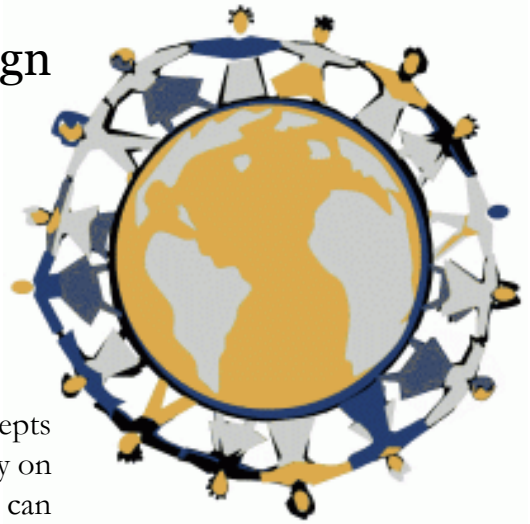


# CO-HOUSING

## the new urban village



How can we translate ecological values and abstract concepts of the social good into pragmatic design decisions? Living lightly on the land requires working together, looking at how an individual can be part of sustainable systems at the scale of the unit, block, neighborhood and city. Scandinavian, Israeli and Chinese models show how buildings can facilitate social interaction. Through shared meals, activities and resources, they create opportunities for casual camaraderie and deep friendship. We will visit Portland co-housing communities and read about life in communes and eco-villages.

Students will design an ecological residential community, working collaboratively to better understand the rewards and challenges of being in community.

### NEW:

Students can choose to work on a real Eugene site in Lower River Road mixed-use center (nodal development) working with Maitreya Eco-village leaders Rob Bolman and Melanie Rios. . Other site possibilities include Eugene's Friendly neighborhood and a Portland site.

## Process

We will begin with precedent case studies, followed by site analysis mapping and a conceptual site response.

Students will consider the project at different scales to understand how urban-level decisions affect the immediate spatial experience. After establishing the urban massing, students will consider alternative unit configurations, such as adaptable units that change in size via bedrooms that can be flexibly allocated. We will consider accommodating a wide range of clients, such as unrelated adults and single parent families, in comfortable yet compact quarters. After a careful study of the unit, students will return to the whole, looking at how shared spaces can support different circles of community. Each student or group will focus on one sustainable system to integrate into the design.

## Media

Students will be guided in using design media strategically, starting with sketching and sketch modeling and moving towards digital refinement. Assignments will encourage experimentation with media, such as hand-computer hybrids and quick generation of options.

### OBJECTIVES : To understand how

- environments can foster community and privacy
- communities can minimize negative impact
- design media can support idea development

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