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Fall 2015

MURP 6710

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University of New Orleans

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Recommended Citation

Brooks, Jane, "MURP 6710" (2015). *University of New Orleans Syllabi*. Paper 943.
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COURSE DESCRIPTION

This course is designed as an introduction to Urbanism and Urban Design concepts, methodologies, and processes. The aim is to supplement existing core courses that cover the theory and history of urban and regional planning, to better familiarize students to urban design concepts, and to prepare students to interact with planning and design professions, as well as communities, on issues that shape and affect the built environment. Students will be introduced to the studio/urban lab environment and develop skills fundamental to undertaking a wide variety of urban design problems, including for example, design of public spaces, shaping neighborhood form and function, and incorporating natural systems into the built environment/urban fabric.

Through visual observations, field analysis, discussions, and other means, students will learn to draw on their senses and their analytic and communication skills to interpret and understand how the built environment is used and valued. Students will also, through various analytic and representation tools (drawing, photography, diagramming, and computer modeling), develop their ability to evaluate urban design proposals and develop their own urban design concepts and proposals and to communicate their ideas visually.

This course focuses on 1) the history of urban design and the forces and models that shape the built environment and its development; 2) the methodologies, processes, and skill development needed for urban design; and 3) concepts of urbanism and the spaces for public life in the city. Classes will combine discussions of reading materials with skill-building exercises and two design projects and students will maintain an observational journal throughout the semester.

COURSE INFORMATION

Instructor: Prof. Jane S. Brooks, FAICP, Professor Emerita
Office # 270, Milneburg Hall
Cell # 504 250-9770
Email: jsbrooks@uno.edu
Office Hours: Monday 3:00 - 4:00 and by appointment

Class Meetings: Monday 4:00 - 6:45 pm, Room 364 (Studio/Design Lab) as well as 315 (Computer Lab) on occasion (or on-site locations, as indicated or TBD)

Please note that students are required to attend and participate in all class sessions, including studio/computer lab work days. See Attendance Policy for further details.

COURSE OBJECTIVES

The intent of this course is to introduce students to urban design concepts and history, ways of thinking about urban design and urbanism, AND to develop students' analytic, design, and representation skills. This is an introductory course and as such, students are not expected to become experts at computer graphics or drawing. However, this is a studio course, which means we will learn by doing through a combination of exercises and projects. Students are expected to develop their knowledge and skills in urban design so that as professional planners they may better communicate with design and planning professionals and communities. The emphasis is on developing students' abilities to critically evaluate development and planning proposals and their impacts on the built and natural environments and on developing students' abilities to put forward their own proposals and concepts. The following are the objectives of the course:

- Understand the built environment of the city - the scale, the patterns and forms of blocks, streets, public spaces, districts, infrastructure, the natural environment, etc.
- Develop knowledge of the history and practice of urban design, including past and current models for shaping cities, the forces that influence urban design and development, and current trends and issues.
- Learn methods of studying the built environment by walking and observing the city and by carrying out urban field surveys and other modes of inquiry. Students will focus on how to best observe, record, diagnose, understand, and gather clues from the built environment and how to understand the history and dynamics of a place (when it was built and for whom). Students will also study the physical and sensory indicators of economic and social change as they are reflected in the built environment and will work through the alternatives and issues of dealing with such changes and forces.
- Acquire techniques of recording, representing, and communicating what is observed and ideas proposed. Students will become familiar with urban design and physical planning vocabulary and learn the basic graphic language of analysis and design through representational tools such as diagramming, sketching, photography, computer modeling, and graphics.
- Students will become familiar with studio culture and the development process of design proposals, aspects that will help students engage in advanced urban design studios (should they elect to pursue these courses) and in the profession of urban design and planning.

COURSE REQUIREMENTS

This course is organized in a discussion/studio/field survey format, meaning that our time as a class will be divided into class discussions, studio time/computer lab time, case study presentations, and field visits/surveys toward the goal of completing an urban design project. Coursework is split into five categories:

Readings: You are expected to complete readings prior to class sessions, work days, and field survey days and to participate actively in class discussions. These materials are designed to build your knowledge of urbanism and urban design, including its history, processes, and methodologies.

Observational Journals: You will be keeping a weekly observational journal to record your observations and sketches of the built environment and site analysis from field visits and exercises. You will be asked to complete specific observational journal assignments throughout the semester and to use this journal during field survey days for making observations and recording and analyzing in the field. You will submit this journal for review at the end of the semester.

Exercises: You will complete short exercises over the course of the semester that are designed to build your urban design skills, including observations and computer skills. These exercises will include sketching and analysis exercises, as well as project-related exercises in Google SketchUp.

Project: Students are required to complete 1 individual project that synthesizes the skills acquired during the course. Students will present their preliminary work during the middle of the terms and their final work at the end of the term. Grading for this project will take into account level of completion, fulfillment of requirements, and final presentation.

The Final Project for this course will complete the Professional Project Requirement, which is required for all MURP students. The purpose of the professional project requirement is to assess student readiness for practice. Your project design scheme for an assigned site will complete this requirement and you are required to keep copies of your final project. Non-thesis students will include this assignment along with their other professional project requirement assignments and their individual contributions to their practicum project in their final work for completing the requirements of the MURP degree and will submit this work to their examination committee in lieu of a final thesis or final project. You must earn a "B" or higher on this assignment.

Portfolios: As a part of their final project, students will complete a final professional portfolio.

Evaluation and Grading	Participation	15%
	Observational Journals	15%
	Exercises	20%
	Mid-Term Presentation	10%
	Final Project and Presentation	25%
	Final Portfolios	15%

STUDIO MATERIALS

Students are required to purchase the following studio materials:

Sketchbook (bound, no lines) roughly 9" x 12" (no smaller than 8 1/2" x 11")

Tracing paper

Engineer's scale

A variety of Drafting Pencils and Eraser, including F, H, HB, and B leads; Drafting Pens (or comparable pens) - several widths; Colored or Prismacolor Pencils (misc. colors, including tones of blue, yellow, green, red, etc.); Markers - Chartpack AD/Design/Prismacolor (black, and different tones of grey, green, blue, yellow, etc.).

We will also be using tape measurers and digital cameras over the course of the semester.

Studio Materials can be purchased at the UNO Bookstore at the Supplies Counter (far back corner of bookstore) or at the following local/online sites:

-National Art and Hobby, 5835 Magazine Street, New Orleans (Uptown), 504.899.4491

-Forstall Art Supply, 3137 Calhoun Street, New Orleans (Uptown - Tulane University Area), 504.866.4278

-Dick Blick, www.dickblick.com

-Jerry's Artarama, www.jerrysartarama.com

FINAL PORTFOLIOS: OBSERVATIONAL JOURNALS / SKETCHBOOKS AND SKETCHUP EXERCISES

Although the urban design field is dominated by computer graphics, common understanding of sketching and observational techniques are useful for professional planners and urban designers. Drawing or sketching is a way of recording information in the field, including site details, thoughts, and ideas - all of which are useful when the planner returns to the studio or the computer lab to further develop their ideas. Students are not expected to have drawing experience and basic drawing skills will be taught to familiarize students with different techniques.

COMPUTER GRAPHICS

In the design field, professionals are required to be fluent in computer graphics software in order to communicate and represent their ideas. This course will cover the fundamentals of programs that are commonly used in the urban design field. Although teaching computer graphics is not the main objective of this course, students are expected to invest time in becoming familiar with these tools and use them for their assignments. Free online tutorials for these programs are listed in this syllabus and on the course website. Students may pursue additional coursework in some of these areas if they should choose to do so. The following programs will be used during the semester:

- Google Sketchup
- Adobe Photoshop, Indesign, and Illustrator

Download Google SketchUp 8 (free) and work through the online video tutorials.

You can download Google SketchUp 8 here:

<http://sketchup.google.com/>

And find online tutorials here:

<http://sketchup.google.com/intl/en/training/videos.html>

Please familiarize yourself with Adobe InDesign and Photoshop in the computer lab.

You can find online tutorials here:

<http://tv.adobe.com/show/learn-indesign-cs5>

<http://www.adobephotoshoptutorials.com/>

STUDIO/ DESIGN LAB (ROOM 364) AND COMPUTER LAB (ROOM 315)

Unless otherwise indicated, students will meet in the Studio/Design Lab (Room 364) for regular class sessions. Both rooms are available for student use during regular office hours (Monday - Friday, 8:00 am - 4:30 pm), unless being used by another class. If either room is not open, please see Delinda Swanson in the Main Office, Room #368, for access during this time. The Design Lab is your work space for the semester. Much of the learning for this subject will come through interactions with fellow students and your instructor. Work on exercises should be done in this studio space to the degree possible. It is your personal responsibility to ensure that no damage occurs to the furniture or equipment provided for use during the semester. It is also your responsibility to ensure that the studio space remains clean throughout the semester.

Late Policy

All student work is to be completed on time and submitted by specified date. Late work will result in a loss of one letter grade per day. Please contact me immediately if you feel you will not be able to complete an assignment on time.

Attendance

You must attend class regularly. Absent students are responsible for all material and course changes announced in class. You may miss one day of class with no penalty. Your grade will be reduced by 5% for each additional absence. Phones and all related devices are prohibited.

Academic Integrity

Academic honesty and intellectual integrity are fundamental to the process of learning and to evaluating academic performance. This is the responsibility of all members of the university and students share the responsibility for creating and maintaining an atmosphere of honesty and integrity. Academic dishonesty includes, but is not limited to, the following: Cheating, plagiarism, academic misconduct, falsification/ fabrication, and accessory to acts of academic dishonesty. If you have any questions, speak with me or refer to the UNO Judicial Code. <http://studentaffairs.uno.edu/pdfs/AcademicDishonestyPolicy.pdf>

Accommodations for Students with Disabilities

UNO is committed to providing for the needs of enrolled or admitted students who have disabilities under Section 504 of the Rehabilitation Act of 1973 and the Americans with Disabilities Act of 1990 (ADA). University policy calls for reasonable accommodations for students with disabilities on an individualized and flexible basis. The Office of Disability Services (ODS) is responsible for academic accommodations for students with disabilities and students should contact ODS to make their individual needs known.

Class Schedule**I. Observing and Reading the City**

August 24	Introduction to the Course and Studio
August 31	Urban Design and Good City Form
September 7	No Class – Labor Day
September 14	Field Day/New Orleans Design Moment

II. Analyzing the City

September 21	Field Methods
September 28	Field Day
October 5	Field Methods
October 12	Field Day

October 19	Mid-Term Presentations
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III. Designing the City

October 26	Challenges of Urban Design/ Field Day
November 2	Studio Day
November 9	Studio Day
November 16	Studio Day
November 23	Studio Day
November 30	No Class – Thanksgiving Holiday

December 7	<i>Final Project Presentations</i>
December 8	<i>Final Project Presentations</i>

Important Deadlines	October 19	<i>Mid-Term Presentations</i>
	December 7 and 8	<i>Final Project Presentations, Journals and Portfolios Due</i>

DETAILED SCHEDULE**I. Observing and Reading the City****Observing and Recording Urban Space****August 24 - Introduction to the Course and to the Studio**

- Introduction to the course and studio
- Introductory drawing exercises - drawing types and techniques

August 31

- Introduction to the semester project
- Lecture: Urban Design and Good City Form

readings:

- Jonathan Barnett, The Way We Were, the Way We Are, in Krieger and Saunders, *Urban Design*
- *The Urban Design Reader*, Introductory materials and in Part 2 chapters by Kevin Lynch (2 chapters), Jane Jacobs, William H. Whyte, Allan B. Jacobs, Allan B. Jacobs and Donald Appleyard

September 7 - Labor Day Holiday – no class**September 14 - Field Day / New Orleans Design Moment**

- Meet at location TBD
- Bring observational journal, pencils, pens, digital camera, and measuring tape

readings:

- Jacob Wagner and Michael Frisch, Introduction: New Orleans and the Design Moment
- Billy Fields, From Green Dots to Greenways
- John Kalisky, The Present City and the Practice of City Design, in Chase, Crawford, and Kaliski, *Everyday Urbanism*
- John Chase, The Giant Revolving (Winking) Chicken Head and the Doggie Drinking Fountain, in Chase, Crawford, and Kaliski, *Everyday Urbanism*
- Phoebe Wall Wilson, A Day in the Life of a Neighborhood Place, in Chase, Crawford, and Kaliski, *Everyday Urbanism*

II. Analyzing the City

Methodologies for Analyzing the Built Environment

September 21

readings:

- Ronald Lee Fleming, Questions to ask a space
- Dolores Hayden, Using ethnic history to understand urban landscapes
- Allan B. Jacobs, Starting to look. In *Looking at Cities*

September 28 - Field Day

readings:

- Readings from *Urban Design Handbook*
- Rachel Kallus, From Abstract to Concrete: Subjective Reading of Urban Space.

October 5

readings:

- Mehta, Vikas. (2007). Look closely and you will see, Listen carefully and you will hear: Urban design and social interaction on streets. *Journal of Urban Design, Volume 14, Number 1*, pp 28-64
- Forsyth, Ann, Jacobson, Justin, and Thering, Katie. (2010). Six assessments of the same places: Comparing views of urban design. *Journal of Urban Design, Volume 15, Number 1*, pp 21-48

October 12 - Field Day

readings:

- Urban Design Plans and Design Considerations, from Part 4 of *Planning and Urban Design Standards*
- *The Urban Design Reader* (additional readings as assigned)

October 19 - Mid-Term Presentations

III. Designing the City

October 26

readings:

- Jason Neville and Geoff Coates, Urban design and civil society in New Orleans: Challenges, opportunities, and strategies in the post-flood design moment
- Stephanie Pincetl, From the Sanitary City of the Twentieth Century to the Sustainable City of the Twenty-first Century
- Ali Madanipour, Roles and challenges of urban design

November 2 - Studio Day

November 9 - Studio Day

November 16 - Studio Day

November 23 - Studio Day

November 30 – Thanksgiving Holiday – no class

December 7 - Final Reviews

Student Presentations

December 8 - Final Reviews

Student Presentations

Academic Integrity

Students are expected to conduct themselves according to the principles of academic integrity as defined in the statement on Academic Dishonesty in the UNO Judicial Code. Any student or group found to have committed an act of academic dishonesty shall have their case turned over to Judicial Affairs for disciplinary action which may result in penalties as severe as indefinite suspension from the University. Academic dishonesty includes, but is not limited to: cheating, plagiarism, fabrication, or misrepresentation, and being an accessory to an act of academic dishonesty.

Should a student be found responsible for violations of the Academic Honesty Policy, the consequences for academic dishonesty range from reduced or failing grade for an assignment, to failure of the course, to permanent violations on a student's academic records, to any additional sanctions including dismissal from the University as described in the Student Code. <http://studentaffairs.uno.edu/pdfs/AcademicDishonestyPolicy.pdf>

Academic Dishonesty

Academic integrity is fundamental to the process of learning and evaluating academic performance. Academic dishonesty will not be tolerated. Academic dishonesty includes, but is not limited to, the following: cheating, plagiarism, tampering with academic records and examinations, falsifying identity, and being an accessory to acts of academic dishonesty. Refer to the Student Code of Conduct for further information. The Code is available online at <http://www.studentaffairs.uno.edu>.

Cheating: The act of deception by which a student misrepresents mastery of information on an academic exercise. These acts can be either premeditated or not. Examples include, but not limited to, copying or allowing someone else to copy from another student, unauthorized use of a textbook or other material during an examination; inappropriate and unauthorized collaboration during an academic exercise; unauthorized use or possession of specialty prepared materials, such as notes or formula lists, during an academic exercise.

Plagiarism: The unacknowledged inclusion of someone else's actual words, ideas or data as one's own, or the paraphrasing of someone else's words, ideas or data. This means that sources of information must be appropriately cited with footnotes or quotation marks and identified, whether published or unpublished, copyrighted or uncopyrighted.

Academic Misconduct: The actual or attempted tampering or misuse of academic records or materials such as transcripts and examinations. Examples include stealing, buying, or otherwise obtaining all or part of an unadministered test or academic exercise; selling or giving away or engaging in bribery to get all or part of an unadministered academic exercise or any information about it; changing or altering a grade book, test, or other official academic records of the University; entering a building or office without authorization for the purpose of changing a grade or tampering in any way with grades or examinations.

Falsification/Fabrication: The intentional use of false information or the falsification of research, findings, personal or university documents with the intent to deceive. Examples include citing information not taken from the source indicated; listing sources in a bibliography not used in the academic exercise; inventing data or source information; submitting as one's own any academic exercise prepared totally or in part for/by another; taking a test for another student or permitting another student to take a test for oneself; submitting work previously used for credit in another course without express permission of the instructor; falsifying or misrepresenting oneself on resumes or other such documents or university related forms.

Accessory To Acts of Academic Dishonesty: The act of facilitating, supporting, or conspiring with another student to commit or attempt to commit any form of academic dishonesty.

Disabilities

It is University policy to provide, on a flexible and individualized basis, reasonable accommodations to students who have disabilities that may affect their ability to participate in course activities or to meet course requirements. Students with disabilities should contact the Office of Disability Services as well as their instructors to discuss their individual needs for accommodations. For more information, please go to <http://www.ods.uno.edu>.