

Community Planning Workshop Spr2021 3 Cr. Hrs.

MUDD 5601/GEOG 6501-U90/COAA 4000

Professor: José Gámez

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M 9:05 AM – 12:05 PM

online

Premise: This course builds upon the idea that community planning and design provide strategies for positive change, capacity building and the development of both physical and social capital. The class gives students opportunities to foster community change through a focus upon public scholarship, public interest design and planning, and through participatory community planning partnerships with local community groups, agencies, and individuals. The intersection of political, economic, social, and cultural factors in planning and urban design will be emphasized, as well as the ethical role of designers and planners in working with communities. The class encompasses a wide range of practices and often described as **Public Interest Design**. Community planning and advocacy, public service media campaigns, not-for-profit architecture or design build efforts, art as social action—each of these activities involves design professionals as they seek to influence positive change in both the social and the physical worlds.

Objectives:

- i) To introduce students to participatory community planning & design practices particularly as these relate to issues of sustainable development, social equity, and social space.
- ii) To encourage critical reflection on the role of neighborhoods in building, empowering, maintaining, and sustaining communities.
- iii) To gain experience with community-scale data, citizen participation, and preparing oral reports and planning documents.
- iv) To examine ethical responsibilities to *diverse* public interests, to clients, to colleagues and oneself.

Methodology & Content: Projects addressed in the class are typically drawn from local communities and executed in collaboration with local residents, groups, and agencies. However, the COVID-19 pandemic has limited our abilities so we will focus on reimagining our roles through an interdisciplinary lens focused on the ways that design can address societal challenges. We will begin with a review of planning and design policies and theories, which will be presented in readings, seminar discussions, and workshop sessions. A wide range of skills and tools will be addressed including demographic analysis, community participation, information gathering, mapping/site analysis, design speculation and visioning. Major topics include neighborhood identity, collaborative planning, art and design, sustainable development, social capital and social justice in our built environments. Classroom activities include (1) weekly updates detailing the status of student projects, (2) seminar discussions led by the instructors and by students, and (3) student/faculty reviews of projects.

Required Texts: Design as Democracy: The Techniques for Collective Creativity. David de la Peña, et al. (Washington: Island Press, 2017); Other readings on the class Canvas site.

Projects & Evaluations: The majority of the semester will involve collaborative teamwork. Assignments will be evaluated upon level of completeness/comprehensiveness, level of analysis, and overall quality. Assessment breakdown will be as follows: Assignment 1: 40%; Assignment 2: 40%; Weekly reading assignment discussion questions: 10%; Attendance and Participation: 10%.