

Participatory Design in Environmental Design Education

MY ROLE

Design researcher, coordinator

TEAM

4 Landscape Architecture designers, 2 Design Researchers, 1 Sustainability researcher, 1 Engineer

METHODS

Participatory workshop, survey, observation, interview

PROJECT LENGTH

5 months



Research Plan (general)

The Problem

How to improve the park visiting experience for communities in Honolulu?
And how to make the bigger impacts?

Research Questions

What issues communities facing when visiting Old Stadium Park?

How to integrate participatory design into landscape/urban design to better engage communities/stakeholders in Honolulu to inform the re- design?

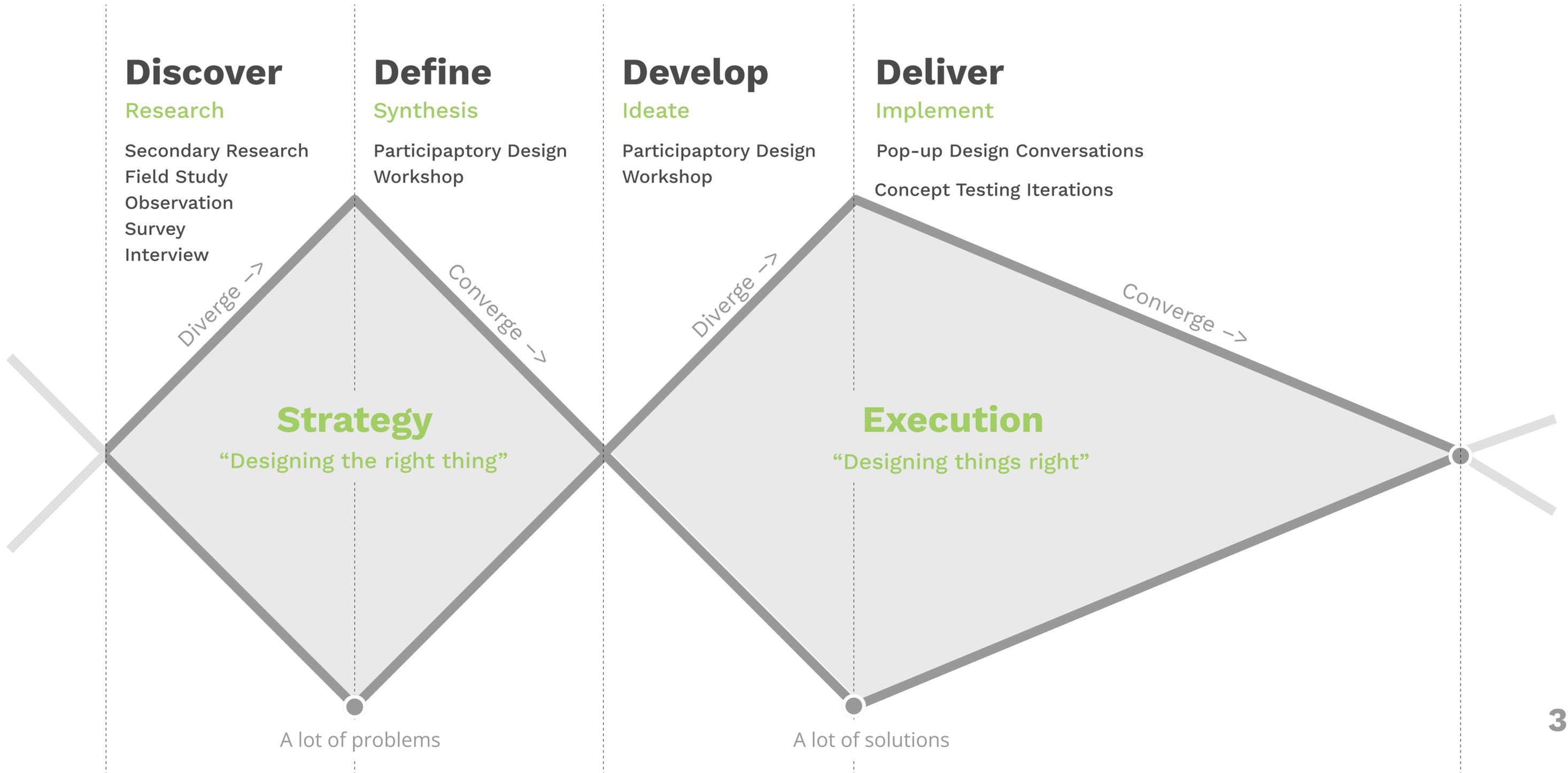
Goals

Identify users, stakeholders and their needs, issues

Develop participatory design approaches

Engage communities and stakeholders to inform re-design of Old Stadium Park

Process & Methods





Phase 1

Field Research

Old Stadium Park, Honolulu, Hawaii
Photo by Paul Coseo

Phase 1 Field Research: Who are we? Connection before collaboration.

Discovery by Observation, Listening and Understanding

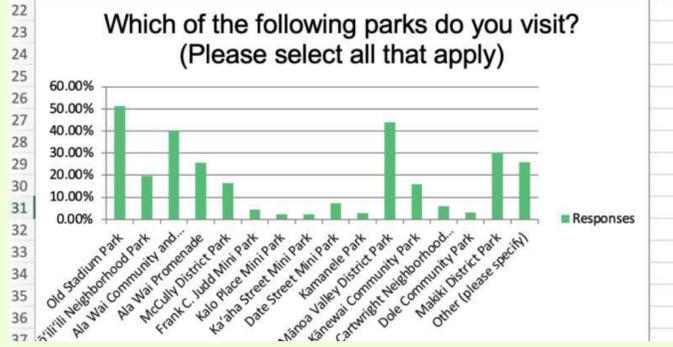


Field research, Honolulu, Hawaii
Photo by Chingwen, Yumeng

What have I done in phase 1 (field research)? Why and how?

Assisted team to better understand the design context via community survey design, analysis and report:

Answer Choices	Responses
Old Stadium Park	51.32% 175
Mō'ili'ili Neighborhood Park	19.65% 67
Ala Wai Community and Neighborhood Park	40.18% 137
Ala Wai Promenade	25.51% 87
McCully District Park	16.42% 56
Frank C. Judd Mini Park	4.40% 15
Kalo Place Mini Park	2.35% 8
Ka'aha Street Mini Park	2.35% 8
Date Street Mini Park	7.33% 25
Kamanele Park	2.93% 10
Mānoa Valley District Park	43.99% 150
Kānewai Community Park	15.84% 54
Cartwright Neighborhood Park	5.87% 20
Dole Community Park	3.23% 11
Makiki District Park	30.21% 103
Other (please specify)	25.81% 88
Answered	341
Skipped	56



550 Responses

Zip Code

- Other: 12%
- McCully Mō'ili'ili: 47%
- East Honolulu: 10%
- Mānoa: 20%
- 96813: 4%
- 96814: 3%
- 96815: 4%
- 96816: 10%
- 96822: 20%

Age

- 60 or older: 18%
- 17 or younger: 4%
- 18-20: 2%
- 21-29: 17%
- 30-39: 26%
- 40-49: 18%
- 50-59: 15%

38% live with children

Top Favorite Parks
Ala Wai Park, Makiki District Park, Mānoa District Park, Old Stadium Park

Visit Frequency

- 6% visit daily
- 20% visit weekly or monthly
- 74% rarely or never visit

Visitors want a park where they can...
Feel safe (87%), enjoy the outdoors (55%), spend time with family/friends (43%), and exercise (42%)

Current Uses
Exercise (20%), access a location across the park (18%), playground (12%)

Top Concerns

- 84% Safety
- 58% Bathroom/Facility Maint.
- 52% Encampments
- 38% Lack of Visual Appeal

Top Interests

1. Improve general park cleanliness
2. Renovate pavilion & bathroom facilities
3. Improve lighting and accessibility
4. Restore drinking fountains
5. Improve visual appeal with landscaping

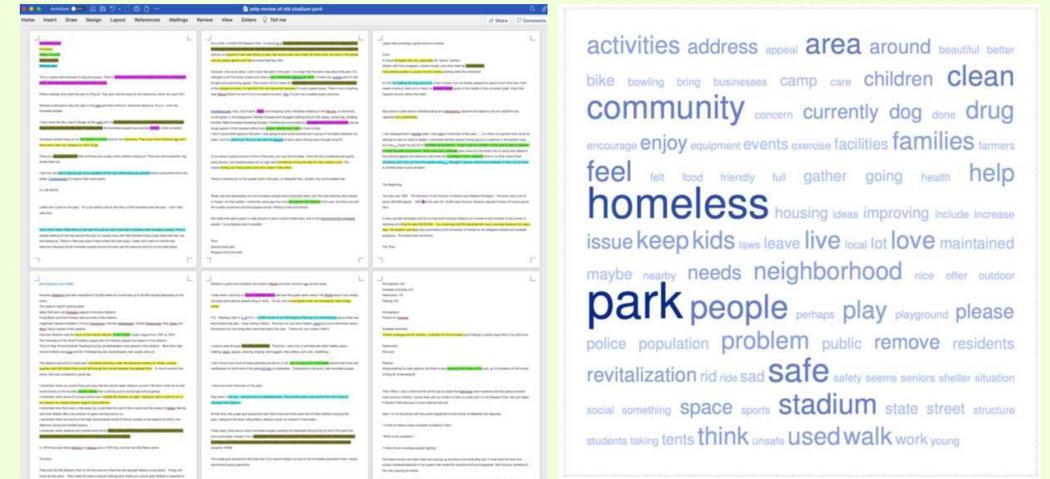
Top New Features

1. Picnic areas
2. Adult fitness equip.
3. Park signage
4. More parking
5. Splash pad

92% of respondents who rarely or never currently visit Old Stadium Park would visit if the issues mentioned above were addressed

90% of respondents agree that revitalizing Old Stadium Park is very or extremely important

Collected, analyzed, and reported secondary data (e.g. review comments of Old Stadium Park on Yelp, Google map) to help team better understand the users and design context:

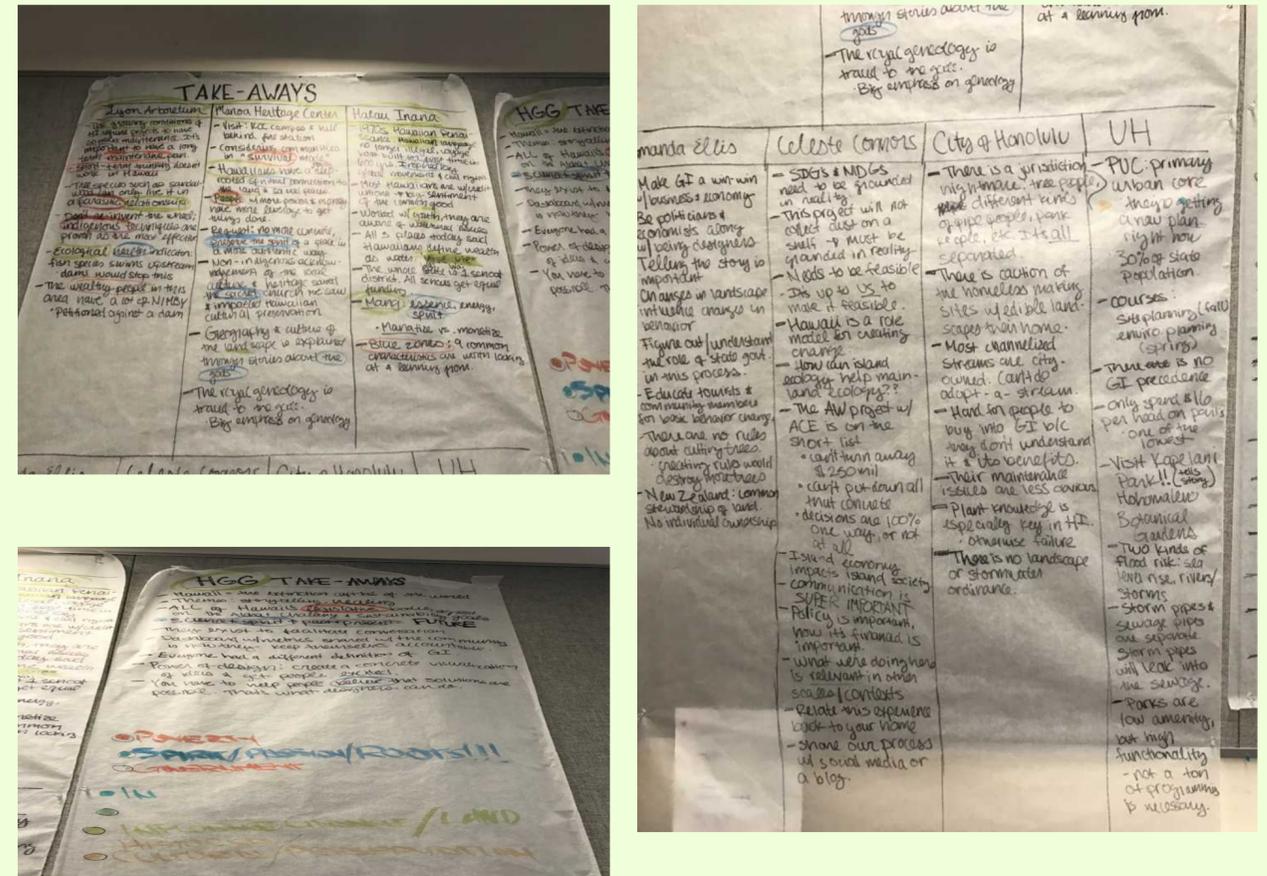


What have I done in phase 1 (field research)? Why and how?

Drafted field research agenda, assisted recruited participants:

DRAFT AGENDA ASU Design Team site visit Ala Wai Watershed Collaboration Nov. 5-9th, 2018		
Day/Time	Partner Meeting	Notes
Monday November 5		
Evening	Dinner with HGG & Matt Lynch & Makena Coffman & Cathi Ho-Schar Venue: To Thai For, 3571 Waiialae Avenue	Order ahead if possible
Tuesday November 6	(Election Day) Recommended Hikes: Mānoa Falls; Mau'umae Ridge (first portion); any of the hikes in Makiki Recommended Lookouts: Punchbowl	
Wednesday November 7		
8:30am -10:00am	Breakfast with HGG Team Venue: HGG office at TNC, 923 Nuuanu Ave Recommended parking: Marin Tower (60 North Nimitz Highway, enter from Smith Street)	confirmed
10:15am -12:15am	Lyon Arboretum Tour with Raedelle Van Fossen Venue: Lyon Arboretum, 3860 Manoa Rd	Confirmed Need to sign waiver
12:00-1:15	Lunch Andy's Sandwiches & Smoothies, 2904 E Manoa Rd	
1:30pm -3:30pm	Mānoa Heritage Center Tour with Jessica Welch Venue: 2856 O'ahu Avenue	confirmed park around the edge of the circular driveway
3:45pm -4:45pm	Miki Tomita , Education Incubator and AWWC Community Working Group Co-Chair Venue: Hālau Inana, 2438 S Beretania St	Confirmed. Miki has to leave at 4:45
Thursday November 8		
9:00am -10:00am	Breakfast & site visit of Mānoa Marketplace with Amanda Ellis , ASU GIOS Executive Director Hawaii & Asia-Pacific Venue: "Coffee Bean & Tea Leaf" Mānoa Marketplace	
10:00am -11:00am	Celeste Connors , HGG Director Venue: Pacific Club, 1451 Queen Emma Street	confirmed
11:20 -12:30pm	Yvonne Chan , 'Iolani School John Kay teaching Chair in Research Science and AWWC Ecosystems Working Group Co-Chair Venue: 'Iolani School Sullivan Center Wetlab (4th floor), 563 Kamoku St	confirmed
1:00 -2:30pm	Lunch: Tonya Ketz & Kyle Tokuda , Department of Facilities Maintenance Stormwater Quality Branch & site visit of Old Stadium Park Venue: Da Spot Health Food & Juices, 2469 S King St	Confirmed
3:00 -4:00pm	Makena Coffman & Cathi Schar , University of Hawaii Venue: DURP, 2500 Campus Rd	Confirmed
4:00 -4:30pm	Matt Lynch , University of Hawaii Venue: TBD	Confirmed
Friday November 9		
9:00am -10:00am	Breakfast & site visit of Kaimuki Park & Parking Lot Venue: Island Brew Coffee, 1137 11th Ave	
11:45am -1:00pm	"Decolonizing Cities" Symposium: Urban 'Aina: Community Driven Indigenous Urban Design includes Lunch Venue: Hālau o Haumea - UHM Hawaiian Studies & Waiwai Collective, 2645 Dole St	Need to rsvp on eventbrite (\$10)
	[Ka Papa Lo'i O Kānewai?]	Thu or Fri
3:00pm -4:00pm	Pono Shim , O'ahu Economic Development Board Venue: Pacific Guardian Center, 735 Bishop Street Suite 412	confirmed

Synthesized insights and ideas from the communities and stakeholders:



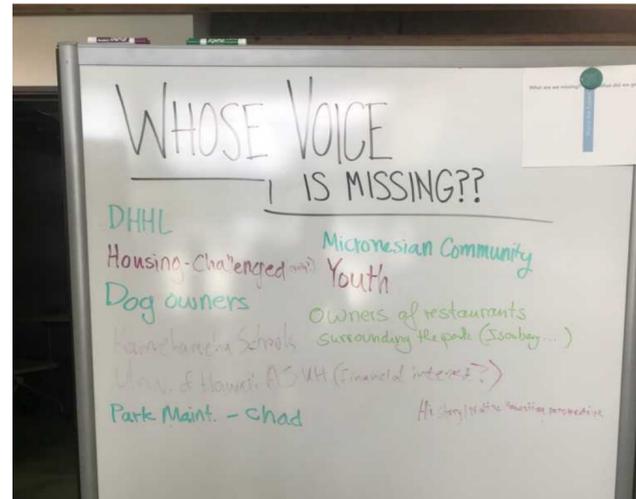
Phase 2 Participatory Design Workshop



Phase 2 Participatory Design (Community Engagement) Workshop:

Why are we here with you? Ideas generation

Define by Co-designing and Synthesizing



Participatory design community engagement workshop (50 participants), Honolulu, Hawaii, Photo by Chingwen, Paul, Yumeng

What have I done in phase 2 (participatory design workshop)? Why and how?

Assisted designed workshop activities, agendas, set up workshop goals, recruited participants, 'trained' designers to organized/facilitated effective workshop, and synthesized insights:

Draft Schedules, Workshop Outline, Deliverables, More Information for 2.28-3.3 in Hawaii

Draft Schedule

Thursday, Feb. 28

- Pono's storytelling workshop (half day)

Friday, March. 1

- Collaborating with University of Hawaii
- Prepare for the workshop

Saturday, March. 2

- Workshop in Old Stadium Park; Get more information (see workshop outline below)

Sunday, March. 3

- Follow up on workshop information including more photos, site visits, or other information that emerged from workshop

Community Engagement Work Shop in Old Stadium Park

Outstanding questions for workshop

- How many participants are anticipated?
 - We found a photo from a Blue Zone community meeting Instagram photo it looked like there were about 40 people
- Will Blue Zones, HGG, AWWC, ASU or other lead?

Preworkshop activity

- **Instagram** activity (Feb.1 – Feb. 27) using #oldstadiumpark or #newstadiumpark or something like that so people care share how they "see" the park – we can then take them and make image boards of those photos for the workshop
- Other **remote online data** collection before we visit?

Workshop activities (draft outline)

- 1) **Introduce workshop and state goals** for the workshop
 - a. We're there to facilitate and get the process started - They own the process – they are the experts of the place
 - b. Warm up activity – for group as a whole, TBD
 - c. Grouping (5-7 people per group, ideally 2 of us in each group, one to facilitate and one to take notes)
 - i. Written notes and maybe recordings – get some recorders (The Design School might have)
 - d. Reminders - talk about the rules of our workshop (maybe a poster)
 - i. Example: there's no such things as a bad idea, reaffirm an open, inclusive, & safe space
- 2) **Connection before collaboration** exercise for small groups
 - a. **"where I'm from" exercise** – to introduce your self
 - b. **"if you knew me" exercise**
- 3) **Share your past park story** (storytelling, review photos, etc)
 - a. What you love about your place?
 - b. If you knew my park – what's unexpected about your park?
- 4) **ASU to present a few case studies** – what's been done in other parks, illustrative healthy community cases to share with the participants. Ideally in Hawaii.
 - a. Potential improvements after studying cases (motivate people ideas)
- 5) **Park Walking** activity – walk in groups to walk around the park, talk, learn, visualize,
 1. **Break**
- 6) **Brainstorming session** - ideas or design thinking in response to the walk
 - a. Envision the potential for a healthy park - use maps sketching, sticky notes or dots, in 30 mins then tell us 2-3 points of improvement for the park includes suggestions for strategies, such as tree planting, etc.
- 7) **World Café** between groups or **report backs** to bigger group - groups giving each other feedback
- 8) **Share your future park stories** activity – what will the park be like in 20130 and what stories will be told about it. Paint a picture of how the redesigned park can contribute to your health, happiness, and well-being.
- 9) **Voting** at end verbally or with dots - Between groups vote (what concept do you like best)
- 10) **Wrap-up** – preview of April meeting

Workshop goals for ASU to accomplish

- 1) Trust Building
- 2) Collect the people's park stories
- 3) Possibilities – answer the following questions:
 - What if?
 - How could this park contribute to the health of the community/city/watershed?
 - What do residents understand about the watershed & how it works?
 - Motivate community to think bigger (the park would impact Honolulu and other islands not only Hawaii, think differently, see the neighborhood in new light)
- 4) Knowledge is exchanged in all directions
- 5) Co-design, so residents own the process. More ownership -> more stewardship & responsibility
- 6) Gather local knowledge and other **useful information**:
 - Gather data about current park usage.
 - Could be gathered with Instagram exercise
 - Current challenges with the park
 - Ask this as an **open ended** question, without bias and in a way that makes sure that all the energy doesn't get funneled into this particular question.
 - Let the community reveal what the issues are.
 - Who and why they go to the park and **activities**.

Concept 1



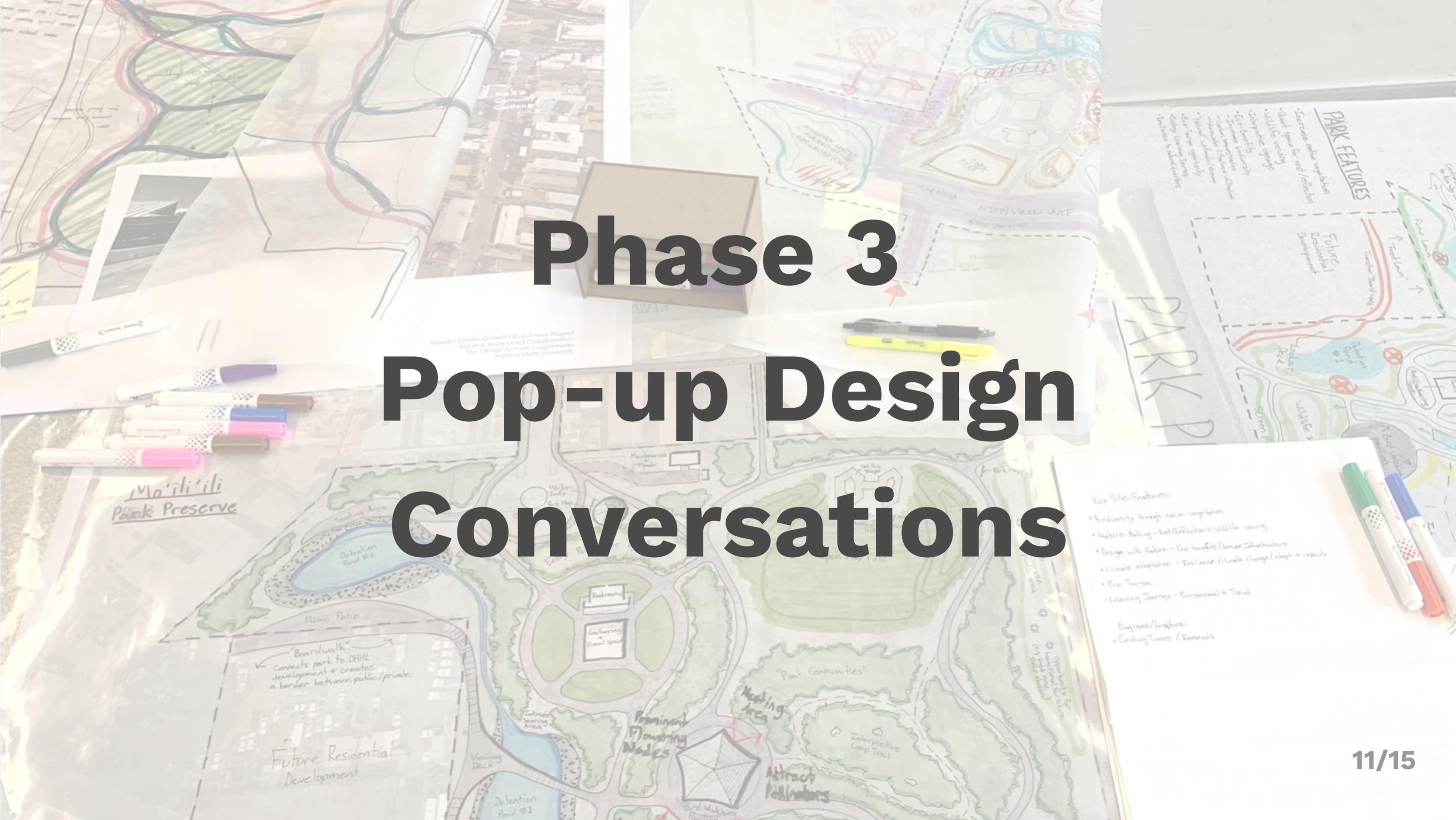
Concept 2



Concept 3



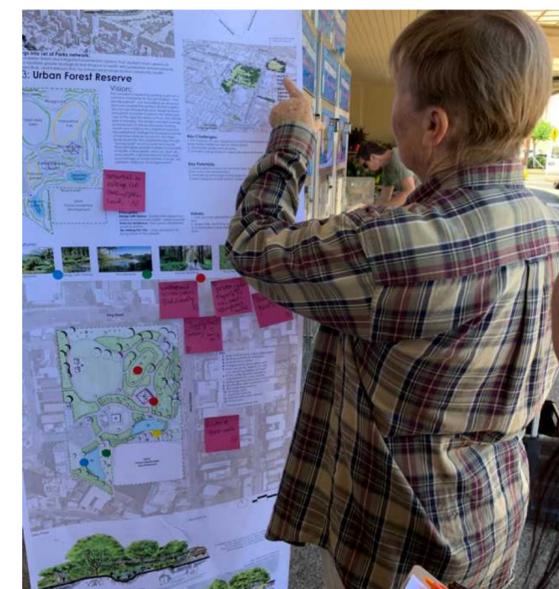
Phase 3 Pop-up Design Conversations



Phase 3 Seven Pop-up Design Conversations (Guerilla research) : What is missing?

Continued conversations with developed design concepts

Develop and Deliver by Interacting and Implementing



Pop-up design conversations, Honolulu, Hawaii, Photo by Chingwen, Paul, Yumeng

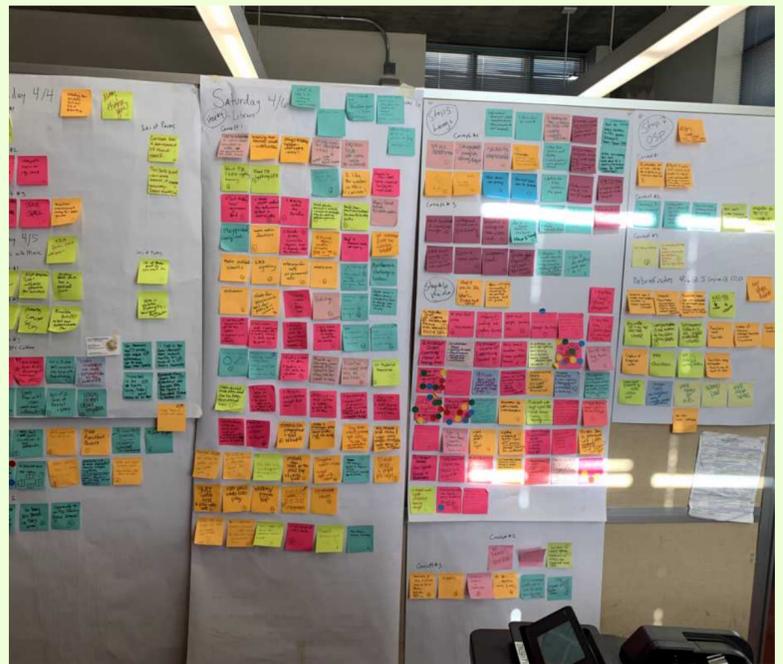
What have I done in phase 3 (pop-up design conversations)? Why and how?

Analyzed different participatory design approaches and help with decision-making, assisted with sites selection, plan activities, agendas, design posters, recruited participants, and synthesized insights:

Technique	Remote/On-site/Indoor	Required technology	Need training	Target group	Time changing/continuous
21 Listening	Out	Low	-	-	go
22 Village Talk	Out	Low	-	-	go
23 Pigeon Pigeon	Re	Medium	###	-	one go
24 Sketching	In	Low	###	-	one go
25 El Carrito/Pop-up display	Re	Medium	###	-	go?
31 Alphabetic design	Re	High	Yes	###	go
32 Village Indigenous	Out/In	Low	-	-	one
33 Replication	Re	Low	Yes	###	one
34 D.A.P.	In	Low	-	-	one
35 Role play	In	Low	-	-	one
41 Map/Garden/Story	Out	Low	-	-	one
42 Visual timeline	Out	Low	-	-	one
43 Storyline Map	In	Low	-	-	one
44 Tracy/ByMap	In	Low	-	-	one

DRAFT ITINERARY
ASU Design Team Site Visit
April 4 - April 7, 2019

Day/Time	Partner Meeting	Notes
Thursday April 4		
11:50 AM	Flight Arrives	
2:30 PM	ASU & HGG Check-in Venue: The Nature Conservancy, 923 Nuuanu Ave.	Finalize pop-up schedule
6:30 PM - 8:00 PM	McCully/Mo'ili'i Neighborhood Board Meeting Venue: Washington Middle School Cafeteria, 1633 South King Street	difficult to estimate how long
8:00 PM - 8:30 PM	Pop-up Presentation after Board Meeting	as folks linger/leave
Friday April 5		
9:00 AM - 10:00 AM	Dolan Eversole - AWWC co-chair, UH SeaGrant Venue: The Nature Conservancy, 923 Nuuanu Ave.	
10:00 AM - 11:00 AM	John De Fries (videochat) Venue: The Nature Conservancy, 923 Nuuanu Ave.	
	Lunch Get take-out at Water Drop (801 Alakea St, Honolulu, HI 96813) and eat at Iolani Palace Park	Julius can't join
1:30 PM - 2:30 PM	Marc Koga - Department of Parks & Rec. Venue: TBD	[tentative]
3:00 PM - 4:30 PM	[Pop-up Presentations] 11:30 - 1:00 Down to Earth / Da Spot / Kokua Market 1:30 - 2:00 Glazer's Coffee 2:00 - 4:00 Long's / FHB	
5:00 PM - 6:30 PM	Pau Hana (Judith & Simon, Paul & Chingwen) Venue: Meet at School of Architecture, 1899 University Ave.	Julius may join, not including students
Saturday April 6		
10:00 - 6:30pm	Pop-up presentations	Other ideas: Moili'i Community Center, Haggard Park, Cycles, Truck, McDonalds, Market, City Shopping Center, Waiwai Collective, Hines, Rock Bottom, Gas Stations
10:00-11:30	Mo'ili'i Library (confirmed)	
12:00-1:30	[Down to Earth / Da Spot / Kokua Market (lunchtime)]	
2:00-3:30	[Waiala Shave Ice]	
4:00-5:30	Old Stadium Park (debrief after)	
Sunday April 7		
early morning	Julius & ASU Team Farewell Breakfast?	
11 AM	Departure	



Key Park Features

1) Amphitheater	
2) Play Structure	
3) Sports courts	
4) Rain garden	
5) Pop-up retail (Multi-use facility)	
6) Complete street	
7) Plaza Space	
8) Learning Hills	
9) Nature Play	
10) Dog Park	
11) Community garden	
12) Meditation/Yoga	
13) Biodiversity	
14) Design w/ Nature	
15) Eco-Benefits	
16) Nature Bathing	

Top 10:
 Pickleball
 Play Structure/Splash Pad
 Amphitheater
 Nature Play
 Pop-up Retail/Multi-use bldg
 Rain Garden
 Eco-Benefits
 Bio Diversity
 Design w/Nature
 Nature Bathing

21) Art/Mural |
 20) Picnic Area ||
 17) Eco-Tourism |
 18) Learning Journey ||
 19) Homeless Facility |

Findings

Trust-building is especially important for community engagement and participatory design projects.

Users are the experts of their life and experiences, design team should be open-minded, flexible, and show the vulnerabilities.

Always involve end-users and stakeholders in a prompt and creative way benefit to the meaningfully improving the user experience.

Impacts

Participatory design catalysed the communication and intercation between decision makers, design teams, communities and stakeholders.

Provided both the design team and the organization in Honolulu with a participatory design tool-kit for future needs.



Future Work

Make participatory design and user-centered design a bigger impact in the field of landscape design.

Develop and utilize other participatory design approaches.