Can Eugene become a food utopia?

What is the potential for intensive urban agricultural production within the urban growth boundary of Eugene? What kinds of new spaces can be generated in the city, and can these form a new kind of landscape infrastructure? What do concepts such as food security, food deserts and food sovereignty mean in the context of landscape architectural research and design? Could a secondary food network be established in the city of Eugene in order to build resilience and address issues such as food insecurity and disaster preparedness?

With Eugene as our laboratory, we will investigate the potential of productive landscape typologies to create new spatial experiences in the existing urban and peri-urban fabric of the city.

This first Edible City Studio is being offers in coordination with the Urban Farm (https://blogs.uoregon.edu/urbanfarm) and the Food Studies Program (https://foodstudies.uoregon.edu) at the University of Oregon. The project will benefit from guest visits from faculty across the UO associated with the program. In addition, the studio will be partnering with local community groups in order to establish lines of research addressing community needs. The studio will introduce and an ethnographical design approach. Fieldwork, uncovering and creating spatial narratives, describing traditional food practices and proposing new practices tied to new kinds of urban space will be the working ground of this studio.
Context
Oregon is the 12th hungriest state in the nation and the hungriest in the Northwest. Nearly one in seven households in Oregon were “food insecure” between 2014-2016. One recent study found that 59 percent of college students at one Oregon university were “food insecure” at some point during the previous year, with possible implications for academic success, physical and emotional health and other issues.

Prerequisite
This studio is for Landscape Architecture MLA students only.

Curricular Context
This class is required for first-year MLA (First Professional MLA) students.

Class Format
Class meeting times are primarily structured around design critiques, class discussion, lectures, project work, site visits, and occasional guest presentations. Outside of class time, students are expected to analytically review selected readings, research similar project typologies both past and present, execute site visits, develop designs for intermediate assignments, and prepare for midterm and final reviews.

Grading
Consistent with all Department of Landscape Architecture studios, this studio is graded Pass/No Pass with formative and summative feedback.