



Peaceful Valley, a Changing Comm[unity]

[Diagram of Site]



[Team Definitions]

Node: To attract people to enter a space off the main path. For example the main path or road in peaceful valley draws people down to the river which has several nodes on the bank.

District: A section of the city where there are defining characteristics that are created through a common identity. For example the vernacular architecture and the eclectic character defined by the Peaceful Valley community separates it from the surrounding districts.

Edge: Is defined by linear, physical, or psychological barriers that enclose the community. For example when entering Peaceful Valley there is a retaining wall that guides and frames the area in an implied way.

Path: The physical characteristics of the main axes create directional cues, encouraging exploration. For example using the paths whether vehicular or pedestrian oriented create a way for observing the community and surrounding area.

Landmark: Reliable areas that draw people into the district and provide points of reference. For example the community center is what draws new-comers in.



[The Site...Character Through Design]



[Working Plan and Group Diagram]

Wednesday 8/26/2009
 5:00-8:00- Meet Group: Brainstorming, creating three possible ideas, logo design, map printing.
 Thursday 8/27/2009
 7:30- Group meets to select project.
 8:30- Group visits peaceful valley: site analysis.
 8:30-10:30- Meeting the community director at the community center, interview with a resident, taking pictures, and documenting observations.
 10:45-1:00- Group decides definitions, a title, and breaks into two groups:
 Allie and Sarah- Poster and Anna and Amy- Site Maps
 1:00-2:00- Lunch
 2:00-3:30- Poster layout, site maps, diagram of the teams, structure, and work plan.
 3:30- Due Date for Presentation- Finishing the poster and video.

