



The Programme

There are many spaces of different scales in the city that become neglected over time. Urban designs often lag behind events and this slowness is problematic in relation to the speed of climate, economic, political and social changes. We must think about the future so that we optimise the potential of architectural designs in urban situations.

The Site

You will be studying, and making proposals for, the coastal area between the piers and including the block that forms the built edge of the city. Your Design 1 sites extended to the south end of East Street, at the intersection with the coast road. Now we are concerned with a larger area of the city, continuing to re-evaluate the significance of urban landscapes that are central to Brighton's identity.

Brighton's history is traced back to the ancient fishing village of Brighthelmstone, documented in the 11th century. The development as a seaside resort, a playground for idle royals in the 18th century, and its continuing popularity as an entertaining place to spend time has seen the city thrive in certain respects. Brighton is renowned for its diversity, music and arts with an annual Festival in May attracting large numbers of visitors. It is popular for conferences and for the many independent shops; many media and creative arts companies are based in Brighton. However, there have always been darker sides to this seemingly prosperous and happy scenario. The very fabric of Brighton's most obvious attractions, such as the piers and the coastal edge, is under increased threat. The city's capacity to provide a safe place to live and work is uncertain. The coast road plays a negative role in separating the city from the sea and also in its contribution to pollution.

The Brief

You are invited to re-evaluate what constitutes the urban edge of Brighton and its relationship to the sea. Locate and analyse the connections between the city and the sea. Radical proposals may be formulated to set up alternative networks, both virtual and real, that link previously unnoticed/unfrequented/unplanned spaces. Your new spatial networks may intersect, engage with or disrupt established routes and systems. You are asked to develop tactical **spatial designs** in response to the strategies imposed by conventional organisations such as masterplanners, developers, planning authorities, and so on.



Task 1: Extend Design 1 network

First you are to re-establish the context and rationale of your proposals in Design 1. To do this you are asked to prepare one drawing that sets out a synopsis of your conceptual position and how you may extend your thinking. In your **drawing**:

- appraise the strengths and weaknesses of your Design 1 strategies, using annotated images.
- describe and explain the locations along East Street that link your Design 1 site to the coast.

Task 2: Site research

The following research is to be carried out, and graphically and physically documented, **as a group**:

- The **history** of the site, in particular the changes that have impacted on the ways that various people move through the site.
- Identification of **existing and future networks**: both seen and unseen, below and above ground
- Show in drawings and physical modelling the **topography** of the site as built. Make a physical **model at 1:500 scale**, no bigger than A1 size, showing the topography and physical boundaries that describe the networks that you have identified. Indicate the relationship between networks and infrastructure. **Photograph** the model at 'street' level and in plan view.

Task 3: Sections for propositions

Locate and develop section models that describe the situation you each wish to prioritise.

Produce **section drawings** that represent the spaces of potential, new connections. Annotate the sections to explain the criteria that are considered in making the drawing; this is also a mapping exercise and should refer to the specific terms of mapping from Design 1 that have proved most productive.

Task 4: Proposals

Each of you will look in detail at the new routes that you are proposing. You will consider and develop **design proposals** for the spatial connections that they provoke. It is essential to establish the **social** and **spatial relationships** within the given site. Identify and predict the fluctuations and changes in **intensity**, **habitation** and **performance** that occur in the site over time: day and night, in different seasons and climate conditions.

Successful outcomes will depend on working together as a group.

Timetable

Monday 03 February	10.00am Studio	Introduction to Design 2 pm Site Visit
Monday 10 February	10.00am Studio	Space Syntax workshop
Tuesday 11 February	10.00am Studio	Space Syntax workshop
Monday 17 February	10.00am Studio	Peter Clash talk + Task 1: appraisal
Friday 21 February	10.00am Studio	Task 2: site research
Monday 24 February	10.00am Studio	Task 2
Monday 02 March	10.00am Studio	Review of Tasks 1 + 2 + first ideas drawing
Friday 06 March	10.00am Studio	Task 3: sections
Monday 09 March	10.00am Studio	Tasks 3 + 4: design sections
Friday 13 March	10.00am Studio	Tasks 3 + 4: design sections
Monday 16 March	10.00am Studio	Task 4: design proposals
Monday 23 March	10.00am Studio	Task 4
Friday 27 March	10.00am Studio	Task 4
Monday 30 March	10.00am Studio	Review of Tasks 3 + 4 design pro posals
Easter Vacation		
Tuesday 28 April	10.00am Studio	Developing proposals
Friday 01 May	10.00am Studio	
Tuesday 05 May	10.00am Studio	
Tuesday 12 May	10.00am Studio	
Friday 15 May	10.00am Studio	
Tuesday 19 May	10.00am Studio	
Tuesday 26 May	10.00am Studio	final portfolio tutorials
Friday 29 May	11.00am	AIM17 Design 1 and AIM18 Design 2 submission
Wk beginning 01 June	preparation for the end of year Show	
Friday 05 June	Show opens	

Indicative texts and references

Calvino, I, *Invisible Cities*, (Weaver, William, transl.) London: Secker & Warburg, 1974
Larice, M and Macdonald, E. (eds) *The Urban Design Reader*, London: Routledge, 2013
Libeskind, D., *The Space of Encounter*, Thames and Hudson, 2001
MVRDV, 1997/2002: *Redefining the Tools of Radicalism*, El Croquis 111, 2003
Pile, S and Thrift, N (eds) *City A-Z*, London: Routledge, 2000
Tschumi, B., *INDEX Architecture: A Columbia Architecture Book*, MIT Press, 2003

Journals: Architects' Journal, Architectural Review, Archis, A+U, Bauen & Wohnen, Blueprint, Casabella, El Croquis, Detail, Grey Room, Log, Quaderns

You are expected to identify all other reading relevant to your project for yourself, using the library catalogue, a variety of bibliographic and full text databases, and internet resources to ensure you are familiar with current research, classic works and material specific to your interests from the academic literature.

Design 2 Learning Outcomes

On completion of this module you will be able to:

LO1. develop, through collaboration, group work and individual study; a strategic idea in support of a design proposal that displays methodological rigour.

LO2. create urban and architectural designs that integrate social, cultural, technical and aesthetic issues with consideration of the influences on the contemporary city.

LO3. demonstrate appropriate ideas of structure, materiality, and environment and their integration in design for the city dweller.

LO4. present a strategy for a project in an appropriately designed and professionally presented visual format.

AIM17 Design I: Urban Strategies



“...space is a practiced place.” Michel de Certeau, ‘Spatial Stories’ in *The Practice of Everyday Life*

The first design module introduces you to urban design strategies, methods and issues. These are explored through a range of textual and material examples, such as the work of the Situationists, through to more recent developments in mobilities and sensorial approaches to city occupations, and the role of narrative. You will make an analysis of a specific city space, informed by the methodologies discussed in the studio. The analysis will be tested through the generation of a site-specific design, in response to a brief, which demonstrates the experiential qualities of the design at the scale of the individual and is further tested as an adaptable urban prototype.

The Studio has a particular interest in the spaces between moving bodies and material boundaries, architecture, city and non-city. We seek to establish the connections, real and imagined, that link us to places and how these connections accumulate and change over time. The connections under scrutiny are both at the scale of the city and that of the human body, both macro- and micro-scales. The aim of Design I will be to make provocative speculations that take account of the transient nature of urban occupations. The time frame of the visual, aural and kinaesthetic spatial experiences will be given priority.

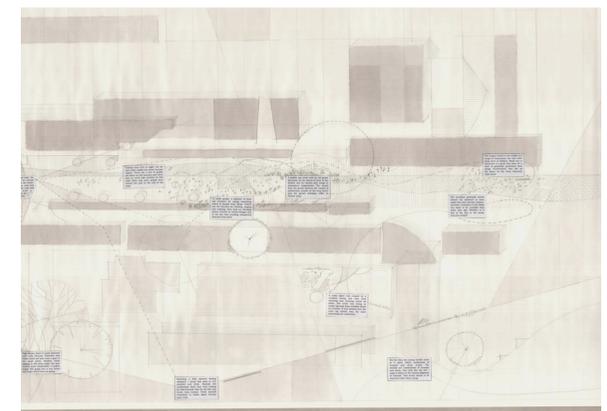
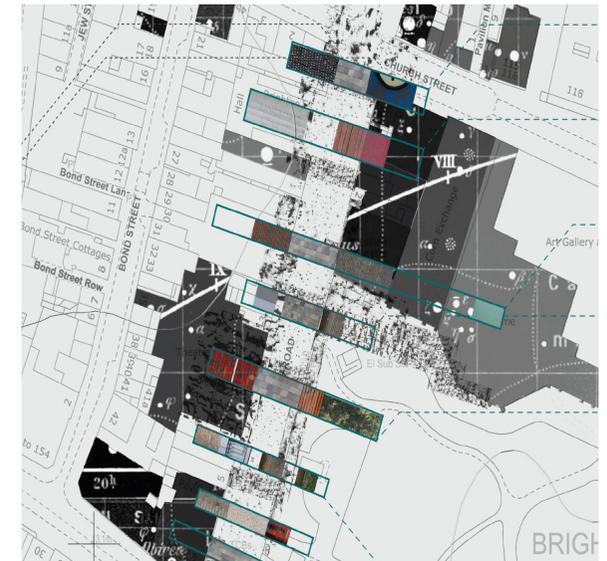
The location for these investigations is New Road linking, extending to East Street, in Brighton. New Road is a ‘shared’ public space with changing patterns of use. First you will observe, record, analyse and critique the current arrangements. Specifically, you are to document the movements of people, vehicles, animals, objects as they travel and occupy the space. This will be done by photographing, drawing, modelling and filming.

Timetable:

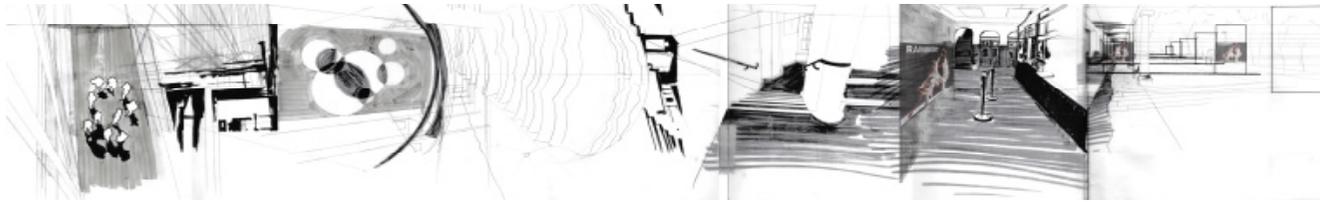
Friday 27 September	11.00am Introduction to Design I in the MA studio
Monday 30 September - Friday 04 October	10.00am Mapping Workshop in the studio
Tuesday 08 October	10.00am Studio
Tuesday 15 October	10.00am Studio: conceptual modelling workshop
Tuesday 22 October	10.00am Studio
Tuesday 29 October	10.00am Review
Mon 04 Nov - Friday 08 Nov	Lab Week
Tuesday 12 November	10.00am Studio
Tuesday 26 November	10.00am Studio
Tuesday 03 December	10.00am Studio
Tuesday 10 December	10.00am Review
Friday 10 January 2020	11.00am Submission for formative assessment

References:

James Corner & Alex MacLean, *Taking Measures Across the American Landscape*, 1996
 Anthony Hoete (ed), *ROAM; Reader on the Aesthetics of Mobility*, 2003
 Simon Sadler, *The Situationist City*, 1999
 Edward Tufte, *Envisioning Information*, 1990



AIM17 Design I: Strategies and Tactics



You have observed, recorded, analysed and critiqued the current arrangements of New Road. Specifically, you have documented and imagined the movements of people, vehicles, animals, objects as they travel and occupy the space. These observations, recorded by photographing, drawing, modelling and filming, have set out your particular approaches to the site and occupations.

Your observations on the impact of speed are particularly important given that the key aim of 'shared space' is to slow down and hold occupants in New Road. So now you can start to think about what attracts and keeps people in this space; what may nourish imaginations and sensory desires. How can you make strategic architectural decisions that enhance the nourishment of all senses? For example, food and drink are significant ingredients but might they be re-distributed? Varying time frames are to be considered; how temporary or permanent may your interventions be? How may you provoke new engagements that hold the attention and occupants in the space and, at the same time, address aspects of conflict? What is the affect of changing weather conditions and how will you take account of climate change?

The Brief: You are asked to develop a proposal for a network of event spaces that provide sites of escape, protection, shelter. The network is to be strategically located along **New Road and East Street** and is to provide spaces for re-activating the ways that urban dwellers engage with the city. These pop up public spaces may be seasonal and have multiple programmes such as restoring tired feet, shelter from the weather, meeting places, entertainment, information and communication points, places to dream or to rendezvous.

The combinations of programmes that you decide on is expected to respond to the particular location within the network and will be tested through the prototype that you locate in New Road. Your New Road prototype will maintain the approach you have established through your analysis so that the concerns and conflicts that you have identified and documented in your analysis are addressed in the design of your event space.

Learning Outcomes: On successful completion of this module you will be able to:

- LO1. Demonstrate enhanced awareness of the relationship between architecture and the city and the process of designing in the public realm.
- LO2. Explore and experiment with different methods of communicating your individual ideas and designs.
- LO3. Gather, research, formulate and represent programmatic considerations that are appropriate to the contemporary city.
- LO4. Engage in critically informed debate.
- LO5. Locate your work within the cultural context and/or the context of architectural theory.
- LO6. Demonstrate the appropriateness of different media for the execution and communication of urban designs.

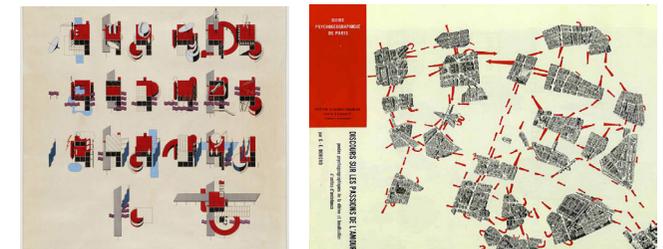


Timetable:

Tuesday 15 October 10.00 Studio Introduction to 'Strategies and Tactics', conceptual models workshop
Tuesday 22 October 10.00 Studio tutorials
Tuesday 29 October 10.00 Review
Monday 11/Tuesday 12 November 10.00 Studio
Tuesday 19 November 10.00 Studio
Tuesday 26 November 10.00 Studio
Tuesday 03 December 10.00 Studio
Tuesday 10 December 10.00 Review
Friday 10 January 2020 11.00 Portfolio submission

References:

James Corner 'The Agency of Mapping' in *Mappings*, 1999
Michel de Certeau 'Walking in the City' in *The Practice of Everyday Life*, 1984
Jan Gehl *Cities for People*, 2010





Cities, people & urban space

A practice based introduction to space syntax techniques through a series of rapid urban design projects

10th & 11th February 2020