Designing Public Scholarship

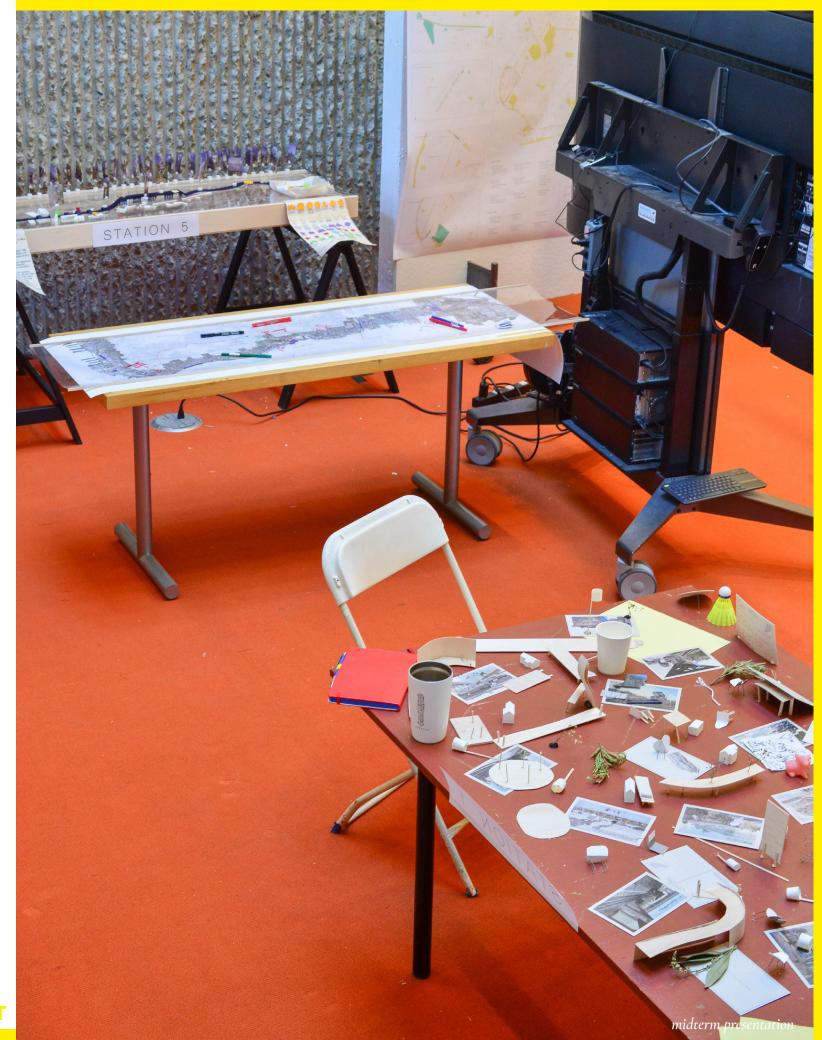
YUMP | Stapleton Library

## PROJECT INITIATION

The idea for this exhibition started with an Urban Design Studio prompt, which developed into a strong desire to reimagine the urban possibilities of historic industrial disused sites on Staten Island. The site was one-of-a-kind, with a defunct railway running through plots of abandoned land in various scale.

With the aspiration that public space design and programming should be engaging with the city and people, we did not want to adopt a "design and drop in" approach, hence the use of an interactive exhibition to open up the conversation with local residents and ultimately, to reimagine their future environment with them.

The project began with weeks of arduous site research as we curated historical materials, collected spatialized data, and analysed the site conditions. Thereafter, we had to devise the methods to visualise and present the research findings, which ultimately came in the form of informative drawings, postcards, maps, collages, booklets, and games. It was envisioned that by distilling content-heavy architectural research into simple, digestible, and tangible materials that the audience could interact with, the exhibition performs as a platform for knowledge sharing and cross-discipline communicative process, which reduces barrier of entry for individuals and organizations who want to interfere, plan, and build with these spaces.





## EXHIBITION INSTALLATION

Although the exhibition was only meant as a mere project review in YSOA, our group felt the urge to bring it to life and take it out of the classroom to the local residents and organisations on Staten Island – the people who would resonate most with the materials.

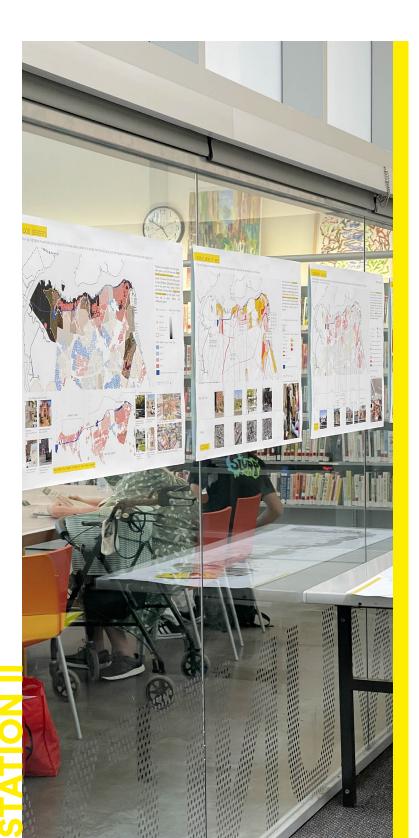
The exhibition was hosted in the Stapleton Branch of the New York Public Library, which serves as a centre of community life for the diverse neighbourhood. At the heart of the library, We set up five stations at the heart of the library each exploring different research topics of Staten Island: "Industrial historic heritage and local memories", "Contemporary social and environmental inequalities", "Disused site and railway analysis", and "Reimagining of disused structures as cultural spaces". Each station has interactive elements for visitors to comment, to inquire, to propose, to imagine and to express.















STATIONI



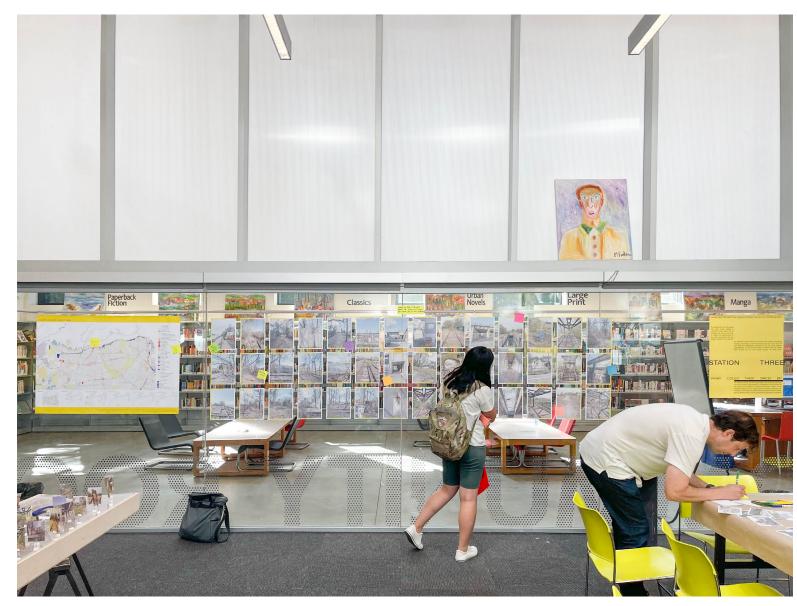
## PUBLIC ENGAGEMENT

To have local individuals and organizations to engage in the exhibition and discuss about the topics presented are of utmost importance. By encouraging visitors to draw and write on the exhibits, we gathered thoughts and ideas from the local perspectives of different generation and communities. We also held workshops where we elaborated the idea behind the exhibition and furthered the discussion with the visitors. Although this exhibition is temporary event, we see it as an ongoing test and model for preliminary engagement and connection with the local community, establish common ground and interest between designers and locals, and generating informative conversation loop that would further inform future design objectives and collaborative process.





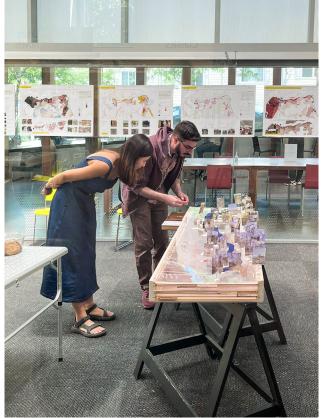


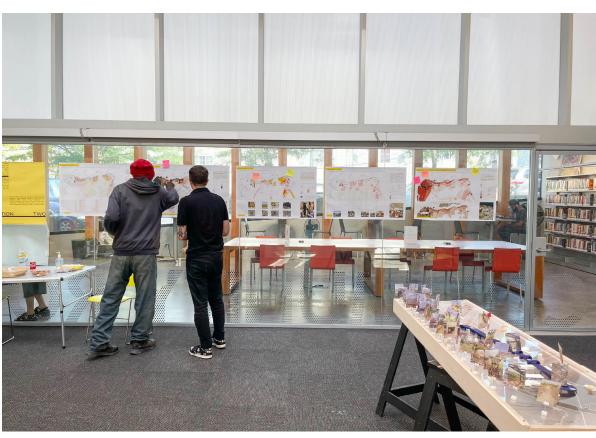




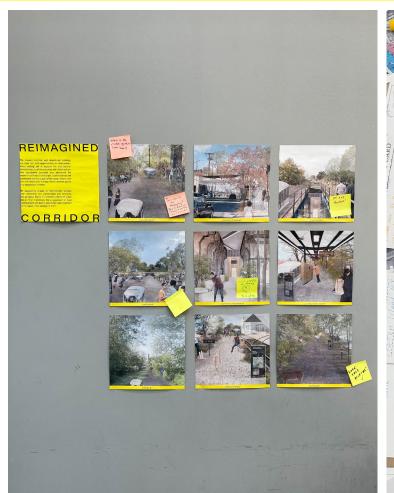


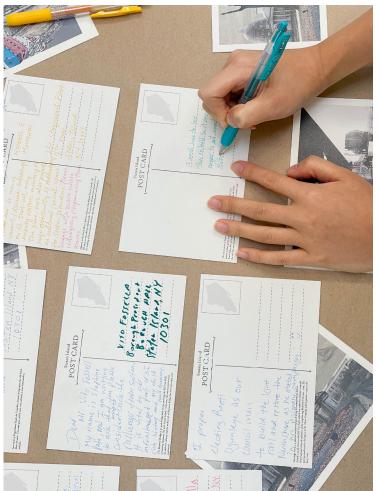




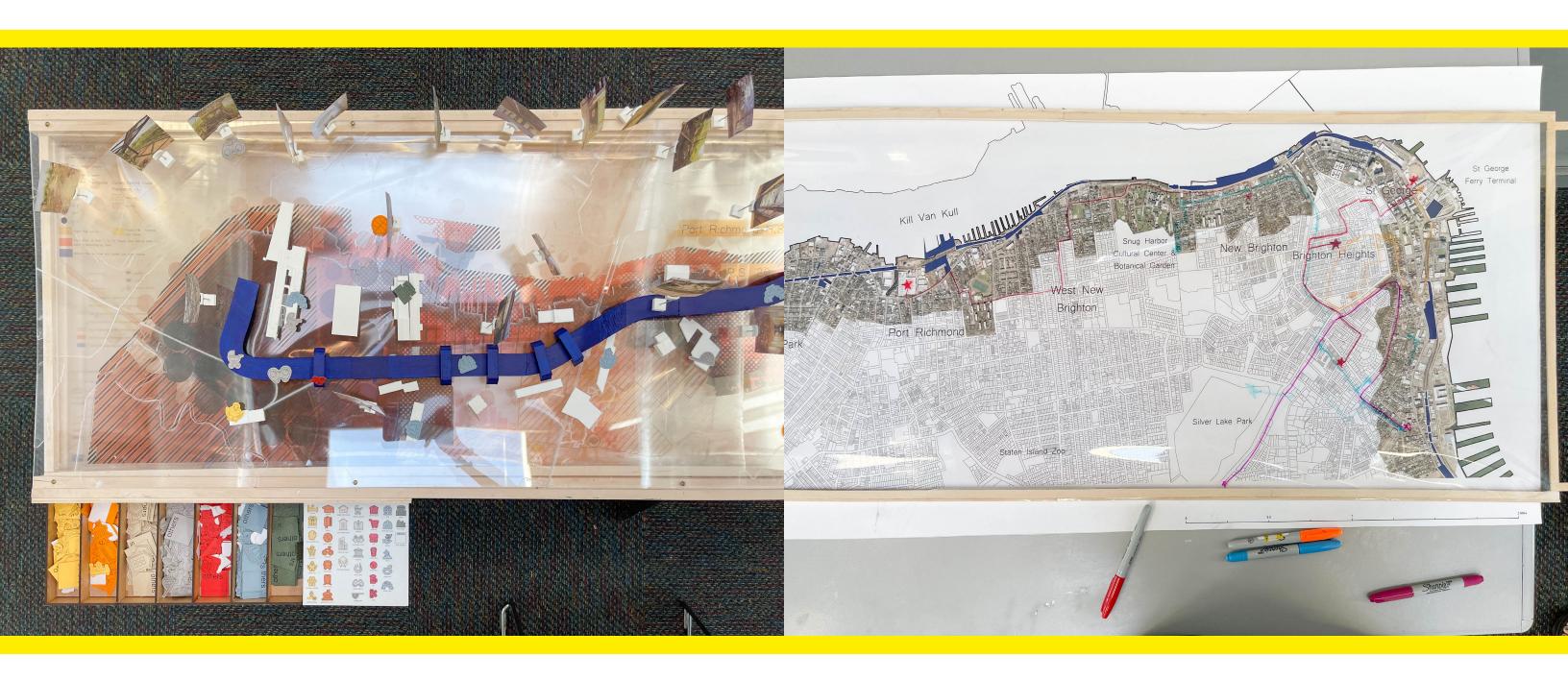












Chu Lok Yiu Janice, Jerry Chow Content Designer: Ariel Bintang,

Advising Professor: Elihu Rubin

Special thanks to: YUMP & Stapleton Library