

NOBEL PEACE PRIZE FORUM

INSPIRING PEACEMAKING

PEACE

BY

DESIGN

**CONCEPT PAPER FOR A HIGH-LEVEL
DIALOGUE AND WORKSHOP AT THE
2017 NOBEL PEACE PRIZE FORUM**

Title	Peace X Design (“Peace by Design”): Building the Cosmopolitan Canopy and fostering Dialogue Cities	
Description	A discussion of how to reduce violence and racial tensions, improve police-community relations, and reduce socioeconomic inequities in cities	
Central question	How do we design and govern cities so as to facilitate dialogue, create opportunities, and reduce violence within them? How can we draw on the lessons of the NDQ in this work?	
Project Manager	Leah Wilkes (organizer) and Steve Kelley, Humphrey School (moderator)	
Participant	Affiliation	Status
Elijah Anderson	Yale University	Accepted
Tom Fisher	UM Design Center	Accepted
Kim Norton	Rochester Mayoral Candidate	Accepted
Toni Carter	Ramsey County Commissioner	
Lars Christiansen	Reconnecting Rondo	Confirmed
Abe Bendheim	Studio Gang	accepted

Peace X Design Principles:

Peace and war entail the absence or presence of various forms of violence--human activities that shorten, reduce, or end lives and destroy the natural and social foundations necessary for humans to lead meaningful lives. War represents the most obvious, the most destructive form of that violence--organized, large-scale destruction carried out by military forces. Avoiding the situations such as what we now see in Syria, Iraq, or Afghanistan is at the heart of peacemaking. Ending such wars can bring about

peace, but this kind of peace--often referred to as “negative peace”--does not ensure the kinds of conditions that will lead to full, rich lives.

Structural violence--the ways in which societies and economies are set up today in ways that limit opportunities or resources to some people--diminishes opportunities and kills millions every year. Structural violence is a far more destructive problem today than war or terrorism, even if it receives less attention in the media or academia. Poverty, hunger, water contamination, preventable diseases, unsafe work and living conditions, car accidents, gun violence, crime, and preventable accidents constitute a range of threats that fall under this umbrella of structural violence. Fostering societies, cities, and economies that build “positive peace” is an ongoing challenge, one that “design thinking” can facilitate.

Our cities, organizations, and schools themselves are repositories of our collective knowledge: our cultural DNA. They are an evolving record of what has worked and withstood the test of time; they are the product of iteration and learning. This wisdom includes our ancient and sacred texts, as well as contemporary institutions, which are simultaneously sources of wisdom, but also of outdated values and power structures. This collective accretion of knowledge manifests in what is called state capacity, or the structures of civil society; they create the networks and webs of interconnection that facilitate dialogue in divided societies. They can also form the basis for reaction and backward thinking, as they can reflect the power associated with conquest, patriarchy, the fossil-fuel economy, and heteronormativity.

The PeaceXDesign workshops relate to various concepts and theories in the fields of peace studies, geography, and international relations--the geography of war; the idea of peace parks (in MPLS, at U.S.-Canada border and numerous other locations); the problem of walls and borders, spatial segregation and racialized spaces; the way new mobile information technology (the proliferation of screens and handheld devices) has separated us in our public spaces while connecting us in virtual ones; the decline of social capital; and what constitutes “safe spaces” or “peaceful” classrooms on our campuses.

With PeaceXDesign, we imagine spaces within which there is a fundamental respect for our common humanity: spaces within which people can “be themselves,” be respected, be supported, and welcomed; a space that is safe, that nourishes, and provides the resources needed for people to thrive. Yale sociologist Elijah Anderson paints a picture of such urban spaces as constituting a “cosmopolitan canopy.” At its core, peace in our communities requires us to sit down in the same space and engage in dialogue across

lines of difference. To speak our needs, hear the needs and lived experiences of others, explore common solutions, and work together to realize a shared vision that is a compromise among the varied values and priorities of a community. These are not spaces free of tension, disagreement, or power dynamics, since these are inherent in any social interactions. But these spaces can facilitate the constructive navigation and processing of those tensions and power dynamics.

This conception of urban positive peace requires as well an economy that is people-centered and provides meaningful work. Within well-designed, peaceful cities, people should find a sense of purpose that gives meaning to their lives and allows them to feel that they are contributing: this can constitute a form of civic religion or a new sense of vocation grounded in the needs of our communities. This is a particularly pressing concern on a planet heading toward 9 billion people, rapid urbanization, all while undergoing what some characterize as the “4th revolution” in technology with increased mechanization, robotics, computerization, and informatics. The industrial era, driven largely by fossil fuels, is drawing to a close and new energy-technology-information regime is rapidly evolving; social values are in transition as norms of gender, family structure, and racial diversity are all in flux--all of which creates challenges for urban planners and civil society.

PeaceXDesign invites planners, designers, engineers, architects, activists, change agents, artists, and engaged citizens into the act of democratic and agentic co-creation. Grounding our work in the specifics of time and place, this workshop responds to the needs of our community members and the ecological context on which our lives and economies depend. We will work together to explore the design spaces, at varying scales, that are conducive to the peaceful or nonviolent resolution of conflict or tensions and the promotion of justice, safety, and sustainability. How do spaces structure the flows of people, separate them, sort them, lead them toward understanding, trust, and communication, or violence, fear, and disconnection?

Thinking in the longer term, these workshops will work toward design charrettes for buildings, rooms, parks at four scales (imagined as cycling through on a four-year cycle):

- Devises or engineered solutions to problems such as water contamination (2019)
- Buildings, Meeting spaces, offices, classrooms, museums, auditoriums (2018)
- Urban planning (including zoning) and infrastructure (2017)
- Nation-state: borders, global flows: think about peace parks and open borders, globalization, and the connectivity of the world wide web (2020)

The focus for the PeaceXDesign workshop at the 2017 NPPF will be at the urban scale--examining how cities can be designed in ways that foster positive peace and reduce structural violence.

The 2017 Forum will examine four case studies that engage with four different dimensions of urban peacebuilding: physical infrastructure (land-bridges); public health dimensions of urban planning (Rochester, MN's Destination Medical Center plans); Police-community relations (the Polis Station idea from Studio Gang); and Dialogue Cities idea (Nansen Center and plans for Minnesota's hosting of Expo 2023).

Participants: 50, including design students,
 Location: Rondo: Hallie Q. Brown Community Center.
 Case studies and dimensions of urban peacemaking:

<u>Scale:</u> Neighborhood	<u>Scale:</u> Regional/State	<u>Scale:</u> National	<u>Scale:</u> International
<u>Dimension:</u> Infrastructure (physical bridges and healing)	<u>Dimension:</u> Cities and Health	<u>Dimension:</u> Institutional Peacebuilding	<u>Dimension:</u> Dialogue and social structures
<u>Case study:</u> Rondo Neighborhood (Reconnect Rondo)	<u>Case study:</u> Rochester, MN (Destination Medical Center)	<u>Case study:</u> Chicago, IL (Studio Gang – “Polis Station”)	<u>Case study:</u> Lillehammer, Norway (and other Dialogue Cities)

There will be four groups of 8-10 participant/delegates per group – delegates that sign up for the Peace X Design workshops will be sent information about each Scale and Dimension so they can select one. The overlay of “Scale” and “Dimension” allows for expansion of people’s interest. For example, though they may be from Colombia or Ghana, they may be engaged in infrastructure projects at the neighborhood level in their countries of origin and would be interested in the “Neighborhood” area as an example of what they can do. Alternatively, there may be students who are interested in working in larger urban settings on police/community relations and would be interested in the Chicago model.

Use of “Open Space Technology”

This approach assumes everyone is an “expert”

- Create an idea marketplace before the event. Maybe online, corresponding with participants before the event. Or right at the beginning of the event.
- o Delegates are sent information once they have signed up for Peace X Design. That information will be about the Dimension and the Project. Based on this information, they will select one. We will “cap” sign up for each group at 10 to insure equal participation in all areas.

§ Question – how/what information do we gather, limits on how much, how will it be disseminated and how will people sign up?

Experienced Experts, Planners, Designers, etc. for critique, facilitation and feedback

Role of experts – to be actual participants in each area where they would be in that group and remain there or would they be “floaters”, moving amongst the groups to help with ideas or process?

Facilitators - Steve Kelly, Tom Fisher, Abe Bendheim and other designers. To keep the process moving on schedule and offer suggestions if they are stuck. Would we have a process for deciding what our input will be?

- Urban planners, landscape architects, MCAD designers – Suggestions
- Carissa Slotterback – Humphrey School of Public Policy– land use planning, sustainable development, urban planning
- Fernando Burga – Humphrey – land use planning, race and diversity, and ethnicity, sustainable development, does design thinking with his students
- Sandy Wolfe Wood – Designing Change – public interest design

Detailed schedule and agenda:

Sept. 1: Concept papers distributed for each of 4 case studies:

- Describe the project, status, and goals (actionable annual projects related to SDGs at the urban scale)
- what is the design challenge to address during the HLD? (could be structural, political, social, cultural, institutional, aesthetic, environmental)

Solicit suggestions and ideas for responding to design challenge identified in each of four cases: due by Sept. 10

Wed. Sept. 13:

830 meet in Rondo

Guided Walk with local Rondo guide: Freeway, J.J. Hill, community garden, end at Hallie Q. Brown Center

1030-12 Leah Wilkes, Steve Kelley, Lars Christiansen, orientation and introduction to design thinking and urban planning for student delegates and other interested parties; introduction of the case studies: Reconnecting Rondo; Destination Medical Center (DMC) in Rochester; Polis Station (Chicago and NYC, Studio Gang); Dialogue Cities (Nansen Center and Bridge Museum)

12-130 Networking lunch

2-5 Problem identification and an ideation session with community members: design thinking process

7 Reception at Norway House (at Chicago and Franklin Ave. in Minneapolis)

Thursday, Sept. 14:

9-12 Prototyping with urban planners and architects (Fisher, Kelly, etc.) at Hotel Ivy

12-130 networking lunch

1:30-3:30 Combined report out with Red-Blue Dialogue, Peace Education, and Peace X Design (10 min. Summary from each group, followed by 20 min. Discussion and Q&A)

Conversation and networking with all keynote speakers present: Elijah Anderson, Alfredo Zamudio, Randy Newcomb (Humanity United), Ray Yip, Ambassadors, etc., possibly some members of the NDQ

3:30 - 5:30 SDSN Session (see below)

6:30 VIP Dinner (The Machine Shop)

Friday, Sept. 15:

330-500 Closing plenary reporting out on HLD:

4 ideas on peace by design: Anderson, Norton, Fisher, Carter (moderated by Steve Kelley)

Announce plans and annual project for Reconnect Rondo and SDGs, Dialogue Cities, etc.