

Reflection

Relationship research and design

The relationship between the research and the design in this project could be best described as 'back and forth': the research influenced the design and the design influenced the research. At times when the project was a bit stuck, the design experiments were the things that got the ball rolling again, since it offered new questions and thus new topics to do research on. And this new knowledge helped to develop the design further.

The different scales of the design also influenced each other. When working on the scale of moving I had new insights that I could also use for the scale of living and the other way around. For me this illustrated that it is indeed really helpful to work on different parts of the project side by side, since you never know which part can help you with solving another part.

Relationship with studio topic, master track and master programme

The relationship with the studio topic, Urban Forestry, can be seen clearly in the analysis and design. For the analysis of the districts around the route the urban forest typologies of the Atlas of the Hague were used as a basis to eventually work out further into the found spatial and image forms. This analysis was used to find the existing qualities and opportunities of the location so that these could be reacted on with the design.

The relationship with the master track of Landscape Architecture can be seen in the four lenses that are used in the master: palimpsest, scale continuum, process and perception. The part of the palimpsest that is

used in the project is the fact that The Hague has a long history of urban forests and parks (such as the Haagse Bos and the Scheveningse Bosjes), so it seems only fitting to research how to transform the Hague as a whole into an urban forest. The scale continuum becomes clear in the interaction between the designs of the different realms of experiences. The most important process of the project is the process of reconnecting people with nature through time. And the perception is all about how people can experience the nature in the urban environment.

The relationship with the master programme MSc AUBS is that the project will contain of a guide to design a urban environment that helps reconnect people with nature and an example of such a design.

Scientific relevance

The methodical line of inquiry of the graduation studio mostly contains of the creation of typologies to better understand parts of the urban forest, which are also used in this project in the typologies of the image forms of the districts. A method that is used in the project is the method of the fictional narrative, which is here used to guide the design and to create a target audience.

Transferability of the project results

The aim for the project is to help people adapt and embrace the changes in the urban environment that are needed to make cities more resilient and liveable, but there's still a big chance that a lot of people will be against these kind of changes, because there will always be people that are afraid of change. So to transfer the project to reality there

should be more than only a design, but also a campaign and other ways to involve the target groups and get them involved and okay with the project.

The project can fit perfectly in the professional framework since a large part of the task for landscape architects today is to transform cities into climate resilient cities and I think a guide to help people in this transition can be useful in these cases. The question is if other disciplines can (and want to) work with some aspects that are less traditional in this project, such as more collective and private lots in the public space (municipalities) and more organic road forms (road workers).

For the scientific framework the project mostly gives food for thought and offers opportunities to do more research. Since it's not something were has been done a lot of research on it still lacks a lot of evidence based research so here are still opportunities to dive in it deeper.

Ethical dilemmas

During the research I encountered the question if you can persuade people that don't want to persuaded? And should you want to? Some people aren't just that interested in nature so should you push them into an environment that offers only one option?

During the design I came upon the dilemma of the comfort of car mobility (a lot of parking spaces in the street) or a nice living environment (room for other things in the street). For this dilemma it's key to find a balance and to look at both sides seriously and to find out what they both actually want and if you can accomplish that also in another way.

During potential applications of the results in practice you could come across the dilemma of spontaneous roads and nature or the accessibility for people with a disability. This dilemma should not have to be the one or the other, but it's important to keep in mind that everything should still be accessible for everyone to keep the public space inclusive even (or maybe even because) the space becomes more natural.