Workshop Summary of Discussion
SUMMARY

PARTICIPATION METRICS

<table>
<thead>
<tr>
<th>Date</th>
<th>Time</th>
<th>Participants</th>
</tr>
</thead>
<tbody>
<tr>
<td>December 17th, 2020</td>
<td>6pm PST</td>
<td>22</td>
</tr>
<tr>
<td>December 19th, 2020</td>
<td>10am PST</td>
<td>35</td>
</tr>
<tr>
<td>December 21st, 2020</td>
<td>12pm PST</td>
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Introduction

The following is a description of the interactive (discussion) portion of the workshops. The content included in this section is a collection of the material offered by participants during the Programming Workshops. It has not been distilled, categorized, or processed in any way. Interpretations will be included in the subsequent Act Four deliverable.

Exercise 1 - Create Your Island

As a way of soliciting visual representations of the ideas participants have about their ideal physical environments, Soapbox Theory and our guest hosts asked participants to draw—or otherwise represent visually—"Their Island". Who lives there? What are the spatial characteristics? What things are important to have on the island? Participants were given 5 minutes to create their island.

Exercise 2 - Now, Update Your Island

At the conclusion of the discussion period where participants were asked to share and describe their islands, the Design Team asked participants to envision that 20 years had passed: how had their islands changed? What has stayed the same? Who lives there now and what are they focused on doing?

Participants were asked to email their island creations to the Design Team which appear on the following pages.
WARM-UP VISUAL EXERCISE - DRAW YOUR ISLAND

Attendee 1-1

Attendee 2-1

Attendee 3-1

Attendee 4-1

Attendee 5-1

Attendee 6-1
WARM-UP VISUAL EXERCISE - DRAW YOUR ISLAND

Attendee 7-1

Attendee 8-1

Attendee 9-1

Attendee 10-1

Attendee 10-2

Attendee 11-1
WARM-UP VISUAL EXERCISE - DRAW YOUR ISLAND

Attendee 12-1

Attendee 13-1

Attendee 13-2

Attendee 14-1

Attendee 15-1

Attendee 15-2
SUMMARY

Introduction
The second interactive portion of the Programming Workshop centered on encouraging participants to provide visual examples of important physical elements they desire in their community. Because the participants are from a wide variety of ages, with varying levels of familiarity with technology and graphic representation, the Design Team created three distinct breakouts rooms.

Room 1 - I’ll Draw
The first breakout room utilized an online charette tool called “Miro”. This room encouraged participants to interact with the platform directly, drawing out ideas, sketching concepts, and generating post-it notes.

Room 2 - Draw For Me
The second breakout room also utilized the online charette tool Miro, but provided participants with a facilitator capable of taking direction from the participants to draw their ideas for them.

Room 3 - Analog
The third breakout room did not utilize the online charette tool Miro. Instead, three pre-populated slides prompted participants to volunteer visual content or examples that describe important physical elements to have in their housing, community, and business landscapes.

Whiteboard Breakout Rooms

Facilitator: Cameron Whitten
Support: Xi Yang, Agency
Sean Slattery, El Dorado

Facilitator: Hobbs
Support: Othello Meadows
Brie Hensold, Agency

Facilitator: Bobby Fouther
Support: Brian Michener, El Dorado
Samaher Baredwan, El Dorado
BREAKOUT SESSION - MIRO WHITEBOARDS

- Workshop Summary of Discussion

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- Workshop Summary of Discussion
BREAKOUT SESSION - ROOM 3 SLIDES

**Home/Housing**
- Breakout Church of God
- Neighborhood Church
- Intergenerational Center
- Programming Workshop

**Shared Spaces**
- African American Liberation State
- Mural by Arvie Smith (Alberta St)
- Elm Trees in Portland
- Harriet Tubman Middle School
- MLK Elementary School
- Black Future Farmers

**Business Spaces**
- Ethiopian & Eritrean Community Center
- Mimi's Fresh Tees
- Artist Sharita Towne
- Janus Youth Village Market
- Native Styles and Barber
- City of Roses Disposal & Recycling

*Slide 1* *Slide 2* *Slide 3*
DESIGN TEAM NOTES

12/17/20
"theater...music, music, music...grocery, coffee"
"track with community pedometer and large sign...entry by climbing up wall...swimming beneath wall...place-built rainbow...outdoor calm meditation...all solar power."
"outside art that children can play on."
"lots of space for seniors...first thing i want to do is eat...crafts with grandkids...pool, golf...bridge to the "real world" with a gate."
"resiliency, capturing solar to produce warmth, vegetated"
"Plazas...Leon, Mexico during El greco...gazebo in the middle...greenery...also a marketplace"
"libraries as a free space for community members to connect...use a deeper level."
"outdoor movies in the neighborhood, with food vendors and neighbors; being together in the evening."

12/19/20
"ice skating"
"churches, meditation spaces"
"grotto"
"don't mind going "up" as opposed to "out"
"local shops, park, housing, two schools, greenhouse, town square, courtyard, volcano / mountain, valley, city and offices...boat dock"
"a bunch of trees...a retractable dome (don't want to be stuck in a rainstorm)..."
"no cars on my island...retired people seeing "our kids"...stay days, weeks, or months...lots of green spaces...school everywhere (no "building"), no more in boxed-up buildings ("clear space in the middle" interaction)...theaters, art space, restaurants with pancakes...small businesses...houses that are also attached to condos (a place with all four generations to live)...golf course...golf carts to get around...bike shops...pool (we can swim from one side to the other side)...meditation center that is multipurpose..."
"farms and place for animals to live...more room for houses...restaurants"
"tall tower overlooking the city...trail to hike up the mountains...airport...town pool...housing around the dock with the boats."
"castle...door to the attic..."
"mansion...bigger mall...synagogue...airport and a dock...park...food store...palm trees...a Target"
"mall...park...school and school park...coffee...car shop...homes."

12/21/20
"schools close to the town...bridges connecting to every place...small business and restaurants."
"buildings into the water and water coming back into the city...a lot of density...a square for people...theater and culture...working areas...ferry and mass transit...nature into the city...soccer field...bodega"
"idea is to create a series of mixed-use midrises with shops to walk around thru...plaza for gathering and sharing of ideas...connection to nature for those living higher up"
"school next to arenas so students can use them...a lot of small pathways between buildings (instead of giant roads for cars)...towers for townhouses...connections to different islands..."
"fireplace and woods...common garden...balconies and rooftops and front porches on the buildings...large natural area...barge music..."
"Grandma bench...connection to seniors..."
"water park...somewhere to eat...mall...school...hotel"
"reclaim industrial space as a market for local vendors...reusing train cars as shops...community spaces within negative space (train tracks)...residential areas (favela houses like Brazil) with balconies, rooftops, basketball courts...art-minded monuments that resemble the community...afro-futuristic lifestyle"
"dog park"