



Sea Level Rise and Urban Design
Elisabeth Machielse (EAS 2019)
Advisor: Stefan AI

This summer I helped work on a book about rising sea levels around the world and how cities can adapt to those changes to protect people, land, and valuable capital. While the suggested interventions are very functional, the book also focuses on how to combine urban design with these ideas to make them into public spaces for everyone to enjoy. For example, sea walls can be integrated with parks, space for public markets, and rock climbing walls. Each of these methods must be able to withstand extreme wave energy and high water levels, while also being functional for the public – this forced me to learn how to think both critically and creatively. As I continue to study to become an architect, this type of analysis can be extremely important and help me come up with more successful ideas. After coming up with these designs, my colleagues and I had to model them for the book using programs like Rhino, Adobe Illustrator, and Photoshop, which I will all need as my studies progress. Learning how to use these programs from graduate students who have lots of experience with them gave me a deeper understanding of how they work and how I can use them most effectively. Perhaps most importantly, this project gave me a taste for what I can expect in my future job – it made me sure of my career track and the confidence to move forward. I gained valuable experience working with other architects and urban planners, got a feeling for the expectations and requirements of the job, and made me excited to move forward. I greatly appreciate everything that I was able to do with the help of my colleagues, Professor AI, and PURM.