

DESIGN ABSTRACT

SPATIAL INEQUALITY IS THE DEVELOPMENT OF PUBLIC SPACE THAT SELECTS AND BENEFITS CERTAIN CONSTITUENCIES OVER OTHERS, WITH DIRECT EFFECTS ON HOW SPACE IS USED, AND BY WHOM. OVER TIME IT CAN CONTRIBUTE TO SOCIO-POLITICAL CONFLICT AND UNREST.

TACTICAL URBANISM IS A CONTEMPORARY FORM OF CIVIC INTERVENTION THAT EMPLOYS “LOW-COST, TEMPORARY MEASURES” IN THE CIVIC REALM (AS DEFINED BY PFEIFER’S *THE PLANNER’S GUIDE TO TACTICAL URBANISM*) AND IS PRIMARILY INITIATED BY PRIVATE CITIZENS AT A LOCAL NEIGHBOURHOOD LEVEL. IT OFFERS A POTENTIAL SOLUTION TO SPATIAL INEQUALITY BY AVOIDING THE LENGTHY BUREAUCRATIC & RESOURCE-INTENSIVE PROCESSES USED BY GOVERNMENTS & PRIVATE INSTITUTIONS.

IN ORDER TO UNPACK THE EPHEMERAL NATURE OF TACTICAL URBANISM AN EXPERIMENTAL BOARD GAME WAS USED TO EXPLORE THE RELATIONSHIPS BETWEEN KEY ROLE-PLAYERS AND DESIGN INTERVENTIONS, IN CONTRAST WITH TERRITORY AND SPATIAL QUALITIES.

THE BOARD GAME IS USED TO GENERATE HYPOTHETICAL SCENARIOS WHERE THESE CHARACTERS ATTEMPT TO UPGRADE TERRITORIES WITH TEMPORARY TACTICAL INTERVENTIONS. THESE DESIGN SCENARIOS ARE TESTED AGAINST DEMOGRAPHIC, CLIMATIC AND RESOURCE CONSTRAINTS, AND ARE REQUIRED TO USE A LIMITED PALETTE OF MATERIALS. WHEN APPLIED TO THE TEST SITE, NAMELY FOUNDRY ROAD IN SALT RIVER, ONE CAN EVALUATE THE RELATIVE SUCCESS OF THE DIFFERENT DESIGN SCENARIOS EMBODIED BY CHARACTERS WITH DIFFERENT AGENDAS AND RESOURCES, AND FURTHER CONSIDER THE LEGACY THAT THESE TEMPORARY INSTALLATIONS LEAVE BEHIND.

EXPLORING THE NATURE OF TACTICAL URBANISM THROUGH THESE SCENARIOS BROACHES QUESTIONS ABOUT THE ROLE OF DESIGNERS IN URBAN PUBLIC SPACE AND OFFERS AN ALTERNATIVE TO NORMATIVE STRATEGIC DESIGN.

