

MON-A02

Urban Design for Coastal Flooding: A Landscape-led Design Strategy

22 SEPTEMBER / 8-9:30 AM

PRESENTERS

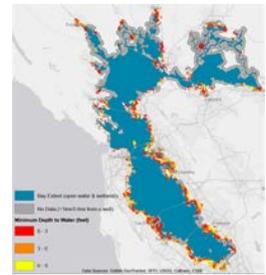
Kristina Hill, Assoc. ASLA – Associate Professor, UC Berkeley

Jamie Phillips, ASLA – Principal, CMG Landscape Architecture

Blake Sanborn, ASLA – Principal, Aecom Landscape Architecture

SESSION OVERVIEW

This session presents a new strategy for adapting to future flooding in coastal cities, using landforms that guide the mixing of seawater, stormwater, and groundwater. The designers developed this strategy using an explicitly “landscape-led” approach, while competing as a team in the Resilient by Design Competition (SF Bay Area).



LEARNING OBJECTIVES

01. Be introduced to an example of a complex collaborative process of “pre-disaster” resilience planning
02. Understand the impacts of rising seas on local groundwater levels, which can cause secondary flooding
03. Understand the landscape-based adaptation strategy of “floodable development” as an alternative to pumps and seawalls
04. See examples of physical models as tools for design and community engagement in resilience projects

neighborhoods to the shoreline by removing barriers, and sets the stage for communities around the Estuary to Prosper.



III Our Process of Making: Co-creating with models / games

DYNAMIC MODELS

- Outline the range of physical tools we developed to test ideas at different scales
- Describe the process of zooming out to look at the “big picture”
- Discuss how a talking circle formed
- Share the process of constructing the San Leandro Bay Model - and more importantly building a tool for demonstrating change over time
- Discuss how a wet sectional model captures imagination
- Present how process can be recorded via claymation



COMMUNITY ENGAGEMENT TOOLS

- Describe how we developed a game for co-creation
- Share how the game evolved over time
- Present how “all in it together” yields greater results
- Discuss the process of recording outcomes
- Share how the game has outlived Resilient By Design

