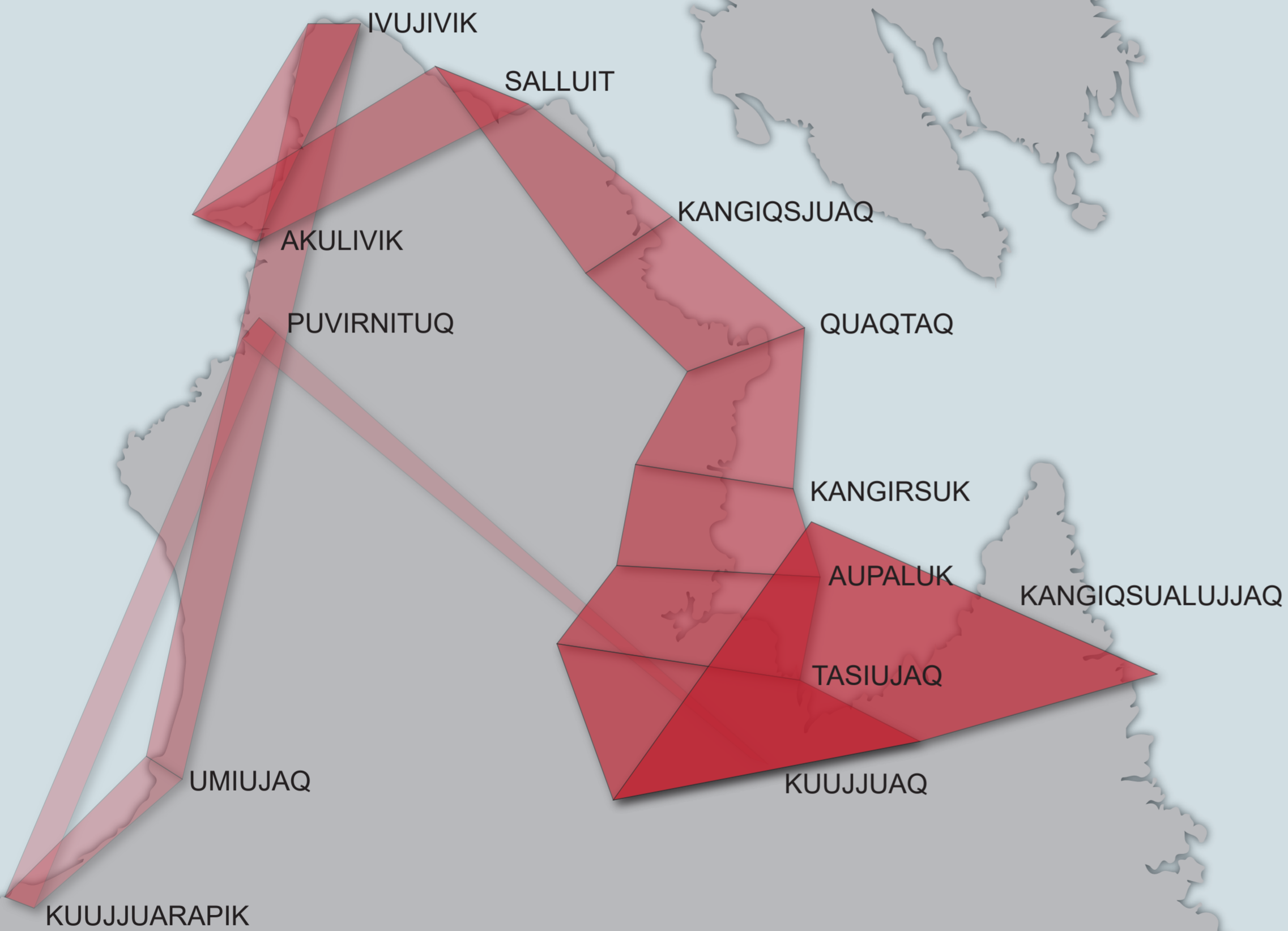


SELF DETERMINATION

The communities of Nunavik have long been subjected to the designs and masters plans of those that have never stepped foot in the communities, or participated in the Inuit culture. This has left the towns ravaged by the build-up of unsuccessful housing and communities which do not represent the people and lifestyle that inhabit the landscape.



THE JOURNEY

The mapping process displays the interconnections of events and places. This mapping process as it begins to travel throughout the Nunavik region takes on an exponential growth where each community that the maps visit encourage its growth to spread across the landscape. As the information to continue to grow the lifestyle of the people, their past, and the ecology of the landscape can begin to be uncovered to aid the communities in deciding the path for their future development.

STARTING POINT

The first thing to look into when looking to design for these communities is context, however as soon as you begin to look into the sites that these towns are located within the information is barren. Besides the typical site topographic and lot lines there is little to no information regarding the flow of people, and ecology. To design without this understanding will leave the designs inappropriate and intrusive upon the landscape. For this the proposal is a process in which the community can engage and record their interactions within the landscape across all generations. This information would be gathered from community to community to develop a density to the information so that it can then begin to inform the design and planned developments of these communities.

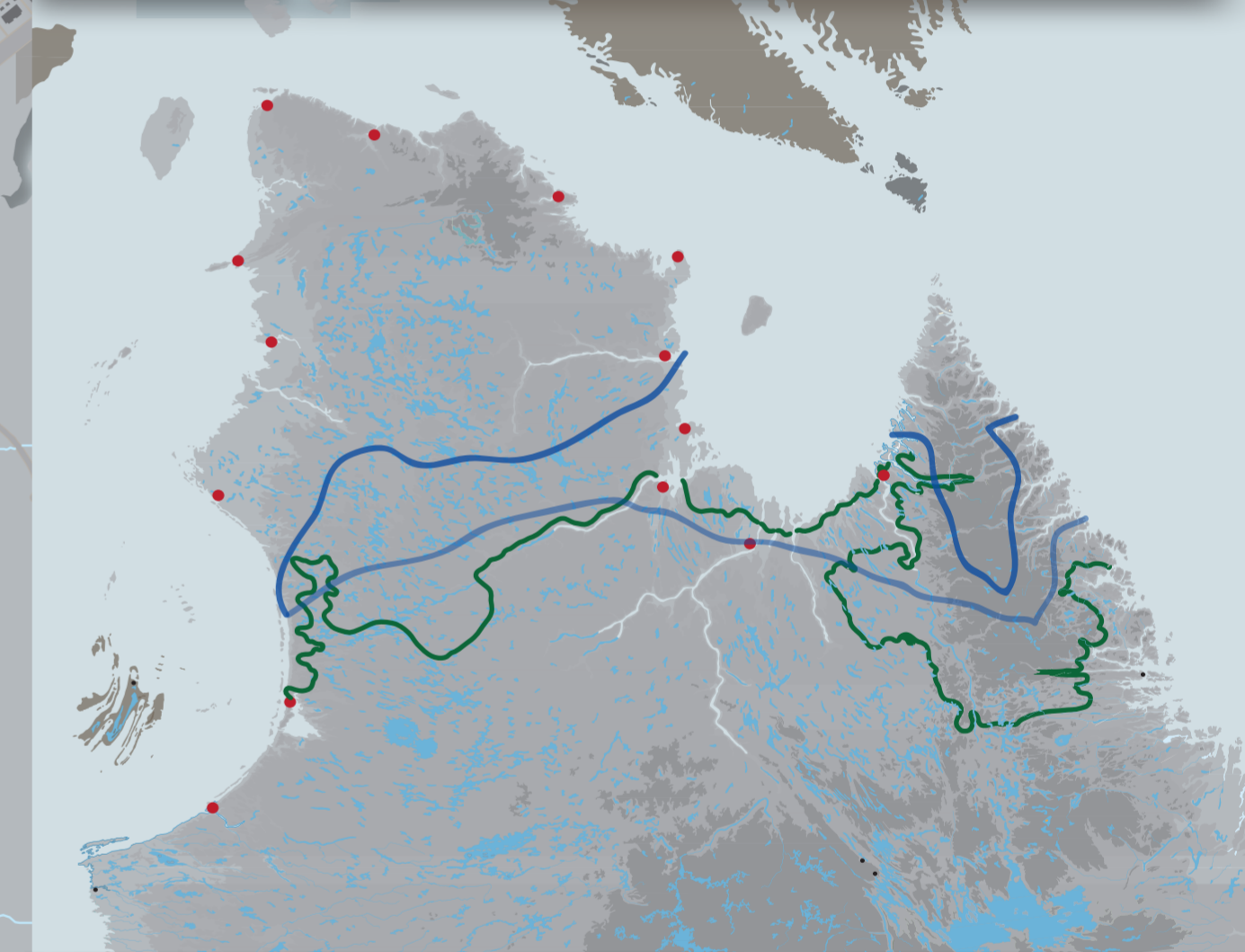
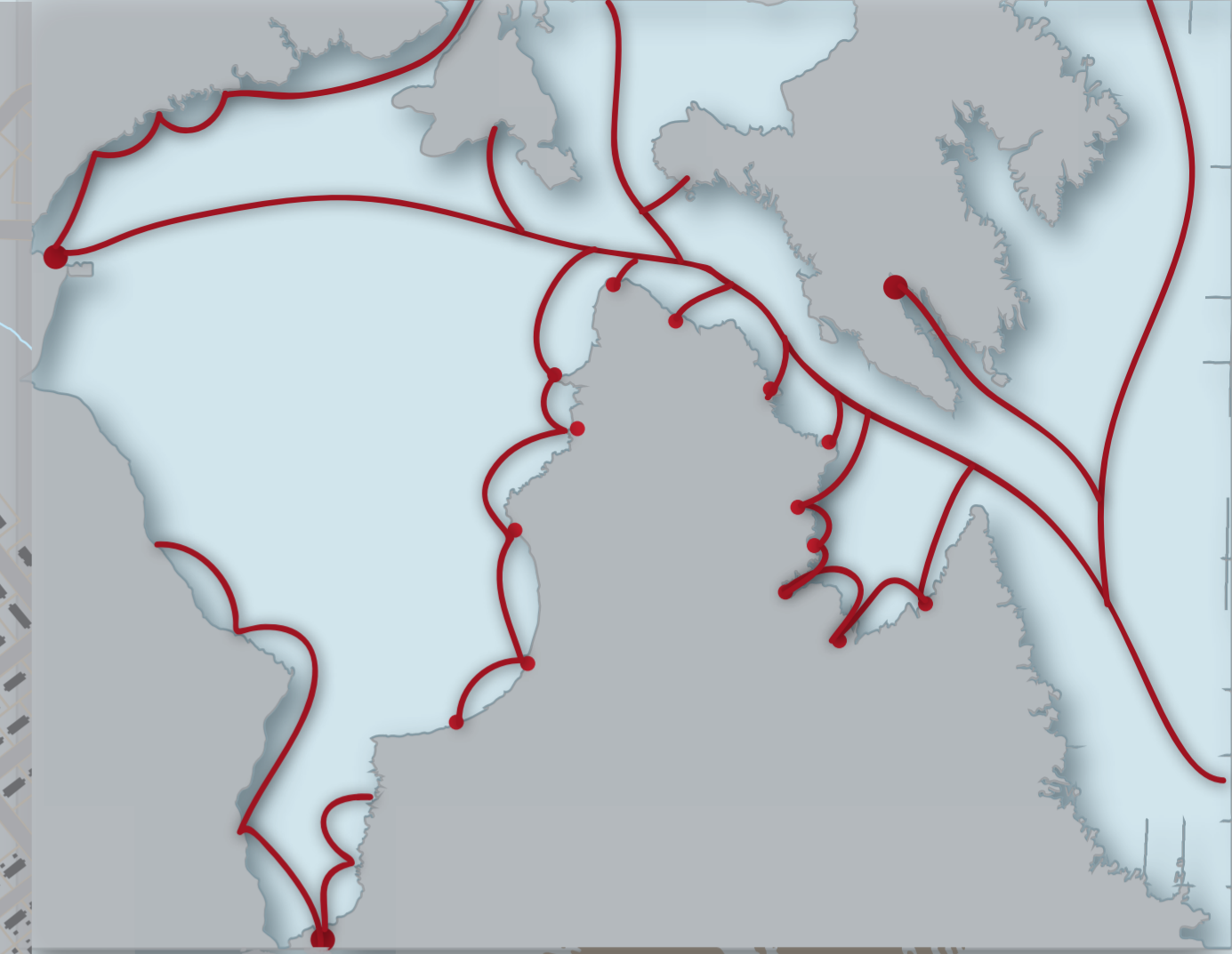
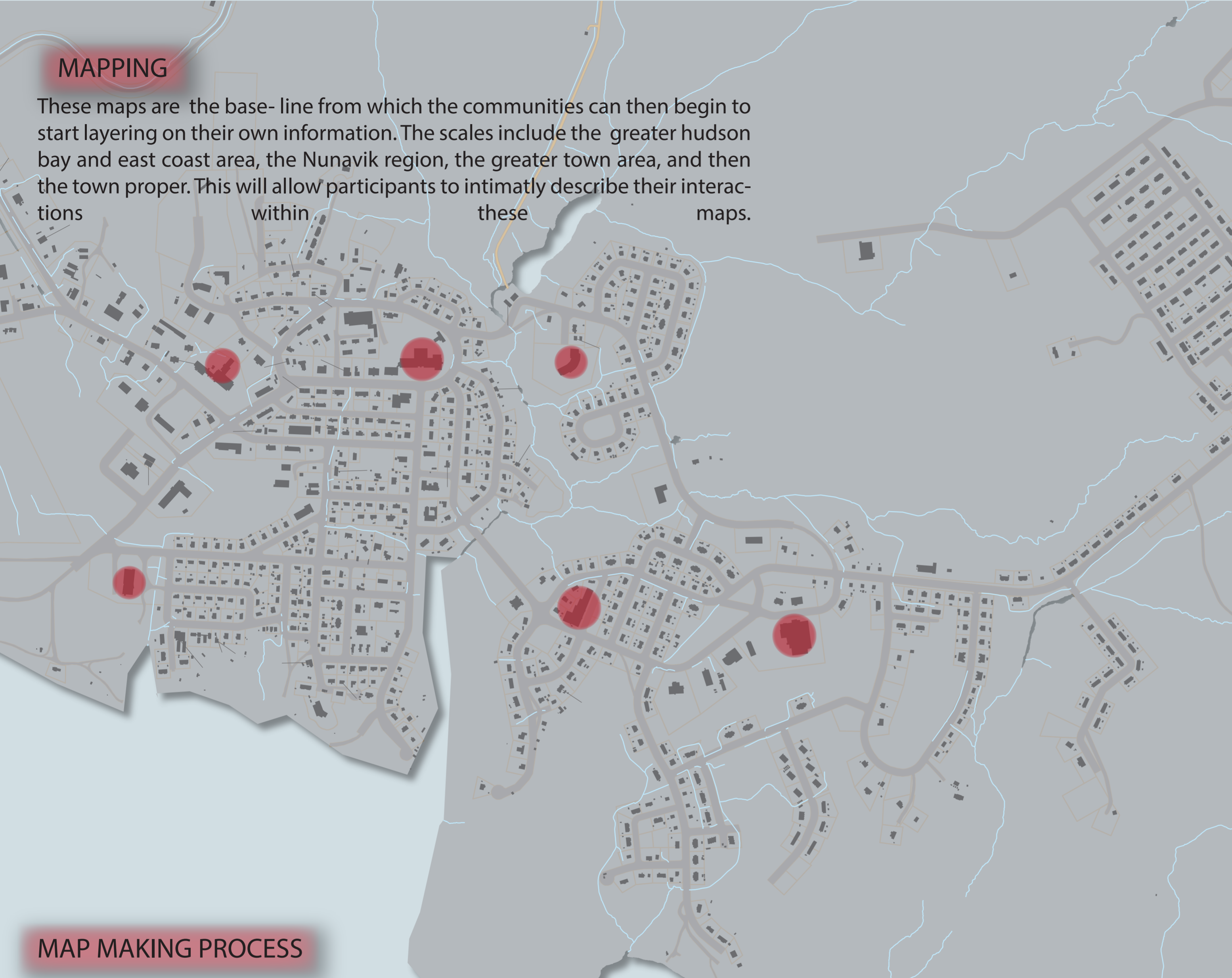


The first thing to see when looking at the location of these communities is the larger diversity that exists between them; the cities range from forested to tundra, permafrost to sporadic ground frost, and the regional animal stocks differ widely. This is why creating individualized maps of each community and then larger scale maps for all the communities to participate in are important. Having this diversified information on a variety of scales allows the information about each community and the networks to be highlighted, and understandable to the people participating in the process. This process also allows the community to then take a more determinate route in comprehending their own interactions with the landscape and ensure that information about the landscape is not forgotten. Designs developed from this understanding can then allow the community to thrive, and become moulded around the use of the occupants, instead of being based upon assumption and guesswork. This community driven process is an important first step in helping this communities take stewardship for the landscape around them and aid them in becoming self-determinate.



MAPPING

These maps are the base-line from which the communities can then begin to start layering on their own information. The scales include the greater hudson bay and east coast area, the Nunavik region, the greater town area, and then the town proper. This will allow participants to intimately describe their interactions within these maps.



MAP MAKING PROCESS

The mapping process throughout the northern communities of Nunavik would engage the communities through self-governed circulation after its initial introduction. Upon arrival in the first community Habitation du Quebec approaches an Elder of the community and introduces the project and explains its role in the future design for the North. Elder then takes over the process within community bringing in key members of each age bracket.

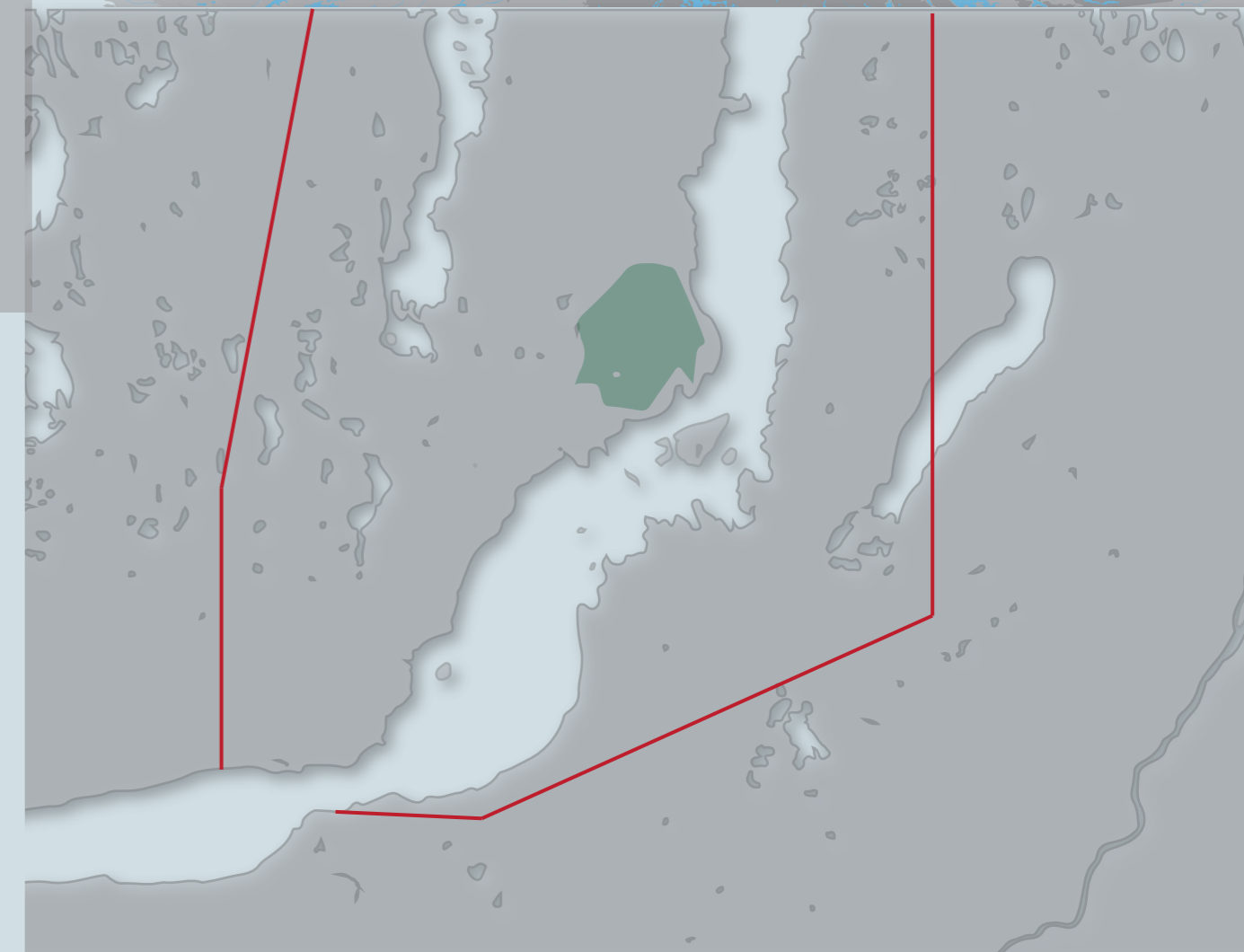
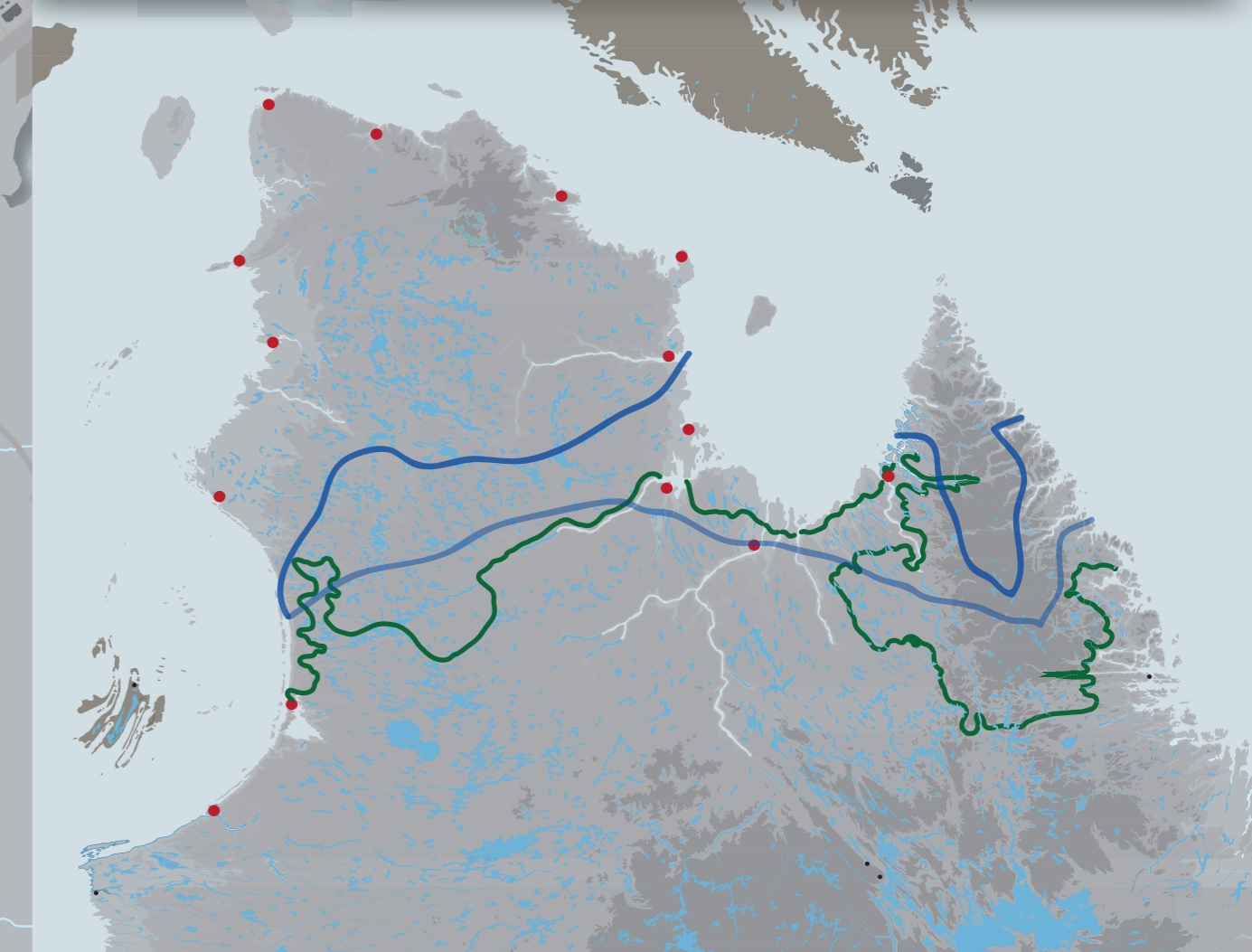
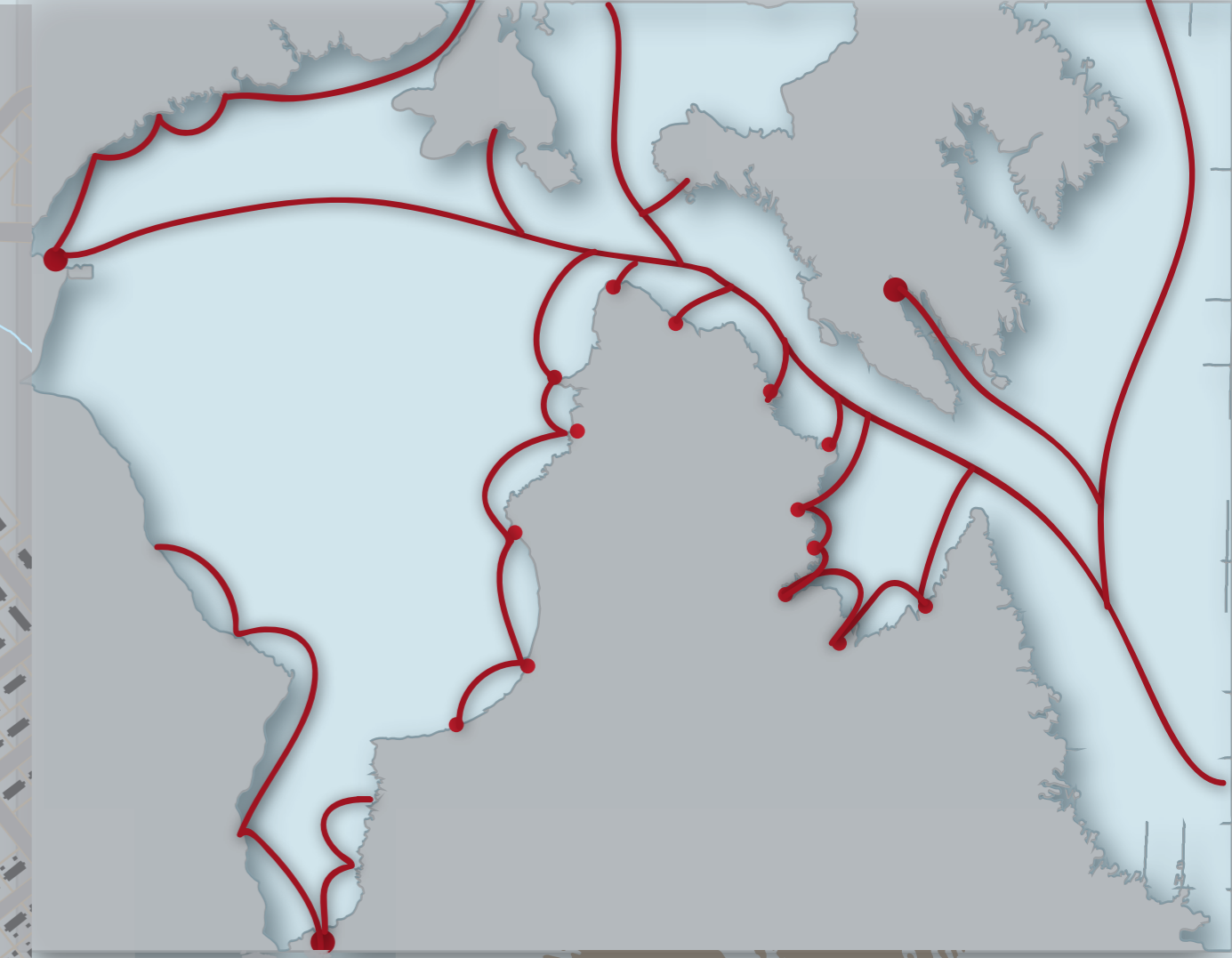
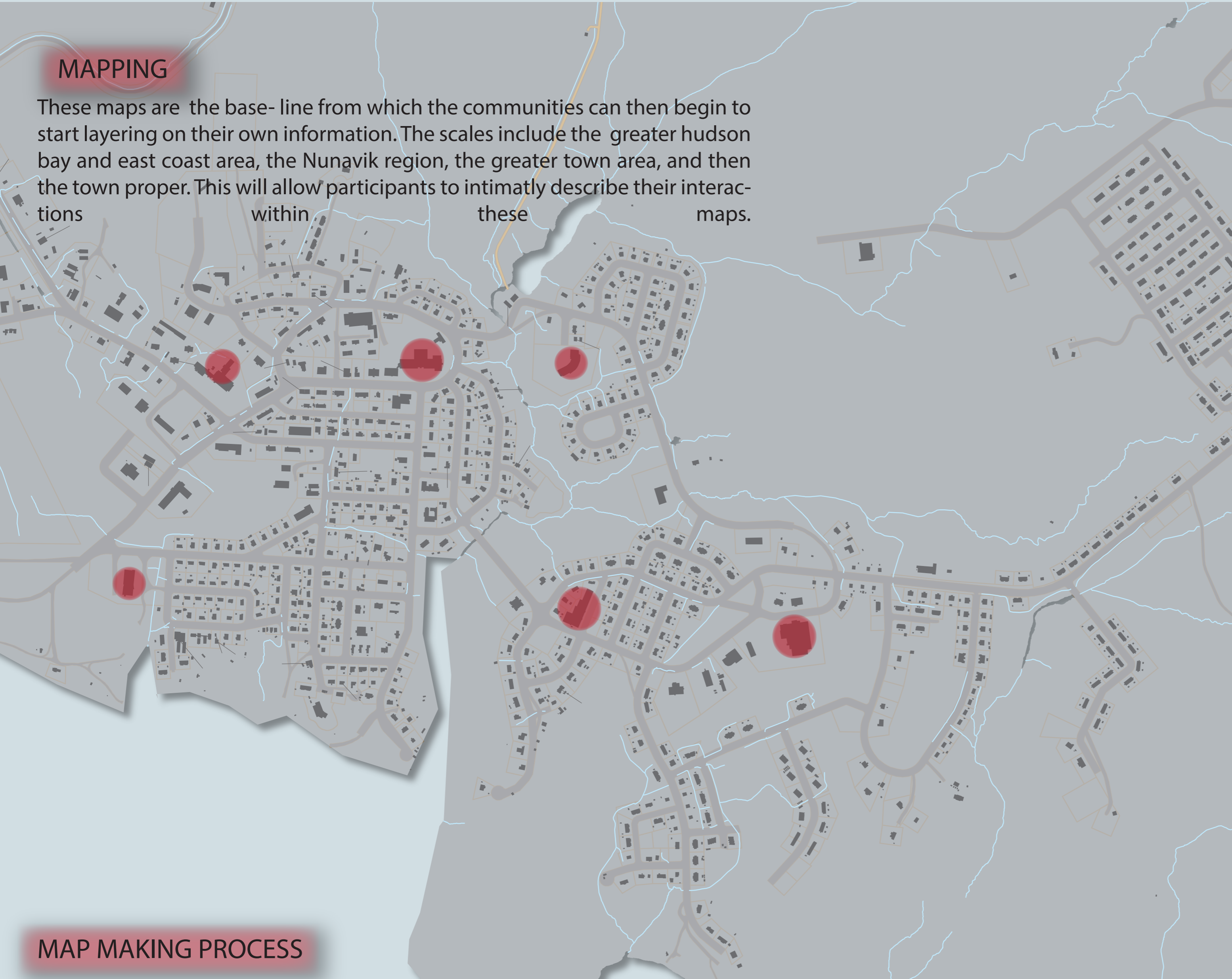
Key members of the community consisting of leaders in each age bracket, as selected by the elder, come together in a meeting. During the meeting these locals add their collaborative knowledge

as layers in the map. The information provides a depth of knowledge that can otherwise not be gained by architects and planners without years spent in the towns.

Elder recommends a respectful emissary from the community to carry the maps and progress to the next community. The emissary is now in charge of teaching the process to the successive community. An emissary from the new community is chosen to move onward and the first emissary returns home. The process continues community to community and the layers of information on the map begin to grow. In this process the community takes over the mapping allowing the locals to drive design in a direction that better reflects their needs and lifestyle.

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