

Night Market Eventscape:

UW+WILD



L ARCH 403 Cultural Landscape Studio | Autumn 2006 | MW(F) 13:30-17:20

Instructor: Jeff Hou | jhou@u.washington.edu | office hour: Tuesdays 11-13

Course website: <http://courses.washington.edu/nightmkt/>

Cultural landscape is often understood as a heritage or spatial category in the context of historic preservation. But more broadly, it is also about interpreting and understanding an environment and its underlying stories. This studio approaches cultural landscape not as a specialized field but as a part of our everyday encounters. Rather than historic landscapes, we will focus on places and events that embody a particular cultural or subcultural practice. Specifically, we will develop designs that support and help interpret specific events and activities in the context of everyday life in an urban community. We will focus on the proposed night market event in Seattle's Chinatown-International District.

From selling food and clothing to public performance and entertainment, night markets represent an ephemeral yet persistent urban phenomenon in East Asia. In the Pacific Northwest, "night market" as a popular form of leisure and shopping experience and as a way of community building and revitalization has emerged in Vancouver and Richmond, BC, and more recently in Seattle. The phenomenon reflects the growing presence of Asian American community in the region and its translocal cultural practices. In Seattle's Chinatown-International District, a community-driven effort has been made to develop a night market as a regular activity in the district. The night market would create a gathering place for the community as well as catalyzing economic development in the district.

Supported with a grant for internationalization of undergraduate curriculum from the UW Office of Undergraduate Education and UW International Programs and Exchange, the studio this year investigates the cross-cultural landscape of night markets in the Pacific Northwest. Specifically, we will collaborate with the WILD Youth Program (Wilderness Inner-city Leadership Development) to develop designs that will support the planned night market in the Chinatown-International District. Envisioned as a series of site installations, the designs will provide functional support for the night market event as well as helping to interpret the stories embedded in the immigrant communities of the district.

Course Objectives

- Develop international perspectives and cross-cultural understanding of urban communities and activities through the example of night market
- Develop critical understanding of landscape narrative, public installations and eventscape
- Develop collaborative skills with members of the community
- Develop skills of installation design and storytelling through physical objects and visual devices

Assignments*

1. Case studies of outdoor markets & installations (individual projects) – To get a better understanding in the design of night markets and eventscape, we will look at precedents of outdoor markets and installation design in the region and beyond. Develop a 2-page handout and posters to post on the course website, including scaled site plans/diagrams, photos and written analysis of a selected case of outdoor market or temporary installations. *Due October 9th. (handout—letter-size; poster—24"x36")*

2. Site & program scenario exercise (group project) – During the site visit, develop a program and site layout scenario for your chosen group site. Create a 1-page handout/poster with an annotated site plan illustrating the scenario. The document will be posted on the course website. (The different scenarios are for you to think about adaptation of your temporary installations). *Due October 9th. (handout—letter-size; poster—24"x36")*

3. Design concept & model (midterm work: group projects) – Together with the WILD students, develop a prototypical design for an outdoor installation that will provide functional support as well as visual identity for the night market event. The installations need to support storytelling elements that will be developed by the WILD students. The installations also need to be flexible and adaptable to different locations and arrangements. *Measured drawings and models due October 25th.*

4. Final design & construction (group/individual projects):

- **Part A. Site Installations** – Construct a full-scale prototype of your installation design in teams. Midterm presentation November 1st, final presentation: December 6th.
- **Part B. Narratives** – Assist WILD students in developing a storytelling design as an integral part of the installation. Final presentation: December 6th.
- **Part C. Design variations** – develop one variation of your installations to adapt to different site/program scenarios (individual project).
- **Part D. Posters** -- Organize the analysis and design work into a set of posters. Detailed requirements to be available later.

*More detailed requirements may be distributed during the quarter.

Grading

1. Case studies of outdoor markets & installations	10%
2. Site & program scenario exercise	10%
3. Design concept & model	20%
4. Final design & construction	50%
5. Active participation & collaboration	10%

**Department Policy: You are required to submit a CD that will include documentation of all your drawings, graphic work and photos of models produced in this course. The CD must include all completed class assignments, graphics created as you develop the final assignment. Images will include both work created digitally and scanned images of hard copy drawings. Clearly label the CD with the following: your name, class name and course number, instructor's name, and date. You need to submit the CD to the instructor in order to receive your grade.*

Schedule (subject to change)

*Wednesday UW-WILD joint sessions begin at 3:30pm

WK	Monday	Wednesday (UW)	Wednesday (WILD)	Friday
1		9/27 Introduction/ presentation: WILD night market	9/27 WILD Orientation	9/29 Field trip: Richmond, BC
2	10/2 Debrief: Richmond field trip Working sessions: case studies	10/4 Site Visit: (UW) Chinatown-ID (site/program analysis; generate project list) →	(Meet at ID-C Comm. Ctr.) Introduction: UW+WILD; Brainstorm: team projects	10/6 Site revisit
3	10/9 Pin-up: case studies; site/program analysis; post on web	10/11 (Meet at UW) Working session: installation design!		10/13 Shop: orientation
4	10/16 Desk crits: refined design and model	10/18 (Meet at ID-C Comm. Ctr.) Working session: team discussion of neighborhood narratives; revisit installation design		10/20
5	10/23 Desk crits: measured drawings & models	10/25 (Meet at UW); presentations begin at 2:00) Midterm presentation: measured drawings, models, narratives		10/27 Desk crits Collect materials
6	10/30 Construction/ Desk crits: detail design	11/1 Construction/ Desk crits: UW	Research/collect stories: WILD	11/3 Construction
7	11/6 Construction/ Desk crits: detail design	11/7 (Meet at UW) Working session: design of storytelling components		11/10 Construction
8	11/13 Preliminary Assembly	11/15 (Meet at UW) Working session: mock-up of storytelling design		11/17 Construction
9	11/20 Desk crits: design variations	11/22 Work day: no session		11/24 <i>Thanksgiving Holiday</i>
10	11/27 Pin-up: design variations	11/29 (Meet at UW) Final assembly: installations + storytelling components Preparation: final presentation		12/1
11	12/4 Attend other presentations (UW)	12/6 (Meet at UW) Final presentation: Gould Hall Mini Night Market		

Field Trip: Richmond Night Market Map

<http://www.richmondnightmarket.com/home.html>

