

(RE)CONSTRUCTING COMMUNITIES

design participation in the face of change

The 5th Pacific Rim Conference on Participatory
Community Design

September 2-5, 2004
Seattle

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The Pacific Rim Community Design Network was launched following a working conference at University of California, Berkeley in 1998. Titled "Coastal Echoes: Democratic Design in the Pacific Rim," the conference brought together leading community design scholars and practitioners from Japan, Taiwan and the United States. The purpose of the conference was to provide the practitioners and scholars working in the field of participatory design and planning across the Pacific Rim region with an opportunity to share and compare each other's experiences and advance their practice and research. Through conferences and joint projects, the network has provided a vehicle for collaboration and mutual support, as well as a forum for comparative understanding of community design in the fast changing political and social context of the Pacific Rim. For more information on the network, please visit -- <http://faculty.washington.edu/jhou/pacrim.htm>

>> conference theme

(Re)constructing Communities: Design Participation in the Face of Change

Community design is the practice of enhancing local social and environmental well-being with the active and informed participation of communities. In countries and regions across the Pacific Rim, community development and community planning has become an increasingly important component of the urban planning and design process. From advocacy planning and citizen participation developed in the United States, models of citizen participation and community planning can now also be found in Japan, Taiwan, Hong Kong and even Mainland China. The movement toward public involvement in the decision-making process, which emerged during the civil rights movement in the United States, is being echoed by the *Machizukuri* (neighborhood building) Movement in Japan, the Community Building Movement (*Sher-chu-zong-ti-yin-zhao*) in Taiwan, and an emerging challenge to the top-down urban planning and redevelopment process in Hong Kong. More recently, decentralization of decision-making in Mainland China has led to more government-led community building programs, and some experiments in participatory planning processes.

The parallel movements across the Pacific Rim reflect a strong influence of the ideology of democratic decision-making and community building shared by many practitioners in architecture, landscape architecture, planning, and urban design. However, while the idealism of community building begins to take hold, recent social changes across the Pacific Rim are, in turn, challenging the traditional notion of unitary community and the established local political process. In the U.S., continued immigration and demographic shifts challenge the composition, identity and values of communities in cities and regions. In Japan and Taiwan, continued urbanization is also changing the demographic makeup of traditional communities leading to competing interests and ideologies among different sectors of the societies. New urban patterns and population movements are changing people's place identities and are pitting newcomers against long-time residents. In Hong Kong, the traditional consultation process is no longer adequate in addressing conflicts and contentions in the redevelopment of aging urban communities. In China, the drive toward economic development outpaces institutional and social adjustments.

In recent years, there have been significant advances in research and practice related to community design in the Pacific Rim countries. At the same time, the growing practice of community planning and the conditions of changing communities present interesting parallels and differences across the Pacific Rim, and provide opportunities for critical comparisons and analysis. First, with the advent of community planning as an institution in the U.S. and Canada, its practice is becoming increasingly parochial, focusing primarily on procedures. In contrast, community design in the form of social movements in Taiwan and Japan can provide lessons and help reinvigorate the institutionalized practice of community design in the U.S. Conversely, the U.S. experience can offer forewarnings to future problems in its Asian counterparts. Second, in North America, the growth of new immigrant and multicultural communities in cities has put new strains on many

traditional institutions of democratic participation, and requires a re-envisioning of the democratic process in response to the multicultural and cross-cultural context. Similarly, debates concerning multiculturalism are also beginning to emerge in Asian countries as a result of growing acknowledgement of cultural differences and the politics of pluralism and democracy. The experience in the U.S. may offer important lessons for the Asian countries and communities. Third, the changes in the Pacific Rim are increasingly transnational and interrelated. A cross-cultural and transnational examination of the experience across the Pacific Rim will contribute to a better understanding of the ongoing transformation in cities and communities that are the result of increasing economic and social ties between the U.S. and other Pacific Rim countries.

>> instructions for presentation

- Individual presentations are limited to 20 minutes each. In addition, each session has 20-30 minutes of discussion. The session moderator is responsible for time keeping and facilitating the discussion.
- The format of each roundtable session is determined by the session organizer(s).
- Please bring your PowerPoint files on a CD-ROM or USB drive as you check in or 15 minutes prior to your assigned sessions.

>> program schedule

Thursday 9/2		
8:20-9:00	Registration/Check-In --Gould Hall Court	
9:00-9:15	Opening Remarks – Gould 114	
9:15-10:45	1 Evaluating Community Design – Gould 114 (Francis, Hayashi, Rios)	
Coffee break		
11:00-12:30	2A Citizen Movement & Design Activism (Hill, Kim, Asano)	2B ARTivism (Kang, Kimura/Dohi/ Sugita/Koyama, Matanovic)
Lunch break		
1:30-3:00	3A Engaging Marginalized Communities (Risianto, Palleroni, Manzo)	3B Community Differences & Multiple Publics (Rios, Hou/Kinoshita, Knecht)
Coffee break		
3:30-5:15	4A New Actors & Institutions (Hayashi, Hamasaki, Sung, Yang)	4B Shaping Community Futures (Owens, Kot/Ruggeri, Goto Laboratory, Rottle)
5:30-7:30	Welcome Reception – Gould Court	

Friday 9/3		
9:00-10:30	5 Tools for Participation: Power and Representation (Hester, Chiu, Dohi)	
Coffee break		
10:45-12:30	6A Nature(s) of Place (Ono, Johnson, Kuo, Dryden)	6B Rethinking Professionals: Taiwan Experience (Liu, Chang/Lee, DaYuanZi Studio, Yang)
Lunch Break		
1:30-3:20	7 Forum: Empowering Seattle Communities (Diers, Blanco, Moty, Schell)	
3:30	Departure for Field Trip	
4:20-5:30	Field trip – Community Revitalization: Chinatown, Japantown, Little Saigon/ International District	
5:30-6:30	Reception @ Panama Hotel Tea House: 607 S. Main St., Seattle	

Saturday 9/4		
9:00-10:45	8A Community Design Pedagogies (Ryan/Campbell, Kobayashi, Winterbottom)	8B Community & Youth/ Roundtable (London, Kinoshita, Mirochnick, Rios, Sutton)
Coffee break		
11:00-12:30	9A Participatory Environmentalism (Chanse/Yang, Mozingo, Yoshino River Team)	9B Outside-in/inside-out/ Roundtable (Zhang, Yamamura, London, Liu, Hill, He, Chang)
Lunch Break		
1:30-3:00	10A Community & Neighborhood Parks: Cross-cultural Critique/ Roundtable (Huang, McNally, Mozingo, Rios)	10B Democratic Planning in China/ Roundtable (Abramson, Hou)
Coffee break		
3:30-5:00	11 Discussions/ Closing Remarks	
6:00-8:00	Banquet (by invitation): Himalayan Sherpa Restaurant, 4214 University Way NE, Seattle	

Sunday 9/5	
9:30-12:00	Post-conference Tours: (See page 31) <ol style="list-style-type: none"> 1. 'Community Gathering Places' by Pomegranate Center 2. Bradner Garden Park 3. Community Design/build Projects, UW Dept of Landscape Architecture

Session Locations

- 'A' sessions are located in Gould 114
- 'B' sessions are in Gould 100
- All joint sessions are in Gould 114

>> Sessions / abstracts

1 Evaluating Community Design

Moderator: *Iain Robertson (University of Washington)*

A Case Study Method for Democratic Design -- Mark Francis (University of California, Davis)

For research and practice on democratic and participatory design to advance further, we need to find more common ways to document and critically examine our work. Furthermore, we need to be able to look across projects and methods to develop a more shared language and comparative way of working. The purpose of this paper is to present a case study method I have developed as part of the Landscape Architecture Foundation's "Case Study Initiative in Land and Community Design". Developed recently for landscape architecture, the method may have value for design and planning projects involving user and community participation. Specifically the method will be adapted to fit participatory projects within diverse Pacific Rim contexts. The presentation will consist of the suggested case study method and its potential application to participatory projects. This will be followed by a discussion among conference participants of the value and limitations of the approach. The goal is to further develop the method to advance further theory development, practice, and teaching in participatory design and planning.

The Effects of Workshop to Promote Revitalization of an Urban Area After the Great Hanshin Awaji Earthquake -- Mayumi Hayashi (Himeji Institute Of Technology/ Awaji Landscape Planning and Horticulture Academy)

The Yamamoto District, a part of Takarazuka City, is a residential area that is famous for being one of the three big horticultural production areas of Japan. After the Great Hanshin Awaji Earthquake devastated this area, however, reconstruction of town houses, promotion of the horticultural industry and improvement of the environment have been serious issues. In this research, I investigated the effects of workshops held from 2000 on for the improvement of the environment of this area. I investigated the process of the workshops and examined the opinions of the participants to study group characteristics, expectations about participation, and evaluation of the workshop results. I found that expectations about large-scale issues were greater than those for specific issues, but that participants took greater concern with the programs to make specific improvements and evaluated them more highly. Furthermore, communication and understanding were increased as a result of the programs. I also examined the results of citizen efforts and analyzed the connection between citizen organizations and the management of green spaces. From this study, I gained new understanding about the relationships between citizen organizations and the forms of participation in urban regeneration

Where Do We Go From Here? An Evaluative Framework for Community-based Design -- *Michael Rios* (Pennsylvania State University)

Initiated in the late 1960s as an alternative to the traditional practice of architecture and planning, community design can be defined by a commitment to building local capacity and providing technical assistance to low- and moderate-income communities through participatory means. While community design, built on a rich history of participatory practice is growing, substantive dialogue and reflection about its contribution to community development is lacking. This paper examines the efforts of university-based programs and presents an evaluative framework for community-based projects as a starting point. Treating universities and communities as coequals, a framework is proposed to measure the impacts of community-based projects for each.

2A Citizen Movement & Design Activism

Moderator: *Tamesuke Nagahashi* (Community Design Center, Osaka)

Citizen Train: How Direct Democracy, Participatory Design, and Pacific Rim Businesses Are Creating a New Seattle Monorail -- *Kristina Hill* (University of Washington)

This case study presents a story of how local citizen organizers challenged institutional authority to create a 14-mile transit line using the initiative process, otherwise known as direct democracy. Second, it reviews the recent history of a single-purpose municipal government that was created by those citizens, which tried to stay "true to its grass-roots" using participatory techniques in planning and design. Construction on the monorail line is scheduled to begin in the fall of 2004. I will present the controversies and innovations that drove decisions during the last six years of this movement as lessons learned. The monorail movement in Seattle began in earnest in 1997, when a cab driver succeeded in getting an initiative on the city-wide ballot by collecting petition signatures outside coffeehouses. I have been a participant observer in this movement, as an appointed member of the monorail Board, which was once a "public development authority" within the City of Seattle's government, and is now a separate municipal authority known as the Seattle Popular Monorail Authority. A total of three successful citizen initiatives were required to create this Authority, and provide it with a budget of \$1.6 billion USD funded solely through local taxes. Throughout this process of citizen initiatives, different methods were used to engage both supporters and affected residents to give input on design and planning decisions. Now that the monorail government authority exists, different methods are being used to maintain public involvement, while continuing some of the techniques that have worked well in the past. Websites and email have played important roles in this citizen movement as communication tools, as have sandwich signs, neighborhood-based meetings, and "publicity-stunt" events. I examine the three different phases of this movement to see which strategies were used during each, and to assess the different effects each of these had on helping the project advance towards construction and operations. I also present issues related to transit in the Pacific

Rim, where national trends seem to heavily influence the type of transit technology that is selected in those countries. Seattle's transit choices reflect the mixed influences of the light rail industry in the US, particularly in its neighboring city, Portland, Oregon; the Canadian approach to transit used in Vancouver, BC; and the availability of Japanese urban transit examples, in ways that may be unique to the Pacific Rim. The citizen-driven nature of this transit effort seems to be unique to Seattle, and may offer useful lessons to its neighbors.

The Development of the Environmental Movement and Open Space Planning and Design during the Democratic Period in Korea – *Mintai Kim*, University of Arizona

During the last few decades, Korea experienced rapid economic growth and has achieved full democracy. Along with these changes, the successful introduction of the discipline and profession of landscape architecture and the subsequent creation of environmental NGOs all work together to impact Korean society in positive ways. This paper examines literature and newspaper articles to document the changes in the environmental movement from the perspective of landscape architecture. The goal is to document and understand the phenomenon of the very active environmental movement there and draw from it lessons that might be useful for other countries.

Gender Issues in Relation to the Alternative Movement Against the Kobe City Artery Project, Post-Hanshin-Awaji Earthquake – *Satoko Asano* (Community Design Center, Osaka)

The purpose of this paper is to define the characteristics of women's activities, and that of gender hierarchy within a community, and to consider strategies for agender-balanced community. As an example, I have used the case of the alternative movement against the post-Hanshin-Awaji earthquake artery project, Nishisuma district, Kobe City. This paper focuses on the activities of "The Housewives Group." After the Hanshin-Awaji earthquake, the Kobe City government decided to construct three traffic arteries in the Nishisuma district. A number of Resident Groups took swift action for an alternative plan to rebuild the community after the disaster, but negotiations with the city government broke down. It was too challenging to succeed with mass community organization and action because so many residents had been displaced and there were differing opinions amongst the groups' leaders. The Housewives Group, though they had no previous experience of community action, started their movement belatedly, in 1996. They first had to overcome Japanese patriarchal gender bias, which denied women the ability to speak with their own voice or to take political action. Despite the challenges, they succeeded in forming a community organization. In the year 2000, riding on the back of their actions in the late 90s, the residents established an ongoing research project. Despite their hard work, members continue to be suppressed and barred by the state of patriarchal social conditioning in Japan. They have been forced to channel their aims into subcontracted work in the community. However, in evaluating their new roles within the community, they are pleased to find new vigor in their lives, vigor and meaning, which differs from traditional gender role assignment. In conclusion, this case suggests the importance

of empowering both men and women to practice equally within a community, both localized and extended.

2B ARTivism

Moderator: *Elijah Mirochnik (George Mason University)*

Identity Politics and Community Activism: A Strategic Arts Project of Cultural Landscape Conservation at Treasure Hill, Taipei – *Minjay Kang* (Tamkang University, Taiwan)

Artivism is a conscious combination of art and activism, and is adopted to demonstrate a more radical approach and value-loaded attitude to engage in social-spatial issues through arts projects. Artivism is also an intentional attempt to bring about the community and environmental concerns and collaborate with the participant subjects to precipitate the transformation of certain social meaning. In the case of the Treasure Hill settlement in Taipei, a series of planned community activists projects (GAPP, Global Artists Participation Projects) were strategically initiated to confront difficult urban planning and cultural landscape conservation issues. This paper will review the processes and outcomes of GAPP from both the project director's insider perspective and from the community's evaluation of how individual daily-lives in a pre-modern, pre-planned setting are inevitably influenced by waves of activists movement. From rags to tags, from squatter movement to institutionalized artists-in-residency program, will Treasure Hill evolve into an obsolescent urban settlement of organic nature or a progressive urban planning model of creative sustainability? This paper will not only be a case study on artivism, but also an interface of more dynamic discussions on an on-going process of landscape conservation which will eventually affect the future of many residents of a marginal, heterogeneous community.

Community Designing Process to Regain People's Expression: The Case of the Collaborative Art Project at "Izumi no Ie" – *Naoki Kimura, Masato Dohi, Sanae Sugita, and Shutaro Koyama* (Tokyo Institute of Technology)

This paper reviews the collaborative art project conducted at a welfare facility called "Izumi no Ie" in Setagaya, Tokyo. Focusing on the 8-month process and its results, I will describe how the participatory program should be designed and how the designers should play their roles. Izumi no Ie is a home and workplace for people with physical disabilities. Approximately 60 people are working and 40 of them are also living in this facility. Many of them have lived here for a long time (as many as 19 years on average) with little contact with the local community. The facilities of Izumi no Ie, which were built 40 years ago, are also old. We conducted a series of collaborative art workshops from May to December 2003, and designed the common spaces at Izumi no Ie. Our workshop team mainly consists of university students at Tokyo Institute of Technology. In addition to designing the spaces that brought light to the old facilities, we aimed to encourage the people to show their individuality and self-expression, through the process of changing their living spaces with our team. Our workshop team discussed what kind of program would be necessary and how we should play our roles to achieve our objectives. In the process of designing the mural, canopy, and the garden, we learned that we needed a

participatory design process in which people's creative power is recognized. We also realized how we could inspire people to change through the process of space design.

Involving Community in the Creation of Gathering Places – *Milenko Matanovic* (Pomegranate Center)

Pomegranate Center, a non-profit community design organization, facilitates the conception and construction of open-air gathering places for low-income and high-density neighborhoods. The Community Gathering Places program helps realize a vision of healthy and vibrant communities where people take responsibility for creating meaningful, art-filled environments that foster respect and safety among neighbors, nurture young people, integrate beauty and encourage citizenship. This paper describes Pomegranate Center's model for creating important gathering places and help transform communities into more humane, unique and interesting places.

3A Engaging Marginalized Communities

Moderator: Perry Yang (National Singapore University)

Integrated Slum Redevelopment with a Heart: Case Studies of Mojosongo, Solo, Central Java, Indonesia – *Antonio Ishmael Risianto* (Triaco Development Consultant)

This paper briefly covers a "Community Planning" experience in "redeveloping" slum/squatter areas in Indonesia. "Community Planning" here is part of the overall community participation process which also includes community actions and implementation. This paper attempts to show that "Community Planning & Participation" were the key factor in making this project a reasonable success. It is an attempt to also show (especially to the Local Government) that so often they have taken the simplistic path by just evicting these slum/squatter communities by force. Yet it does not really solve the problem. This paper briefly discusses the interlink/interface of a "holistic approach," the integration and coordination of activities of the various key players (Stakeholders) in this "urban game" under this "community dynamic planning" and implementation process. It discusses the supporting means as well as the problem faced in enabling this slum/underdeveloped district to change to become a "normal" settlement as pockets "for the low income" to be able to also live in cities - being part of the total mutual symbiotic Urban Fabric of the overall City Plan.

Social Organization in the Service of Improving Living Standards: The Valle del Yaqui Project – *Sergio Palleroni*

The Yaqui of the Valle del Yaqui (Valley of the Yaqui) in the Sonoran Desert, in the State of Sonora Mexico, are one of the more culturally isolated groups in all of Mexico. Living in the midst of one of the economic "boom" states of the country, and only a few hours drive from the US states of Arizona and California, their economic and social situation nonetheless has deteriorated as consequence of the economic growth of the rest of the surrounding region. Deprived of their traditional hunter/gatherer migratory patterns by the growth of large-scale agriculture for the US marketplace, the Yaqui Indians have for the most part seen their standard of living and their social situation dramatically deteriorate. In response, a highly innovative Sonora wide public/private initiative has emerged,

that, though founded in the act of providing appropriate housing to the Yaqui, is also addressing their economic and social situation. PROVAY, the Comité de Promoción Social del Valle del Yaqui (the Committee for the Promotion of the Social Development of the Valley of the Yaqui), has created a populist campaign of the Yaqui, and non-Yaqui population, in collaboration from business, industries, and social organization working in the valley. Using models developed in Asia of community based social banks, and some of the most innovative technologies currently being proposed for strawbale building. The project has been able to help the Yaqui build their own economic and social capacity while attracting significant international funding (e.g. Inter-American Bank) that is acting in service of the projects priorities. This paper will explore, from the perspective of the foundation and development work, the ways in which this model was implemented and has successfully allowed the Yaqui to maintain their cultural/social values while developing their capacity to survive in this economically and socially rapidly transforming region.

Top-down or Bottom-up Participation? Exploring the Nexus of Power, Culture and Revitalization in a Public Housing Community – *Lynne C. Manzo* (University of Washington)

Since 1993, public housing authorities across the country have been involved in efforts to revitalize over 100,000 units of public housing through a competitive grants program called HOPE VI (Housing Opportunities for People Everywhere). Administered by the US Department of Housing and Urban Development (HUD), the goal of the program is to disperse pockets of poverty by creating new, mixed-income communities. This requires the demolition of existing housing, a new master plan and the construction of a new housing development. These intentions result in a net loss of public housing units on site. The HUD required participation of current residents and the broader community in which the site is situated creates a tension between exclusion and inclusion. Residents are involuntarily displaced, yet their input is sought through the master planning and relocation process. This paper focuses on a HOPE VI site on the southwestern edge of Seattle in order to understand the dynamics of a community in transition. This 569-unit site, houses an extraordinarily diverse population. There are over 35 languages spoken by residents, although Cambodian, Vietnamese, Somali and Arabic predominate. The fact that the community is so ethnically diverse, with many residents among the poorest and most vulnerable of American households, only adds to the complexity of the dynamics within this community. Through observations of a series of public meetings and community design workshops, as well as interviews with residents, the early phase of the redevelopment process is examined to ascertain the extent and nature of participation, and to shed light on residents' experiences and opinions of the process. This research will compare efforts to garner participation in the redevelopment process with people's lived experiences. Implications for empowerment, cross-cultural communication and what constitutes positive community change will also be addressed.

3B Community Differences & Multiple Publics

Moderator: *Shenglin Chang (University of Maryland)*

Multiple Publics, Urban Design, and the Right to the City: Assessing Participation in the Plaza del Colibrí – Michael Rios (Pennsylvania State University)

Contributions from cultural and feminist studies raise fundamental issues about contemporary culture as expressed between different social groups and epistemological problems associated with universal claims about the public sphere. At the heart of these critiques is the interrogation of relationships between subject and object, and distinctions between diverse forms of knowledge. However, lacking is a related account of the design profession and the normative relationships that exists between experts and non-experts, professionals and clients. This paper introduces some of these recent debates as a critique of conventional approaches to participation in the design of the public realm. Using the case study of a renovated transit hub, I introduce the term multiple publics to highlight the value of inclusiveness in urban open space projects. In doing so, I argue for strategies that begin with difference as a starting point in the design of public space.

Negotiating Community Differences: Participatory Planning in International District, Seattle and Kogane District, Matsudo – Jeffrey Hou (University of Washington), Isami Kinoshita (Chiba University)

This article examines the challenge of negotiating community differences in the cases of two historic communities undergoing changes and redevelopment—the International District in Seattle and the Kogane District in Matsudo, Japan. Based on findings from participant observations and interviews, the article examines how the fragmentation of local communities presents both challenges for planning and opportunities for rethinking the practice of participation. The article argues that the challenges for participatory planning in fragmented communities lie not only in understanding and articulating the community differences but also in generating creative ways for meaningful interactions and negotiation of competing visions, interests, and values. The experiences and outcomes in International District and Kogane both suggest the importance of informal processes. Without the limitations imposed by institutional processes and formal participatory mechanisms, informal activities and social events can often produce unexpected and significant results. They allow planners and community organizers to navigate political and cultural nuances in negotiating community differences.

Participatory Design, the Spirit of Place, and the Pitfalls of Professionalism: Evaluation of the Town Center Design Process in Caspar, California – Carey Knecht (UC Berkeley)

This case study evaluates the citizen participation process used in the design of a town center for Caspar, California, a five-hundred person community on California's Mendocino County coast. This essay considers participatory design as a method for bridging the difference between the local and the global, between the worldview of residents – who often have a rooted,

particular perspective that stems from and contributes to the local sense of place – and landscape designers – who often live elsewhere and tend to have a more detached, abstract perspective. Participatory techniques that widened, and that narrowed, this divide are identified.

4A New Actors & Institutions

Moderator: *Margarita Hill (University of Maryland)*

Change of the Situation Surrounding Community Development in Japan and Its Future View — *Yasuyoshi Hayashi* (Tamagawa Community Design House)

This paper examines the features of social and economic change after 1990s in Japan, specifically in terms of changes in civic consciousness, administrative system, economic and industrial structure, as well as community change. It also looks at the emergence of a new social image corresponding to the incompatibility and conflicts of economic and social system. Three examples of new systems to support community development are compared: Yamato City (ordinance to promote citizen's activity for creating 'new public'; Tsukisara District ('Cheer-up Support Program' to provide opportunities to realize creative and cooperative society); and Kuki City (conversion from centralized administration to collaboration between citizens and administration).

Practical NPO Activities Corresponding to the Social and Demographic Change in the Suburban Community – *Yuko Hamasaki* (Nagasaki International University)

The fundamental factors for cultivating well-being in a changing suburban community will be discussed through NPO "Egao" ('Egao' means 'a smiling face' in Japanese) which was established in a typical residential town in Japan. Some proactive residents who have lived in this town since 1965 established the NPO Egao after continuous participatory activities to improve their community. An old terrace house that used to be used by small neighborhood shops was converted into an NPO office. The main functions are the private day service center for the elderly, the child support center with a library, and the culture center. The characteristic points are; 1) Informal support for the elderly to compensate for the lack of institutional public services for the elderly who wish to live at home. NPO Egao supports the caregivers as well as the elderly through counseling, and offers opportunities for children or spouses to accompany their elderly family members. 2) A well-coordinated network with Takurosho (a community-based multi-functional facility for people with dementia) helps to provide effective care for the first stage of dementia. 3) Recently, there are increasing cases in which old parents who have lived alone in rural areas are invited to live in their child's home, or nearby. However, many of these newcomers experience transfer-shock. In these cases, NPO Egao functions as a mediator to introduce them to new friends in the community. 4) The library provides lending services and a reading class for small children and lectures for parents. 5) NPO Egao is carrying out informal and flexible services that aim to accomplish community building instead of a conventional welfare service. Nowadays, social problems range from care for the elderly to family relations. The

practical activities of NPO Egao and the findings from them present the potential for a community solution.

Government Institution and Local Practice of Professional Planning: Community Planners in Taipei – *Pao-Chi Sung* (National Taipei University of Technology)

Since 1999, 'Community Planner' was put into practice by the Taipei City Government to encourage planners and architects to join the 'Neighborhood Improvement Program'. With support from the Central Government and the academia, many counties and cities began to implement the policy in order to acquire more resources for understanding 'Community Building Projects.' However, many planners, architects, and scholars have different views about the role and the function of 'community planner.' The paper reviews the record of the 'Taipei Community Planner', refers to the author's own experience. It argues that 'Community Planner' is a subset of the participation planning mechanism and that the concept of community planner should be included in normal professional training in the long term. The paper suggests that Taipei City Government should integrate the systems of 'Community Planner' and 'Neighborhood Improvement Program' to create a system of community building. In the future, community planner can serve as an advocate in the process of development permission and as a pioneer in urban renewal.

Two Asian Models of Planning Decision Making – Case Studies of the Planning Process in Singapore New Downtown and Kaohsiung Multifunctional Business District – *Perry Yang & Ze Li* (National University of Singapore)

Singapore and Kaohsiung, two major port cities in East Asia, have been facing urban physical changes through large-scale urban initiatives in the central city areas during the past decade. This paper explores how the distinctive planning systems in the two cities affect the local actions and help shape the physical environment and future scenarios. Two central city areas are investigated and taken as different Asian models for understanding the processes behind urban transformation. In Singapore, urban form making follows a top-down planning control system. In the 1990s, a new downtown plan was proposed at the reclaimed land, Marina South, using the concepts of through-block linkages, all weather comfort and separated multimodal pedestrian and transportation circulation. The ambitious plan is supported by the three tiers of Singapore's urban planning system from the island-wide conceptual plan, district-wide land use plan to the site specific urban design guidelines. In the Kaohsiung city central area, we observe a different urban pattern of street networks, block systems and building types generated through an evolutionary process of urban growth from the north to the south over a few decades. At almost the same period, a new business center was proposed on a piece of large-scale industrial land along the waterfront near the existing central area. A relatively loose spatial and regulatory framework was provided in Kaohsiung, where an incremental process was adopted for dealing with the multiple and complex landholdings on the new waterfront business center. A recent governmental-initiated planning mechanism of "community architect" plays a certain role in the process through participation. The article finally raises the issue

of participation in the shaping of better environment in Asia urban context. The two Asian models of planning provide some bases for discussing the fundamental questions of the participatory approach.

4B Shaping Community Futures

Moderator: *Louise Mozingo (UC Berkeley)*

Gather at the River: Identification and preservation of local culture – *Patsy Eubank Owens* (UC Davis)

This paper focuses on the search for community identity and vision through the development of a park master plan. Many residents of Knights Landing, a small, unincorporated community, and the designers saw the park planning process and the future park as an opportunity for uniting the sometimes-divided community while also celebrating the rich history of the place. Participation strategies for this project included employing techniques to reach the Latino/a and Anglo populations as well as children and the elderly. The resulting concept for the park design, “Gather at the River: to remember our past, enjoy our present and build our future,” lays the foundation for a community gathering place that will welcome everyone and celebrate the unique qualities of this place and its people.

Crafting Westport—How One Small Community Shaped Its Future – *Douglas Kot and Denni Ruggeri* (UC Berkeley)

This paper discusses the ongoing participatory design effort in the small coastal community of Westport, California since May 2003. It opens with background information about the identity of its people and places, followed by detailed discussion of methods and results used during the process of designing its new town center. While the Westport community is, in many ways, representative of others of similar size and location, its idiosyncrasies led to unique results with regard to both methodology used and design outcome. The evolving needs of the community and their changing opinions regarding the location, functional relationships and views were incorporated in a community center design that was carefully crafted, adjusted and calibrated throughout the process. Moreover, the effects of a highly identifiable physical environment on residents’ perceptions of spatial form resulted in sophisticated design solutions. Additionally, the way of life in Westport defined the need for a flexible process that addressed the community’s remoteness and limited resources.

Establishing Community Enterprise in Kinokuniya – *Soshi Higuchi, Haruhiko Goto, Nobuyuki Sekiguchi* (Waseda University)

This paper examines a case of community design movements in Kinokuniya, a hot spring resort in Japan. Citizens’ initiative in community design is needed because of a coming municipal merger problem in year 2005, a huge change and reorganization of governance system on a nationwide scale. Kinokuniya is characteristic for having *Zaisanku*, which owns and manages hot springs as a profitable local asset. Family business people like traditional-styled innkeepers are *involved* in community design centered on tourism promotion. Participatory community design workshops have been undertaken for listing

the projects for community design for the next 100 years. The process of listing the projects itself is also the process of creating new shape to the local governance. There is controversy over establishing new organizations such as a community enterprise as one of main actors in the projects. It is necessary to create new organizations and town design by citizens' initiative, on the basis of the existing organizations.

Engaging Changing Communities in the Community Design Studio -- *Nancy D. Rottle* (University of Washington)

This paper describes two recent Community Design studios at the University of Washington, which engaged communities to help solve importunate problems. Based upon student and instructor evaluation and reflection, the paper presents pedagogical strengths and weaknesses of the studios and outlines the potential contributions of design service learning to communities in need. It proposes a set of guiding heuristics to optimize the community design experience for students and sponsoring communities within the context of engaged scholarship.

5 Tools for Participation: Power and Representation

Moderator: *Mark Francis* (UC Davis)

Democratic Drawing: Techniques for Participatory Design -- *Randolph Hester* (UC Berkeley)

This is a reflective paper that examines techniques community designers use in creating places with people. One of the difficult tasks community designers perform is exchanging complex ideas, science, and technical information with diverse publics. Even more difficult is listening to and then drawing values and ideas of others. More difficult still is to synthesize and draw designs for imagined environments collaboratively. Although drawing is a key part of professional design education, these nonverbal communication problems challenge every community designer. Drawing with the public is immeasurably more complex than the communication techniques learned for traditional architectural or planning practices. So what techniques are used for creating collaboratively? A review of community design projects from the proceedings of the *Democratic Design in the Pacific Rim* conferences reveals numerous improvisations in shared drawing. These "representative representations" might be categorized as follows: 1) representing people, 2) exchanging professional knowledge and local wisdom spatially, 3) coauthoring design, 4) empowering people to "represent" themselves, and 5) visualizing deep values: community, stewardship, fairness and distinctive place. The intent here is not to compare techniques across cultures, although observations will be made about drawing skills that seem particular to certain social contexts. The goal, rather, is to uncover and highlight spatial representation techniques that seem to be particularly effective in overcoming the difficulties of transactive design especially of actual form making. The most used nonverbal techniques include recording social ecology patterns (11 out of 101) and building sense of community through workdays and walking tours (10 out of 101). Most used of all techniques is the workshop. Three fourths of all the articles (75 out of 101)

mention workshops without describing non-verbal methods, content or design outcome. The workshop seems to be the participatory “black box” through which community designers are as inarticulate as traditional designers are about creative form making. Surprisingly few articles (5 out of 101) describe methods in which design is coauthored, passing representation of form and space back and forth between community and designer.

Making the Invisibility of the Urban Collective Memories Visible: Participatory Design Process as a Form of Making Urban Landscape and the positioning of the Participatory Designer – *Annie Yung-Teen Chiu* (Shih Chien University, Taiwan)

In an urban development project in Taipei where a new shopping mall is to be developed on the old paper mills factory, yet the residue of the unresolved labor/capitalist conflict have continued and the design of the park became a symbolic battle for meanings—who has the right to interpret the workers’ past; can collective memories of individual group become a Taipei urban landscape? Collaborating with design studio, series of participatory workshop are formed so that a version of worker’s park can be produced. While paper mills workers have stories, even written text of the autobiography, the task of transforming the text into visual text which is pertinent to the urban design process, the park plan and model would be “compete” with the landscape designer hired by the developer in the planning meeting. The unplanned, unfunded, pressured by time, labor workers and students went through few definite process: listening, sharing, return to the site, mock-up, making the model in which workshop became a form of exchange, and production of idea, and finally transforming voices of wound/trauma into landscape of empowerment, representing in video, model and drawings. The paper would end with the discussion on the collaborative spirit with the NGO labor union in which the relationship between the design group and the confederation has grown from suspicion to collaboration. The paper would end with series of question on the role and positioning of design in the social movement and urban landscape. Is participatory design a form of strategic tactic or final concretization of collective memory? Ultimately, as professional, who we serve change the vision/design of our landscape.

Drawing the Lines in the World as Community Designers – *Masato Dohi* (Tokyo Institute of Technology)

This article examines the issue of spatial form and social process. It puts forward ideas on the potential of nature to show spatial borders and systems even in urban areas, and argues that we should read this potential to develop new city or urban form. To continue and deepen this argument, I will relate my thoughts on design process and try to connect with the city or urban planning. Four cases of those I have experienced are chosen here to explore the design process: the case of King Estate Park, Oakland C.A., Suma-ward Kobe Japan, Narai Park Aichi Japan and Izumi settlement Tokyo, Japan. Each case will not be described as a whole. Instead, the focus will be on the most critical step of practice to consider what community design has created around space and society. Through this exploration, I hope to show that community design relies on and derives from some ‘natures of human character’ even when our

project's objective is not nature preservation or rehabilitation. After all, using this 'nature of human character', community design could realize a vital space and people's relationship on site. However, how can we organize these sites on urban scale? This question was a main theme of my presentation at the Hong Kong conference in 2002. I will trace briefly the idea that I have presented on natural systems and spatial social form. At last, the connection between a well-managed design process and urban scale planning will be explored. The fractal concept will be introduced. With this concept, topics on form and process, design and planning or function and nature will be reconsidered.

6A Nature(s) of Place

Moderator: *Kristina Hill (University of Washington)*

Opening a Private Garden to the Public through Intermediary: the Case of Rikugien Garden in the 18th Century Tokyo – *Sawako Ono* (Chiba University)

This paper deals with Rikugien garden in terms of opening private space to the public. Rikugien was the garden of the lower residence of the Yanagisawa clan, a *daimyo* family, in the city of Edo (now Tokyo). When Nobutoki Yanagisawa lived at the lower residence in the 18th century, he accepted visitors to the garden regardless of their status, occupation, age, gender or place of residence. Visitors without any connection to Nobutoki asked for permission to visit the garden through an intermediary. Those who worked for him in the lower residence acted as intermediaries. It is meaningful that various people visited the garden of a *daimyo* residence at a time when social classes were strictly separated in many aspects of life and *daimyo* residences usually shut their doors to outsiders. In this case, the garden provided an opportunity to open the *daimyo* residence to outsiders and introduce them inside. Also, the intermediary made anonymous outsiders identifiable individuals who in turn gained a sense of connection with the place.

Building a Multicultural Learning Community through the Nature of Place – *Julie M. Johnson* (University of Washington)

Children's experiences of place, and their participation in shaping it, may serve as inspiring references for more sustainable future communities. This paper examines the context of school as a significant, yet often neglected, social and ecological community in the lives of children, and explores the potentials of nature and participatory design to foster the development of a multicultural learning community. A review of research and theory on children's learning potentials in nature and in school landscapes, and on participatory design with children, is provided and used to reflect on a Seattle, Washington, elementary school as a model for such a community.

Earthworm to the Pocket Monster: Childhood Experience of Nature and Environmental Behavior Over Time in Taipei Min-Quan Elementary School Neighborhood – *I-Chun Kuo* (UC Berkeley)

There is some agreement that childhood experiences of nature are important for humans to develop environmental knowledge and values. There are, however, few longitudinal and even fewer studies focusing on the relationship between children's experiences of nearby nature and their environmental behavior as adults. In this research, a questionnaire was designed to ask four different age groups about their childhood experiences of nearby nature and their current environmental behavior. The four groups each spent their elementary school years in the same Taipei, Taiwan neighborhood at different time periods (1970's, 1980's, 1990's, 2000's) when the character and availability of nearby nature changed rapidly as agricultural villages transformed into urban neighborhoods. For example, those who were children during the 1970's had access to an open channel stream; the 1980's group experienced a partially culverted stream which was completely culverted in the 1990's. The youngest group experienced a new artificially created watercourse above the original creek location during the 2000's. The research findings show that the children's experience of nature declined from the 1970's to 1990's and increased again between the 1990's and 2000's as the places where children played changed. The results also show that an increase in the children's experiences of nearby nature translated into increased participation in environment – related activities as adults. This paper will present a case for why environmental planners/designers; science educators and parents should revalue the importance of nearby nature in creating neighborhoods for rich experiences with nature.

People's Preference for Place: The Intersection of Sustainable Site Design and User Preference – Amy Dryden (UC Berkeley)

The objective of this study is to insert social sustainability into the discourse of sustainable site design. The study evaluates the potential relationships between the sustainable site design guidelines and user's preferences and values of outdoor space using post occupancy evaluation. Responding to the user's needs and values, not the designer's creates successful and socially sustainable places (Hester, 1995). Designed spaces affect people in profound ways. A post occupancy evaluation can facilitate the understanding of the implications of designs, needs and values of people (Marcus, 1995). Through a post occupancy evaluation survey this study explored user's needs and preferences of private and public outdoor space in two affordable homeownership housing developments in Oakland, California. In the survey, the study considers three aspects of site design: open space, permeable surface/parking and the building footprint. The post occupancy survey is comprised of three components: an owner given tour of their private and neighborhood outdoor space, a rating and prioritization of outdoor space and a trade-off question section. The goal of the survey is to understand the homeowner's needs and preferences as well as their priorities for outdoor space. The results of the survey are compared to sustainable site design guidelines compiled from local organizations and industries. This analysis produces an alternative perspective as well as a set of sustainable site design guidelines, which better respond to user's needs. These guidelines encapsulate both green site design and social sustainability. This analysis provides a context for designers and architects to consider sustainable site design more critically. In this way, the classic works of Clare

Cooper Marcus and Henry Sanoff on user's needs and post occupancy research are extended to understand sustainable site development.

6B Rethinking Professionals: Experiences from Taiwan

Moderator: *Daniel Abramson (University of Washington)*

When Professional Knowledge Meets Local Wisdom: A Dilemma in Trans-cultural Participatory Design –

John K.C. Liu (National Taiwan University)

It's the summer of 2003. In a remote fishing village on the island of Matzu off the coast of Mainland China province of Fujian, professional planners and designers from Taiwan were inadvertently mired in a conflict with a highly revered local deity, the Armored General. As the metamorphosis of a frog, the Armored General has long been worshipped and trusted for his wisdom in community affairs. A proposed extension of the temple plaza and a new entrance gate to the plaza brought the conflict into focus. The planners commissioned by the county government to preserve the cultural landscape of Chinbe village exercised their professional judgment with regard to the proposed temple plaza and gate. The proposal was too large, out of scale with the neighboring buildings, and inappropriate in form and material. The temple committee, acting as the medium through which the Armored General speaks, insisted that it was the wishes of the god to build a large plaza and gate. Should the outside professionals acquiesce and respect the wishes of the god or should they remain firm in their best judgment? How will a local deity respond to disrespect and irreverence? What are the lessons for engaged and progressive professionals in a trans-cultural context? This paper will first tell the story of the Chinbe Village Frog and the events leading up to the conflict. The story will examine the key issues of contention between the interested parties, including the professionals, the deity, as well as the local people and the politicians. It will document how the conflict was resolved and what questions remain. Then the paper will address the general issues that are pervasive when professionals engage in trans-cultural planning and design activities where communities strive to preserve and develop their own local distinctiveness. Specifically, this paper intends to explore the essential dilemma of a generalized system of environmental knowledge in the face of local belief systems. The paper will try to demonstrate that in a local community setting, there are multiple realities, which embody values and functions necessary to the maintenance and promotion of local environments. Professional knowledge needs to incorporate this multiplicity and diversity in the process of making plans and designs. The enrichment of professional knowledge in this regard remains a challenging epistemological subject matter.

A Planner or An Actor? The Experience of Preserving Japanese Houses in Taipei -- *DaYuanZi Studio* (National Taiwan University)

Due to the illegal razing on April 10th 2003, of two Japanese houses of National Taiwan University (NTU) located in Wen-Chou Street, the issue of preserving Japanese house built in the colonial era has received significant social attentions. We (DYZ

studio) were assigned two projects by NTU and the Culture Bureau of the Taipei City Government, to do the general research and investigation of Japanese houses in Da-An, Zhong-Zheng, Zhong-Shan districts of Taipei City. The mission is to create a database of houses and trees in the area. At the same time, we took a variety of actions against the Central Government Policy. In the process of research and actions from last April, we realized the importance of the role of professionals, which are the main points of discussion in this paper: 1). When facing the nation, communities, and the limitation of structural position, professionals are often faced by the choice of being a planner or an actor. We found that switching back and forth between these two roles may be a better choice. Here we will discuss the model of progressive planners. 2). In undertaking the social action of preserving Japanese houses and the construction of preservation discourse, we will also discuss how professionals deal with the multiple conflicts and contradictions between complex colonial history and ethnic identities.

Rethinking the Position of Planners: Rise and Fall of Activist's Agency (A reflection of Treasure Hill Co-living Fringeville Project) – *Li-Pen Chang* (Graduate School for Social Transformation Studies) and *Yen-Ju Lee* (National Taiwan University)

In May 2004, the Culture Bureau of Taipei city government authorized the Organization of Urban Re-s (OURs) to do "The Treasure Hill Co-living Fringeville Project". It seems the fate of Treasure Hill has been totally changed: the squatter settlement (once about to be torn down) won the chance to be preserved, and the activists (who were concerned with urban preservation and urban social movement) won the battle against the dominant trend of urban clearance and urban aesthetics. However, the critiques of this proceeding planning project have been raised day by day. The goals of this project (to struggle for the rights of the inhabitants, to persevere a squatter settlement landscape, and to create a future art village), and the methods the planners of OURs use (to collaborate with the government, to hold art festivals, and to appeal outside resources into the community) have been strongly questioned. In this paper, we will try to disclose the paradox revealed in this case. When activists adjust themselves from a critical role to an institutionalized planning role, what kind of situation and dilemma do they face? What are their responses to these new challenges?

Campus Dreamland: A Case Study for a Campus Participatory Design Process – *Ching-fen Yang* (National Taiwan University)

September 2002, TM College started its participatory venture for redesigning the campus public spaces. The process not only has produced better environments but also changed the school bureaucratic system temporarily. This paper describes the practice process: what techniques have been adopted to motivate people, how participatory process disturbed the existing school bureaucratic system, and what opportunities and factors assisted reaching the goals. This paper evaluates the whole process then suggests strategies for TM's next try on participatory design: authorize participants first, provide

feedback, refer to existing cases, and link partnership as outside force against the existing power structure.

7 Forum: Empowering Seattle Communities

Organizer: *Jim Diers (Former Director, Seattle Department of Neighborhoods)*; panelists: *Hilda Blanco (UW), Paul Schell (Former Mayor of Seattle), Joyce Moty (community activist), Jim Diers.*

Assessing the Depth and Breadth of Participation of Seattle's Neighborhood Planning Process – Hilda Blanco (University of Washington)

Neighborhood planning is the closest practice we have to participatory democracy. As Dewey put it, "Democracy begins at home, and its home is the neighborly community." Prompted by Washington State's Growth Management Act (1990), which required cities to prepare comprehensive plans that accommodated their growth allocations, the City of Seattle recently undertook (1995-2000) an extensive neighborhood planning process, which has been recognized as a successful model for participatory neighbourhood planning. The framework of the neighborhood planning process was the City's Comprehensive Plan (1994). Seattle's comprehensive plan adopted a strategy of concentrating new growth in a set of centers, from urban (e.g., Downtown), to industrial (e.g., Duwamish) to urban villages, to distressed neighborhoods. Seattle developed an innovative way of getting neighbourhoods to buy into the growth allocations-it left it up the neighbourhoods to organize themselves for planning, while providing them with guidelines (e.g., the extent of outreach required, a Toolbox of maps, data, examples), some technical assistance, and funds for hiring consultants (from \$80-100,000 per urban village center). The City estimates that over 20,000 people participated in the neighbourhood planning process that produced 38 neighborhood plans. Also, Seattle established a distinctive way of reviewing plans for incorporation into the comprehensive plan, and for implementing such plans (e.g., reorganization of city services, and incorporation of plan recommendations into the capital budget). This paper, after setting out the characteristics of the neighbourhood planning process, examines the participatory aspects of the process, using the distinction developed by Berry, Portney, and Thomson (1993) that sets out various aspects of the breadth and the depth of participatory democracy. To assess the extent of participation along these two dimensions, this paper will rely on a review of city documents, including planning and budget documents, and a set of structured interviews with planners (both public sector and consultants) that were active in the process, as well as neighborhood activists. It will conclude with exploratory findings on the breadth and depth of Seattle's neighbourhood planning process.

8A Community Design Pedagogies

Moderator: *Marcia McNally (UC Berkeley)*

Deliberative Education/Communicative Planning: Social Learning for Community, Environment, and

Planning -- *Dennis Ryan and Christopher Campbell* (University of Washington)

All academic fields are challenged by contemporary urban change including globalization, social polarization, rampant consumer capitalism and diminution of nature and place. In response, the university is called to move to a new paradigm of engagement where learning is simultaneously acting in the world and where the scholarship of teaching is valued equally with scholarship of research. The AAHE's subdivides this model into 3 areas - engaged pedagogy, community based research, and collaborative practice – but all are fundamentally about educational practices that address real world problems and that create involved and committed citizens. Engagement is a familiar concept in the design and planning disciplines and it is a term often associated with the studio and applied learning dimensions of education in these fields. But too often the educational experience stops there; limited to one to more episodes of community – connectedness to provide hands on learning and insights. Yet good planning and design is fundamentally a transdisciplinary and dialogical praxis. It calls for close listening and social learning across a range of related disciplines, vivid participation and critical consciousness, trust, creativity and innovation, and thoroughly reflective practice. This is best learned in an educational context equally interdisciplinary, collaborative, and dialogic. Traditional contexts in design and planning education often teach the principles for engagement and participation – and then foster their application in work with the community. But the context itself is neither richly trans disciplinary nor collaborative in its practices. In other words, what we teach is often not reflected in how we construct our teaching and learning environments. We say one thing and do or live quite another. Community and Environmental Planning (CEP), an award - winning, University of Washington interdisciplinary program is an experiment in undergraduate education and a practicum in democracy and planning itself. CEP manifests John Dewey's dictum: "Education is not preparation for life. Education is life itself." In CEP, education is lived, not taken nor received. It is something actively made - fully struggled with and accomplished in community with others. In CEP, education is deliberative and planning is a verb. (In this paper) we describe CEP's deliberative principles and associated practices including 1) building and using social capital and the reflective practice of we, 2) making teaching/learning public and connected in the world, 3) constructing a hegemony of optimism and self-directed learning, and 4) citizenship and community as CEP verbs.

To Inspire Students in Participatory Community Design: A Case Study from Ohnogawa Greenway Rehabilitation Proposal – *Koichi Kobayashi* (Kobayashi & Associates, Inc.)

The Ohno River was once a free-flowing canal used for transportation, fishing and recreation, and it is still remembered by residents. The river was under-grounded in the 70's and the site was converted to a bicycle road. Thirty years later, now called Ohno River Greenway, it is heavily used by residents for commuting and recreation. Lately, because of the green amenity it provides, the greenway has attracted infill high-density residential development. Rehabilitation of the Ohno River Greenway by reintroducing native habitat and improving

amenities was a major part of the master plan. The Greenway began to show overgrowth of vegetation, and wear and tear from heavy use. The new awareness by the residents on the value of the greenway environment has spotlighted an urgent need to adapt the plan to today's conditions and implement the adaptation promptly. An intensive two-week period was used by the ALPHA students assisted by their instructors to examine available resources of the site, to meet and discuss with the client and the residents, and to produce proposals to be used as an advocacy tool in future discussions with the owner and manager of the Greenway: Osaka City Public Works. The project awaits the next step, preparation and presentation of the proposals to the public agency for discussion and adoption. The students had an invaluable experience through this project and learned the importance of communication with the public, clients and design team members.

Recreating Community in Cancer Support Centers, Foster Homes and Developing Colonias Through the Hands-on Participation of a Design/build Teaching Model – *Daniel Winterbottom* (University of Washington)

The devastating effects of war and poverty drive many to risk their lives to find more stable environments and global migration is at a scale not seen since early part of this century. Displaced individuals are challenged to find their bearings in an unfamiliar environment, adapt to a new culture, and reestablish their community. Many struggle with feelings of isolation and loneliness, a lack of self-efficacy and identity, and a sense of hopelessness and alienation. Poverty in the United States drives displacement and is particularly devastating to families. Both the growing rate of incarceration and the AIDS crisis leave children without parents or care providers. Many young women are in the penal system for what are often long, mandatory sentences and are separated from their children. Likewise young children and adolescents, the innocent victims of the AIDS crisis, are left without family and sent to foster homes becoming permanent residents as hope for adoption fades. In both of these scenarios the loss of community, family and familiar environments create elevated levels of stress, feelings of abandonment and lack of continuity. How then can a sense of community be reestablished? How can individuals from differing backgrounds and cultures find a common value that unites them? For the past ten years, these and other questions have been explored through the Department of Landscape Architecture's Design/Build Program. Using a participatory design process developed in the studio, students and clients engage in discussions, design exercises and critiques to jointly determine how their civic spaces can be redefined and become focal points for socializing, celebration and play. Through this transformation a sense of community is created where common goals, activities and shared endeavors can take place.

8B Community and Youth (Roundtable)

Organizer: *Jonathan London (Youth in Focus)*; discussant: *Sharon Sutton (University of Washington)*

Community/Youth Development: Exploring The Nexus Through Youth Leadership In Community Planning --
Jonathan London (Youth in Focus)

It is a deceptively simple formula: “youth contributing to communities ↔ communities supporting youth.” The mutual and inter-generational interdependence is appealing: so why is this vision a dream, largely deferred if not outright denied, in most communities? Why has the realization that youth and community development are inextricably linked – that youth are essential partners in community building, and that community building can provide developmental opportunities for youth – not been enough to make linking the two common practice? We contend that what is needed to move this realization into reality are concrete models of practice in which youth can play leadership roles in addressing community issues, and communities can learn to align themselves to better support their youth. While some excellent models of practice do exist, Youth In Focus seeks to contribute a method of Youth-led Research, Evaluation, and Planning (Youth REP) as a unique and powerful resource for those seeking to link community and youth development. Youth In Focus is a non-profit intermediary training organization that supports youth to apply their knowledge to improving the institutions and communities that affect their lives. We argue that Youth REP offers an approach that can contribute to the fulfillment of all of these principles. Youth In Focus has implemented a number of projects with a community/youth development emphasis. Now, we seek to deepen our practice by enhancing our curriculum with new participatory planning and design training methods – developed to guide urban and rural youth of color, immigrant youth, and other under-represented youth as they apply their knowledge to revisioning and revitalizing their communities. This paper will introduce Youth In Focus’ Youth REP pedagogical model, present one case study (a youth-led neighborhood assessment to guide redevelopment approaches in the South of Market in San Francisco), and explore a series of questions relating to the further development of a community/ youth development training method.

Youth in the Fragmented Society -- *Isami Kinoshita* (Chiba University)

Recently in Japan, the crimes caused by youth have been highlighted in the newspapers. Their lack of enough experience with human and nature contact might be one of the reasons for their violence. In the town planning system, places for youth to meet have not been given enough consideration. Commercial spots, such as amusement centers, game centers, convenient stores, etc. have become the places for youth to be. Semiotic theory analyzing commercial society might be fit mostly to youth activities in cities, as the example of cognitive maps of youth shows. There are many temptations in amusement centers that involve youth with drugs, sexual commercialism and violence. Furthermore, information technology has changed the style of communication between youth as we have seen recently with the shocking news in which a 12-year-old girl killed her friend at school, because of a disagreement in an Internet chat room. On the other hand, data from several international comparative studies about youth consciousness show the pessimistic Japanese youth consciousness concerning social matters and hope for the future. The nexus of youth participation in community planning is very important for re-structuring the relationship between youth and community. Youth have the ability to analyze community issues and make plans for problem solving. Youth leadership might contribute to community

capacity building. Even though there are still large criticisms regarding children and youth participation, such as “even adults had not taken part in the community, not to speak of children and youth,” some cases show the potential for youth and children to involve adults in their action research programs in their community and encourage their participation in community development.

Can We Overcome Our Modern Habits of Teaching, Learning and Designing? – *Elijah Mirochnik* (George Mason University)

Two of my projects with children, one in the early 1980s and the other in 2004, will lead to a comparison between the shift that I have made from a modern to a postmodern enactment of teaching and learning. In the earlier project, I initiated an educational model that brought together planners, politicians and public school children in Portland, Oregon. An air-inflated geodesic dome constructed by public school children displayed their visions of a “kid-friendly downtown.” Their drawings became the data source that planners used to initiate policy and development incentives geared toward incorporating spaces and activities for children within the Portland downtown. In a recent project, I worked with a fourth grade teacher and children in a Washington, D.C. public school. Children created an air-inflated “body bubble,” as part of a science unit that intentionally challenged the modern paradigm of scientific objectivity. Activities that enabled children to talk about, write about, and create art about their bodies in the first person “I” voices, were woven into their science curriculum. My recent work with children attempts to engage children in a process of transgression from the modern. In the case presented, transgression from a scientific vocabulary that privileges mind over body, and higher objective knowledge over second-class personal and artistic knowledge. In my presentation I will explore how the writings of Richard Rorty have helped me reinvent myself as a teacher through the use of a transgressive vocabulary that challenges old notions about knowledge, teaching and learning.

Reflection in Action: Freirian Praxis in the Northern Cheyenne Youth Restoration Art Project (R.A.P.) – *Michael Rios* (Pennsylvania State University)

The social construction of youth identity can be doubly problematic. The media and consumer marketplace fail to provide representational spaces for youth to articulate their diverse fears, desires, and identities. In the case of Northern Cheyenne youth, this lack of agency is complicated by stereotypes of native identity as exotic other and the lack of specific Northern Cheyenne references in mainstream culture. Using Paulo Freire’s concept of praxis, this paper presents the outcome of a courtyard design and art installation project on the Northern Cheyenne reservation as a vehicle to explore issues of identity, landscape, and community engagement.

9A Participatory Environmentalism

Moderator: *Masato Dohi (Tokyo Institute of Technology)*

The Importance of Being Engaged: The Role of Community Participation in Urban Creek Stewardship – *Victoria Chanse and Chia-Ning Yang (UC Berkeley)*

The 20th century witnessed a change in how the stewardship of urban nature is practiced: from a top-down, distant, centralized, professionals-leading regime to a local, participatory, grassroots movement. Focusing on urban creeks in the San Francisco Bay Area, this paper proposes to further this movement by combining volunteerism with spontaneous use. Through examining research on these two modes of engaging people, we hypothesize that volunteerism and spontaneous use together create a participatory culture of urban nature stewardship.

Community Participation and Creek Restoration in the East Bay of San Francisco, California – *Louise A. Mozingo (UC Berkeley)*

The creeks of the upper East Bay of San Francisco have been the location of two decades of precedent setting creek restoration activities. This discussion will review the essential role of both citizen activism and NGOs in the advent of a restoration approach to creek management. Beginning with small pilot projects to "daylight" a culverted creek and spray paint signs on street drain inlets, participation in the restoration of the East Bay creeks has evolved into a complex layering of participants. This involves government agencies, three essential umbrella NGOs-- Waterways Restoration Institute, the Urban Creeks Council and the Aquatic Outreach Institute, and local grassroots groups organized around individual creeks--the "Friends of" groups (i.e. Friends of San Leandro Creek). The discussion will focus on role of the "Friends of" groups in restoration advocacy and accomplishment and will present ongoing issues of inclusiveness and ecological effectiveness in citizen initiated creek restoration.

Hands-on Action Proposals to Enhance the Traditional Daiju Weir on the Yoshino River and Leverage Citizen Power – *Satoko Asano (Community Design Center, Osaka), Aaron Isgar (Sonaterra Translation and Consulting), Shuichi Murakami (University of Shiga Prefecture, Hikone) Tamesuke Nagahashi (Community Design Center, Osaka), Yuichi Sato (Pacific Consultants Co., LTD.), Koichiro Yasuba (Community Design Center, Osaka)*

Since 2001, we have participated in the process of developing alternatives for watershed management for the Yoshino River in Tokushima, Japan. The Japanese central government seeks to replace a 250-year old traditional rock weir on the river with a big movable-gate dam. A citizen anti-dam movement known as Mina-no-Kai (Everyone's Group) has so far succeeded in preventing construction of the new dam. After winning a citizen referendum against the dam three years ago, the citizen activists have been supporting a study of two issues – how to increase upriver soil water retention capacity by revitalizing neglected watershed forests, and how to preserve the traditional weir. They asked 12 scholars from different disciplines to

participate in this research effort known as Vision 21. We have been assisting this expert panel as facilitators and have simultaneously conducted our own research. Since the Hong Kong Pacific Rim Conference, we have conducted site analysis around the old weir through observation mapping of human activity on the weir and interview surveys with local residents who live around the weir. These two research approaches have allowed us to not only understand the diversity of both activities and the physical characteristics of the weir, but also to understand the relationships between these activities and spaces. In fact, the diversity of spaces sustains activities that are dependent on the relationships between spaces as well. In this paper, we suggest some points that should be considered before undertaking any changes to the weir and propose hands-on projects that would stimulate citizen use and understanding of the weir. We also consider the meaning of hands-on projects in the context of the anti-dam movement.

9B Outside-In/Inside-Out: Bridging Professional Expertise and Local Knowledge in an Era of Globalization (Roundtable)

Organizers: *Shenglin Chang (University of Maryland) and Tianxin Zhang (Peking University)*; discussant: *Jonathan London*

Professional planners and designers often face the predicament of planning for people and for contexts foreign to their own. They must deal with issues in cross-cultural values and perspectives. They must be able to communicate in languages other than their own. They must live and work in alien environments. In an increasingly globalizing world, this phenomenon is ever more apparent and critical. At the same time, more than ever before, people are traveling to new and alien places seeking recreation, excitement and alternative life experiences. The increasing pace of interaction between the local and the outsider exposes a wide range of issues concerning culture and development. For example, when we speak of local distinctiveness, is it distinctiveness as defined by the local, or is it as seen by the outsider? For the planners, is distinctiveness a conceptual construct applied to the local context, or is it to be discovered from the inside-out? To examine these emerging cross-cultural issues in the field of community planning and design, this panel discusses three separate cases: a sustainable forest management case in Lijiang, China, a eco-tourism development case in Matsu Island, Taiwan, and a case of community design and planning in the multi-cultural community of West Hyattsville, Maryland (USA). In their different socio-cultural settings and program contexts, these projects involve a wide range of local knowledge that local insiders are familiar with, and professional technologies that are introduced by outside experts. Together, the case studies examine the common issues of cross-cultural perspectives in community design that includes:

- 1) How do we (professionals) understand the problems that local people face when they have to deal with unfamiliar and foreign environments?
- 2) How do we (professionals) set goals and objectives when we help people face the above problems?

3) How do we (professionals) engage people (participation) in making plans and designs for future environments that will help to resolve problems that people face?

Toward Heritage 100 years from now: An Experience of Forest Management based on the partnership between government, local community and tourists – *Takayoshi Yamamura* (Kyoto Saga University of Arts), *Tianxin Zhang* (Peking University), *Aijun He* (University of Tokyo)

The ecosystem in the upper reaches of the *Yangzi* river basin in Yunnan Province, China (Lijiang area) is suffering a striking decline. With this case as an example, this paper will examine how the partnership between the government, local community and tourists can be developed toward the goal of sustainable forest management, and furthermore, the establishment of a local based global community. These findings are based on the spot inspection carried out by an NGO organized by the authors.

Matsu Participatory Design Studio: How does the outside professional gain understanding of the inside story in the local community – *John K.C. Liu* (National Taiwan University), *Hsing-Rong Liu* (Tamkang University) and *Shenglin Chang* (University of Maryland)

Matsu Islands, named after the goddess Matsu, are a minor archipelago of 19 islands and islets in the Taiwan Strait administered as Matsu County by Taiwan government. In 2003, the nine-thousand permanent residents mostly reside in the five major islands: Peikan, Nankan, Tungyin, Tungchuan, and Sichuan. Due to the geographical location, 8 miles off the coast of mainland China in Taiwan Strait, Matsu Islands, as well as Chinmen Islands, had been known as the most important military sites for Taiwanese troops who carried on the Chiang Kai-shek's impossible mission of re-conquest of Mainland China after the 1949 Chinese Civil War. During the Cold War years, soldier and military related outsiders contributed to large numbers of temporary population that fostered a versatile local economy for Matsu Islands. Late 1990s, the hostile relationship between China and Taiwan gradually transformed into a business-first attitude, because many Taiwanese business owners have transplanted their companies, shops, and factories to China since the late 1980s. In the dawn of the 21st Century, Taiwanese government withdraw the majority of the troops in Matsu Islands, and initiated the so-called "small three links," that allow trade, mail and people to cross the small stretch of water between Taiwan's Chinmen and Matsu counties and China's Fujian Province. This friendly action between China and Taiwan governments has dramatically impacted Matsu Islands' military-based economy. Large numbers of troop outsiders departed from Matsu Islands, while many secret military sites were left abandoned. The total population, therefore, dropped noticeably from 17,088 in 1971, to 8,773 in 2003. Under this circumstance, in 2002, the Matsu County government sought outside expertise to transform its local economy from military based one into an eco-tourism one. In this paper we will use the case of Matsu in Taiwan to illustrate some of the issues that we are concerned with. In the case of Matsu, we have continued to refine our participatory approach to planning in response to some of the questions raised above. Many of the complications, contradictions, and dilemmas in cross-cultural communication and cross-boundary planning are apparent in tourism

planning. In this paper we focus on three general questions to be answered, hopefully to generate a discussion and cross analysis with other similar case studies. We re-state these questions:

- 1) How do we understand the problems that people face when they have to deal with unfamiliar and foreign environments?
- 2) How do we set goals and objectives when we help people face the above problems?
- 3) How do we engage people (participation) in making plans and designs for future environments that will help to resolve problems that people face?

Increasing Walkability in West Hyattsville – a case of cross-cultural participation in community design and planning – *Margarita Hill* (University of Maryland)

Various public agencies in Maryland are pursuing community design and planning strategies that promote new urban patterns that are described by a plethora of buzz phrases: “Walkable Communities”, “Livable Communities”, “Smart Growth Neighborhoods”, “New Urbanism Neighborhoods”, “Pedestrian Pockets”, “Sustainable Communities”. In some part, this is a response to local advocacy planning and changing demographic patterns that call for the development of communities with compact, affordable, mixed-use housing, with comfortable pedestrian access to employment, retail and regional transit centers and with improved recreational facilities and schools. In an attempt to put together new planning strategies to address these concerns, stakeholders in the process face many challenges. One of these challenges is the growth of new immigrant and multi-cultural populations within certain local communities. More than ten municipalities within Prince George’s County have populations where more than 25% of residents are foreign born. In West Hyattsville, nearly 30% of the population is foreign born with half of those community residents having arrived to the USA within the last 10 years. In addition, these communities are becoming increasingly diverse from a cultural perspective. In looking at race as an indicator of cultural diversity in West Hyattsville, we see a population characterized as 25% White, 55% African American, 3% Asian, and 16% Hispanic. In addition, 10% of residents described themselves as multi-racial (a mix of two or more races). This multi-cultural context requires different methods of democratic process and produces many challenges in promoting community participation. How do community planners begin to understand the needs of these multi-cultural communities and include more diverse populations in the design and planning process? This paper will describe the participatory community design and planning approach utilized in creating a plan for a more walkable community in West Hyattsville and discusses the issues that arose in the process. It will address the questions raised in the panel description and thus generate a discussion about how we understand, engage and plan for multi-cultural and new immigrant populations.

10A The Design of Neighborhood Parks and Community: A Cross-Cultural Critique (Roundtable)

Organizers: *Liling Huang (Ming-Chuan University, Taiwan), Marcia McNally (UC Berkeley), Louise Mozingo (UC Berkeley); respondent: Michael Rios (Pennsylvania State University)*

Cross-cultural Analysis of Community Design in the Neighborhood: A Review and Outlook – Liling Huang, Marcia McNally and Louise Mozingo

This paper discusses the planning and design of neighborhood open space in Taipei, Kyoto, Berkeley, Oakland, and Los Angeles. It presents critical questions about the outcomes of the participatory process in neighborhood space design including: the relation between local open space aspirations and design visions for an entire city, the reflection of values in the design of a neighborhood process, the roles of the many players who appear in the production of neighborhoods, and the need for community designers to address the impacts of changing populations and globalized commercialism in neighborhoods. Criteria for evaluating community design in the neighborhood are proposed.

10B Democratic Planning in China: Experience from the Quanzhou Studio (Roundtable)

Organizer: *Daniel Abramson and Jeffrey Hou; discussant: Leslie Hsieh (University of British Columbia)*

In June-July 2004, students and faculty from the University of Washington, the University of British Columbia, National Taiwan University, Southeast University (Nanjing), and Peking University gathered in Quanzhou, Fujian Province, in China to conduct a studio in Community-based Planning. Following on a series of field studios and surveys, and participatory planning activities conducted in the historic Chengnan district of Quanzhou since 1999 (which were reported to the Pacific Rim Community Design conference in Hong Kong in December 2002), the 2004 studio focused first time both on the historic Cheng Nan and on the rapidly industrializing peri-urban village of Huoju. In this studio, students demonstrated how residents and other stakeholders might be engaged in a survey and visioning process with respect to preservation and development in their communities. The session will examine the challenges facing democratic, participatory planning and design in China using the projects in Quanzhou as case studies. A brief introduction will be followed by student presentation from the two teams and a discussion on planning implications, pedagogical lessons and questions, and possible future initiatives.

>> Post-Conference Tours

Sunday, September 5, 2004

Please sign up at the registration desk. Space is limited. The tour will depart from Gould Hall at 9:30 and return at around 12 Noon.

TOUR 1 'Community Gathering Places' -- by Pomegranate Center

Based in Issaquah, WA, Pomegranate Center is a non-profit community design and development organization helping communities utilize their unique gifts to become more vibrant and humane. Projects by Pomegranate Center integrate social, artistic and environmental perspectives into: *the creation of meaningful gathering places, constructive and inclusive community-based planning, educational programs, research and training.* The projects include planning and design of gathering places, parks, neighborhood focal points, community trails, and public artworks that contribute to community distinction, vitality, and social interaction. The tour will visit examples of 'Gathering Places' created by the Center.

TOUR 2 Bradner Garden Park

A park where community grows--a place where people of all ages, cultures and abilities can recreate and learn about urban gardening and the environment in a park that is salmon-friendly and encourages water and resource conservation.

Bradner Garden Park is a grand example of citizen activism at work. After a two-year battle with city hall, citizens and activists drafted an initiative that became Initiative #42 *Protect Our Parks*. Initiative #42 became a City of Seattle ordinance in 1997, which saved Bradner from non-park development and has helped other neighborhoods around the city fight unnecessary encroachments to parkland. Construction of Bradner Garden Park began in 1998. The last stage was completed in 2003, featuring a Children's Garden, P-Patch, native plant habitats, and design/build work by UW Architecture students.

TOUR 3 UW Landscape Architecture Community Design/build Projects

Featured in New York Times and Landscape Architecture Magazine, the design/build studio in the Department of Landscape Architecture at UW is a nationally recognized program. Developed in 1995 by Associate Professor Daniel Winterbottom, the program's philosophy is that the art of landscape architecture is not complete without the act of building and that through their involvement in both design and construction, students develop a balance between the conceptualizing and the making of their design. In an attempt to make the projects meaningful to the communities, the program has developed an inclusive participatory design process in which community members participate in the conceptualizing and design processes, to create places that are meaningful to all users. The tour will visit recent projects completed by students.