

AN EXPERIMENTAL DESIGN METHOD FOR URBAN FURNITURE DESIGN EDUCATION

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ABSTRACT

People living in commune have some necessities in public spaces. And urban furnitures became as an answer to these necessities. In history, they have been accepted as a cultural sign where they are using. As an example, Roman was building Victory Gates and sculptures of conquerors to conquests. For another example, classical red telephone boxes of Brits. In spite of being created by self-necessities and aesthetics of each society, urban furnitures replaced with less detailed, low cost mass production products during industrial revolution. Consumers who didn't discontent with these mass manufacture products, inclined to user - based designed and produced products. This orientation of customers forced producers to take care of design and designers and conduced to beginning of some design trends like Bauhaus. This time period is a breaking point for urban furnitures as other design products. Our study aims to make students using instructional design methods in urban furniture design process.

Key words: Urban Furniture, Design Education, Instructional Design

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1. INTRODUCTION

Nowadays, we are in a breaking point time again. Necessities and perceptions of costumers have changed with booming technology and rapidly adaptation drive of people. We are living in a world when calling someone is “too mainstream” now. Social media pages, blog sites and other domains are more important than ever. Advertisement sector is not available at billboards. Our mobile phones and these virtual domains of us have aimed for ads because of their use ratings. In other words, people are changed and other components of our lives need to change too. Websites can be display according to your interest or seats of automobiles can be adjustable for different drivers automatically. Computers know about us more than we gave via personal information. Nowadays, people inclining to personalized products as how inclined to user-based design products before. Urban furnitures need to change accordingly. Designers too... Some designers have a purpose something like that. Previously, trash bins were just an empty box to put garbage in it. But now, it is possible to coincide with a bottle collector blinking and beeping to you for attracting you to put bottle in it.

2. RELATED WORKS

2.1 Fun Theory

Fun Theory is an organization make this and similar ideas real. They are creating projects with ideas coming with their international competitions. Bottle Bank Arcade (BBA) project is just one of these. BBA is a glass recycle bin that interacts with you and invites you to a game. Game requires putting glass bottles to holes that indicated with a light blink on it. Fun Theory founded with supports of Volkswagen automotive company. Organization makes inconvenient daily works enjoyable games to engage people to do these works. Bottle Bank Arcade have installed to Södra, Sweden for exploring interaction between people for one evening. During this time, BBA was used nearly one hundred times, despite nearby conventional bottle bank used just for twice. This success can be understandable as a huge labor, cost, time saving.

Preferring escalators instead of stairs is another obstinate problem of city life. People prefer to wait for escalator rather than climb up stairs. For this preference problem, Fun Theory has converted stairs to a system works and sounds like piano. At morning of installation, people were surprising when heard piano sound. By the time, people preferring stairs to escalators for fun. This installation shows us, 2 of 3 people who previously used escalators, prefers to use stairs.



Figure 1. A photograph from Piano Stairs Installation at Odenplan, Stockholm

These examples show us, people prefer systems, which interacts and reacts to them. Designers also have to fulfill lots of expectations as urban furnitures. Nowadays, collaborative multi-disciplinary design teams are designing urban furnitures, which were designed by artisans previously.

2.1 Studio Roosegaarde

Architects, industrial designers, landscape architects, software developers, electronic engineers can form these teams. Studio Roosegaarde is can be shown as an example to multi-disciplinary workplace for urban furnitures, which have founded by Daan Roosegaarde at Netherlands. This studio is interesting with sensing and reacting dynamic sculptures. They are exploring relationship between human, architecture and technology. Installations and research prototypes.. An installation called Dune, have permanently installed in the public pedestrian Maastunnel, where is a public pedestrian way alongside the Maas River in Rotterdam (NL), commissioned by the Rotterdam City of Architecture for exploring social interactions.



Figure 2. Photography from Maastunnel Dune Installation

3. INSTRUCTIONAL DESIGN FOR STUDENTS

In our study, we explored an instructional design method that helps for designing with new necessities of urban furnitures. According to understandings from recent interactive and user-based urban furniture explorations and works, a design guideline have prepared for using in design process of students who attended to Urban Furniture Design course at 2010 Fall semester. Students are formed by architecture, landscape and interior architecture and industrial design disciplines. In guideline works by making a decision according to design options that represent function, user count, physical relation between user and abilities of geometry.






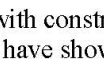


function-1	function-2	number of users	topology	ABLE's
seating	seating	1		foldable
illumination	illumination			
info	info	1-5		expandable
shelter	shelter	5-20		developable
pavement	pavement			stable
barrier recycling	barrier recycling			...
container	container			
bicycle parking	bicycle parking			

Figure 3. Guideline Chart of Instructional Urban Furniture Design Experiment

Students have experienced designing urban furniture with constrains shown by a guideline for first time. Some result works of students have shown at below.

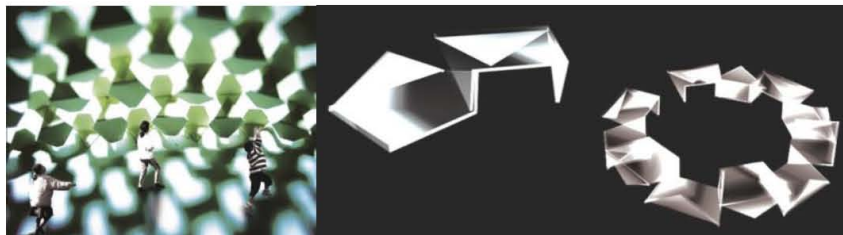


Figure 4. Student work made by Ayşe Dila Demirgil, Architecture Student.

Student designed the work which shown at above by selecting options at below.

- Function 1Shelter
- Function 2Lighting
- User Count10 – 15
- TopologyHanging On Top
- Ability of GeometryStable

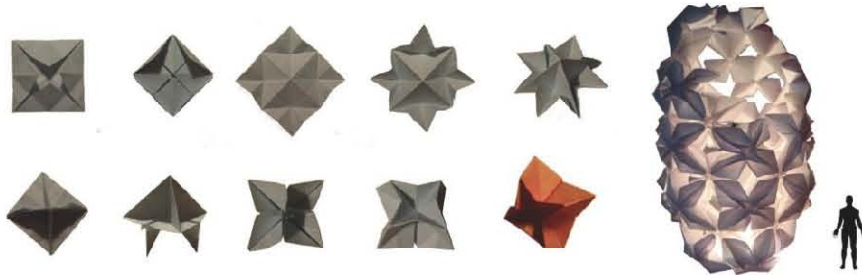


Figure 5. Student work made by Ayşe Ümit, Industrial Design Student.

Student designed the work which shown at above by selecting options at below.

- Function 1Lighting
- Function 2Barrier
- User Count5 - 20
- TopologyOn Ground
- Ability of GeometryStable

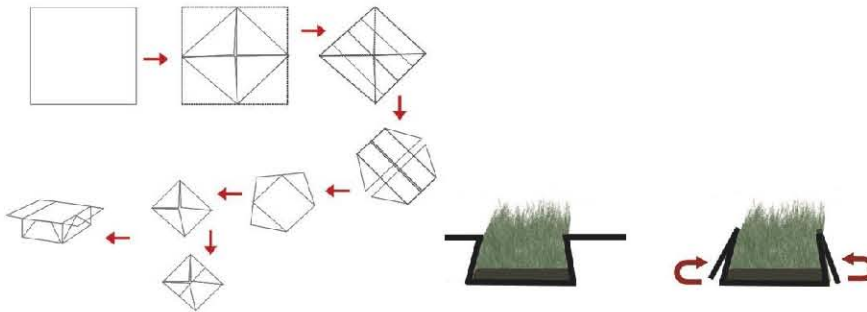


Figure 6. Student work made by E. Selen Aksoy, Landscape Architecture Student.

Student designed the work which shown at above by selecting options at below.

- Function 1Sitting
- Function 2Planting
- User Count1 - 5
- TopologyOn Ground
- Ability of GeometryStable

In conclusion, urban furniture design criteria should be revised according to necessities of nowadays. Also this change needs to affect designers. Design education should include these necessities and educate new designers with these design parameters.

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