

Article

Town Planning and design prospects from Turkey: Bursa/Iznik and Kocaeli/ Kandira Urban Design

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Abstract

This paper aims to speculate upon findings and experience on a design studio study, which was carried out in the Department of Architecture of Kocaeli University Faculty of Architecture and Design in İznik District of Bursa and Kandira district of Kocaeli province of Turkey. The urban design studio was carried out in order to evaluate the findings of the studio "Studio upma+T: urban/public/mixed use/agriculture + transformation" which was carried out by the author in fall and spring semesters of 2016 and 2017, together with interdisciplinary participants from urban planning, architects, regional developers and landscape architects. The aim of this study is to develop transformational urban design projects with the aim of bringing high public values in the middle and long term to the city by considering urban design of İznik and Kandira as a workshop. The focus of the workshop is on identifying, evaluating, analysing, synthesizing, developing the theme and developing the "Public Space" and "Common Area" and adding "Value" to the towns and overall city image. The examination of the workshop was coordinated in relation to topics: "a. cultural and historical basis, b. natural and environmental resources, environmental planning and design, c. social and economic formation and dynamics, and d. spatial structure, settlement texture and settlement plan. Throughout the İznik Urban Design Workshop, 5 socio-spatial concepts were identified that can be used to inform the design process and create urban development opportunities within İznik.

Keywords: Design Education, Urban Design, Public Space, Urban Value

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1. AIM AND FRAMEWORK OF THE URBAN DESIGN STUDIO

The aim of this study is to develop urban design and transformation projects with the aim of bringing high public values to the city in middle and long term by considering the urban design Bursa-İzmit and Kocaeli-Kandıra cities within an urban research and design studio. The studios focused on the objectives of identifying, evaluating, analysing, synthesizing, developing the theme and developing the design process "Public Space" and "Common Area", adding "Value" to the city image. Urban design aims to develop spatial contexts that will positively serve and contribute to the quality of life of the city with the common professional practice area of Urban and Regional Planning, Architecture and Landscape Architecture. An approach in this context envisages a set of values consisting of three components that complement each other in urban design.

1. To discuss the contribution of value at different levels including the social, the cultural and the spatial. This will also provide renewal and will positively transformation of urban private property.
2. To improve the diversity of use values in relation to different social and economic classes, transforming the orientation of urban design.
3. To develop areas of value in which to discuss how to create an economic concept of externalities through spatial intervention.

This paper aims to develop the approach of “learning and teaching the craft by evaluating the place” with “mixed programs” in the urban design studio with the goal of conceptualizing the cities multidimensional values. The article will discuss the methodological approach of the workshop, urban development and quality of life determinations, urban design and transformation visions, evaluation of student projects and conclusions for public administrations and design professionals. This article discusses the progress of spatial values by embracing the notions "space / place" and "environment / medium", where perceptions and opinions are co-constructed by multiple decision makers and user groups around common dimensions of shared values and common space in the city. Focusing on how the "values" derived from the "place as environment" and by "urban dwellers as socio-cultural stakeholders" are generated by spatial quality and usage diversity, produced by the values that are constantly re-described and opened up by specific use of spaces and situations. These values are used within the evaluation and design process to improve urban quality and to improve the positive perceptions of space.

The main reasons why the studio was chosen as the subject of Kandıra and İzmit Cities are:

- To discuss current urban planning and conservation-use problems with urban design projects within İzmit.
- During the workshop, we will compile and support ideas about spatial quality and transformation with jury members consisting of urban planners, regional developers, landscape and building architects for the development of public spaces and structures.

- To evaluate current urban design projects dealing with different parts of the city in relation to potential of urban transformation as a model for enhancing the quality of urban life.

The concept of "urban transformation" within the workshop has been intensively and extensively discussed. Architectural candidates will produce original solutions in different spatial contexts pertaining to urban transformation. In areas of "distortion, collapse, trivialized on, passivity problems observed at risk areas and buildings can be damaged or damage from disasters" require spatial intervention and transformation, producing the solution for problems. Besides the general urban problematic discussed, the studios also covered:

- Supporting local developments
- Positive expansion of the city's social, cultural and scientific environment
- Diversification and development of the urban image
- Aesthetic quality upgrading
- Ownership, development and the conservation of urban memory

The studies towards transformational action are treated holistically: the socio-cultural dimension is conceptualized in relation to the physical-environmental dimension.

2. "STUDIO UPMA+T" PROCESS

The studio aims to emphasize the public nature of spatial design. The public sphere should and will take into consideration the levels and types of individualities, but not necessarily glorify them. In addition, collective and public values must be able to support personal creativity without oppressing public space. The expression of publicness through colour, diversity and participatory processes can eliminate monolingual and monolithic circles and can lead to the achievement of mixed/multicolour environments. In the final analysis, the cities historiography and socio-cultural dynamics should be dealt with by multidimensional spatial intervention.

"Studio upma+T: urban/public/mixed use/agriculture + transformation" is being carried out in the project areas with special precaution in terms of the publicity of the cities studied, considering the positive contributions of the participants. Participant responses are expected to shape the designs by evaluating needs.

Below are some basic concepts in the workshop process:

- To develop the student's ability to make decisions and produce solutions at different spatial scales within a comprehensive design and planning framework,
- To be able to approach the selected area and its surroundings as a place of urban design within the framework of hypothetical scenarios combining natural and historical

environmental conservation objectives and social and economic development targets in workshops,

- To provide the basic framework of application in the planning and design studies of the selected city-design concepts to be developed on the upper scale
- To enable students to approach problem areas at every design scale in the context of development / conservation scenarios, including utopian modes of inquiry.

“Value” as a “Design Goal”: In almost all urban design workshops, the question "to whom does the city belong to?" is given so the design team can produce down to earth observation and idea schemes before putting the spatial product targets on the design table. The workshops responded to this question through the "Conservation-Effective Use-Sustainability Balance" triangle. The question of who produced the city's urban identity and the city-shaping elements was approached through three actor categories urban environment - landscape or architectural - in all types and contexts, forms the “citizens” (urban residents / individuals) who are primarily in *first* level relationship and communication. The form and layout of the city is the most fundamental determinant of the academic and scientific activities of the city and the region planners, landscape architects and architects in the professional and subsequent form, the *second* level. This determination evolves into a new generation of designs that are produced by independent professional bands with affirmative or critical attitudes and which revise the actions of the next generation of practitioners. The *third* set of institutions are the "public agencies" which direct, supervise and control/guide the professional environments , which the possible conflicts affect the demands and complaints from the citizens, the individuals and the social groups formed by different interventions. During the workshop, the debate over these three categories of actor groups has hindered spatial design management schemes from being purely images, and directed them to combine usage, change, and design values in processes related to the stages of implementing ideas. This kind of approach required frequent inquiry into the question of “where the city's inhabitants and designers may come together in the framework of the normative models described by the projects”. In the final analysis, the design process, the executives and participants have sought to find ways for citizens to be active subjects within the urban transformational process.

All these subjects become an integral part of the social production of the city space in the stories of touching the space, feeling the space, converting and re-converting it. When using the space, it provided an opening that emphasized the "use-based value" of the city space to intervene and search for the different ways of transforming it. It has made it possible for studio participants to constantly reshape the space in the direction of their own needs and expectations, to live as urban entities in the city, to constantly transform and to introduce new functions and meanings. In this way, during the workshop, the space is stripped away from an absolutist framework and equipped with the means of acquiring associative content, allowing the designs to be shaped around "value" clusters. The user of the place, the owner and the direct responsibility of the place is considered to be less important, and the inviting, collective and unifying qualities of the streets, historical buildings, walls and other hard landscape elements have been emphasized.

Two tables discuss the methods applied in the workshop process and the main topics covered including urban, architectural and landscape design.

Table 1. The method applied in the workshop process and the main topics covered.

QUESTIONS USED AS A GUIDE FOR THE STUDIO		
PROJECT QUESTIONS	FOCUS	How can the project area and boundaries be described? / What are the problems of the cities and the project area? / How can the project area be addressed to the current problems of Kandira and Iznik Cities? / What are the projects and approaches that public administrations and private and / or civil society initiatives in the present are addressing in urban centres?
URBAN TRANSFORMATION QUESTIONS		How is the concept of Urban Transformation in Turkey addressed? / What kind of spatial, financial and organizational models are being considered? / How is the concept of Urban Transformation in the World different from that of Turkey? / What kind of spatial, financial and organizational models are being considered? / What are successful examples and why are these examples successful method and spatial approach?
DESIGN QUESTIONS	AREA	How can urban centres and project areas with proposals be integrated? / How can we organize the use of "Housing-Commerce-Culture-Service" in Central Use Integrity? / How are "Mixed Use (MIX-USE)" types organized? / How can the transformation from Sub-Centre to 1st Degree Trade Centre be handled? / What financial and organizational models are needed? (REIT, cooperative experiences ... etc) / How and with what processes high-quality spaces that can provide social-cultural vitality, which emphasize Street Life and Public Values can be produced.

Table 2. Workshop research topics: Urban, architectural and landscape design issues addressed to improve approach

Sub-topics	related topics
CULTURAL AND HISTORICAL BASIS	
SOCIO-ECONOMIC HISTORY AND SPATIAL DEVELOPMENT: Socio-economic history and spatial development of the Project Area: Organization of production and commercial activity, production associations, historical formation of settlement doctrine / HISTORICAL RESOURCES AND CULTURAL VALUES: Historical values, historical structures and fields. Different types of activities that contribute to cultural values and urban culture.	
NATURAL AND ENVIRONMENTAL RESOURCES, ENVIRONMENTAL PLANNING AND DESIGN	
ECOLOGICAL SYSTEM / ECOLOGICAL PLANNING AND DESIGN: World examples of plants and animals, forests, natural life, natural landscape, cultivated areas, lake ecology, ecological planning and design world examples (goals and targets, planning methods and techniques). / NATURAL ENERGY RESOURCES AND ALTERNATIVE ENERGY SYSTEMS: Solar energy, energy sources, wind potential, thermal and bio-chemical energy sources, comparative costs in the use of energy sources, global examples and applications in alternative energy systems. / ENVIRONMENTAL ISSUES AND PLANNING: Environmental problems related to natural and environmental resources and global cases for planning and environmental problems.	
SOCIAL AND ECONOMIC DEVELOPMENT AND DYNAMICS	
ECONOMIC ACTIVITIES / INDUSTRY AND SMALL INDUSTRY: Production capacity, technological level, capital accumulation and distribution, labour force structure and organization, commodity-product flow and marketing conditions. / ECONOMIC ACTIVITIES / SERVICES SECTOR: Trade, tourism activities (accommodation facilities, tour arrangements, related organizations, etc.) and handicrafts, professional activities, retail and wholesale trade, transportation, capital and labor force structure.	
SPATIAL STRUCTURE: RESIDENTIAL PATTERN AND BUILT ENVIRONMENT	
SPATIAL STRUCTURE AND URBAN PATTERN TYPOLOGY: Distribution of settlements, density of areas, land use, forms of settlement, forms of housing and quality of settlement. / PROPERTY PATTERNS: Forms of ownership, land ownership, distribution of public land and land. / URBAN COMPOSITIONS AND NATURAL DISASTERS: Areas with risk of earthquakes and other natural disasters, earthquake and natural disaster risk planning principles. / ENVIRONMENTAL AESTHETICS: Formal, schematic and symbolic aesthetic problems. Objective and subjective models, urban image: World examples and applications. / TRANSPORTATION SYSTEM: Transportation infrastructure (road, railway, etc.), traffic volumes, use of transportation types and vehicles, distribution and capacity of transportation services at regional, subregional and urban scale. / TECHNICAL INFRASTRUCTURE: Water and waste water systems, energy infrastructure, communication, solid waste / refuse collection and storage, other technical infrastructure. / LEGAL FRAMEWORK AND ADMINISTRATIVE STRUCTURE: Administrative	

grading, problems in municipal organization, area management and problems, management problems of urban development within the area.

3. THEORETICAL FRAMEWORK AND LITERATURE SURVEY CONDUCTED THROUGHOUT THE STUDIO:

Urban Design is an applied field of spatial science that examines how the physical forms of cities are acquired and the internal and external dynamics of the processes that renew them. Urban design is not only about the design of cities, but also about how cities have grown and changed. This action area also includes exploring how urban building traditions are expressed in present spatial forms (Cuthbert 2006, p 1). The ownership of the local community in urban design and implementation processes is very important. In some areas, local interests may be coordinated by neighbourhood or municipal councils, while in others it may be necessary to establish new community forums. In these cases, it is necessary to ensure that local people take initiative in terms of urban development (Barton & Grant 2010, p 26). Design professions represent highly logical and systematic ways of reasoning and these design practices must interface with different levels of organization that require the application of different types, levels and design application layers. The starting point for assessing the health of a neighbourhood or a county is the people in the region: their quality of life, living conditions, social networks and topics that concern them. Even when a town / district strategy is primarily environmental or economic, it is vital to place people in a central location. A holistic view of human beings helps build community awareness, an awareness that will protect the interests of the urban whole and future generations (Barton & Grant 2010, p 27). These application interfaces are, in part, areas where the overall complexity of the nature and essence of 'Design Thought' occurs. The creation of frameworks by examining the vision / themes presented by professional designers as a means of creating greater perception can provide higher public benefits to organizations and practitioners in other fields. It is imperative to elaborate the stages of application of the design and to clarify these applications in a more sophisticated manner so that the "Design Thought" can realize its true value for these practitioners and organizations. The important contributions that designers and design researchers can bring to the professional world are based on such an eclectic / synergistic grip (Dorst 2011, p 531). Studio pedagogy typically starts with an open-ended question, taking into account the current problems between the "real world" and the "actors in the real world," giving students a multitude of design options. This is followed by structured dialogues between workshop executives, students, and a group of external stakeholders, as well as experts and decision-makers, often with knowledge specific to the problem studied. The "pedagogical design challenge" of "design-studio appraisal" lies in offering sculpture to explore the value created by design, and the opportunity to discover how designers embrace value appreciation in their design decisions (Long 2012, p 436). A design student will begin to develop his own methodology to adapt gradually and approach design problems by taking a critical approach to model methodologies when he gains mastery of design processes and field design while experiencing the experience of how urban information is interpreted and applied. The success of designing in a student is a kind of excitement, and failure

is part of the learning process. The experience of these emotional experiences, especially the experience of discovery and insight, will motivate the testing, adaptation, and discovery of alternative methodologies that promise to result in more efficient generative concepts. When they ultimately discover and internalize their own methods of solving design problems, the student will demonstrate his field knowledge in the skilful use of procedures followed in the course. The desire to discover the limitations of the space from the present situation and to increase the design performance will lead to expertise by researching alternative methodologies as well as developing new insights, methods and procedures (Curry 2014, p 644).

Urban design has to make it possible to play a more definite role in the design of artistic direction in order to advance the debate by focusing on the way of becoming an art field. Using an analogy with architecture, urban design can also be interpreted as an "integrative art" and, more specifically, "articulation of the space and a dynamic state". Urban designers should manifest the connections of the concepts of "value as a meaningful difference" and "value as ethical principles" in public and private spaces where everyday practices are experienced, with the aim of adding value to the city together with all other actors in the "value as net benefit" (Marshall 2015). In this context, Urban Design Projects should also be considered as a tool that central and local governments will use to reach a common goal. In this context, large urban projects that create cultural and artistic synergies that reveal new generation technologies that provide new initiatives for urban identity; social-cultural infrastructure projects targeting social benefit and value as well as private enterprise projects in urban regimes should be considered as important urban regimes. Urban Design Projects should be perceived as an action plan in the context of assessing the urban development plan as a remediation project at the urban scale. These projects should be able to provide strong technical and conceptual innovations. These projects should also protect local cultures and habits. For this, urban citizens should be provided to participate in urban design projects (Çubuk, 2017, p 16).

Table 3. Examples of theoretical and practical discussions from international research projects aimed at adding value in public spaces. (Compiled and interpreted by the author.)

SOURCE	PROJECT OBJECTIVES AND TARGETS	METHOD, AND	PROJECT OUTPUT, PRODUCTS
(Bonaiuto v.d. 1999)	To investigate the effects of "good design practices" with a survey study to measure neighbourhood belonging.		It has been observed that when the buildings have aesthetic value, practical use and strong external linkage, they increase the feeling of loyalty to the neighbourhood and that the neighbourhood attachment of the low income social classes is higher.
(Fodor, 1999)	To examine the economic, social and environmental impacts of urban sprawl over North American samples.		Good urban design solutions have been shown to be a positive contribution to quality of life, with efficient use of infrastructure, protection

		of open spaces, increased air quality and reduced air pollution.
(Groves& Niner, 1998)	Examination of housing improvement projects in the local housing sector.	The investment climate has been revitalized without increasing housing prices and without compromising affordability.
(Jupp, 1999)	Investigation of how rent behaviour is mixed and how social and cultural relations are affected in residential areas.	Instead of use zoning (zoning), street-level usage diversity is preferred. "Street" is often a more effective "revitalization" strategy than "Island" based zone.
(Peiser& Schwann, 1993)	Investigating the economic contribution of open-space investment in a residential neighbourhood in Radburn-style residential neighbourhood in Dallas.	The inhabitants of the area fully appreciate the investment in open space.
(Bressi, 1998)	An examination of landscape and planning projects based on "art" through the "Radnor Gate Development Strategy" document.	Developments throughout the project led to further changes in towns and local businesses and led entrepreneurs to invest more design.
(Gehl& Gemzoe, 1998)	An examination of what can be done to improve the public life of "The Streets and Places" before and after the production of design mats for different types of venues in Stockholm, Perth, West Australia and Melbourne.	Where the public space was invested with good designs, public vitality emerged. The revitalization of public life on the streets was supported, even in cold cities like Copenhagen or even in private car oriented American cities.
(Hass-Klau v.d., 1999)	Theoretical and practical comparison of European and British cities with observation, survey and physical mapping methods.	It has been observed that European cities are ahead of British cities in terms of public quality of life.
(Lennard, 1984)	Investigation of public spaces in western Europe over twenty-one "with the ethics of public space, theatrical qualities, market prospects, festivals, celebrations and street entertainment through stakeholders and users.	Public spaces – “with the recognition of different forms of behaviour, emotions and relationships”, “the reduction of access inequality”, “the increase of encounters and communication environments and possibilities”, “the encounter of individuals with others different from themselves”, “the prejudice being criticized and removed by such

		encounters”, “the elimination of the physical and mental handicapped” - contribute greatly to the development of democratic and ethical values.
(Lerner& Poole, 1999)	In the US, investments in conservation and development of open spaces are examined through academic studies, economics, and first-hand data assistance from users.	Investing in the open space increases the total tax revenue as it increases the property values in the neighbourhood. Investment in open space increases the quality of life and quality of life in society. Firms tend to invest in places where public agencies invest in open spaces.
(Strickland , 2000)	Investigate school and education infrastructure investments and revitalization projects of neighbourhoods.	Whether it is architectural or urban design, well-designed projects increase the quality of life and improve the quality of the surrounding settlements.

4. STUDIO RESULTS AND OUTPUTS

At the Urban Design Workshop, 5 socio-spatial concepts inform the whole design process and were identified through identifying development opportunities for Iznik.

Use Value: the concept aims to support the process of urbanization by discussing public open and closed areas more frequently, increasing development opportunities. The concept of the ‘museum city’ has been applied in the development of new spatial constructions between urban memory and historical layers,

Change Value: The dominance of urban space over rural space was investigated in relation to texture and the physicality of the neighbourhood. The damage to the new form of agricultural land were investigated in relation to potential public spaces that are necessary for life-quality improvement. The recreational possibilities of the olive groves may allow for open space conservation. Also, restricting the use of the multifunctional and historical buildings can assist the conservation of open spaces.

Design Value: A balanced distribution of public open spaces, closed spaces and private spaces around the mixed-use themes is desirable. With high-quality architecture and urban design solutions, spatial organisation has been intensively debated not only on new forms of urbanities, but also on multi-layered value spaces that are expected to be explored on the ground.

Interactions of Memory and Spatial Organization: The character of the place - nourishing the memory and memorizing – can be used as basic principle in understanding historical value. Historical buildings and areas have been reconsidered together with public open space provision. The focus has been on the idea that the process of urbanization can be promoted by building spaces which stores and conveys memory through plastic encounters.

Choosing Contrast and/or Harmony / Design as Conflict: Contemporary, modern and new units were brought together with historic spaces through the design process, supporting multi-functional aims. The students were also asked to interpret this conflict. The City Walls is an example of the synthesis between contemporary and historic. Its tracks and ramps are a second level of structure above an excavation area, with experiments such as the archaeological research centre.

In addition, these three development visions introduced new identities without harming agricultural production facilities and the approaches that must be followed in order for visions to be implemented.

Agriculture City: With the determination that the Industrial Revolution occurred with sharp breaks with agriculture, soil and water culture, it was expected that designers would search for ways to re-negotiate with the land. The possibilities of contributing to design and spatial use programs were researched through the re-reading of olive groves, gardens, neighbourhood gardens, gardens in parcels and agriculture fields outside the city through “Soil Culture”

Tourism City: Tourism has been criticized as a passive navigation function and the possibilities of supporting different tourism sectors of public open and closed areas have been investigated. The indoor and outdoor workshops, indoor and outdoor museum city infrastructure, the qualified spatial festivals and related design solutions will enable longer visitor stays in the cities.

Culture City: It has often been assessed that the cultural infrastructure is not a physical infrastructure problem but rather a healthier way to be addressed by various means of expression, including an atmosphere, a city spirit and a public space, provided that the culture of humans is a collective product of symbols, meaning-loading traditions and tongues used in the process of anthropological evolution. Culture is always multi-layered and multi-faceted. It can also be supported by historical buildings, in which important revolutionary events took place. Social structures can reveal new forms of expression that are new and open to exploration in their metamorphosis processes. With Iznik in particular, the culture has strived to be supported by the possibilities of interaction, expression, product display and collective action that open and closed spaces can offer

Table 4. Kocaeli University Architecture Department Architecture and Urban Design Project Workshop Setting, ((1) KOU- Education Commission of Architecture Department 2016-2017 Spring Semester Document+ (2) Studio context of the concepts)

	MAIN BODIES OF THE STUDIO (1)	CONCEPTUAL CONTEXT (2)
Urban Context and Practice + Historical environment relation in urban context		
GOAL	<ul style="list-style-type: none"> • Designing / discussing design processes in a workshop environment through a specific 	<ul style="list-style-type: none"> • To contribute to the city's public space and space diversity by evaluating

	program, theme or field, and projecting the tools used by the acquired knowledge to differentiate and improve by the turn of design context belonging.	qualified and specialized building and building groups, which are products of different historical periods, in terms of today's publicity?
CONTENT	<ul style="list-style-type: none"> Determination of design themes and problems in urban context continuity, definition of urban touch, components, streets, squares, courts, social analysis in urban part, functional analysis, examination of natural and topographic qualities, creation of architectural programs, production of scenarios for city future 	<ul style="list-style-type: none"> Improving urban continuity to become new and up-to-date through in-city and out-of-city continuity, increasing the opportunities for observation on the axis of themes and visions with surveillance and artificial towers and associating urban parts with alternative identities.
<p>BASIC CONCEPTS AND KEYWORDS: Urban, urban design, public space, private space, active / passive green space, urban texture, planning, urban strategy, infrastructure, building group, urban transformation, renovation, functioning, ownership, ownership, square, street, road , Pedestrian, ecology, sustainability, urban economy, urban life, island, parcel, location, location, neighbourhood, environment, landscape, zoning, space sociology, space politics, context, history, time, space, culture, heritage, identity , Memory, historical environment, protection, repair, restructuring, reuse</p>		
<p>Learning Outcomes (LO) LO 1) To carry out literature researches in accordance with the area and project subject appropriate to the relation of urban / non-urban coastal / natural environment.. LO 2) To make field analysis for the given area. LO 3) Evaluating field analysis results and using them for design. LO 4) To develop two and three dimensional designs through evaluations.</p>		

The Kandira and Iznik studios were evaluated through an interdisciplinary and collaborative approach. The benefits and studio learning outputs of the urban design workshop (LO) can be outlined. The evaluations were based on the four learning outcomes that are summarized below.

LO1) Periodic group work and discussions between different disciplines and institutions were conducted in order to provide multidimensional thinking in studio and workshop environments. Literature researches have been carried out in different contexts in relation to the area and project theme that are appropriate for the relationship between lake shores and natural environments in urban contexts.

LO2) Evaluation, analysis and syntheses were carried out by means of intensive communication and negotiation through field work, criticism, proposals, seminars, intermediate presentations, final presentations and exhibitions in front of the jury.

LO3) Self-efficacy, public responsibility and civic engagement, group work, highly skilled juries, and realistic studio processes have been used to design and evaluate the results of field analysis through oral presentations supported by graphical presentations of ideas.

LO4) The urban design studio in Kandira and Iznik develops evaluated two and three dimensional designs by presenting products that are effective examples for interdisciplinary and collaborative work in urban design education.

5. Multi-layered Value Components and Urban Identity Prospects:

Since the start of the industrial revolution – especially in the 19th century – Turkish cities have been shaped by countering continuous growth, development and transformation. War-like extreme crisis situations, migration waves triggered by political decisions, urban infrastructure financing preferences such as transport infrastructure expansion, changes in production and industrial geography, breakdown and urbanization from agricultural land and central-local investment policies are some major dynamics contributing Turkish urban formation. Urban formation was sporadic and unpredictable due to various conflicting dynamics. The objectives of national and local development brought together the frequent discussions of "Metropolitan" and "Metropolis" qualities in Turkey after 1980. This urban orientation has decided the fate, form and shape of Turkey's production, consumption, culture and environmental spaces for the last 30 years. In the design process, ideas for a new generation of spatial constructs that can accommodate local people's production and consumption patterns, with the potential for social innovation have been proposed. The workshop aimed at stimulating socio-spatial development and change.

The proposed transformational projects and the development proposals are intended to be widespread, generally improving the life-quality of all social groups. Resolving various problems can be achieved through training, production and the creation of self-actualization opportunities. These projects and places should be given meaning in the proposed framework. The public should recognize the psychological and social value of public space and the public should use the urban texture more rationally.

In this framework, the artistic approach should create environments with identity and attractive public spaces, integrating new developments with the natural and historical environments. Part of the approach aims to achieve an environment that balances building heights in delicate areas as to not pollute the environment, improving the identities of settlements with plans. 'Architectural harmony' (Çubuk, 2017, s16) should be realized through balancing multiple dynamics and elements, synthesising such elements and dynamics.

The interpretation of cultural change through spatial analysis was placed at the centre of the theme / approach / vision of the students in the intermediate stage. There were several valuable

discussions on the form and spatial design of public open spaces and the relationship between these spaces and the identity of the city. The commercial use of the plaza, the socio-cultural usage of cafés and restaurants, could be expanded to other areas, reflecting the cultural orientation of citizens.

This article aimed to compiling the "Urbanism and Transformation" approaches of the workshop, which we have carried out around the transformational contexts and the "generalization" processes of "urban design, architectural solutions and landscape architecture" in the example of Iznik and Kandıra". This information cluster has the potential to offer solutions to development dilemmas that the cities in question can encounter in the short and medium terms.

It is the sincere motive of the author that urban design and "value" creation projects, the theoretical approach / framework, the stimulation of social and cultural development can positively contribute to the municipality culture of Turkey and other emergent developing economies

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