



Architectural Design & Urbanism in User Participation

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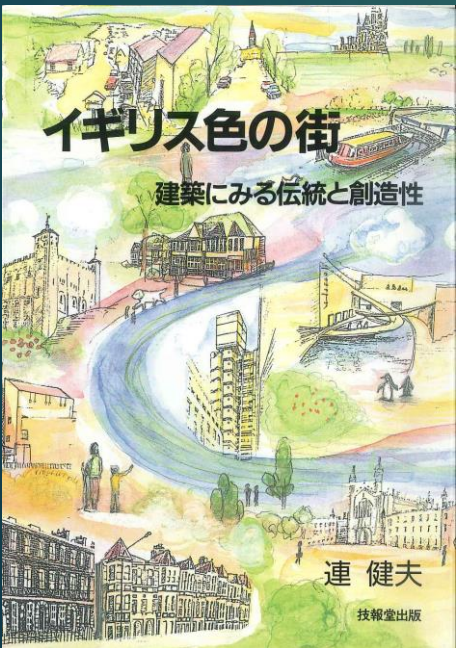
Profile:

Lutheran College New Building
(JIA Excellent Architecture Selection)

Hakuoh Kinder Garten Toy Library.
(Tochigi Architectural Landscape Award)

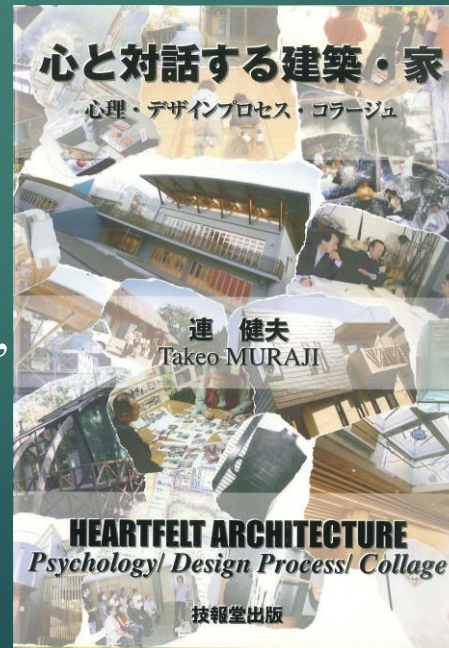


Architectural Association School
Of Architecture, Taught with Cedric Price



‘The Town of English Colors.’
Tradition and Creativity

‘Heartfelt Architecture.’
Psychology/Design
/Process/Collage



Introduction to
Urban Planning
for Architectural
Specialties,



■ Design for Participation

(1) Citizen Participation in Urban Planning: The New Urban Planning Law of 1992 in Japan, encouraged citizen participation, and urban master plans began to be drawn up in workshops with the participation in many areas.

(2) User participation in architectural design

→ The participatory design has developed in co-operative house. Since then, user participation has been used in the design of many public buildings.

■ Two meanings of participation in design

1: User participation in design process.

2: Design to make opportunities for the user participation.

■ Position of architects in participatory design

- Urban planning: planner + facilitator
- Architecture: designer + facilitator

▶ **Conventional architects:** Masters, Enlightenment,
Works as art

▶ **Community architects:** Mediator, Dialogue,
Movement



■ Theoretical construction of user participation

Henry Sanoff: Professor at North Carolina State University, established a method of user participation as "Design games".

Nick Waits: Pioneer of user participation who, together with **Charles Nevitt**, has published the book "Community Architecture".

Yasuhiro Endo: Community activist; was professor at Chiba University; books: "I want to live in such a house" and "Architecture and community development through dialogue" etc.

Yasuyoshi Hayashi: Director of Research Institute of Planning Technology, Author of "Collaborative Town Planning", "Urban Planning for a New Era"

Theory through practice → Action research

■ Architectural design in user participation



Architect: Taro Ashihara, Koho Kitayama
Shiroishi No2 Elementary School 1996

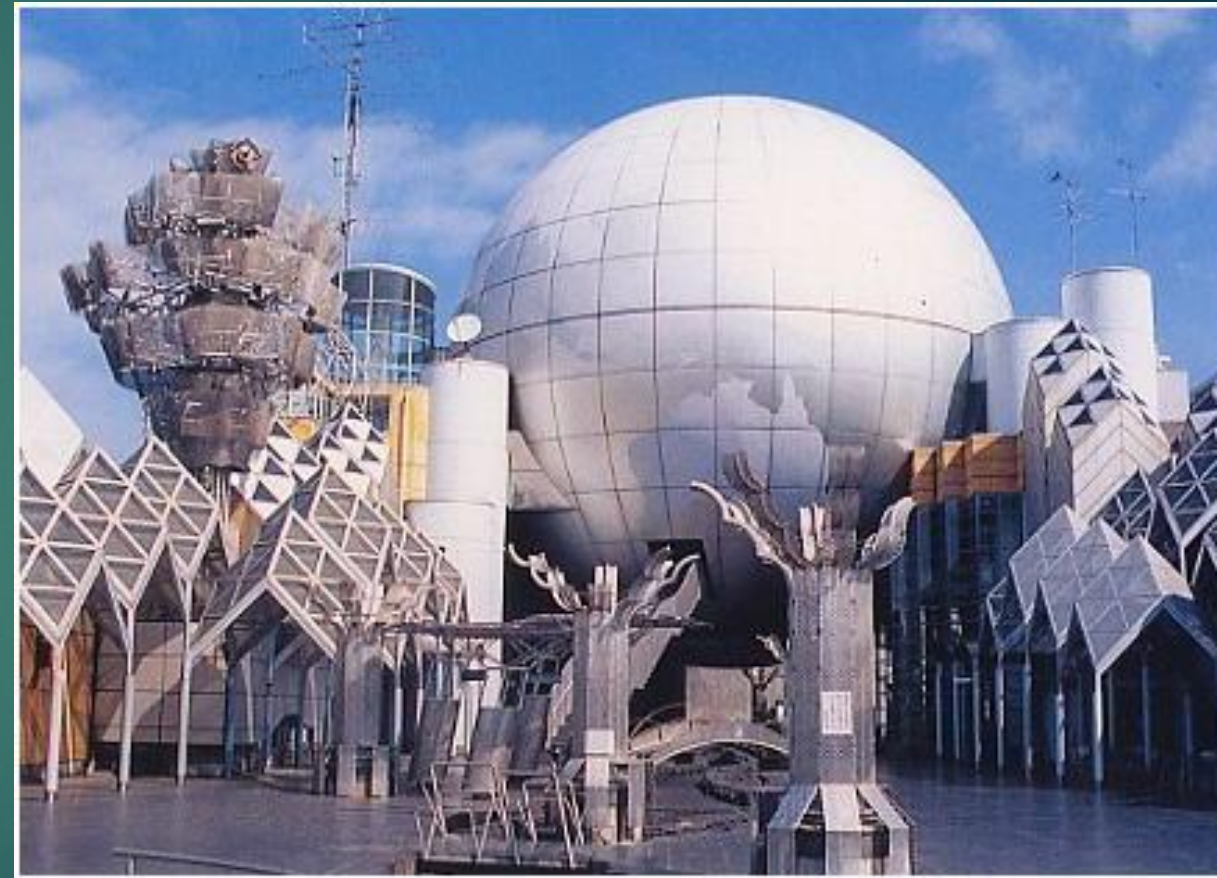
A workshop was held for students to come up with ideas on how to use the proposed plan.

→ Interactive exchange between users and architects



■ From competition to participation design

- ▶ Shonandai Cultural Center (1990)
- ▶ Architect: Itsuko Hasegawa
- ▶ Many residents expressed their opinions on the competition proposal.
- ▶ This led to a workshop with citizen participation.
- ▶ Reflecting citizen's requests in the plan
- ▶ (mainly to make it barrier-free design)



- **Ofunato Rias City Hall (2009, designed by Chiaki Arai)**

When the earthquake hit, residents took shelter in this building. This is because they knew the contents of the building through the workshop.



■ Key Points for Citizen Participation in Urban Development

- ▶ ① Utilize local treasure (good points) and solve local rough (bad points).
- ▶ ② Discover regional characteristics and vernacular aspects.
- ▶ ③ Value historical perspectives in terms of cultural inheritance.
- ▶ ④ Value the perspective of community development
- ▶ ⑤ Value the perspective of community development for welfare

Workshop Methods

- ▶ ① Walking Tour to Find out the Treasure & Rough
- ▶ ② Analyze by KJ method
- ▶ ③ Make a proposal with collage
- ▶ ④ Play design games with block models

Walking Tour to Find out the Treasure & Rough

Akasaka Community a working
workshop
To think of Treasure (good points)
and Rough (bad points)



Treasure (Good Points)

Green
Shrine



Rough (Problems)

Garbage
Graffiti



Summarize Suggestions

Discussion



Presentation & Share



Create renovation plan for the street



BEFORE

電信柱は広告を取り
こげ茶：日本塗料工業会 2005 年度版で、C19-40D、5 部艶
に塗装

アイストップツリー
既存の木を活かす

鋳物フレーム
木製ベンチ



休憩できる場所
を造る

段差は小さく、
テーパーを取る

竹のプラント BOX
ボラード

車路
カラーアスファルト
(ベージュ色)

歩道
インターロッキング
(エンジ色)

AFTER

Practice of the suggestions



Graffiti, erasing workshop



Aesthetic Activities: flower planting

Exchange opinions on building plans based on our community rules. (Design Review)



After the discussion, the design incorporated our requests was explained to us, everyone clap!

Ten community rules about our town, Akasaka

我がまちルール10箇条

- ①赤坂通りまちづくりの会との協議**
新規及び改修の建築計画は必ず計画段階で当会と意見交換、協議調整をする。
- ②赤坂まちづくりのビジョンの理解**
「花咲か赤坂・和モダン」をまちづくりの目標タイトルとする。
- ③赤坂通りまちづくりの会、町会、商店会への加入**
新規及び改修の事業者はどれかの会に加入すること。
- ④赤坂の歴史文化の継承と創造**
新規及び改修の建築計画は歴史・文化・創造に留意し、赤坂らしいデザインとする。
- ⑤バリアフリーへの配慮**
新規及び改修の建築計画は歩道側に段差を設けないなど、バリアフリーに配慮する。
- ⑥赤坂の景観への配慮**
ゴミ出しのルールを守る。公共物・建物・設備は赤坂の街に適した色とする。
- ⑦緑の配置**
大小に関わらず、すべての建物は鉢植えや花壇、プラントボックスなどにより緑を供給する。
- ⑧広告看板の規制と誘導**
歩道の置き看板、のぼり旗広告は禁止とする。広告デザインはできるだけ外照式とする。
- ⑨用途の規制**
パチンコ・風俗・暴力団事務所・消費者金融に類する用途の建物は設置不可とする。
- ⑩回遊性への配慮**
表通りのみならず路地においても美観に配慮し、赤坂に回遊の楽しさを創造する。

赤坂通りまちづくりビジョン「花咲か赤坂・和モダン」

そぞろ歩きが楽しめ、ときめきの出会いがあり、住む人・働く人・訪れる人、皆にとつて優しい街、子どもが楽しめる育遊の街、バリアフリーで広い空のある街、緑が豊かで植栽が楽しめる赤坂らしい和モダンのまちづくりを目指します。「美しいこと」「栄えること」の意味から、「花咲か赤坂・和モダン」をコンセプトワードとします。

知夫里島
西ノ島
中ノ島



A case study of user participation in Architectural design.

Ama-cho, Oki Island

Agricultural and Marine Products Processing Facility





Discuss
about
new
building
By the user



Express dreams

By collage

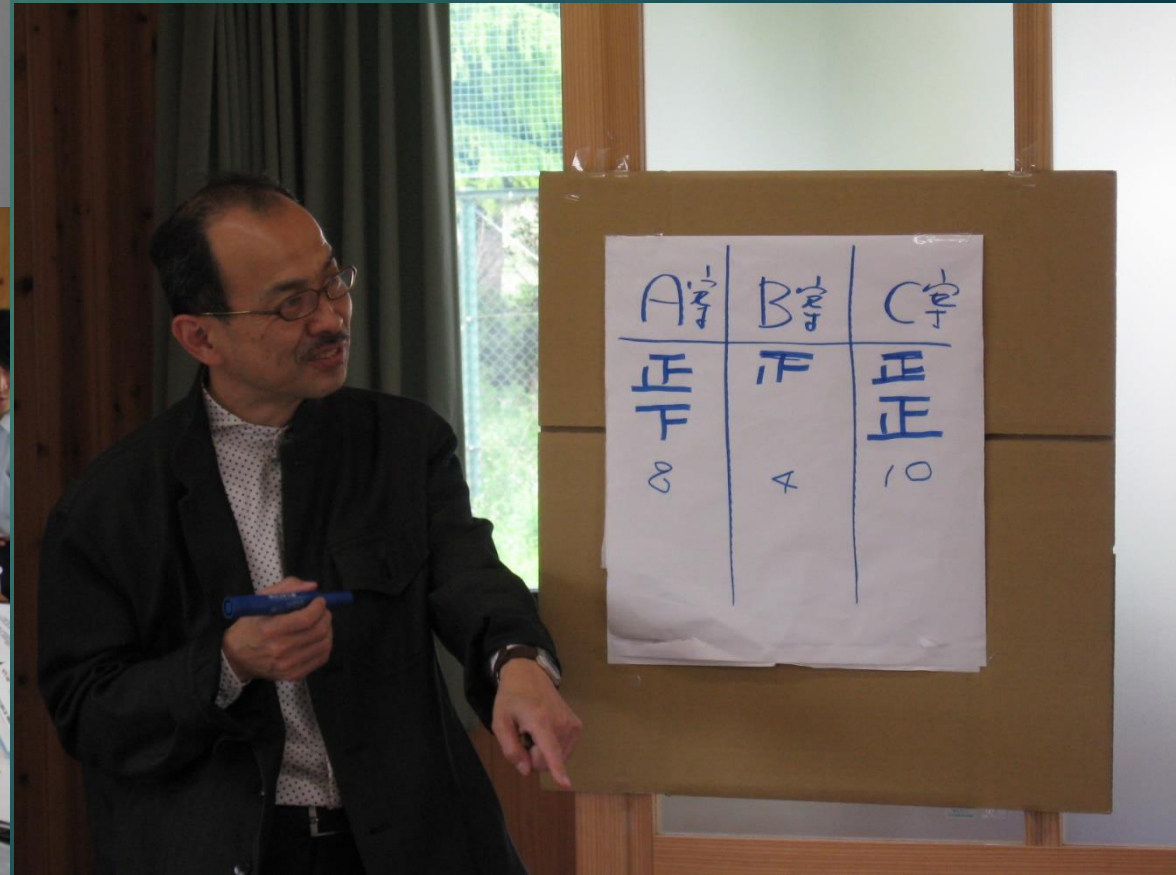
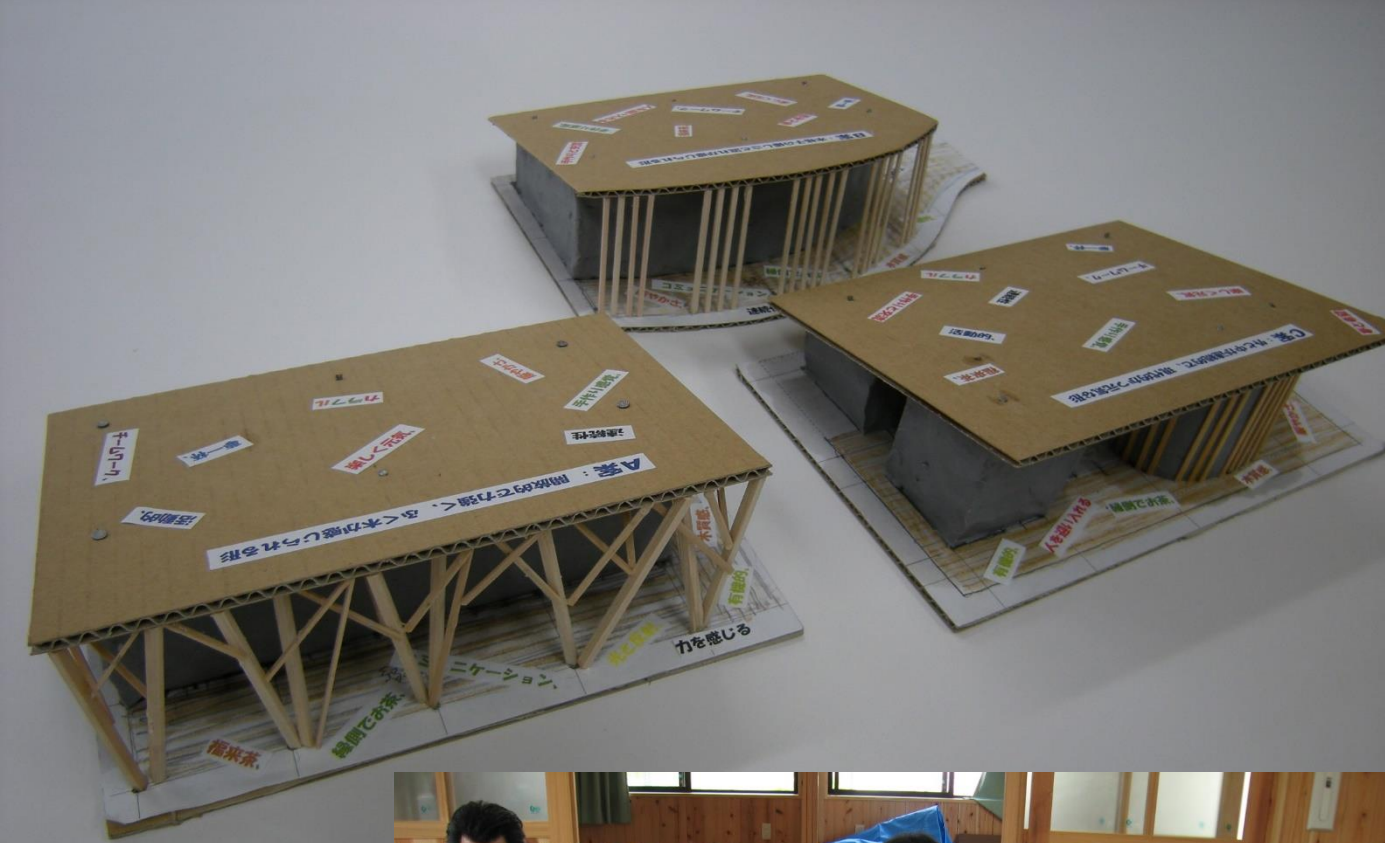
Concept:

Place for enjoy handmade and communication
to feel dream and hope

Architecture that welcomes people



Create three concept models
and vote on them
→ Participation by vote.





Design for floor tiles, all together
A ceramic artist make them
→ to make an opportunity
for many people to participate





Participation
in construction





Completion!!

Show-case for hand made products



User friendly space





Lutheran College New Building Design

→ Students Participation





Hakuho Kindergarten Toy Library Design

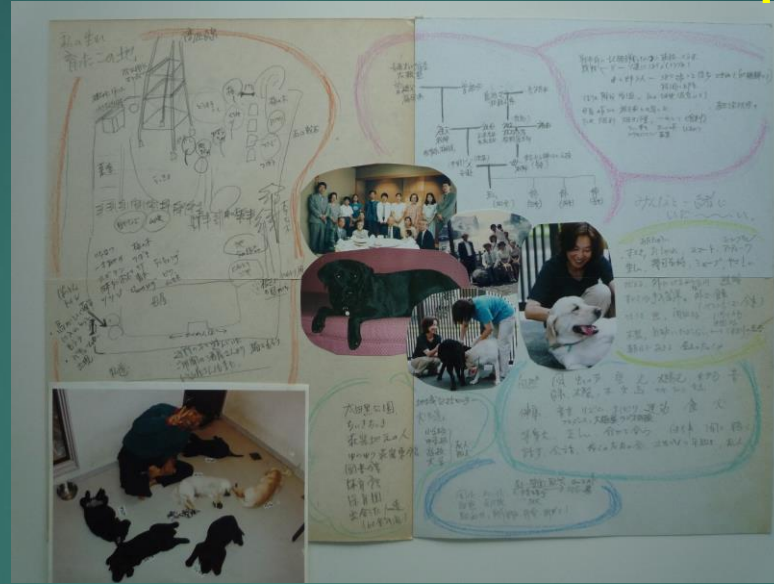
→ children's participation



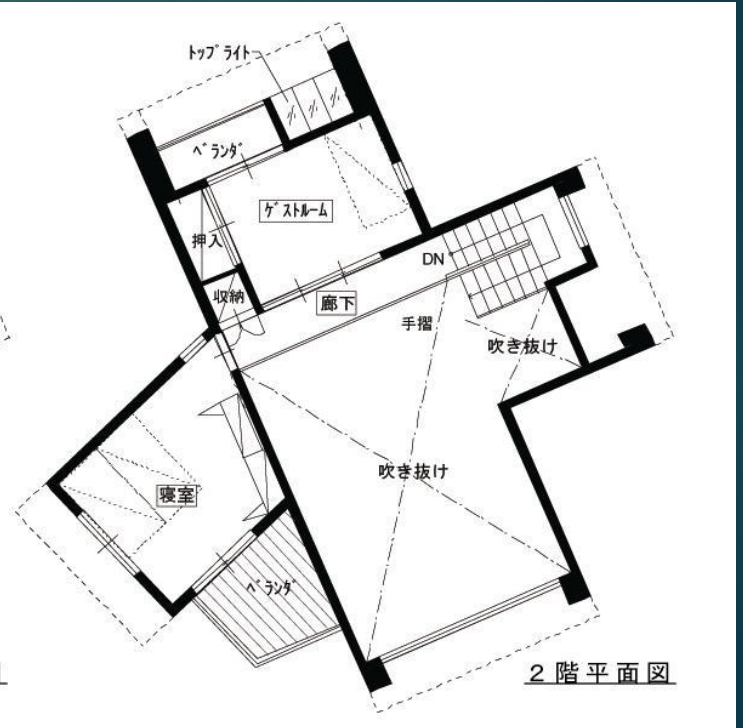
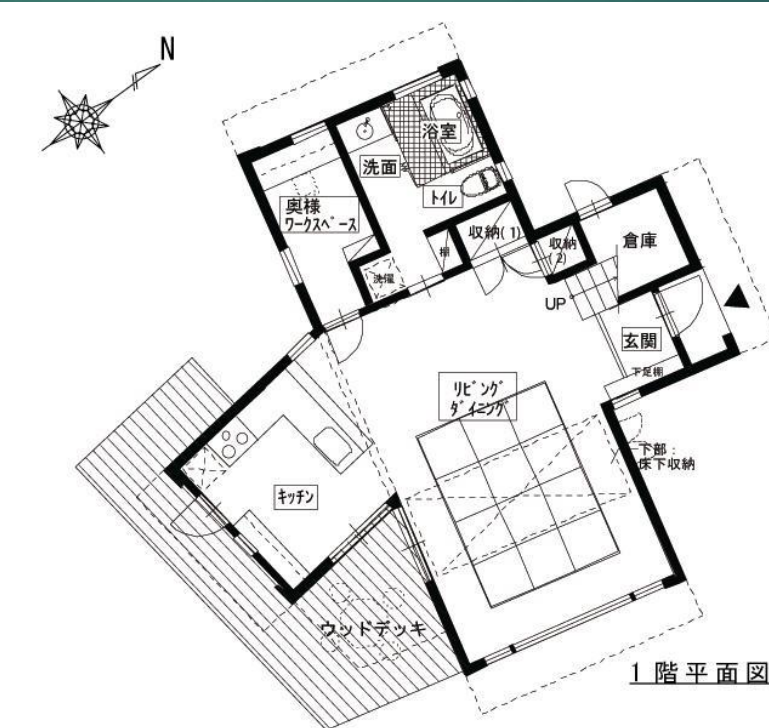
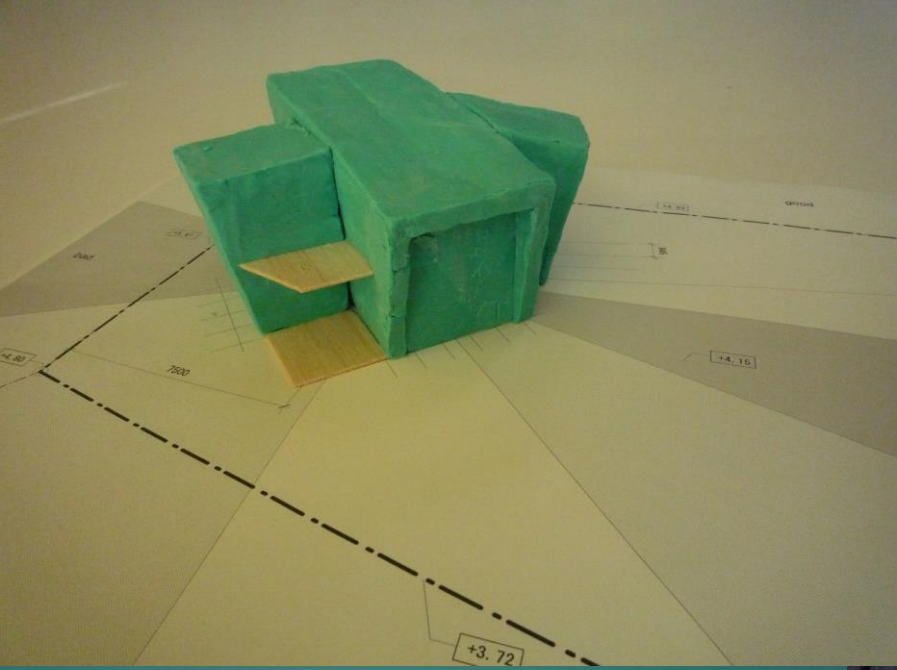


Ogikubo Family Residence

→ Related People participate









■ Points: Real users participate in the design

- Elementary school → Children participate.
- Civic hall → Citizens participate.
- Agricultural, forestry, and marine product facilities → Staff members participate.
- University building → Students participate.
- Kindergarten → Children participate.
- Housing complexes → Residents participate
- House → Client participate participate

- In the past, architectural design and town planning were done only by architects, as specialists.

Town Planning ← Citizen Participation
Architectural Design ← User Participation



Create livable town and user-friendly architecture.

Workshops are effective for participatory design!

Preservation and succession of architecture and town will be **sustainable** through the citizen participation.

A **blend of creativity** between architects/specialists and residents creates a profound and valuable town.

Facilitators are important for this purpose.

