

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?

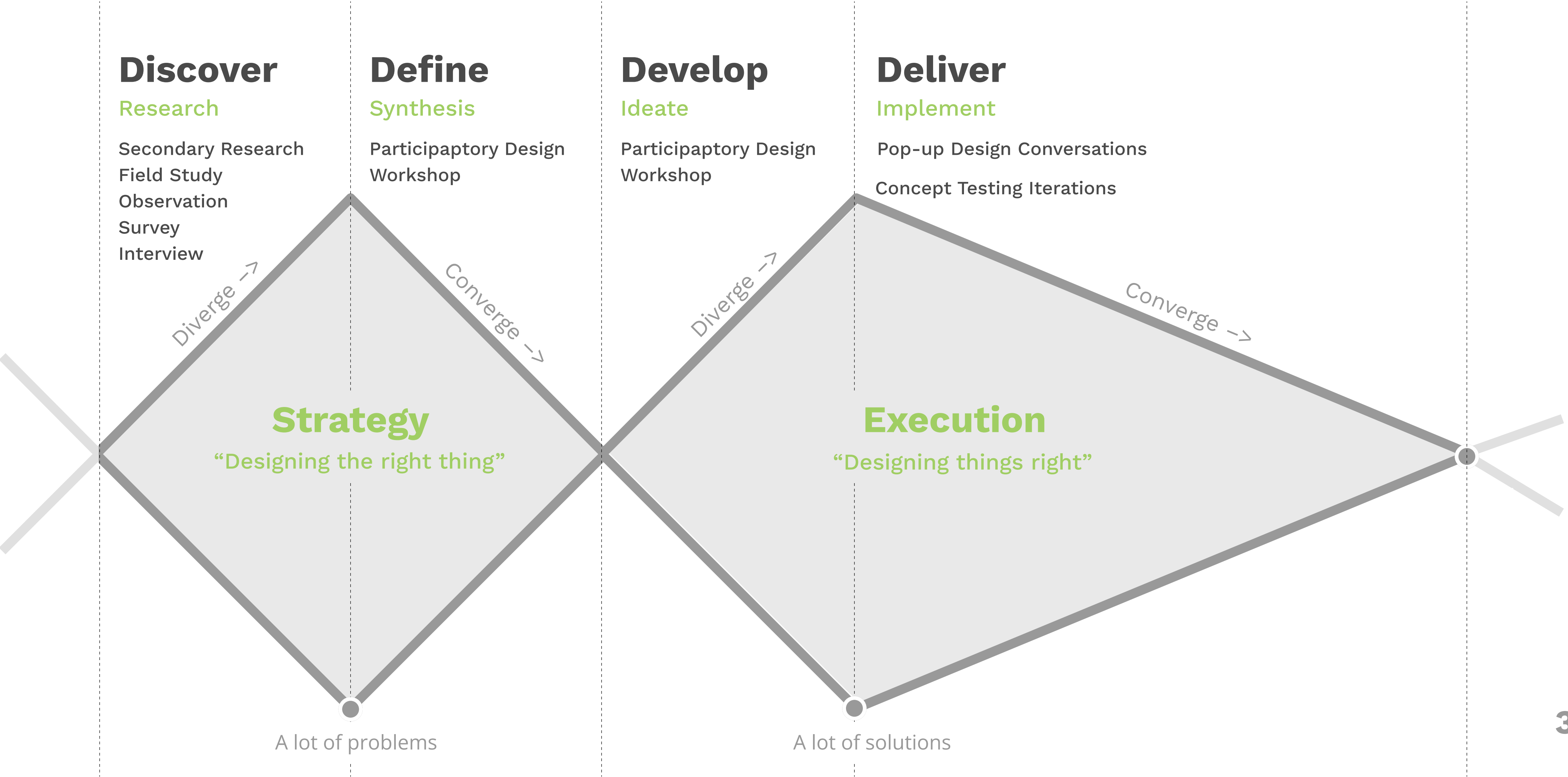
Goals

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

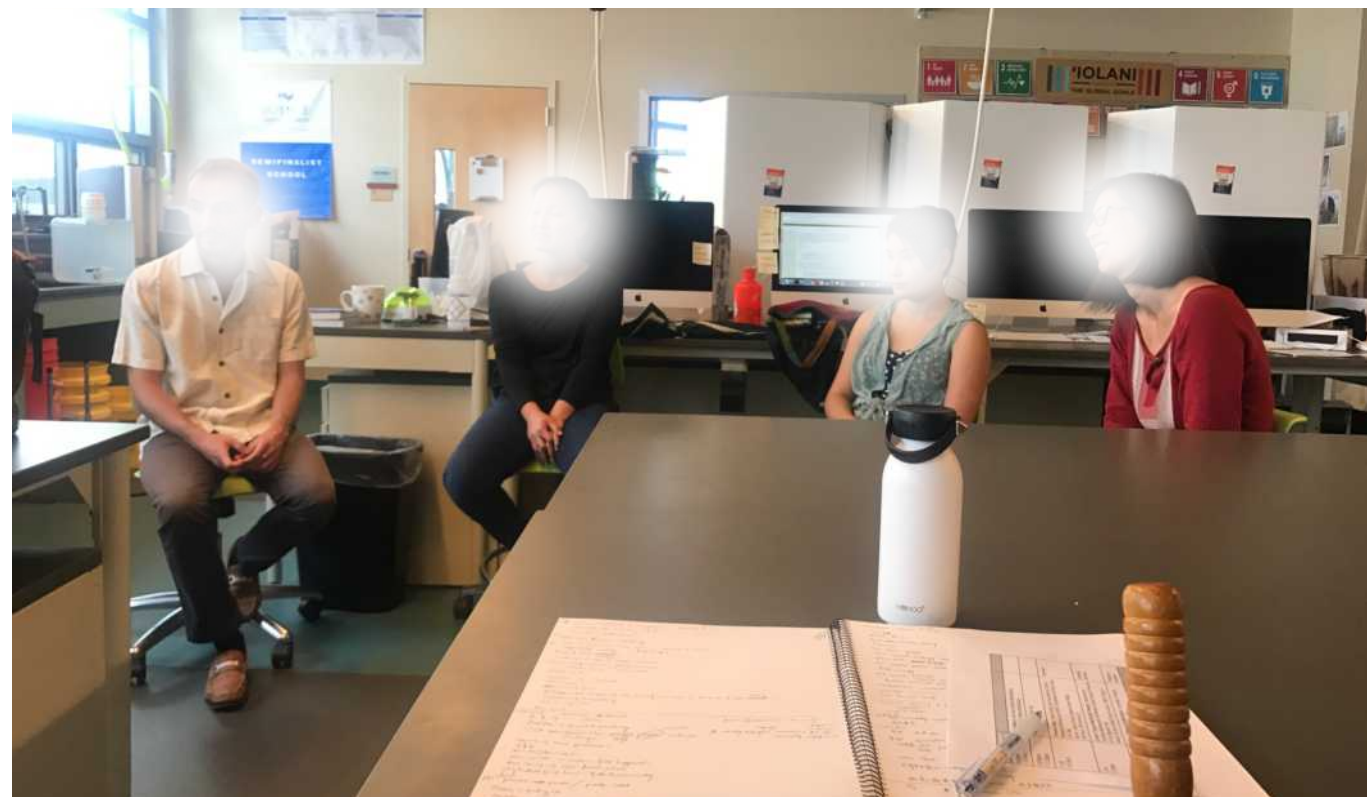




Phase 1 Field Research

Old Stadium Park, Honolulu, Hawaii
Photo by Paul Coseo

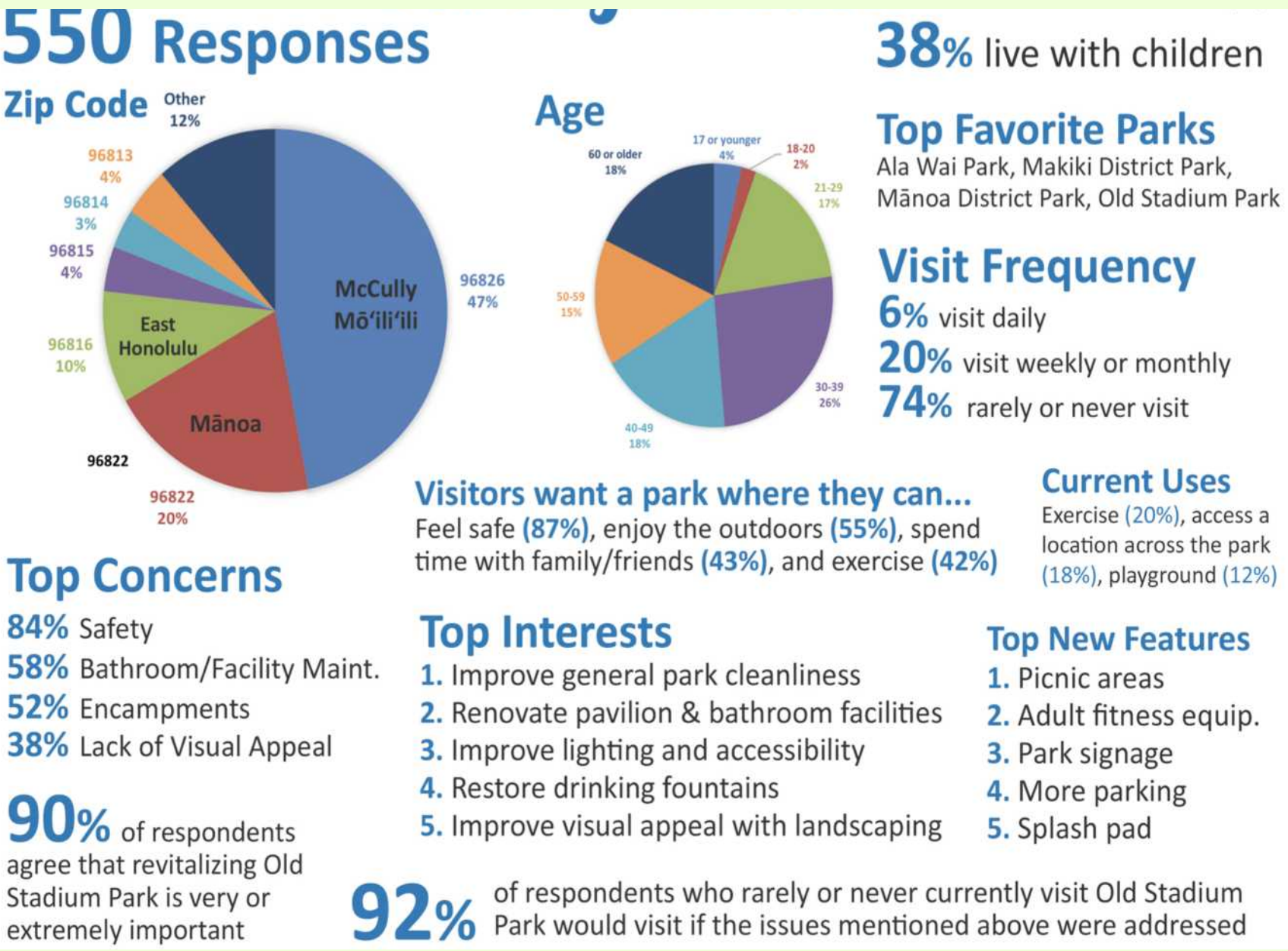
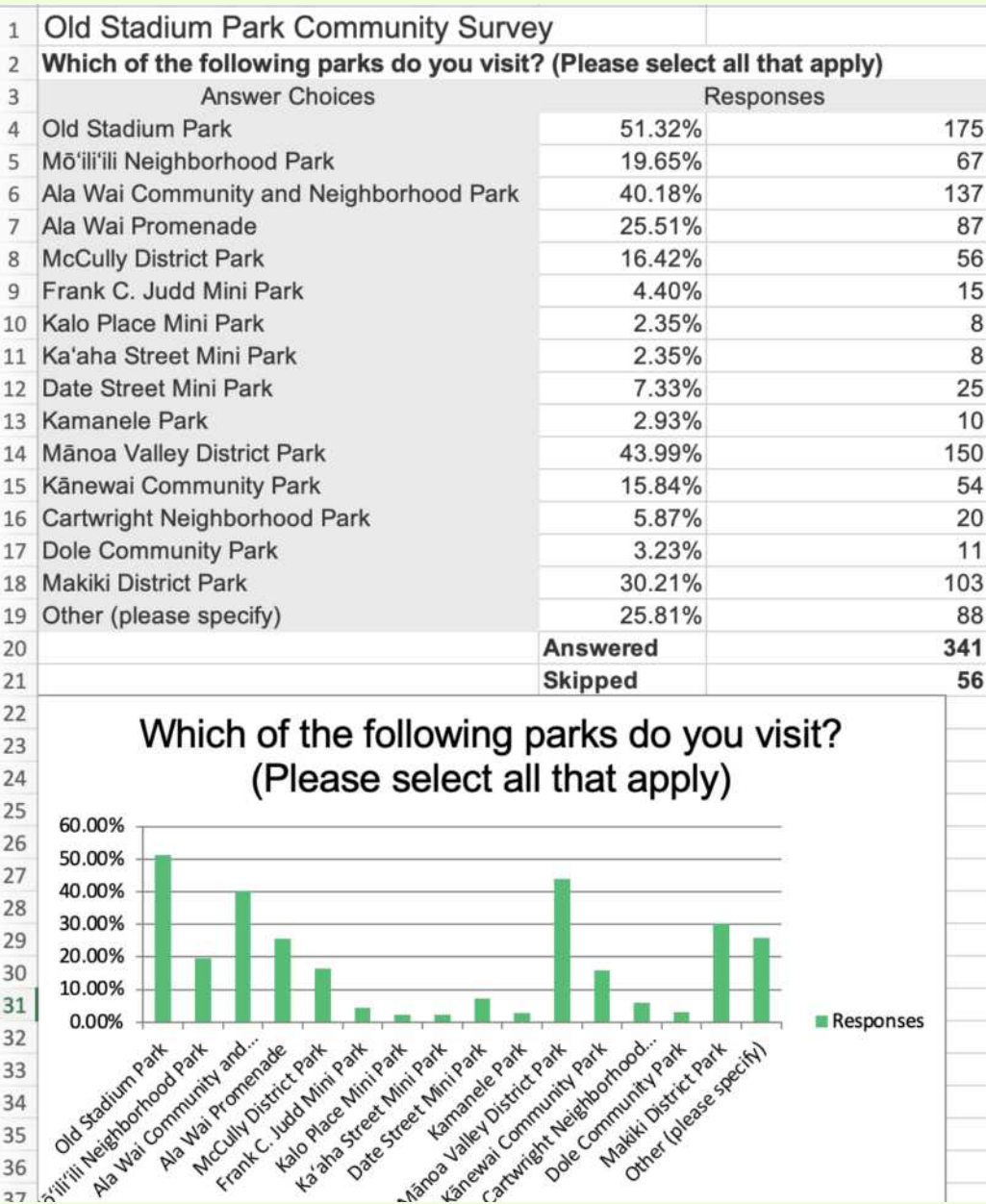
Phase 1 Field Research: Who are we? Connection before collaboration.
Discovery by Observation, Listening and Understanding



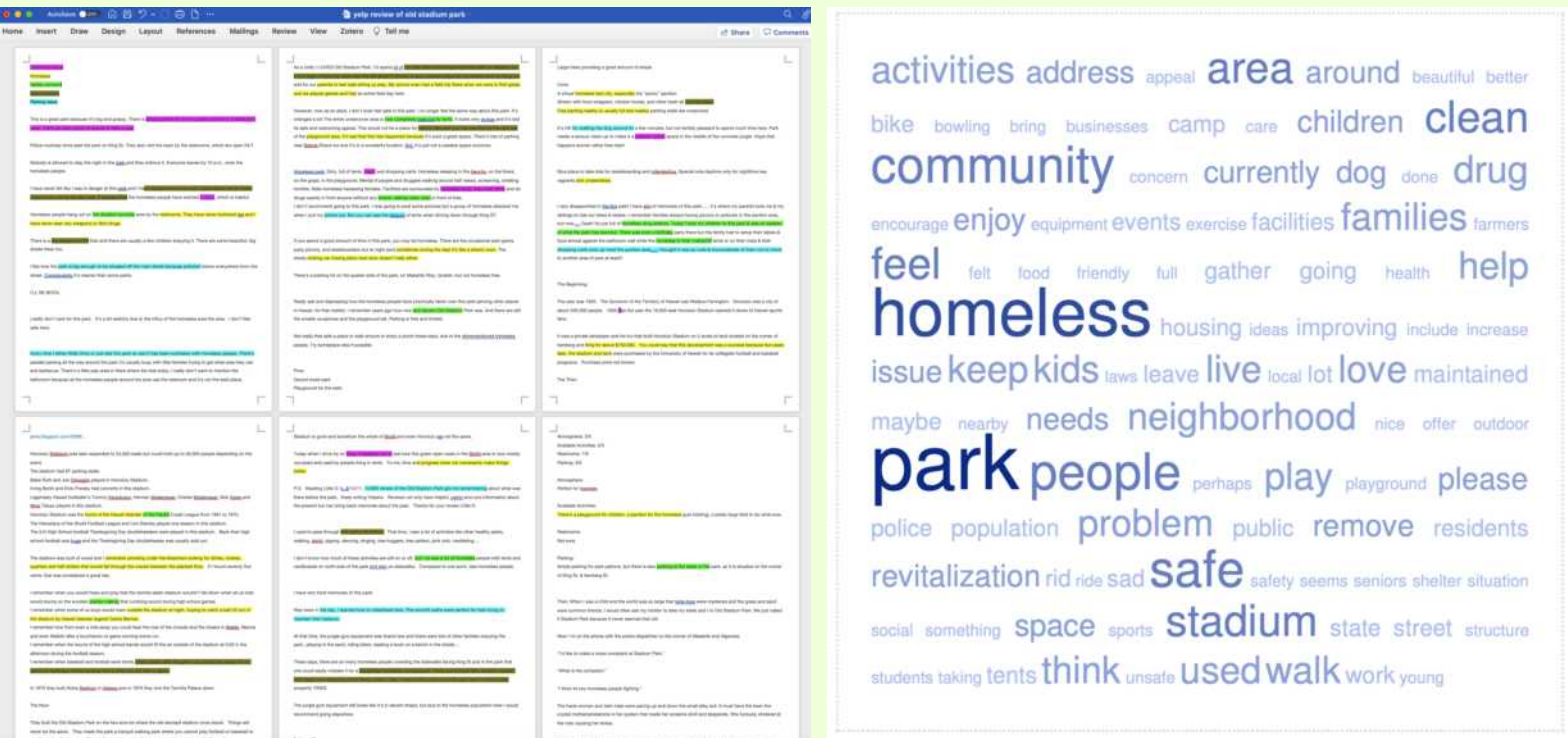
Field research, Honolulu, Hawaii
Photo by Chingwen, Yumeng

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:



Collected, anlyzed, 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:

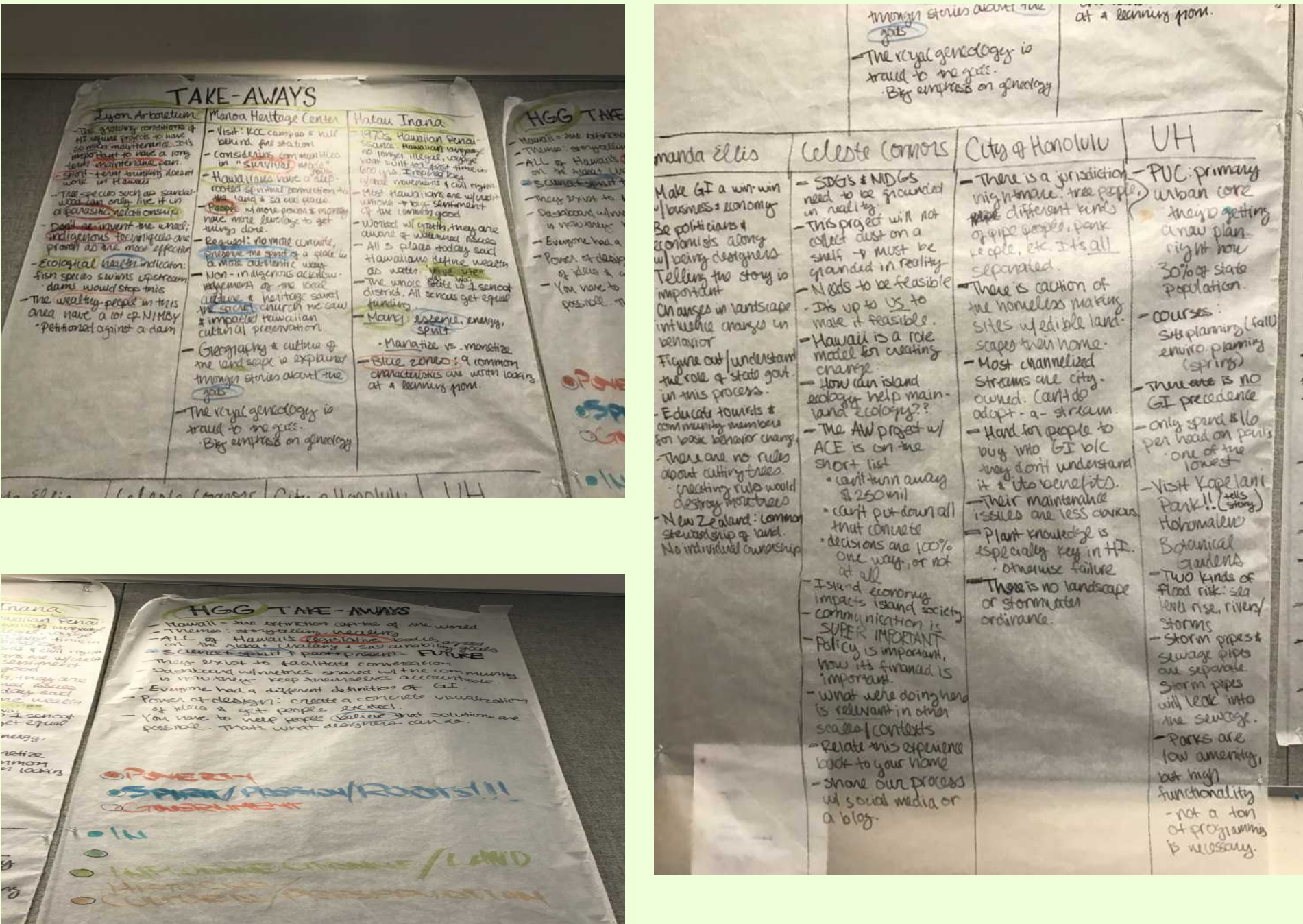


What have I done in phase 1 (field research)? Why and how?

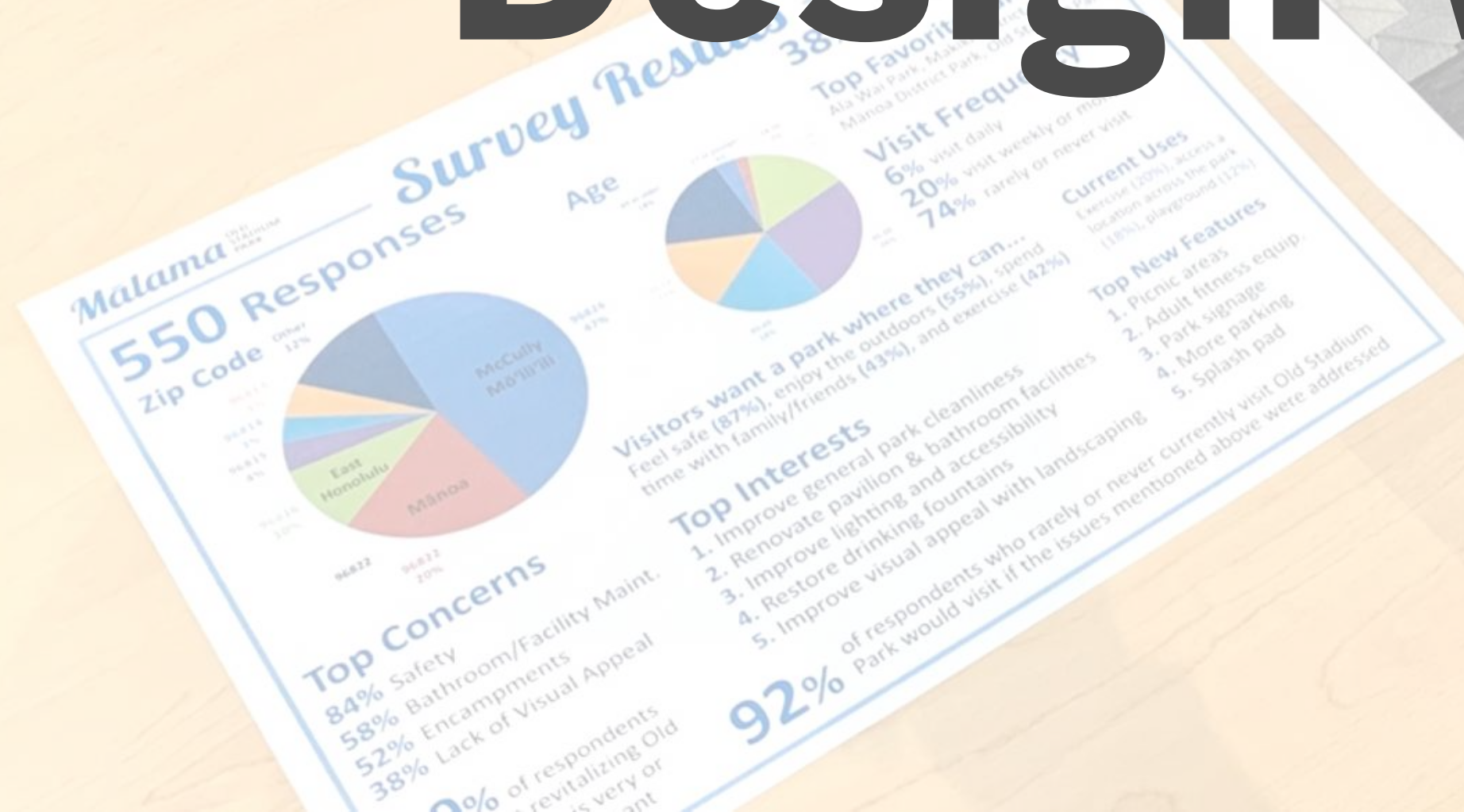
Drafed field research agenda, assisted recruited participants:

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 Waialae 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 <i>Recommended parking: Marin Tower (60 North Nimitz Highway, enter from Smith Street)</i>	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: Halau 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: Halau 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,
- 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 2030 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

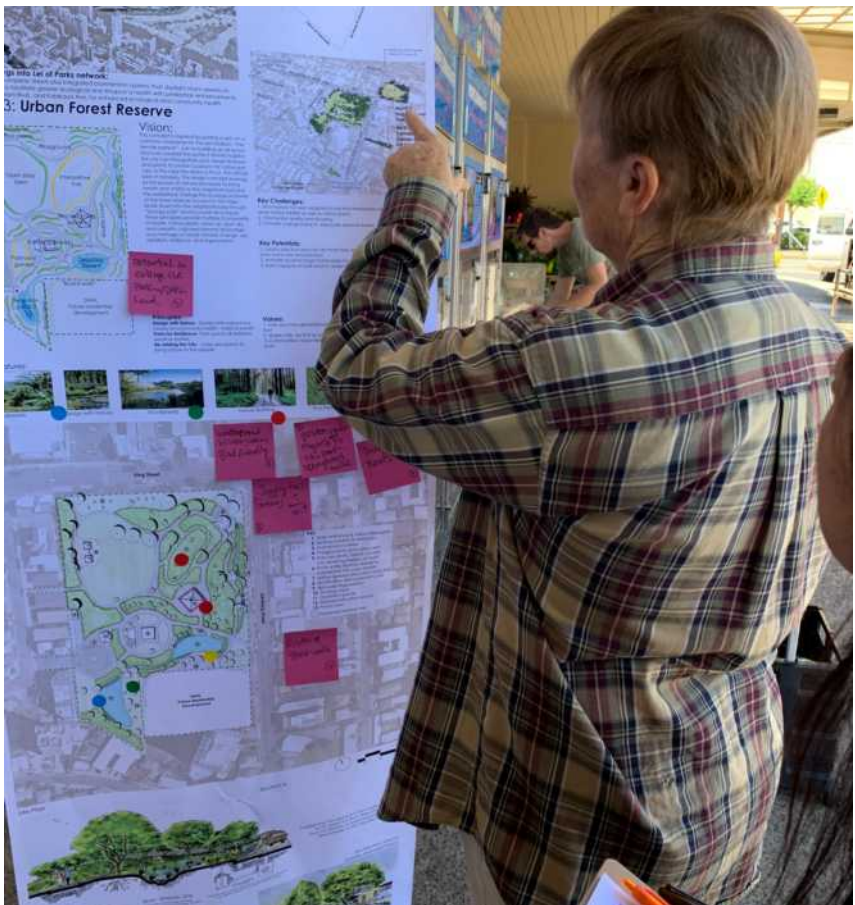
Conversations

- ### PARK FEATURES
- Increase native vegetation
 - Quiet space for rest/reflection
 - Wildlife viewing
 - Interpretive signage
 - Eco-Buildings
 - Eco-University
 - Green infrastructure
 - Cultural heritage education
 - Sustainable City Land Use
 - "Wild" urban landscape
 - Eco-Tourism opportunity
 - Eco-Learning Journey
 - Eco-Learning Journey
 - Eco-Learning Journey

- ### Key Site Features:
- Biodiversity through native vegetation
 - Nature Balling - Rest/Reflection + Wildlife viewing
 - Design with Nature - Eco-benefits / Green Infrastructure
 - Climate adaptation - Resilience / Climate change / Adaptive capacity
 - Eco-Tourism
 - Learning Journey - Environmental + Social

- ### Diagrams/graphics:
- Existing Trees / Removals

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

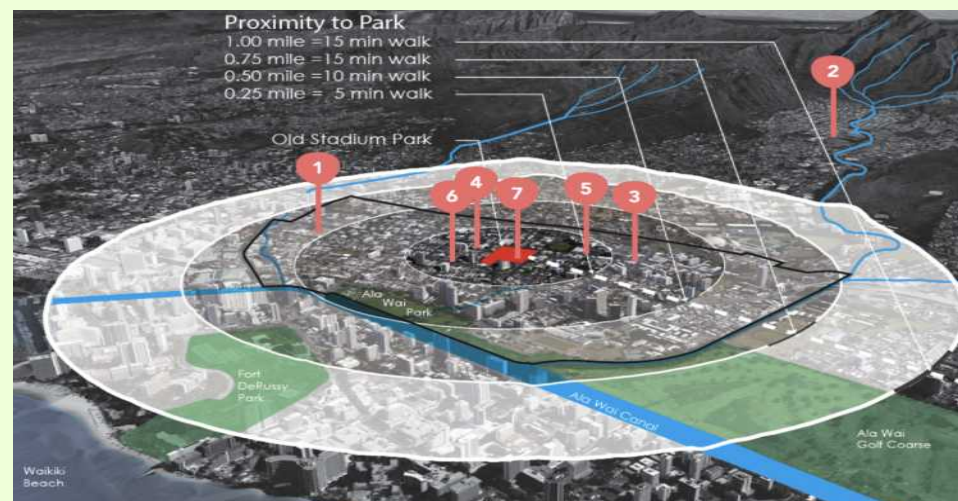


Pop-up design conversations, Honolulu, Hawaii, Photo by Chingwen, Paul, Yumeng

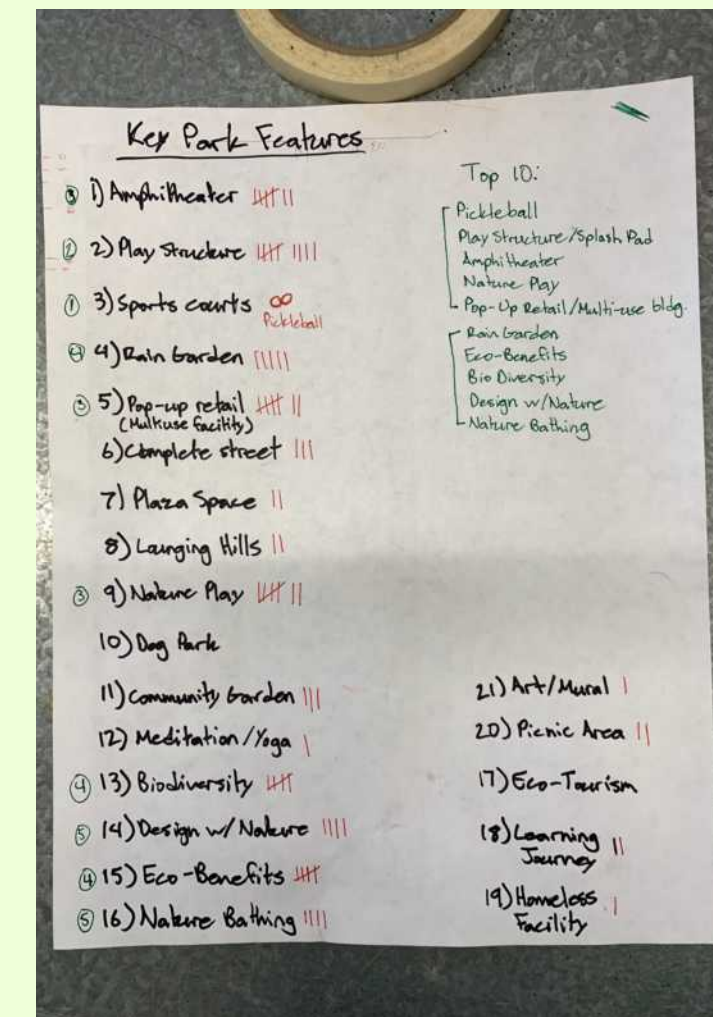
What have I done in phase 3 (pop-up design conversations)? Why and how?

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	Remot. Custodian/ Interview	need technology	need memory	#	Target group	time elapsing underestimate
21 Listening	Out	Low		-		go.
22 Village Talk	Out	Low				go.
23 Pagan Picha	Re	Medium		1-1111		one
24 Sketching	In			1111		go
25 El Camito/ Pop-up sketch	Out	Medium		1-11111111		one go
31 Cellphone diary	Re	High	Yes	11111		go?
32 Home Interview	Out/In	L				go
33 Repetition	Re	M	Yes	111111		one
24 D.A.P.	In	L				one go
25 role play	In	M		1111		one
41 Map (ambien photo)	In	L				one
4-2 usual timeline	Out	L				one
4-3 efficient map	Out	L				one
4-4 memory/2 map	In	L		11		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 Coffee! Venue: The Nature Conservancy, 923 Nuuanu Ave.	Finalize pop-up schedule
6:30 PM – 8:00 PM	McCuilly/Mo'ili'i Neighborhood Board Meeting Venue: Washington Middle School Cafeteria, 1033 South King Street	difficult to estimate how long
8:00 PM – 8:30 PM	Pop-up Presentation after Board Meeting <i>Julius</i> ⁷	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 Aloka 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 <i>Muna - downtown</i> ^{int.}	[Tentative]
<i>2-4</i> ____ PM – 4:30 PM	[Pop-up Presentations] [11:30 – 1:00 Down to Earth / Da Spot / Kokua Market] [1:00 – 2:30 Glazer's Coffee] ^{tpo} [2:00 – 4:00 Long's / FRIE] ^{tpo} <i>1:00-2:00</i>	
5:00 PM – 6:30 PM	Pau Hana (Judith & Simon, Paul & Chingwen) Venue: meet at School of Architecture, 1699 University Ave	Julius may join, not including <u>students</u>
Saturday April 6		
10:00 – 6:30pm	Pop-up presentations	Other ideas: Mo'ili'i Community Center, Ala Haka ^{Ala Haka} , Cyclist, Tropic, McBurnie, Market City Shopping Center, Waiwai Collective, Recarea, Rock Bottom, Gas Station
10:00-11:30 12:00-1:30 2:00-3:30 4:00-5:30	Mo'ili'i Library (confirmed) [Down to Earth / Da Spot / Kokua Market (lunchtime)] [Waiala Shave Ice] [Old Stadium Park (brief after)]	
Sunday April 7		
early morning	Julius & ASU Team Farewell Breakfast?	
11 AM	Departure	



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 interaction 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.