**Geodesign Practicum I (DCP4945, 5 Credit Hours)**

**Section 1. Course Basics**

**Class Meets: Tuesday and Thursday (Periods 5-7) 11:45-2:45**

**Delivery Method: In-Person (100%)**

**Class Room: FAC 202**

**Instructors**

Dr. Ruth Steiner, [rsteiner@ufl.edu](mailto:rsteiner@ufl.edu)

Dr. Emre Tepe, [emretepe@ufl.edu](mailto:emretepe@ufl.edu)

**Office Hours**

Dr. Ruth Steiner: Tuesdays from 3:00 pm – 4:00 pm or by appointment

Dr. Emre Tepe: Thursday from 3:00 pm – 5:00 pm or by appointment

Meetings will be administered virtually through Zoom or in person.

**Reference**

Steinitz, C. (2012). A Framework for Geodesign: Changing Geography by Design. Esri Press, Redlands, CA. 224 pp. ISBN: 9781589483330. <https://esripress.esri.com/display/index.cfm?fuseaction=display&websiteID=218&moduleID=0>

**Course Description**

The primary objective of the Geodesign Practicum is to offer a project-based approach to geodesign, a collaborative, decision-support discipline that serves a diverse range of public and private sector stakeholders in the planning, design, construction, occupation, and management of built environments across the natural-to-urban continuum.

**Prerequisite Knowledge and Skills**

There are no prerequisites for this course. Experience in data collection and analysis, technical writing, visualization, modeling, and collaboration is considered valuable knowledge and skills for this course.

**Course Goals and/or Objectives**

Course assignments explore the geography of land use change and the role of the design process in considering alternative future scenarios and their potential outcomes and impacts in strategic social-ecological systems.

* Learn the rationale for and skillfully apply geodesign to support more sustainable built environments.
* Explore geodesign assessment and intervention methods applicable to temporal and spatial problem-solving.
* Apply geodesign principles to a challenge in the Gainesville community.
* Illustrate the use of geodesign in a practical context.

**How This Course Relates to the Student Learning Outcomes**

As a Sustainability and the Built Environment (SBE) program course, the Geodesign Practicum enables students to apply their knowledge and skills in the field, typically through existing projects, and aligns with all student learning outcomes. These are:

* Learn the fundamentals of resilience (and systems) thinking and practice.
* Better understand the temporal and spatial relationships of an urban phenomenon.
* Explore the role of equity and social impact in the application of urban planning.
* Critically think about the role of urban planning in the sustainability and resilience of strategic social-ecological systems.
* Develop the professional skills necessary for collaboration, workload distribution, and decision-making under uncertainty within individual and team settings.
* Demonstrate an understanding of human settlement, historical and contemporary practice, and policy and processes relevant to community resilience concepts and theories.
* Demonstrate oral, written, and critical thinking skills required of SBE students within their area of specialization.
* Display ethical behaviors, cultural sensitivity, teamwork, professional conduct and communication.

**Section 2. Course Policies**

**Attendance Policy:** Mandatory, on time.

**Make-up Policy:** On-time submissions are extremely critical for this course. Therefore, there is no predefined make-up policy for late submissions. Please contact instructors if you have any missed or late submissions (preferably in advance).

**Course Technology:** No specific software has been selected for this course. However, students may need to consider using some or all of the following software: ArcGIS, QGIS, and PowerPoint. All submissions must be prepared electronically.

**Section 3. Course Details**

**Assignments**

Grades will be based on the four assignments:

**Assignment 1. Class Participation (20%)**

**Assignment 2. Proposal for Final Project (10%)**

**Assignment 3. Draft Story Map (25%)**

**Assignment 4. Final Story Map and Presentation (45%)**

**Grading Scale:** The instructors expect all students to meet the basic requirements for the course—a “B” grade —but do not hesitate to mark lower when a student fails to meet a minimal standard for graduate-level work. “A” grades require performance beyond the minimum or average—e.g., quality, depth, synthesis of ideas, originality, or creativity. Meeting deadlines matters, too! The University of Florida allows instructors to give the following grades: A, A-, B+, B, B-, etc. A grade of “A-” on a specific assignment may indicate that the work is close to an “A”, but the “A-” will be averaged with other grades to determine the final grade. An “A-” means that a student almost, but not quite, achieved “A” work. The following UF grading scale will be used to determine your final letter grade:

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Letter Grade** | **A** | **A-** | **B+** | **B** | **B-** | **C+** | **C** | **C-** | **D+** | **D** | **D-** | **E** | **WF** | **I** | **NG** | **S-U** |
| %  Range | >93 | 90-92 | 87-89 | 83-86 | 80-82 | 77-79 | 73-76 | 70-72 | 67-69 | 63-66 | 60-62 | <60 |  |  |  |  |
| Grade Point | 4.0 | 3.67 | 3.33 | 3.0 | 2.67 | 2.33 | 2.0 | 1.67 | 1.33 | 1.0 | 0.67 | 0 | 0 | 0 | 0 | 0 |

**Section 4: Course Schedule**

1. Identifying the practicum topic and data
2. Draft version of video (or a story map)
   1. Drafting a first version of the final project outcome
   2. Presenting the outcome to external reviewers
3. Final version of video (or a story map) and presentation
   1. Finalizing the final project outcome
   2. Presenting the outcome to the audience.

**In this course, students will participate in URP6341 weekly meetings.** A tentative weekly course plan will be posted on Canvas. Students will be added to the URP6341 Canvas Course page. As the weeks pass, the instructors will update this schedule based on recommendations from individuals who can help us understand how to approach this project. In addition, guest speakers and instructors will occasionally present lectures throughout the semester that are relevant to the studio’s work. Thus, the schedule will become more specific as we proceed through the semester.

**UF Policies:**

Please use the following link to access university-wide student resources, academic policies, and campus resources: <https://go.ufl.edu/syllabuspolicies>.