# Table of Contents

**Editorial**........................................................................................................................................... V

**Systems Thinking in Landscape Design Processes**................................................................. 1

*Stephen M. Ervin (Keynote at DLA 2016)*  
Cybernetic Design Cycles................................................................................................................. 2

*James F. Palmer (Keynote at DLA 2016)*  
A Landscape Assessment Framework for Visual Impact Assessment in the USA........ 10

*Mehli Bozkurt*  
Digital Age for Observations: The Use of GIS for Analysing Observations and Behaviour Mapping ............................................................................................................. 18

*Jeffrey Nesbit*  
Topological Thinking: Digital Systems in Landscape Urbanism ........................................... 28

*Joerg Rekittke, Yazid Ninsalam*  
Sliced Ecosystem: Modelling Transects of Vulnerable Marine Landscapes ..................... 36

*Muge Unal, Cengiz Uslu, Ahmet Cilek*  
GIS-Based Accessibility Analysis for Neighbourhood Parks: The Case of Cukurova District ..................................................................................................................................... 46

*Siyuan Wu, Mintai Kim*  
The Relationship Between the Pedestrian Lighting Environment and Perceived Safety ...................................................................................................................................................... 57

*Cheng Yuning, Yuan Yangyang*  
Systematic Thinking and Digital Design: Simulating Natural Waterscape Design with the Software ArcGIS ............................................................................................................................ 67

**Landscape Visualization and Analysis**......................................................................................... 77

*Ahmet Benliay, Isa Eren Akbiyik*  
3D Modelling Creating Tool for Landscape Design: Camera .................................................. 78

*Brent C. Chamberlain, Rebecca Liu, Jessica Canfield*  
Using Landscape Visualization to Inform Streetscape Design .................................................. 84

*Benjamin H. George*  
Distributed Site Analysis Utilizing Drones and 360-degree Video ........................................... 92

*Ulrike Wissen Hayek, David Waltisberg, Nina Philipp, Adrienne Grêt-Regamey*  
Exploring Issues of Immersive Virtual Landscapes for the Support of Participatory Spatial Planning Support ................................................................................................................................. 100
<table>
<thead>
<tr>
<th>Title</th>
<th>Authors</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Immersive Environment: Discussing Child Friendly Urban Spaces with Teenagers</td>
<td>Ruben Joye, Hari Sacré, Sven De Visscher</td>
<td>109</td>
</tr>
<tr>
<td>The World’s Tallest Plants in a Glasshouse: Creating a Utopian Virtual Reality Diorama</td>
<td>Philip Paar, Kathrin Grotz, Burak Kahraman, Jan Walter Schliep, Timm Dapper</td>
<td>118</td>
</tr>
<tr>
<td>Assigning a Fixed Height to Land Cover Screen for Use in Visibility Analysis</td>
<td>James F. Palmer</td>
<td>125</td>
</tr>
<tr>
<td>Here Comes the Sun: A Prototypical GIS-based 4-dimensional Rooftop Solar Potential Analysis to Support the Energy Turnaround</td>
<td>Michael Roth, Christian Tilk</td>
<td>133</td>
</tr>
<tr>
<td>Feng-shui – Ancient Geodesign as a Clue: Identifying Predictive Landform Models of Mountain Flood Impact Zones</td>
<td>Ping Xu</td>
<td>141</td>
</tr>
<tr>
<td>Geodesign Concepts and Applications</td>
<td></td>
<td>149</td>
</tr>
<tr>
<td>A Portrayal of Uncertainty: Revealing Problems and Opportunities of Landscape Change via Sleuth Cellular Automata Model</td>
<td>Meliz Akyol, Hayriye Esbah Tuncay</td>
<td>150</td>
</tr>
<tr>
<td>The Role of Social Media Geographic Information (SMGI) in Geodesign</td>
<td>Michele Campagna, Pierangelo Massa, Roberta Floris</td>
<td>161</td>
</tr>
<tr>
<td>The Spatial Planning of Australia’s Energy Landscape: An Assessment of Solar, Wind and Biomass Potential at the National Level</td>
<td>Siqing Chen, Virginia Lee</td>
<td>169</td>
</tr>
<tr>
<td>Presenting Geodesign Approaches in Practice: Case of Çırpan and Kamil Abduş</td>
<td>Tuğçe Onuk, Hayriye Esbah, Ebru Erbaş Gürler</td>
<td>179</td>
</tr>
<tr>
<td>Geodesign to Tame Wicked Problems</td>
<td>Brian Orland</td>
<td>187</td>
</tr>
<tr>
<td>Estimating Stormwater Runoff from the 3D-model of an Urban Area in Istanbul</td>
<td>Muhammed Ali Örnek, Melike Ersoy, Yasin Çağatay Seçkin</td>
<td>198</td>
</tr>
<tr>
<td>Reflecting Time in Computer-aided Landscape Design and Analysis: Developing an Application for Modelling Seasonality and Resiliency in Small Scale Landscapes</td>
<td>Nastaran Tebyanian</td>
<td>214</td>
</tr>
</tbody>
</table>
# Table of Contents

_Barty Warren-Kretzschmar, Carlos Lincon, Hrishikesh Ballal_  
Geodesign as an Educational Tool: A Case Study in Cache Valley, Utah .......................... 222

## Mobile Devices for Geodesign

_Gulsah Bilge, Sigrid Hehl-Lange, Eckart Lange_  
The Use of Mobile Devices in Participatory Decision-making ........................................... 234

_Alexiei Dingli, Maria Attard_  
The Valletta Travel Information Service ........................................................................ 243

_Paul Haynes, Eckart Lange_  
Mobile Augmented Reality for Flood Visualisation in Urban Riverside Landscapes ..... 254

_Mark Linquist, Paul Galpern_  
Crowdsourcing (in) Voluntary Citizen Geospatial Data from Google Android Smartphones .................................................................................................................... 263

_Ole R. Sleipness, Benjamin H. George, Amanda Hughes, Sriram Ramineni_  
Hidden Dimensions: Illuminating Landscape History through Mobile Apps................. 273

_Yalcin Yildirim, Taner R. Ozdil_  
Adopting Soundscape Technology to Assess Urban Landscape Performance ............. 281

## Teaching Methods in Digital Landscape Architecture

_Michele Campagna, Ana Clara Mourão Moura, Júnia Borges, Chiara Cocco_  
Future Scenarios for the Pampulha Region: A Geodesign Workshop......................... 292

_Pang Li_  
Teaching Landscape Design with Grading Studies: An Experiment Based on High Fidelity DTM................................................................................................................... 302

_Muhammed Ali Örnek, Yasin Çağatay Seçkin_  
Development of an Educational Video Game for the Teaching of Landscape Grading Principles .................................................................................................................. 308

_Emine Çoban Sahin, Duygu Ozgur_  
Landscape Awareness of Childhood in Computer Games: In the Case of “Minecraft” ......................................................................................................................................... 316

_Hans-Georg Schwarz-v.Raumer, Johannes Jörg, Mohammed Alfiky_  
Respecting the Role of Agriculture for an Untegrated Landscape Development at the Urban-rural Fringe Using Geodesign Tools......................................................................................... 327

_Carolin Westort_  
Coding Landscape: Teaching Computer Programming to Landscape Architects......... 337
Chen Ye, An Minghan
The Application Research of 3D Immersed Virtual Reality Interactive System in Landscape Architecture Design Course ................................................................. 346

Invited Paper .............................................................................................................. 355

Carl Steinitz
Geodesign Dynamics ................................................................................................... 356

Acknowledgements ...................................................................................................... 369

Early Conference Announcement & Call for Papers for the International Conference “Digital Landscape Architecture DLA 2017” ................................................. 373