

Virtual Public Space in Sketching Community

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Abstract

Virtual Public Space in the sketch community has created by physical distancing during the covid-19 pandemic. The development of the spread of Covid-19, which is experiencing an increase, has changed the physical public space to turn into a virtual public space. Therefore the public space becomes part of the social space for a community, one of which is the sketch community. The sketch community in urban sketchers began to switch to using virtual public space during a pandemic. This study aims to find a pattern from virtual public space in a sketching community that architecture students follow. The method used is the descriptive qualitative method by taking four case studies from communities in Indonesia. According to students, the placemaking pattern of virtual public space from these four communities is necessary and valuable for independent sketching learning.

Keywords: *community; placemaking; sketching; virtual public space*

Introduction

BBC Indonesia informs that almost 39 million cases of Covid-19 in 18 countries around the world. (Indonesia, 2020) In several countries in Europe, as of October 14, Covid-19 cases increased in a few weeks written from the ECDC October 14 in the October 5, 2020 edition of BBC Indonesia, updated October 16, 2020 (Indonesia, 2020). Restaurants and public places in Germany and the Netherlands began to be limited again in the number of visitors and operational time. The increase also occurred in Indonesia; on October 3, 2020, there was an increase in the number of deaths of more than 12.000 to be the highest number in Southeast Asia. (Indonesia, 2020) With the increasing spread of Covid-19 during the new-normal period, public activities, for example, community gatherings, have not been able to meet face-to-face (United Nations, 2020).

The sketch community or urban sketcher is a community of sketch activists who often meet

in public spaces to do live sketching/sketches directly or indirectly (Sketcher UsK, 2019). One of the forms of public space is the existence of a community. This community provides various forms of sketches seen from experience, observations, and multiple techniques in drawing. It's valuable as material for the breadth of knowledge (Briggs, 2018).

The process of doing this sketch is part of the tools for recording events, experiences in space and time (Briggs, 2018). It's useful for students to learn independently by following the sketch community to support the learning process about sketching. The sketching community provides skills and knowledge for the student to understand and sharing about sketching. Since 2010, Arengi or a sketching community formed from several students and lectures in the Department of Architecture, UII has become a community forum to share spatial experiences in learning sketch drawing (Arengi, 2020). In 2017, This community started its activities again by inviting several students and lecturers to share their passion for sketching.

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Virtual Public Space as third place

A paper explains the third place present in the public space as a phenomenon of changing the need for public space to improve the quality of life of human beings (Ellisa, 2019). According to Ellisa, 2019 the need for different spaces in the digital era appears in (1) the Third Room as a community centre, (2) the Third Room in the Digital Age. The Third Room as a community centre arises because of the social phenomenon of togetherness at work, gathering for hobbies etc. The Third Space in the Digital Age, which was previously digital, did not have a strong connection to the emergence of space; now digital makes this third space strong because it is a factor in the formation of this third space. From some of the explanations above, explaining this digital/virtual factor is essential to be discussed and considered as part of changing space-forming factors.

Third place in social aspect relates to meaning place as gathering and has outcomes a community loyalty (Rosenbaum, 2006). It has a similar meaning of third place in Virtual Public Space in the Sketching community. The concept of virtual third place uses all active communities in the community and moves their community to contribute to what a virtual third place means in a virtual community (Markiewicz, 2019).

In this case, the third-place during a pandemic is nothing new. It has become an essential aspect of digital placemaking in the community, especially in this research, the sketch community.

Case Study in Sketching Community

The first Case Study from Indonesia's Sketcher This sketch community started at Urban Sketcher (Usk), starting in 2007 in Seattle-based journalist and illustrator Gabriel Campanario. (Usk, 2019) Usk provides an online forum for sketchers worldwide who love sketches of cities they live in and visit or sketches of houses, cafes, parks. Usk's slogan is See the World, One Drawing at a Time. Then this community appeared in various countries, one of which was Indonesia's sketcher. This community organizes their time every month, quarterly or once a year with multiple activities. Observation of the literature is seen from the process of activities in the new normal (Sketcher UsK, 2019).

Second Case Study from Arengi Sketch community

The Arengi sketch community has carried out Virtual Sketching activities during the pandemic, which was carried out by uploading sketches to the Instagram portal @Arengi.reborn (Arengi, 2020).

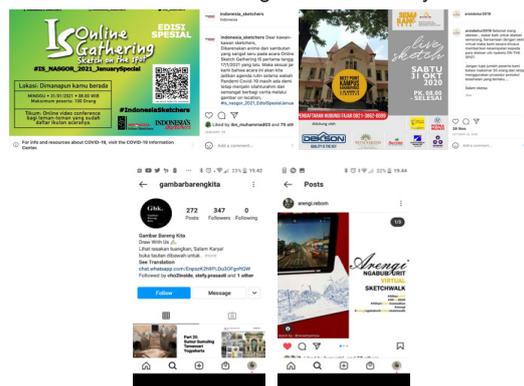
The third Case Study Took Part in The Virtual Sketch Competition held by ArsiSKETur

The ArsiSKETur Sketch Community from Semarang held a virtual sketch competition. By participating in this competition as a tool to see real cases and record them and explore to see the character of Virtual Public Space (Arsisketur, 2020).

The fourth Case Study Participated in Activities in the GBK (Gambar Bareng Kita/ Sketch with us) Community

A Sketch Community called GBK appeared on Instagram and created a community for drawing together. The activity process is carried by uploading works with various themes every week to the Instagram page and posting in the community WAG (Social Media Group) (GBK, 2020).

Figure 2. Sketch Community Activities
Source: Screenshot of Instagram's community



Methodology

This study uses descriptive qualitative research methods with direct observation of participating in a virtual sketch competition. Then, collect literature data explaining Virtual Public Space and the sketch community from various sources, libraries, web pages, social media (because it involves virtual space), journals, and books (Groat, 2013).

Qualitative research methods are more straightforward and based on the perception of a person or group. In this study, researchers observed activities in Virtual Public Space that occurred in 4 sketch communities, namely (1) the Usk Urban Sketcher Community, which is a global sketch community, (2) Arengi Local Community, which is a community formed from several students and lecturers of Architecture. UII, and then (3) other Local Communities -Architects who held virtual sketch competitions as participants to directly observe the observed Virtual Public Space. (4) The GBK Community (Gambar Bareng Kita/ Sketch with Us) holds group drawing activities regularly and on different topics every two weeks.

Table 1. Table of sketching activity in research

No	Communities' name	Activities' name	Time	Duration
1	Indonesia's Sketcher	IS Online Gathering Sketch on the spot	31/01/2021 08.00	1 day, periodically
2	Arsisketur	Sketsa Virtual Heritage Architecture in Semarang Kota Atas	31/10– 1/11/2020 08.00	2 Days, periodically
3	Arenga	Arengi Virtual Sketchwalk	April 24 2020 dan April 31 2021 Moment of Ramadhan mount	Periodically
4	GBK	Gambar Bareng Kita with spesifik topic of sketch object	Once a week	1 theme in 1 week periodically

Source: Author

This research consists of 3 stages, namely (1) Primary and Secondary Data Collection, (2) Data Grouping according to the parameters used, (3) Conducting analysis. Parameters are arranged based on placemaking factors, especially digital ones, which will later become a benchmark for analysis based on the object of observation observed from primary and secondary data.

Of the four categories used in observing activities in the four cases of the existing sketch

community, analysis results will be obtained about the characteristics of the formation and provide alternative directions for the needs of Virtual Public Space for students. The process of observation participating in activities organized by the four sketch communities, which had a variety of (1) access, (2) comfort & visuals, (3) needs & activities, and (4) Sociability during the pandemic.

The analysis process explains every aspect that becomes an indicator in each activity followed. The result will appear that the characteristics of the Virtual Public Space pattern are diverse and can formulate the framework of the placemaking pattern and independent study space for students to learn about sketches in architecture in particular.

Result and Discussion

The researcher took data from two processes, the first using secondary data with existing literature studies from existing websites and social media pages. The first process was to follow one of the activities held by the community during the research or previously conducted.

Table 2. Table of sketch object, techniques and media

No	Name of community	Sketch's Object	Sketching techniques	Sketch Media
1	Indonesia's Sketcher	Daily surrounding object (home, or even in urban area)	Live Sketching	paper
2	Arsisketur	Heritage's Architecture	Live sketching and sketch from photo	Paper and digital
3	Arenga	Architecture, heritage architecture		
4	GBK	Architecture, heritage architecture		

Source: Author

The sketch community studied has a different scope of space seen from the distribution of the community. The following describes the introduction of the four communities in general with the research indicators used to explain the character of virtual public space. The observation came from 4 communities during the Covid-19 pandemic. The following details the time of the activities carried out as part of the research process carried out.

The results show that there are variations of placemaking virtual public space in the four communities. The following describes the diversity of aspects of accessibility, comfort and image, user and activities, and sociability.

In this research, the author finds how the sketching community provides some contributions to architecture, such as finding the placemaking of somewhere with unique architecture and environment and learning about heritage architecture. Some sketches (Figures 8 and 9) explain how the sketching community provides a place to give users various experiences. Placemaking Theory gives an alternative to finding a virtual place as a third place to support sketching in the Covid-19 pandemic.

Figure 3. Accessibility in virtual public space of sketching community
Source: Author

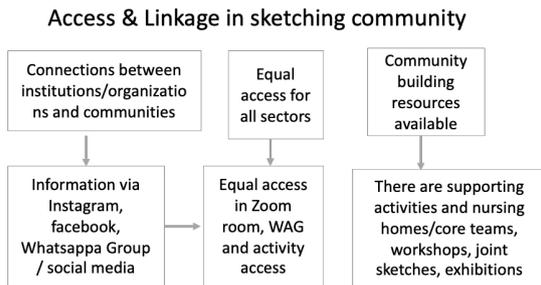


Figure 4 Comfort and Image in virtual public space of sketching community
Source: Author

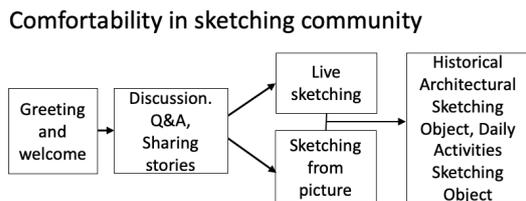


Figure 5. Activities and User aspects in virtual public space of sketching community
Source: Author

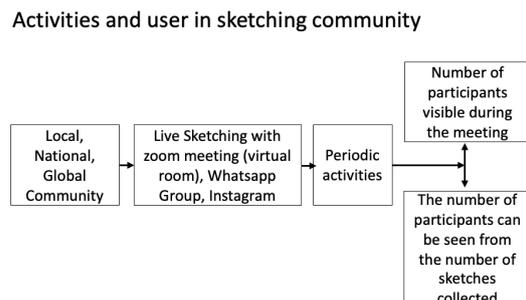
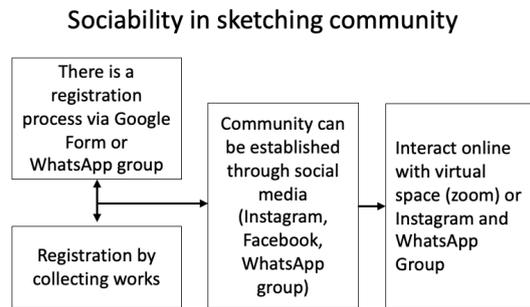
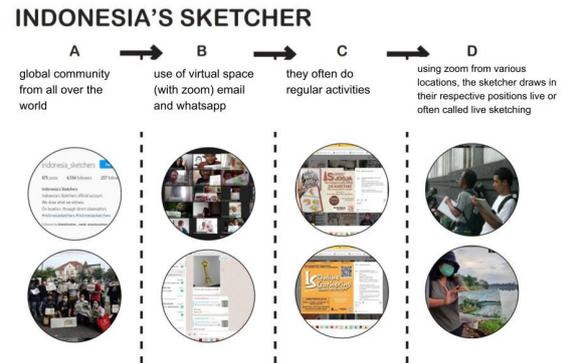


Figure 6. Sociability
Source: Author



From the aspect of accessibility, there are various social media users, such as Instagram, Facebook and Whatsapp groups. In addition to being accessible and affordable, access is also available for the development of activities other than drawing together, namely, virtual workshops and exhibitions.

Figure 7. Indonesia's Sketcher Activities in virtual public space
Source: Author



Easy accessibility can support by visual comfort. Between participants and committee have greetings. There is an interaction between participants, committee and resource persons. The object can use various techniques with various things, from urban sketching, heritage architecture. How to draw also varies; some are live sketching around the residential environment because they are physically distancing. Some draw with photos chosen by the committee and participants.

This community comes from local, national, and international levels; the zoom platform (virtual room) deals with virtual face-to-face. Community activities also periodically have their character, from certain moments to periodic ones such as once a week to once a month.

Sociability aspects come from the registration process and collection of works, and after the activity, participants can participate in following community activities and maintain communication.

The four Sketching communities provide the various experience of places. In figure 8, Anggoro's sketches provide multiple objects with different places by virtual public space in sketching community events. In Anggraini's sketches also offer various things to sketch and the character of place with various sketch tools (Figure 9).

From direct observation, this research collects questionnaires to architecture students from various universities to find out the effectiveness and benefits of virtual public space. The questionnaire data noted that 33 respondents answered and expressed their opinion about virtual public space in the sketch community. Easy access to join the community recorded 84, 9% indicated that it was easy to join the community, the rest were relatively easy. Social media turned out to be helpful and easy to access information about the sketch community, recording 81.8%. The registration process in the community is essential, recorded at 75.8%. Greeting each other, sharing experiences and discussions are considered necessary; 63.6% answered strongly agree. Activities held regularly are also important, recorded at 66.7%.

The results showed a value of more than 50%. It shows that virtual public spaces assisted by digital platforms can help the sketch community during a pandemic, recorded at 63.6% and can be a new alternative for the community, recorded at 57.6%.

Although respondents agree that virtual public space is valuable, 72.7% hope to have physical public space again after the pandemic, and 60.6% answered that virtual public space can still support the sketch community after the pandemic subsides.

Figure 8. Sketches result in four sketching community events.

(a) Arengi event, Pesanggrahan Taman Siswa Yogyakarta, 2020, (b) GBK event, Banco Bilbao Viscaya Argentario Bank, Spain, 2020, (c) Indonesia Sketcher event, Plants neat at home, Solo, 2021, (d) Arsisketur event, Heritage Building, Church in Semarang, 2020
Source: Anggoro, 2020



Figure 9. Sketches result in four sketching community events.

(a) Arengi events: Gateway of Agung Masjid, Surakarta, 2020, (b) GBK event: Banco Bilbao Viscaya Argentario Bank, Spain, 2020, (c) Arsisketur event: Goodfellas, Semarang, 2020, (d) House in Adisucipto Street, Yogyakarta, 2021
Source: Anggraini, 2020

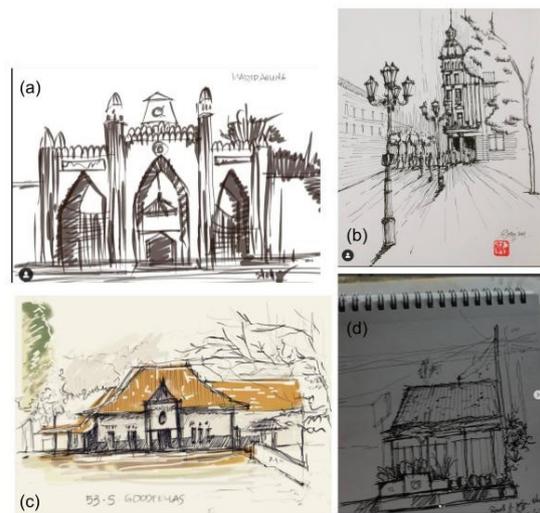


Figure 10. Characteristic of Virtual Public Space in Sketching Community
Source: Author

CHARACTERISTICS OF VIRTUAL PUBLIC SPACE IN THE DRAWING/URBAN SKETCHING COMMUNITY	
ACCESS AND LINKAGE <ul style="list-style-type: none">Information available via Instagram / social mediaEqual access in Zoom room, WAG and activity accessThere are supporting activities and nursing homes/core teams, workshops, joint sketches, exhibitions	COMFORT AND IMAGE <ul style="list-style-type: none">Greeting and /welcome each otherDiscussion/Q&A/Sharing StoriesLive sketching/drawing on location in real timenot doing live sketching, drawing objects observed through photos/videosobject of historical and cultural value sketch
ACTIVITIES AND USER <ul style="list-style-type: none">Global/National/Local CommunityLive sketching with zoomPeriodic ActivitiesThe number of participants is visible at the meetingthe number of participants is visible when the sketch is collected	SOCIABILITY <ul style="list-style-type: none">Registration by collecting worksCommunity can be established through social media (Instagram, WAG)Virtual Discussion Room or social media (Zoom, Instagram, WAG)

Conclusion

The conclusion from this research explains that Virtual Public Space is closely related to the community as a central part of public space (Community-center based), which provides virtual public space opportunities as an alternative in adapting during a pandemic to stay social and interact in a shared space. Social media and virtual room platforms as part of the placemaking factors in virtual public spaces.

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