

Urban Woodland Design

Introduction



Introduction

This section of the course will cover:

- Brief outline of course content
- An introduction to the design process

Purpose

How to design an urban woodland which will:

- meet community needs and expectations
- mitigate anti-social behaviour
- apply the principles of good design

Aims

At the end of the course, you will have:

- explored reasons why you might engage with the community and methods for doing this
- increased your knowledge of best practice for tackling anti-social behaviour
- developed an understanding of the principles of good design and how they can help you achieve your objectives



Content - day one

- Engaging with the community
- Minimising anti-social behaviour
- Introduction to design

- Applying design principles
- Developing design skills

Content – day two

- Developing design skills
- Applying design skills to meet specific objectives
- Developing design skills
- Producing an urban woodland design plan

The design process

Brief

Survey

Analysis

Opportunities and constraints

Design concept



The design process

Brief

Input

- Community
- Project manager's experience and knowledge

Output

- Outline of needs, expectation and objectives
- Timescale
- Budget

The design process

Survey

Input

- Community
- Technical expertise
- Project manager's experience and knowledge

Output

- Physical issues
- Social issues
- Site appraisal
- Visual survey

The design process

Analysis

Input

- Project manager's skills, knowledge and experience

Output

- A critical interpretation of survey material
- An exploration of how survey information inter-relates
- An assessment of priorities

The design process

Opportunities and constraints

Input

- Project manager's skills, knowledge and experience

Output

- A thorough understanding of site potential
- A thorough understanding of what the site can deliver
- May need to revise brief

The design process

Design concept

Input

- Project manager's skills, knowledge and experience
- Possibly community consultation

Output

- A spatial framework which responds to opportunities/constraints and meets the objectives of the project
- Community consultation
- A framework which forms the basis for detailed design

The design process - overview

Input

Output

Community
Project manager's experience
and knowledge

Community
Technical expertise
Project manager's experience
and knowledge

Project manager's skills,
knowledge and experience

Project manager's skills,
knowledge and
experience

Project manager's skills,
knowledge and
experience
Possible community consultation

Brief

Outline of needs, expectation and objectives
Timescale
Budget

Survey

Physical issues
Social issues
Site appraisal
Visual survey

Analysis

A critical interpretation of survey material
An exploration of how survey information
interrelates and assessment of priorities

Opportunities constraints

A thorough understanding of site potential
A thorough understanding of what the site
can deliver
May need to revise brief

Design concept

A spatial framework that responds to
opportunities/constraints and meets the
objectives of the project
A concept that can be presented to the
community and discussed
A framework for detailed design

The first section of the course entitled
'Engaging with the Community'
looks at the important bearing it has on shaping
the design of the woodland