

GOLDBERGER: And it's neither a square nor central. (*laughter*)

PIEPZ: And yet there's incredible vitality there. It has diversity and life, people of different races. It's *the* place to go for dinner, rather than Harvard Square or even downtown. I don't know how it got to be like that. I don't know who was involved or what rules operated there. It isn't the product of a great designer, and it's one of these places that are more everyday than unique and one-off like Turbine Hall.

SAUNDERS: So what's the nature of the failure at University Park, and how did Central Square get to be so successful?

CRAWFORD: Central Square just happened. Whenever we have a design intervention there, it's usually horrible.

GOLDBERGER: What I am struck by is not the rightness or wrongness of your point, Dennis, but by how extraordinarily similar your words sound to those of Jane Jacobs forty-five years ago. She too juxtaposed designed places with undesigned places to make the same point. It makes me wonder: "Does the durability of this point of view prove its rightness, or does it prove that our thinking has not advanced in all those years?" I don't know.

KRIEGER: I hope we don't spend three hours debating designed versus nondesigned environments. Behind the scenes, an awful lot of planning action helps prop up Central Square. Its vitality is partially a result of the people who are using it and partially a result of boring things like street improvements and design guidelines, subsidies for store owners, and other policies that help. Maybe they don't create the place and are not *the* cause for its success, but they help maintain its success and have for some time.

MATTHEW URBANSKI: I think the success of Central Square is and was directly related to the economic success of Harvard Square. The money went to Harvard Square, and that enabled Central Square, a fringe environment, to support low-rent places like the Middle East Café and other things that gave it authenticity and vitality. The more like Harvard Square it gets, the more it will lose those qualities.

MOUSSAVI: Normally we consider design a set of values we deploy onto a situation. I think there is another way to generate design: to think of it