Design for a Sustainable World

Using Landscape Architecture to Combat Climate Change

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Time	Online
Credits	4
Instructor	Kory Russel - Landscape Architecture and Env. Studies Office - Lawrence Hall, Room 215, krussel@uoregon.edu
Eligibility	This course is open to all, no prerequisite needed
Course Description	*Design for a Sustainable World* is a case-based course that examines what it means to design sustainable systems, landscapes, buildings, policies and products in the context of climate change. Cases focusing on the nexus of Food, Energy and Water (FEW) will be taken from around the world, ranging from the most upscale settings to those of extreme poverty.

- Students will explore how *designing for abundance* - not just reduction - can transform the way we engage societal issues such as poverty, health, and resource constraints.)

Winter 2020   **LA 337**

Design for a Sustainable Design World

- The course will look at cases of sustainable design focusing on the Food, Energy and Water nexus each week and identify elements of success and failure.

- As design problems increase in complexity and magnitude it is necessary to critically examine the technical, economic, environmental, aesthetic and ethical components that define a project as sustainable and lead to successful outcomes.

- Students will apply frameworks of sustainability to not just understand concepts like "triple bottom line" but to engage the ethical implications of design choices.

Course Format

A mixture of recorded lectures, live discussions based on readings and videos, short zoom charrette-style design activities, and virtual visits to Food-Energy-Water features around the U of O campus which explore sustainability in the context of climate change. Students are expected to complete all readings and watch recorded lectures prior to actively participating in live question and answer zoom. Additionally, students will complete three sustainability design and evaluations critiques.

Learning Objectives

by the end of the course students will:
1) Be able to identify a workable definition of sustainability and how to measure its success.
2) Apply a critical framework of sustainability to real world projects in the Food-Energy-Water
3) Develop an understanding of how design can be used to create abundance in the world not just reduce negative impacts and ultimately tackle global issues like climate change
4) Develop design thinking skills through short zoom-based charrette-style design activities.