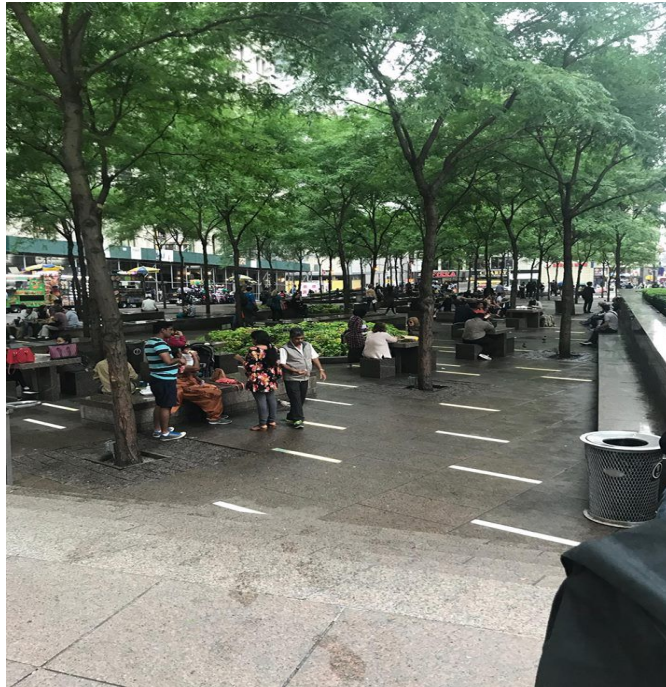Learning Places Fall 2018

SITE REPORT #1A
Zuccotti Park/Oculus Mall

*Zuccotti Park in the afternoon*

STUDENT NAME:

Tanner Lee

INTRODUCTION

What were your expectations of the place, before arriving? Did your experience of the place match your expectations? How did it, or did it not, live up to your expectations? What did you notice about the place that you didn't already know from reading or previous visits?

Surprisingly I've been to this place before. I didn't know this park was known as Zuccotti Park; nor this is where the Occupy Wall Street protest took place. I went here a couple of summers ago with friends and didn't even know. The Oculus Mall, I've been to two times before. I did not stay that long, but the mall was beautiful. I had high expectations of the place, and fell in love. The place to me is well designed and keeps you walking around to find something new at every corner. Both places held my interest; the design of both Zuccotti Park and the Oculus Mall is perfect in my opinion. Upon my second visit to Zuccotti Park; I did not notice the extremely thoughtful design of the park, and it fits right into the city's "Concrete Jungle" theme.

SITE OBSERVATIONS
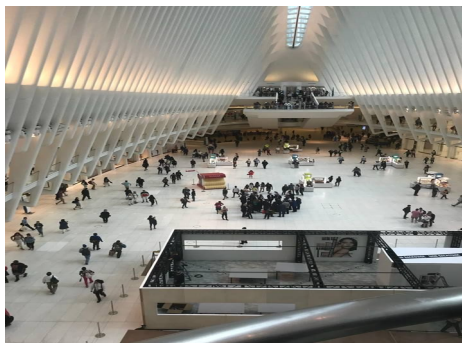
Inside of the Oculus Mall!   *A Eataly Advertisement*   *Zuccotti Park*

Why did you choose these images? Do they summarize a feeling you have for the place? Do they focus on prominent objects or features of the place? Explain.

I chose the three images, because to me they really capture the design of the place. For Oculus this photo really captures the "rising aspect" the place is trying to eminit. The Eataly Pasta maker advertisement articulates the business sense of the mall. As pretty as the Oculus is visually' it's still a mall and allows for an array of stores. For the Zuccotti Park, I think the tree and the bench really capture the design of the park. The concrete benches gives the effect that the sidewalk in a sense "rises" so it fits

right into the "Concrete Jungle" theme of New York. The trees that are scattered throughout the park; give the same effect the buildings give off. It's supposed to loom over you; just like the buildings do throughout the city.

Describe the sizes and shapes of buildings in this area. Is there general uniformity or heterogeneity among structures?

The size and shapes of the buildings are huge. They loom over the two places we visited, because the majority of the buildings downtown towards the business district are tall. The building right next to the park which is the Business Insider building, and also the owners of the private, but public Zuccotti Park is huge. The building stand at least 30-40 stories high. The design of the buildings are heterogeneity. Despite being tall buildings, not all of them are the same. They share common qualities in being tall, but the design of the buildings are unique, all in their own sense.

Describe the patterns, textures, colors, and ornamental features of the surfaces of the buildings and structures in and around the place.

The designs of the buildings are sure unique. The building right across from Zuccotti park; is a sleek black building, and accompanying is a slim tall building that looks to be more shinier in its appearance. Then the building across from the tall black buildings is a classic brown brick design of the building. So the designs are all unique in their own sense. The buildings around Oculus Mall is roughly the same. The buildings are tall, sleek, and shiny. However this mall is sort of isolated, and on it's own street, so the buildings don't seem to loom over the mall. It seems to the be the sight for that side of the street, so it catches every person eye as they walk by.

How is the natural world integrated into the built environment? Were trees, plants, lawns, and bodies of water established *around* existing architectures, or were the buildings and walkways built to observe preexisting "wild" areas? Describe patterns and methods of integration.

The integration of Zuccotti Park; fits in so well with the natural environment. The design of the park benches, the trees fits in so well. It makes the park just an extension of the natural city scape. The benches almost seem to come out from the sidewalk, and look like concrete benches within the city. The trees blend in with the tall buildings, so it seems to be like "buildings". Oculus mall on the other hand is meant to be an eyesore. It's purposely supposed to stand out, and it does stand out because of the design the building takes on. It doesn't integrate well, but for obvious reasons, It's meant to stand out.

Other than buildings, what are the functions of the designed / built structures (walkways, seating, etc)?

The walkways/seating for the park are meant to be inviting, it's pretty straight forward. It doesn't have a map, but you can figure out your way through the park, also it's pretty small too, so it doesn't need a walkway. The seating is meant to look like part of the sidewalk, because it's marble, but colored greyish, so it blends in well. The walkways however for the Oculus can be confusing. It has walkways to help direct you, but it can be confusing in the way it's set up/how you find your way around the mall. There is really no seating throughout the mall, because it's meant for you to walk around and shop, or catch your train through the mall.

What public amenities are offered to users of the space (water fountains, wheelchair access and other supports for the disabled, public telephones, phone charging stations, WiFi, subway and bus stations,

etc.)?

The public amenities for the park that are offered is mostly just seating. There is no free water or anything offered at the park. The mall on the other hand has everything offered. There's wifi, elevators/ escalators for the disabled. I did not see any phone charging stations within the mall, but there is subway stations within the mall. Most trains connect at this focal point, so you can take any train here.

How have the planners and architectects communicated the purpose of the place, via signage or design elements?

The park is communicated that it's supposed to be welcoming. You're supposed to be able to come in and just sit down and relax, however there is grates in the benches to deter anyone from wanting to lay down, so there is a communication of this is park, but not your bed. The mall doesn't really communicate what it's supposed to be, because it's more or less just a hub. People are always moving and there doesn't seem to be a message sent from architect to people within the spot. The place design too, is somewhat confusing. You always seem to find something new at every turn, so it's a confusing place in itself.

Are there any restrictions or rules (either explicit or implied) about how to use the space or interact with other people? Do you see anyone using the space in a manner that exceeds or violates the intentional design? Describe.

There are restrictions and rules within both places, but they are commoningly known ones throughout the city. No smoking and No littering are the shared rules within both places. For the park; I can see people violating the rules, because they will litter, and dirty up the park, thus violating the design of the park. For the mall on the other hand; People won't entirely litter, within this space.

How do people generally interact with the environment? Is this place crowded? Walkable? Easy to navigate? Comfortable?

The way people interact with the park is much more like sit down, relax, and juyst take in the view of the park. The place is not entirely crowded, because people are always walking and going and the park is not that popular. The place is easy to walk, and easy to navigate. The mall on the other hand is crowded, and it's more like people just constantly moving. There is no places to really sit down, that I saw. The place was not easy to navigate; I found myself getting lost easily, because the map can be so confusing to follow, but the place did feel comfortable. I didn't feel like I had to change my behavior, or anything irrational, the same goes for the park.

What is your personal experience of the place? Think about sound/smell/touch, your body's movement, contact with the ground and physical comfort. How does the place make you feel?

I enjoyed both places. Both places seemed extremely opening and inviting. Especially the park, It seemed inviting. The mall seemed inviting as well, but I did feel a sense of urgency, especially towards where the trains where. People seemed to be rushing to catch their trains.

ANALYSIS/DISCOVERIES

Use this section to reflect on your observations. Remember to refer to your observations when drawing general conclusions.

Thinking about the neighborhood in which the place is embedded, who is this space designed for and for what general purpose?

The park, and how it's designed the location of where it's at is designed for the people of the city. The city is full of buildings and people always trying to get somewhere. This place is a little touch of nature within the city. It allows you to sit down and just enjoy the city from the little atmosphere of nature it seeks to enveil. The mall however is meant to attract tourists. You can tell by its grand appearance, and multiple stores within the the hub it encompassees. The purpose of this mall is to link up with other trains, and to stop and shop within the city. The only drawback is the stores that are offered. The majority of the stores are upscale, so the stores designed might be for people with more money than others.

More specifically, what kinds of social interactions does the place encourage or support? How do noise and light affect social interaction? What about the proximity of design elements (walkways, benches, etc.)? Mention specific design elements in your answer.

The place at the park allows social interaction, because it's a relaxed, laid back area. The lighting and noise is just natural from the city itself, so the place encourages to stay attuned with the city, but escape just for a little in this park.the mall encourages you to interact with the stores, and to explore the place, with the everwinding turns, that seem to just confuse you in turn. It doesn't generally promote social interaction, because people always seem in a hurry to get somewhere

How might you use the space in a creative way that exceeds the intended use of the designers? Think about behavior, physical movement and organization, numbers of people, etc.

For the park, I feel like events in the park would be nice. Open public events that allows anyone to come, sit down, and watch. That would the place to be more popular and draw in attention towards the place. For the mall; I feel that that I would set up more guides. Only because the place can be extremely confusing with the map being a little too unclear. So I would make it more linear, for people. Especially tourist that visit, and they don't understand english. It would be harder for them to navigate this mall.

QUESTIONS for FURTHER RESEARCH. Write down questions that require further research to answer. These should follow directly from your analysis section and be complex and specific enough to serve as the basis of a research project; do not include questions you can answer with a quick google search.

1. Question? What do you think is the service scaping of Zuccotti Park?

2. Question? What do you think was the design of Oculus Mall intended to represent?

3. Question? How did Zuccotti Park serve as a focal point during the Occupy Wall Street Movement?

SITE REPORT #1B

FURTHER RESEARCH

Choose and revise one of your questions for further research from part 1A of this report.

Revised Research Question:

Find a book, government document, or newspaper article that could help you answer your question.

MLA Citation for Book, Government Document, or new article:

Why did you select this source? How does it address all or part of your research question?

Describe the process you used to find this source including any keywords and the search engine or tool you used to search.

What other sources or further information would you need to answer your question? Where would you look for them?