ARC555 MANAGEMENT AND PRACTICE 1

ASSIGNEMENT 3

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The Progress of Live Project in Lansdowne

Abstract: I am in live project about the Lansdowne. This life project is through the communication with residents, Sheffield home aims to reconsider the estate in terms of navigation, identity, ownership, connections, environment, community, security and the long term future of Lansdowne. The work team hopes to raise aspirations for the area and challenge the view that the estate is fixed with little opportunity for local people to make an impact in their built environment.

Aim: We aim to devise forms of communication and representation that can creatively engage people living in the estate, tackling architectural issues for the shared spaces in the estate. This may be in the form of physical permanent and/or temporary interventions within Lansdowne.

Initial Brief Process and Team Work:

First week we through our first meeting set up our initial agenda. The agenda of the meeting established a team structure, with primary client contact (Leanna Boxill), finance officer (Heather McGill) and blog manager agreed (Dave Sparks). This allocation made sure the team can be organized and works well. The meeting established the course of action for the coming week, mapping. This was agreed to be the initial priority, as to tackle wider areas of the project (identity, navigation), it was important to begin to understand the site from a range of different perspective. Teams were allocated to undertake a range of mapping techniques:

Yogesh, Josh and Tom are heading to site to contact Activity Sheffield to begin to explore route finding among younger residents of the estate. Ariadna, Me and Leanna are beginning with a comprehensive site survey, and moving towards more creative survey techniques. The team work made the survey and project process more efficient. And through the collaboration to recruit the development of project have a wider and comprehensive view.   .

The meeting also exposed some of the initial ideas for the development of the Live Project:
- Master plan Document
- Events
- Considering Issues of Security and High Risk Areas
- Responding to Cultural Diversity
- Involving younger generations of Lansdowne Residents to build trust
- Involvement of Community Forester
- Long term engagement with Lansdowne
- Community Garden
- Programming and Information Transfer
- Addressing Block Division
- Networking - Relationship between Lansdowne and Sheffield
- Memory Navigation

After the initial survey we progressed our second meeting and make up the brief of our project. The brief has been streamlined to allow us to focus our time more effectively on one focus for the live project, Navigation. Navigation encompasses the aspirations of the live project, looking at how the Lansdowne estate is navigated, not only in the sense of how people get around, but also
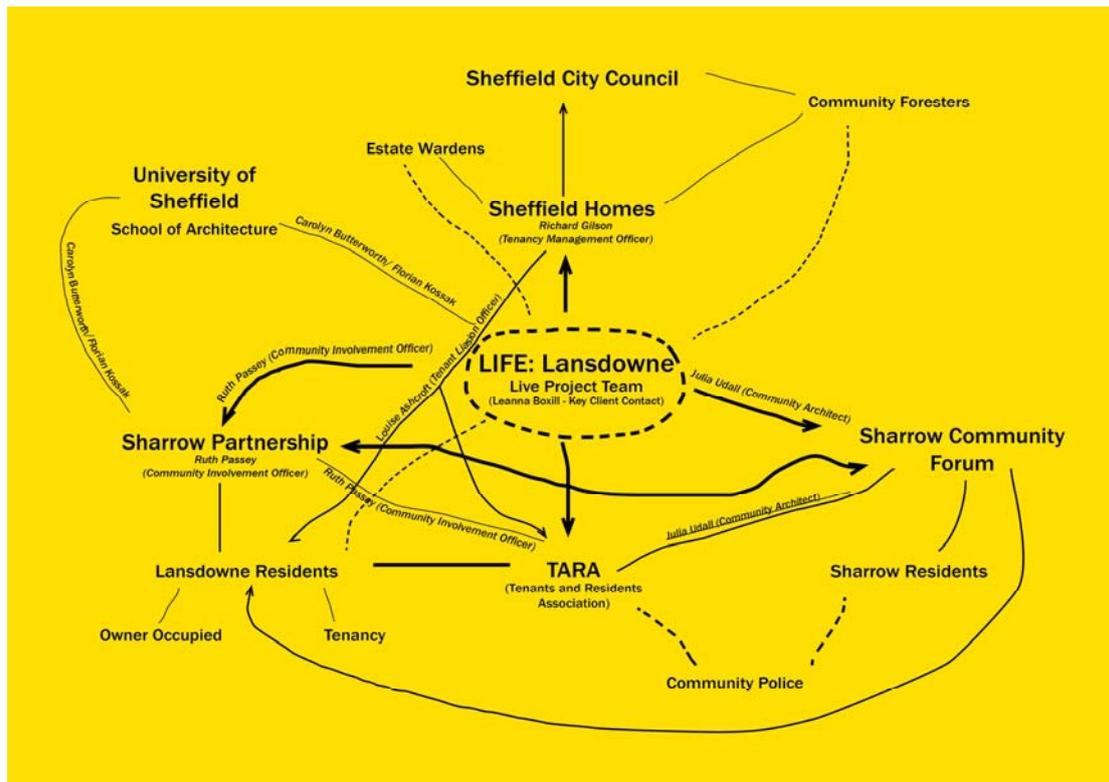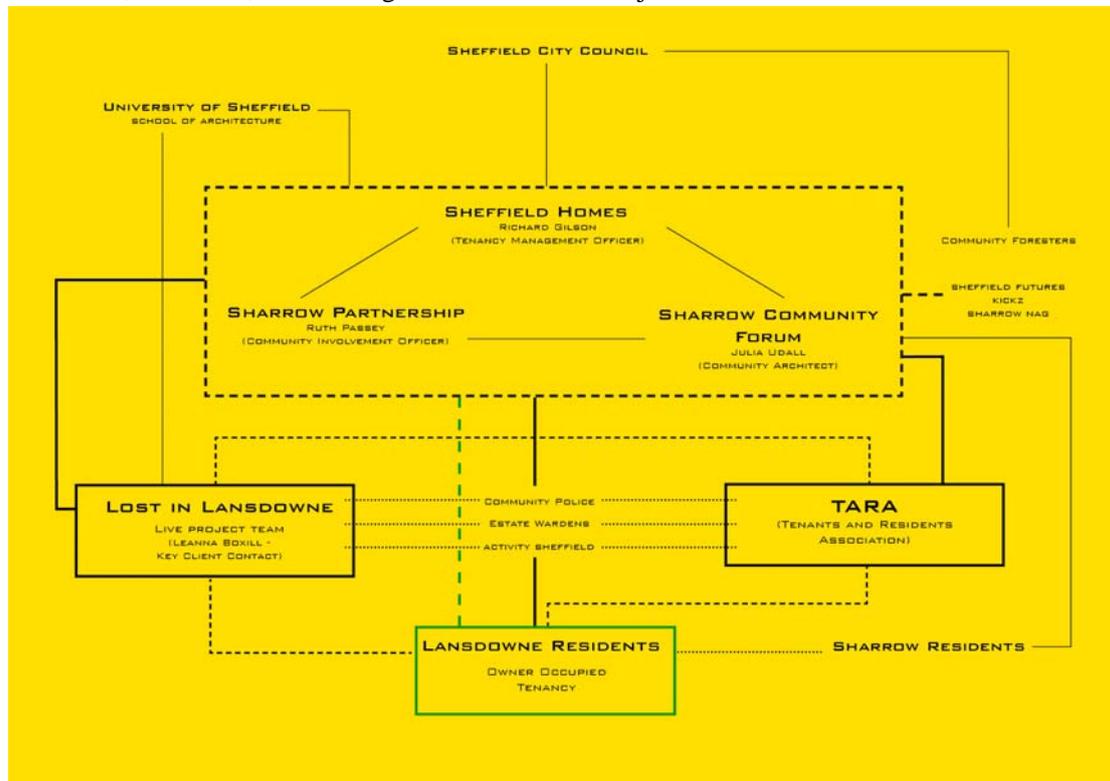
(Figure 1)

how they identify themselves as part of the estate, and how identity is in way finding. As part of our ongoing 'navigation' through the project, we have completed a first draft stakeholder map (Figure 1). And we decide our live project's name LOST IN LANSDOWNE. In team work the group meeting is a very important and useful tool to exchange different work information, experience and discuss the development of project. It gives every member a chance to devote their knowledge and participate in discussion. Under the whole team's work involved and engaged the work can be promoted based on previous work.

As a reflection of how our relationships might evolve with various groups involved in the project, the Lost in Lansdowne team have decided that our stakeholder map should evolve with it. With a clearer idea of the relationships between various groups involved in the project, the Lansdowne team was able to present second version of the stakeholder (Figure 2). It became clear that Sheffield Homes, Sharrow Partnership and Sharrow Community Forum could be regarded as a multi-headed client group. For the most part they share similar aspirations for the estate and the quality of life for the estate's residents. The different research proposals at different levels and part of project guide the team towards the efficient way to develop the project. In this initial part of project the project proposal and mapping give us a main concept of what we faced, what need to do. The analysis make the complex situation can be easily understand and apply to further work. It makes the aim of team work more clear and makes sure the way of development of project always under the control of team.

The stakeholder also appears to be growing in terms of the number of groups involved in improving the Sharrow area. Ari, Heather and Leanna attended a Sharrow NAG meeting and were introduced to members of Activity Sheffield, Sheffield Futures, South Yorkshire Police, as well as

the youth football club Kickz. The meeting proved useful for the team in terms of finding out information for current proposals for funding youth projects, targeting anti-social behaviour and vandalism, as well as, establishing a wider context than just the boundaries of the estate itself.

(Figure 2)

Communication method:

Then we after weekly meeting with Sheffield home and Sharrow community forum we organized our Lost In Lansdowne Launch event to introduce this live project to local residents and tried to engage them participate in the process of project. Through this meeting we introduced the situation to the residents, and then discussed it with them. This is like a lecture to help them get the ability and idea to think about their own community. They also given us lot of feedback which made us rewrite the initial proposals and made it more adapt to the local life.

Event Statistics:
Total Adults = 30
Total Children = 15
Cubic Cm of biscuit cake devoured = Lots
Packets of Biscuits = 15
Mugs of Tea = 85
Electric Blackouts = 1 every 20 minutes
Yellow Foot Prints = 36
Exhibits / Installations:
1.400 Site Model = Mapping routes, connections, friends, names
Lost In Lansdowne Mapping = Aerial maps, Routes day and night, Occupancy, Lighting

Interactive drawing = Posting thoughts, aspirations, ideas...
Post-it wall
Kids Drawings and models
Build Your own Lansdowne Blocks

After the event we collect all the stuff and communicate with clients, in this part the team work like an agency of transformation to built up the information communicate between local system and local resident. We use the same models, drawings and feedback to communicate with clients and local residents, these phenomenal and mapping approaches given those people a direct view to discuss the project. Based on this same stuff and feedback the misunderstanding of information is reduced and the communication is direct and clear. But I still think this gap between local system and local residents should narrow down which finally is built up a community system to let the local residents direct join the project process. During the process residents would be much familiar and skilled to the project. They are not only providing basic information, but also work with us like a partner. The procedure of decision making would have more capacity to involve residents' desire and require. After they can see their can influence the decision making process they would have more passion and identity to the community.

Further Brief Process and Team Work:

Then we develop 5 basic strategies. The following brief has been designed based on the engagement with all client bodies and the findings of the first Lost in Lansdowne event. Conversations with residents centred around prepared activities, drawings and a scale model of the estate, have led us to a five pronged brief and the team work also have been separate to this five parts;

1. Strategy for Gardens
It has become evident from conversations surrounding the model that the current colour coding in place to aid navigation is in need of some re-configuration. The cladding will be considered alongside the garden identities and this may be developed alongside local artists.

2. Internal Strategy
Another interesting trend which emerged was that the residents largely move around the estate via the stairwells and open internal corridors particularly when visiting friends. We have therefore allocated a team to investigate the design of these internal areas to enhance opportunities for meeting and to improve the internal environment making it safer.

3. Meeting room Strategy – External/ internal
Considering its role as the only internal communal meeting facility for the estate, there will be a strategy for the development of this room and its role. Possibilities include design strategies for its re-location, its accessibility, its signage and its usage.

4. Residents Strategy
The strategy for the meeting room will go hand in hand with enabling the existing creative users

of the estate. The Lost in Lansdowne event was most helpful in identifying residents who already have ideas and enthusiasm. It is thought that by facilitating these residents, both physically and tactically, we will ensure the longevity of our proposals. The users identified include;

Jerry - Interest in developing an edible gardening strategy for the estate.

Ross - A sculptor eager to incorporate art into the built enviornment.

Kid Acne - the graffiti artist identified by several of the residents as a possible contributor to the identity of Lansdowne.

Graham - Resident and member of the TARA who has a particular interest in the details of the signage.

David - Long term member of the TARA with access to significant funds for change.

Dorothy - Resident and member of the TARA interested in organising activities for both children and adults.

5. Basic strategy

Finally, we proposed to develop a basic strategy which will bring together all the above branches of the brief, particularly providing basic yet essential suggestions for lighting, signage and maps.

Final Brief Process and Team Work:

As proposals have been worked up, the Lost In Lansdowne team have propsed a 3 phase strategy, which corresponds to the nature of each proposal. The phases have been called #1, #2 and #3:

#1 = Immediate implementation, non skilled work needed and with little or no cost attached

#2 = Short term implementation, some skilled work with some cost attached

#3 = Long term implementation, needing skilled work, time and substantial funding

This phasing strategy has allowed each proposal to be categorized, creating a flexible 'primer' for Lansdowne. Each area of the brief (gardens, residents, internal etc) therefore has #1, #2 and #3 level proposals, meaning that mix and match strategies can be put into places which are flexible enough to respond to the fluctuating nature of funding, skills and labour. This 3 phase strategy has been designed to ensure that each area of the brief can begin to be tackled, regardless of funding, skills and labour. The team also gave different level proposals corresponding statistics and sample to guide their activity. Every part of the team concentrated on one strategy area this make the research process further and efficient.

Finally all of those strategies have been made to booklet and sent to clients, and the local housing board resulted in a grant of £5,700 towards our proposal.

Learnt From the Live Project

This live project engaged people join the decision process. The interaction communication made residents felt they were involved and possible to influence the process of the project. This is one condition to make the participation sustainable. I think the gap between local system and local

residents should narrow down which finally is built up a community system to let the residents direct join the project process. As the live project's Residents Strategy shown local residents directly participate in the project to make the decision rather than architect or local system made the decision. The local residents are the real clients who live in this community instead of the representative of the local residents. The team should be an agency to help them to build up the community system and communicate with local housing system. To establish a collaborate network between local government, different groups to solve the problem in community together.

Architect research group organize different skills and abilities of architects work together. This work process first is to divide architect or other people to different work area which according to their interest and abilities. Second the team leader and team work together to make up the main brief to guide and organize the project process. During this allocation and collaboration the team resource can been better organized based on the positive discussion. The communication and encourage between members is a very important issue to make the collaboration sustainable and going well. It promotes the information exchange between different work areas and builds up the trust between members. Based on this the group is possible to be an energetically team.

In different part of project process the different strategy make the group work much focus on particular work area and efficient. In initial part of project, the initial survey gave us an initial view of the project and through meeting to make up the brief of our project. The brief allowed us to focus our time more effectively on one focus for the live project. In further part of project based on the communication with clients and local residents, the further strategies were much exactly and detailed to the particular problem. This make the discussion with clients and residents efficiently and proposal practicable. In the final part of project, based on the previous work the exactly proposal toward different strategy were generated. These different levels proposal correspond with statistics and sample to guide the implement of project. It makes the project directly face the barriers in real life and make project sustainable and practicable. This step by step work has established a clear logic of research work. It helps me have an idea of the work procedure to face different project during my study.