A group of students in a studio setting, working on architectural drawings and using a laptop. The students are gathered around a table, looking at large sheets of paper with architectural plans. One student is using a laptop, and another is holding a rolled-up document. The background shows shelves with books and a filing cabinet.

Structured vs. unstructured: Modifying the studio to facilitate learning

Ren Thomas, Assistant Professor, Dalhousie University

What is "studio"?

- * In architecture and landscape architecture, "studio" describes a course in which students primarily work on a design concept for a theoretical project on a real site
 - * No scheduled lectures
 - * The instructor spends the majority of the time in individual or group critiques on the design
 - * Students refine their design and research materials
 - * Presentations, often to external critics, focus on the design aesthetic rather than considerations such as cost, feasibility, or public acceptance

What is “studio”?

- * While architecture studios emphasize strong conceptual design, working iteratively with the professor, and peer-based learning with observation and critique, planning studios emphasize the team process, working iteratively with a client, and team-based learning (Senbel 2012)
- * Planning studios take more collaborative approaches to problem solving, including facilitating discussions with community members, so healthy group dynamics are critical (Kotval 2003)
- * The outcome in many planning studios is often a community-supported proposal, report, or design concept rather than a refined design reflecting an individual student’s tastes or preferences

What is experiential learning?

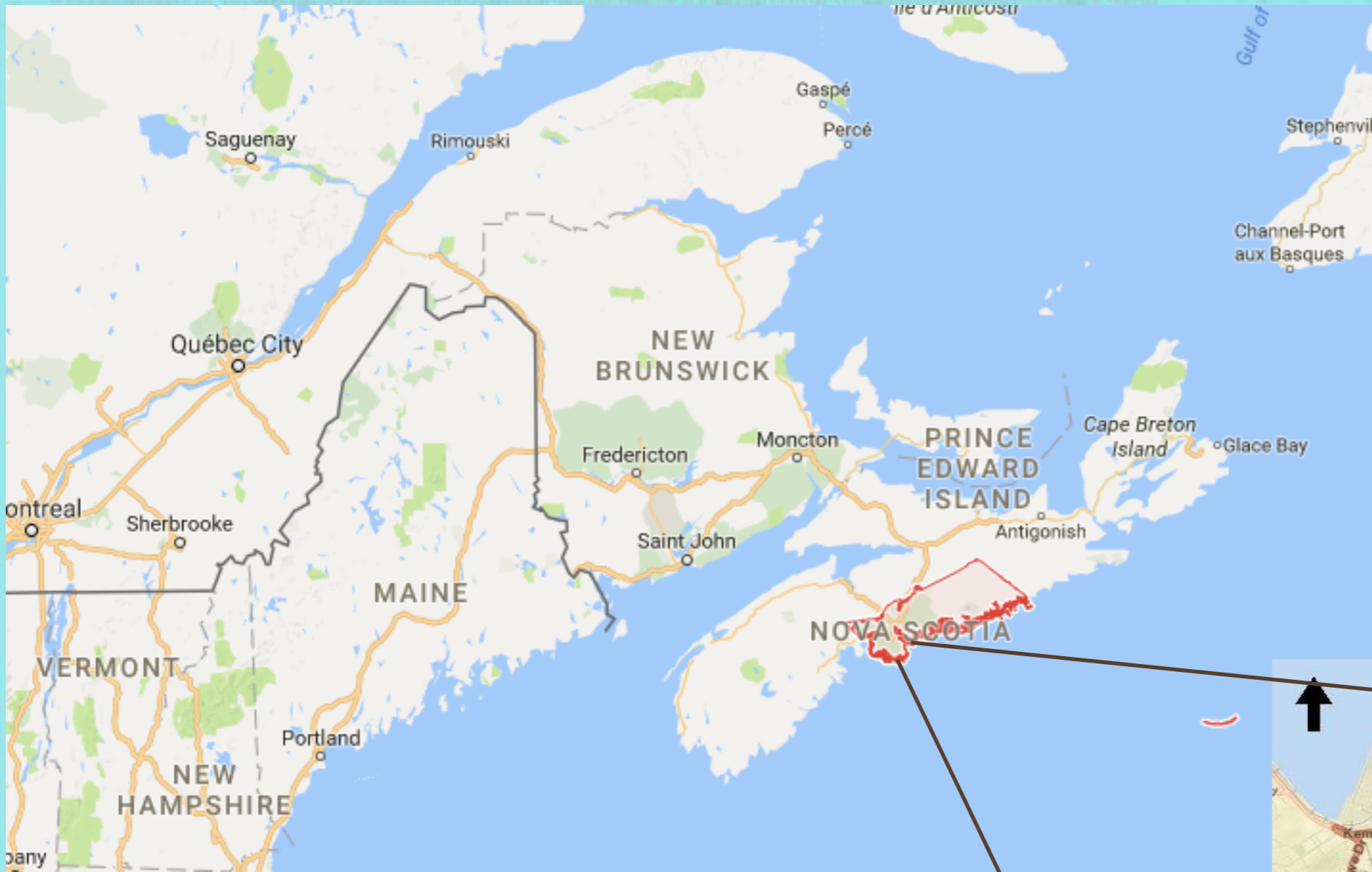
- * Students get real-world experience by working on a real project with a real client
- * Can be a win-win: small municipalities, non-profits, or community-based organizations without extensive planning capacity obtain much-needed (temporary) human resources, while students learn how to work with a client
- * Many planning studios adopt an experiential learning approach, working on a real project defined by a client

Modifying the studio

- * Fourth year undergraduate studio in urban design, 6 hours class time per week, 13 weeks
- * Major modifications to the unstructured format
 - * Gradual transition from lectures and applied exercises to less structured time
 - * Gradual transition from individual to group assignments
 - * Clear project expectations/deliverables from the client

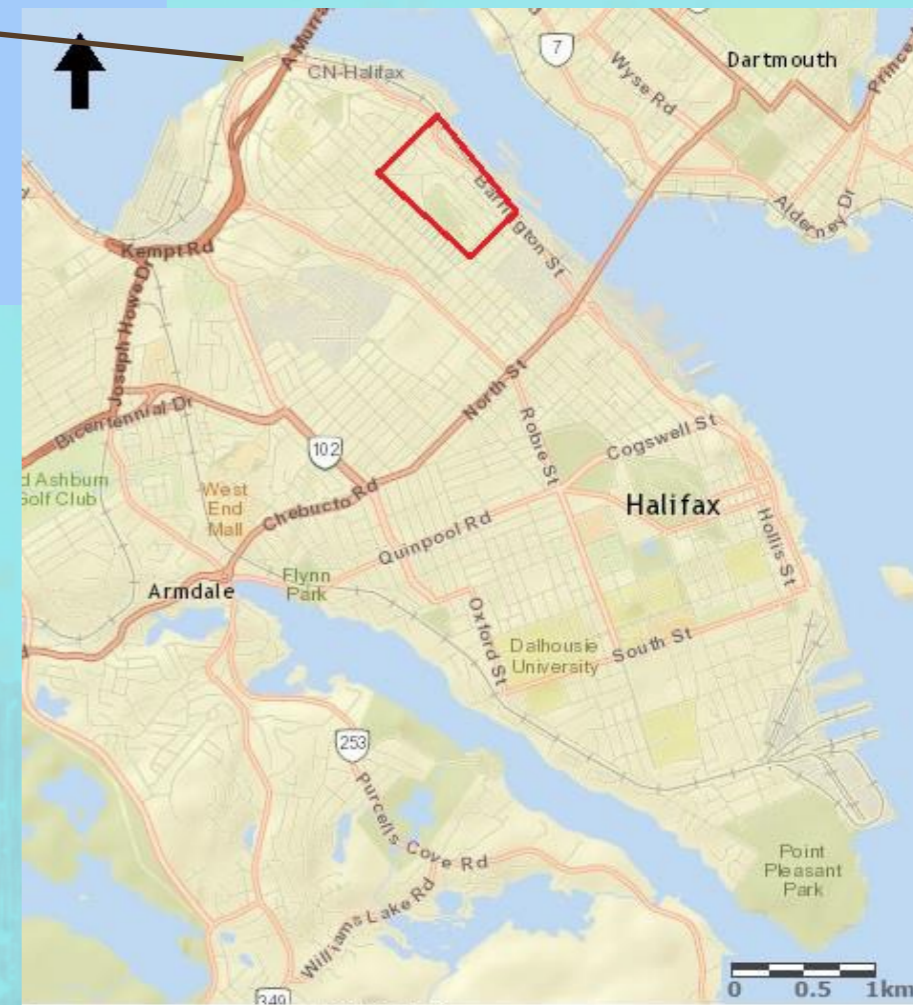
Why Modify?

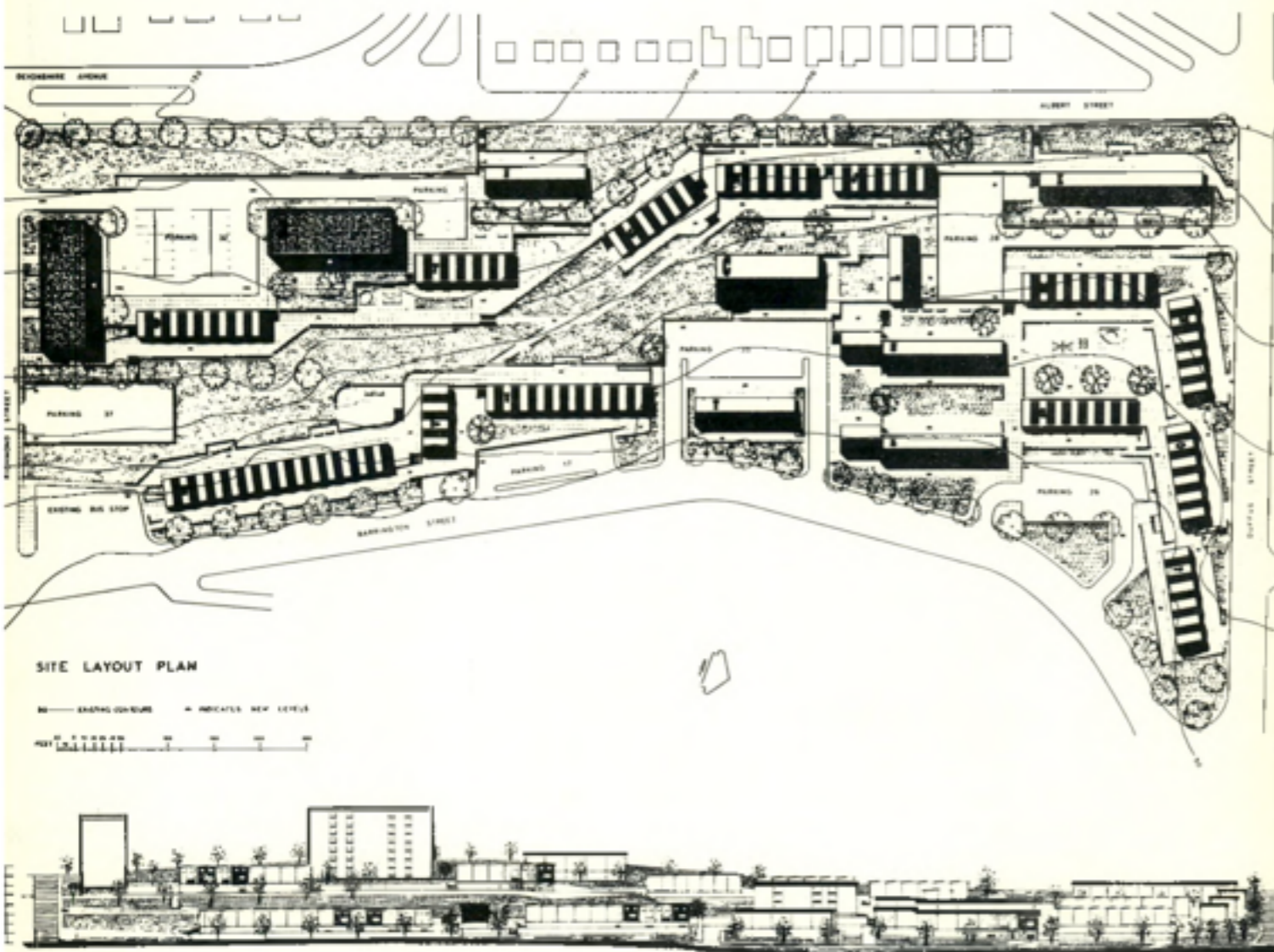
- * Client was a non-profit organization in a vulnerable neighbourhood (Mulgrave Park)
- * Students are new to the studio format
- * Students have varying levels of skill (e.g. drawing, project management, group work)
- * Instructor experience with both unstructured design studios and experiential learning courses



Mulgrave Park

Halifax, Nova Scotia
Population: 403,390
Median income: \$76,193



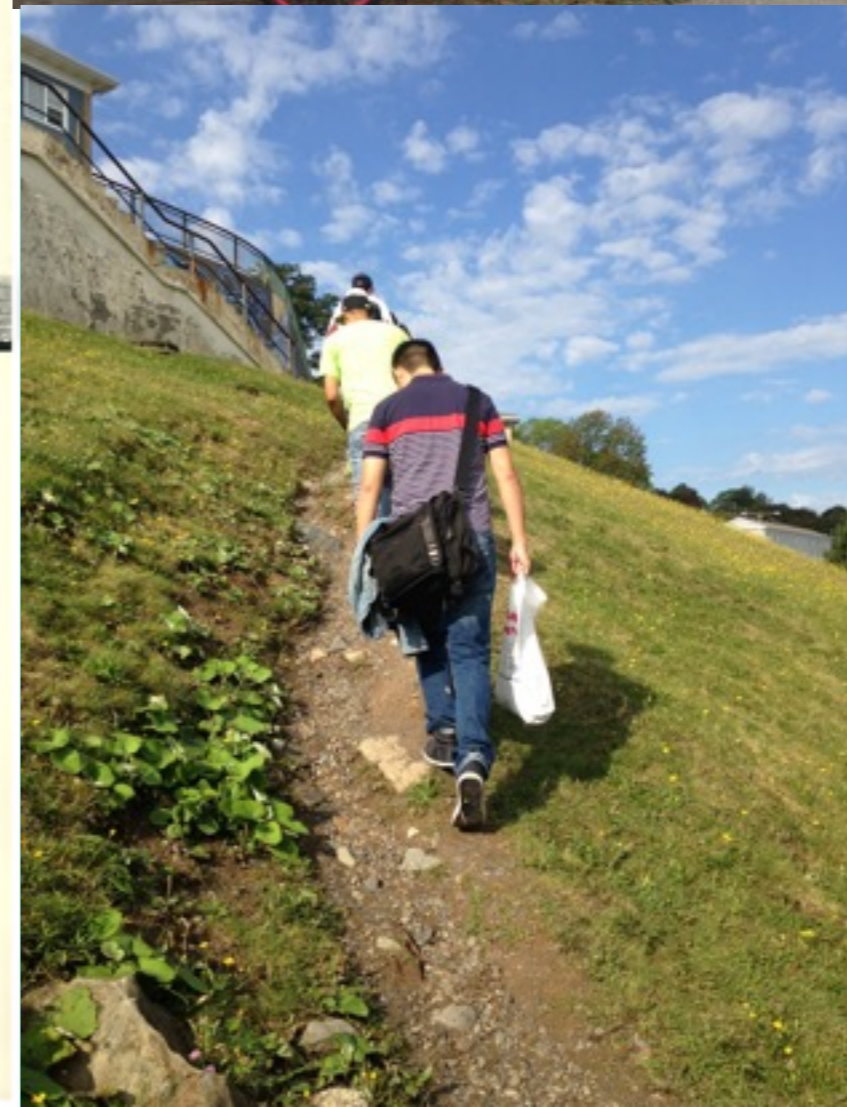


SITE LAYOUT PLAN
 ——— EXISTING CONTOUR ▲ INDICATES NEW LEVELS
 METERS

SITE ELEVATION TO BARRINGTON STREET

SCHEDULE OF ACCOMMODATION																		
NO OF STOREYS	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	TOTALS
BLOCK NO	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	R	
BACHELOR										2							3	5
1 BEDROOM	18	16																34
2 BEDROOM	14	16	7	5						2							7	51
3 BEDROOM	33	35	14	12	8	9	8	14		13	8	8	8	8			15	224
4 BEDROOM				5						3							4	25
TOTAL NUMBER OF UNITS																		359

Mulgrave Park Housing Project
 Central Mortgage and Housing Corporation –
 Architectural and Planning Division
 Ian MacLennan – Chief Architect and Planner
 Maurice Clayton – Architect/Planner in charge
 of project.
 Assisted by A. M. Henderson, Atlantic Regional
 Architect and Erwin C. Cleve.
 Leslie R. Fairn and Associates } –Associate
 J. Philip Dumaresq & Associates } Architects



Mulgrave
 Park
 (2016)

CMHC architects' drawings of
 Mulgrave Park (1960)

	Lecture/Instruction	Exercise
Site History	Guest lecture and NFB film on design of the Mulgrave Park (1960)	Using hard copy maps to make figure ground drawings
Housing Policy	Governmental roles in affordable housing, local housing needs, barriers to affordable housing	Writing a one-page summary on key affordability issue Halifax is facing, upload to the consultation website for the National Affordable Housing Strategy
Health and Sustainability	Theories and practices integrating health and sustainability	Developing a survey for residents on desired health/sustainability characteristics of their community
Funding Alternatives	Municipal budget, community grants program, civic crowdfunding	Find potential funding sources for individual design/ programming elements, decide how to prioritize and implement them

Student Peter Nightingale's GIS site plan

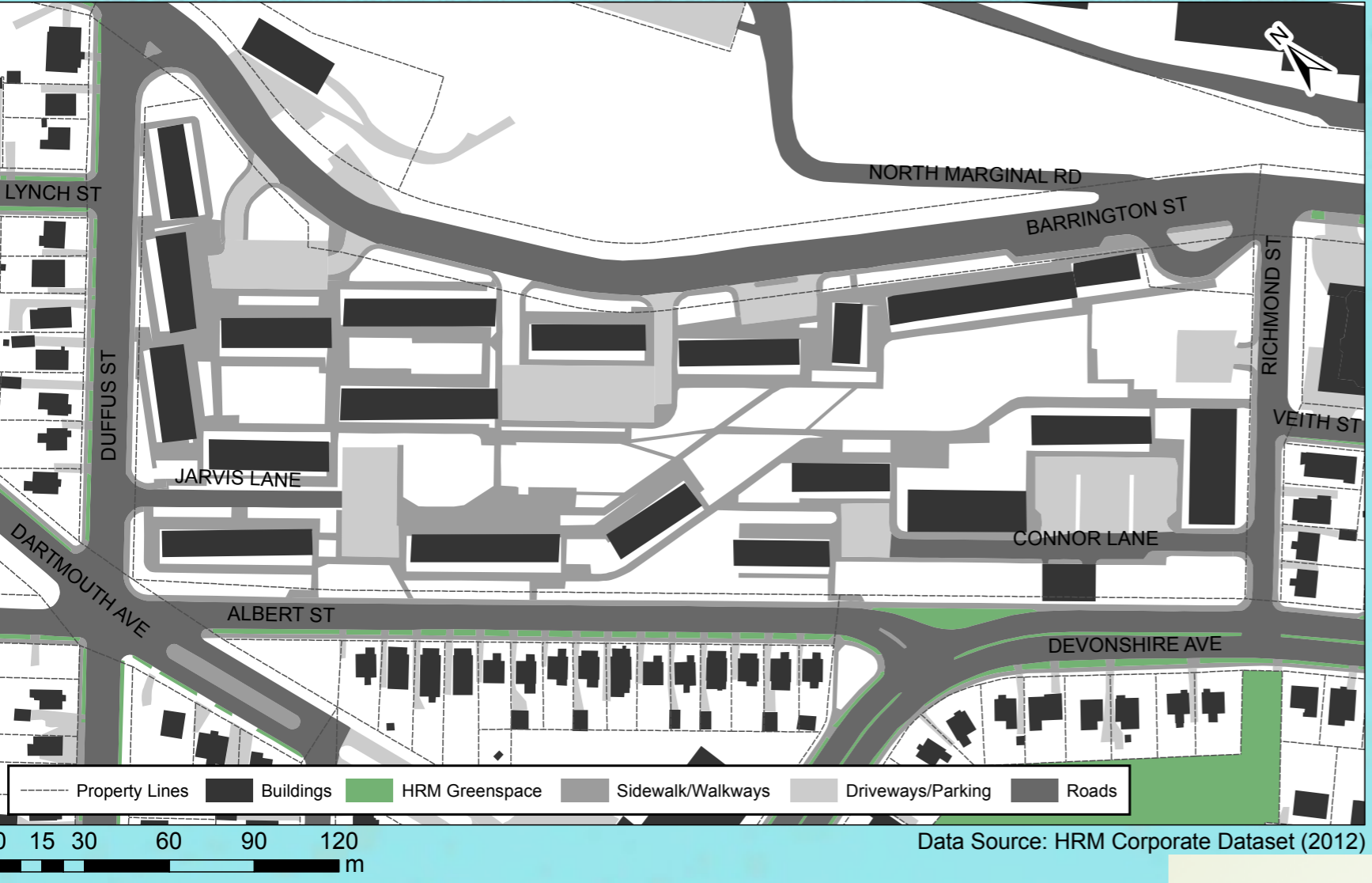


Figure Ground Images



1878



1918



1941



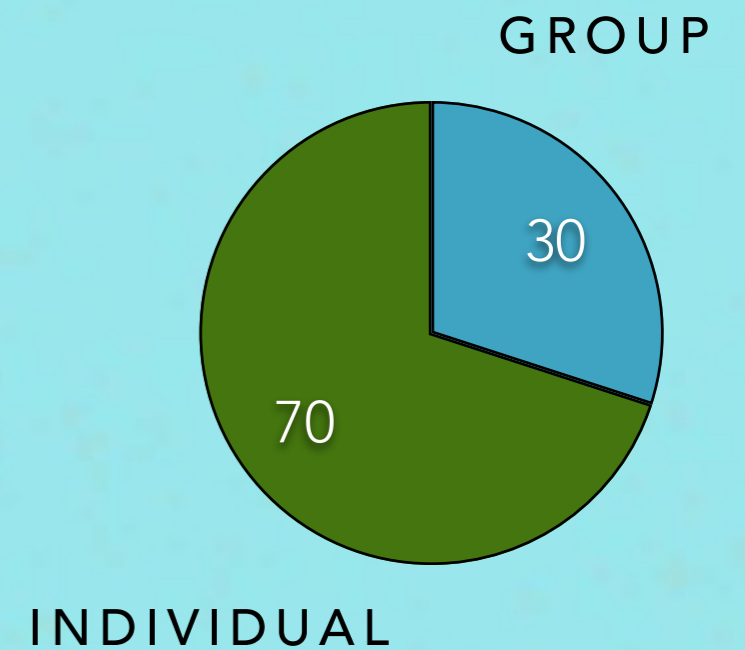
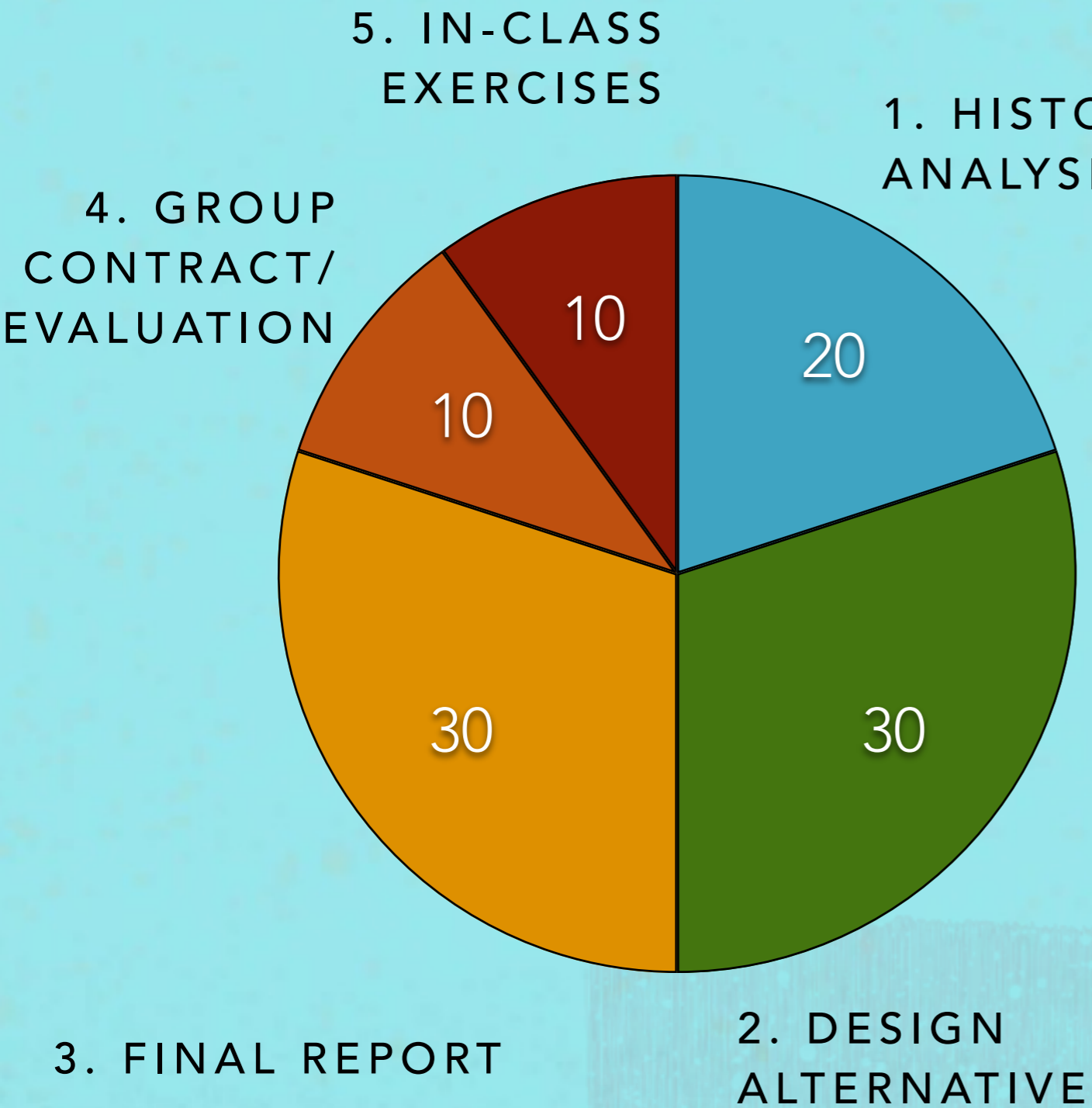
1969



2016

Student Yuedi Zhan's figure ground drawings

Assessments



Assessments

- * Gradual transition from individual assignments to group assignments
 - * Individual historical analysis
 - * Individual + consultation with others on design/programming element
 - * Group collaboration on final design/programming element and report
- * Individual in-class assignments (10)
- * Group contract/evaluation to manage conflicts

Design Elements

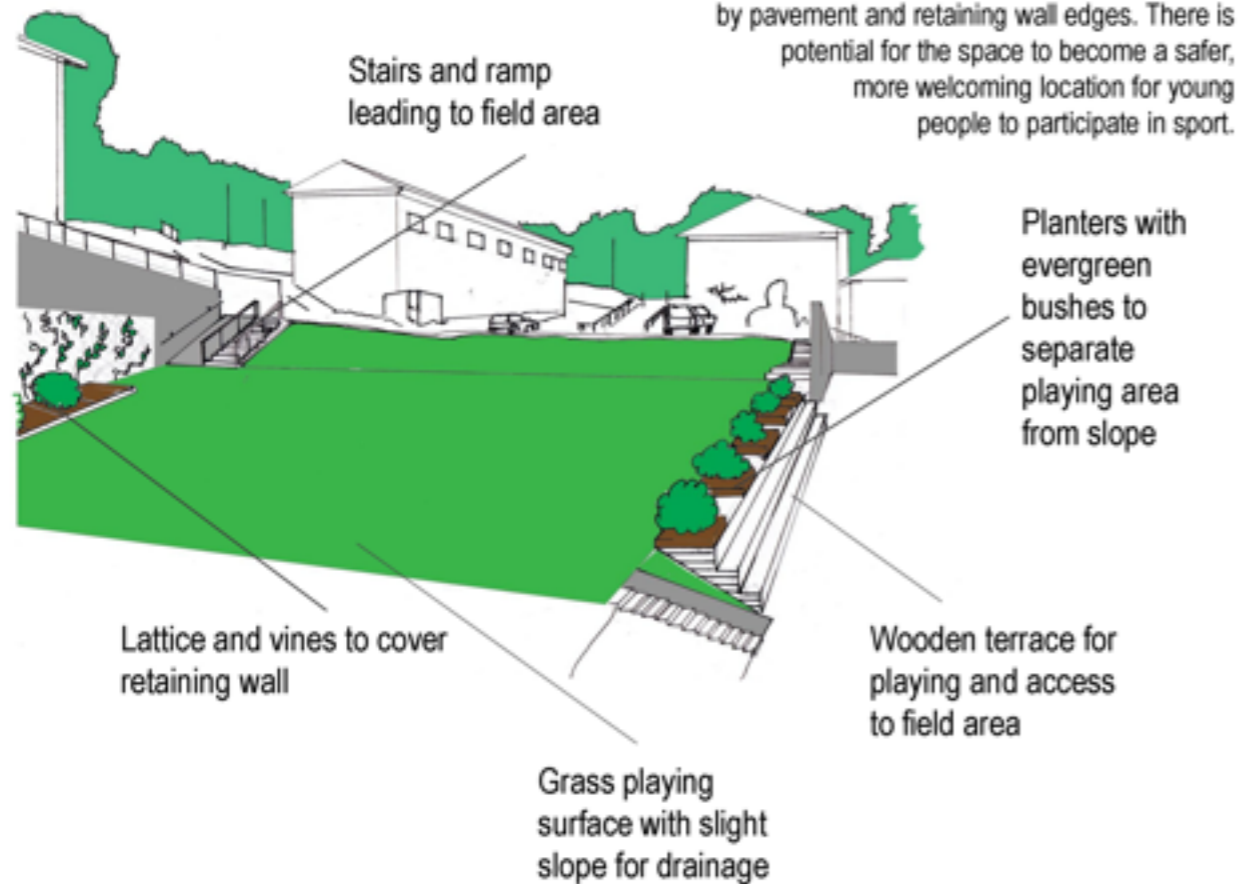
- * Redesigning a gravelly, uneven field in the center of the community as a level playing field for children (see Figure 6a and 6b)
- * Removing some unnecessary retaining walls and using plants to improve the appearance of others
- * Adding a second community garden and greenhouse
- * Building a skate/scooter park with lighting for evening use
- * Redesigning the existing basketball court with a level playing surface, seating, and accommodations for younger kids
- * Redesigning two of the main staircases into the neighbourhood to accommodate informal socializing that happens in these locations
- * Better universal access into and around the site through introducing ramps and level pavement where possible
- * Introducing a boulevard with planting and seating, which can be used for activities like a farmer's market

MULGRAVE PARK DESIGN ALTERNATIVE: CENTRAL PLAYING FIELD

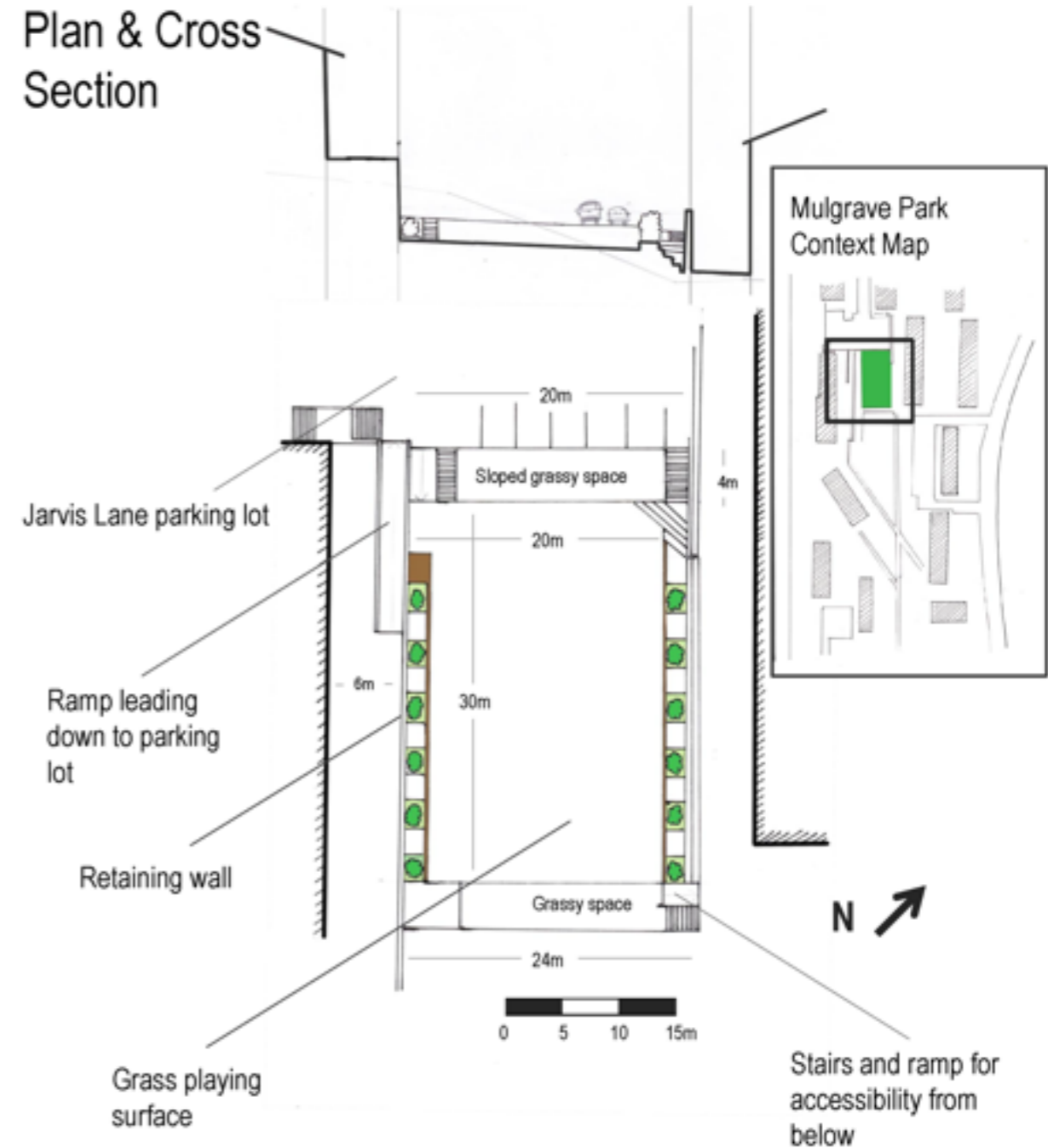
November 2nd, 2016



Concept Perspective



Playing Field Redesign Concept: Plan & Cross Section



Budget Estimates & Applicable Grants

- FCM – Green Municipal Fund
- Volunteer Labour/ Donated Materials
- Active Halifax Communities Funding
- Let Them Be Kids

Cost estimate: CAD\$11,500

(Hunsley & Associates Landscaping)

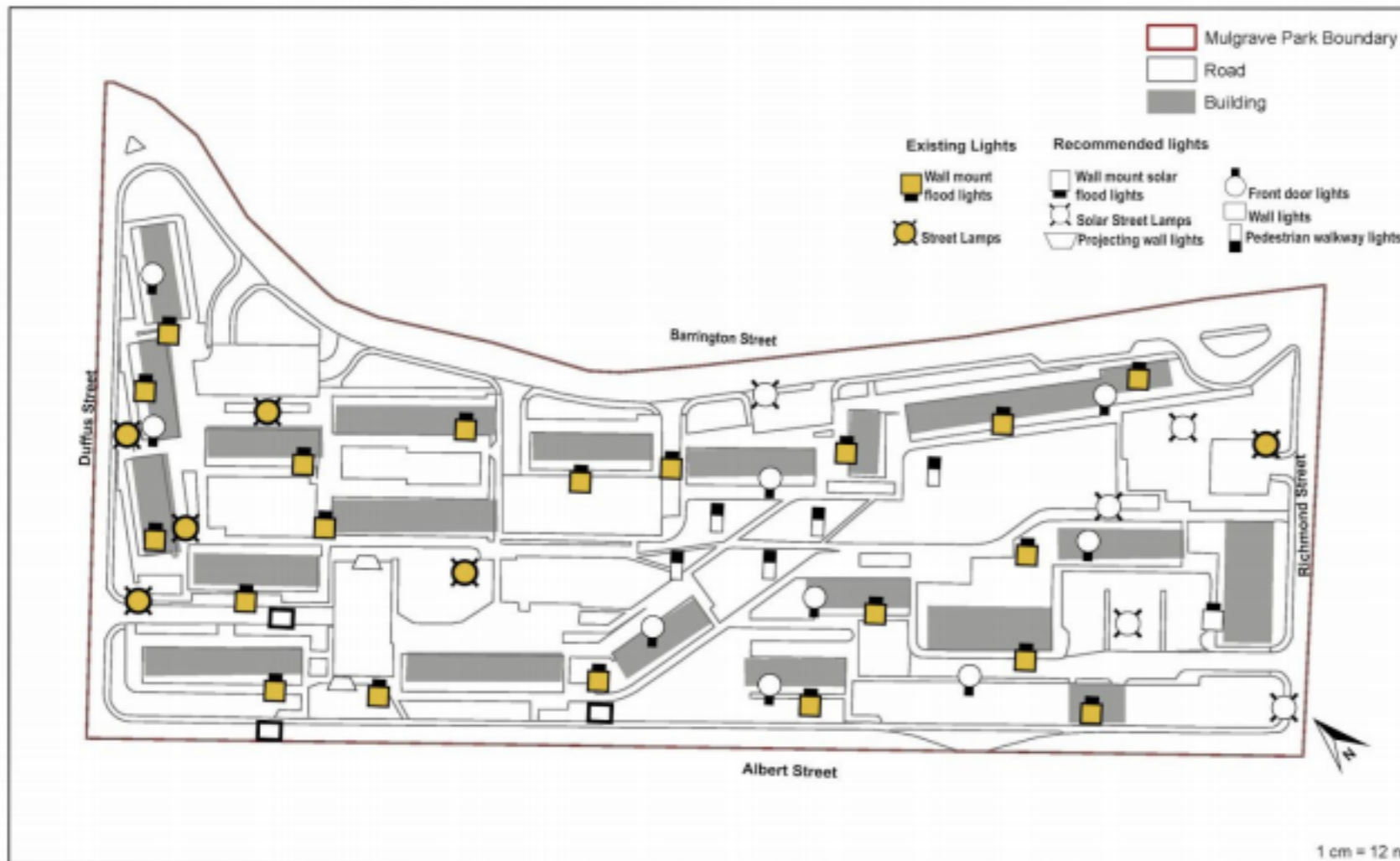
Base expenditures

- Landscaping crew
- Equipment & machinery rental
- Grass seed
- Lumber
- Lattice
- Concrete
- Evergreen plants
- Soil

Programming Elements

- * A program to allow residents to paint window boxes and seed them with annuals
- * A program to install seating, garbage bins, bike racks, and an outdoor community events board
- * Elements to increase the perception of safety on the site (glow in the dark paint for the existing murals, a Brighter Nights program, and CCTV cameras)
- * A farmers' market on the new boulevard, which could also be used for education about nutrition and a winter holiday market
- * Improved wayfinding and signage
- * Improved lighting, including some solar-powered and LED fixtures, implemented over time
- * Developing a community van program to be used to improve access to grocery stores, medical centres, cultural, sports, and entertainment activities nearby

Mulgrave Park in Halifax, Nova Scotia



Data source: HRM Corporate Dataset (2014)

Student Yuedi Zhan's lighting plan

Student Harry Zhu's boulevard design

This redesigned space could include:

- An area dedicated for non-vehicle use to encourage a safe environment for people using the space
- The group painting of non-vehicle space with vibrant colours to create a stronger sense of public space
- Installing site furniture including benches and picnic tables to provide seating areas
- Installing light poles with LED lighting. The additional lighting will encourage night use



Figure 5.17: Rendering of viewing platform

The second phase is to transform the parking lot by constricting a boulevard into the parking lot as a public space. Following this theme, tree planting will improve the pedestrian environment. However, the number of parking spots will be reduced. The detailed design includes:

- A boulevard space with trees that offer space to events such as the farmers market
- Three crosswalks connecting the sidewalks to the boulevard which create clear walking paths to pedestrian but also safety measures to avoid conflict with vehicles
- Trees along the sidewalks to further improve greenery in the space
- Installing site furniture including benches and picnic tables to allow area for sitting and socializing
- Installing light poles with improved LED lights to allow nighttime use
- Widening stairways and building a wheelchair ramp will improve accessibility between the parking lot and the view platform
- A new stairway connects to Albert Street to encourage people from outside the community to come in and use the space
- Twenty parking spots will be removed from the parking lot. The Studio recommends converting spaces to a combination of angled and parallel parking spaces to accommodate more cars in a reduced space
- Cars will drive in a single-lane, counterclockwise direction

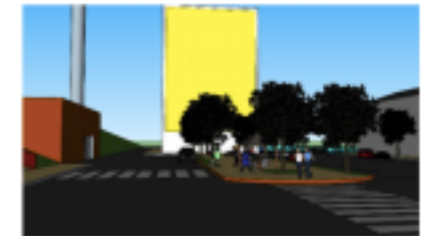


Figure 5.18: Renderings of proposed boulevard design

Learning Outcomes

1. Developing an understanding of the importance of natural processes, built form, community aspirations, and the regulatory environment as the basis for good urban design
2. Using techniques of inventory, interpretation, and synthesis to identify constraints and opportunities for development
3. Translating opportunities and limitations for development into principles and criteria for design interventions
4. Developing technical knowledge and skills needed to propose intervention through specific design proposals and policy recommendations that respond to design criteria
5. Learning to evaluate proposals based on design principles and criteria
6. Exercising written, graphic, and oral communication skills
7. Working effectively with project partners

Learning Outcomes

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- 5. Learning to evaluate proposals based on design principles and criteria**
- 6. Exercising written, graphic, and oral communication skills**
- 7. Working effectively with project partners**

Challenges

- * Jurisdictional issues complicated maintenance in Mulgrave Park—challenging for students to work under conditions of uncertainty
- * Students still had varying levels of skill in designing and representing their ideas at the end of the course





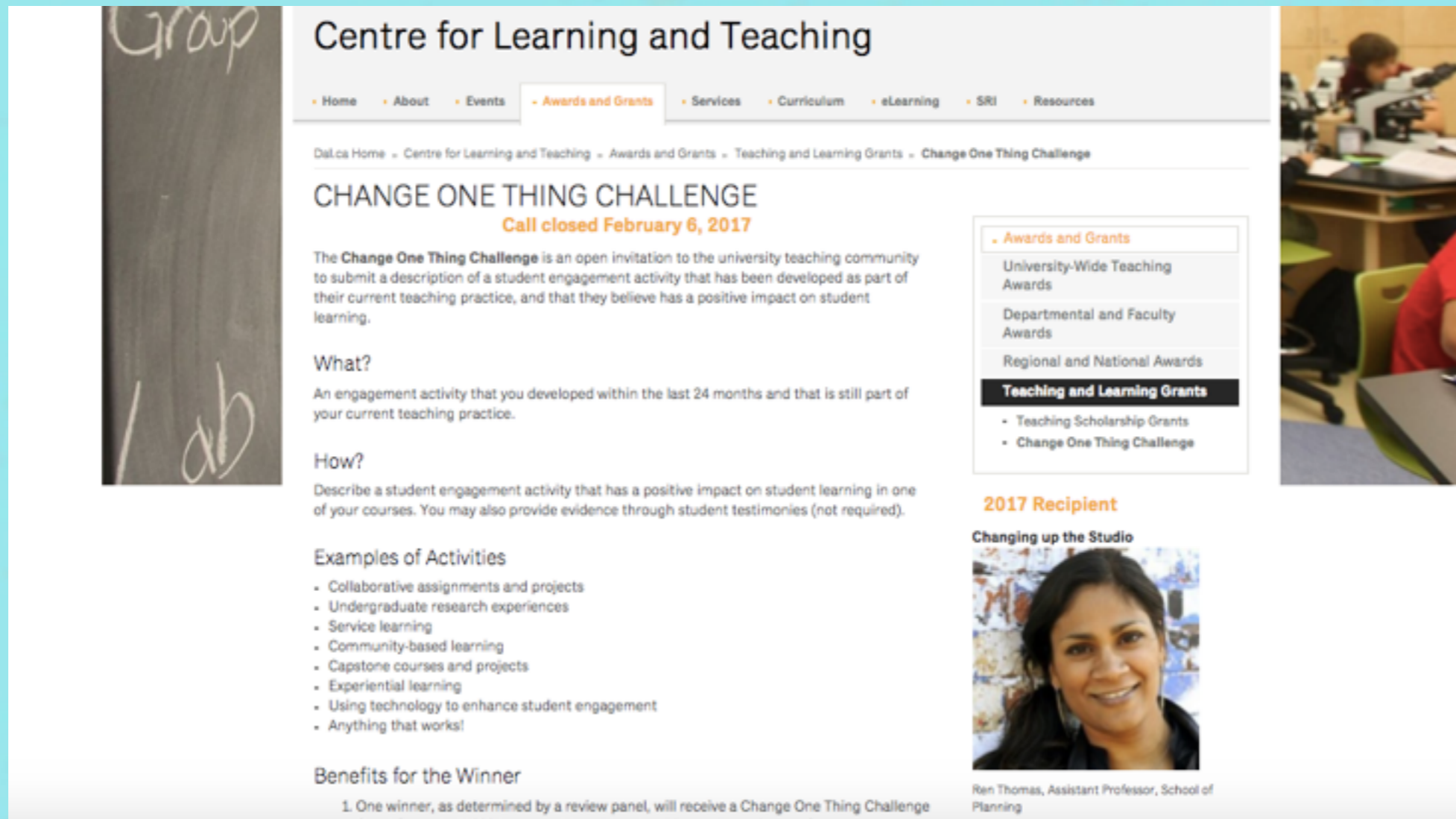
Four months after the studio ended, Federal MP Andy Fillmore announced \$5 million in improvements to Mulgrave Park (2017-2019) for badly needed repairs to buildings, undergrounding services, and retaining walls. Some of the students' work will be integrated

Reflections on Modifications

- * Overall, gradually introducing more unstructured time worked well
- * Students gained technical skills and background knowledge
- * Gradually introducing group work worked well
- * Students developed their own design/programming proposals and were able to develop funding options for each project, which the non-profit client used to apply for grants



Acknowledgements



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CHANGE ONE THING CHALLENGE

Call closed February 6, 2017

The **Change One Thing Challenge** is an open invitation to the university teaching community to submit a description of a student engagement activity that has been developed as part of their current teaching practice, and that they believe has a positive impact on student learning.

What?
An engagement activity that you developed within the last 24 months and that is still part of your current teaching practice.

How?
Describe a student engagement activity that has a positive impact on student learning in one of your courses. You may also provide evidence through student testimonies (not required).

Examples of Activities

- Collaborative assignments and projects
- Undergraduate research experiences
- Service learning
- Community-based learning
- Capstone courses and projects
- Experiential learning
- Using technology to enhance student engagement
- Anything that works!

Benefits for the Winner

1. One winner, as determined by a review panel, will receive a Change One Thing Challenge Grant for up to \$1000 to support their teaching and learning efforts.

Awards and Grants


- University-Wide Teaching Awards
- Departmental and Faculty Awards
- Regional and National Awards
- Teaching and Learning Grants**
 - Teaching Scholarship Grants
 - Change One Thing Challenge

2017 Recipient

Changing up the Studio



Ren Thomas, Assistant Professor, School of Planning



Winning the Dalhousie University “Change One Thing” Challenge allowed me to present at a conference on teaching and learning

Contact me

ren.thomas@dal.ca

www.renthomas.ca/presentations

Blog posts on Mulgrave Park:

<http://www.renthomas.ca/housing/mulgrave-park-studio>

<http://www.renthomas.ca/housing/mulgrave-park-studio-the-final-product>

<http://www.renthomas.ca/housing/mulgrave-park-to-get-5-million-in-upgrades>

