

Justice in 2020

Introduction

The Ministry of Justice (MoJ) in New Zealand is currently going through a period of transformation, looking to improve its delivery of modern, accessible, people-centred Justice Services. To enable this to happen, the Ministry also requires environments that enable contemporary work practices and facilitate different types of business and interactions with users.

Ministry of Justice interacts with a number of government agencies and organisations, including Police, Corrections, and the Department of Internal Affairs (DIA), as well as the Judiciary, non-profits and NGOs (non-governmental organisations) which make up the Justice Sector.

The key innovation work that the Ministry of Justice is undertaking currently revolves around moving away from a paper based environment to a digital one, focusing on customer experience through end-to-end service design and delivery, and delivering services in a more efficient and timely manner.

To this end, the Ministry of Justice invites you to imagine how the above might be done in the future, and more specifically how these processes, flows and interactions might manifest in the built environment.

Main Considerations

- What does the justice sector look and feel like in 2020?
- How does the built environment reflect its values and business model?
- Who interacts with, transitions through and uses Justice Services?

Brief

- Develop a design proposal for a new courts building that reflects the future vision of the Ministry of Justice.
- Your proposal will include a master plan for the whole building, with 4 areas developed to detail, one of these should include a court room space.
- The selected areas are to focus around the various 'lines of interaction' in your master plan, considering ways in which the building might act as or facilitate an interface between various user groups, or between a user group and a digital service/system.

Site

The current District Courts, 49 Ballance St, Wellington.

Program

Week 3

Mon. 05th Jul
Wed. 07th Jul

PRE-DESIGN

intro & workshop, establish research groups
site visit , workshop brief, establish design teams

- interval for client feedback and consultation process -

Week 7

Mon. 9th Sep
Wed. 11th Sep

CONCEPT DESIGN

group work
group work

Week 8

Mon. 16th Sep
Wed. 18th Sep

CONCEPT DESIGN & INTERIM PRESENTATION

group work
PRESENT concept design proposals

- interval for client feedback -

Week 10

Mon. 30th Sep
Wed. 2nd Oct

DEVELOPED DESIGN

group work
group work

Week 11

Mon. 7th Oct
Wed. 9th Oct

DEVELOPED DESIGN

group work
group work

Week 12

Mon. 14th Oct
Tue. 15th Oct
Wed. 16th Oct

DETAIL & FINAL PRESENTATION

prepare for presentation
5pm hand in
PRESENT final developed design proposals

Learning Outcomes

1. Demonstrate an understanding of the relationship between a given site and design intervention.
2. Manipulate spatial relationships for the specific needs of complex social, cultural and technological interfaces.
3. Construct a spatial materiality through manipulation of built form, finish and object creation/specification.
4. Integrate the requirements for systems and technology within a conceptual design proposal.
5. Consider design to detail through an appropriate visual expression.

Project Requirements & Assessment Criteria

DESIGN PHASE	DELIVERABLES	ASSESSMENT	WEIGHTING
Pre-design	evidence of DESIGN RESEARCH; documentation of the design process from week one through to completion	richly researches site, program, planning, service design and spatial typologies and translates these into spatial designs	20%
Concept design	evidence of DESIGN-THROUGH-DRAWING / MAKING; documentation of the design process from week one through to completion	shows evidence of research and making at your workspace in the studio, and demonstrates genuine engagement with the brief, site and client	20%
Developed design	DRAWING scale drawings [site plan/master-plan, detailed plans, sections & elevations, construction details] MAKING scale models, parti-models, prototypes and 1:1 material explorations VISUALISATION renders, multi-media and/or time-based work where appropriate	makes evident a strong and cohesive design process which shows development from an initial spatial idea to a developed scheme, through details, materiality, construction/structure, planning and program	30%
Presentation	PRESENTATION of your design proposals in a chosen format to best 'sell' your work, to be well considered and well crafted	employs methods of expression of the project which are related to and derived from the research and development process and ensuing spatial and programmatic concepts, and which are convincing, evocative and well crafted	20%
General	GROUP WORK	demonstrates individual engagement with and contribution to the group project to produce a coherent design proposal	10%

HAND IN:

- All work to be digitally documented and submitted to course dropbox by **5pm of the day before the final presentation**, following file naming standards.
- Web archive submission (required): 3-4 hero images, title, sentence summary, paragraph description.