

### Fellowship in Community Design/Build Teaching Summer 2013

Started in 2009, URBANFRAME is a non-profit organization that offers individuals a unique, hands-on introduction to the building arts as a framework for catalytic civic engagement. In collaboration with community-based partners, we design, build, and install design solutions to address urban design challenges.

Based in the MIT School of Architecture in Cambridge, Massachusetts, URBANFRAME runs an annual, six-week summer design/build project for youth (ages 15-19). The program is cross-disciplinary in nature, spanning architecture, landscape, graphic, and industrial design and incorporating field trips to projects and firms in the Boston area. It is intended for precollege youth with little or no previous design or building experience as an introductory framework for design thinking and community service, and, for those interested, an opportunity to develop a portfolio for application to college or a design program.

Teaching Fellowship

The Fellowship offers selected graduate-level designers a unique opportunity to combine hands-on research relevant to their own areas of interest with a funded, mentored teaching experience in the design/build environment.

4-6 Teaching Fellows will be chosen for the 2013 Summer Studio.

Under the guidance of the Program Director, selected applicants will develop all aspects of an urban intervention project and then lead teams of 8-10 pre-college youth from brainstorming and site documentation, through design, detailing, representation, fabrication, and hands-on built realization in the community.

Teaching Fellows are typically responsible for leading all aspects of the projects, either as a solo instructor, or working with other Fellows and mentors. The Fellowship involves progressively increased teaching opportunities over the course of the program, and this will vary depending upon the needs of the project. Teaching Fellows collaborate to develop and manage the daily success of their teams.

URBANFRAME's Teaching Fellow Program is different from others in that we believe in the development of young designer/teachers by giving them leadership responsibility from the outset with significant mentoring, evaluation, and support. Fellows are supported, observed, and evaluated by the Director and peers. Thus, while working in the community, studio, and fabrication shop as teachers, our Fellows are also students of education, learning not only from their peers and mentors but also from self-examination of their own work.

### Learning Objectives:

Community Outreach and Collaborative Engagement
Curriculum Development
Design/Build Staging and Implementation
Documentation and Publication
Project Craft
Project Scheduling, Sourcing, and Budgeting
Research Methodologies
Team Building
Youth Development

URBANFRAME will provide Fellows with a teaching stipend (approx \$3,000), logistical support, and the mentorship necessary to fully realize a project.

Summer 2013 Project

The Summer 2013 project, "Public Works," will be our biggest undertaking yet. World-class design for local communities, in just six weeks!

Teaching Fellows and their youth design/build teams will explore and challenge the curious role that infrastructure plays in our cities: roads, tunnels, bridges, overpasses, bus stops, and train lines. These single-purpose structures often stand stagnantly and uncomfortably amidst the more dynamic and engaging buildings and spaces in our cities. While other public amenities are designed with their surroundings and multiple functions in mind, these "public works" are often out-of-scale, ugly, and inhospitable to the community being served.

So, what can 50 young people do in six weeks? Get Tactical!

From parking lots and underpasses, to medians and roofscapes, projects will utilize a combination of existing infrastructure, mediating structural systems (scaffolding is anticipated for this project), and custom fabricated elements, using digital design and fabrication technologies.

The project will transform urban sites in the heart of Cambridge and Somerville, Massachusetts that are currently neglected and ignored. Teams will visit the sites, brainstorm possible uses, present their ideas to city officials and community representatives, and then build and install their proposals for "testing" and use by the public. Under the guidance of the Program Director and the graduate student Teaching Fellows, youth will produce a series of large and small-scale projects, experiments that use existing public infrastructure in radically new ways to serve the needs of real people in real communities. Time will be divided between use assessment, community outreach, design, fabrication, and installation.

Related to the broad category known as tactical urbanism, these types of projects are particularly impactful for young people because they require little expertise to get started, and can involve community members as well as designers. From a research perspective, the projects offer Fellows rapid feedback on experimental architectures, in use.

Past projects have addressed questions of sustainability, food accessibility, community cohesion, and regulation of public space; they have provided teens with an opportunity to offer their bold ideas and insights to design and build new architectural structures that reinvigorate lost public spaces.

# Fellowship Eligibility

Applicants in Architecture, Landscape, Interior Architecture, Adaptive Reuse, or Industrial Design programs who have, by June 2013, completed either undergraduate + one year grad-level instruction <u>or</u> two years in a three-year graduate degree program.

# Fellowship Application

Submit via email to dmh@urbanframe.org, the following materials as a single PDF (not larger than 10 MB):

- 1. Curriculum Vitae
- 2. Statement of Interest (max 500 words)
- 4. Description of past accomplishments or experience with:

Collaborative projects, design/build, independent design research, or study, professional practice, teaching or mentorship, carpentry, construction, leadership, and community service.

- 6. Recommendations from one graduate level teacher and one student peer.
- 7. Two employer/co-op references (to be contacted prior to final selection)
- 8. Design Portfolio (min 3 projects). Please highlight projects related to community engagement, the public realm, and fabrication processes.

#### Candidates are evaluated based on:

Demonstrated ability to develop concepts into design propositions.

Potential to collaborate and lead a team of pre-college age designers. Potential to liaise effectively and with project stakeholders.

2013 Schedule	Feb 10 Apr 20 Apr 20-24 Apr 25 Apr 30 May 4 May 12 Jun 13, 20	Applications Available at urbanframe.org Deadline for Receipt of Applications Finalists Interviewed 2013 Apprentices Notified Team Meeting (Conference Call) Team Project Proposal Review Project Development Workshop Project Development Sessions
	Jun 24-28	Program Set-up @ MIT
	Jul 1 – Aug 9	Summer Program (9:00-4:00, M-F)