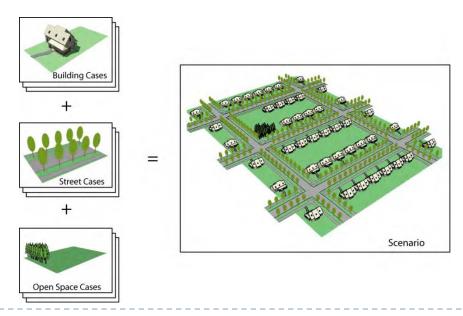
Creation and Comparison of Sustainable Neighbourhood Patterns

CPSC 533C Jen Fernquist

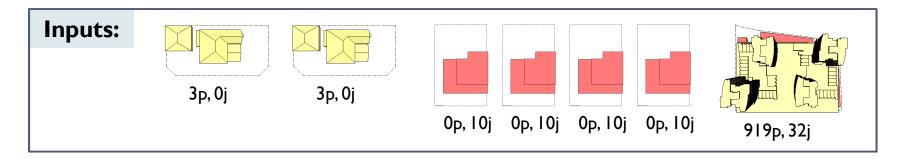
The Problem – Overview

- Landscape Architecture group aims to create sustainable neighbourhoods
- Collaboration with city planners
- End result: a "pattern"

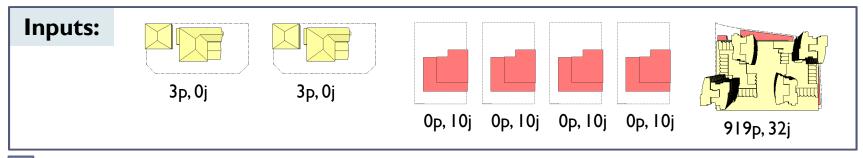


Img from "Decision Support Tools for Energy and Sustainability in Charrette-based Urban Design", R. Kellett et al. Third International Council for European Urbanism Congress, Oslo, Norway, 2008.

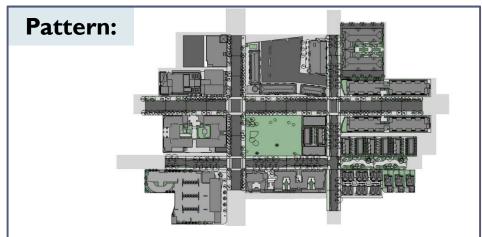
The Problem – The Goal



The Problem – The Goal

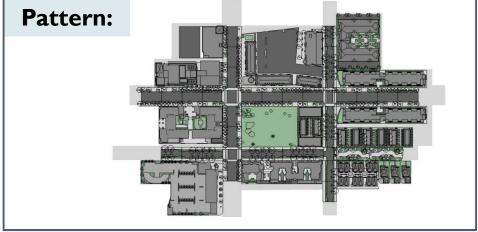






The Problem – The Goal







Outputs: Total Population = 925

Total Jobs = 72

Total Energy Consumption = 1.21 GW

Average Floor-to-Area Ratio: 2.5

The Problem – Current Method

Collaboration around table:

- Paper maps
- Paper cutouts of elements
- Manually compute outputs in spreadsheet

The Problem – Current Method

Collaboration around table:

- Paper maps
- Paper cutouts of elements
- Manually compute outputs in spreadsheet

Issues:

- No way to "save" at any point
- Hard to compare different solutions
- Labour intensive calculation

My Solution – Multi-touch Table!

Demo

Strengths

InfoVis

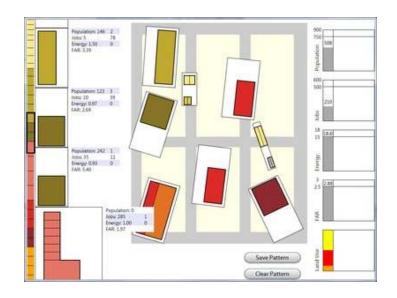
- Scroll/Drag menus provide context
- Offer insight for selection
- ▶ Easy comparison of multiple patterns

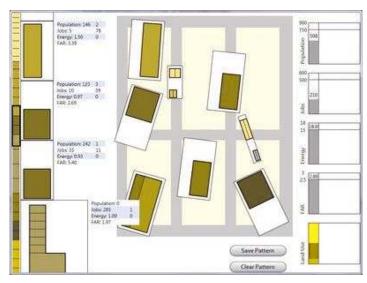
HCI

- Use images/colours familiar to group
- Maintain familiar interaction
- Provide lots more functionality

Weaknesses

Bad for the colour-blind





- But colours necessary for client
- ▶ Hard to give "good" suggestions for potential elements

Future Work

- "Snap" feature for elements in map
- Provide context for map location in the world
- Scale elements, automatically update their attributes

Questions?

