Workshop Model

The workshop focuses on the redevelopment of a blighted site in a hypothetical town. Students are grouped into teams to form property companies responding to a call for proposals from a fictional local council.

- Each student assumes the role of a key stakeholder in the development process. Students must reconcile the often-competing agendas to create a well-designed, market-responsive, and sustainable development project.
- Teams address challenging financial, market, social, political, and design issues; develop 3D models of their plans; and present their proposals to the “council”, which awards the development contract to the winning team.
- Each one-day workshop is led by a professional facilitator. The facilitator is supported by the industry volunteers, whose role is to challenge the students to think more critically about land use issues.
- The workshop utilises easy-to-use multimedia resources including a teacher toolkit, 3D models, films, and an app.