Film Mosaic 2023:

LEAVE NO ONE BEHIND

Intro

Design and architecture are everywhere. Your school was designed by an architect who had a vision and there are several reasons why it looks the way it does. The road you cross on your way to school was designed by an urban planner. And the park you spend time in after school was planted for that same purpose. When architecture and design work best, everyone is included and can feel welcome in a place. Unfortunately, design often takes its inspiration from an idealized reality or what we may call the 'perfect human being', even if one such thing does not exist. And for this reason it is easy for some people to feel excluded from a building, a city, or a place.

In the following material we will have a closer look at what can be considered inclusive design, why it is important, and where design can sometimes fail. We shall take our starting point in a series of films produced by a group of young people. It is important to remember that these films have not been made by professionals and for this reason

they may have minor visual errors. All films have been made for Copenhagen Architecture Festival's project Film Mosaic: Leave No One Behind. You can find more films about inclusive design at this link <u>here</u>.

The material and the films included are centered around issues such as: Who are cities built for? Can everyone live in the city in the same way? What makes a city well-functioning for everyone? How do we make sure every group in society can use the city suitably?

The title of this project "Leave No One Behind" is borrowed from the UN's agenda on Sustainable Development. The UN's Sustainable Development Goals (SDGs) are 17 goals meant to make the world a better place for everyone, a wish and promise for everyone to be included. The SDG II 'Sustainable Cities and Local Communities' is especially relevant to the topic of this educational material.

"Leave No One Behind" has much to say about inclusive design and architecture. Inclusive design takes everyone into account. There is a long line of design actions that are important for everyone to feel safe and welcome. In our everyday lives we might not think as much about architecture and design surrounding us unless it causes problems for us.

In the following material we shall look at the experiences of different groups that need to be taken into account when you design and plan a city. Each group has its own section with one or two films attached, and a number of accompanying questions to be used for reflection contemplation – to be done alone, with a partner or the entire class room.

As an introduction you are going to watch the entertaining **I'm Aware**, which covers several of the topics we will discuss later.



I'm Aware by Farhad Isgandarov

- What challenges does the film show?
- What challenges do you know of?
- Is it a good film?

Economy

The economy and architecture are obviously connected, because we need to buy a place to live or go purchase goods in shops designed by architects. Economic relations have an influence on the way space is designed, private and public. For sure you have noticed the differences between houses for higherincome and lower-income families, between expensive shops and cheap shops, between rich neighborhoods and poor neighborhoods. There is a trend in the way cities around the world are developing: areas where traditionally ordinary people lived are being redeveloped, new expensive buildings are being built, and the prices of housing are rising so much that it's changing the demographic of the people living in the area. This development trend has a proper name, gentrification. The effects of gentrification are that people with a low income are slowly forced to move away from their neighborhood. Will cities become places where only rich people can live? How can we design cities so that they do not push out and exclude less rich people?

Task:

Try and think of a simple design-idea that would make life easier for a specific group of people in your city. Describe your idea and the people it would help.



One Man's Trash, Another Man's Treasure by Mattia De Vito

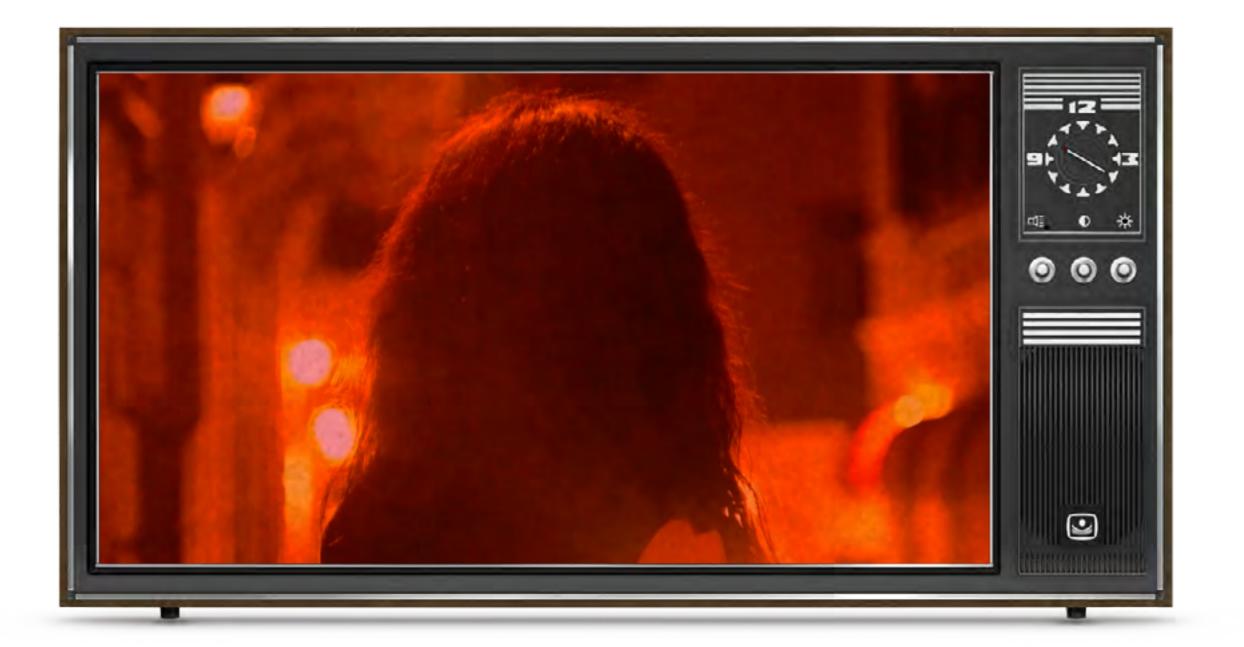
- Is the deposit shelf a good design? Why? Why not?
- Would you use the deposit shelf on the bin? Why? Why not?
- Who is allowed to take a bottle from the deposit shelf?

Gender

Gender and sexuality must not be overlooked when we have to plan our cities. Typically, most women express concern with issues of safety in regards to uncultivated or dark areas of a city, or uncomfortable feelings in regards to narrow passageways. Many non-binary people also experience more exposure in public spaces than people with more traditional gender-statements.

Task:

Think of solutions to help people who feel more exposed and vulnerable in public spaces. The film you just watched focuses on a young woman, but your solution can be for everyone in your city.



The darkness in the light by Rana Ahmadova

- What is the film about?
- Is there a difference between what men and women have to think about when they stroll through the city?
- Are there times or places where you feel unsafe walking alone?
- The main character does several things to feel more safe, can you name some of these?

Age

Age plays a role in how we experience our surroundings, and different age groups have different needs. If you're old you may walk slower and have trouble crossing the street within the short time of green light. If you are young you may find yourself in need of a place to play ball with your friends. Not every city area takes the needs of different age groups into account.

Task:

Find a place in the city that is suited for a specific age group and make suggestions to how it could include other age groups.



One more Round by Ali Baghirov

- Did the kids find a good place to play?
- Who has more of a right to use that place, and why?
- What do you think the kids and the driver say to each other?
- Could design/architecture solve the conflict that arises?

Physical abilities

If you do not have any physical challenges with your own body you probably won't think much about it on a daily basis. But the people who do face physical challenges have special needs in public spaces. Fortunately, many new buildings have been designed to make sure everyone can move about safely and without many difficulties. But if you have trouble walking or poor sight, it can prove challenging to move through the city. Some find themselves physically challenged permanently, while others will only experience it for a period of time.

Task:

Take a walk in groups of two, each choosing a physical ability not to use, this could be sight, and then talk about how you experience your surroundings as momentarily disabled. How could the space around you be designed better in order to be more inclusive for disabled people?



Exposure by Tata Koiava

- The young woman in the film declines help multiple times, why do you think that is?
- How would your walk through school be like if you had to walk on crutches?

Regulation 1

Who really controls our home? More and more, government regulation determines the frames of the way we live. There is a long list of rules of how we are allowed to build, how tall buildings can be and what materials we are allowed to use. The way we choose to decorate our home, however, is entirely up to us.

The two films we are about to watch each represent different approaches to what a home is and who is in charge of it.



Sorted Chaos by Ana Barjazde

Regulation 2

Who really controls our home? More and more, government regulation determines the frames of the way we live. There is a long list of rules of how we are allowed to build, how tall buildings can be and what materials we are allowed to use. The way we choose to decorate our home, however, is entirely up to us.

The two films we are about to watch each represent different approaches to what a home is and who is in charge of it.

Task:

Who decides the way your home is designed? Describe your own home in just ten words.



Leave Everything Behind by Farshid Nasrabadi & Samaneh Mohseni Hosseinabadi

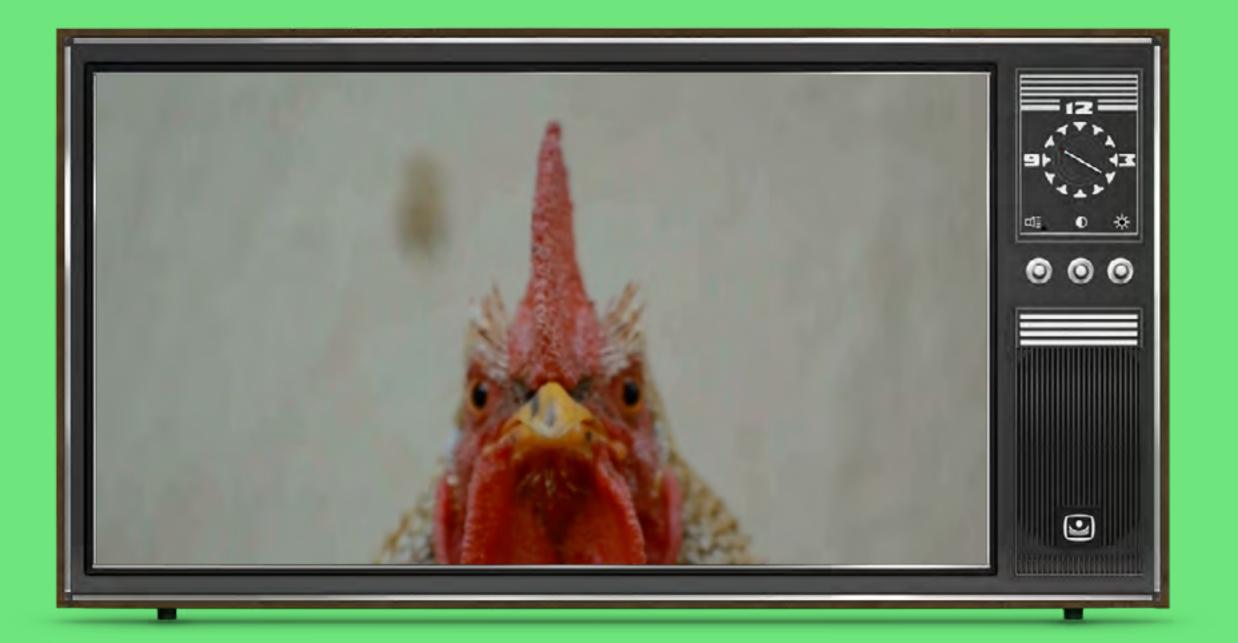
- What makes a good home?
- Where would you rather live and why?
- Find a positive and a negative thing for each building in the two films.

Other species

Traditionally cities and their architecture are designed for human beings and are seen as something opposite to nature. But we also know that people live close to animals in the city. There are birds and other animals living wild in our parks and streets. Of course there are some animals we would rather be without, such as spiders in our beds or mice in the basement, while other animals are the cause of joy and safety. Some people even proclaim that a dog or a cat can be a close friend.

Task:

Think of an animal you have a close relationship with in your home or city, and describe the environment where this animal lives and what this relationship means to you.



Chicken by Anita Szentesi

- Is it important for people to be in contact with animals?
- Where are the best places in the city for animals to live?
- The chicken in the film is well off, is it possible for animals to be spoiled?

Make Your Own Film

We would like for you to make your own film about your own city. The following is a line of suggestions you can focus on and a number of practical advice for a simple film production. You are more than welcome to record the film with your mobile phones. The film should span 1-2 minutes – no more! It would be a good idea to form groups of 2-4 people to make one film.

Inspiration for themes:

- 1. Make a movie about your favorite location. Show why it is such a wonderful place and who uses it. In the film you can explain who feels comfortable, safe and included in this location and who does not.
- 2. Vox Pop is the voice of the people. Perform a series of interviews with people in your city where they tell you what they like and dislike about your city. Remember to tell them why you are making this film.
- 3. Make a film about your path to school. Focus on the places where design and architecture are inclusive and the places it is not.

5 pieces of advice for shooting a film



1. Microphone

It is not a given that you will have a microphone but pay special attention to the sound in your recordings. Make sure you film in settings without too much background noise. Also make sure to listen to your recordings right after shooting it to make sure the sound is as it should be. If the sound is poor you may have to do it again.

2. Light

It is rarely necessary to use extra or artificial lights. But remember to pay attention to the fact that the more light you have the better pictures you will have in your film. You should also pay attention to backlight, which is when you film against a primary source of light (this could be a window).

3. Camera Tripod

If you do not have a tripod it is important to remember that calm movements make the best pictures and are the most pleasant to watch for everyone.

4. Magnifying Glass

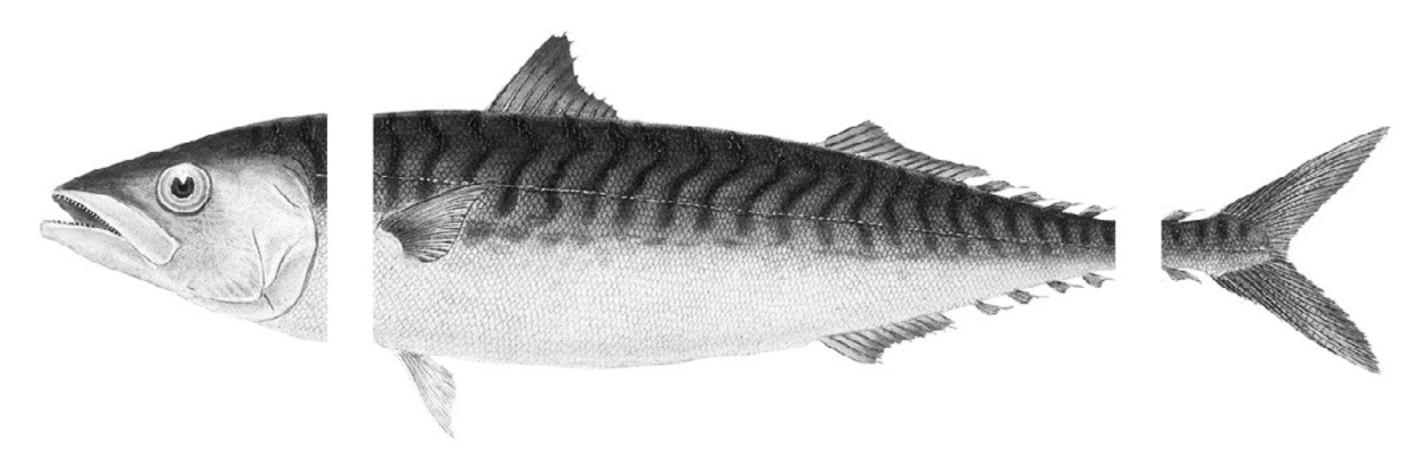
A close-up makes your film exciting and visually dynamic. And if anything is important it is the close-up that underlines the area of focus for any audience.

5. Scissors

It is important to edit your film. There will always be small details that need editing or things that need to be re-filmed. Use your available software on your phone or computer, such as iMovie.

Always remember to flip your phones horizontally when filming!

Your Movies Is a Fish



Beginning (Head of the fish):

Just as a fish can get caught, your movie will want to catch your audience as well. Make sure there is something exciting in the beginning that gives the audience reason to watch it. It could be a good presentation of what we're about to see.

Middle (Body of the fish):

A fish has a decent amount of meat on it, so should your film have as well. The middle of the film is where your audience should be able to understand the issue or the story you want to tell.

Ending (Tail of the fish):

A fish can wiggle its tail and make small splashes. Your film should be able to do so as well. Make sure the end of your film is significant enough for your audience to understand it has finished. And if there is a crucial point to your short story, the film could end with this.

Show your film to the rest of the class and use it as a starting point for a talk about inclusive design where you live.

Have fun!

Produced by:

Produced for:

Lommefilm J







