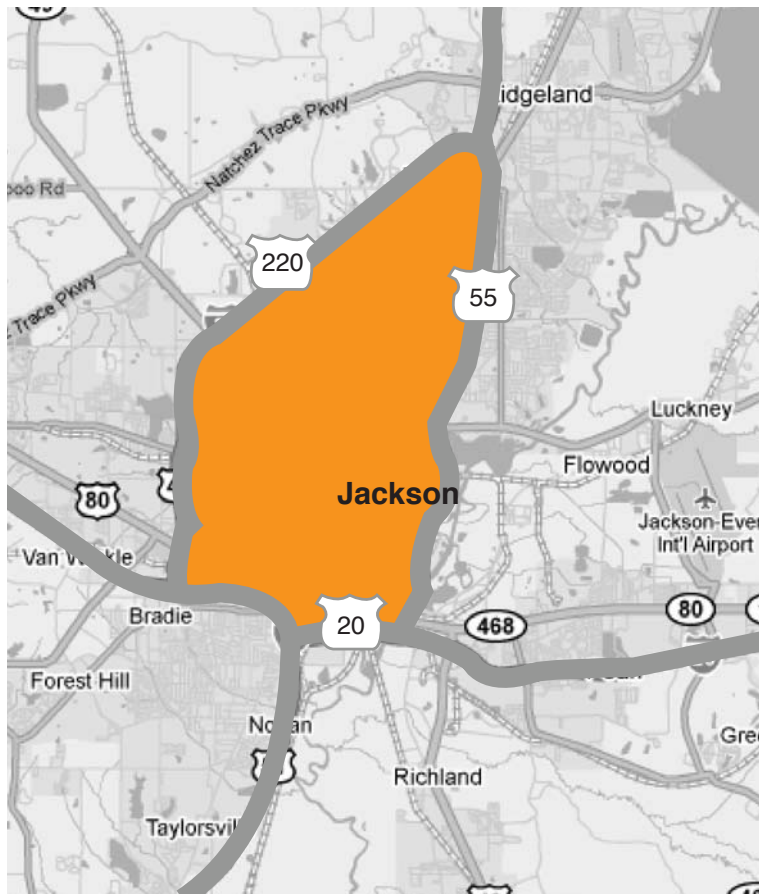


# City4D

MODELING THE OPPORTUNITY  
MATRIX FOR URBAN GROWTH

# COMMUNITY CHILDREN CAPITAL CREATIVES



# City4D

## Children\_map, model, and project

A ten day design camp where an interdisciplinary team of designers will work with Jackson Public School (JPS) elementary, middle, and high school students to analyze, map and model their neighborhoods. The camp will be open to all students from 3-8 grade. 5 Junior counselors will be chosen from 9-12 grade. The junior counselors must show academic excellence with a history of leadership in his or her school. Each junior counselor will have his or her tuition waved.

### **Staff:**

#### **JCDC**

Director - Jassen Callender

Intern Architect - Whitney Grant

Interns - 2

#### **JSU** Dept. of Urban and Regional Planning

Intern - Graduate Student

#### **Boys and Girls Club**

Graphics/Film editor

### **WHAT**

The camp will cover basic concepts of design; both visual and urban. The product of the camp will be an interactive audio/visual exhibition built by the students and displaying documentaries produced while mapping and exploring the city.

**Qualitative information** such as negative or positive perceptions of space and place, transportation methods and routes, and locations for play or trouble, etc., will be collected, mapped, and modeled. Observational mapping, video documentation, interviews, and surveys are examples of the methods to be explored.

### **WHY**

Our project will create a visual voice in their city and will provide outlet for emerging professionals and students of Jackson to experiment with innovative techniques to study the city and project its findings. It will allow for these students to develop a holistic understanding about the planning and design of cities.

### **Guest Speakers (Tentative):**

Otha Burton, Curnis Upkins, Andy Young, Fletcher Cox, Daniel Johnson, NunoErin

### **Films:**

Charles and Ray Eames "Kaliedescope Jazz Chair"

Peter Fischli & David Weiss "The Way Things Go"

# City4D\_Children

June 1 2010 - June 12 2010

## Week 1: Design 101 / Documentation + Analysis

	design	<b>document</b>					
am	1	2	3	4	5	6	7
	101	film/ map	film/ map	film/ map	film/ map	off	off

lunch

	<b>analyze</b>						
pm	1	2	3	4	5	6	7
	vote	talk/ draw	draw	talk/ draw	draw	off	off

## Week 2: Build 101 / Representation + Projection

	build	<b>represent</b>					
am	1	2	3	4	5	6	7
	101	talk/ draw	build	talk/ draw	build		

lunch

	<b>project</b>					<b>SHOW</b>	
pm	1	2	3	4	5	6	7
	design	collect	build	build	party	exhibit	end