



## **INCLUDEUM:\* An LGBTQ Museum/Cultural Center**

In this studio, we will reinvent a mid-century building in Eugene into an LGBTQ museum/cultural center. Inclusionum will be a center for the LGBTQ individuals to illustrate their past and present challenges and achievements and for the city to celebrate its path towards embracing differences. In addition to the exhibition, Inclusionum will provide educational and social services.



Programming is an important component of the winter-term studios. Students will work in groups to develop alternative programs. Readings, case studies, site visits, context analyses and interviews will supplement program development. Beside temporary and permanent galleries, a typical museum program includes service/support spaces such as lobby, storage, laboratory, library, offices, and café. Today's museums often engage in various cultural activities. Lectures, classes, and workshops are common features. The list, however, goes beyond what traditionally would be acceptable. For instance, the desire to attract more people, coupled with financial needs, has encouraged many museums to lease their spaces for different public and private events. This, in turn, creates a design challenge for adapting the space to some rather heterogeneous activities. The programming team will address such challenges and opportunities and provide design principles and suggestions.



The winter-term studio also focuses on human-centered design. We will practice applying universal design principles and wayfinding techniques. We will also explore the impact of the built environment on human experience, behavior, and performance. We will use the theme of this museum (the challenges/achievements of the LGBTQ individuals) as an opportunity to practice creating forms and spaces that facilitate meaningful experiences along with architectural expressions.



This studio project also engages with the issue of diversity and inclusion. More often than not, we design for people with whom we do not entirely identify. As humans, we inevitably approach the unfamiliar through our familiar categories. As a result, despite best of intentions, we tend to reduce the richness of individuals and communities into identity labels, and thus the complexity of design problems into simplistic solutions. Throughout the course, we will discover some of our subconscious biases and revisit their effect on our design decisions. The scope of this investigation depends on students' interests and their level in IARC or ARCH programs.

In addition to the usual studio activities, students should expect field trips, interviews, teamwork, assigned readings, 3D modeling, iterative and parallel designs, pin-ups and peer reviews.

\* The term "inclusionum" is borrowed from a group of scholars focused on inclusion in museums. (<https://inclusionum.com>)