2019 WINTER DESIGN WORKSHOP

—

CHIBA, JAPAN

cape

**Campus
Asia
Plant
Environment innovation**

CHIBA UNIVERSITY

**01
-
Context**

Kashiwanoha Campus City is a future-oriented town model that will set the blueprint for solving various issues in people's daily lives. Moreover, Kashiwanoha is aiming to be a sustainable town that attaches great importance to its rich natural environment and traditional heritage while combining these elements with new lifestyles and culture, in addition to passing on these achievements to future generations of children.

The Kashiwanoha Campus City brings together the world's knowledge to form a vibrant community based on partnership between the public, private and academic spheres. Working together with everyone, the aim is to build a vision for enjoyable and exciting lifestyles and thereby contribute to the sustainable growth of Japan and the rest of the world. That said, the Mitsui Fudosan Group along with many partnership organizations are making every effort to promote town development at the Kashiwanoha Campus City. The goal is to develop a town that offers a "New Style for the Next" based on three themes: a smart city, a city of health and longevity, and a city of new industry creation.

**02
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Objectives
of Design
Workshop**

Using an existing site, the workshop asks students to explore the potential of an area around Kashiwanoha campus station for greening the city. In developing the design, the broad considerations are the appreciation of the relevance of greenery in the development of Smart City of the future through benefits greenery can bring, how greenery can be made more "ecological", and how even a simple existing space through deliberate design, can potentially deliver more than conventional designs. The students will choose from one site near Kashiwanoha campus station and show the design.

01

Conduct an analysis of current conditions and the concept of smart city. This includes an assessment of the current coverage and distribution of green spaces in the site, how such spaces are used (or not used), environmental constraints faced in implementing greenery, the needs of people, relationships between the site and adjacent neighbourhoods, etc.

02

Identify and articulate key issues that can be addressed through planning and design, keeping in mind current encumbrances.

03

Address how selected sites can contribute to the concept of Kashiwanoha Smart City.

04

Develop a conceptual design for how green spaces can be better revamped, new spaces added or amalgamated to deliver more functions, either in improving environmental performance (biophysicalor biodiversity), or better meet the needs of people.

03
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Group Work
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Chiba Univ.
Hinako OKAWA
Leon Martinez

Yonsei Univ.
Youngho JOO
Eunjeong GO

Zhejiang Univ.
Qing GONG
Yuxi WANG

-
Design Proposal

A **'LEAF'**
Living Ecologically As Future

What   Make belonging community

Who   For community member

Where   Kashiwanoha Campus City

How   Through Develop App, and bicycle system for new community member

Value   New memebers can get coin and new knowledge and real fruit from Chiba University and University can get coin and attention from the people. it makes good relationship between university with community
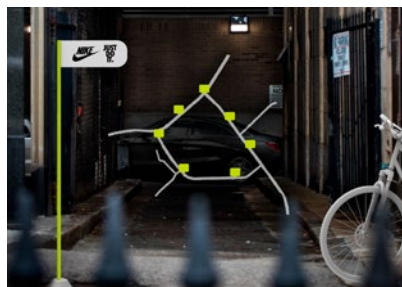
< Symbol >

L E A F
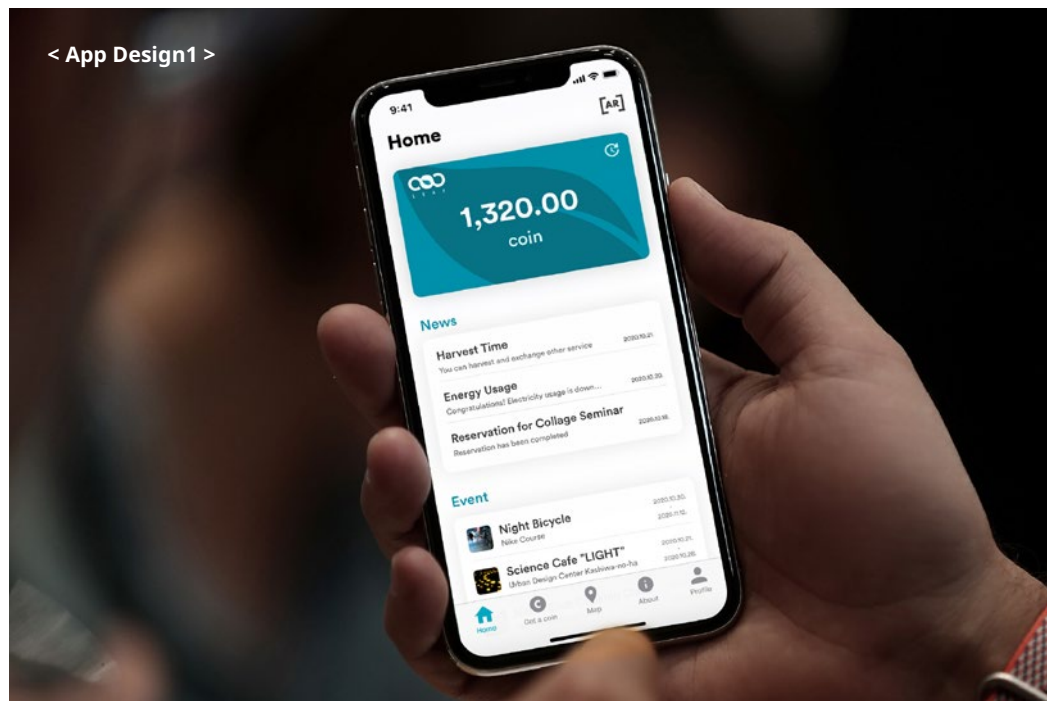
KEY COLOR   #179FB6
COCEPT   LIVING ECOLOGICALLY AS FUTURE
VISUAL CONCEPT   Connection + Leaf coin
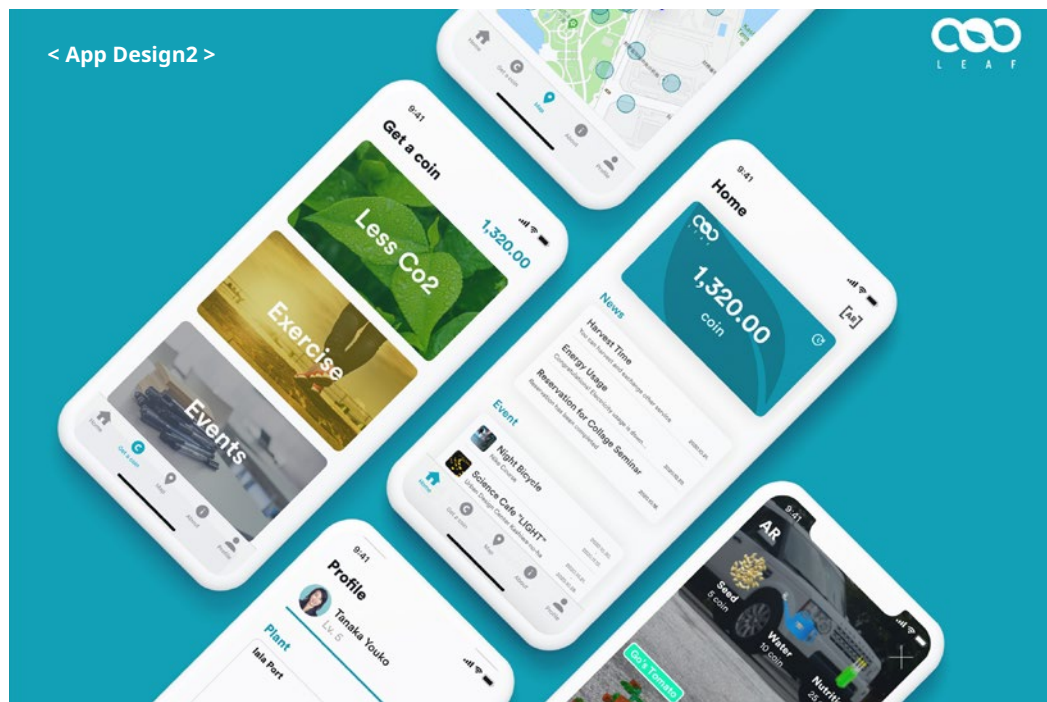
< Nights Bicycle System >

< App Design1 >

< App Design2 >

03
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Group Work
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Chiba Univ.
Kengo ISHIZAKI
Lu Sumiao
Ana SEIXOSA

Yonsei Univ.
Geonhui LEE
Jungwon CHOI

**Zhejiang Univ.**
Jinglan YANG

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Design Proposal

B ‘Vending machine & Carnival’
Designing the lifestyle for a smart society

What   Develop vending machine & New carnival

Who   For community member

Where   Kashiwanoha Area

How   Develop vending machine related to products and place that machine
             within the stations, plan carnival for the community members

Value   Residents can enjoy them and eat them easily using the vending machine
             and University can promote their agricultural products easily. and
             through the carnival, residents feel more comfortable about the city.

< Vending Machine >
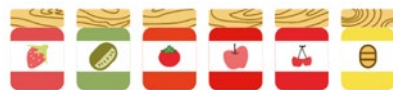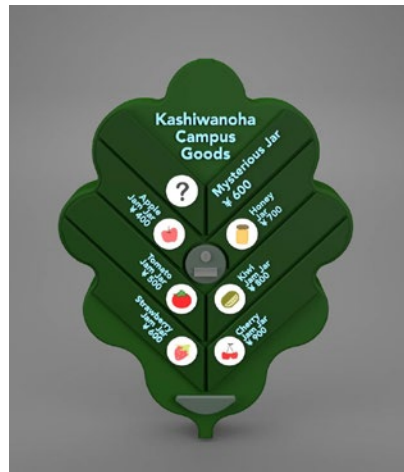
Different plastic bottles containing products the University. The cap of the bottles will be made with re-used plastics coming from the university.

First row of products will be "mystery items" (opaque bottles) for people to try di erent products from the university without any bias. (these items would all have the same price)

The other rows of products would market di erent goods from the university. (apples, kiwis, tomatoes, bananas, strawberries, etc.)

The price people pay for the products would be di erent, however these bottles might contain di erent prizes : The cap of these bottles will have x0, x3 or x5 written on the inside of each package

< Product for carnival >
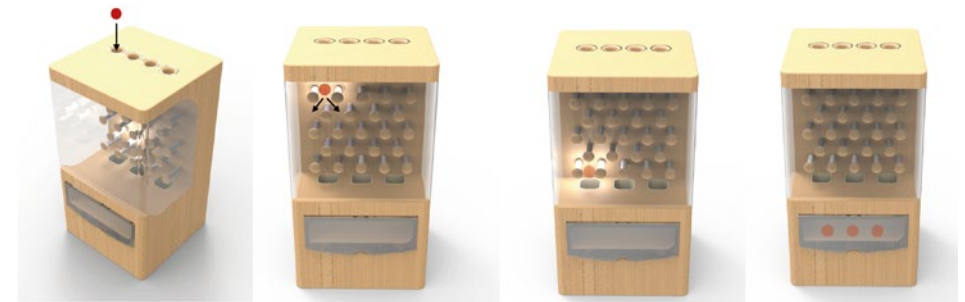
< Product for carnival >

< Community Wall >

03
-
Group Work
-

Chiba Univ.
Atsuro MIYAKO
Ming-Lun Li

Yonsei Univ.
Jeongjin PARK
Hyejoo HEO
Nyamsuren

Zhejiang Univ.
Peng CHEN

-
Design Proposal

C

'Tied by a Blue Bend'
Make new waterway for the kashiwanoha city

What   Make new waterway for the city

Who   For community member

Where   Kashiwanoha Area

How   Through research, selecting good area for waterways and make
              waterways connecting Kashiwanoha city and Chiba University

Value   Organic plants for smart city residents (Education) /
              Most natural play zone for kids / Prevent disaster /
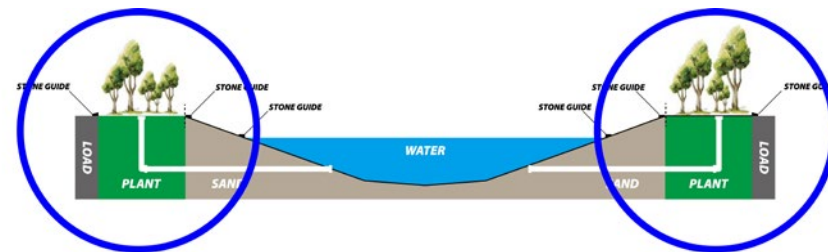   Promote Kashiwanoha Campus / Generate electricity

< Idea Details >

• Plants from the campus are planted along
  the waterway.

• Beside the waterway is sand where children
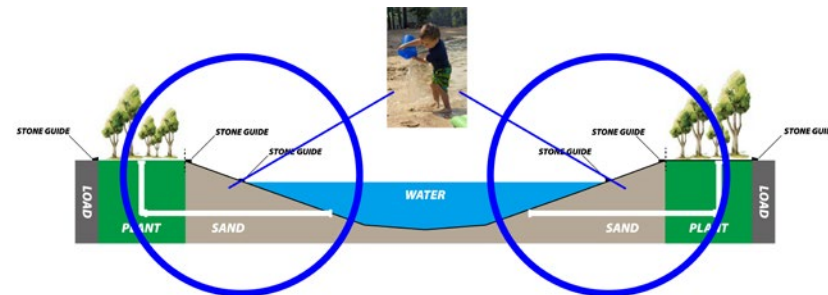 can play by hand to feel the texture of nature.
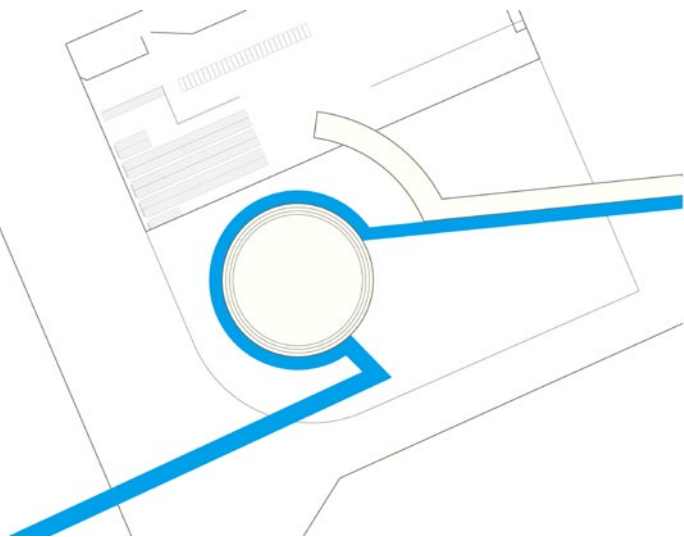
Organic plants for smart city residents (Education)
-
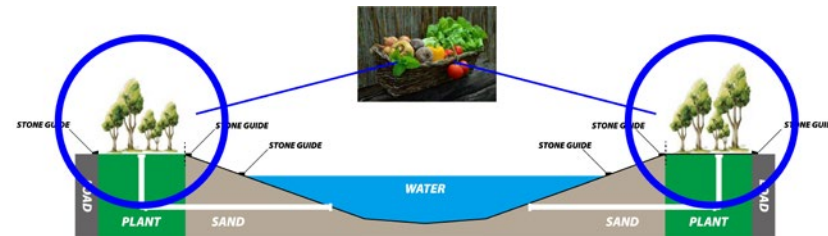Organic plants grow on Kashiwanoha campus for Smart City residents

Most natural play zone for kids
-
Children play in the most natural way in the sand next to the waterway.

Prevent disaster
-
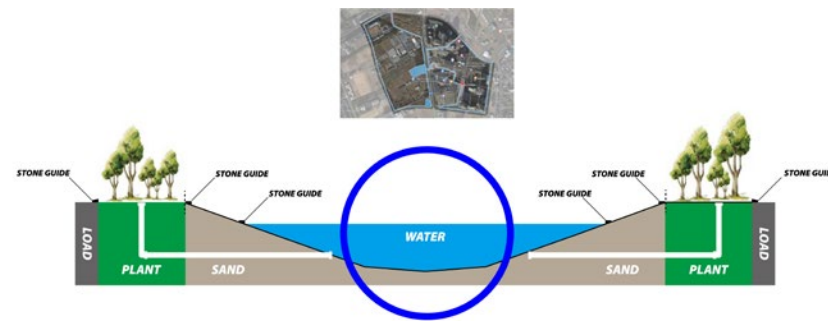These plants can be used as emergency food in disaster situations.

Promote Kashiwanoha Campus
-
Waterways can naturally induce Smart City residents to the campus.

Generate electricity
-
Waterways can help generate electricity.

03
-
Group Work
-

Chiba Univ.
Tetsuro SUGANO
Brenda Ojanguren

Yonsei Univ.
Jinbo JEONG
Minji KIM

Zhejiang Univ.
Lujin MAO
Ziqian SHAO

-
Design Proposal

D   'Sharing Forest'
Virtual forest design for kids

What	Virtual forset design
Who	Kids living in the Kashiwanoha city
Where	Kashiwanoha Area
How	Make new program about virtual forest that let kids feel free to nature around the city
Value	Ecological education / Promoting children to have healthy habit / Giving kids more recreation spaces / Entertaining kids while their parents are working / Kids can meet at the activities and make new friends

< Logo Design >

KASHIWA-NO-HA
SHARING FOREST

< How It Works? >

01. Register
-
Kids are register by their parents at Chiba University or online through an app.

02. Locate
-
The mobile application shows a map to find activities in the city.

03. Activities
-
The kids participate in activities supervised by volunteers from the university.
Have fun while learning and experiencing nature.
Make new friends and learn while playing!

01. Register
-
At the end of the activity they approach the university's displays located near the activity, where the kids win points for each activity.

03
-
Group Work
-

Chiba Univ.
Risa SAITO
Yang Wuzijing
Malin Carlsson

Yonsei Univ.
Yunjeong CHOI

Zhejiang Univ.
Xuechun CAO
Bo HAN

-
Design Proposal

E 'AITAI'
Smart City Assistant

What   Create community for the university and city

Who   University students and city civilians

Where   Chiba University and Kashiwanoha Smart City

How   Make an application

Value   Kashiwanoha City : Gain money from the courses, Other companies
                        know about Smart City
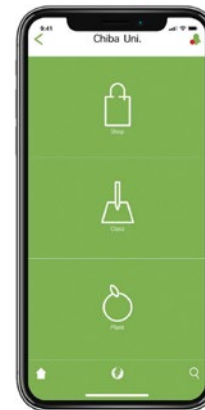   Chiba University : The products sells more, get recognized by the citizens.

< Symbol >

会いたい
AITAI

歩く	**A**ruku	Walk
生きる	**I**kiru	Live
食べる	**Ta**beru	Eating
一緒に	**I**sshoni	Together

Main Page
-
• User name
• Points gain
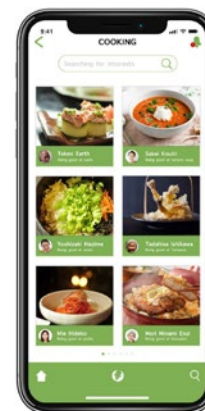• Energy saving buttons (turn on and off your devices)

A lot of activities in Chiba University!
-
• Shop from the Chiba University store, shop the community made products!
• Book Classes
• See the community crops

Activity Places
-
• See the main places for the activities, shops and community crops

Activities
-
• Find people who can teach you new abilities.
• Learn about the classes and book classes.

MAIN FUNCTIONS of the App:
-
• Organize activities for the citizens(cooking classes, community crop, unique community made products)
• Join the companies from Lalaport /Chiba University and Smart City (workshops with the sponsorship)
• Shop products from the University
• Create activities with the kids (make their own package in KOIL lab)
• Point system (gain points to get discounts)
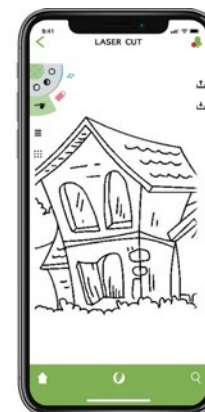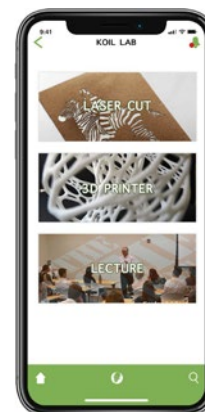
Activities in KOIL labs
-
• Found more about the facilities in KOIL lab

03
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Group Work
-

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Eunjeong GO

Zhejiang Univ.
Qing GONG
Yuxi WANG

-
Design Proposal

F

# 'COOKA PROJECT'

The new community center of kashiwanoha

What Community center

Who For community member

Where In the Kashiwanoha Campus

How Create a new cultural complex using the existing location used as a market

Value Campus : Make profits, Social responsibility, advertisement, Feedback
                   from citizen (help the research)
             Citizen : Family activity, Get knowledge, achievement (points & results)
                   Communication (Family & Other citizen)

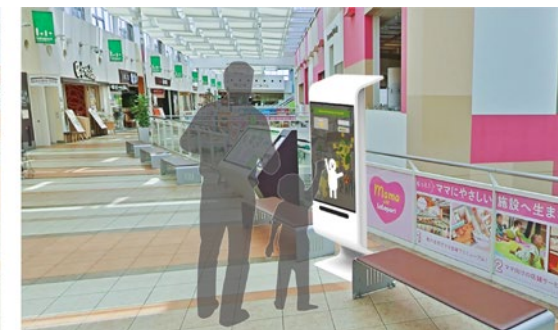< Symbol & Concept >
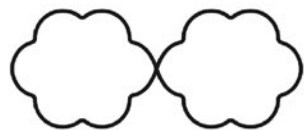
< Poster >
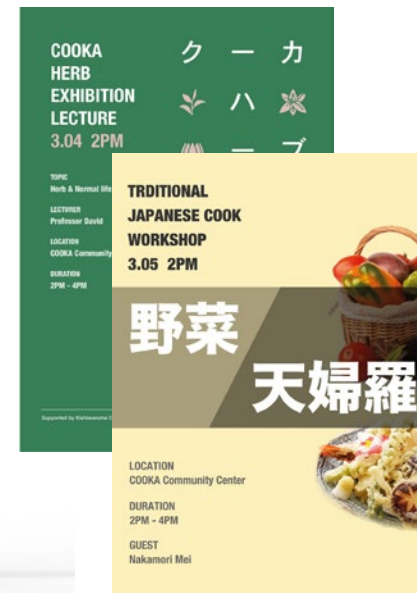
< Game >

< Game Interface >

< Interactive Machine >
Poster & Game

< Lecture Poster >

cape

Campus
Asia
Plant
Environment innovation

CHIBA UNIVERSITY

YONSEI UNIVERSITY

浙江大学 ZHEJIANG UNIVERSITY

三井不動産

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CHIBA, JAPAN

FEB. 18 – 22, 2019

CHIBA UNIVERSITY JAPAN
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