production + Installation prep

- Stealth Field Work and Lo-FI Shop Work

Oct. 05 Stage an Event

- Stage an event between 5PM and 8PM
- Document entire duration of installation, including public interaction, film clips, photos, blog/tweet, text

Oct. 07 Present + Clean up

- Present 3 min. clip, File to Vera by 1:30 PM, process, site, results.
- Clean up your site, leaving no trace by 9 PM