- a particularly broad and interdisciplinary subject area;
- working at scales from the street corner to the region and beyond;
- having many project durations, both shorter and longer than those of architecture;
- encompassing multiple decision makers, and designers, and multiple cultures, and requiring an understanding of the decision processes and the group values they purvey;
- creating multiple connections—physically and across disciplines;
- offering complex vocabularies, different from those of architecture, for describing urban form. These vocabularies, culled from the definitions of Crane, Lynch, ourselves, and others, define and aggregate urban form in various ways related to both scale and subject matter;
- entailing understanding of the urban polity and the many roles available for urban designers within it;
- and involving fights about anything from equity to iconography—amicable fights, we hope.

Urban design must help mediate between the needs of users of buildings and of people in the wider community. The outside spaces of the building are not merely there for looks, and the inside spaces are not the business of its owners alone. The adjudication between inside and outside is the concern of everyone, and more than aesthetics is at stake; the individual and the community must resolve some aspects of their sometimes conflicting needs through urban design.

How we should train people for this complex profession was much on the minds of the original conference conveners and has been a thread through this essay. Despite my criticisms of the Penn urban design program, I still think that the best way to train urban designers is to set them within a strong architecture program but then hold them in "creative and even painful tension . . . (with) a skeptical, critical, social sciences-based department of urban planning."[40]

I believe Crane's Harvard-learned pedagogy and his studio methods, and ours developed from his, are good for keeping focus on the design aspects of urban design. They also keep designers from neglecting the broad societal content that will be important to them in practice and that should be central to developing the urban design discipline. I have in mind perhaps a dozen studios that could be fun and entail the inspired research that grips students while bringing