B+C | A Barnard and Columbia Architecture

UN3211 Advanced Architecture Research and Design

Instructor: Karen Fairbanks Spring A 2021 (January 11 – February 26), M/W 9:00am-11:50am, F 9:00am-12:50pm



Beyond the Gates: Youth I Community I Justice

Advanced Architecture Research and Design will explore design at the intersection of architecture, youth, activism, and justice in the built environment. This immersive studio will engage with two unique New York City organizations, FC Harlem and Girl Be Heard, that are empowering the youth they work with in compelling and distinctive ways. This studio is an opportunity to experience and shape the design process in dialog with those you are designing for – the youth and the directors of these organizations. We will develop and lead workshops with the youth to learn how they see and experience the city and to hear what issues motivate them. Through this inclusive design process we will develop projects that explore how architecture and design can support their needs, amplify their voices, strengthen their communities, and envision new opportunities for their futures.

FC Harlem is a specialized soccer organization for talented youth of color, providing opportunities to pursue soccer development at the highest level. The program has developed a model using small spaces of the city for urban fields to grow dynamic players, and has long term goals to expand their spaces and programming. FC Harlem L.I.O.N.S. (Leaders In Our Neighborhoods) is focused on building competency and leadership skills on the field, in the classroom, and in their community.

Girl Be Heard was founded out of a theatre collective, Project Girl Performance Collective, that focused on global issues impacting women and girls in collaboration with youth advocates abroad. It offers free weekend and afterschool theater for young women, girls, and trans / gender nonconforming youth. Girl Be Heard members can audition to be part an ensemble that collaboratively develops and performs works based on social justice.

Project 1: Design as amplifier

Partner Organization: Girl Be Heard

Prompt: Design a temporary installation within our existing urban infrastructure that supports and amplifies the voices of Girl Be Heard's youth performers. The installation can be a platform for a single event, a prototype for a network of events, or a project that collects and/or archives their voices/events over time. Your work will be informed through conversations and workshops with the performers and the leaders of Girl Be Heard who are developing work on the theme of justice this year.

Project 2: Design for community

Partner Organization: FC Harlem L.I.O.N.S (Leaders in our neighborhoods)

Prompt: Working with FC Harlem players and leadership, develop design strategies for transforming their current spaces along the 145th street corridor in Harlem, including a brownstone and a playing field and field house, into a cohesive urban "campus." FC Harlem strives to expand their programming and spaces for youth development on and off the soccer field, and your work will be instrumental in envisioning these opportunities with them.