

Images: Recent DBB-student design-build kiosk collabs with Will Bonner, Kennedy Rauh, and Ian Vierck.



HJA Experimental Forest Studio Part III: Design-Build-Comm

LA 4/589, Spring 2024

Credits: 6

Time: Monday, Wednesday, and Friday. 1-4:50pm

Location: LA 307

Instructor: David Buckley Borden (he/him/his)
dborden4@uoregon.edu

Curricular Context: Required studio in the BLA and MLA degree programs

Studio Prerequisites: Successful completion of LA 4/589 studio or the equivalent (upon approval by instructor). All majors welcome to apply.

Office Hours. Mondays and Fridays, 5-6PM, or by appointment via Canvas.

Mid-term and Final Review: TBD

Studio Brief: This landscape architecture studio (the follow-up to the LA 4/589 Winter 2024 studio) is focused on applying design-research knowledge and maker-based design process skills to a design-build project with the **United States Forest Service**. The site, inspiration, and principle community partner will be the **HJ Andrews Experimental Forest (HJA)**. This studio is organized around design methods that actively employ practical creative workflows within a rigorous design fabrication process. By the studio's end, students will collectively design-build a series of novel "re-imagined" interpretive kiosks (see precedent images above). The process will include concept sketching, shop drawings, study models, and final on site installations with input and approval from the USFS partners. Students will learn a variety of design and fabrication skills that will be transferable to a range of creative applications. Model-shop and maker-based workflows will be central to the studio's **time intensive** creative process.



Learning Objectives

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

- An understanding and working knowledge of design-build methods and practices in transforming environmental research into an articulated interpretive structure;
- Knowledge of design-build development through experimental workflows in both digital and analog media;
- The ability to clarify communicate your design concepts in support of approved design-build project through effective graphic communication and written narrative;
- Proficiency in designing in a professional setting, including project organization, workflow, file preparation, time management, shop etiquette, and final presentation of a professional quality research-driven design project;
- Ability to balance the demands of a rigorous studio project while simultaneously enjoying the creative process; specifically, have fun.

Communication

Our class will communicate through our Canvas site. Announcements and messages are archived there and automatically forwarded to your UO email, and can even reach you by text. Check and adjust your settings under Account > Notifications. Canvas will also be the go-to platform to access Zoom links to “go to studio” and schedule “live” office hours. Please let me know if scheduled office hours do not work for you and we will schedule another time.

Images: Recent DBB-student interpretive panel collabs with Will Bonner, Kennedy Rauh, Nancy Silvers, and Ian Vierck.

Context

The [HJ Andrews Experimental Forest](#) (HJA) is a landscape of inquiry. Its mission is to support research on forests, streams, and watersheds, and to foster collaboration among ecosystem science, education, natural resource management, and the humanities.

The HJA is a center for ecosystem research in the Pacific Northwest. The research program has its roots in the establishment of the HJA in 1948 by the US Forest Service. The Andrews Forest became a charter member of the National Science Foundation's Long Term Ecological Research (LTER) program in 1980. Long-term measurement programs continued on experimental sites and watersheds with a focus on questions about climate, streamflow, water quality, vegetation succession, biogeochemical cycling, and effects of forest management.

HJA research is ongoing, and continues to reveal surprising and important information relative to landscape architects and other allied professions proactively engaged in environmental stewardship.

Also relative to the design research studio is the [Long-Term Ecological Reflections \(LTEReflections\)](#) project, an arts and humanities program that takes place at the HJA and will continue for 200 years (2003 to 2203). The mission of the Long-Term Ecological Reflections program is to bring together writers, humanists, artists, and scientists to create a living, growing record of how we understand the forest and the relation of people to the forest, as that understanding and forest both change over time.



Images: Recent DBB-student interpretive design-build collabs with Will Bonner, Kennedy Rauh, Nancy Silvers, and Ian Vierck.



Studio Format

The studio format will be organized around rigorous project work (individual and group), one-on-one critiques, pin-ups, peer reviews, guided class discussions, presentations, and guest lectures from HJA, OSU College of Forestry, and other professionals actively engaged in site design, science-communication, and forest ecology as part of their creative practice.

The studio will be organized around a variety of hands-on design development and fabrication methods that include the creation of drawings, models, and diagrams, as intentional creative methods for concept development, iterative design, and design narrative within the context of an HJ Andrews site design.

Beyond class meetings, students will be required to read selected readings. Optional readings are highly encouraged.

Outside of studio time, students are expected to complete exercises, develop work for weekly submissions, and prepare for reviews .

The studio will generally follow a regular schedule as follows.

- Monday: Pin-up, lectures, and reviews
- Wednesday: Desk critique and work day
- Friday: Desk critique and work day

Occasional field trips and guest lecturers will be scheduled as their professional calendars permit. See schedule at end of syllabus for current bookings.

Zoom links to studio are available on Canvas. The same link will be reused for the duration of the entire term.

Please refer to the Canvas for course schedule, agendas and assignments.



Attendance and Preparation

Preparation for all critiques, pin-ups, and reviews is essential. Preparation not only includes *organized* drawings/models for discussion, but also an investment of critical-thinking into the creative process and intellectual development of the work. Barring extenuating circumstances, if a student fails to prepare, they will forfeit one-on-one critiques with instructor and or guest critics. All students are afforded one excused critique (no questions asked).

Barring extenuating circumstances, students are allowed one excused absence from studio meeting times and one tardy event.

All late assignment submissions will lose 2 points per day until submitted on canvas.

If online options are required, students are expected to log in for the live lectures and desk crits for their entire duration.

Expectations

I expect that the highest professional standards to be maintained throughout the term. Active in-class participation, open communication, and consistent progress is very important. In addition, class participation also includes respecting the rights and property of others, working cooperatively, showing up on time for class and field trips, and completing assignments satisfactorily and on time.

Grading

Consistent with all Department of Landscape Architecture studios, this studio is graded Pass/No Pass with formative and cumulative feedback. Exceptional effort, experimentation, and creative risk-taking will be rewarded in final grade. Minimal effort, not so much.

Studio Clean Policy Per SAE

Students will need to: Retrieve all of their personal items and equipment; all items that are left behind will be disposed of; Clear their desk, locked storage, and floor space; Place garbage and/or recycling in appropriate bins. Studios that are not returned to their original condition will be assessed a **\$75 per student fee**.