Interactive Workshop
Juxtaposition Arts, Minneapolis, MN
November 26, 2014

WORKSHOP NOTES

EXERCISE 1: Build your favorite childhood memory (http://www.placeit.org/juxta_exercise1.html)

For this exercise students were asked to construct their favorite childhood memory out of everyday and found objects placed in the middle of a large work table. The following were the general elements and components of each student’s model:

- Penguins, Happy Feet
- Water park, Atlanta, family, palm trees
- Stockton, CA, acorns, oak trees, playing underneath them
- Backyard, tire swing, fireflies, a snowball/puffball tree in the yard
- Theodore Wirth Park, brother, climbing on rocks in the creek
- Playground, ice rink
- First time going to the Metrodome
- Bedroom window, reading nook, Little House on the Prairie, Saturday mornings, would go to the library on Fridays
- Old swingset, swing and jump off of it, would dream of swinging and jumping off of the swings
- Disneyworld, on the way there went inside a building where everything was upside down, palm trees
- Beach in Florida
- Watched Cinderella 100 times
- Brooklyn Center, playground in the middle of housing complex, would play there every day; climbed a tree there, broke arm for first time (broke arm three times when a kid)

EXERCISE 2: Design your ideal Mississippi River (http://www.placeit.org/juxta_exercise2.html)

For this exercise students were asked to group up into teams of 3 or four to construct a model of their ideal Mississippi River. The following were the general components of each group’s model.

GROUP 1 – Yellow Base
Park bridge, wildlife, fish, plants to clean the river, river clean enough to fish in

GROUP 2 – Pink Base
Bike paths, bridge for climbing on/under, fire pits, river clean enough to swim in

GROUP 3 – Blue Base 1
Park for kids, garden, fishing, bikeway, forested natural area, designed garden/wild garden, motorized transportation for the river
GROUP 4 – Blue Base 2
Watchtower as means of wayfinding/ information tower, lights on trees for nighttime activities, path for cars, skateboarding, swimming, bridges, fishing, ducks

THEMES (http://www.placeit.org/juxta_themes.html)

EXERCISE 1:
HOME, WATER, PARKS, WARM WEATHER, TREES, ESCAPE, TROPICAL PLACES, BACKYARD, PLAYGROUND, INSECTS, SIBLINGS, WILD PLACES, FAMILY TRIPS, SPORTS, READING, COZINESS, RITUAL, PLAY, FAIRY TALES, FAMILY

EXERCISE 2:
FISHING, SWIMMING, CLEAN WATER, WILDLIFE, PLAY, EXPLORATION, TRANSPORTATION, WATER TRANSPORT, GATHERING PLACES, BIOREMEDIATION, BRIDGES, BEAUTY, WAYFINDING, LIGHTING

NEXT STEPS (http://www.placeit.org/juxta_nextsteps.html)

1. FURTHER EXPLORE MOST COMMON THEMES

The most common themes of Exercise 2 were swimming, fishing, and having clean enough water to do both in. These ideas/objectives could be the subject of a next phase of the design process: How could swimming and fishing in the Mississippi be made possible? Are they possible? What would they look like? How would the students design and represent these ideas?

2. TAKE A LOOK AT PRECEDENTS

We have compiled links to several precedents having to do with making rivers swimmable and fishable again. Check them out at http://www.placeit.org/juxta.nextsteps.html

3. MEET WITH SOME EXPERTS

Bioremediation is tricky business but not an insurmountable task. Who is working in the realm of water quality/improvement who you could meet with for ideas, things to think about, logistical realities? Or, if, for example, the students were to pursue the idea of a floating swimming pool, are there shipping engineers out there they could meet with about the complexities of making such a thing float - literally and figuratively?
4. INVITE US BACK

We would be happy to come back and conduct a further series of workshops that help the students take their models and ideas to the next level, so that they may become more fleshed-out plans and drawings the students could ultimately present to policymakers and civic leaders.

Thanks for having us. Contact us with any further questions you might have.

Best,
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