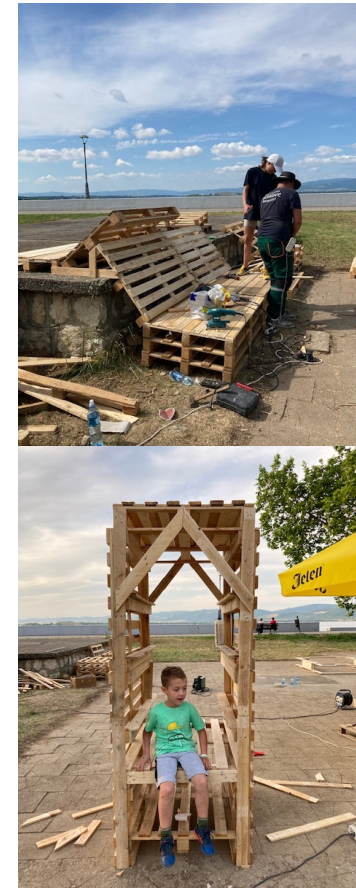


**Creative Innovative
Methodologies in
Teaching and
Practicing Urban
Design: Building
Camp as a Result of
Interdisciplinary
Approach,
Circularity, and
Participation**

Prof.Dr. Aleksandra Djukic
Faculty of Architecture –
University of Belgrade, Serbia





DU DEPARTMAN ZA URBANIZAM
UNIVERZITET U BEOGRADU
ARHITEKTONSKI FAKULTET

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STUDIO 06 Urbanism

Professor Dr. Aleksandra Djukic

School University of Belgrade – Faculty of Architecture, Serbia
Program Integrated studies of Architecture
Year 4th year (master level)
Course “Studio in Urbanism” (obligatory)

Objective: To develop students` skills of urban design using innovative methods and techniques through concrete tasks in urban environment - working with local community. Regeneration with focus on identity, memory and local community needs.

Rationale: The use of innovative and alternative methods and techniques that can initiate, motivate, and facilitate the processes of urban design and placemaking.

Target group(s): students in cooperation with local communities (local experts , local government, stakeholders, citizens)

How are these issues thought or trained: It combines theoretical and practical classes (ex-cathedra and in studio), field trips, colaborations with local community.

Period of training/teaching: one semester.

Periodicity: each spring semester.

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Strategy for training & teaching: It combines theoretical and practical classes (ex-cathedra, in studio, on site observations, meetings with citizens, local government and stakeholders, exhibitions).

theoretical part / students learn about different methods and techniques. Evaluation of best practice in urban design.

practical part / urban design project in studio, working on site, building camp.

Tools: the combination of fieldwork (questionnaires, interviews, observations), computer-based work in studio, meetings with stakeholders, local government, roundtables, exhibitions.

Methods: combination of bottom-up and up-to-bottom methods.

Techniques: mental mapping, observation, workshops, collecting data, lotus, superhero, brainwriting, space syntax, SWOT, interviews

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The final course result:

1. project for urban regeneration of the selected location,
2. redesign of chosen open public place,
3. building camp for the specific opp.

The final outcomes of the course:

- ✓ Students work actively with local community (to select the location, to find the problems, collect data, check the concept and program and evaluate the final project).
- ✓ Exhibition of the students' project, discussion, publication/realization of the building camp.

Student experience: Since 2003, we have 40 students each year in 2 studios and involve different methods every three years. Most of the students like the course because they were in touch with the real problems and locations, they communicate with local community, and they “play” using different methods for the concept design.

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. Implements “learning by doing” methodologies and simulations

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. Practical education – designing the real place with real participants

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. Active collaboration with local stakeholders and municipalities

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. Presentation and the monitoring of final project proposal

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.. Public exhibitions of student work

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SEMINAR – Building Camp

The **aim of the camp** was to materialise a small-scale 'design and build' urban project which connects with the revealed underused local heritage or cultural potential, as a tangible implementation of an intangible potential.

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What is a workcamp? *It represents an active volunteering where volunteers/students work and live together with local community on a short-term basis and for a not-for-profit cause (Sherrard Sherraden et al, 2006).*



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Visiting the local community in Golubac

*Together with citizens, local government and stakeholders
decision about the location*

Design of OPS and online survey about the needs of citizens

Checking with locals about the design

Final design of all elements

Building camp on the site with the help of the community



STUDIO 06 Urbanism SEMINAR – Building Camp

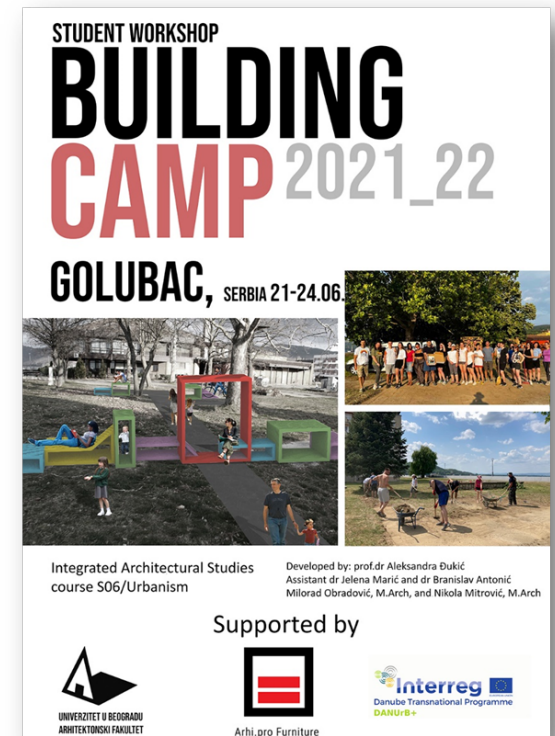
The **preconditions** for the building camp
The **keywords** to describe student works:

- suitable urban furniture
- optimal micro-location
- communication paths and
- opportunities for urban renewal

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The **conditions** that influenced student projects:

- space analysis,
- material sourcing,
- complexity of construction,
- budget,
- timeframe,
- space-related issues,
- available/recycled materials, etc.



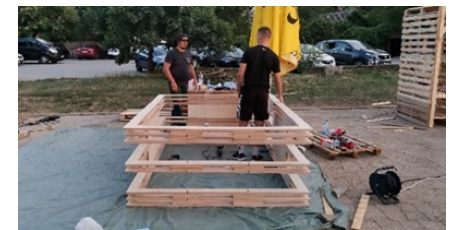
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The DANUrB+ building camp in Golubac was finally organised during **four days** – June 21-24

The main idea was to involve every student in **construction stages**, which was organised daily:

1. Day: dirt and sand excavation,
2. Day: armature reinforcement and concrete work,
3. Day: finalising finish and
4. Day: paint work and final arrangement.

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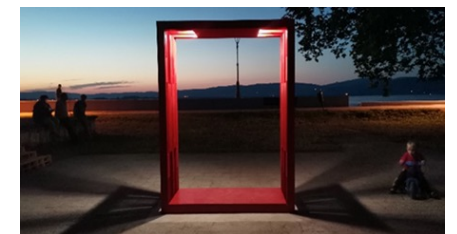
The Danubian Pavilion Project breathed new life through a workcamp into a neglected public square in Golubac by employing the expertise and creativity of architecture students.

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GAINS AND BENEFITS:

- Personal initiative and creativity
- Engage with community – inclusive design
- Revitalisation of neglected urban space
- Use of recycled materials
- Tactical urbanism
- Experience of teamwork
- Utilisation of existing infrastructure
- Incorporation of historical identities
- Creation of a sense of belonging through urbanism



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After the camp, the Danubian Pavilion has made a sizable impact on Golubac community. The project serves as an example of how local identities, spaces, and symbols can be repurposed to foster urban innovation and sustainable design.

Instilling a sense of pride and ownership within the community.

The most important aspect of this project was the creation of the idea of how to involve everybody, students, locals and public sector, to participate, where everybody has a chance to share knowledge and dedication with the common goal of connection and having a place where to connect.



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Dr. Aleksandra Djukić
Full professor

Thank you!

