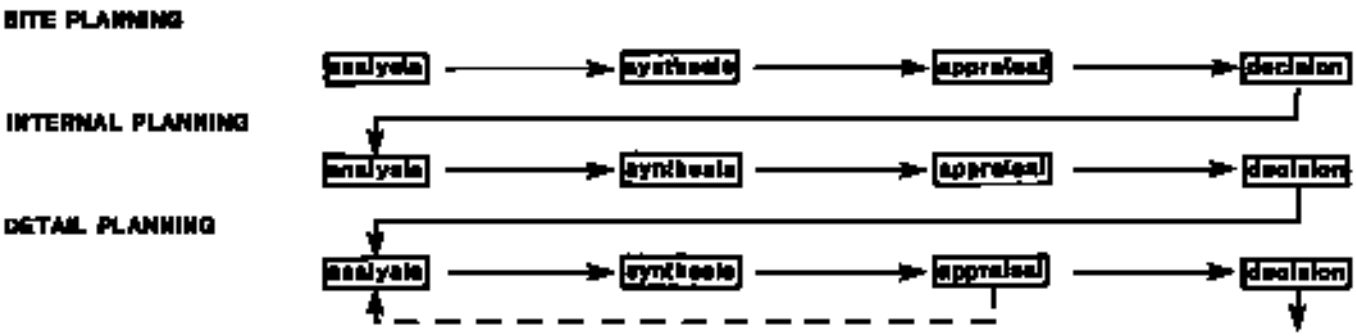

Figure 1.1 Architectural method.

and then express in built form, the needs and aspirations of the client group or citizens. How does the city builder design to best serve the community's needs? How can the designer ensure that the end product is both culturally acceptable and sustainable? What methods and techniques are best suited to this purpose? These are questions which are relevant considerations for those in the city-designing professions. An important aspect of a designer's skill is the development and use of a menu of techniques of public participation for incorporation into the design process. These techniques range from anthropological studies establishing essential cultural data, user studies and planning surveys, through informative techniques such as the exhibition, press notice and other media means of communication, to administrative procedures such as planning appeals and public inquiries. People's views can also be elicited at public meetings or sought through the electoral process by the inclusion of planning matters in political manifestos. Finally, there is a group of more active forms of participation, such as community design exercises, self-build operations and procedures for community administration and control.

THE URBAN DESIGN PROCESS

The RIBA practice and management handbook divides the design process into four phases:

- Phase 1 *Assimilation*: the accumulation of general information and information specially related to the problem.
- Phase 2 *General Study*: the investigation of the nature of the problem: the investigation of possible solutions.
- Phase 3 *Development*: the development of one or more solutions.
- Phase 4 *Communication*: the communication of the chosen solution/s to the client.[21]

The description of design method is taken a little further by Markus and Maver. They argue that the designer goes through a series of linked decisions which form a clearly defined sequence.[22] This sequence is described as *analysis, synthesis, appraisal* and *decision.* The decision sequence is repeated for increasingly more detailed levels in the design process (Figure 1.1). During the analytical stage, goals and objectives are classified and patterns of information are sought. Synthesis is the stage where ideas are generated. It is followed by a critical evaluation of the alternative solutions against objectives, costs and other constraints. Decisions are made depending upon the findings of the evaluation. The decision process, however, is not defined as a simple linear progression: return loops between stages in the process are important, the process being iterative.

This way of looking at the design process for an individual building can be extended to urban design,