SOCIAL INCLUSION WHEN COMMUNITY OUTREACH BECOMES THE CORE OF ARCHITECTURAL EDUCATION

Facts and figures about a studio in the Master programme Architecture and Planning Beyond Sustainabiliy 2014-2018 at Chalmers

Effrosyni Roussou Emilio Da Cruz Brandao Marco Adelfio Liane Thuvander

SOCIAL INCLUSION: WHEN COMMUNITY OUTREACH BECOMES THE CORE OF ARCHITECTURAL EDUCATION

Facts and figures about a studio in the Master programme Architecture and Planning Beyond Sustainability 2014-2018 at Chalmers

Effrosyni Roussou, Emilio Da Cruz Brandao, Marco Adelfio, Liane Thuvander

@ Effrosyni Roussou, Emilio Da Cruz Brandao, Marco Adelfio, Liane Thuvander

The report is part of the international research project "Stitching the city – From micro-data to macro-views" (NRF-STINT) and financed by The Swedish Foundation for International Cooperation in Research and Higher Education -STINT, project SA2017-7136.



CHALMERS UNIVERSITY OF TECHNOLOGY
Department of Architecture and Civil Engineering, ACE
Gothenburg, Sweden 2019

TABLE OF CONTENT

Introduction_01

The course Design and Planning for Social Inclusion_02

Course structure_04

Overall fact and figures 2014 - 2018_05

The projects_07

Facts and figures 2014_09

Facts and figures 2015_12

Facts and figures 2016_15

Facts and figures 2017_18

Facts and figures 2018_21



Student project Domesticity in Public Space 2017



Project Tale of Gärdsås Mosse 2018/2019. Extracted from students report



Student project Domesticity in Public Space 2016



Student project Playground 2017 Photos: Emilio Da Cruz Brandao

INTRODUCTION

Background

This study is part of the international research project "Stitching the city – From micro-data to macro-views" that aims to establish a transdisciplinary collaboration between the Chalmers University of Technology in Gothenburg, Sweden, and the University of Pretoria, South Africa. In the project a methodological framework and digital platform for the collection, storage, and sharing of spatial, socio-economic data at a street- and precinct level is developed and adapted to local conditions.

The platform is developed for educational purpose and tested in two areas: Mamelodi-East in the City of Tshwane, South Africa, and Hammarkullen in Gothenburg, Sweden. The places have been chosen by the aforementioned universities as case studies of economically marginalised or segregated residential areas. Both universities have been running student projects and design studios in the areas, the *Urban Citizen Studio* in South Africa and the *Design and Planning for Social Inclusion* studio in Sweden. In this report, the focus is on the Swedish studio.

Each year the students gather a remarkable amount of data while working on their studio projects. Nevertheless, such data are not adequately stored and not made accessible for students working in the same area in the following academic years. There is a lack of systematization in the way data are collected and a lack of knowledge on how the data that have been gathered were used through the years. Filling in this knowledge gap is key to obtaining a systematic organization of data that can be later incorporated in a shared digital platform.

Aim and scope

This study investigates the preconditions for establishment of a digital platform for collection, storage, and sharing of spatial data by examining and compiling basic figures about the design studio *Design and Planning for Social Inclusion* in Hammarkullen. The studio was established in 2008 and its framework and content has changed over time. Here, the focus is on gathering data about studio participants and the projects carried out during the years 2014-2018. The development of the course content is not of primary interest.

Method

The report is a result of a document study of the material produced by the students between the years 2014 and 2018. This material includes written reports, poster, booklets, ppt, design proposals, mind-maps, and sketches generated for the assignments of the studio. On an annual basis, we compiled both generic information, for example, number of students, country of origin, age, sex, educational background and more specific information about type of projects, hand-ins, data collection methods, and location of the projects on a map. The quantitative view on the collected data helps us to evaluate the re-use potential in future projects.

Reading of report

After the introduction chapter, the studio *Design and Planning for Social inclusion* is described followed by an illustration how the course's structure developed between 2014 to 2018. The remaining part of the report presents fact and figures of the studio starting with a summary for the overall period for number of students, country of origin, age, sex, educational background. After that, projects and hand-ins are defined and the overall material delivered by the students classified and compiled according to project type, hand in, and method for gathering of data. Finally, facts and figures are presented for each year from 2014 to 2018.

THE STUDIO DESIGN AND PLANNING FOR SOCIAL INCLUSION

Examiner

Emilio Da Cruz Brandao, Artistic Teacher and Director of master's programme Architecture and Planning Beyond Sustainability

The design studio *Design and Planning for Social Inclusion* is part of the master's programme Architecture and Planning Beyond Sustainability at the Department of Architecture and Civil Engineering, Chalmers University of Technology in Gothenburg, Sweden. The studio runs each year between end of September to the beginning of January and is open for postgraduate students with a background in architecture, urbandesign and planning, landscape architecture, interior architecture, environmental engineering, human geography, and conservation of build environments. The studio provides knowledge and practice about challenges and opportunities for development in suburban areas built in the 1960s and 1970s as part of the Swedish Million Programme, an initiative driven by the Swedish government party aiming to provide affordable homes accessible to everyone as well as to improve the housing standards in Sweden. Social aspects of sustainable development and citizen participation are specific focus areas. The studio facilities are located in the suburb Hammarkullen, a typical area of the Million Programme in the sense of, for example, housing structures and socio-economic profile. It provides a unique possibility for the students to get a very close relation to the area representing the studio's context.



The Million Programme is a corner stone in the development of the Swedish welfare society. About one million modern homes were built from the mid-1960s to the mid-1970s, mainly in new settlements in the outskirts of towns and cities. The Swedish term förort ('suburb') commonly refers to such areas rather than the sprawling suburbia and is usually connected to a negative imagery. The social segregation and marginalisation are results from how these areas were used in the policies of distribution of housing in the last 40 years: placing newcomers and refugees from countries in crisis there due to the lower rental prices, and consequently creating local communities with very low purchasing power and economic capital growth. This, in turn, resulted in a low interest for investments and maintenance. This kind of marginalised, large-scale housing areas are in the focus of discussions about segregation and social conflicts all over the industrialised world, and often pointed out as one of the most urgent challenges. At the same time, there is an ongoing debate in Sweden on the need for substantial investments to upgrade these areas after more than four decades of poor maintenance.

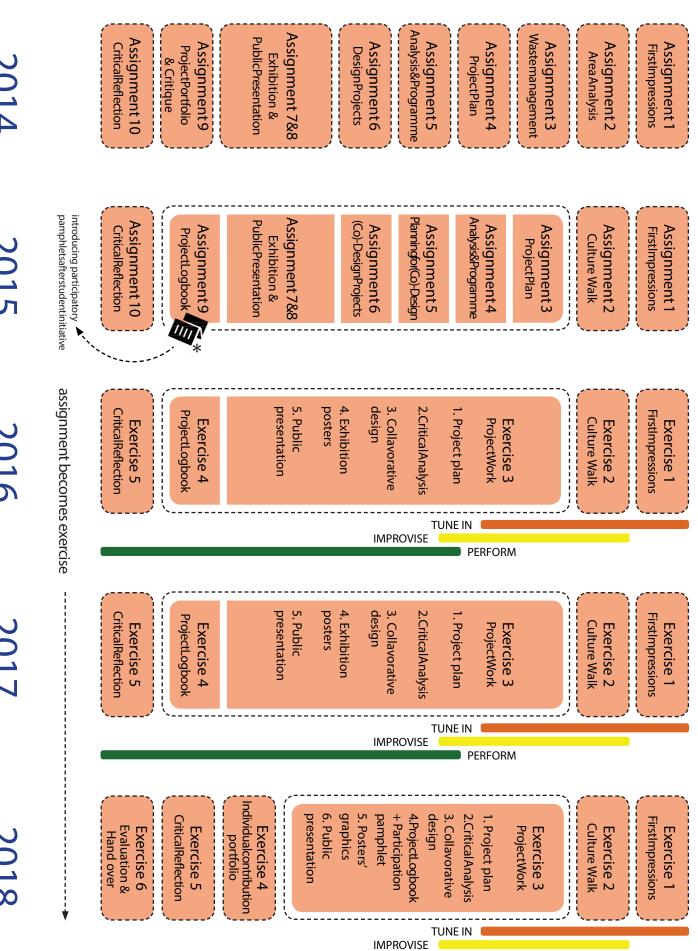
In the light of these challenges, it is often suggested that we need to put more emphasis on citizen participation and bottom-up perspectives in local planning and development of the built environment. In Gothenburg as in many other cities, new policies urge for dialogues with inhabitants, social impact assessments and co-creative processes. New tools are constantly being developed for this and there is a growing demand of architecture and planning professionals that can carry out the tasks. This studio has its focus on design and planning for social inclusion in the context of the Million Programme.



Through a series of exercises, lectures, seminars and workshops, this design studio tackles the challenges for built environment professionals (architects, designers, planners, engineers, antiquarians, etc.) to promote sustainable development in Million Programme areas. Such complex task is faced by linking social and cultural aspects to e.g. environmental, technical, aesthetic, economic aspects. The exercises include the use of different methods to analyse a wide variety of stakeholders, the site, its activities and social life. Some of the exercises are developed in close collaboration with people living or working there. There is a specific focus on introducing and practicing participatory methods for citizen in co-creation processes as an important dimension of working for social inclusion.

The main task is a project work, which is carried out in small groups. The studio projects are carefully selected to connect to ongoing real projects and give the students possibilities to develop skills for their future work in an integrated way and with a local participatory impact. Typical deliveries are a) presentations of results from a series of minor exercises and project chapters; b) posters, models and different types of graphics (illustrations, drawings, diagrams, etc.) and media presenting the studio project and communicating the work to different audiences; c) logbooks from each project group collecting a selection of core project material regarding background, purpose, methods, the project process, key results within different conceptual parameters and discussion; d) oral public presentations and exhibition in the study area; and e) individual written reflections on the work in relation to the studio's themes and thoughts about the student's future professions. Material from the course can be found at http://suburbsdesign.wordpress.com.

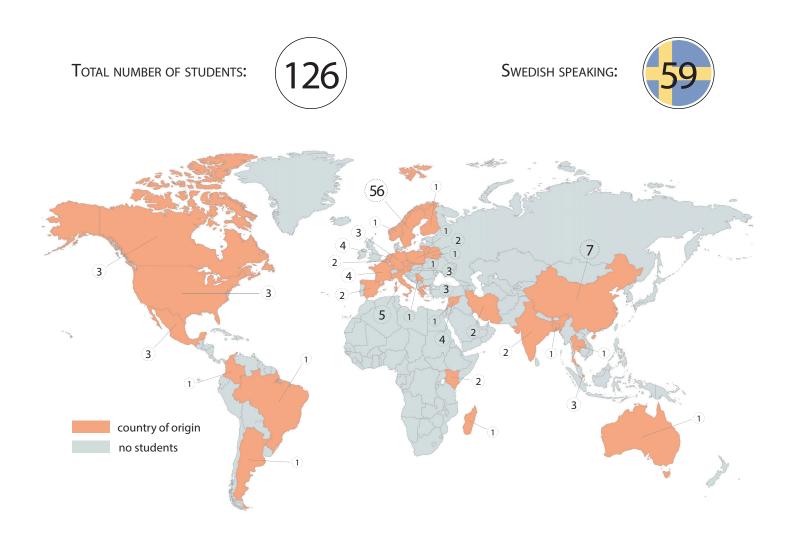
STRIICT



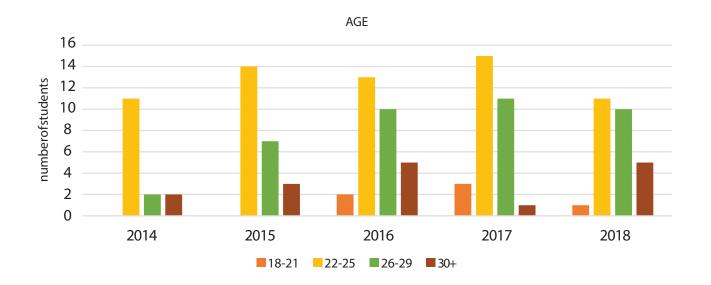
PERFORM

OVERALL

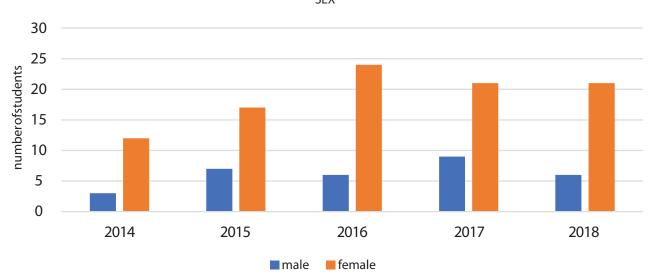
STUDENT DATA 2014 - 2018



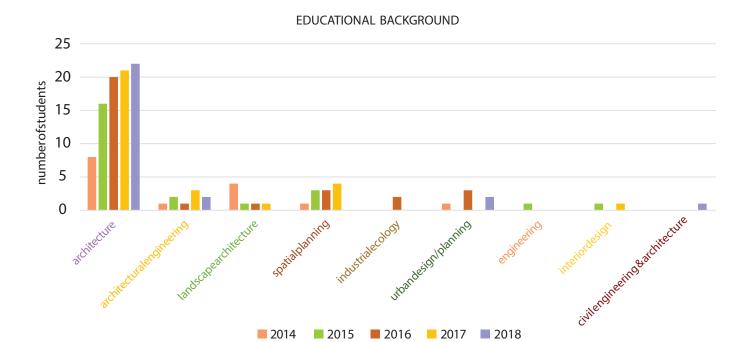
Design and planning for social inclusion has had students from all over the world during the period 2014-2018, most of which came from Europe. This has brought in different perspectives and different design methods, which enhanced the experimental nature of the studio.







Immensely popular among females, the studio seems to maintain a rougly stable ratio of male and female participants. Male students' numbers range between 1/5 and 1/3 of the total number of students.



The majority of the students have a background in architecture, but the diversity in knowledge and background can be clearly seen in the various data the students have produced through their projects.

The studio is always pushing for and encouraging diversity of backgrounds, thus extending beyond the fields of design and engineering and opening up to social sciences (e.g. potential collaboration with other universities and other fields such as geography.

When it comes to Chalmers students, due to incompatibilities between the schedules of different departments within the university, relatively few students from different engineering fields have attended.

THE PROJECTS

DEFINITIONS

TYPE OF PROJECT

DESIGN PROPOSAL

A design proposal signifies any traditionally architectural or urban design project that tackles a posed spatial problem through design methods.

Design & Build

Design and build refers to any project that involves both the design phase and its actual construction, which results in a physical space that is ready to be used.

GAME/TOOL FOR DESIGN

A game or tool for design is any project that provides a platform for dialogue between different stakeholders and which helps future design approaches to tackle a problem.

STRATEGICAL PLANNING

Strategical planning can be any project that approaches the posed problem on a large scale and proposes strategies, instead of design components (i.e. propose and arrange a set of functions on a specific area/space without actually designing said area/space.

*

In case a project falls into more than one of these types, it will be classified based on the main type, rather than both.

TYPE OF HAND-IN

Posters brief and clear graphic communication of project process and

outcome.

 $R_{\text{EPORT}} \\ \\ thorough graphic communication of project process and outcome$

in the form of a detailed booklet.

LOGBOOK a collection of in-process material, digital or non-digital sketches,

plans, etc.

PROJECT SUMMARY a written text that summarises the content of a project.

LEAFLETS/PAMPHLETS graphic presentation of specific aspects of a project, such as the

participatory methods implemented.

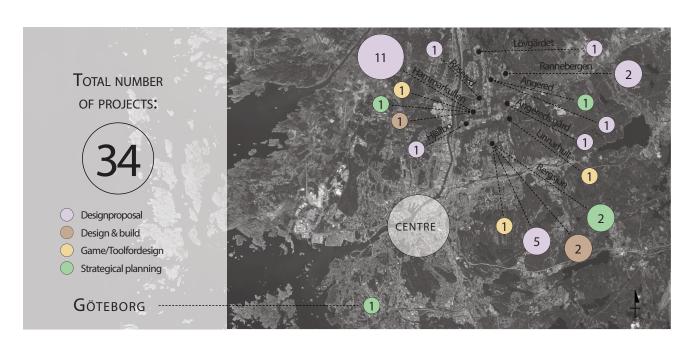
PHYSICAL MODEL scaled model that can either represent the design outcome or any

model used during the process (participatory or not).

AUDIOVISUAL MATERIAL visual or sonic depiction of aspects or the whole project.

a project product that is ready to be used by the people it is addressed to (i.e. game/tool for design and design &build).

MATERIAL DELIVERED



FINAL MATERIAL DELIVERED

TYPE OF HAND-IN	NO. OF PROJ	ECTS
Posters	3	4
Report	1	9
Logbook	2	8
Project Summary	2	1
Leaflets/Pamphlets	2	4
Physical model	1	0
Audiovisual material	5	5
1:1/ Ready to use	4	1

swedish english

ANALYSIS & PROJECT DEVELOPMENT TOOLS

TYPE OF HAND-IN	NO. OF PROJECTS
Sketch/Drawing	32
Diagrams	33
Mind maps	20
Pictures	33
3D Model	21
Physical model	20
Text	33

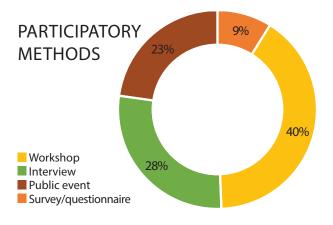


TABLE 0: STUDENT DATA

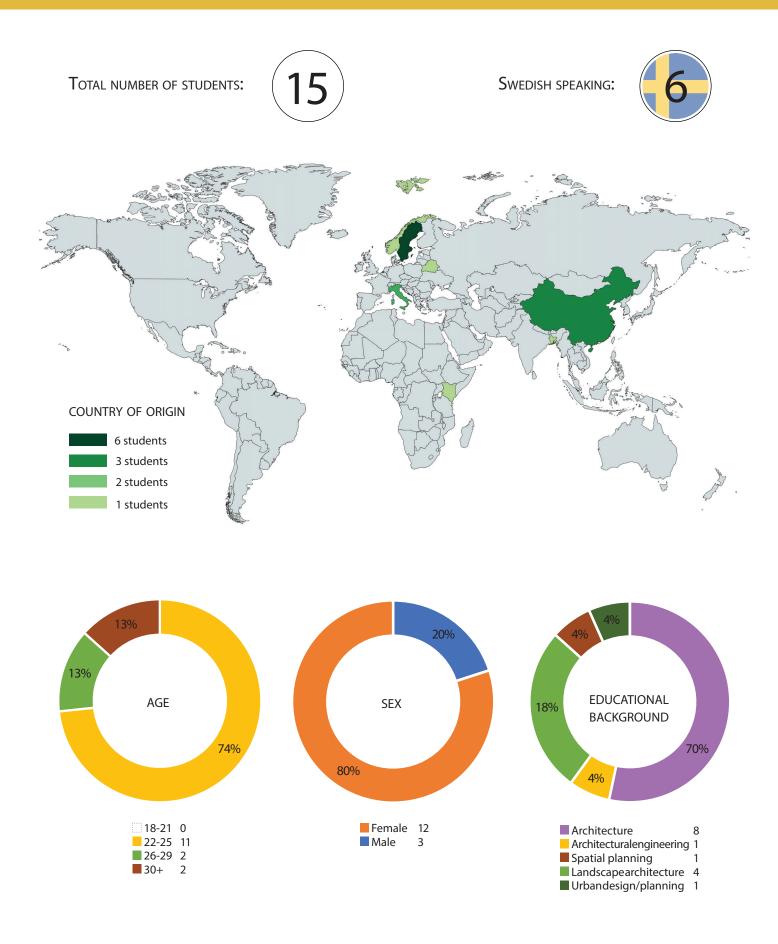


TABLE 1 - MATERIAL DELIVERED

TOTAL NUMBER OF PROJECTS:



DESIGN PROPOSAL	₽♂	PLACE
Place to Grow PtG	3 -	Rösered
No more Wasting Waste WW	2 1	Hammarkullen
Shape Up! SU!	3 -	Hammarkullen
The Nordic Hammam NH	2 1	Rannebergen
STRATEGICAL PLANNING		
AGreenConnection GC	3 1	Angered

TYPE OF HAND-IN	PtG	ww	SU!	NH	GC
Posters	Х	Х	Х	X	Х
Report	Χ	Х	Χ	X	Х
Logbook					
Project Summary					
Leaflets/Pamphlets			X		
Physical model					
Audiovisual material			Χ		
1:1/ Ready to use					

TABLE 2: MATERIAL DELIVERED - IN DEPTH

Analysis & Project Development Tools

TOOLS	PtG	ww	SU!	NH	GC
Sketch/Drawing	X	X	Х	Х	Х
Diagrams	Х	X	Х	X	
Mind maps					Х
Pictures	X	Х	Х		Х
3D Model		X	Х	X	
Physical model				Х	
Text	X	X	Х	X	X

Participation Methods Used

METHODS	PtG	ww	SU!	NH	GC
Survey/questionnaire	Х	Х	Х	Х	Х
Workshop	Х	Х	Х		X
Interview			Х	Х	
Public event/discussion	Χ	Х	Χ		

STAKEHOLDERS INVOLVED

PtG	Centrum för Urbana Studier (Lasse Fryk), Utveckling Nordost (Stadslandet), Lokalt Göteborg, Kretsloppskontoret, municipality (Angered district), Gunnlise soccer, Göteborgs Fastighetskontor
ww	Bostadsbolaget, SP Systemanalys Gothenburg,
SU!	Förbo, SP Systemanalys Gothenburg, Hyresgästföreningen, Graflunds
NH	Angered Arena, Valhallabadet, Hammabadet, Upper House, Hagabadet, Stadsdels förvaltning Andgered, Simon Farsi (former ACE student)

Utveckling Nordost, Lärjeån, Vägen ut, Mixgården, municipality (Angered district), Lokalt Göteborg, Göteborgs Fastighetskontor, Stadslandet

TABLE 0: STUDENT DATA

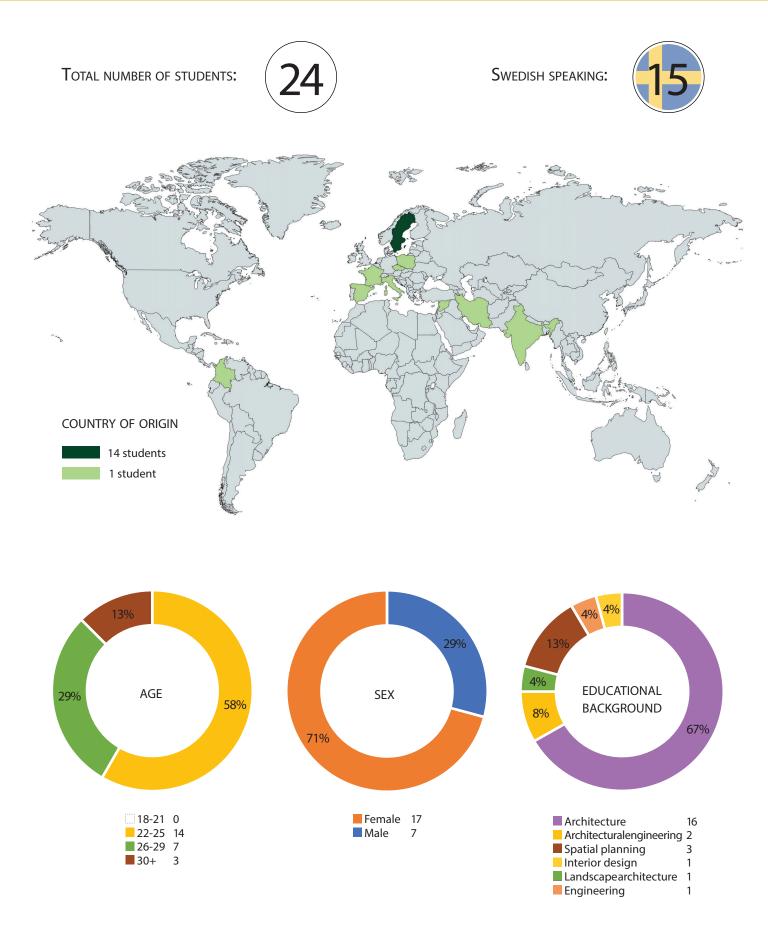


TABLE 1 - MATERIAL DELIVERED

TOTAL NUMBER OF PROJECTS:



DESIGN PROPOSAL			ð	PLACE
Bredfjällsgatan 2021	B2021	2	2	Hammarkullen
Fjällpoolen	FR	2	2	Rannebergen
Our Backyard	ОВ	3	1	Lövgärdet
Social Intensification	SI	3	2	Hammarkullen
Integration Station Investigation	ISI	4	-	Angered
How to Build a Home	НВН	2	1	Hammarkullen

TYPE OF HAND-IN	B2021	FR	ОВ	SI	ISI	НВН
Posters	Х	Χ	Х	X	Х	Χ
Report				X	X	Х
Logbook	Х	Χ	X	X	X	Х
Project Summary						
Participatory pamphlets	Х	Χ	Х	Х	X	Х
Physical model						
Audiovisual material						
1:1/ Ready to use						

TABLE 2: MATERIAL DELIVERED - IN DEPTH

Analysis & Project Development Tools

TOOLS	B2021	FR	ОВ	SI	ISI	НВН
Sketch/Drawing	Х	Х	Х	Х	Х	Х
Diagrams	Х	Х	Х	Χ	Х	X
Mind maps	Х	X		X	Х	
Pictures	Х	Χ	Х	Χ	Х	X
3D Model	X	X	Х			
Physical model		Х	Х		Х	Х
Text	Х	Х	Х	Х	Х	Х

Participation Methods Used

METHODS	B2021	FR	ОВ	SI	ISI	НВН
Survey/questionnaire					X	
Workshop	Х	Χ	X	Х	Х	Х
Interview			X	Х	Х	
Public event/discussion	Χ	Χ	Χ			

STAKEHOLDERS INVOLVED

B2021	$Hyresg\"{a}stf\"{o}reningen, Bostadsbolaget, Graflunds, L\"{a}rande Lab Hammarkullen, SIRen$
FR	Fjällträffen, Kooperativa Fjället, Hyresgästföreningen, SDF, Wenche Lerme
ОВ	Hyresgästföreningen, Världsbyn, Tretjärnsskolan, Victoria Park, Park & Natur, Idrotts & Föreningsförvaltningen, Roma associations
SI	Compact Cities research project
ISI	Stadslandet, Passivhuscentrum
HBH	Stadslandet

TABLE 0: STUDENT DATA

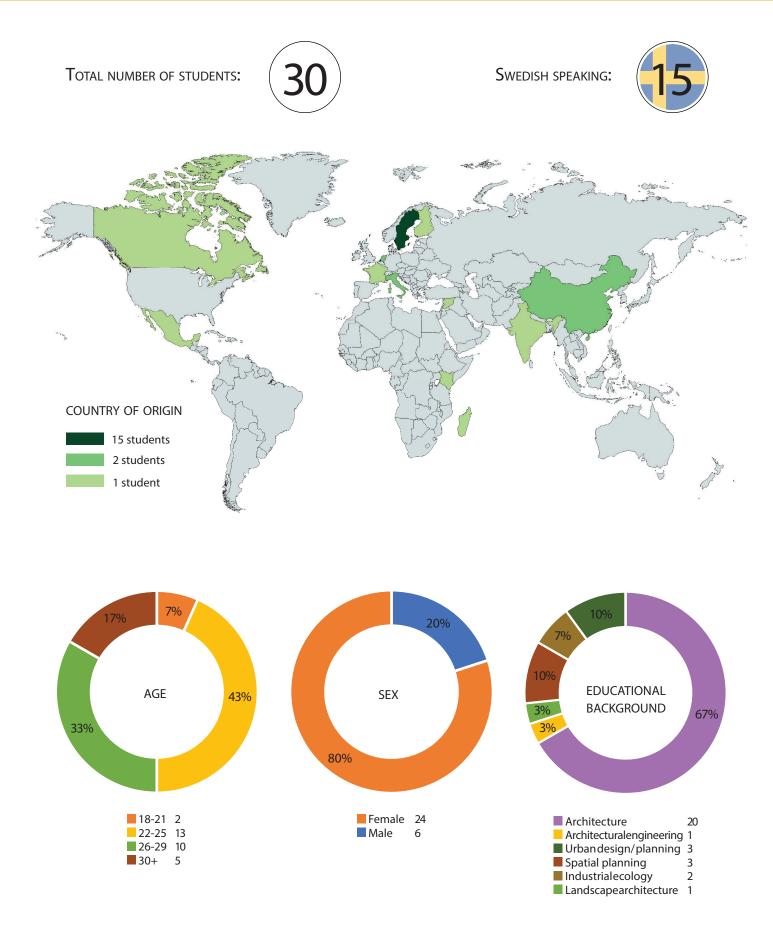


TABLE 1 - MATERIAL DELIVERED

TOTAL NUMBER OF PROJECTS:



DESIGN PROPO	SAL	Q	ð	PLACE
Treasure Waste	TW	4	-	Hammarkullen
Kultur i Bergsjön	KiB	2	1	Bergsjön
Att ses eMELLANåt	ASE	1	3	Bergsjön
H - Kubix	H-K	3	-	Hammarkullen
Go Nytorpsskolan!	GN!	3	1	Hammarkullen
DESIGN & BU	ILD			
415 de Paviljong	P	5	1	Bergsjön
GAME/TOOL FOR DE	SIGN			
Planning for Safety	PfS	3	-	Hammarkullen
STRATEGICAL PLANN	IING			
Re.Challenge Bergsjön	RCB	3	-	Bergsjön

TYPE OF HAND-IN	TW	KiB	ASE	н-к	GN!	Р	PfS	RCB
Posters	Х	Х	Х	Х	Х	Х	Х	Х
Report								
Logbook	X	X	Х	Х	Х	Х	Х	X
Project Summary	Х	X	Х	Х	Х	X	Х	X
Participatory pamphlets	Х	X	X	Х	X	X	Х	X
Physical model		X	X	X				
Audiovisual material								
1:1/ Ready to use						Х	Х	

TABLE 2: MATERIAL DELIVERED - IN DEPTH

ANALYSIS & PROJECT DEVELOPMENT TOOLS

TOOLS	TW	KiB	ASE	Н-К	GN!	Р	PfS	RCB
Sketch/Drawing	Х	Х	Х	Х	Х	Х	*	Х
Diagrams	Χ	Х	Х	Х	Х	Χ	Х	Х
Mind maps	Χ			Х	Х	Χ	Х	X
Pictures	Χ	Х	Х	Х	Х	Χ	Х	Х
3D Model	Χ	Χ	Χ	Х		Χ		
Physical model	Χ		Χ	Х			Х	
Text	Х	Χ	Х	Х	Х		Х	Х

Participation Methods Used

METHODS	TW	KiB	ASE	н-К	GN!	P	PfS	RCB
Survey/questionnaire	X			X				
Workshop	X	X	X	Х	Х	Х	Х	Х
Interview	Х	Х		Х	X		Х	Х
Public event/discussion			Х			Х		

STAKEHOLDERS INVOLVED

Miljöbron(Re:Challenge),Bostadsbolaget,Göteborg municipality,Hyresgästföreningen,Bostadsbolaget, SDF Angered

Tidnätsverket Bergsjön, SDF Bergsjön, Familjebostäder, Göteborgmunicipality, Kulturhusfören in-

gen, Hyresgästföreningen
Göteborg municipality,

Familjebostäder, jagvillhabostad.nu LärandetsTorg,SDFAngered,GöteborgsUniver-

sitet, Mini-mix, Centrum för Urbana Studier

GN! Nytorpsskolan

KiB

ASE



RCB

Hyresgästföreningen, Familjebostäder, Göteborg municipality, Collectivo Warehouse, Foodprint Lab, Mammaforum, Tidnätsverket Bergsjön, The Movement, ONOFF and Raumlabor

PfS Mixgården, Women's association

Miljöbron (Re: Challenge), Bostadsbolaget, Familjebostäder, SDF Angered, Göteborg municipality

TABLE 0: STUDENT DATA

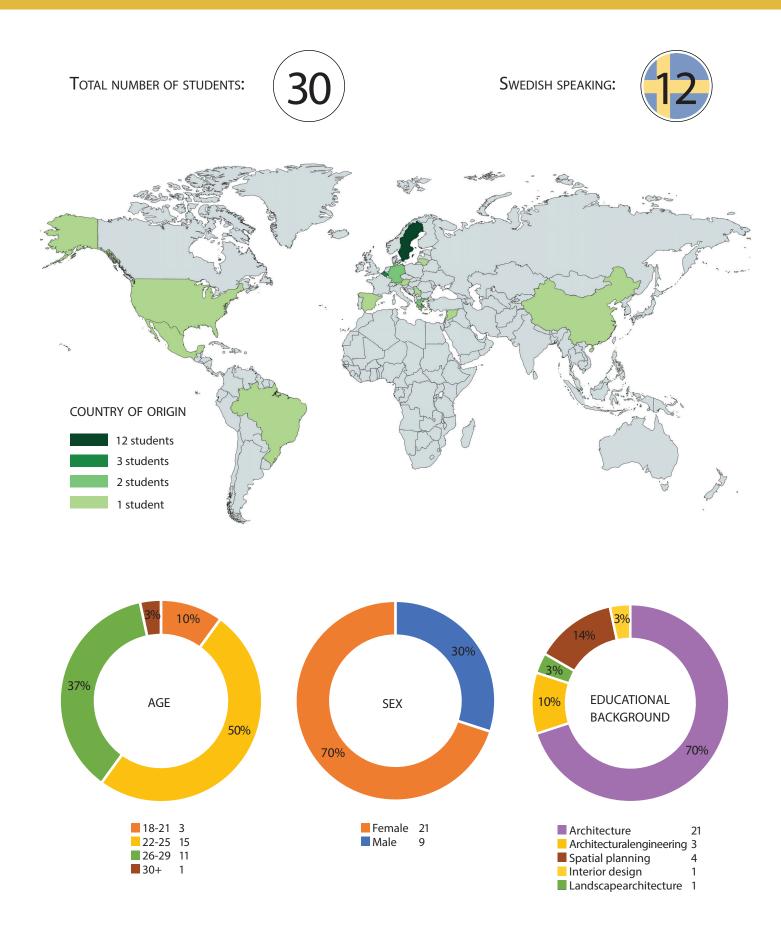


TABLE 1 - MATERIAL DELIVERED

TOTAL NUMBER OF PROJECTS:



DESIGN PROPO	SAL	Ç	ð	PLACE
Activity House	АН	2	2	Hammarkullen
Growing Community	GCH	2	2	Hammarkullen
Bergsjöns växthus	BV	2	1	Bergsjön
DESIGN & BU	IILD			
Fixoteket	F	4	2	Hammarkullen
Playaderna – Lekplats	L	6	-	Bergsjön
GAME/TOOL FOR D	ESIGN			
Design Against Humanity	DAH	2	2	Bergsjön
STRATEGICAL PLANI	NING			
Yard by Yard	YbY	3	-	Bergsjön

TYPE OF HAND-IN	АН	GCH	BV	F	L	DAH	YbY
Posters	Х	Х	Х	Х	Х	Х	Х
Report			Х			Х	
Logbook	Х	Х	Х	Х	Х	Х	Х
Project Summary		Х		Х	Х	Х	Х
Participatory pamphlets	Х	Х	X	Х	Х	Х	Х
Physical model	Х			Х			
Audiovisual material				Х	Х		
1:1/ Ready to use				Х	Х	Х	

TABLE 2: MATERIAL DELIVERED - IN DEPTH

ANALYSIS & PROJECT DEVELOPMENT TOOLS

TOOLS	АН	GCH	BV	F	L	DAH	YbY
Sketch/Drawing	Х	Х	Х	Х	Х		Х
Diagrams	Х	Х	Х	Х	Х	Х	Х
Mind maps				Х		Х	
Pictures	Х	Х	Х	Х	Х	Х	Х
3D Model	Х	Х	Х	Х	Х		
Physical model	Х			Х	Х		Х
Text	Х	Х	Х	Х	Х	Х	Х

Participation Methods Used

METHODS	АН	GCH	BV	F	L	DAH	YbY
Survey/questionnaire							
Workshop	Х	Х	Х	Х	Х		Х
Interview		Х	Х			Х	Х
Public event/discussion				Х	Х		

STAKEHOLDERS INVOLVED



Hyresgästföreningen, SDF Angered, BRG



GIA (Gays in Angered), The Space, Bergsjön 2021, Municipality, Park och Natur, Familjebostäder, Kvinnocenter



Tidnätsverket Bergsjön, SDF Bergsjön, Familjebostäder, Stadslandet



Familjebostäder, Landskapsgruppen



Stadsdelsförvaltningen, Stadsjord, Foodprint Lab, Familjebostäder, Föreningen Galaxen, Hyresgästföreningen,



Bostadsbolaget, Hyresgästföreningen, Göteborg municipality(KretsloppsochVatten),Lärandets Torg, Göteborgslokaler



Familjebostäder, Hyresgästföreningen, Lekplatser, Mosaikfabriken, Collectivo Warehouse

TABLE 0: STUDENT DATA

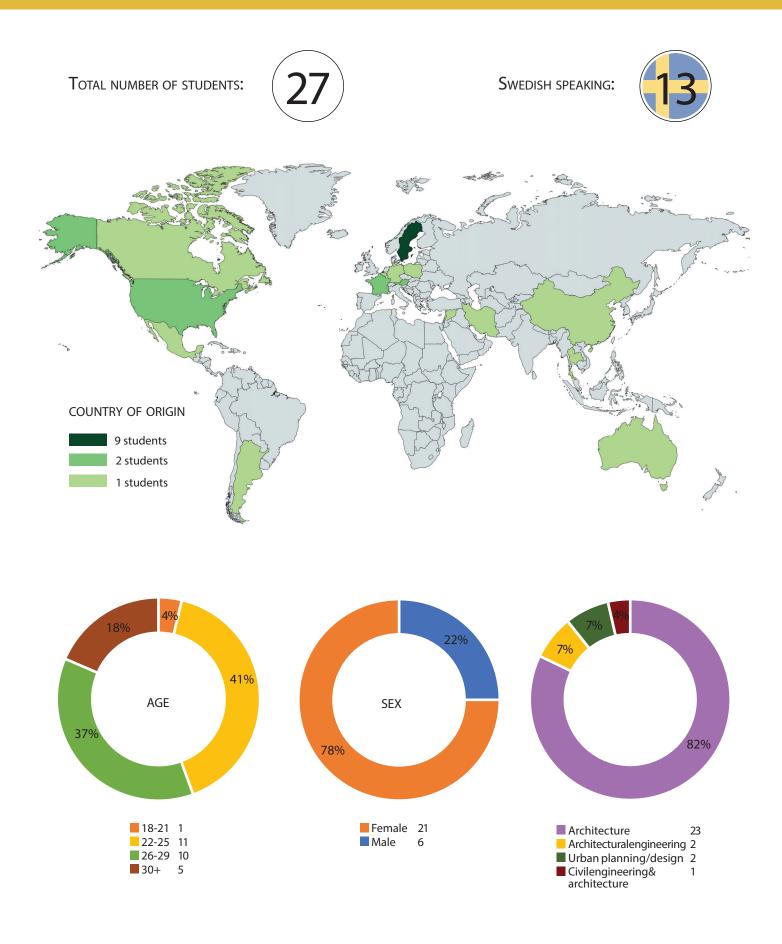


TABLE 1 - MATERIAL DELIVERED

TOTAL NUMBER OF PROJECTS:



DESIGN PROPO	SAL	Q	o ^r	PLACE
Aktivitetskök	AK	3	_	Hammarkullen
Sagan Om Gärdsås Mosse	SGM	3	1	Bergsjön
Eco - Cabins	EC	4	-	Angereds gård
Saturnushuset	SH	2	1	Bergsjön
Welcometo(Spare)Time	ST	2	-	Hjällbo
GAME/TOOL FOR DE	SIGN			
Agroforestry Centre	AC	2	2	Linnarhult
STRATEGICAL PLANN	IING			
Hammarkullen is a Coral Reef	CR	2	1	Hammarkullen
Closing the Loop	CL	3	1	Gothenburg

TYPE OF HAND-IN	AK	SGM	EC	SH	ST	AC	CR	CL
Posters	Х	Х	Х	Х	Х	Х	X	Х
Report								
Logbook	X	X	X	Х	Х	X	Х	X
Project Summary	X	X	X	X	Х	X	X	X
Participatory pamphlets	Х	X	X	Х	X	X	X	X
Physical model	X	X	X	Х	X	X	X	
Audiovisual material	Х					Х		
1:1/ Ready to use						Х		

TABLE 2: MATERIAL DELIVERED - IN DEPTH

ANALYSIS & PROJECT DEVELOPMENT TOOLS

TOOLS	AK	SGM	EC	SH	ST	AC	CR	CL
Sketch/Drawing	Х	Х	Х	Х	Х	Х	Х	Х
Diagrams	Х	Х	Х	Х	Х	Х	Х	Х
Mind maps	Х	Х		Х	Х	Х	Х	Х
Pictures	Х	Х	Х	Х	Х	Х	Х	Х
3D Model	Х	Х	Х	Х		Х		
Physical model	Х	Х	Х	Х	Х	Х	Х	
Text	Х	Х	Х	Х	Х	Х	Х	Х

Participation Methods Used

METHODS	AK	SGM	EC	SH	ST	AC	CR	CL
Survey/questionnaire								
Workshop	Х	Χ	Χ	Х	Χ	X	Х	Х
Interview	Х		Х	Х	Х	Х	Х	Х
Public event/discussion	Х	Х	Х	X	Х	X	Х	Х

STAKEHOLDERS INVOLVED



Business Region Göteborg (project Stadslandet), Hope for Sustainable forest (HSF) + Planta Panta Tree International (PPTI), HDK,

Familjebostäder, COWI/Parkoch Naturförvaltningen, Stadsjord

Hammarkullen365, Göteborg municipality, ABF, Fixoteket, Bostadsbolaget, Göteborgs Universitet, Minimix

Göteborg municipality, Business Region Göteborg (Stadslandet project), Lab 190, HSF and PPTI

Krettslopp & Vatten, CURE research project, Göteborg municipality

SH Familjebostäder, Urban Konst,

Hyresgästföreningen, Angeredsgymnasiet, Hjällbo Fritidsgård,

