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Seeing Urban Food Futures in Brighton: A physical and virtual exploration in the city

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Seeing Urban Food Futures in Brighton: A physical and virtual exploration in the city

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The aim of the workshop is to introduce participants to parts of the city, its food movements and research we have been conducting for a number of years into how urban food growing and related spaces have the potential to improve a city's environmental footprint and urban qualities.

Participants will join a physical walk-through Brighton with a map produced by Dr Mikey Tomkins, describing Brighton as a Garden of Edible Ideas. The map shows the potential to introduce urban agriculture as part of a networked Continuous Productive Urban Landscape. After the analogue walk, there's an opportunity to explore and interact with one of the sites visited using virtual reality.

We have been testing this method as a pilot study with a small group of stakeholders in the city, including the local council and organisations promoting accessible and healthy food. Our interest is in gaining a better understanding of how these tools may enable food futures scenario building and the interplay between analogue and virtual methods within design research. Inherent to this work, is the understanding of architecture and urban design as components within a complex socio environmental system. The insights from participants will be welcomed as we seek to continue the evolution and impact of this work.

KEYWORDS: Productive Urban Landscapes, Food systems, Maps, Virtual Reality

RSD TOPIC(S): Architecture & Planning.

Workshop format

Two in-person sessions, including a walk through the city and the use of VR headsets.

Maximum number of participants 15

Workshop agenda

Map walk: meet at Grand Parade School of Art foyer, Central Brighton.

Virtual Reality walk: meet at Room 404 Elm House, Moulsecoomb Campus.

Description

The aim of the workshop is to introduce participants to parts of the city, its food movements and research we have been conducting for a number of years into how urban food growing and related spaces have the potential to improve a city's environmental footprint and urban qualities for residents and other species. The workshop sits within the RSD11 focus: Architecture gone wild, including close alliances with RSD topics Health & Well-Being and Socioecological Design.

Participants will join a physical walk through Brighton with a map showing the potential to introduce urban agriculture as part of a networked Continuous Productive Urban Landscape. After the analogue walk, you will have the opportunity to explore and interact with one of the sites visited using virtual reality.

The analogue walk uses a speculative map, produced by Dr Mikey Tomkins, describing Brighton as a Garden of Edible Ideas. Walking with the map participants engage in open ended conversations about how spaces could become food productive in a near future scenario. After this conversation we will use virtual reality headsets to visit one site and experiment with different ways of continuing this conversation by integrating urban agriculture into one site.

We have been testing this method as a pilot study with a small group of stakeholders in the city, including the local council and organisations promoting accessible and healthy food. Our interest is in gaining a better understanding of how these tools may enable food futures scenario building. The underpinning research was initiated by Brighton academics Katrin Bohn and Andre Viljoen in the late nineteen nineties growing out of

architectural design research into low energy architecture. Inherent to this work, is the understanding of architecture and urban design as components within a complex socio environmental system. The insights from participants will be welcomes as we seek to continue the evolution and impact of this work.

References

Productive Urban Landscapes. (n.d.). Blogs.brighton.ac.uk. Retrieved August 15, 2022, from https://blogs.brighton.ac.uk/pulr/

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