

7.2 Reflection

Research and design

Research and design are two crucial processes throughout the design process. At whatever stage in this project, research and design turn out to be inseparable and collaborative. During the analysis stage, research through several ways like mapping, literature review, and site visiting, helps to obtain local knowledge and reveal the driven force behind it. Also, it leads to a more precise research question and design goal. On the other hand, the design is fulfilled by the research as a basis and frame from the city scale to the neighborhood scale.

Flowscape and the project

The Flowscapes Studio is the graduation studio of the MSc Landscape Architecture. It discusses the approach 'landscape as infrastructure' and emphasizes the idea that landscape is a living system in which different metabolic flows interweave. As landscape architects, we are dealing with dynamic flows, processes, and time instead of static objects. In my graduation project, the current flows lead to a vicious cycle and decrease living quality.

The project chooses to address the waste flow, at the same time, create an impact on other metabolic flows. By manipulating the waste flow, the design facilitates the local economy and creates functional spaces for waste, people, and nature.

Research method and approach

The project targets decentralized waste management construction that contributes to a healthy environment. Desk analysis of the general information about the city is done to help define problem fields. Site visiting exposes more aspects in Semarang city and offers the chance to communicate with local people, which gives insights from another perspective. The research and site visiting narrow down the design topic and stimulate the decision of constructing decentralized waste management. Specific analysis of the current waste management reveals the poor waste infrastructure and limited local participation in the ongoing system are the reasons behind the insufficient centralized waste management.

Further on, theories and cases in terms of waste landscape and decentralized waste system are studied. There are plenty of studies done on these topics, explaining how to set up decentralized waste management in which different stakeholders involve, or how to make affordable household infrastructure. However, these solutions are very generic and lack spatial translations of the context.

This project attempts to fill in the gap between the generic solutions and the particular challenges on a neighborhood scale. Thus, to make solid strategies, the local context plays a determining role in the design process. By respecting the existing structure, a design can be accepted and maintained by the people in the long run.

7.2 Reflection

Reflect on the wider world

Waste has been there since human comes into being. Improperly treated waste damages public health, economy, and ecology in countries all over the world, especially developing countries without efficient waste infrastructures. However, as global waste generation increase is an inevitable fact, the relationship between waste and human should be altered to pursue an auspicious and sustainable future. The project is set out to explore and present the possibility of making peace with the waste and utilizing it as new resources to facilitate the economy, furthermore, establish a new mindset about waste. The project follows the local government's proposal of thematic kampungs, makes use of the unique Indonesian social structure and culture to realize decentralized waste management in a dense neighborhood. Design principles and strategies can be translated within Semarang city by adapting the local context.

The most important thing that can be taken out from this project is the beauty or qualities lie behind the landscape. Landscape is conventionally regarded as the beautiful surface with functional spaces that serve people and nature. As a matter of fact, landscape goes beyond the landscape itself and touches a broader range such as economy, lifestyle, and culture, it is the vessel of these hidden driven force. At this point, landscape architects should be more conscious about the possible effects on different aspects while designing. Good landscape designs can blend in the context naturally and become part of the users' daily life, or even the starting point of behavior change.

Ethical issues and dilemmas in placemaking

The project proposes an alternative way of living with waste in order to create a healthy living environment. A promising future lies in the city. However, to reach that future, the conflict between sacrifice some people's benefits for the greater good and restrict its development by only using existing limited resources and space should be carefully assessed. This dilemma touches upon a profound underlying cultural aspect. As a matter of fact, Indonesian tend to live together with their familiar neighbors. Moreover, Kampung Kranggan includes the Chinatown in Semarang, the tendency of living with the same ethnic group is even stronger due to historical factors. Thus, finding the balance between the newly implemented design and the traditions is the key to ensuring the kampung will develop and last as a healthy living environment. Since the project respects both the government's proposal and the social structure and the benefits can be seen spatially and economically in a relatively short term, it becomes much easier to convince the government and local people to participate in the implementation.