

PUBLIC EXPERIMENTS

Beneath the paving stones - the beach

PROVOCATION 01

due 28 sep 2015

- anonymous graffiti, Paris 1968

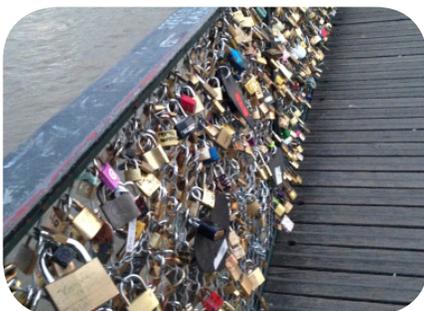
In this first provocation you will explore a public landscape. The provocation is composed of three critical components: (1) site selection, (2) micro-urban archeology, and (3) feature design. In this provocation there will be little time for formal user testing and evaluation, and so your focus should be on the rapid generation of design concepts based on the site's geography, landscape, uses, and publics. As when designing for the "real world," you will be operating under a series of constraints:

setting: public or semi-public urban space within 20 minutes of the uc berkeley campus

SITE SELECTION

Each group must select a site no more than 20 minutes from the uc berkeley campus. We would like you to find and consider what we might call an "in-between space," an "interstitial space," a "leftover space," or a "non-place." Site requirements:

- Must be within 20 minutes transportation distance from the uc berkeley campus
- Your space must be a public space (i.e. it must be publicly accessible, not part of a private business)
- Must be free to access
- Must support some level of pedestrian or vehicular activity
- Must be reasonably bounded and specific (i.e. not "along College Avenue" but rather "the area of sidewalk on the west side of Telegraph Avenue bounded by the benches and newspaper rack.")



MICRO URBAN ARCHEOLOGY

It is rare that you are allowed to inspect the public urban fabric in such detail, to spend time looking at ground that is usually brushed over, eyes averted, trafficked but not seen. The first part of this provocation focuses exclusively and intently on investigating, documenting and analyzing your chosen site. You are required to document and describe your site using all of the following:

Profile the space:

- name your space
- locate your space relative to the Jacobs Building
- make a map of your space (plan view)
- describe any significant objects of interest in your space (i.e. parking meter, bench, manhole cover, etc)

History of the Space - visit your space three different times for at least 20 minutes each time. At each visit document the following:

- photograph your space (1-5 photographs)
- listen quietly and document the sounds heard (or not heard) at your space
- describe any smells in your space
- document the people and flow through your space visually (i.e heatmap, path traces, etc)
- inventory any new objects of interest in your space (i.e. plants, dogs, trash, wear, gum, etc)
- Select a single descriptive word for your space during each 20 minute observation (i.e. fun, happy, scary, lonely, bland, romantic, secret, etc.)

FEATURE++

Select one primary point of focus within your space (i.e. hydrant, garbage can, bush, flowerpot, sidewalk crack, discarded gum). Focusing on that component:

(1) document the function and form of the existing component

(2) design and deploy a **new “feature”** for that component (i.e a new ability, engagement point, handle for the public, interruption, aid, obstacle, etc.)

This will likely involve designing and making additional elements (made or found) to bring into the space. You can use cardboard, paper, clay, leaves, laser cut materials, etc. You should not use custom electronics in this intervention. Check with the instructor if you are unclear about the rules of engagement for this provocation in terms of materials.

You will need to hand in the following materials online through hackster.io:

- a title for your project
- one paragraph of text describing your project
- your observational documentation (see above)
- design process documentation (intermediate designs, sketches, ideas)
- a brief video (1-2 min) of your prototype in situ
- an instructables-style process document describing the step-by-step making of the work
- any code, STL, cut, or modeling files