

UC Berkeley College of Environmental Design

# Disc\*2017

Design & Innovation for Sustainable Cities

Disc\*



Cities\*

# Sustainability\*



An aerial photograph of a complex, multi-level highway interchange with numerous overpasses and ramps. The roads are filled with cars and trucks. The word "Innovation\*" is overlaid in large, white, sans-serif font across the center of the image.

**Innovation\***

# Design\*



# Disc\*



Disc\*























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PREFERRED)  
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NTENCE)



**BUILDING  
+  
STREETS**

"It's safe  
because  
no one is  
here"-runner

ADAPT  
CHANGE



# BUILDING + STREETS

Conclusion



SECTIONS



Kevin Lynch's

Edge

Node

district

Path

LANDMARK



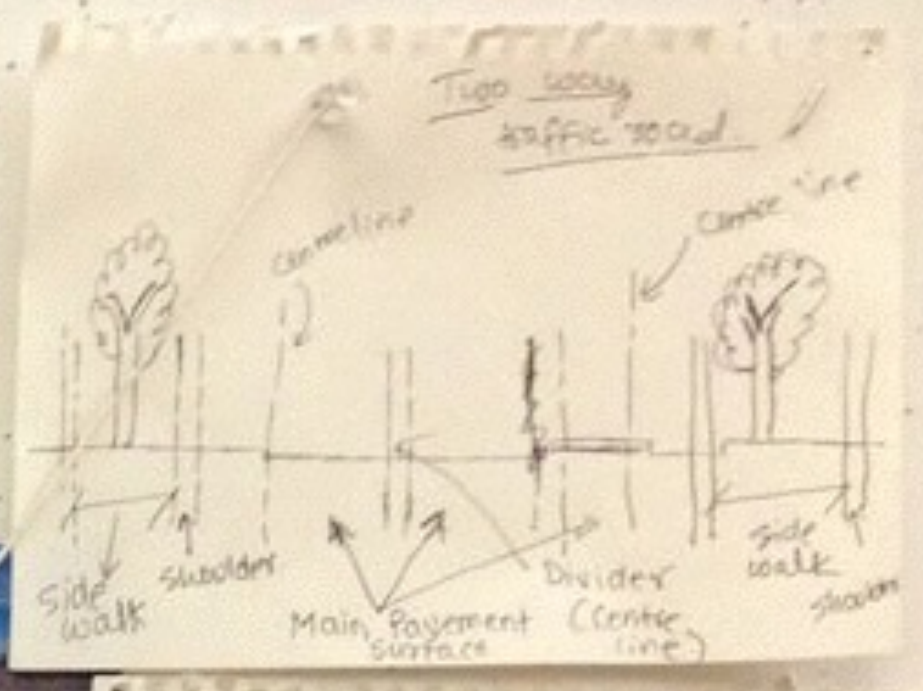
# SETBACKS & STEPBACKS



# LANDMARKS

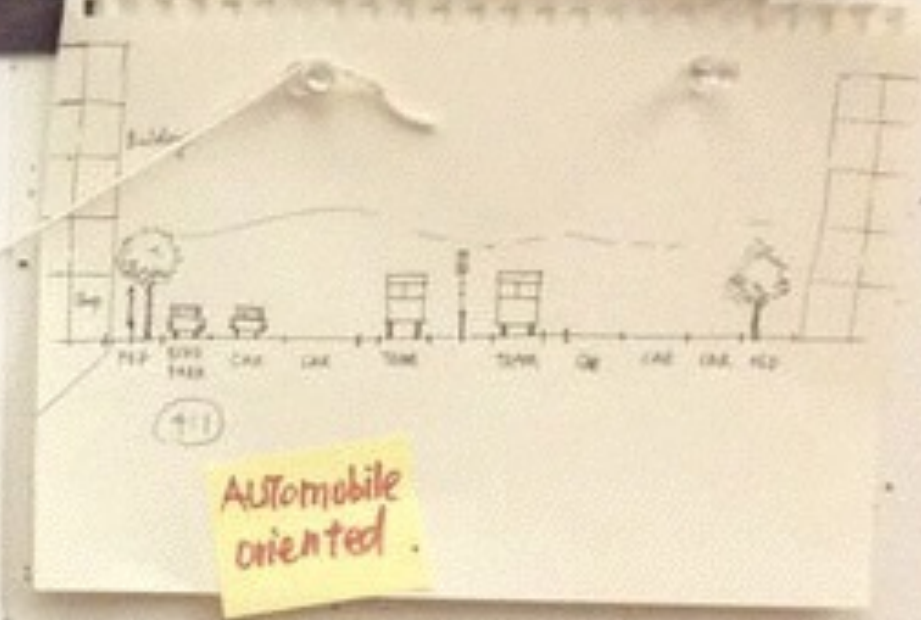


# STREET SECTION



SF Post

- Legend
- Hospitals
  - Schools
  - Heavy Industrial
  - Light industrial
  - Mixed use
  - Office
  - Park
  - PDR
  - Public
  - Redevelopment plan
  - Residential
  - SALI



Proposed to Redevelop Land

Proposed to Redevelop Land

Pump Station of Creek



# BARRIERS



John Foxan Freeway

# THRESHOLDS



GENERIC

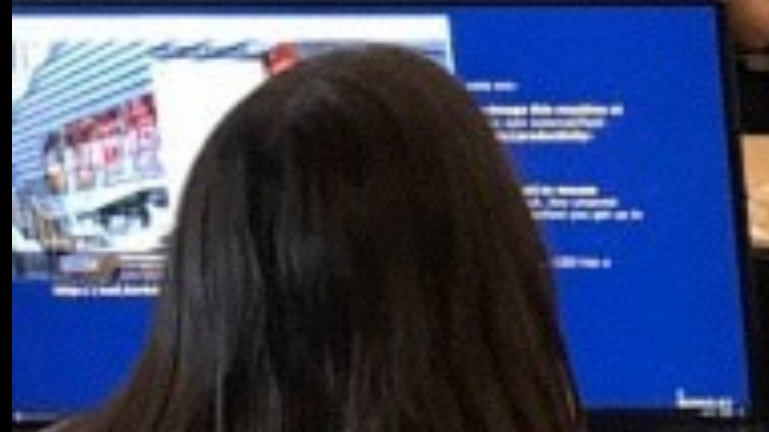
# FACADES



INACTIVE FACADES



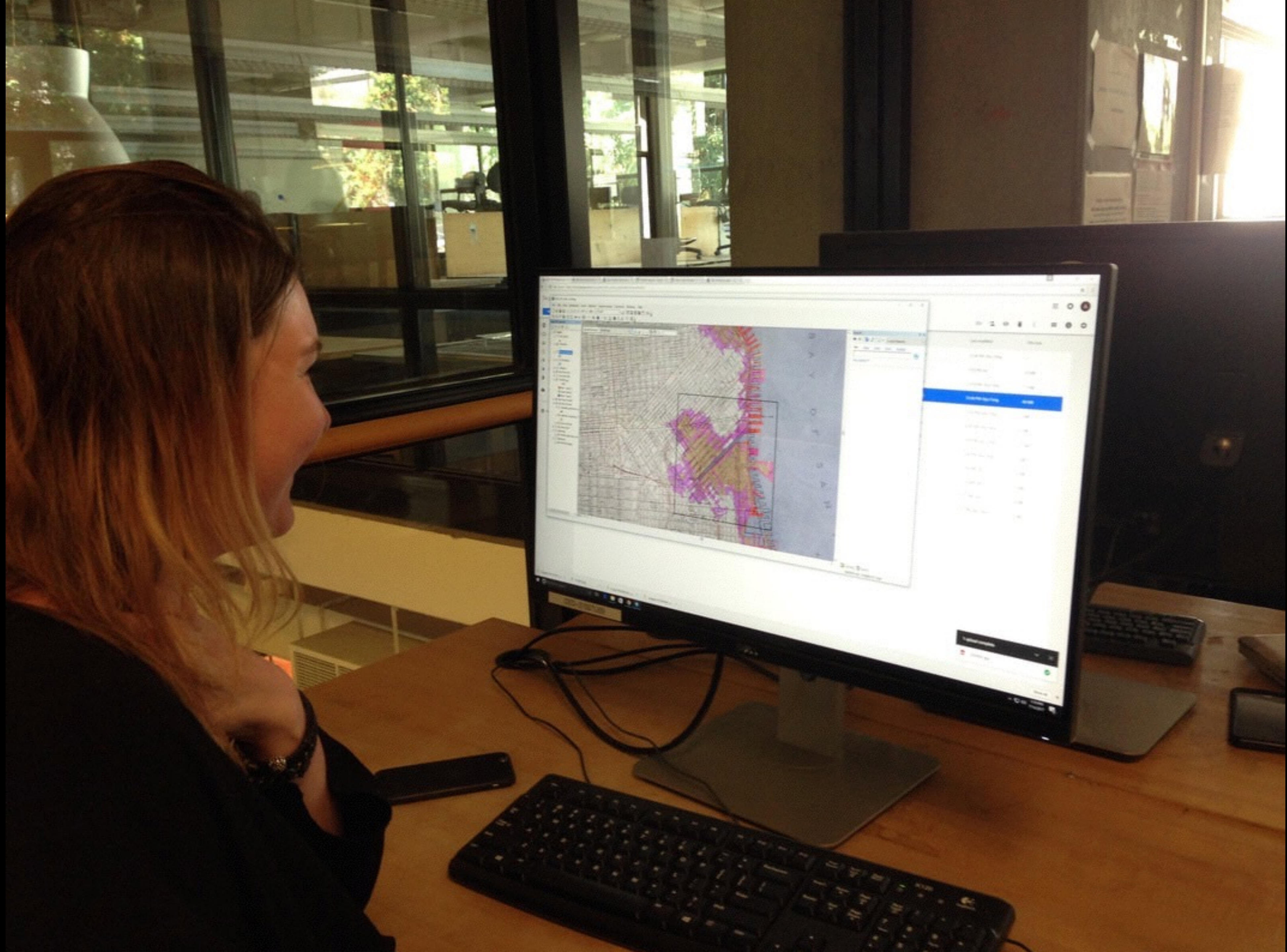
House boat community was bridge to connect street



This is a C

- 1) Do not any time drive, or the suite/bo
- 2) This m inactivity, data will be do other th
- 3) Do not v

Randomness #





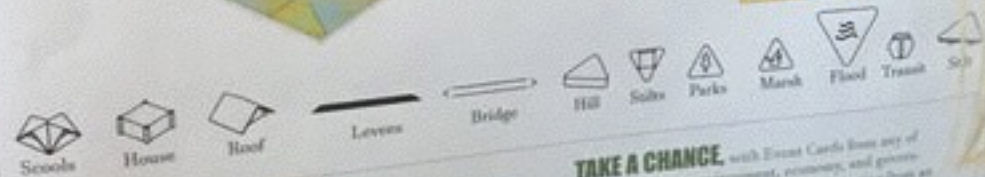
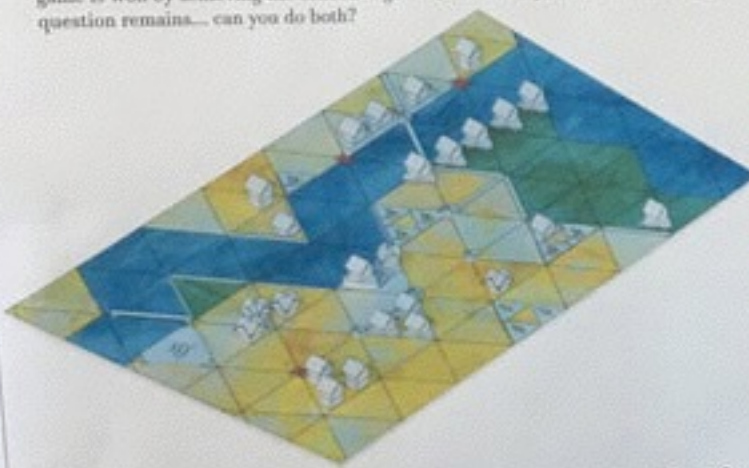




GROUP 12

# LAND OF LARKSPUR

**WELCOME TO LARKSPUR!** As predicted for decades, sea levels have begun changing and will only continue rise at an ever-growing pace. And, just like the rest of the world, sea level rise will affect Larkspur. Your goal as a community is to complete the Collective Mission before the seventh round ends. Each player also has their own Secret Mission to complete. The game is won by achieving the collective goal or, alternatively, individuals can win by completing their secret mission. The question remains... can you do both?



**MEET THE COMMUNITY** made up of the City, the Business, the Developer, the Lawyer, the Group, and the Births. You will have to work together to meet your Collective Mission.



**TAKE A CHANCE** with Event Cards from any of three categories: environment, economy, and government. These events could be anything, ranging from an earthquake to job growth.



**SETTING UP.** Before starting, each player must choose their role in the community. Decide as a team where to place:

- One hill, one floating structure, and one city platform.
- Five houses.
- Two schools on land.
- The highway and one bridge on the desired line.

**RULES OF THE GAME.** For 4-6 players.

Each round consists of each player rolling the dice, taking turns connecting water. The number rolled indicates how many properties the player can gain, water, or remove that turn.

Every three rounds, sea levels rise by 10%.

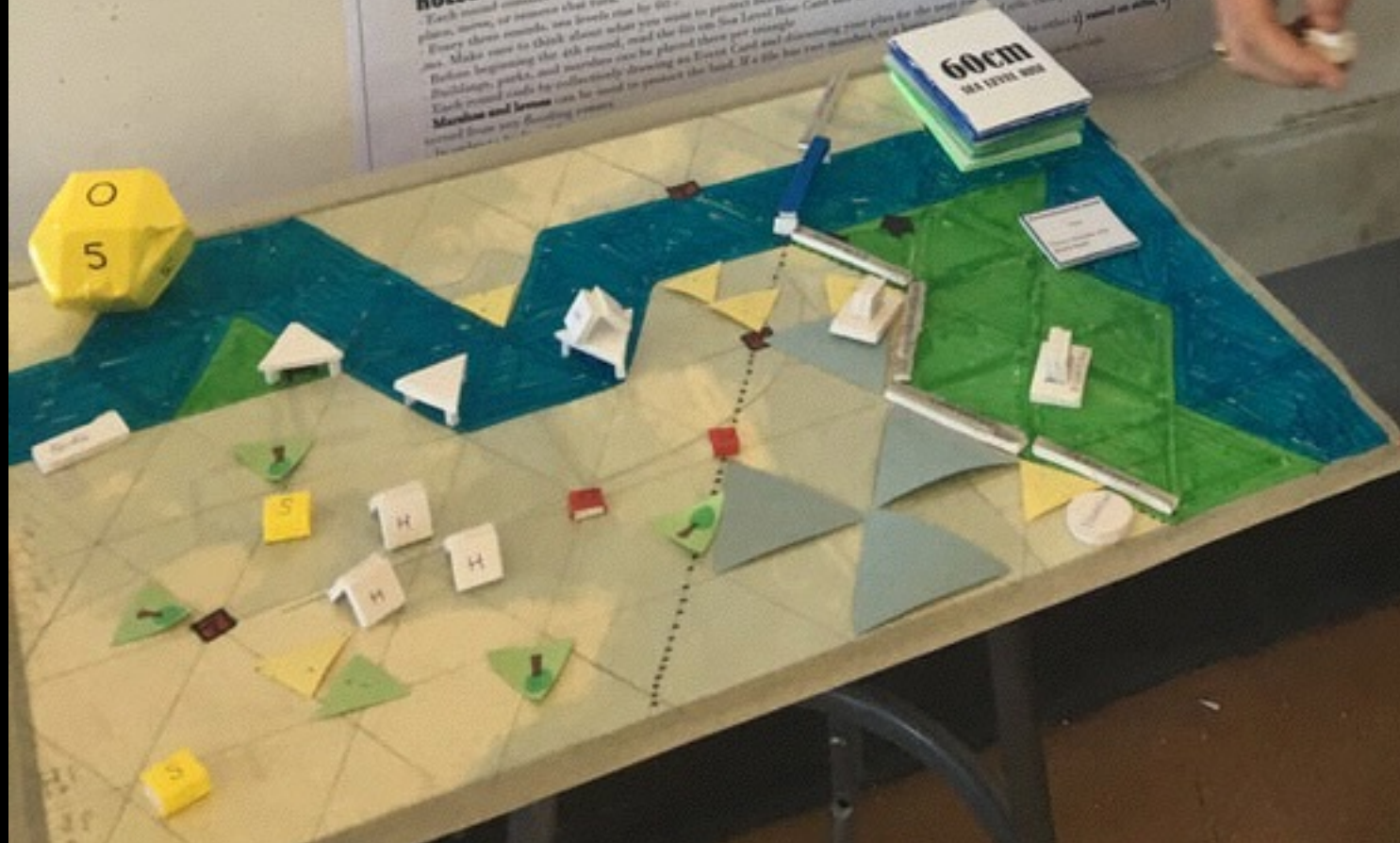
Make sure to think about what you want to protect beforehand!

Before beginning the 4th round, read the Sea Level Rise Card and before beginning the 5th round, read the Sea Level Rise Card and before beginning the 6th round, read the Sea Level Rise Card and before beginning the 7th round, read the Sea Level Rise Card.

Each round ends by randomly drawing an Event Card and discussing your plan for the next round.

Each round ends by randomly drawing an Event Card and discussing your plan for the next round.

Marshes and Levees can be used to protect the land. If a tile has two marshes, it is considered a double marsh.



GROUP 2

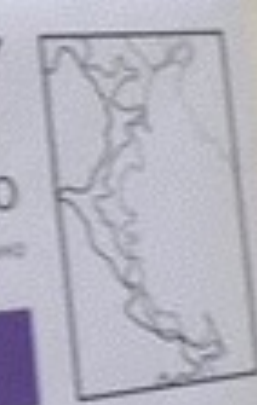
STAKEHOLDER CARD



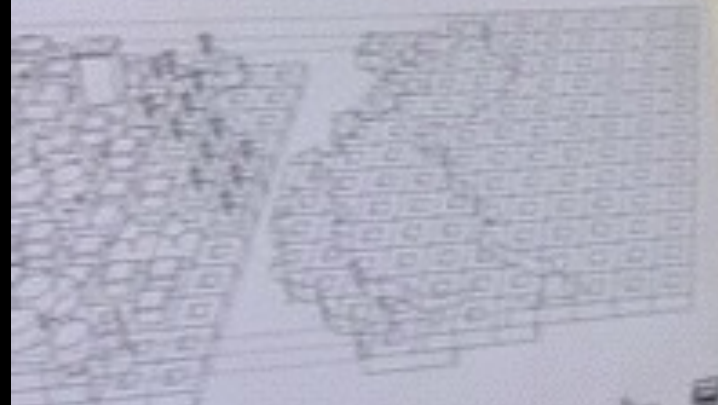
A grid of 12 stakeholder cards, each with a small icon and a name. The cards are arranged in two columns and six rows.

POPOLY OF EAST PALO ALTO

BY ANN JUDY JU ISABELLA WARRING



PO PLAY



A large poster for a game called 'POPOLY OF EAST PALO ALTO'. It features a map of the area and a section titled 'PO PLAY' with various icons and text.

GROUP 4



A map of East Palo Alto with different colored zones (blue, yellow, green) and various icons. It is labeled 'GROUP 4'.

BEAT THE ICE

Why all in the water beat?



A poster titled 'BEAT THE ICE' with a map of East Palo Alto and the text 'Why all in the water beat?'. It includes a small diagram and some text.

MISSION STATEMENT

PRESTIGE



A poster with the title 'MISSION STATEMENT' and 'PRESTIGE'. It contains text and a small diagram.



A game board on a table, featuring a red and brown hexagonal pattern. It has various pieces and cards on it.



A game board on a table, featuring a blue and yellow pattern. It has various pieces and cards on it.



A game board on a table, featuring a yellow and orange pattern. It has various pieces and cards on it.

Two men standing and talking. One is wearing a light blue shirt and the other is wearing a dark shirt.

Other people sitting at tables in the background, engaged in conversation.

OPTICS AIR FOR  
#5- PLS660  
#6- PLS660  
Lift Blue Handle  
↓ Vertical  
for ON  
← Horizontal  
for OFF



**EMERGENCY: FIRE**  
In case of a sustained fire in the Laser Cutter,  
use the mounted Extinguisher located  
on the outside of the office in the room.  
Close all windows and doors in the room.  
Call 911 and describe your location and nature of the situation.  
Always check instruction booklet for assistance.  
If problems arise after hours call Chris E. Palmer anytime.  
510-432-7528





**BUSINESS OWNER**

Beats to respond to other  
properties and income

Does not need property tax  
due to any condition

Lower profit

High profit to purchase &  
lower to purchase

Icons: thumbs up, thumbs down, hand holding a card, hand holding a card with a checkmark.





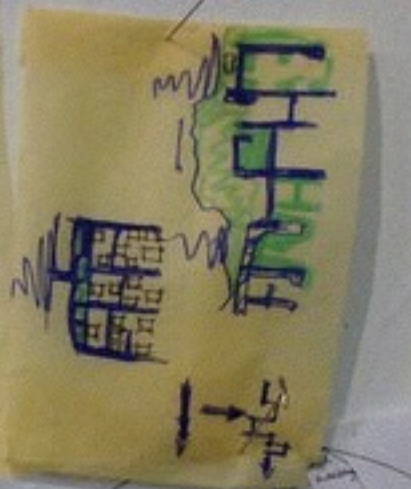
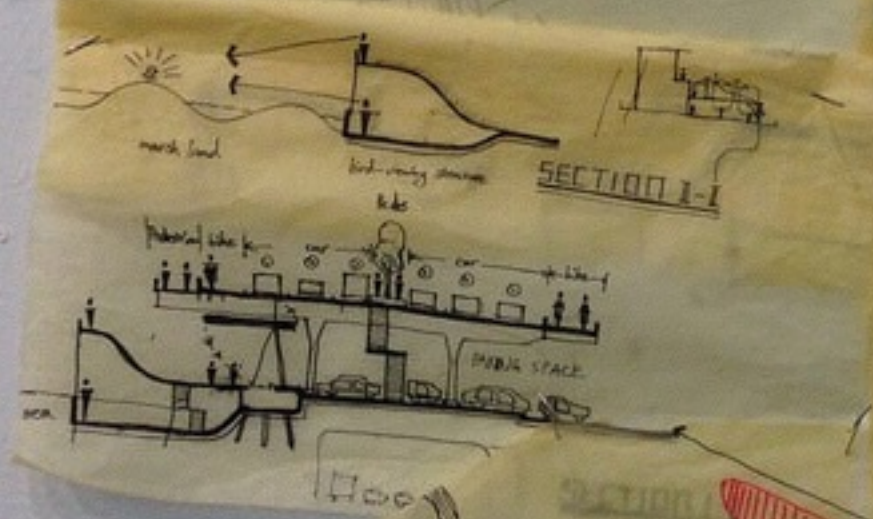


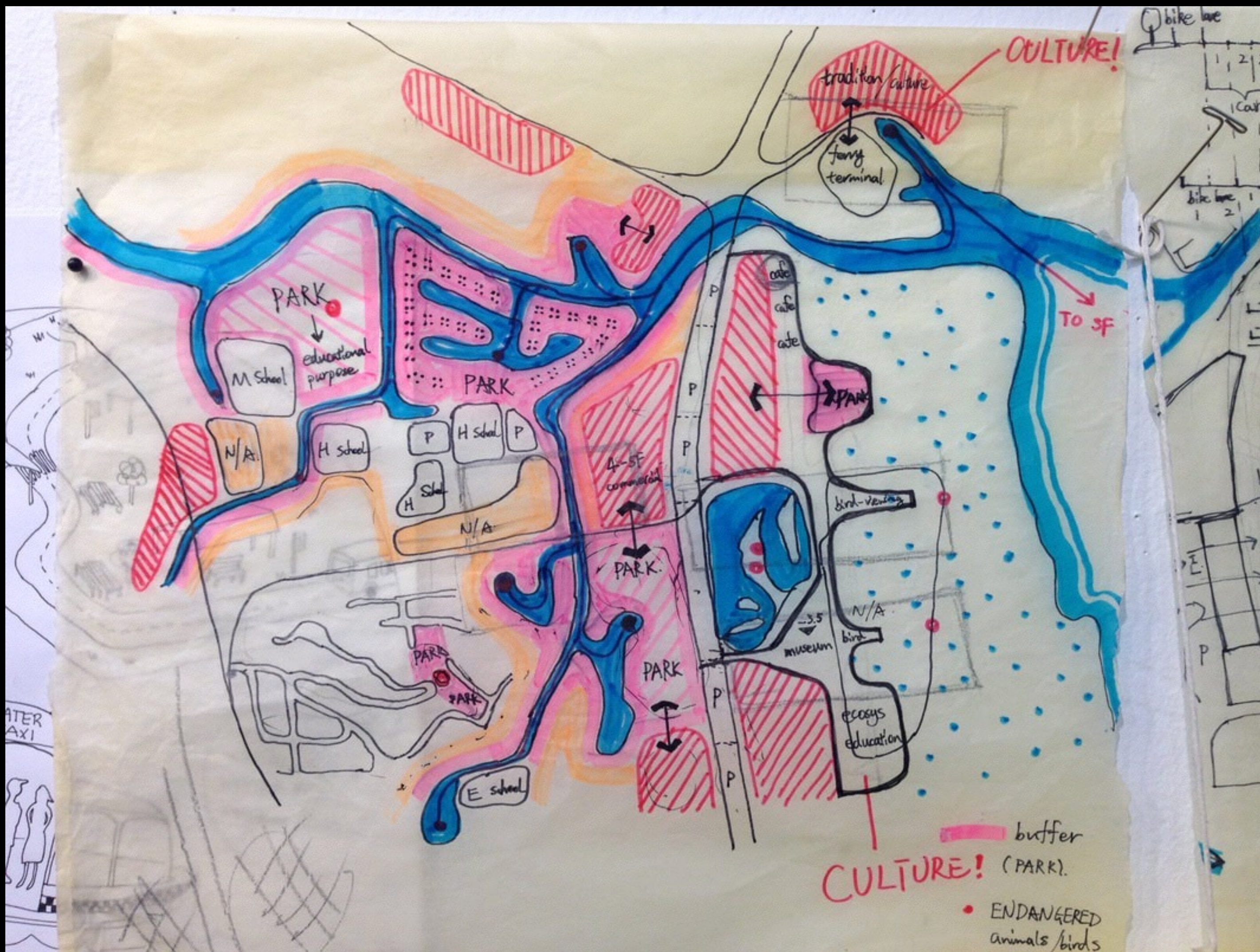


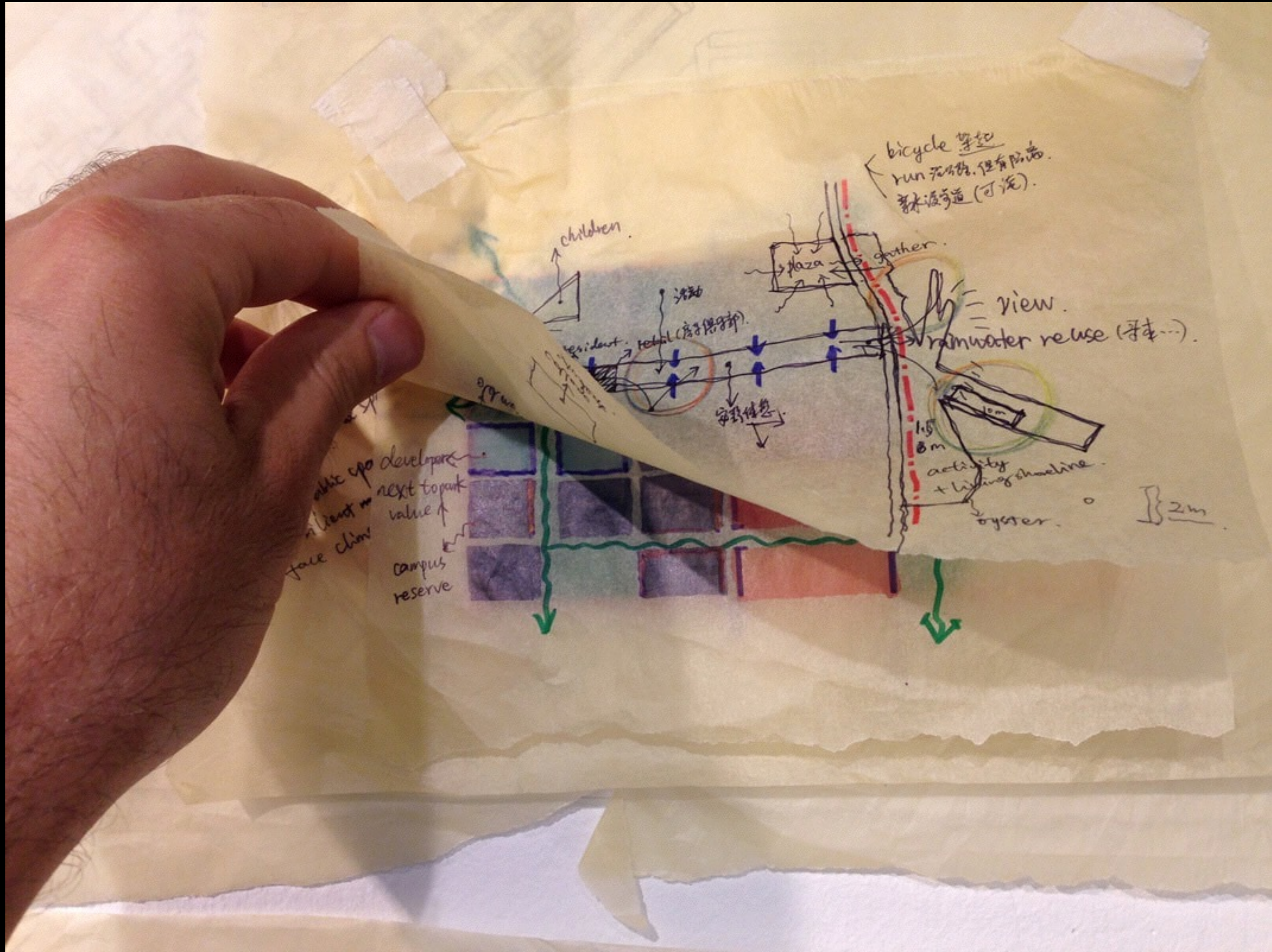
**CULTURE!**

- ENCOURAGED naturally built
- 2-30' wide
- 10' wide
- 15' wide

Let's try to be equity  
For people who lived in the past to the RIVER  
they enjoy the best view view so they need to  
describe the best density house  
... during ... houses next to the river













## ALTOPOLY

RESILIENCE OF EAST PALO ALTO



### HOW TO PLAY



## EAST PALO ALTO



DROWN TOWN



MISSION POSSIBLE...





### Rising Larkspur

Informational poster with text and graphics.

### Adapt Your Geos

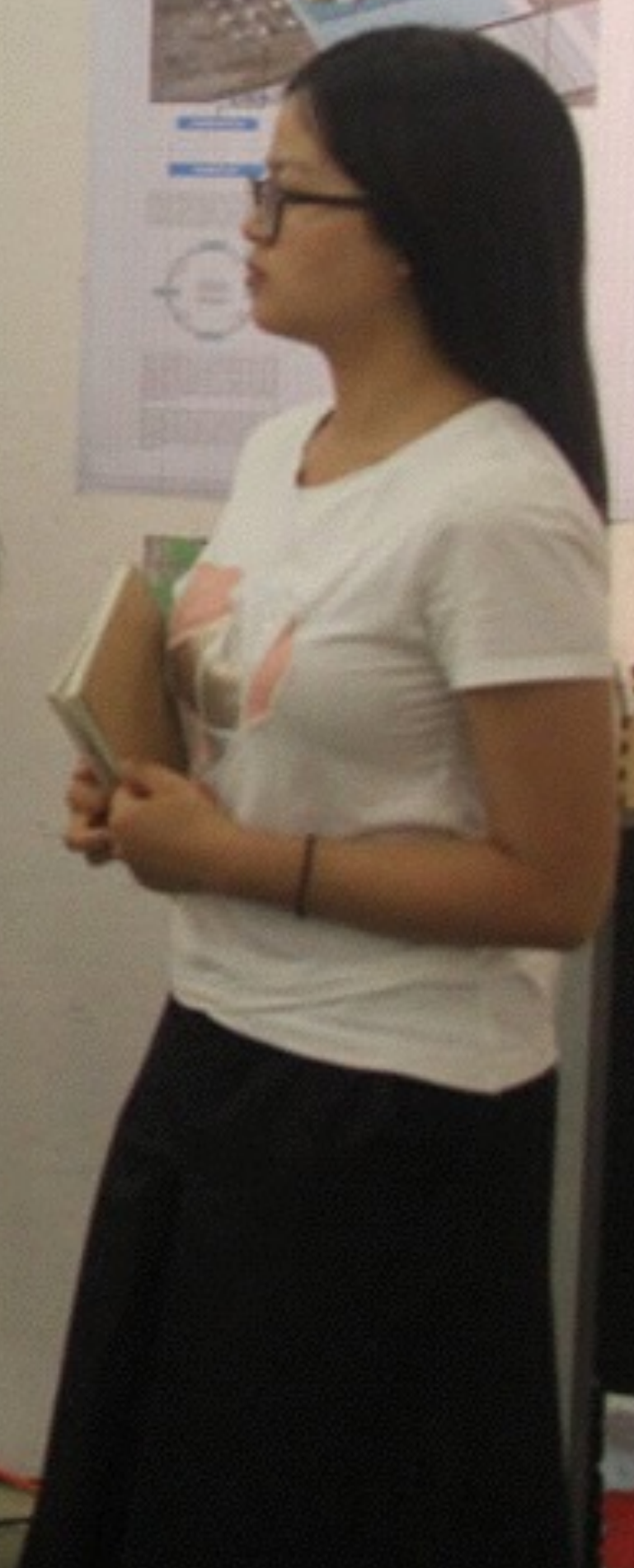
Informational poster with a map and icons.

### What does Larkspur look like?

Informational poster with a map and diagrams.

### Doomsbay

Informational poster with a map and text.





### FUTURE OF LARKSPUR



This poster features several diagrams and maps. At the top, it shows a landscape with water and buildings. Below that, there are more detailed maps and diagrams, including one with a grid pattern. The text is partially obscured but includes the title 'FUTURE OF LARKSPUR'.

### Towards a New Village



This poster includes a large blue map of a region, a smaller map below it, and a diagram showing a cross-section of a landscape with a building and a road. The text 'Towards a New Village' is at the top.

### Playground



This poster features a diamond-shaped diagram with a grid of dots inside, and a smaller diagram below it. The title 'Playground' is at the top.

### BREATHING LARKSPUR

#### OUR DESIGN



This poster shows a grid of small images, possibly representing different design scenarios or components. The title 'BREATHING LARKSPUR' is at the top, and 'OUR DESIGN' is in the middle.



A large map poster showing a geographical area with various colored regions and lines, possibly representing a city plan or a regional map.

### Living Larkspur



This poster contains several paragraphs of text, likely describing the project or the design process. The title 'Living Larkspur' is at the top.



CHANCE




### ALTOPOLY

RESILIENCE OF EAST PALO ALTO

ALLA THORBERGSEN EVELY FAN GUY JI GABRIELLA BISHOP

HOW TO PLAY



GAME PIECES

- Resilience
- Adaptability
- Resilience
- Adaptability

### EAST PALO ALTO



CONNECT



CREATING



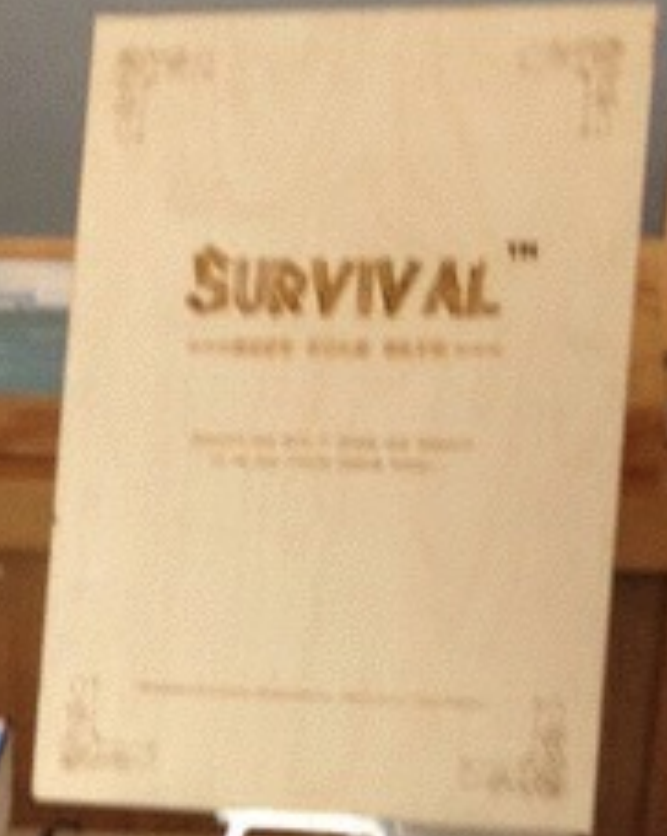
### SURVIVAL: TRIPLE THREAT

2050 ADP



2050 PICT

Disc \* 2017  
Studio



### SURVIVAL: TRIPLE THREAT

How do you survive in a city where the climate is changing, the economy is struggling, and the population is growing? The city of East Palo Alto is facing a triple threat: climate change, economic decline, and population growth. This board game is designed to help you understand the challenges of survival in a city like East Palo Alto and to explore different strategies for addressing these challenges.

**ZONE ADAPT AND RETAIN**

Make sure the zone is well adapted to the current conditions. This is done by using the zone's resources to build infrastructure and services that can help the zone survive and thrive in the face of changing conditions.

**ZONE PROTECT AND GAIN**

Investigate the needs of the zone and develop a plan to address them. This is done by using the zone's resources to build infrastructure and services that can help the zone survive and thrive in the face of changing conditions.

**ZONE SUSTAIN AND DISCONNECT**

Make sure the zone is well adapted to the current conditions. This is done by using the zone's resources to build infrastructure and services that can help the zone survive and thrive in the face of changing conditions.

### SURVIVAL EAST PALO ALTO: TRIPLE THREAT

How do you survive in a city where the climate is changing, the economy is struggling, and the population is growing? The city of East Palo Alto is facing a triple threat: climate change, economic decline, and population growth. This board game is designed to help you understand the challenges of survival in a city like East Palo Alto and to explore different strategies for addressing these challenges.

**RESOURCES**

- Water
- Food
- Energy
- Money
- Healthcare
- Education
- Transportation
- Communication
- Security
- Community

**DISASTERS**

- Earthquake
- Flood
- Wildfire
- Heatwave
- Power outage
- Job loss
- Population growth
- Climate change

**STRATEGIES**

- Build infrastructure
- Develop services
- Invest in education
- Improve transportation
- Enhance communication
- Strengthen security
- Build community













**Thanks!**