FACULTY & STUDENT SYMPOSIUM | April 2, 2014

BALL STATE UNIVERSITY EDUCATION REDEFINED

COLLEGE OF ARCHITECTURE AND PLANNING
A Welcome from the Dean

Our Faculty and Student Symposium is an event that continues to promote faculty and student interaction, peer review, and collaboration, leading to the dissemination, validation, and further generation of new knowledge. As in previous years we have put aside a spring day in order to celebrate the intellectual richness of our faculty and students. This year we do so with renewed commitment to studio-based education, ubiquitous learning, multidisciplinary integration, and perpetual learning. We are looking forward to make evident our strength and attentiveness to Design, with a capital “D,” emerging technologies, sustainability, and social justice.

This year we will start the day with workshops to be followed by a robust number of discussion groups and paper presentations. Following our traditional lunch, which will include a poster exhibit and a “happening,” we will assemble in AB100 for the plenary session of our 2013-14 Charles M. Sappenfield Award of Excellence recipient, Professor Emeriti Paul Laseau. Following the plenary, another rich set of parallel sessions will host additional discussion groups and paper presentations, including a lecture from Associate Professor Martha Hunt on her recent special leave assignment. Many of these presentations will put in evidence that our learning is not limited to the footprint of our campus and transcends institutional, local, regional, national, and international boundaries.

Setting a new record for participation, we will be holding more than 42 presentations through the morning and afternoon hours. My hope is that our students will have first-hand access to the inner workings of how our faculty learn, teach, and learn to teach. In that same context, I hope that our students will provide our faculty with an extraordinary view into how they learn and engage their peers in that process. At the CAP we all learn from each other.

I invite you to join us in this celebration of our collective intellectual richness.

Guillermo Vasquez de Velasco
Dean, College of Architecture and Planning
# Schedule of Events

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<td>Parallel Dimensions</td>
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<td><em>The Warren-Mizner Historic Cottage Renovation and Addition: A Catalyst for Preservation — Boca Raton, Florida</em></td>
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AB 021  
Sustainability  
Libby Burley, Carly Cecil, Tim Eberhardt, and Michael Wardell  
*Ball State University 2013 Global Reporting Initiative Sustainability Report*

Pradeep Dissanayake  
*Babaneeshwar: Action Planning in Action*

Chris Baas, Maria Wainscott, Amy Yorke, CAP Students and Virginia Ball Scholars  
*Cancer Directing Design: Incorporating Patient Needs into Resort Design*

AB 210  
Connecting Innovations  
Gernot Riether  
*Nuit Blanche Pavilion, using the elasticity of polymers to self-stabilize a structure*

Harry Eggink, Julie Musial, and Daniel Potash  
*Aero-Architecture*

Amy Trendler  
*On the Trail of the Architecture Pattern Book*

AB 310  
Design Catalysts  
Kelly Castle, India Ballard-Bonfitto, Jenna Harbin, Seth Jenkins, Pam Quirin, Olivia White  
*2014 NAIOP Challenge*

Andrea Swartz  
*Reflections on Design Competitions*

12:00 NOON  
Atrium  
Lunch

### Poster Sessions and CAP + Dance

12:30 PM  
Gallery  
*Poster Sessions*

Lisa Dunaway and Taylor Firestine — Old West End Neighborhood Action Plan  
Hannah Lintner — Cancer Directing Design: Incorporating Patient Needs into Resort Design  
Charles Russell — Oliver Johnson Crossing

AB 004  
Joe Bilello, Sarah Mangelsdorf, and students from the Department of Theater and Dance  
*A Choreography of Architecture: Form, Space, and Order, Homage to Frank Ching*

### The 2013 Charles M. Sappenfield Award of Excellence Recipient

1:30 PM  
Auditorium  
Paul Laseau  
*THE DESIGN ENTREPRENEUR*

2:30 PM  
Gallery  
Break

### Paper Presentations

2:45 PM  
AB 101 Passages  
Simon Bussiere & Harry Eggink  
*Charrette Graphics: Old and New Schools of Quick Visual Thinking*

Joe Blalock  
*Getting Things Done for Creative People: a Methodology for Maximizing Creative Throughput*
Lohren Deeg & Kyle Parker  
*A Clean Slate: Tablet Computing as a Means to Personal Mapping and Geographic Awareness*

Jules Mominee & Chris Harrison  
*Drones are Coming to BSU*

Mahesh Daas  
*Ginger and Onion: Designing and Educating for Uncertainty*

Nirmani Vidushika Rillapala Liyanage  
*People’s Conversion of a Road Intersection into a Social Space*

Ty Adley  
*A Safer, More Efficient, and Aesthetically Pleasing State Road 332*

Cynthia McHone  
*Captured Landscapes Framing a Narrative Within an Image*

Martha Hunt — Special Leave Presentation  
*Healing Garden, Neuroscience, and Disney World: Insights about the Design Place*

Rob Benson & Martha Hunt  
*Mission Impossible: The Colonization of California, or, A Vision in Motion*

Joe Pavilonis, Ellen Forthofer, and Max Wurster  
*capLAB Reinventing the MUDS Building*

Andrea Swartz, Shannon Buchanan, Julie Musial, Morganne Walker, and Janice Shimizu  
*Reusekah: Sukkahville 2013*

Jeff Lauer  
*A Market for Dead Things: The Reformation of the Gujari Bazaar in Ahmedabad*

Pam Harwood — Moderator  
*IL7° 7x7x7 Immersive Learning’s Seven Principles, Seven Slides, Seven Minutes, Seven Presenters*

Joe Bilello — Moderator  
*Design for Resilience: Mitigation, Adaptation, and Transformative Design*

Carol Street — Moderator  
*Bridging the Gap: From Archival Drawings to 3D Printing*

Jesse McClain — Moderator  
*Of Dynamite and Saltwater*

Bailey Stultz — Moderator  
*CAP Study Abroad: The International Classroom*
Paul Laseau
Professor Emeritus

THE DESIGN ENTREPRENEUR

This presentation will explore the possibilities of an individual proactive approach to career development beginning with professional education. Potential topics include: personal motivation, communication skills, researching of career options, identifying mentors, and managing resources.

The Charles M. Sappenfield Award of Excellence is named in honor of the founding Dean of the College, under whose leadership it opened its doors in the fall of 1966. This award is given to professors chosen by the alumni represented by the Governing Board “in recognition of outstanding dedication, contribution and commitment to the education of the students of the College of Architecture and Planning.”
Workshops

Lisa Dunaway
Instructor

Basics of Tremble SketchUp
SketchUp is generally a very intuitive program that many people can navigate by teaching themselves, up to a point. However, like most design software programs, there are many tricks that people cannot figure out on their own. There are also many quirks unique to the program that are imperative to work around to avoid frustration and failure. This workshop will be a primer on the basic functionality of SketchUp, as well as an explanation of some of these tricks, and how to avoid the quirks of the program. Skills taught will include the drawing of basic buildings and landscapes, the difference between groups and components, rendering and 3D effects, using on-line resources, and more. Tips for a more pleasant experience with the program will include proper layer management, dealing with the “sticky” geometry, and those weird lines that appear on the axes for no reason. Please come prepared with your laptop, a mouse, and the latest version of Trimble SketchUp, downloadable for free at http://www.sketchup.com/.

C. Douglas Wilson
Instructor of Technology, Department of Construction Management

Advanced BIM Workshop for Intermediate Users
Faculty and students with basic/intermediate knowledge of BIM technology will benefit from this workshop covering the following topics: (1) Intuitive massing, (2) Pattern based-systems, (3) Working with solids, (4) Formula driven massing, and (5) Creating parametric generic forms.

James Kerestes
Instructor

Computational Self-Organizing Systems: Basics of Maya Dynamics
The workshop will focus on computational self-organizing systems in the Autodesk Maya Software by exploring the capabilities of hair dynamics. A basic introduction to the Maya software and the hair dynamics system will be presented as well as historical case studies where behavioral modeling has been implemented as a design strategy.

A self-organizing system can be defined as a network where localized interactions between individual objects give rise to a higher level of order over time. The range of possible outcomes is determined by the initial conditions and parameters under which the form finding process takes place. The evolution of form is demonstrated through time-based simulations which generate an architectural intent.

Built into the Maya software is the capability to explore and simulate physics and natural phenomenon. The user can explore how geometry would respond to natural forces within a context over time by setting up conditions in a dynamic animation. Fluids, Cloth, Particles and Hair are all types of simulations that can be tested in the software.

Hair dynamics is a vectorized system that simulates the physical properties and organization of natural hair. Using only the energy necessary to reach an ecological relationship within its environment, the movement of each hair seeks to find equilibrium at both micro and macro scale conditions. This allows for the development of form finding design methods which utilizes the intrinsic relationships between form, material, and the context of complex behavioral systems.

Gernot Riether
Instructor

Subdivision Geometry: 3D Modeling
The carpenter first learns about techniques and methods of wood joinery before he starts building furniture. The designer in a digital age first learns about digital modeling techniques and methods before he starts to design buildings. This workshop will investigate subdivision modeling, one of many 3D modeling techniques used to inform design methods by different architects, most extensively by Zaha Hadid Architects.
The work of Zaha Hadid Architects arises from a digital free-form design process that arises from the use of tools such as subdivision surfaces modeling techniques in Maya. Subdivision geometry, a fluid dynamic design language that is deliberately unconstrained by premature concerns of constructibility have enabled the firm to explore radically different design geometries and accurately execute them within a framework of cost, contractual framework and local context of fabrication and construction quality.

I will compare the currently competing technologies of subdivision geometry: subdivision in Maya and T-splines in Rhino. You will learn about the necessary 3D modeling tools and techniques in both programs. I will show you how to download T-splines for Rhino, explain the interface, introduce the tools and describe different methods such as bridging and welding. You will then test the tools yourself.

You will learn how to formulate an idea for a technique and method by describing your process in a series of sketches. You will then practice subdivision tools by testing, applying and revising your techniques and methods. You will learn how to use the tool in a precise way by applying the tools and techniques that you have learned and the method that you have developed to build a three dimensional enclosure.

Andrew Wit
Instructor

Understanding design graphics: “Utilizing Adobe Illustrator as a design tool”

In architecture, building design is only a part of the design process. To have our projects received as clearly as possible, our representation should be completed as rigorously as the design process itself.

This workshop will focus on the relationship between architectural design softwares such as Rhino and Maya, and their direct linkages to graphic softwares such as Adobe Illustrator and Adobe InDesign. Through a series of iterative design studies in Rhino, we will gain a better understanding of the necessary design aspects and constraints for the proper exporting into graphic softwares.

Once in Illustrator, we will look at graphics as an integrated aspect of design. From line weights to layouts, we will investigate innovative and beautiful presentation methodologies for each individual project.

Moderate Rhino and Illustrator skills are a prerequisite to this workshop. A understanding of the interface and basic workings of Illustrator is necessary.

Joe Bilello
Professor

Sarah Mangelsdorf
Professor of Dance and Choreography

Students from the Department of Theater and Dance

A choreography of Architecture: Form, Space and Order. Homage to Frank Ching.

CAP 102 students explore the potential of the body in space in the first unit of each semester. Choreography students complement their understanding of the potential of space by dancing/body thinking in the spaces in CAP identified for the design problem before it begins. This presentation by Theater and Dance department choreography students uses dance interpretation to present 6 key design principles from Frank Ching’s canonical work, Architecture: Form, Space and Order. The presentation is offered in advance of a project to seek funding to bring Frank Ching to CAP as a visiting lecturer for all students seeking a design and graphics workshop and for Frank Ching to witness the design concepts grafted onto choreography in an “homage to Frank Ching” celebratory piece.

Students use dance to learn the potential of space.
Panel Presentations

Carla Corbin – Moderator
Associate Professor
Zach Rees, Jacob Stachler, Spencer Harvey [LA students], and Meghan Reidy, Kristina Powell, Drake d’Ambra [German, Art and Journalism majors]

Immersive Learning in CAP, from the Students’ Perspectives: Researching and Designing an App for the Vietnam Veterans Memorial

This student-led panel will give a series of 3-5 minute presentations on different aspects of an immersive learning project currently underway in CAP, and about the Building Better Communities program in general. The panel will highlight the differences and opportunities that such programs offer in contrast with traditional classroom settings and studios, encouraging interested faculty and students to get involved with such projects. Panelists will examine issues related to interdisciplinary teaching and learning, expectations and realization, and influence of such experiences on their work in CAP classes and future choices in professional life. Topics will include questions of leadership, teamwork and management; reflections on work with students from other disciplines and with community partners; development of new skills and expanded learning experiences; and others relating to immersive learning projects.

Bruce Race – Moderator
Associate Professor of Professional Practice
Sami Bronowski, Julie Barnard, Jessica Kartes

MAPLE ROAD TRANSIT CORRIDOR: Bus Rapid Transit, Revitalization, and Low Carbon

Historically known as Maple Road, the 38th Street corridor is the future route for IndyGo’s BRT Purple Line. The corridor includes future TOD opportunities at intersections with the Red, Orange, and Green Lines. MUD students have been working with the community exploring revitalization and TOD concepts for the nine-mile corridor.

The process included a three-day charrette at the Indiana State Fairgrounds. Participants included students and faculty from Ball State’s MUD Studio, Kent State’s Cleveland Design Center, and Lawrence Tech’s Detroit Studio. Students developed an urban design framework and sub-area plans for future transit stops. Community stakeholders participated in workshops and reviewed students’ work at a concluding presentation.

Parallel with urban design studio work, Graduate Assistants and Bruce Race, FAIA, FAICP prepared greenhouse gas emission (GHG) baseline inventories and mitigation strategies for 13 neighborhoods and transit corridors. Effectiveness of demand-side and supply-side strategies has been measured using a custom-built GHG emissions calculator.
Pam Harwood – Moderator  
Associate Professor  
Scott Truex (Urban Agriculture), Carla Corbin, Martha Hunt (Vietnam Veterans Memorial), Bruce Race (Mallory EcoDistrict), Bruce Frankel (University Real Estate Challenge), Andrea Swartz (RE-USEKAH), John Motloch, Tim Gray  
IL7^3 7 X 7 X 7 – Immersive Learning’s Seven Principles Seven Slides, Seven Minutes, Seven Presenters  

What can be shared in just seven minutes? Listen in as seven faculty teams from the fields of architecture, landscape architecture, urban planning and urban design share thought provoking, inspiring, and sometimes curious tales from their 2013 Immersive Learning Experiences. This panel considers the potential of Immersive Learning (IL) in higher education. We will share the University’s hallmark seven principles of Immersive Learning while also considering how to expand this potential, developing ideas to improve teaching and learning, and reflecting on IL as pedagogy and practice. The seven presenters will share first-hand reports encompassing a number of related issues on pedagogies of service learning and tacit knowledge, teamwork and leadership, community-based fieldwork, and design as instigation of social justice, technological innovation, cultural manifestation, and social process. Can IL move beyond the local and address larger problems in design? Can it become an effective vehicle for research and development in the design field and academia? Can we reflect on IL activities in ways that contribute to design theory and history? How might immersive learning be explored as a distinct pedagogic practice?

Joe Bilello – Moderator  
Professor  
David Call, Assistant Professor of Geography, Ball State stormchaser, meteorologist; Andrew Wit, Visiting Assistant Professor, Tokyo, Japan earthquake resident; Jason Rogers, Delaware County Emergency Management Director (invited); Gary Vance, FAIA, Principal, BSA Architects (invited); Rachel Minnery, Habitat for Humanity Post Sandy Director, New York City (invited)  
Design for Resilience: Mitigation, adaptation and transformative design  

From 47 case studies of highly capitalized, architect-designed buildings confronted by natural and man-made disasters of the last decade, this paper extracts exemplary cases of mitigation, adaption, transformation design (before, during, and after) disaster instances globally. Based on resilience attributes that emerged in biology and complexity theories (Zolli and Healy, 2012), these cases, prepared with graduate students in courses on resilience and research methods, examine attributes that successfully map on to architecture (i.e., simple cores/complex edges, modularity, etc.). Second, the cases question how (and if) architects and designers can begin to address other resilience attributes that architecture does not (a capacity for flocking and swarming, for example). Disaster mitigation strategies of Ito and Suzuki in Sendai, Japan, adaptation design with shipping containers during the 5000 earthquakes aftershocks period (2011-2012) in Christchurch, New Zealand, and transformative design strategies that effectively changed the identity of Greensburg, Kansas via LEED designed buildings are cases abbreviated in the paper. Third, architects’ roles before and after disasters have become well defined. In contrast, roles during disasters are absent from the literature and practice of architecture. Interview-based research efforts to better ascertain critical roles for architects during relatively predictable disaster events (i.e. hurricanes, wildfire, storm surge, sea level rise, etc.) are next.

Carol Street – Moderator  
Archivist for Architectural Records  
Austin Pontius, graduate student, architecture; Daniel Potash, graduate student, architecture; Chris Hinders, graduate student, architecture.  
Bridging the Gap: From Archival Drawings to 3D Printing  

Learn how our archives is bridging the two century gap from hand-drawn architectural drawings to modern 3D printing technology. Three graduate students and the archivist will share their insights on the experience of transforming 2D drawings used to build a long-lost Muncie opera house and a steel bridge in the 1890s through the use of 3D modeling software and the college’s 3D printer. Students will discuss what they’ve learned from creating detailed models based on 19th century building
designs that can help other students embarking on their own 3D print projects. Using contemporary technology like 3D printing to bring these historic structures back into the imagination could have implications in architecture, planning, and historic preservation.

Even more important is a deeper understanding of the social and environmental issues surrounding the future of the profession. The energy sector has driven designers to champion the cause of green building but it should also prompt us to lead where social issues are concerned. The people who live and work in areas of high resource-intensity are almost never seen or discussed though their daily lives are affected by the production mechanisms which drive security and quality of life for the rest of us.

Context now becomes not simply the areas immediately within and beyond the property boundaries but the people and resources thousands of miles away who provide and sacrifice for the buildings we create. In truly serving the public health, safety, and welfare we must design for the people outside of our buildings just as much as for the ones within.

Bailey Stultz – Moderator
Undergraduate Student

Jabon Temple (CAPitalia), Brian Poling (CAPAmericano Sur), Taylor Henderson (CAPJapan), Hillary Parker (Polyark World Tour), Harry Davis (CAPAsia)

CAP Study Abroad: The International Classroom

Every year CAP travels to places around the world to learn from international masterpieces of architecture, landscape architecture, and urban planning. Each study abroad opportunity in CAP is unique and travels to different places at specific times in the year. Discovery and exploration are key factors in these trips that provide a new dimension to the College of Architecture and Planning that every student should use to advance their education outside of the Muncie boundaries. A panel made of study abroad students will share their experiences and be available to answer your questions. Together we will take CAP beyond the boundaries of our classrooms.
Hyper-curriculum: The Multimedia Packaging of Course Content

An e-reader is an interface that is built around an interactive experience. E-readers empower teachers by helping them to understand the ways in which their current students are learning.

Today’s beginning design students are constantly connected. Nearly 70 percent of college-bound high school students access college websites on mobile devices, according to a national study of 2,000 juniors and seniors. According to another survey, respondents from the class of 2014 are using mobile devices 30 percent more than last year’s juniors, and tablet use has increased by 100 percent over the same period.

Mobile devices and the interactive content they display are changing the way design students acquire and apply knowledge. The authors will present their efforts to bundle a variety of media on a tablet e-reader that provided a convenient and organized platform for streaming video resources, links to relevant URLs, instructor demonstrations, diagramming of learning objectives and samples of previous exemplars. Given the limitations of a paper handout, the authors will discuss the development of methods that amplify the flexibility of course content for enhanced student learning.

Rediscovering Virtual Reality in the Education of Architectural Design: The immersive simulation of spatial experiences

The paper describes current research efforts in the College of Architecture and Planning (CAP) at Ball State University seeking to assess and make creative use of the instructional potential of immersive simulation implemented in virtual reality (VR) environments. We have conducted experiments using the CAP VR Environment, which is a fully implemented VR environment equipped with a tracking and a Head-Mounted-Display (HMD) system. These experiments have involved undergraduate and graduate students of Architecture. Through these experiments we have contributed to the validation of the use of the CAP VR Environment in design studios and have started to develop teaching/learning methodologies for effectively using this immersive VR environment for aiding novice students in the design of architectural spatial experiences. Assuming that only tools that allow us to simulate presence through time may effectively aid the design of spatial experiences, the CAP VR Environment has been used as such a tool for simulating and testing the effectiveness of architectural spatial experiences. The paper describes the learning outcomes in the application of the CAP VR Environment within the studio setting and the level of satisfaction of the students. It also addresses the potential for future research and implementation of limited but critical number of functionalities. These functionalities are aimed (1) to make the teaching/learning about architectural space more rewarding, (2) to make the system easier to use during the design process, and (3) to increase the level of presence within the VE, therefore enhancing current learning outcomes.
Chris Marlow
Assistant Professor

Games in Design, Pathways to Learning

This presentation will make a case for incorporating game design into higher [design] education. Before you ask why, let’s start with higher education. As Jeff Selingo said during his recent BSU lecture, higher education should be in the innovation business – not the commodity business – encouraging students to invent things, rather than simply receiving a good or service. For varying reasons, many colleges/universities are offering a more student-centered product by doing things like growing their on-line education programs. Among the most important attributes of a student-centered experience are (1) technology – using and adapting to what students already know, (2) strengthening connections between real life and what’s happening in classrooms, and (3) effective quality learning. The implication is that higher education must provide students with a more personalized pathway through their educational experience; a pathway that should emphasize adaptive and competency-based experiences (learning to do something) and experiential research projects (daily collaboration and teamwork on real-world projects). Enter: games.

Games are sticky, persuasive, safe to fail, and able to unite ways of knowing, doing, being, and caring. Games always teach us something. Serious games are designed to enhance/improve learning, where learning has value outside the game. They can allow learners to experience the ways a discipline considers and solves problems…. so they’re able to think like a person in the discipline. I’ll share what the game design and environmental design processes have in common, and explain why environmental design is perfectly poised to effect positive change in our vital, high-impact realm of higher education.

John Bry
Graduate Student

Thinking Outside the Fence: A New Approach to Preserving the American Cemetery

What is happening to the American Cemetery, and why should we care? Countless cemeteries and community mausoleums across the nation are dilapidated, defunct, and struggling to maintain the cultural and historic landscapes in their care. Left unchecked, abandoned cemeteries and community mausoleums around the nation will continue to present a challenge for civic leaders that are financially and legally overwhelming to them. Ineffective management, rising maintenance costs, inadequate planning, and a mobile society are just few of the causes of cemetery decline. Technical support and knowledge is plentiful addressing the conservation needs for these properties, their monuments, and landscapes. However, there has been a gap providing comprehensive assistance for non-profit, municipal, and religious operated cemeteries and mausoleums that go beyond the physical need alone. This session will present the 5M Approach as the first encompassing methodology for historic cemeteries in the nation. The five point model is designed to empower local leadership and stakeholders to maintain and reconnect these hallowed spaces to the communities they serve. Mount Moriah Cemetery in inner city Philadelphia is one case study currently utilizing the 5M Approach in its planning efforts. This historic cemetery is devising creative ways to address the daunting tasks facing this 300 acre property with an estimated 80,000 burials. This session will examine the exciting possibilities historic cemetery landscapes hold in the larger context of planning and design issues found in an unorthodox, and often, overlooked spatial community resource: the American cemetery.

Bo Zhang
Instructor

Chinese Influences on Zoological Environment in Europe and United States

Chinese influences on the 18th century European garden were well studied, though it is still debatable that at what degree picturesque garden should credit Chinese
This study adds to the subject of chinoiserie style by studying the Chinese evidences in three zoological environments in landscape architecture history, as in the 19th century European private gardens, early European zoological parks, and early American zoos. By tracing to William Chambers’ writing and his practice at Kew Garden, prevailing of Chinese-style aviaries in European gardens are understood in terms of aesthetic, cultural, and practical reasons. In the emergent zoological gardens in the middle and late 19th century, Chinese elements contributed to the celebration of novelty and exoticism of civic place. The constructors of American zoos at the turn of the 20th century largely inherited the Oriental sentiment as well as building techniques from their European predecessors, but constructed buildings with more authentic architectural proportions and details. In the 1930s, the call for naturalized animal habitats and invention of barless moated display finally led to the abandonment of Orientalism, leaving a number of landmarks unrecognized and unprotected today.

Much less known are / were Mizner’s humble “middle-class” cottages he designed for his artisan-workers. Mizner, in collaboration with a residential builder, designed and built twenty-six approximately 800 SF cottages in the Boca Raton Subdivision call “Spanish Villas.”

In this paper we will examine the genius of Mizner in his design communications media, as well as his integrated design-fabricate approach to his practice, and his transfer of his understanding of design to humble cottages. Further, we will review the impact of contemporary inclusive Historic Preservation on the contemporary society of Boca Raton and the resultant community designation as a Historic District resulting in both city and local community pride in their neighborhood.

Larry Barrow
Instructor


The Warren-Mizner Historic Cottage was designed by Addison Mizner, a famous architect in Florida. Mizner was known as the “architect for the rich” as he was a cousin to the Duponts and Vanderbilt’s and designed many of the early prominent civic buildings, resorts and mansions in Boca Raton, Florida.

Most of Mizner’s work is well documented, published and remains in very high profile in the contemporary context. It can be said that Mizner practiced in the earlier European method of master design-builder. He was committed to quality, craft and materiality to the extent that he had his own artisans-workers for drafting, wood, iron, stone and glass which produced his opulent architecture.

Libby Burley
Undergraduate Student

Carly Cecil
Graduate Student

Tim Eberhardt
Graduate Student

Michael Wardell
Graduate Student

Ball State University – 2013 Global Reporting Initiative Sustainability Report

Students, under the direction of Dr. Gwendolen White, Associate Professor of Accounting, have prepared the fourth annual Global Reporting Initiative (GRI) Sustainability Report for Ball State University as part of a fall 2013 Building Better Communities immersive learning project. The purpose of this report was to illustrate to stakeholders the actions in which the university is currently executing to meet the needs of the present without compromising the ability of the organization to meet its future needs. This report presents the environmental, social, and economic performance of Ball State University to provide stakeholders with information that will facilitate more sustainable decision-making and
operations. The report does not provide an opinion or external assurance regarding Ball State’s sustainability procedures. Rather, the performance is illustrated for each aspect discussed, allowing for the reader to interpret, compare, and make use of the information as needed.

The Environmental dimension of sustainability concerns an organization’s impacts on living and non-living natural systems, such as land, air, water, and ecosystems. Impacts, including the categories of labor practices, human rights, society, and product development that the university has on the social systems in which it operates are covered within the Social sections of the report. The Economic dimension of sustainability concerns the organization’s influence on the economic conditions of its stakeholders, as well as the economic systems at local, national, and global levels. Properly monitoring the university’s economic, environmental, and social performance is a crucial element in ensuring the successful sustainability of the university and exceeding the expectations of every Ball State advocate — past, present, and future.

Pradeep Dissanayake
Graduate Student

Bubaneshwar: Action Planning in Action
Bhubaneswar is one of the first planned cities in the independent India. The new capital of Odisha was planned in the early 1940s by prominent Town Planner Otto Koenigsberger and its buildings were designed by architect Julius Vaz. Koenigsberger who used the Clarence Perry’s concept of the neighborhood unit as the main organizing principle. Without much discussion, planners and scholars view the planning of Bhubaneswar and its neighborhoods as similar to Le Corbusier’s planning of Chandigarh. The whole process is focused on the importation of a planning model and planning professionals from the West. While this is erroneous (Perera 2004), this story also ignores how these models and knowledge are Indianized by the local actors (cf Vidyarthi 2013). This paper demonstrates how Bhubaneshwar’s neighborhoods are heavily Indianized by the inhabitants and substantially transformed into an Indian neighborhood model. In this study, I focus on Unit One, one neighborhood unit out of six units in Koenigsberger’s plan. This study is based on Henri Lefebvre’s concept of ‘production of space’ which is employed to understand the transformation of professional-designed ‘abstract space’ into local’s living spaces; Perera (2009) work on People’s Spaces, and Vidyarthi’s (2013) work on localizing Jawahar Nagar. The findings are derived upon seven weeks of field work, interviews with locals and professionals, and photographic surveys.

Chris Baas
Assistant Professor

Maria Wainscott
Undergraduate Student

Amy Yorke
Undergraduate Student

A Preview of the Virginia Ball Center for Creative Inquiry Fellowship Exploring the Legacy of Grassroots Conservation
The Prairie Club was created in 1908 as an offshoot of the Chicago Playground Association. The club is best known for its field trips—rural excursions into Chicago’s hinterlands to hike, photograph, and paint. Prominent club members included regionalist landscape architect Jens Jensen, dunes landscape painter Frank V. Dudley, plant ecologist Henry Chandler Cowles, architects Dwight Harold Perkins and Walter Burley Griffin, and the first director of the National Park Service Stephan Mather. The rarity and fragileness of the dunes landscape had already been documented in Cowles’ seminal writings on plant succession when 330 members of the club took their first trip to the Indiana dunes on what was to become the South Shore Railroad. Members of the club were
instrumental in efforts to preserve the dunes as a national park, and participated in the Dunes Pageant The Dunes under Four Flags, attended by 40,000 in 1917. Indiana Dunes State Park was created in 1925 after the efforts to create a national park failed. The group donated their clubhouse to the state park, and commemorated their trips to the lake shore with the Jens Jensen designed Prairie Club Fountain that was constructed in 1932. The 2,200 acre state park (along with the subsequent 1966 Dunes National Lakeshore) is a living legacy of the club’s efforts to conserve and celebrate this renowned landscape.

The Prairie Club

Gernot Riether
Instructor

Nuit Blanche Pavilion, using the elasticity of polymers to self-stabilize a structure

The Nuit Blanche Pavilion was an investigation that combined material behavior with the technical possibilities of current digital design and fabrication methods. The goal of the project was to develop a new form of lightweight structure. The project was inspired by a relationship between structure, geometry, material and appearance that can be found in biology. The project took advantage of a dynamic structural quality found in high-density polymers that was used to develop a self-supporting structural envelope.

Harry Eggink
Professor

Julie Musial
Graduate Student

Daniel Potash
Graduate Student

Aero-Architecture

The paper will introduce and present the studio that utilized the airline graveyards to reinvent the obsolete into the state of the art habitats and create a second life for the Boeing Commercial Airliners. The challenge was to define and redefine these once majestic ships of the sky and transform them into sustainable living spaces on earth.

Professor Eggink will be introducing the context and the process of the graduate studio and overlay the contemporary challenges of architecture, new technologies, and the changing extreme environments that confront our “design” profession today.

Graduate Student, Julie Musial will be presenting several designs utilizing airplane parts that integrate the challenges of urban living patterns and climate and versatile resilient architecture in her “Wing Urban Farm” and the “Tornado and Hurricane Houses.”

Retired planes used for disaster relief

Hurricane House

Wing Urban Farm

The Prarie Club
Graduate Student, Daniel Potash will engage an extreme disaster situation and address an architectural solution that would change the outcome of many lives. His project will incorporate new technologies into hostile environments and reinvent the methodology of search and rescue in natural disasters.

Amy Trendler
Architecture Librarian

On the Trail of the Architectural Pattern Book
Architectural pattern books are a fascinating subject in their own right, but they also present an interesting case study in historical research. In addition to highlights in the history of pattern books, this session will describe the process of finding and studying pattern books in research collections.

The architectural pattern book in America has taken many forms, from Asher Benjamin’s builders’ books early in the nineteenth century to the collections of designs published by Palliser, Palliser and Company to the catalogs of mail-order houses manufactured by Sears. Used as a forum by authors and architects to educate, cultivate, and advertise, the pattern book could reflect current tastes or start new trends, spread new ideas or vilify old practices, tout the services of professional architects or render the architect unnecessary. Regardless of their authors’ intentions, pattern books influenced the physical form of houses all over America and played a part in shaping the American concept of home.

While they are a rich subject of study, architectural pattern books can be challenging to track down. Discovering historic pattern books in library and museum collections often requires patience, perseverance, and a varied array of search strategies. Researching pattern books leads to a better understanding of what it means to preserve published materials, and find them again in the future.

Kelly Castle
Graduate Student

India Ballard-Bonfitto
Graduate Student

Jenna Harbin
Graduate Student

Seth Jenkins
Graduate Student

Pam Quirin
Graduate Student

Olivia White
Graduate Student

2014 NAIOP Challenge
With 1.4 million square feet of vacant Class A office space in Circle Center Indianapolis, Ball State was presented with a challenge by the National Association of Industrial, Office Properties [NAIOP] and its Indiana chapter to investigate the problem and formulate its solution. This in the context of an intercollegiate competition in which all the major universities in Indiana were invited, primarily through their business schools. The BSU team, comprised of MURP and RED program students, and mentored by members of the faculty and administrators in CAP and MCOB, received a CAP IL grant in support of its immersive learning experience.

Expert practitioners in the fields of marketing, development, finance and banking, public-private partnerships, construction and property management advised the BSU team. The session explores the roles of three approaches to immersive learning: [1] interdisciplinary, collaborative, project/field-based, and problem-solving approach, [2] utilization of expert practitioner mentors, and [3] the special role of time-crunching and stimulating competition among students, especially inter-collegiate competition.

Second, there is the opportunity for internship and career placement in such a competition, given the exposure of the NAIOP program to key players in the Indianapolis metro area. 106 executives of land development firms and their support professionals attended the presentation in Indianapolis last year. The past experience demonstrates that this opportunity was availed, a significant advantage over more traditional IL projects.
Reflections on Design Competitions

This presentation will explore the submissions for three design competitions I participated in this last year. The organization will be based on a dozen common threads on how I approached the design process for these (Flat Lot Design Competition, Sukkahville 2013 and AIA Indiana 1 x Infinity) from conception to communication. Tentatively, these include:

2. Times change around you. What is in will fade. Be yourself
3. Start by thinking about the end; what is essential?
4. Go to the site.
5. A variety of process products is good; speed is better.
6. Be honest.
7. Photograph everything. It will be useful. Build everything. It’s even more useful.
8. Consider who you are creating for and why; immerse yourself in wondering.
9. You can’t lose if you enjoy what you are doing, learning. Do what you enjoy, have fun.
10. Everything ends up as a pile of junk. Embrace it
11. It is what it is.
12. We can advance social values in design through competitions by proposing the “real;” it’s different enough to get noticed.

The presentation will conclude with a brief discussion of the design thematic that links all three projects, and how that approach of “realness” can be compelling. In a design world surrounded by seductive and often unreal imagery, these projects confirm that the tangible can also be eloquent. Inspired by the ordinary, the design proposals were all, in different ways, inspired by the simple pursuit of making a place for people to use and enjoy. As the architectural sands of time blow from one design style or one fantastic rendering plug-in to the next, what never changes is our ability to conceive of responsive delights for real people. Design competitions can be a platform for that conversation.

Simon Bussiere
Assistant Professor

Harry Eggink
Professor

Charrette Graphics: Old and New Schools of Quick Visual Thinking

“Over the past forty years, Ball State University’s College of Architecture and Planning has developed a detailed community-based immersion program with faculty, students, community members, and professional consultants collaborating through over 300 local, regional, and national planning and revitalization projects.” - Michel Mounayar, Design As A Social Act, Ball State Press, 2013.

Charrettes are community based design exercises that are driven by interviews, subsequent conversations, and rapid design visualization. In these public engagements, quick graphic communications are critical in order to demonstrate the communities’ visions and future aspirations. This presentation draws on methods used historically, while illustrating present day approaches, and collectively, imagining the future of charrette graphics. The authors compare the way designers visually tell stories, chronicling the design process over the last four decades, through a selection of traditional and emerging graphic techniques. The authors examine how different practices, which have been developed over time, are shaping the contemporary charrette process in unique ways.

Joe Blalock
Associate Professor

Getting Things Done® for creative people: A methodology for maximizing creative throughput.

“He that is everywhere is nowhere”
Thomas Fuller (1608–1661)

Is your mind so full of ideas, tasks or “to-do lists” that you are bogged down and don’t know where to start? Are you on the search for the perfect tool, software or day–timer to organize your life? OR do you even question that the way you think as a designer is different enough from the mainstream that you wonder if the popular systems in the self-improvement section work for you?

There have many popular systems laid out in the Business and Self-improvement areas. Many best sellers such as the
“Getting Things Done” system by David Allen, “Four-Hour Workweek” by Timothy Ferriss, and collections by Stephen Covey and Seth Godin. There are also a myriad of web sources such as Lifehacker, Accidental Creative, Productivityist as well as various tools, software and journals. But do these work for creative types? How do these work for those who have to create on demand?

This presentation and brief workshop will highlight the following:

1. A methodology to discover how you are “wired” utilizing Myers Briggs, DiSC, and Strengthsfinder to discover your tendencies and strengths;
2. Distinguish how designers can utilize the design process and design thinking to create a process for action;
3. Demonstrate a process for capturing and processing “stuff”;
4. Discuss tools and techniques to simplify and clarify information;
5. Creating action steps.

Life is a Design Problem. What’s your process?

Lohren Deeg  
Assistant Professor

Kyle Parker  
Senior Software Engineer for Developing Technologies

A Clean Slate: Tablet Computing as a Means to Personal Mapping and Geographic Awareness

Travel is a valuable experience for a student of environmental design, and the tradition of the sketching trip is implicitly integrated into a broader design culture. New computational technologies are bringing energy into this tradition. In this paper, the authors will chronicle the development and testing of a travel oriented application developed at the authors’ host university. The application features the integration of tablet-captured photos, video, tablet-drawn sketches, field-recorded audio files, and a global positioning tracking system into a package that allows the user to organize information and media in an efficient and an arguably travel-friendly interface. The importance of field notes, the mapping and reading of the built environment, and the challenge of geographic and spatial awareness are keys to understanding a place and its broader implications for design and site planning. In the primary author’s experience in planning and environmental design education, travel skills are not only justified, they are absolutely necessary for acute skills in spatial and geographic analysis. Putting the products of travel back together, to build a larger understanding of place has been a challenge for educators and students alike. The software application developed by the secondary author provides a hardware and software platform for the learning objectives set and the media products gathered during the act of travel to be bundled in one application on a single device.

Jules Mominee  
Graduate Student

Chris Harrison  
Virtual 3-D Designer

Drones Are Coming to BSU

Technological advances often coincide on multiple levels before becoming available to the general populace. Military drone technology (UAS, or Unmanned Aerial Systems) and improvements in digital camera miniaturization and optics no longer loom on the horizon. So, how do we blend these technologies for commercial endeavors?

Three different BSU departments are exploring that question: Hybrid Design Technologies and Historic Preservation, in the College of Architecture, and Journalism.

Chris Harrison — Research Assistant to John Fillwalk (Senior Director — Hybrid Design Technologies) wants aerial images to create special effects for modeling purposes.

Jules Mominee — part-time Graduate Student (Historic Preservation) has structured an Independent Study project around the use of small drones in performing condition surveys of buildings. Mominee runs his own company, specializing in manufacturing and restoring stained glass windows. He sees small UAS’s as a cost-effective means for examining and documenting conditions in existing buildings. Mominee’s UAS would allow digital imaging of conditions in areas that would require specialized scaffolding or lifts to enable close visual inspection, a tool that would be particularly useful in assessing historic structures.

After the first informal meeting between the three groups, Mominee distilled the basic processes and objectives they all needed to accomplish: a small UAS carrying a
camera capable of transmitting high-quality images; skills necessary to fly the UAS; understand FAA (Federal Aviation Administration) requirements for a UAS; guidelines and operational procedures for compliance with FAA regulations; FAA approval via application for Special Airworthiness Certificates; comply with privacy and airspace usage laws; and transmit images in real time to off-site viewing locations. Mominee, also a commercial pilot, will navigate and expedite those processes.

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2014 Faculty Student Symposium

Mahesh Daas
Chairperson of the Department of Architecture and ACSA Distinguished Professor

Ginger and Onion: Designing and Educating for Uncertainty

The paper critically interrogates the concept of uncertainty in the context of design, design education, interactive technologies and adaptive architecture. Illustrated by the work from An Inconvenient Studio, and based on the “Economic System Surrounding Artifacts and Designers” framework articulated by (Baldwin & Clark, 2000), the paper presents the argument that uncertainty needs to address eight levels of the market economy surrounding the design of responsive artifacts, an angle and aspect of responsive environments that is a current gap in literature and practice. The paper provides a theoretical and systems approach to adaptive architecture.

Nirmani Vidushika Rillapala Liyanage
Graduate Student

People’s conversion of a road intersection into a social space

According to Henri Lefèvre (1991), social relations and interactions create community spaces, their forms, and meanings. Spaces are produced within complex sets of socio-political-economic relations with deep social meanings in the way they are interpreted and used. Barbara Rahder (2010) highlights the need to ground the planning knowledge. As they intervene into these processes, it is essential for planners to know how the particular community views and uses the spaces it deals with. Nihal Perera (2009) and Jagath Munasinghe (2006) finds lack of grounding of Sri Lankan planning practices. In response, Perera highlights the need to study, understand, and document local spaces and their production processes.

This study attempts to understand the form, function and meaning of handiya, a significant Sri Lankan social space. It focuses on 4 case studies from different provinces, covering urban and rural sectors, cultures and environments. It was conducted through participatory observations, mapping, interviews and discussions with users of each handiya. Significance of each case study is as follows: Radampola which was transformed into a foreign space by planners confirmed the lack in planning knowledge highlighted by Munasinghe, Perera, and Rahder. Moratumulla provided a deeper understanding of how a handiya operates; Mavi-ela provided a complementary comparison. Mullativu was useful to understand the resilience of a handiya subject to huge external forces (war and tsunami).
The study revealed that, although they look similar, the handiyas are also very different in function and meaning. A common model of development will not work on all handiyas. Overall, handiya is connected and responsive to the socio-economic set up of the local community and is resilient to external forces such as the war and tsunami. Yet their transformation is not linear; at every stage the powerful actors seem to suppress the weaker ones, but the latter also seem to assert their agency.

Ty Adley
Undergraduate Student

A Safer, More Efficient, and Aesthetically Pleasing State Road 332

This project reports on a study of crashes along State Road 332 over a three year period from 2010-2013. The crashes were analyzed and key intersections were given proposals to make the roads safer, more efficient and provide sustainable beautification. This was my term paper for PLAN 431 Urban Transportation. We were to report on a current planning issue in a city or along a corridor. Along with that we had to prepare a GIS component to demonstrate our understanding as well as our ability to analyze the data. I found that State Road 332 is a key corridor between Interstate 69 and Muncie, Indiana. There were 773 crashes within a half mile of SR 332 between years 2010 and 2013. This accounted for 10% of all Delaware County Crashes. This is in part due to the estimated 177 vehicles per hour per lane on the road every day. The proposals should make State Road 332 safe, more efficient and aesthetically pleasing.

Cynthia McHone
Instructor

Captured Landscapes Framing a Narrative within an Image

Since Joseph Nicephore Niepce’s first permanent image from nature (circa 1826) and Nadar’s the first captured aerial landscape image (1858), we have been forming and constructing landscapes within photography. Historically, we have visually conveyed the two-dimensional worlds of photography. In Landscape as Photography, Estelle Jussim and Elizabeth Lindquist-Cock wrote about eight classic ways of seeing landscapes. I have explored four:

Landscape as God has been magnified in the grand landscapes of the American West by Ansel Adams.

Landscape as Symbol has been represented in the spiritually ephemeral works of Paul Caponigro.

Landscape as Fact has been encapsulated in the stark, stunning landscapes of The American West’s urban sprawl in the works of Joe Deal.

Landscape as Pure Form has been artistically and unpretentiously captured in the true-to-reality landscapes by Edward Weston.

These categories hold true to the historical body of photographic work that has been labeled as landscape photography, yet I present an additional viewpoint. I believe that photographic images can form words within one’s existences. As a landscape architect, I have evaluated the application of Lynchian design principles using these design concepts to present a stronger framework to celebrate cultural history and recognize precedents within the development of today’s modern landscapes. The writings of Matthew Potteiger’s on the landscape narrative have provided for me an in-depth way of looking at social/cultural and existing contexts in how we have patterned a dialogue into the landscape. Through photography and my background I present the development of a fifth category:

Landscape as Captured Stories—settings and verses held within a place and seizing the moment within a camera.

The Diner, by Cynthia McHone.
Martha Hunt - Special Leave Presentation

Healing Gardens, Neuroscience, and Disney World: Insights about the Design of Place

Gardens have long been accepted as peaceful, relaxing spaces, and it is commonly believed that these spaces hold restorative qualities. The seminal “View through a window may influence recovery from surgery” publication by Roger Ulrich (1984) presented data suggesting that patients with views of natural scenes healed faster than those with views of a brick wall. This study put a conversation on the map that continues today: the impact of nature on health. Discussion surrounding this topic is now the norm, and progress is being made to move it forward. Standards for evidence-based design studies are being developed, and relationships between designers and medical professionals are forming to study connections and correlations more closely.

Some of the most interesting literature on this topic is emerging from the field of neuroscience. The study of how the human (and rat) brain operates provides insight into what designers have been intuitively accomplishing for centuries, including how we perceive and respond to space, and what memory has to do with our understanding of environments. These studies advance our understanding of our reaction to particular stimuli, which will in turn, ideally, strengthen our design decisions.

This illustrated presentation provides an overview of some key current studies of healing gardens, including the direction of evidence-based design protocols, connections between neuroscience and design, and potential of future research.

Joe Pavilonis
Undergraduate Student

Ellen Forthofer
Undergraduate Student

Max Wurster
Undergraduate Student

capLAB Reinventing the MUDS Building

This interdisciplinary presentation pertains to the undertaking of 12 students and Andrea Swartz for the revitalization of the MUDS facility at 628 South Walnut. The work involved over the Spring 2014 semester focuses on making the facility a viable addition to the Ball State and Muncie community. Short-term goals include opening the ground level for a gallery and participation in First Thursdays as well as spurring community involvement.

Mission Impossible: The Colonization of California, or, A Vision in Motion

This paper will explore long range significance of the network of twenty-one missions established along the coast of (Upper) Alta California from San Diego to San Rafael (just north of San Francisco) during the late 18th and early 19th centuries. The majority of the first half was founded by a single Spanish Franciscan monk, Father Junipero Serra (1713-1784), during the fifteen years between 1769 and 1782. This chain of missions eventually stretched over 650 miles along the route which came to be known as El Camino Real, the Royal Road. The mission communities profoundly altered the landscape of California and its native population, in many ways not for the best, enduring until New Spain – modern Mexico - rebelled against Spanish rule in 1830, and secularized the missions in 1833. These were then often abandoned, cannibalized for building materials, or severely damaged by earthquakes and fire until 1900, when most were in ruins. With the coming of the 20th century preservation movement, architectural restorations tended to be largely accurate, and were based on surviving plans, drawings and sketches dating back to the 1700s, as well as various paintings, some as early (in the case of San Gabriel Arcangel, the fourth mission), as 1828. The enclosed courtyards or gardens around which the mission buildings were grouped, however, were usually romanticized beyond recognition.

The paper will look briefly at the first five missions to be founded: San Diego de Alcala (1769); San Carlos Borromeo de Carmelo (1770); San Antonio de Padua (1771); San Gabriel del Arcangel (1771); and San Luis Obispo de Tolosa (1772) and their place in the communities which grew up around them. The role, which Mission San Luis plays, without compromising its historic integrity, in the life of the present day community will be analyzed for the significance and implications of the ways it energizes its population and surroundings, with an eye to developing a set of guidelines which others with similar historical features and/or assets might follow to good effect. Note: The author has personally lived in the town of San Luis Obispo, sometimes known as one of the best-kept secrets in the country.
Long-term goals include a complete revitalization of the building and a continued use of the space by the community. The class is also examining the possibility of establishing course work that is based out of 628 South Walnut. This presentation will look at current student work as well as facilitate a discussion pertaining to the future of the capLAB curriculum and building use.

Andrea Swartz  
Associate Professor

Janice Shimizu  
Instructor

Shannon Buchanan  
Undergraduate Student

Julie Musial  
Graduate Student

Morganne Walker  
Undergraduate Student

Reusekah: Sukkahville 2013

This paper presentation will provide a chronological overview of the Sukkahville 2013 design build exhibit competition in Toronto, Canada (June–September 2013), from the perspective of team REUSEKAH. A design competition submission by faculty member Andrea Swartz, the build team was comprised of fourth year undergraduate architecture students Shannon Buchanan and Morganne Walker, graduate architecture student Julie Musial, architecture faculty Janice Shimizu, daughter Maya Coggeshall, and free-lance photographer Jennifer Smith who documented the team’s efforts. Organized by the Kehilla Residential Program, this event was used to raise awareness of the need for affordable housing, asking designers to submit designs for a "sukkah"—a temporary structure that "symbolizes the frailty and transience of life" (Leviticus) used by families during the week-long Jewish festival of Sukkot. REUSEKAH explores the beauty of the old and discarded. Like a community where the diverse strands of old and young and in-between come together, weaving a tapestry of perspectives, experiences and memories, REUSEKAH weaves together strands of old, new and in-between. Sukkot, a celebration of families, feasts and prayer, speaks to passing seasons, to freshly harvested food, to anticipating winter, to ends, to beginnings. Families gather together remembering the journeys of past generations and looking forward to the journeys of tomorrows’. REUSEKAH, too, is full of old, and young, memories, and futures.

REUSEKAH embraces opportunities to reconsider our building material stream. It’s logic is derived from re-used pallets, wood slats from lawn equipment shipping crates, and old flooring and framing wood from a salvage company. Juxtaposing, intertwining and weaving this old, reclaimed, discarded material pallet with some new wood, and slightly used wood, the issue of time, of cycles, of pasts and futures is manifested. With community, we gathered together these strands of time, and celebrated.

Jeff Lauer  
Graduate Student

A Market for Dead Things: The reformation of the Gujari Bazaar in Ahmedabad

In 2011, the Gujari Bazaar, a weekly “informal” market in Ahmedabad, India, fought for its inclusion into the ambitious Sabarmati Riverfront Development Project (SRFDP). Elite representatives, including an external professor/activist, however, drove this fight for inclusion. This paper goes beyond this surface narrative and explores the more nuanced, internal contests taking place during this time. By analyzing the social life of rumors of corruption aimed at the market president Nafis, I suggest that the Gujari Bazaar, as a result of its absorption into Ahmedabad’s most ambitious, modernist development project to-date, is experiencing a fundamental contest over representation, space, and power. This sheds new light on the processes and affect of contemporary urban redevelopment in post-colonial societies, an area of the world problematically and narrowly viewed by western planning, or ignored altogether.

Urban redevelopment in post-colonial societies.
Old West End Neighborhood Action Plan

The Old West End Neighborhood Action Plan (OWENAP) is a citizen-generated policy regarding the future of the neighborhood, and contains initiatives that are developed by the residents of the neighborhood. The OWENAP falls under the umbrella of the Muncie Action Plan, which is a strategic guide for the city to create an action agenda for the future. Over the course of the semester, the students’ knowledge of planning grew to include such skills as public speaking, professional report writing, and survey creation. They also discovered many sources of information that are helpful to community development including making connections with local organizations, researching grant opportunities, and the importance of establishing relationships within a community. An important take-away from the project is that students learned the interdependence of the built and social environments, a lesson that will stay with them for the rest of their professional career.

Cancer Directing Design: Incorporating Patient Needs into Resort Design

This project will be designing a resort masterplan that will cater to a specific, overlooked age group of cancer patients going through treatment or post treatment.
Charles Russell
Undergraduate Student

Oliver Johnson Crossing

Named for the adjacent woods, Oliver Johnson Crossing is a proposed transit oriented development on the southwest corner of the intersection at 46th Street and College Avenue. Four planning rules/guidelines were established based on the current urban tissue of the site.

- Limit to three story structures
- Provide for multimodal transportation
- Build to property line
- Continue College Avenue streetscape

From these three planning objectives were established:

- Pedestrian Friendly
- Housing Choices
- Create a Destination

Oliver Johnson Crossing would promote a “work, live, play” community at this transit node. It would be providing employment for emerging professionals, providing housing for a variety of people, and creates a place for entertainment and relaxation.

Pedestrian Friendly

In order to create a pedestrian friendly environment and unify all four corners the intersection was raised to pedestrian level, about 6 inches. The sidewalks were also widened to 20 feet to allow for outside sitting areas for businesses, walking, and a buffer of vegetation between pedestrians and traffic. Thirdly, a pedestrian corridor was created to create a space for residents living in the multifamily housing wrapped around the southwest corner of the site.

Housing Choices

The second objective is to provide a variety of housing, both physically and economically. This was met by providing 65 units in nearly 49,000 square feet of residential space. To promote a sense of community and prevent an "us" and "them" mentality all units are physically similar on the exterior, and 40% of the units would be rentals.

Destination

The last objective was to create a destination. Being a former streetcar stop this intersection has a history as a transit and neighborhood center. This was accomplished by having two three story mixed-use buildings address the corner of the intersection. These buildings are first floor retail, second floor office space, and third story residential units. These would be local businesses to promote the “Indy Loves Local” mentality. A plaza was also implemented to create a space for people to stay, relax, or hold small events.
2014 Faculty & Student Symposium - What did you do?
THE COLLEGE OF ARCHITECTURE AND PLANNING HOUSES THE FOLLOWING CENTERS AND INSTITUTIONS:

CENTER FOR ENERGY RESEARCH/EDUCATION/SERVICE
CERES is an interdisciplinary academic support unit focused on issues related to energy and resource use, alternatives, and conservation.
bsu.edu/ceres

CENTER FOR HISTORIC PRESERVATION
CHP utilizes historic preservation to promote economic development, strengthen community identity, and improve the quality of life.
bsu.edu/chp

COMMUNITY BASED PROJECTS
The CBP initiatives combine teaching, research, and service activities that focus on the environmental design and planning professions to create opportunities in Indiana communities from inner-city neighborhoods to rural small towns. We can help with development and revitalization issues for your business or neighborhood.
bsu.edu/cbp

INSTITUTE FOR DIGITAL FABRICATION
IDF acts as a catalyst of digital design and fabrication techniques for both industry and education related to architecture and allied arts.
bsu.edu/imade

INSTITUTE FOR DIGITAL INTERMEDIA ARTS
IDIA is an interdisciplinary, collaborative research and studio environment that explores intersections between art and technology.
idiarts.org

LAND DESIGN INSTITUTE
LDI pursues ecologically and culturally responsible land design through education, research, outreach, and service.
bsu.edu/ldi

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