



North Star



Chevron



Basket Weave



## LA 4/539: The “How do you love a place without loving it to death?” Studio

Spring 2021

Time: MWF 1:00PM to 5:00PM

Location: Online (Zoom/Canvas) instruction

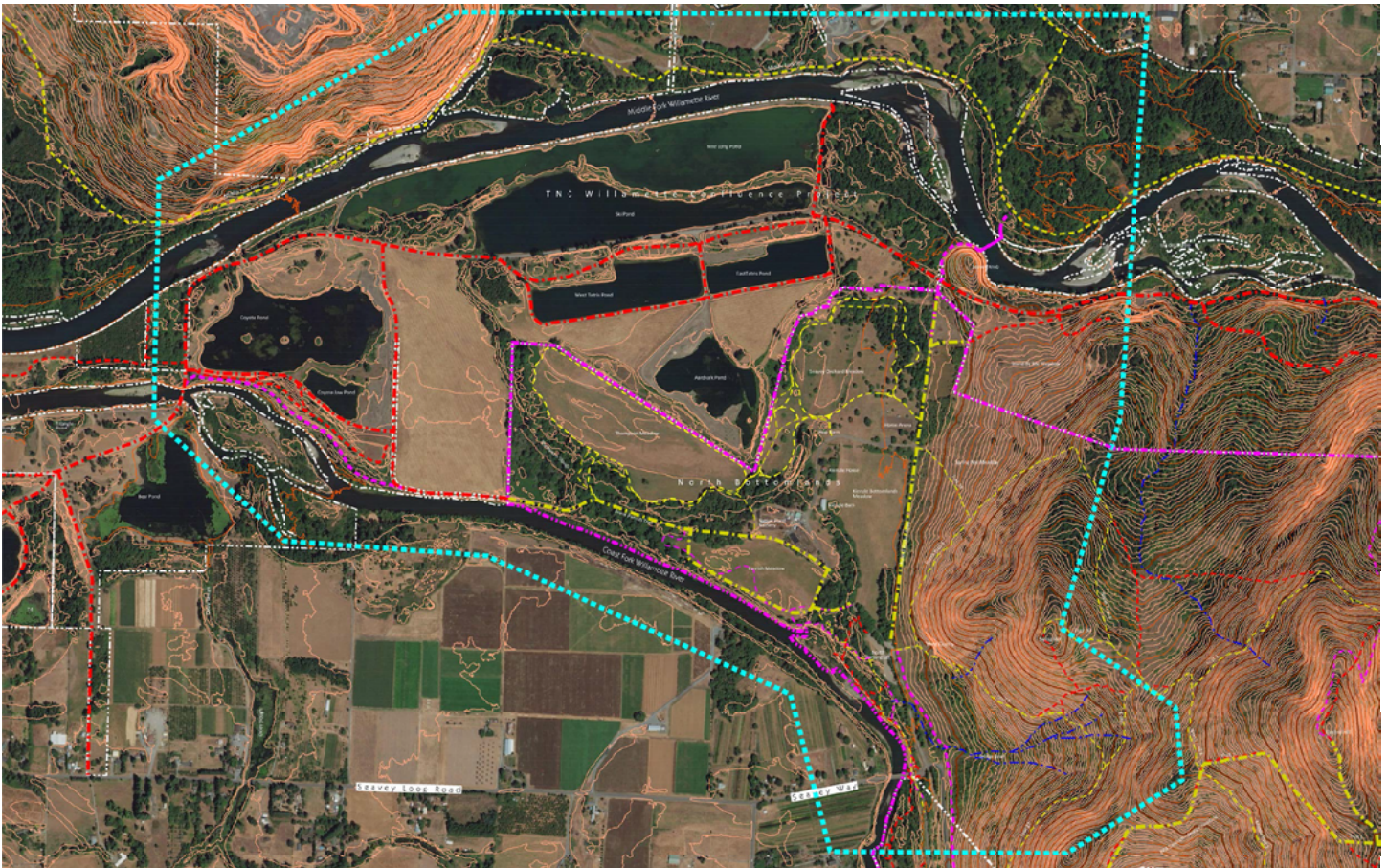
Instructor: [David Buckley Borden](#) (he/him/his)  
Lawrence Hall, Room 381  
[dborden4@uoregon.edu](mailto:dborden4@uoregon.edu)

Teaching Assistant: NA

Credits: 6

The LA 4/539 studio is required for BLA and MLA students. Consistent with all Department of Landscape Architecture studios, this studio is **Pass/No Pass**.

This LA 4/539 studio explores the timely design prompt of “How do you love a place without loving it to death?” through the application of landscape architecture interventions at a variety of scales. The studio will explore this provocation in the context of the North Bottomlands, Mount Pisgah and the Willamette Confluence (see site map for geographic context) in Eugene/Springfield OR. Students will apply critical design-thinking skills and solution-driven approaches to the contemporary “wicked problems” of landscape stewardship and land use. This hands-on studio will engage local stakeholders including Friends of Buford Park, the Mackenzie River Trust, Pisgah Arboretum, and other community groups. Students will interrogate self-selected design problems through speculative solutions to serve the stakeholders’ allied interests, however differing, and sometime conflicting land-use priorities.



Studio site (outlined in dashed teal line) is at the concourse of the North Bottomlands, Mount Pisgah, and the Willamette Confluence in Eugene and Springfield, Oregon. Map provided by Kevin Shanley.

### Studio Learning Objectives

By the end of this studio, students should be able to demonstrate the following:

- An understanding and working knowledge of design methods and practices in transforming research and community engagement into a solution-driven, place-based design;
- Knowledge of design development methods including both direct and indirect modes of research practice, and experimental creative workflows in both digital and analog media;
- The ability to communicate speculative design through effective graphic communication and written narrative;
- Proficiency in designing remotely in a professional setting, including project organization, workflow, file preparation, and final presentation of a professional quality research-driven design project;
- Ability to balance the demands of a rigorous studio while simultaneously enjoying the creative process; specifically, have fun.

### Studio Format

The studio format will be organized around rigorous project work, one-on-one critiques, pin-ups, peer reviews, guided class discussions, presentations, and guest lectures actively engaged in design, conservation, ecology, and public land management as part of their professional practice.

The studio will generally follow a regular schedule as follows.

Monday: lecture and/or workshop

Wednesday: desk critique and discussion

Friday: virtual pin-up and reviews, and weekly submission of week's assignments

The Studio will be broken down into 3 phases:

1. Community engagement, site research and analysis.

2. "Communication versus direct action design challenge" for mid-term.

3. Speculative landscape architecture intervention for final.