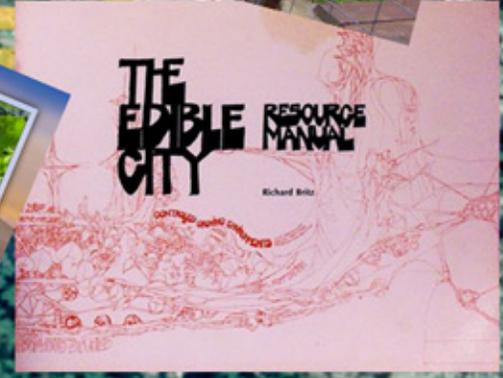
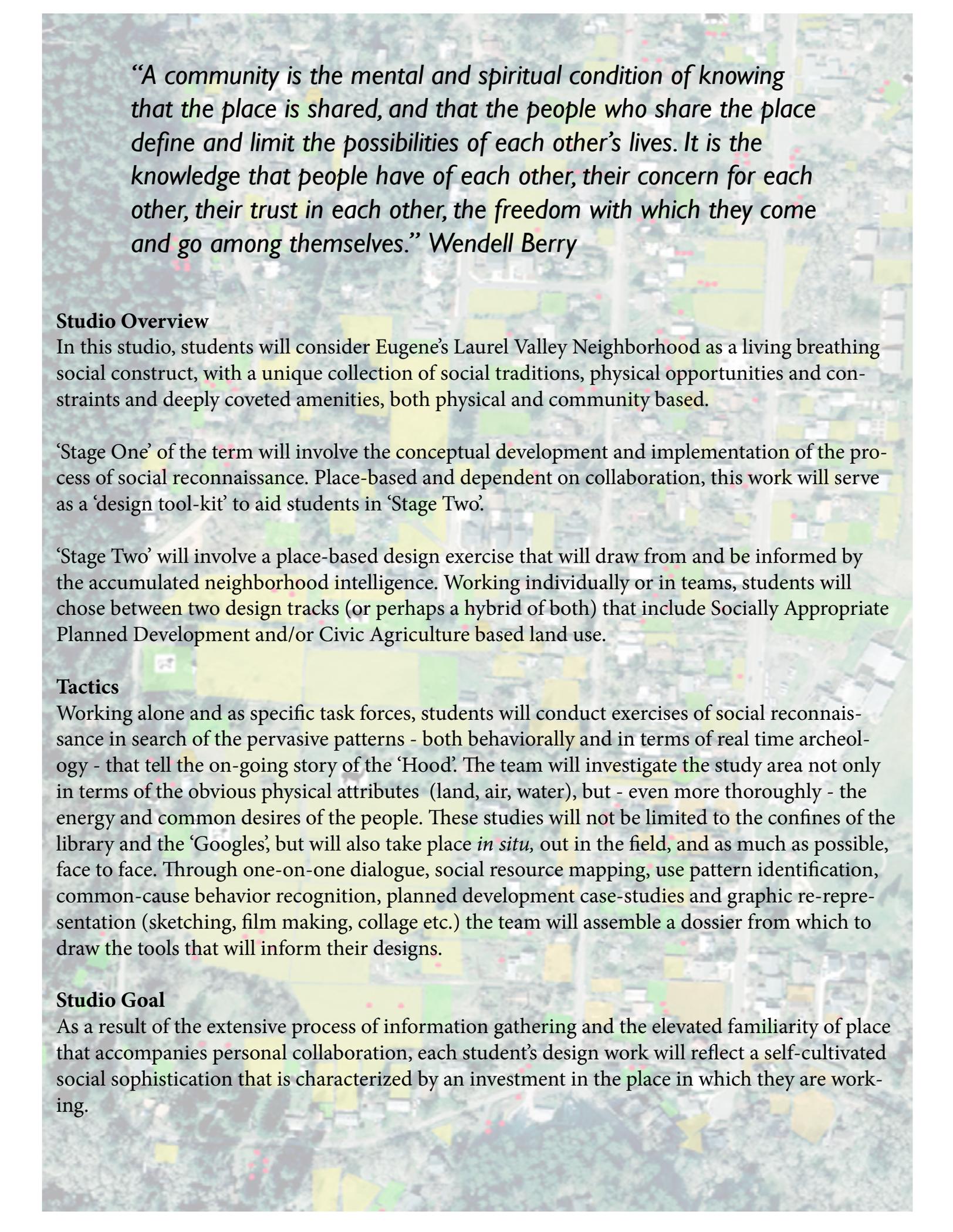


Working the Hood • Social Recon & Consulting the Geniuses of the Place
 Landscape Architecture Design and Process Studio • LA 539
 Winter 2014
 Harper Keeler



An aerial photograph of a city neighborhood, likely Eugene's Laurel Valley Neighborhood, serves as the background. The image shows a mix of green spaces, buildings, and streets. Overlaid on this image is a large block of text in a black, serif font. The text is a quote by Wendell Berry about community, followed by three sections: Studio Overview, Tactics, and Studio Goal. The text is centered horizontally and occupies most of the page's vertical space.

“A community is the mental and spiritual condition of knowing that the place is shared, and that the people who share the place define and limit the possibilities of each other’s lives. It is the knowledge that people have of each other, their concern for each other, their trust in each other, the freedom with which they come and go among themselves.” Wendell Berry

Studio Overview

In this studio, students will consider Eugene’s Laurel Valley Neighborhood as a living breathing social construct, with a unique collection of social traditions, physical opportunities and constraints and deeply coveted amenities, both physical and community based.

‘Stage One’ of the term will involve the conceptual development and implementation of the process of social reconnaissance. Place-based and dependent on collaboration, this work will serve as a ‘design tool-kit’ to aid students in ‘Stage Two’.

‘Stage Two’ will involve a place-based design exercise that will draw from and be informed by the accumulated neighborhood intelligence. Working individually or in teams, students will chose between two design tracks (or perhaps a hybrid of both) that include Socially Appropriate Planned Development and/or Civic Agriculture based land use.

Tactics

Working alone and as specific task forces, students will conduct exercises of social reconnaissance in search of the pervasive patterns - both behaviorally and in terms of real time archeology - that tell the on-going story of the ‘Hood’. The team will investigate the study area not only in terms of the obvious physical attributes (land, air, water), but - even more thoroughly - the energy and common desires of the people. These studies will not be limited to the confines of the library and the ‘Googles’, but will also take place *in situ*, out in the field, and as much as possible, face to face. Through one-on-one dialogue, social resource mapping, use pattern identification, common-cause behavior recognition, planned development case-studies and graphic re-representation (sketching, film making, collage etc.) the team will assemble a dossier from which to draw the tools that will inform their designs.

Studio Goal

As a result of the extensive process of information gathering and the elevated familiarity of place that accompanies personal collaboration, each student’s design work will reflect a self-cultivated social sophistication that is characterized by an investment in the place in which they are working.