

**2018**

# **PATRICK STOWE JONES**

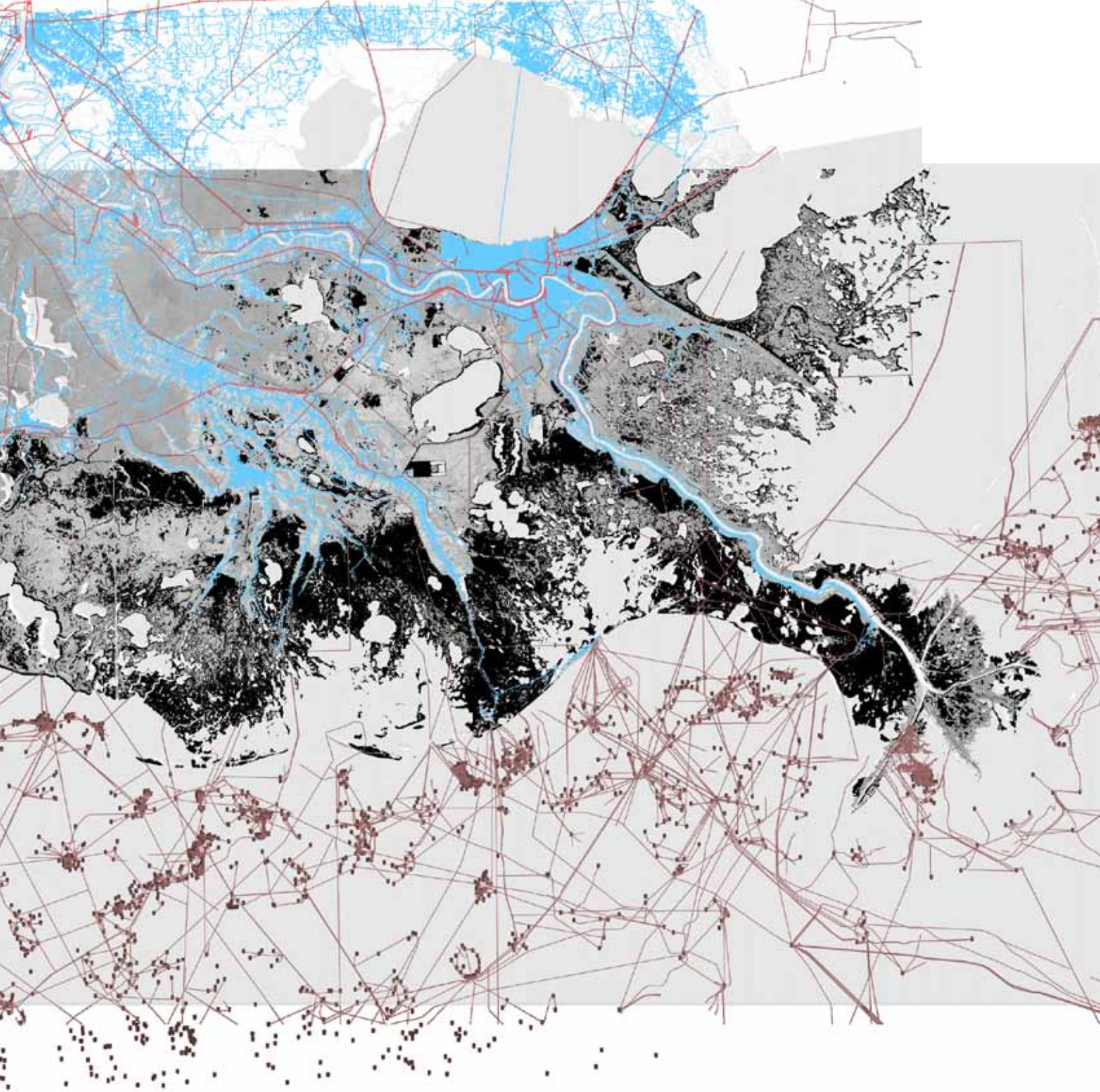
Case studies

- 1** Architecture and the Human Environment
- 2** Interaction Design
- 3** Social Innovation
- 4** Visual Design

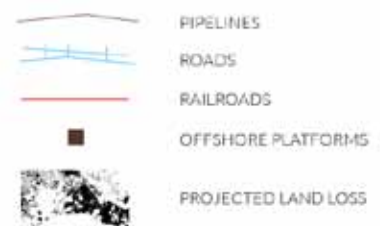
# UNDESIGNING THE MISSISSIPPI

How more intelligent river control design can let the Mississippi River do what it does best: build the delta.

This project begins to explore a comprehensive plan to reconstruct the Mississippi delta by re-strategizing river control infrastructure below English Turn, just south of New Orleans. Given the immense significance of four of the nation's largest ports along the Mississippi between its mouth at La Balize and Baton Rouge, sustaining navigable channels is of primary importance, which calls for maintaining the current channel of the river. And yet, with a minimum flow through that channel, we can still allow the Mississippi to express its natural power to flood, build land, change course, and forge new channels. This exercise looks to an approach combining several strategies, in which communities and important industrial sites are protected through traditional control structures such as polders, while easing existing infrastructure enough to let the Mississippi River do what it does best: carry and deposit sediment from a third of America to the sea.



## THE DELTA TODAY





## WHY WE NEED TO RETHINK THE MISSISSIPPI

The Mississippi delta is disappearing, eroding in a feedback loop from the affects of dredging, channel construction, sea level rise, and the decay of barrier islands that historically have weakened the impact of hurricanes. New Orleans and other cities on the coast have a tenuous hold on the future. Control of the Mississippi in the last century cut off nature's inherent ability to control these threats and build a healthy habitat. It's time to redesign these controls and in the process, entirely rethink our relationship to American's most dynamic natural engine.

## THE SIX OBJECTIVES



### SEDIMENT AND LAND

Allow the Mississippi to deliver the deposits it carries from a third of country to rebuild land that has been decimated by sediment starvation, navigation channels, fossil fuels drilling, and flood control structures.



### NAVIGATION

A smarter strategy for navigation will leave room for the delta to remediate without weakening the lifeline of the Gulf Coast to the world economy. Access to ports will be enhanced and made more reliable.



### ECOSYSTEM RESTORATION

Counteract the incursion of saltwater into freshwater marshes and allow wetland flora to establish and maintain firm roots. Biodiversity is enhanced by distributing harmful chemicals over a wider, rather than focused, area.



### KEY INDUSTRIES

The Mississippi delta is undoubtedly one of the most important keystones of American productivity. Establishing a framework that allows for responsible industrial activity without sacrificing that productivity is a primary concern.



### FLOOD MANAGEMENT

Existing communities and key locations that support the regional economy still need to be protected from seasonal and storm-related floods. Reimagining our use of conventional infrastructure will ensure a sound future for these sites.



### COMMUNITIES

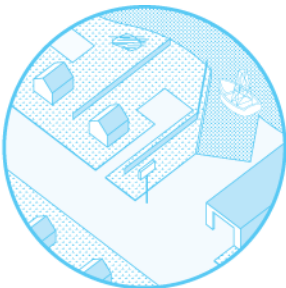
By allowing the natural tendencies of the Mississippi to do more of the work, existing communities will have a more viable, rather than treacherous, future as we face climate change, rising seas, and ecological strains to the economy.

## WHERE THIS HITS THE GROUND

The immense task of taking on this challenge requires critical inquiry and strategic attention to multiple scales of impact in the delta.

The human, surface, and geological scope of the challenge correlate to local, regional, and coastal strategies for remediating the delta. Just as an ecosystem, each scale cannot be isolated without affect on the others. Historically these binds have been missed or ignored, but the precarious future of the delta demands rigorous concern for this unavoidable web.

## THE SIX SCALES



### HUMAN

Everything we do in the delta matters: the fertilizer for the lawn, how we fish for shrimp, road runoff, building construction, and fresh water supply are represent a small cross section of areas we can improve for the delta's health.



### LOCAL

Resiliency in the delta depends on local action and local interventions. A more strategic use of flood control and ecological systems begins in our own backyards, and affects everybody who calls the delta home.



### SURFACE

Progress in rebuilding the delta will involve a cadre of tactics for changing surface conditions—marsh profiles, land-building, fresh-to-salt water ratios, and biodiversity. This is where progress will be most tangible.



### REGIONAL

Rising above geographic lines that compartmentalize a collective challenge, the delta region has a better shot for long-term productivity. What happens upstream comes downstream, and we will leverage that dynamic relationship.



### GEOLOGICAL

By understanding the fragile Quaternary geology of the delta, we can make more informed decisions about infrastructure strategy. We're learning more about how the delta depends on what lies beneath, and we'll build on that knowledge for greater durability.

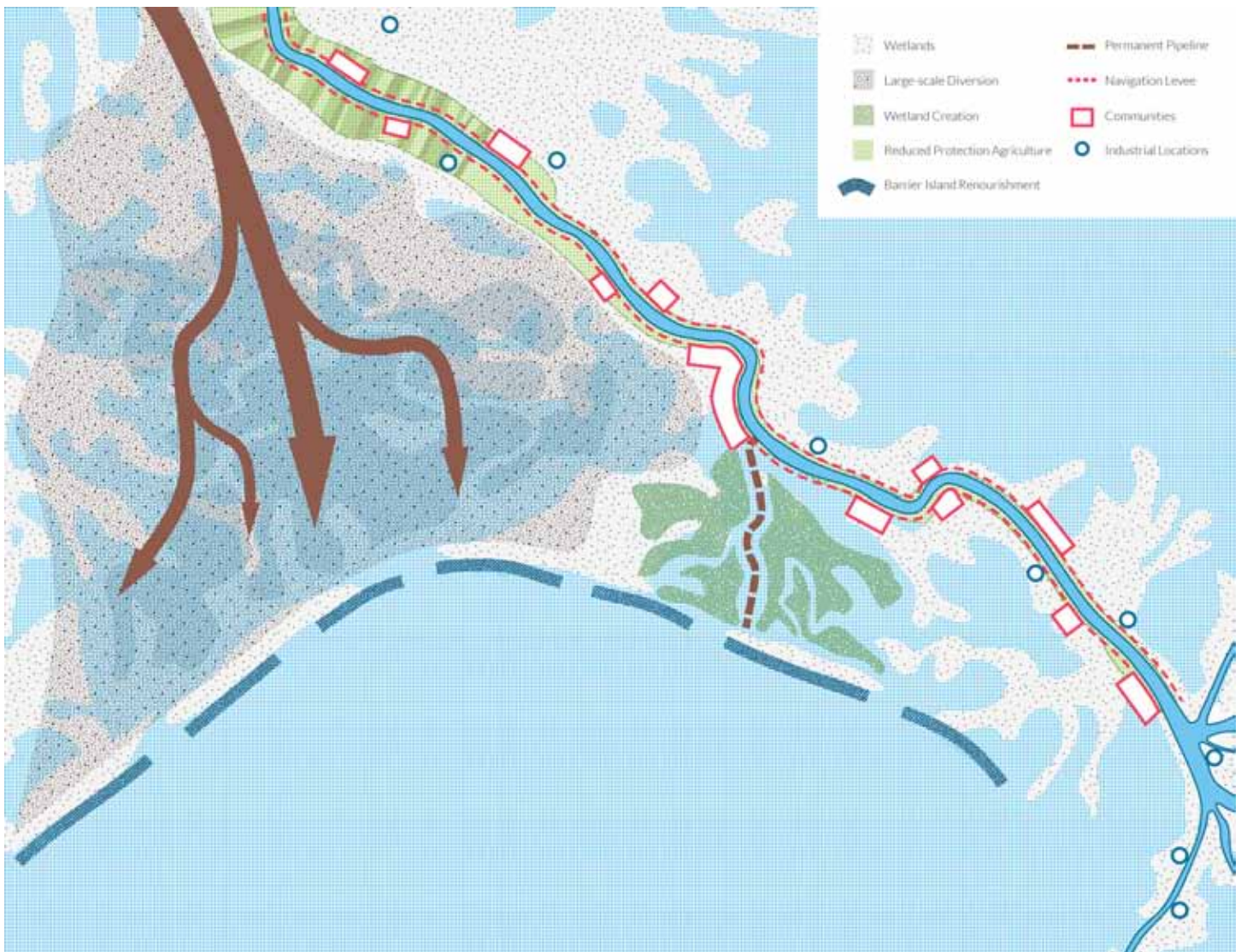


### COASTAL

The delta matters to the entire Gulf Coast, but also to our nation and the global economy. Rethinking control of the Mississippi isn't just about rebuilding the delta, but about long-term resiliency for a critical ecological and economic engine.

## COMBINED DELTA RECONSTRUCTION STRATEGY

The entire strategy for undesigning the Mississippi River calls for implementing solutions for navigation, sediment diversion, flooding, wetland restoration, land-building, flood control infrastructure, local outflows, barrier island reconstruction, and the systems that support these solutions. Here is a depiction of how all of these strategies work on a regional scale.





## LOCAL IMPLEMENTATION

To protect existing communities, agricultural areas, and industrial sites, a full menu of levees, polders, flood walls, and porous infrastructure will be deployed based on prevailing opportunities for the Mississippi to do its work. By selectively allowing flooding, diversion, and different degrees of porosity, sediment is distributed through natural systems in a way that protects assets. This approach is flexible and adaptable, calling neither for the complete removal of river controls nor for an instrumental, top-down approach to the challenge.



## DEW

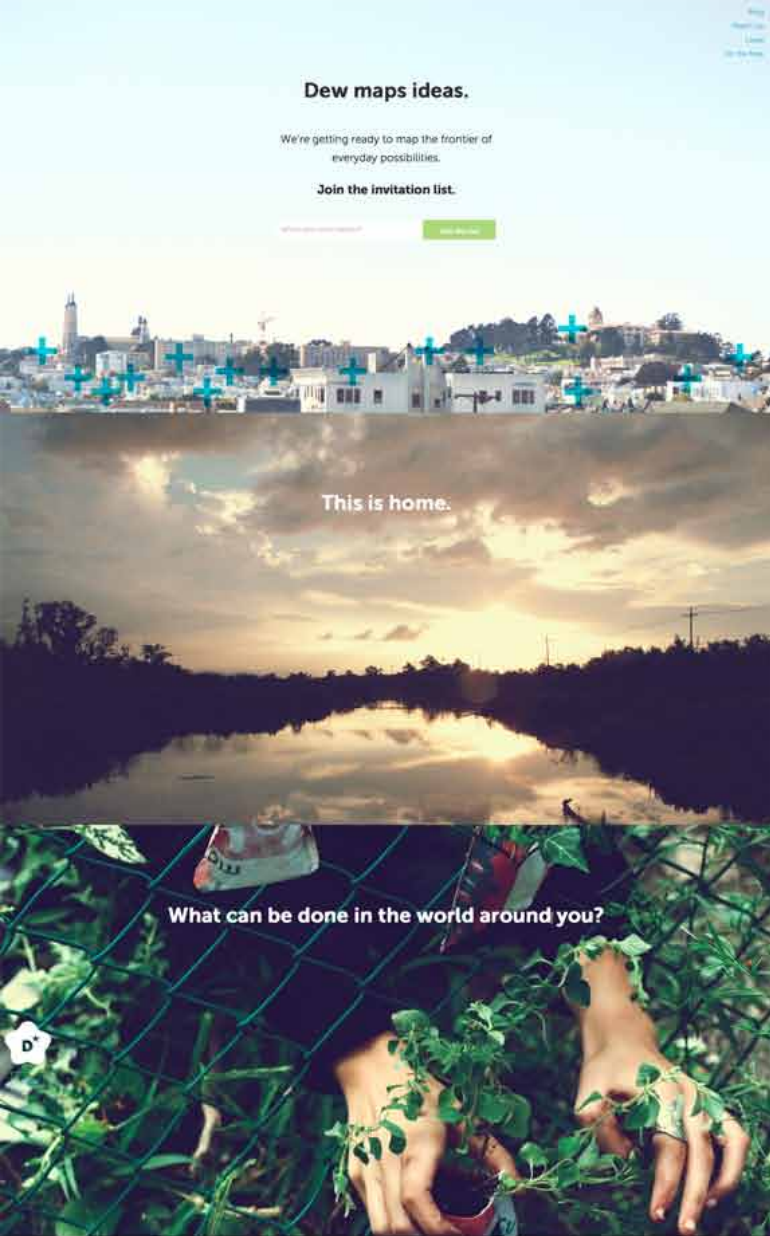
Using a collective map to gather ideas for place-based change and catalyze action.

A precursor to Plot, Dew maps ideas and grows neighborhood movements. The goal is simple: to help communities envision and implement change. We are building a place-based social innovation tool that uses maps to gather ideas for projects in a user's neighborhood or city, and helps good ideas become reality by collaborating with others in the community.

You can use Dew to connect online ideas with on-the-ground action—to gather voices together virtually, develop and strengthen an idea, access the knowledge of the crowd, and build support to help a project become realized in your own backyard. By mapping out possibilities and tapping the power of collaboration to catalyze place-based change, communities can build movements of civic energy that will promote economic and social vibrancy.

**[makedew.com](http://makedew.com)**





## Dew maps ideas.

We're getting ready to map the frontier of everyday possibilities.

Join the invitation list.

Please enter your email

Join the list

This is home.

What can be done in the world around you?

Dew lets you:



### 1. Map Ideas

Map ideas for things, events, and places to create projects in your neighborhood (or anywhere else).



### 2. Collaborate

The resources and connections to help make great ideas work in the places around you.



### 3. Share and Act

Builds your community through social media and online tools to get things done.



Swimming platform at the river landing.



Light installation on Tchoup for Mardi Gras

### The big picture.

#### Dew is a map

##### Your city

You can use the Dew map anywhere in the world, but especially in your own backyard. Think of it as a map of your neighborhood in a new way, waiting for you to add your ideas.

##### Dew gathers ideas

##### For change

We want to make a positive for equality for everyone and implement change in their community. Dew will continue to have these ideas and working on a map and make it easier to create.

##### Dew catalyzes action

##### Through crowdfunding

Creating shared goals and resources and get better, and then use an online platform to help you make it happen. Dew will continue to have these ideas and working on a map and make it easier to create.

##### Your block

Even if it's just a few blocks away, this is the place where you can see the world through your eyes. The world around you is what you see, and the world around you is what you see.

##### For projects

Creating shared goals and resources and get better, and then use an online platform to help you make it happen. Dew will continue to have these ideas and working on a map and make it easier to create.

##### Through collaboration

Creating shared goals and resources and get better, and then use an online platform to help you make it happen. Dew will continue to have these ideas and working on a map and make it easier to create.

##### You

Dew is a map about you. It's a map about the world around you. It's a map about the world around you. It's a map about the world around you. It's a map about the world around you.

##### For the future

Creating shared goals and resources and get better, and then use an online platform to help you make it happen. Dew will continue to have these ideas and working on a map and make it easier to create.

##### Through stewardship

Creating shared goals and resources and get better, and then use an online platform to help you make it happen. Dew will continue to have these ideas and working on a map and make it easier to create.

### About Dew

#### Founded in Detroit

Dew grew out of a love for the city of Detroit and the people who live there. Dew is a map of the world around you. It's a map about the world around you. It's a map about the world around you. It's a map about the world around you.

#### Why we made Dew

Dew is a map about you. It's a map about the world around you. It's a map about the world around you. It's a map about the world around you. It's a map about the world around you.

#### Our interests

Dew is a map about you. It's a map about the world around you. It's a map about the world around you. It's a map about the world around you. It's a map about the world around you.

### Dew Collaborators



#### Derek Roberts

Head of

Derek Roberts is a designer and developer. He is a member of the Dew team and is responsible for the design and development of the Dew platform. He is a member of the Dew team and is responsible for the design and development of the Dew platform.



#### Emma Bernholm

Head of

Emma Bernholm is a designer and developer. She is a member of the Dew team and is responsible for the design and development of the Dew platform. She is a member of the Dew team and is responsible for the design and development of the Dew platform.



#### Patrick Jones

Head of

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Tell a story about your world.

Ready? Set? Dew.

Sign up to the invitation list to be notified of Dew's launch.

Please enter your email

Join the list

#### Made by Dew

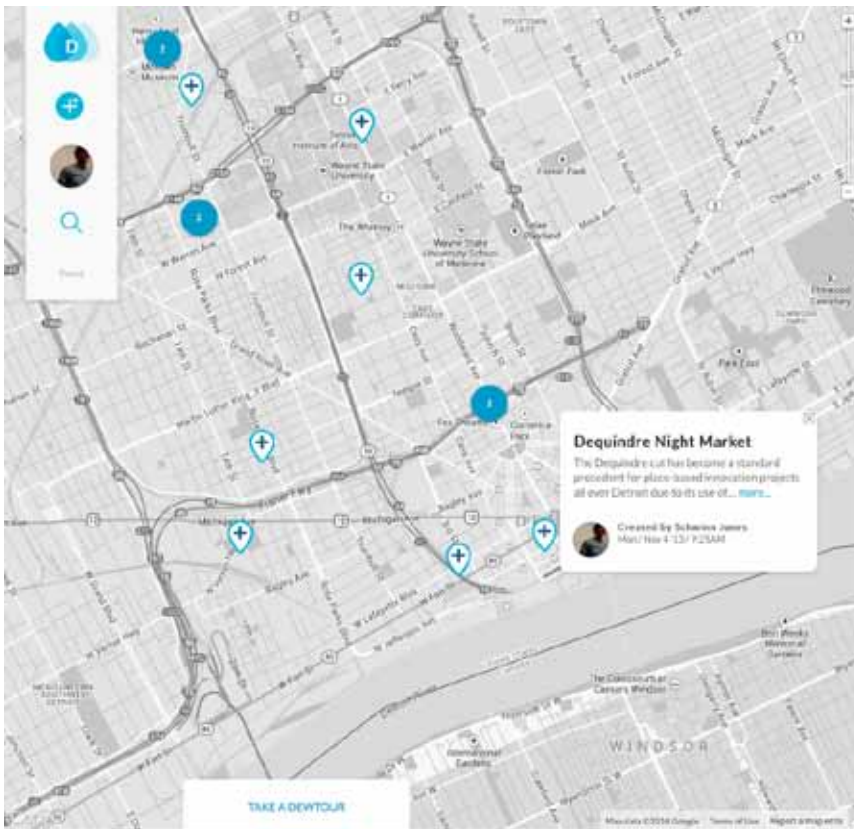
Dew is a map about you. It's a map about the world around you. It's a map about the world around you. It's a map about the world around you. It's a map about the world around you.

#### Support Us

Dew is a map about you. It's a map about the world around you. It's a map about the world around you. It's a map about the world around you. It's a map about the world around you.

#### Detroit, New Orleans

Dew is a map about you. It's a map about the world around you. It's a map about the world around you. It's a map about the world around you. It's a map about the world around you.



## Dequindre Night Market

The Dequindre cut has become a standard precedent for place-based innovation projects all over Detroit due to its use of existing rights-of-way, underutilized infrastructure, and connecting the space to realistic neighborhood activities as a way to build ownership. Unlike the High Line, the "lowline" in Detroit is a graffiti gallery, a physical connector, not a condo conduit. We can build on that by creating the first ever night market in the Eastern Market neighborhood.

[Detroit easternmarket greenway lowline dequindrecut railtotrails nightmarket idayettospark urbanplanning socialinnovation](#)

## Whiteboard

[POST TO SOCIAL MEDIA](#)

ALL POSTS

WITH VIDEOS

WITH IMAGES



Schwan Jones

Wed / Nov 6 '13 / 9:25AM



Write a comment. [Read more and respond](#)



John Howell

Mon / Nov 4 '13 / 7:00PM



With the new section of the cut opening up and Orlin's cafe nearby, there is the possibility for... [Read more and respond](#)



Emma Bernatche

Mon / Nov 4 '13 / 2:00PM



This reminds me of an event in Oakland, CA that has really taken off over the last...



Schwan Jones

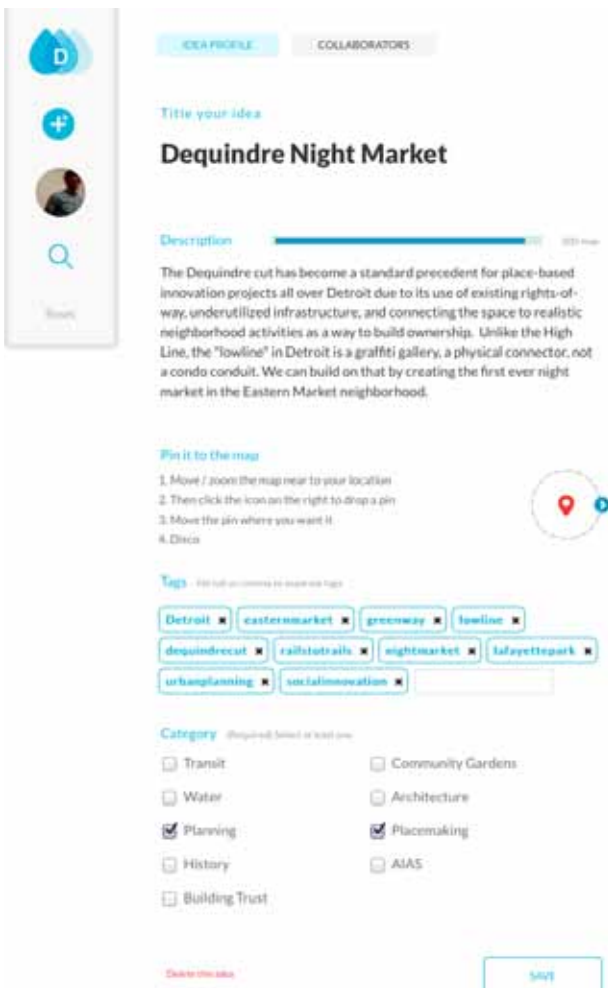
Mon / Nov 4 '13 / 5:15PM



I like the location along Larned/Jefferson because the event can draw in and from the

## THE DEW MAP

The underlying UX principle of Dew is for the map to never disappear. We used a dual "drawer" system to facilitate all site activity. Each placemaker on the map represents a single idea for a place-based project. Selecting a placemaker opens the right drawer, where a user interacts with that idea through a media gallery, tags, posting content and contributing to the discussion on the Whiteboard, and sharing the idea across social media. The left drawer hosts a user's profile, showing her site activity, followers, and idea management tools, including the interface for adding an idea to the map (at left) or editing an existing one.





## IDEA HEADER

An idea's header shows which site-wide categories the idea falls within, an image gallery, an idea narrative, idea creator-generated tags, and the number of Followers and Collaborators for the project. Users who are logged in can choose to follow or join a project as a collaborator.

PLANNING + PLACEMAKING

Followers 3 Collaborators 4

Schwinn Jones  
Mon / Nov 4 / 9:25am

Change Cover Image



### Dequindre Night Market

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[\(READ MORE\)](#)

 Detroit easternmarket greensway lowline dequindrecut railstrails nightmarket lafayettepark urbanplanning socialinnovation


## WHITEBOARD

The Whiteboard facilitates all online discussion and ideation about a project. Participants can post content of any variety, including video and external documents, by pinning cards to the Whiteboard, each of which is then assigned an individual comments thread. Cards that a user finds interesting can be added to her personal collection, or shared across social media.

Whiteboard


POST TO WHITEBOARD


ALL POSTS WITH VIDEOS WITH IMAGES



Schwinn Jones  
Wed / Nov 6 '13 / 9:25AM


Write a comment. [Read more and respond](#)






Julia Mannat  
Mon / Nov 4 '13 / 7:00PM


With the new section of the cut opening up, and Omnicorps nearby, there is the possibility for... [Read more and respond](#)






Emma Bertozzi  
Mon / Nov 4 '13 / 3:28PM


This reminds me of an event in Oakland, CA that has really taken off over the last... [Read more and respond](#)






Schwinn Jones  
Mon / Nov 4 '13 / 3:13PM


I like the location along Larned/Jefferson because the event can draw to and from the riverfront as... [Read more and respond](#)







Betty Ramaccia  
Mon / Nov 4 '13 / 3:45PM


The folks at Detroit SOUP would make amazing partners for this! They'd be able to pull a... [Read more and respond](#)





Schwinn Jones  
Mon / Nov 4 '13 / 9:27AM

This is an exciting thing that happens in the Eastern Market, called Dark Rye: <http://www.darkrye.com/content/night-market>  [Read more and respond](#)





## USER AND SITE FUNCTIONALITY

Dew follows a simple progression: share an idea for a place-based project on the map, begin a conversation, find collaborators to engage, and implement in the real world to build community impact. To expand the feedback loop, share activity and create a personal library of your favorite ideas, contributions, and places.

### Map your ideas



#### Add it to the map

Locate your idea on the map by adding a placemaker. This creates a project with its own whiteboard, supporters, and collaborators.



#### Post to the whiteboard

The whiteboard is a pinboard associated with every idea. Anybody can join the online discussion about any idea by sharing content from anywhere. Images, videos, documents, links, and plain old comments overlap to make good ideas better.



#### Gain followers

Anybody can support an idea by becoming a follower. Stay tuned-in to progress and be a part of community mobilization.

### Collaborate to make them real



#### Find collaborators, and be one

Do you have something to offer that can help make a project real? Join any idea as a collaborator to help make it happen. Collaborators give time, material, brainpower, services, or other forms of participation.



#### Engage and broadcast

Share ideas and whiteboard content over social media to build an online following. Everything on Dew is shareable, but it will always bring you back to the map. On Dew, every group of collaborators has its own messaging thread to keep discourse relevant and to coordinate offline meetings.



#### Create a movement

Good ideas that grow on Dew aren't just nice projects. They're part of a groundswell of local interests and shared aspirations. One idea builds on the next, and then the next, and the next, to transform communities.

### Create change and share the story



#### Gather your tools

Dew is a toolbox that combines ideation, support, development, and storytelling in one platform. But it only works if you dust off your tools and hit the streets. Get those hands dirty!



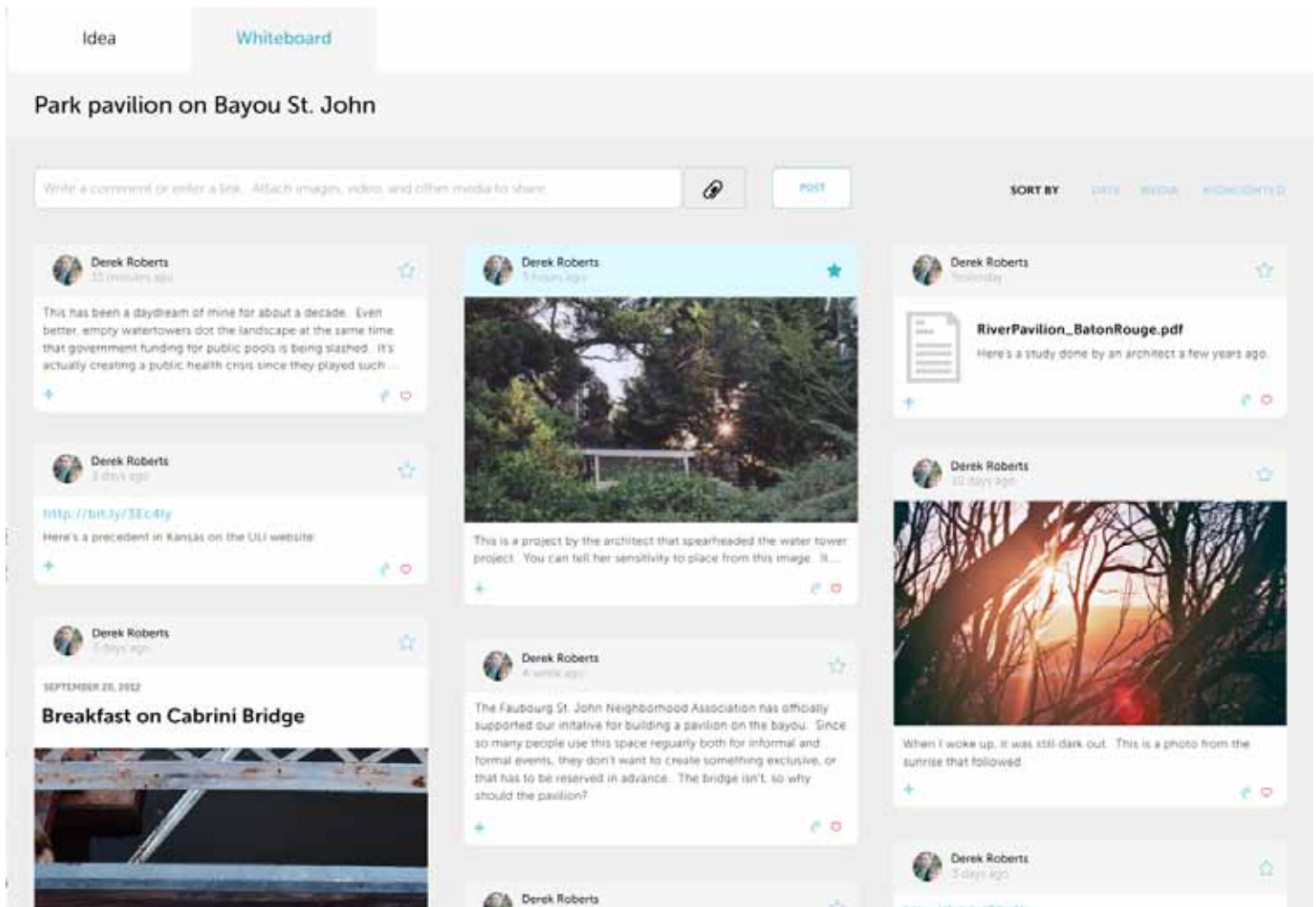
#### Create a deck

Click the heart on all Dew content to add it to your deck of personal favorites. Collect content from around Dew that interests you most and put it all in a personal repository of inspiration.



#### Share your story

We believe that storytelling is more important than idea realization. This is how knowledge gets passed on and we learn from each other. Your deck tells a story about you. Use Dew to tell stories about the world you live in.



## NEXT: A BETTER WHITEBOARD

The Whiteboard in the view above is expanded to become a much more robust UX element of Dew. This approach builds on the pinboard quality of the Whiteboard, and in allowing users to reorganize the display of content cards, becomes much more suitable to storytelling—a direction in which Dew, by relating virtually-connected people to offline places, is moving.

# THE JAZZ & HERITAGE CENTER

Building a new home for jazz performance in the Tremé, and growing the next generation of New Orleans musicians.

For a small performance venue the New Orleans Jazz and Heritage Festival and Foundation hopes will become a lucrative stop for musicians, we needed to make sure that the acoustical quality of the room was suited for a New Orleans brass band as much as it is for a solo pianist. And on top of that, accommodating for dance, theater, film, lectures, and community outreach events. We decided to build on the intimacy of the already-small 208 seat space and design the room to be manually tuned acoustically to any performance. Operative wall panels change the balance of absorption and reflection, and a screened ceiling borrows the language of the walls while concealing lighting and feedback equipment.

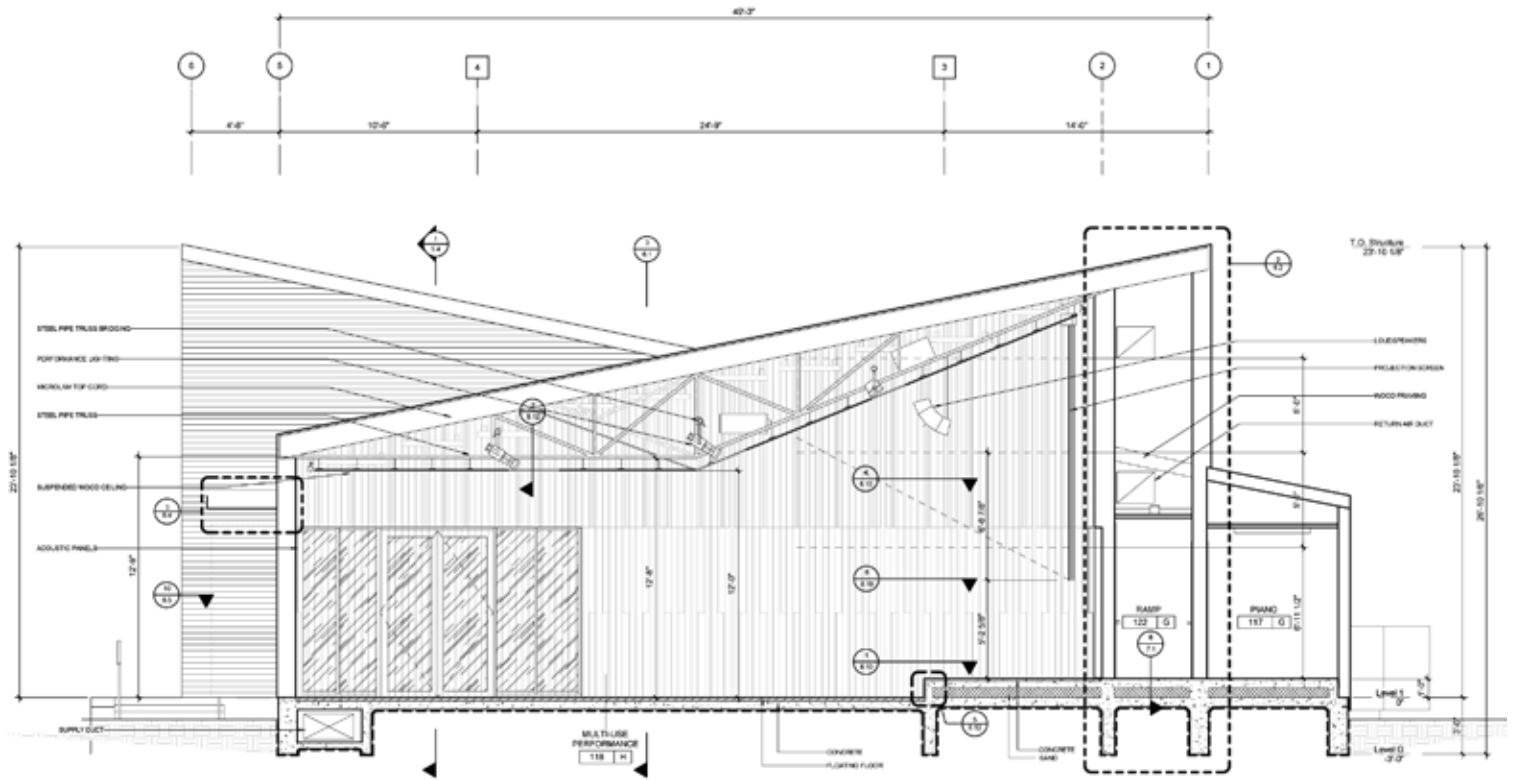
- 1 The room is a piano: it is tuned, then performed
- 2 How much energy can a tuba really generate?
- 3 Prototype wall panels and analyze acoustic performance with in-the-field testing
- 4 Make the space beautiful whether opened or closed



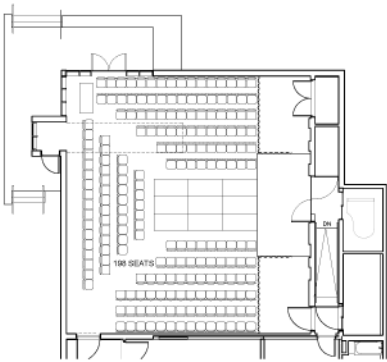


## A TUNABLE ROOM

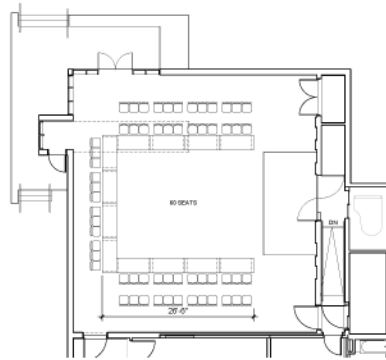
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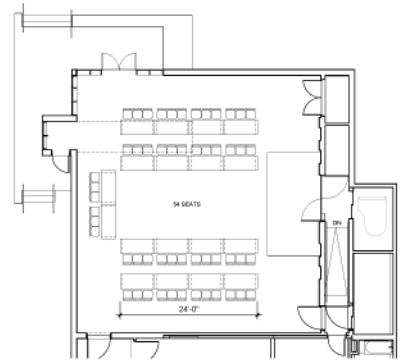
TRANSVERSE SECTION -  
THRU MULTI-PURPOSE ROOM  
1/16" = 1'-0"



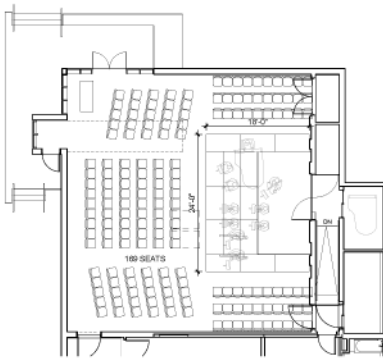
THEATER FURNITURE PLAN  
1/16" = 1'-0"



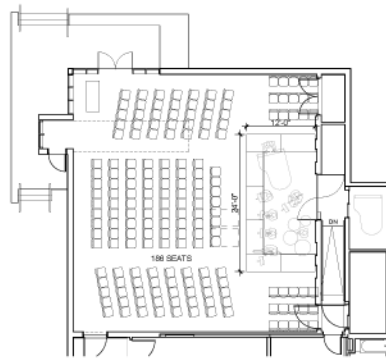
PLAN AT BOARD ROOM ALTERNATE 2  
1/16" = 1'-0"



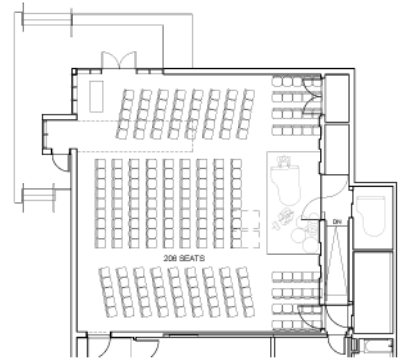
PLAN AT BOARD ROOM ALTERNATE  
1/16" = 1'-0"



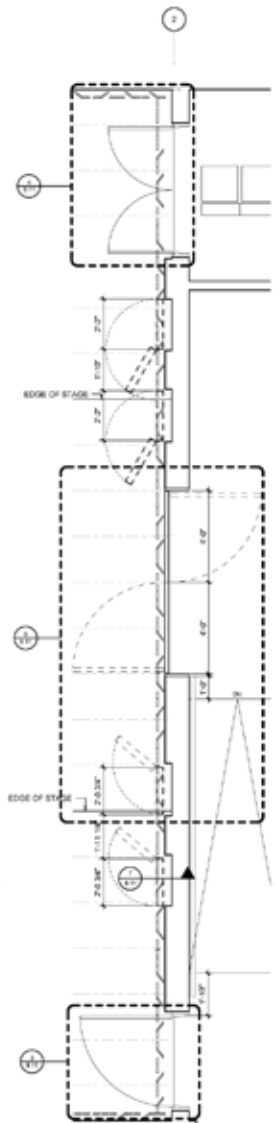
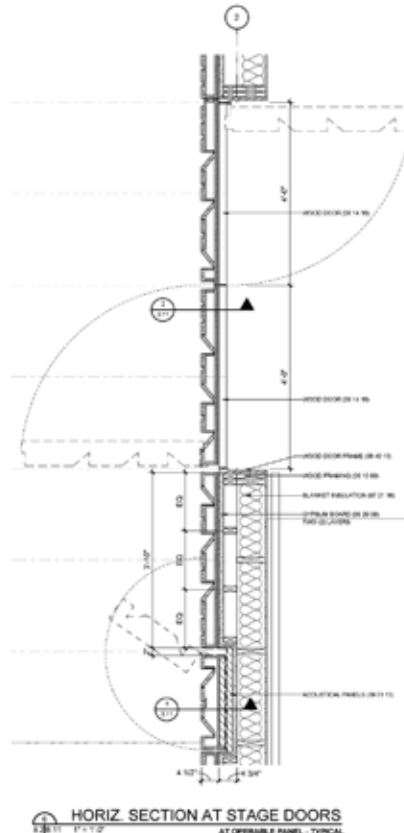
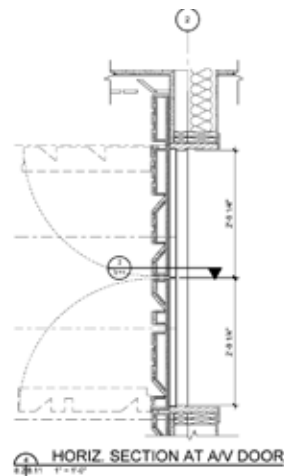
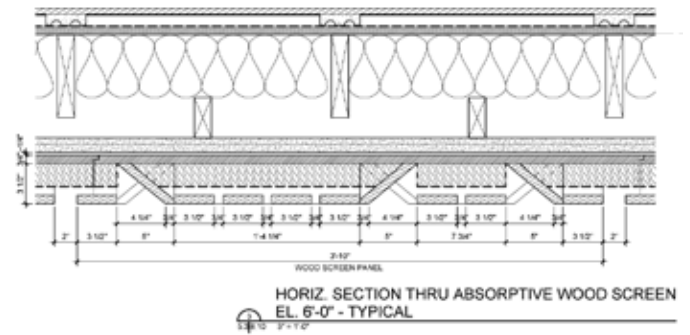
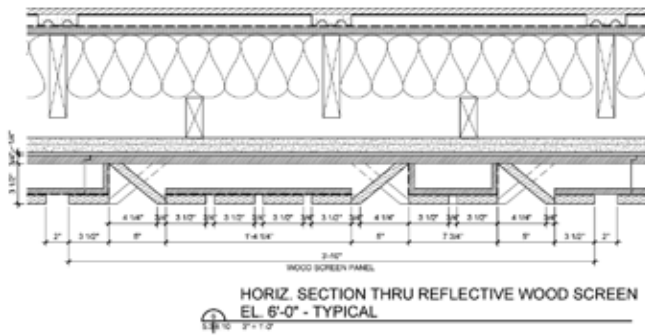
PLAN AT STAGE ALTERNATE 2  
1/16" = 1'-0"



PLAN AT STAGE ALTERNATE 1  
1/16" = 1'-0"



PLAN AT FIXED STAGE  
1/16" = 1'-0"



## WALL PANEL CONSTRUCTION

To tune the room for different performances, changing absorption and reflectance, we had to design wall panels that opened and closed to different materials, even when those panels intersected with stage, exit, and storage doors. The pattern of the room's walls continued undisturbed, concealing these doors behind the panel system—a feat demanding minute precision and highly customized craftsmanship.



# CROWDSOURCING JOURNALISM

To create high-quality video journalism, Cmptr.TV taps the crowd to select interview guests to discuss current events across the news.

A new web app will allow the public to crowdsource high-quality news video content through a nomination and voting process. Topics and guests for one episode a week are selected by the site's committed users, who are given several votes to determine the topic and guest for each episode, then crowdsource the interview questions. A very fast development schedule required the UX wireframing process to suggest more than structure and format. Elements were rendered at a finer resolution in order to suggest interface design and allow visual consideration to drive the UX process.

- 1 Go backwards: understand UX by first understanding UI
- 2 Translate spatial design thinking into interaction design
- 3 Describe a front-end vision that keeps the user on the top layer
- 4 Create a UX strategy that is as modular as possible

Watch the current episode

Create the next episode

Visit the archive



week of December 1, 2013

# The future of progressivism

## with Rachel Maddow

Paragraph text. Donec sed odio dui. Cras justo odio, dapibus ac facilisis in, Egestas eget quam. Maecenas faucibus mollis interdum. Maecenas faucibus. Cras mattis consectetur purus sit amet. 56 minutes.

✓

456 votes

87 comments

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Questions

Credits

Feedback

JOIN THE DISCUSSION

1. Jennifer Smith

★  
7

Carles irony labore bespoke VHS, ethical eiusmod cupidatat banjo scenester aute yr veniam excepteur. Tempor roof party PBR, elit deserunt id aute trust fund. Inure DIY cred, pickled narwhal roof party jean shorts. Schlitz mlkshk wolf, vinyl Brooklyn meggings Thundercats.

26 JANUARY 2013 08:17am

2. Paul Echeverria

★

Mixtape DIY lomo banjo. Ugh bitters Etsy flannel, pork belly mlkshk Carles Pitchfork artisan. 3 wolf moon aesthetic selfies, hashtag kogi banh mi +1 ethical. Trust fund readymade ennui semiotics pug ethical, before they sold out VHS small batch +1 church-key Williamsburg. Shabby chic next level pour-over squid hashtag.

26 JANUARY 2013 08:17am

3. Sabeen Hunter

★

Trust fund readymade ennui semiotics pug ethical, before they sold out VHS small batch +1 church-key Williamsburg. Shabby chic next level pour-over squid hashtag. Mixtape DIY lomo banjo. Ugh bitters Etsy flannel, pork belly mlkshk Carles Pitchfork artisan. 3 wolf moon aesthetic selfies, hashtag kogi banh mi +1 ethical.

26 JANUARY 2013 11:56pm

Stephen Moss

★

Carles irony labore bespoke VHS, ethical eiusmod cupidatat banjo scenester aute yr veniam excepteur. Tempor roof party PBR, elit deserunt id aute trust fund. Inure DIY cred, pickled narwhal roof party jean shorts. Schlitz mlkshk wolf, vinyl Brooklyn meggings Thundercats.

26 JANUARY 2013 00:07am

4. Patrick Jones

★

Letterpress synth aute brunch, sunt Carles ut tousled ex gluten-free adipisicing disrupt. Neutra ad est velit fugiat PBR. Carles ennui forage occaecat. Ea Echo Park.

26 JANUARY 2013 11:17pm

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Remain in this week's competition

7 Votes left

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<b>The budget deal between Senate Democrats and House Republicans</b> / Eric Cantor / Carl Levin <div>✓ 456</div> 5	<b>Do family farms exist in North America anymore?</b> / Wendell Berry / John Deere <div>✓ 456</div> 6	<b>Crowdsourcing journalism</b> / Allen Hays / Greg Collary <div>✓ 456</div> 7	<b>Gay rights in the Middle East and south Asia</b> / Alex Wilson / Erin Manning <div>✓ 456</div> 8
<b>Player safety in the NFL</b> / Warren Moon / Jim Schwartz <div>✓ 456</div> 9	<b>America's aging infrastructure and the need for a national high-speed rail system</b> / Sabeen Mazan / Patrick Jones <div>✓ 456</div> 10		

[See all](#)[Submit a new topic](#)

## VOTE FOR A GUEST TO UPVOTE A TOPIC

One of the biggest UX challenges of Cmptr.Tv was intuitively binding the guest to the topic. Upvotes for a topic are registered by a user selecting her preferred guest for that topic. This system prevents redundancy in topics, and maintains emphasis on people rather than subjects. Because interview journalism is the focus of Cmptr.TV, this was a necessary but challenging interface conundrum.

Above is the leader board showing the top ten episode topics with the two leading guests. At right is an individual topic page, which overlays the leader board when called, and displays guest nominations. John Kerry is selected here, and the topic receives an upvote.



Watch the current episode

Create the next episode

Visit the archive

4 day

Your idea

Top ten nom

The 2014 elections  
Maddow Williams

The budget between  
Democrat Republic  
Cantor /

Player sa  
NFL / Wa  
Jim Schw

# Detroit's bankruptcy and its rise to become the first American city of the twenty-first century

310 Supporters 2 Rank

Vote for a guest to support this topic

Paragraph text. Wolf Vice occupy cred, Odd Future deep v master cleanse whatever Williamsburg. Mustache wayfarers drinking vinegar put a bird on it Pitchfork, sriracha slow-carb bespoke. Trust fund jean shorts sriracha, gluten-free Terry Richardson selfies pour-over Truffaut fanny pack tote bag. Godard Brooklyn High Life, tote bag lo-fi blog banh mi cray letterpress. Before they sold out jean shorts post-ironic, brunch ethical Williamsburg gluten-free 8-bit disrupt craft beer vinyl quinoa ennui Austin.

Top Guests Top Questions Supporting Documents Add a Guest

John Kerry  
@SOSKerry  
✓ 456 1

David Orr  
@davidorrdetroit  
✓ 456 2

Alan Mullaly  
@AlanMullaly4Prez  
✓ 456 3

Eminem  
@Rabbit313  
✓ 456 4

Patrick Jones  
@patrick  
✓ 456 5

Nominated by Reginald Featherstone Chef at Descours / New Orleans, LA @twitterhandle

## Supporting documents for John Kerry United States Secretary of State @twitterhandle

+ Add

5 A New York Times article about the work of startups in remaking Detroit  
<http://bit.ly/1f7pv8X>  
Unlike many corporate CEOs, Dan Gilbert is extremely open to discussing this topic even in publications and no more than two lines or whatever.

4 A fascinating video about reconfiguring the manufacturing economy in the city  
<http://bit.ly/1f7pv8X>  
Kale chips street art flexitarian occupy, hoodie Etsy actually art party Truffaut shabby chic ethical narwhal craft beer organic.



-2 Article from FoxNews proposing that Detroit be cut off from all federal funding  
<http://bit.ly/1f7pv8X>  
A covey of talking heads from Fox actually have put together a fascinating proposal on Nietzcho-Randian economics.

You think water moves fast? You should see ice. It moves like it has a mind. Like it knows it killed the world once and got a taste for murder. After the avalanche, it took us a week to climb out. Now, I don't know exactly when we turned on each other, but I know that seven of us survived the slide... and only five made it out. Now we took an oath, that I'm breaking now. We said we'd say it was the snow that killed the other two, but it wasn't. Nature is lethal but it doesn't hold a candle to man.

Reginald Featherstone  
Nominated on December 1, 2013  
987 views

Share

Category Name

Tags

midterm elections congress  
detroitrockcity what next usa  
yet again congress  
2014 obama administration

4

he  
nd south  
son /

8

topic

[Go back to previous screen](#)

Patrick Jones

Architect | New Orleans, LA

Profile description text. Wolf Vice occupy cred, Odd Future deep v master cleanse whatever Williamsburg. Mustache wayfarers drinking vinegar put a bird on it Pitchfork, sriracha slow-carb bespoke.



- [facebook.com/patrickjones](https://facebook.com/patrickjones)
- [@pajo](https://twitter.com/pajo)
- [www.pa-jo.com](http://www.pa-jo.com)

- Your ballot 3
- Your Topics
- Your Guests
- Your Questions
- Voting History
- 
- 

The 2014 midterm elections / Episode 12 with Rachel Maddow

★

✓ 456

The Keystone XL Pipeline / Episode 8 with Dick Cheney

✓ 456

Digital technologies is making people more stupider / Episode 3 with Ex Nihil Steve Jobs

★

✓ 456

Digital technologies is making people more stupider / Episode 3 with Ex Nihil Steve Jobs

✓ 456

Your Site Activity

- Yesterday

You commented on The Keystone XL pipeline with Stephen Harper / Episode 11

A well-produced inquisition into the folly of fracking in North America. One problem with this issue is that journalists and others in media aren't educating their audience about the diminishing returns of fracking; rather, they just frame it in tired political tropes.

26 JANUARY 2013 08:17am
- 4 days ago

You added a Topic for Episode 12

Detroit's bankruptcy and its rise to become the first American city of the twenty-first century

26 JANUARY 2013 08:17am
- 11 days ago

You added a Guest for Episode 11

Stephen Harper

26 JANUARY 2013 08:17am

A COMMUNITY OF COLLECTIVE PRODUCERS

Cmptr.TV flows from the collective intelligence of dedicated news media consumers. Each contributor to the site has a user dashboard that makes this role visible to everybody. While organizing a user's site activity and history, it also reveals the subtexts of news production: personal interests, biases, and trends.

Above is a user profile showing Patrick's info, site activity, proposed topics, guests, questions, and a ballot history. At right is an overlay showing current vote status.

4 days : 6 h

Your idea

Top ten nominees

The 2014 elections  
Maddow Williams

✓ 456

The budget between Democrats  
Republican Cantor /

✓ 456

Player salaries  
NFL / Washington  
Jim Schwartz

✓ 456

4 days : 6 hours : 27 minutes

Remain in this week's competition

Your Ballot

7 Votes cast

3 Votes remaining

☒ Shipping lanes in the Arctic: what happens when the sea ice melts?  
with John Kerry

✓ 456

☒ What is the basis for Arctic claims according to the United Nations?

☒ Climate change remains unaddressed by world powers; how will the opening of the Arctic reaffirm the overuse of fossil fuels?

☒ The degradation of civic ceremony  
with Professor Longhair

✓ 230

☒ Hyperbole and understatement in colonialist literature  
with T.M. Suffold

✓ 198

☒ The horse racing industry in America  
with Reeves Boxer

✓ 305

☒ The joke's on you, New York City  
with Al Jolson

✓ 47

your dashboard

variation in  
tes /  
Tim

4

he  
nd south  
son /

8

topic

## EKAYA EKASI

A new workshop in Khayelitsha, Cape Town will promote longevity for township women by expanding economic, social, and wellness opportunities

On such a tiny site, eKhaya eKasi demanded a very complicated success scenario. Part workshop, part clinic, part restaurant, part artist residency, part economic incubator, and part meeting hall, what we designed wasn't built as we envisioned and designed it. But the result was a better building for its users, a more perfect outcome for the community.

- 1 Research intricate contexts and collect user stories
- 2 Define new site and community opportunities
- 3 Employ Human-Centered Design principles
- 4 Deliver a CD set to a contractor while in Cape Town









## EDUCATION

Supporting healthy, self-sufficient living through adult education and early childhood literacy.

### Family Literacy Program

Adults will receive instruction in read-aloud methods, with emphasis on their role as first teachers for children in their care.

### Healthy Cooking

This class, our most requested, will provide training in nutritional home-cooking with affordable ingredients.

### Edible Roof

Using part of the rooftop, participants will learn to raise an edible garden with limited soil, space, and water.

## COMMUNITY DEVELOPMENT

Offering programs for local residents that build community and equip users to build sustainable life practices

### Child Care

Daily child care services help women who might have to travel into City Bowl for the day for medical attention, employment, or other daily needs.

### Safe Spaces

eKhaya eKasi is a safe space for neighborhood youths and adults alike, providing a secure space for community and fellowship

### Arts Outreach

Educating the next generation of traditional artisans.

## ECONOMIC DEVELOPMENT

Four micro-businesses will make eKhaya eKasi a featured township tourism destination, generating income for local residents.

### eKasi Boutique

Unique handcrafts from local collectives, including Monkeybiz Bead Project and Wired Women.

### eKasi Styles

African hairstyling and facepainting

### eKasi Kitchen

Nutritious snacks and light meals featuring local cuisine.

### eKasi Bed & Breakfast

Overnight lodging and authentic cultural immersion for tourists and artists-in-residence.

## HEALTH AND WELLNESS

eKhaya eKasi supports wellness activities and access to health care for community women.

### Wellness

Providing guidance and working with residents to improve their home living environments and mitigate environmental risks associated with HIV status.

### Access to Health Care

The community center allows for private consultation and confidential access to medical care in the community for artists with HIV or other health issues.

### Aids Education

Programs will educate the community about the facts of HIV/AIDS.

## A COMPLEX SUCCESS SCENARIO

Our end users are a group of multitalented and savvy township residents who recognize both an economic opportunity for their neighborhood and the importance of a well-programmed community space to promote social and physical wellness for neighbors. The program was a Rubik's cube of demands across a tiny site and a tinier budget. We broke down the project success scenario into four areas: education, economic development, community development, and health and wellness. From there, we started seeing where spaces overlapped, had dual or multiple functions, or could transform into something else with only small adjustments.









## HUMAN-CENTERED DESIGN ENGAGEMENT

After considering the full spectrum of the project contexts and contingencies—how food is cooked, how residents decorate their homes, how the government plans for infrastructure development in Khayelitsha—we led group workshops with a couple groups of end users. Each group represented a different programmatic area, and then developed an architectural proposal which was presented to the neighborhood both through traditional means (essentially a packet of floor plans and renderings), and through an in-situ mockup using string to plot out the floor plan. This helped the residents spatialize what was otherwise abstract, get a feel for how their daily activities will be accommodated, and built the confidence necessary to provide meaningful feedback.



## IN THE END, A BETTER BUILDING

After using Human-Centered Design principles, our initial design changed in important ways, but we still proposed a nice piece of capital-A-architecture, fit for the pin-up boards of Harvard. The biggest lesson about ownership and viability, however, came from our contractor, who informed us after reviewing the drawings that the project was un-buildable. Not so because it was technically complex, but because we proposed materials and building techniques that unskilled, neighborhood workers could not construct. Without jobs to those workers, the neighborhood would not defend the proj-



ect against looters and salvagers, and when constructed it was unlikely to be maintained. We found a way to document the building that gave the contractor more flexibility, and in the end, it was local residents who informed the construction of a far more suitable and meaningful building. As in much of architecture, the differences between designed and built buildings is drastic, but rarely are those differences the result of productive and place-rooting lessons.



# RHIZE

For a builder of social impact movements that bind individuals into catalysts for collective change, a brand identity has to me more than a logo

Rhize believes that the single greatest force for change anywhere in the world is people acting together with common purpose. But this means that what works in Karachi might not work in Belfast, Phnom Penh, or Detroit. How can Rhize give a shared identity to its movements despite their radical differences in content, form, and geography? The solution was to build a brand identity that operates as a device, where a common single building block can combine, realign, organize, and take shape in countless forms to tell countless visual stories, giving each movement a distinct but shared identity. Importantly, the brand device is simple enough to be replicated by anybody, and in any situation, allowing the brand to become physical—expressed and embodied in the real world.



- 1 Perform audit of Rhize's missional values and purposes
- 2 Sketch options and compare with Rhize's growth strategy
- 3 Establish basic visual parameters, such as brand colors
- 4 Prototype a complete brand system





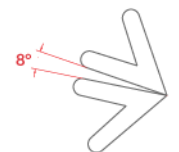
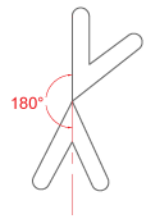
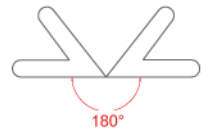
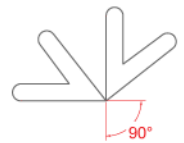
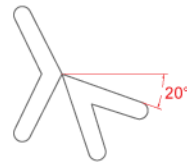
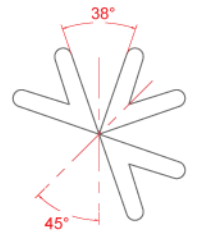
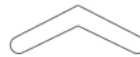
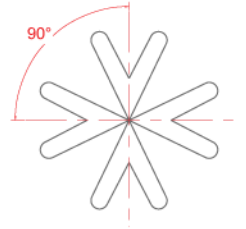
100% OVERLAP



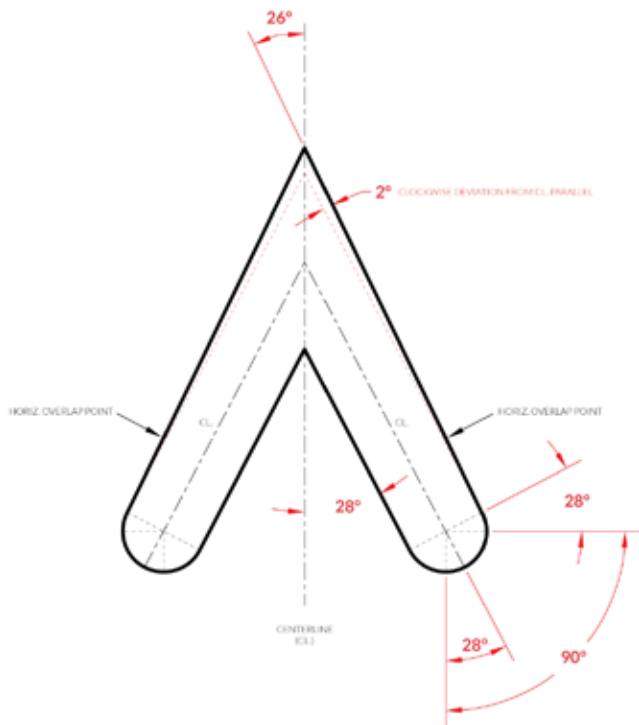
50% OVERLAP



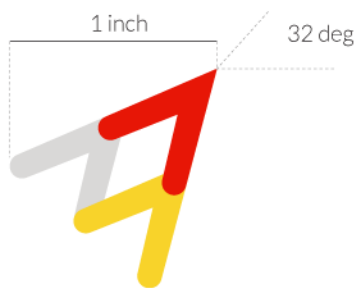
0% OVERLAP



LOGOTYPE BASE UNIT CONSTRUCTION



LOGOTYPE LARGE PRINT



A.  
VERTICAL



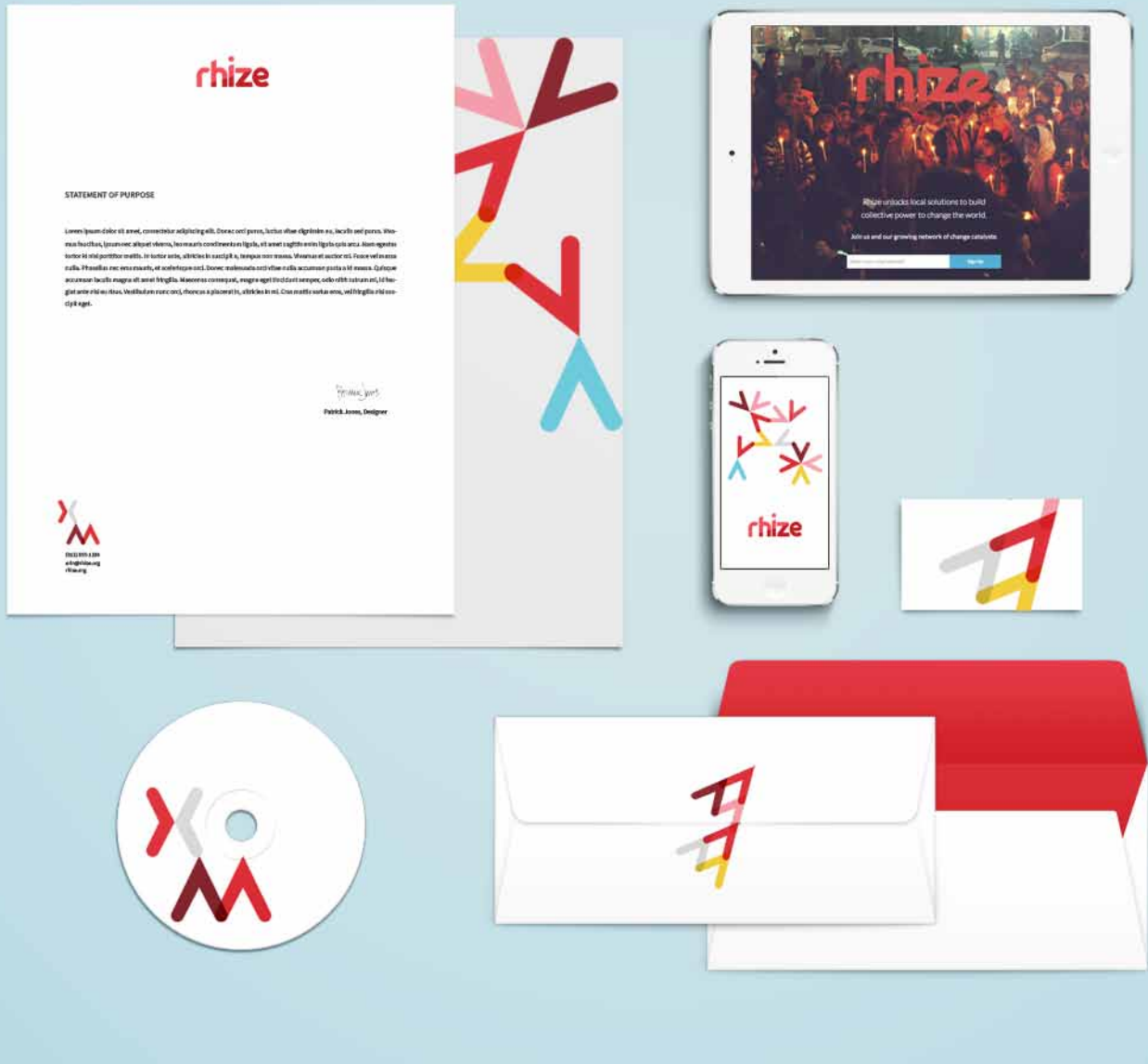
B.  
VERTICAL



C.  
SYMMETRIC

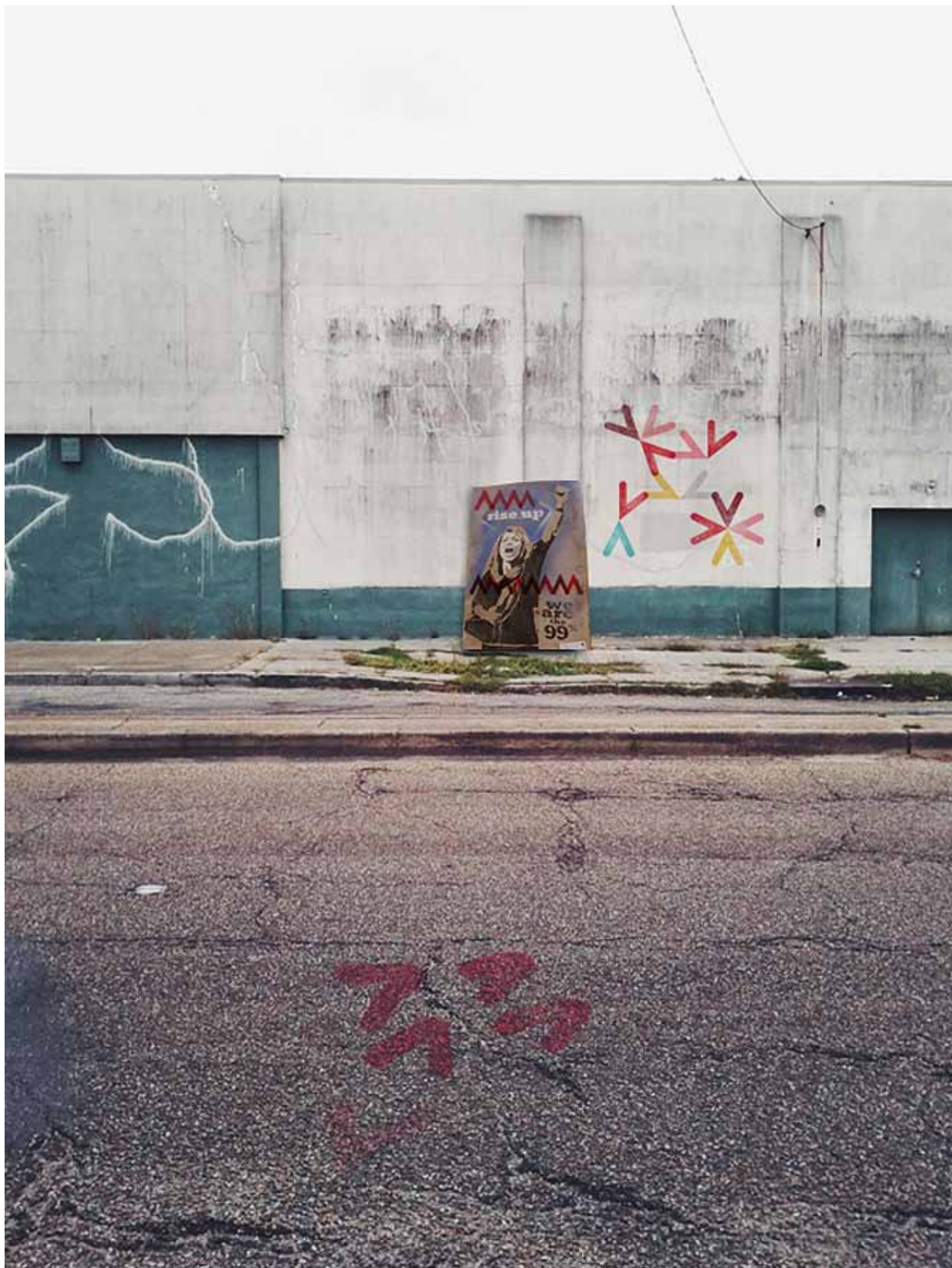






## TYPICAL (AND NOT TYPICAL) USES

When applied to conventional business items like envelopes, letterhead, and CDs, Rhize uses a core set of “V” configurations that are repeated across its assets. Shown above is a study created when that core set was being developed. In campaign contexts, however, anything is possible: street art, stenciling, banners, placards, murals, graffiti, temporary tattoos, and so on, and so on.



# AGAINST EXILE

Time, memory, and imagination after modernity

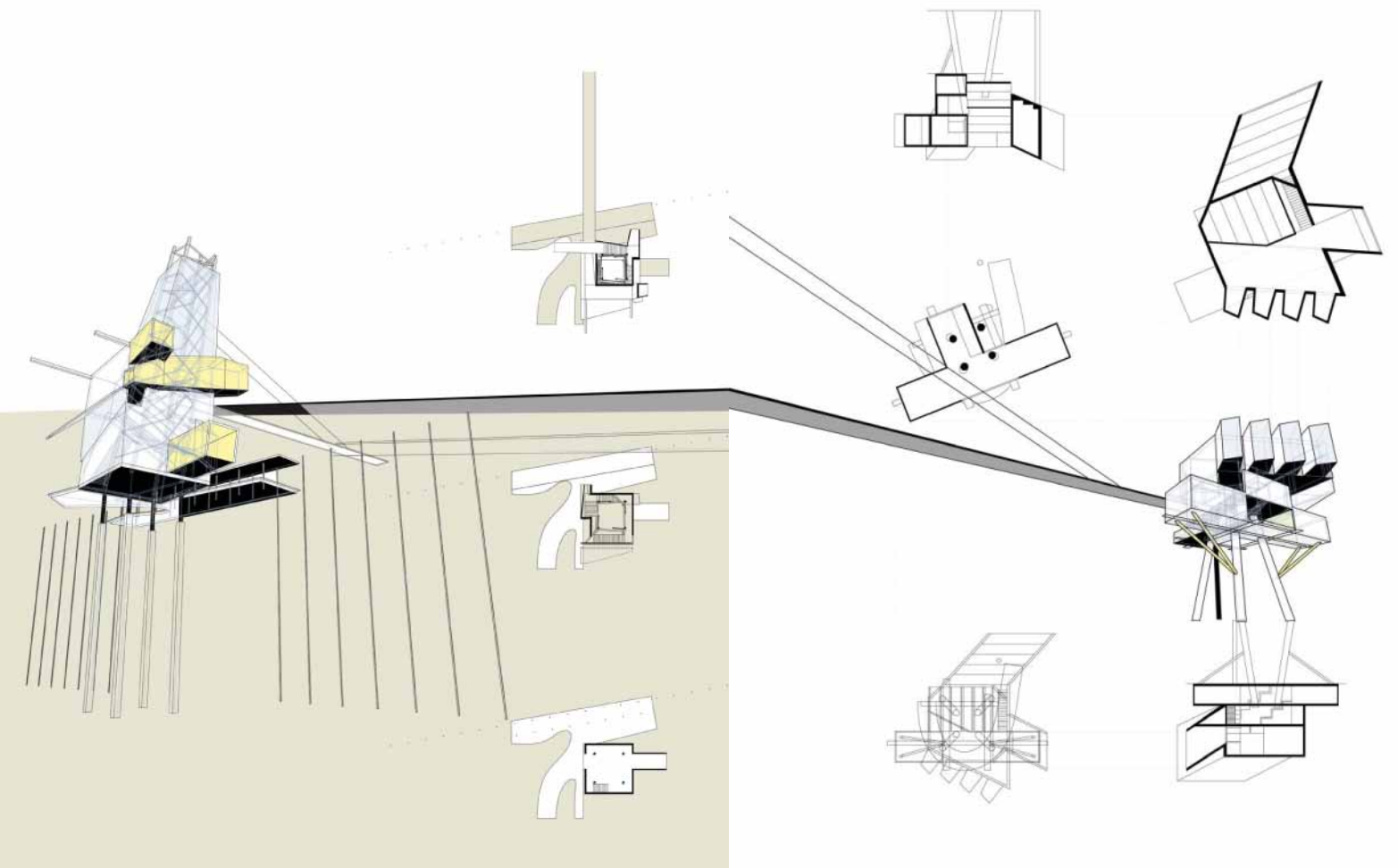
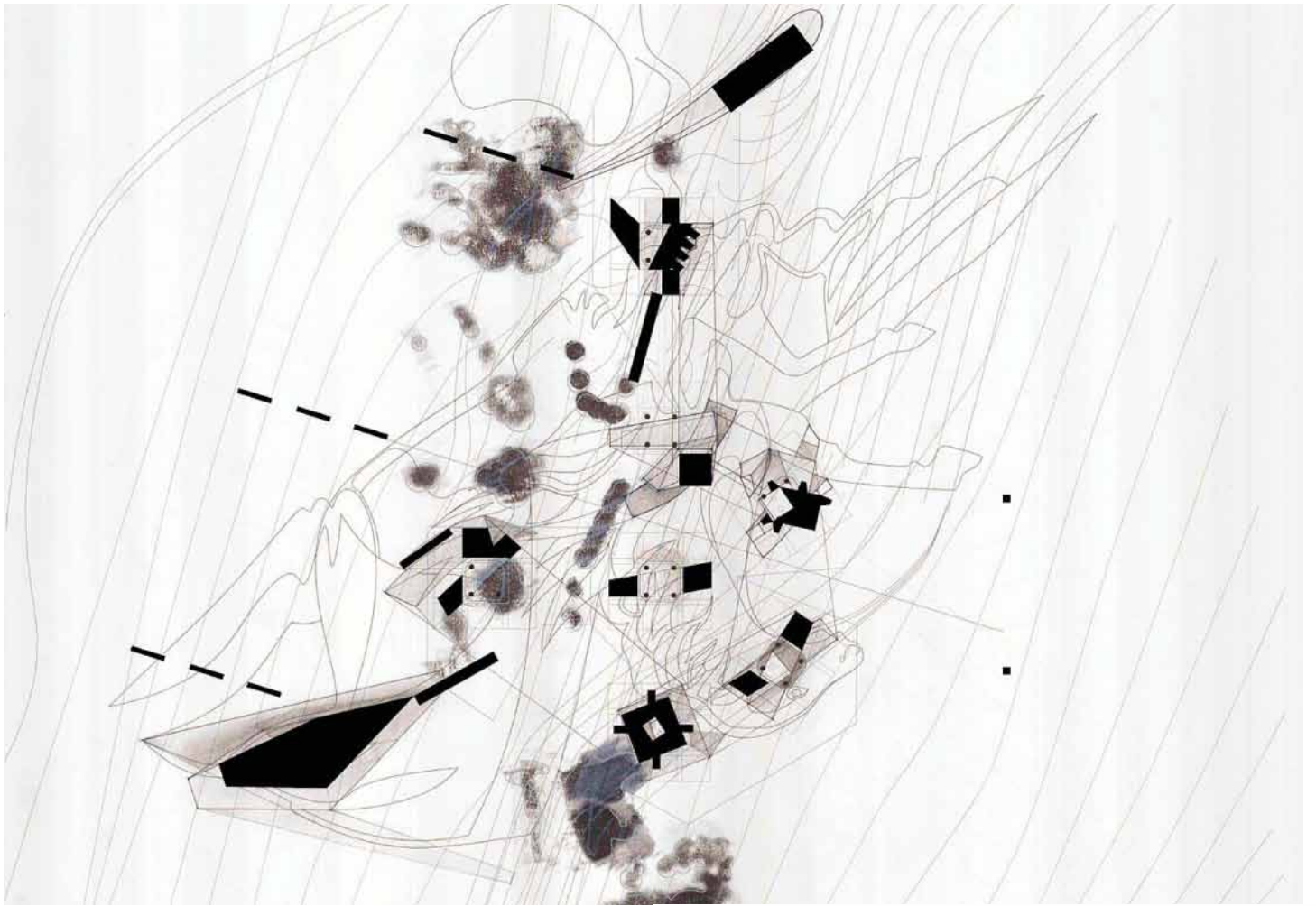
Against Exile (Harvard thesis, 2009) is a contemplation of the ruin and the uprootedness of modernity, a name given to a collection of social, economic, cultural, and technological characteristics of the world since the turn of the Twentieth Century which parallel ideologies of modernist philosophy. Proposing the reoccupation of abandoned WWII sea forts by vagabonds and seekers of paradise as a refuge from modernity, the project questions what the status of modernism is for the students of today, who contest from their own experience the ideologies that constructed much of the world since mid-century. The thesis does not adhere to a delineated program, but presents a collection of spaces which orient occupation towards the environment. While some spaces are designed for the collection of records or to celebrate the rituals of arrival, the final manner of occupation remains un-denoted. Concentrating on three aspects of being left neglected or ignored by modernist philosophy - memory, temporality, and imagination - the project in the end seeks to foster a reclamation of the foundational elements of the human experience, against the many real and figurative exiles of modernity. The intervention consists as a repository of narratives and fragmentations in which the gaps and vacancies of things “lost and recovered” are filled again, returned by the collaging of human communities, their histories, and their stories.

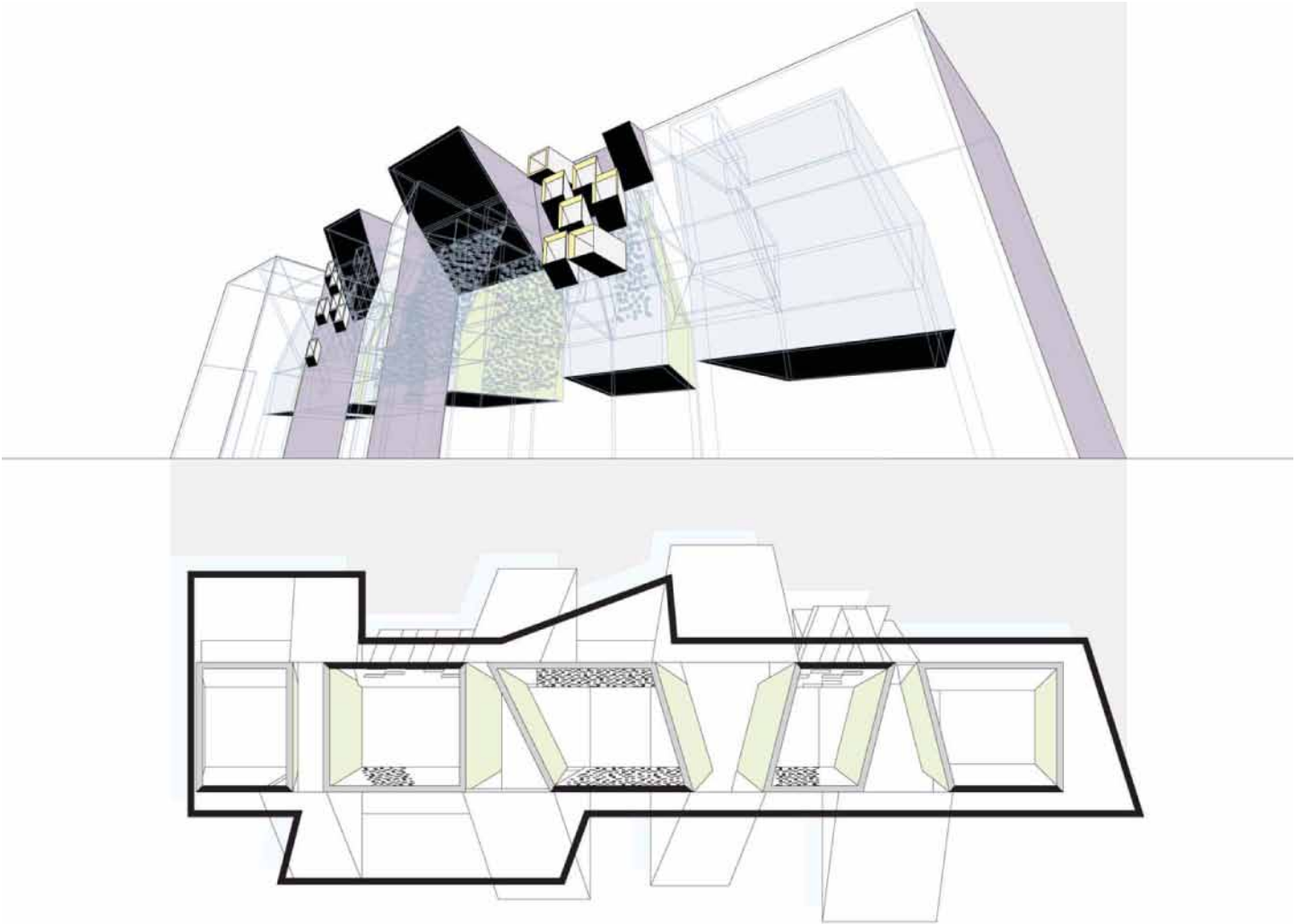
Advisers / Mariana Ibañez, Michael Hays, Timothy Hyde











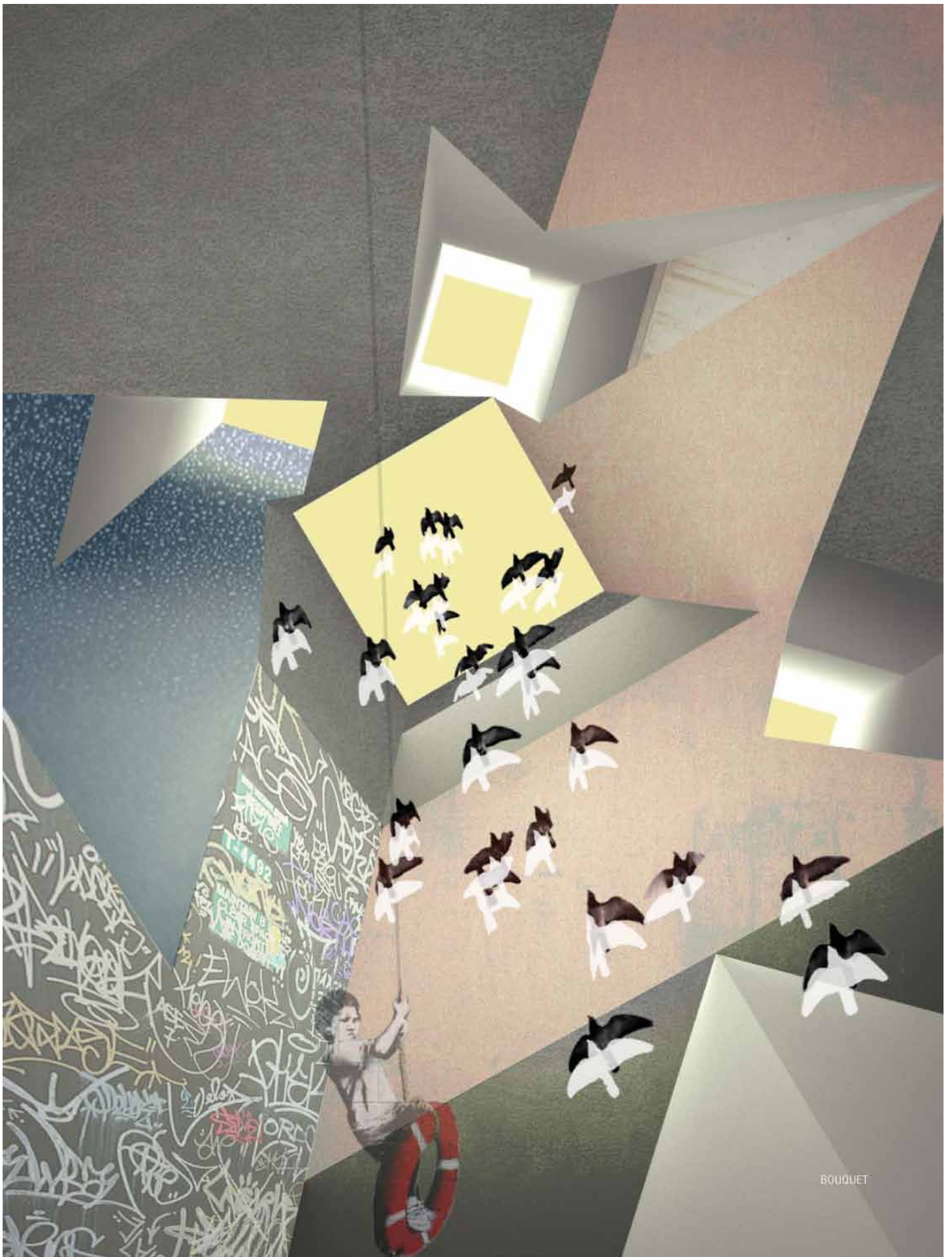
## THE RECONSTRUCTED SEA FORTS

The site, at left, becomes host to a set of repositories, each with programmatic intention but not prescription. At left, a repository of knowledge preserves craft; above, the library is a repository of memory, where residents heave projections of the past into an emerging future. Here the contingencies of place are not enframed by global systems, but by the immersive simplicity of horizon line, seascape, and sky.

Next two pages: Interior views of the Library (left) and the Bouquet (right)







BOUQUET



# A WILDERNESS OF ORDINARY PLACES

Photographs from the margins of the American built environment

## PART I

A Wilderness of Ordinary Places began as a driveby photography project consisting entirely of images taken from a moving car. These photographs uncover the breadth and depth of in-between spaces—unplaces—that are constantly passed by without notice, and a close reading will tell a story of peripheral detail, leaving the heart of each site withheld but implied. The viewer pieces together these clues and ascribes to the site a sense of place that would under any of circumstance be missed.

**[eyeblink.tumblr.com](http://eyeblink.tumblr.com)**

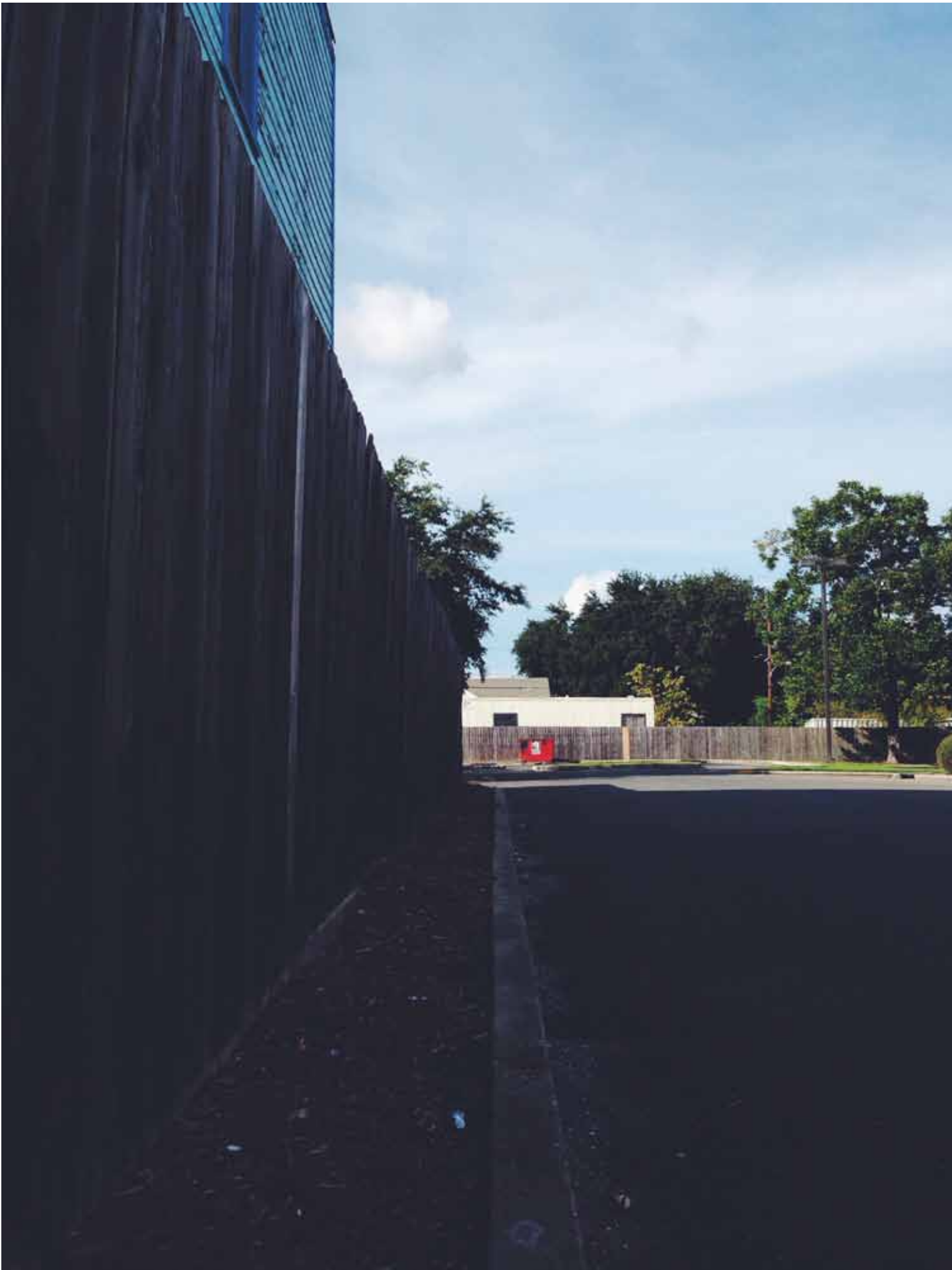
## PART II

The project continued with the inclusion of site photography, and now forms a growing portraiture collection of American sub-urbanism. As unplaces, these sites are saturated with presence despite their residual nature. It is the experience of that presence that makes unplaces energetic pockets of possibility. There is an invisible energy in such sites that makes one feel like every thing in the world lay in anticipation for something small, even mundane, to happen that could change everything.

**[un-place.tumblr.com](http://un-place.tumblr.com)**







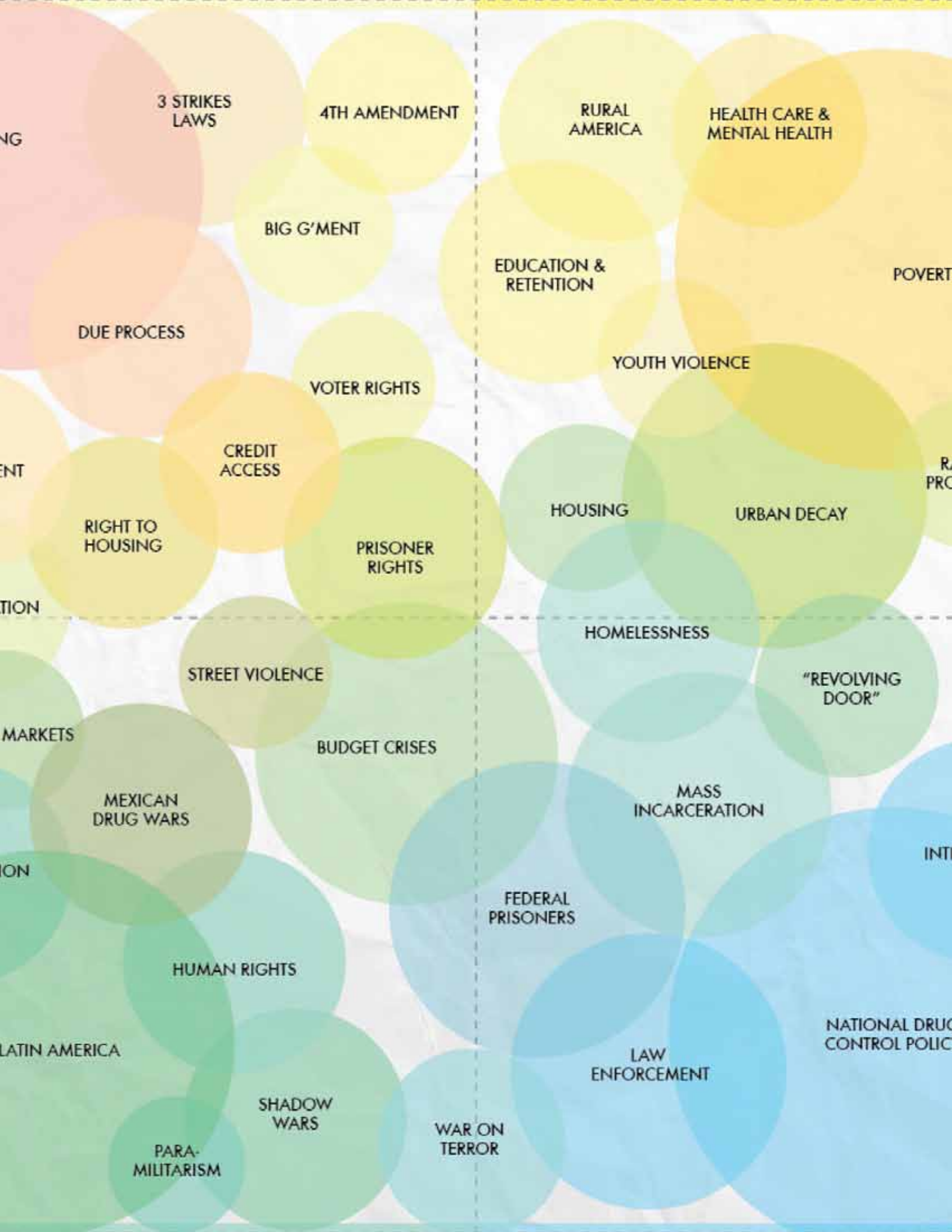


# WAGE REASON

How can a mass participation social movement help put an end to the destructive legacies of the War on Drugs?

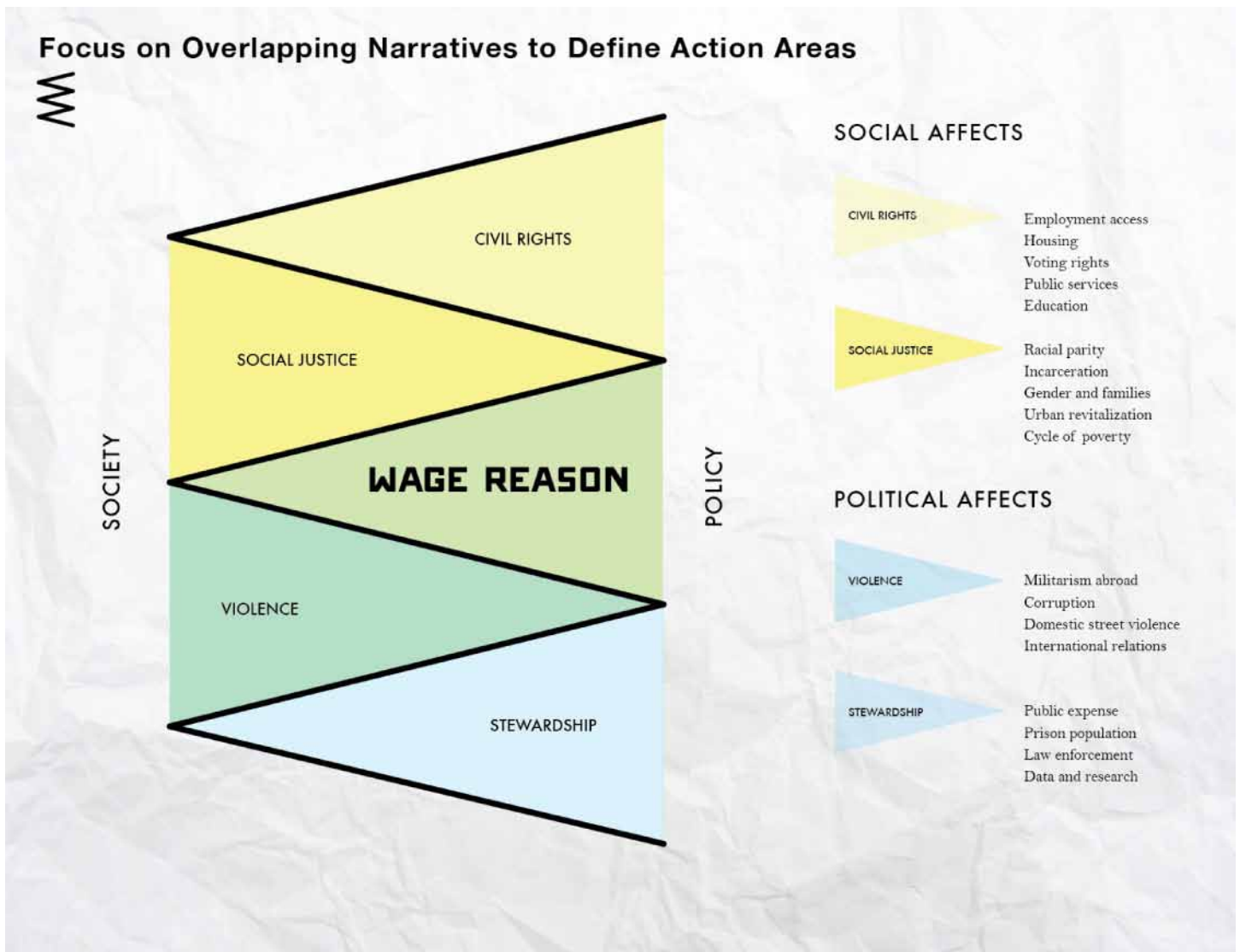
Wage Reason is a hypothetical mass participation social movement created as part of a recruitment exercise for a senior strategist position at a firm specializing in social change movements. The assignment allowed five days to research and develop a strategy for building a movement around ending the War on Drugs—a common name for a complex web of multi-layered policies, statutes, social and cultural perspectives, and military initiatives that, since the 1980's, has proven ambiguous success for a great deal of unambiguous destruction. The proposed campaign identified four categories of advocacy drawn from an exhaustive landscape analysis of War on Drugs factors and a consideration for likely partnerships.

- 1** Identify four keystone topics within the drug policy landscape to build a core to the movement
- 2** Merge overlapping narratives to create calls to action
- 3** Build a framework for buy-in and support based on the four keystone topics
- 4** Highlight the best pathways for collaboration between funders and partner organizations



## HOW CAN SOMETHING THIS COMPLEX BECOME TANGIBLE?

Wage Reason organized its campaign around four keystone topics that were clear enough to give the movement compelling focus while tangible enough to provide pathways for on-the-ground action. The movement architecture assigned all end goals into one of these keystone topics, and described a continuous path of action that tied related narratives together. The result is a lightning rod through the complex issue of drug policy that defined both a clear path to follow and linked root causes to a bottom-up action strategy designed to give the movement a snowball effect: start to fix civil rights to promote social justice to eliminate incentives for violence to reduce the burden of public resources. By strengthening social vulnerabilities, Wage Reason would weaken the political demand for wasteful, ineffective, and unjust policy.



# Creating a Habitat for Buy-In and Tools for Action

W

## SOCIAL JUSTICE

1. Make racial parity unambiguous to the public with solid, simple data
2. Arm stakeholders to demand change in local law enforcement
3. Nourish our cities by activating youth in tangible, meaningful experiences

## COLLABORATION STREAM

Bind together movement goals with a multi-faceted groundwork for campaigns and partnerships

## STEWARDSHIP

1. Map public spending nationally and locally and connect it to real success data
2. Bring the War on Drugs home with a ZIP-based dashboard showing local demographics related to enforcement
3. Educate decisionmakers about the real costs of punitive policy v. prevention and treatment

A CONTINUOUS PATHWAY OF INFLUENCE

## CIVIL RIGHTS

1. Tell stories of civil disenfranchisement
2. Educate the public about non-violent crime
3. Compile resources for housing, education, rehabilitation, legal aid, and or kinds of assistance for drug offenders.
4. Draft real, straightforward laws

## COLLABORATION STREAM

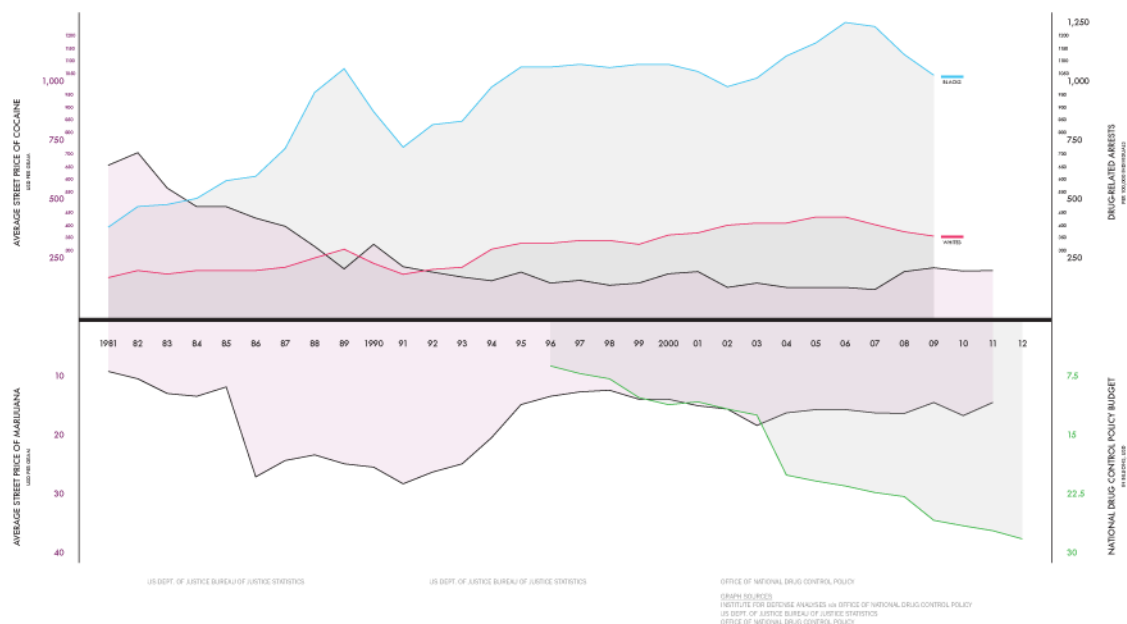
Add value for funders through multi-nodal action

## VIOLENCE

1. Track federal disbursements to foreign nations based on enforcement v. social aid
2. Fight corruption with transparency oversight
3. Hit the streets both locally and with sister movements abroad

## COLLABORATION STREAM

Diversify movement and campaign partners by tapping government and other non-profits



An inconsistent story: The street price of common drugs and enforcement efficacy



# LIFEMAP

A web app for map-based journaling that keeps place a part of social bonds in an age of disparate geography

When I was 16, I spent the summer in Rome. During the day, I traveled all around the city, often on foot, to explore the landmarks of Rome but also the quotidian, unspectacular neighborhoods to get a sense of place that was grounded rather than construed. To remember these explorations, I highlighted on my map of the city every street I walked down, so that I could at a single glimpse understand Rome as a city of my own construction, with its own map, its own stories, and its own meanings. Years later, after working on Dew, this inspired an idea for a new web app I call Lifemap.

Here I present a UX case study for how Lifemap might be built. Its base layer, like Dew, is a map on which users trace roads, drop placemarkers, or draw regions. Each element represents an event (loosely defined), and is assigned to a story. Stories in turn can be shared between users, resulting in individual maps aggregating into a collective map across a user's social terrain.

### How do people tell stories?

Connect characters to other people and other stories as a way of contextualizing what is otherwise subtle. Plot goes through a cloud of tangents and contingencies, rather than remaining close to the ground.

### Are experiences linear or spherical?

Focus group mode is dead wrong. Travel is curated spontaneity, seeking and celebrating multisensorial immersion in the uncanny.

### How do you display information in the form of experience?

Both information that conveys experiences and that is experience, such as a photograph supplemented by sound, a dynamic map, or an interface that is graspable as an entity to be held.

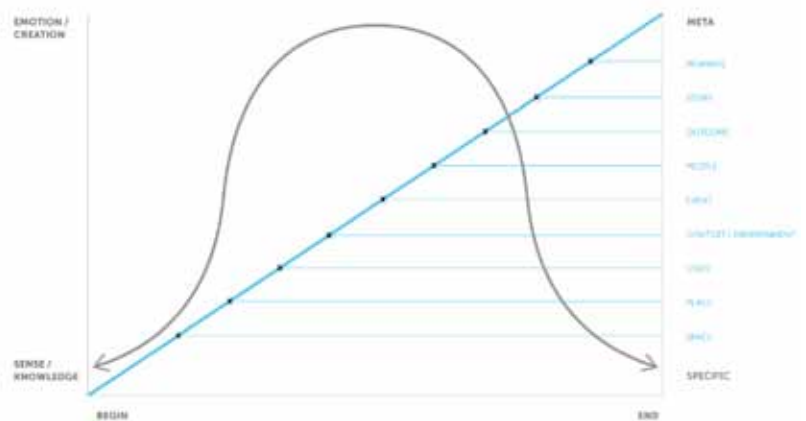
### What's the balance between useability and sensuousness?

Layers allow a user to access multiple parts simultaneously despite shifting scales and types of information. Goal isn't to customize, but to allow curiosity to build conviction.

## ASK BETTER QUESTIONS FIRST

What exactly does an experience entail, and what is the value in sharing it? Why does stories become collective at all?

The first UX wireframe for Lifemap is a list of questions addressing the basic questions of a life story. From here, the project gets a bit more complicated. With no precedent for using maps to trace the continuation of one's life, how do you lead the user to bridge the conceptual and tangible divide between reality and representation? It requires a different approach to storytelling—not journalistic, but immersive and multi-dimensional.



map   new   thread   share

**Where were you?**

**When was this?**

**What happened?**

**Who was there?**

**What was the context?**

**What did it look like?**

**What was the consequence?**

**What does it mean?**

**What's your story?**

**What comes next?**

INDIVIDUAL

MUTUAL

<p>Where were you?</p> <p>When was this?</p> <p>What happened?</p>	<p>Who was there?</p>
<p>What was the context?</p> <p>What did it look like?</p>	<p>What's your story?</p> <p>Share it.</p>

PERSONAL

SHAREABLE

A.

PRIMARY

<p>PATH</p> <p>YEAR / MONTH</p> <p>SEPTEMBER 20, 2012</p> <p><b>Title</b></p> <p>hipster ipsum band of horses beach fossils skinny jeans austin detroit shinola in new orleans we drove with the top down young and free nonsense remember last time? bike riding through bywater on the brain in the rain again and insane this was all about a lifestyle of people and places if i had to tell you something about myself.</p> <p>CONTEXT TAGS</p> <p>tags, tags, tags, tags, tags, tags, tags, tags, tags</p> <p>PHOTOS AND MEDIA</p> <p>PHOTOBOARD</p>	<p>STORY</p> <p>STORY TITLE</p> <p>WHO WAS THERE</p> <ul style="list-style-type: none"> <li>John Kleinschmidt</li> <li>John Monnat</li> <li>Annemarie Gray</li> <li>Lucy Coleville</li> </ul> <p>COLLECTIONS</p> <p>Collection Title</p> <p>Collection Title</p> <p>Collection Title</p> <p>TELL THE STORY</p> <p>○ ○ ○ ○</p>
--	---

SECONDARY

TERTIARY

B.



Patrick Jones



— 2,74031 | 42,13412 / East Lansing, MI

path [2005](#) / [December](#)



## Winter dinner at the house ★

December 15, 2005



Patrick Jones

21 December 2010

Everybody came up to Michigan for a winter dinner. This was a great experience since everybody involved was either from the midwest or has lived up north for various reasons.

Lucy Coleville

4 days ago






This was when your dog got hit by a car, right? Didn't your mom have to calm your little sister down by spiking her cider with crushed valium? That was awesome.

John Kleinschmidt

3 days ago

Nope, that was the Honays who had the crushed valium. But you're right Lucy; that dog got the Reggie Evans!

who was there

-  John Kleinschmidt
-  John Monnat
-  Annemarie Gray
-  Lucy Coleville
-  Betsy Ramaccia

in the story

[Winter 2005](#)

context

[Christmastime](#), [NOLA friends](#), [winter](#), [crabapple tree](#), [midwest](#), [rootveg](#), [dog](#), [freshman year](#)

in the collections

[Christmas](#)  
[Travels back home in college](#)  
[Life with Betsy](#)

Posted August 12, 2013, 06:17 PM

### FINAL UX/UI

Each Lifemap element opens as an overlay on the map. Friends who are part of a story are part of a collective map as well. As people maintain close ties regardless of geography, Lifemap helps return place to our most meaningful social bonds.