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

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, 2017). In 2017, This community started its activities again by inviting several students and lecturers to share their passion for sketching.

This is the same as what was done by the Urban Sketcher community Usk (Urban Sketcher) in 2007 in settle-based journalist and illustrator Gabriel Campanario, and they do an online forum for sketcher around the world to love sketching. Usk's slogan is to see the world, One Drawing at a time. (Sketcher UsK, 2019)Urban sketcher starting to draw during a pandemic when saw sketchbook that had been purchased for a long time but had not been used. The sketchbook was finally usable

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during the quarantine period, and the sketcher started sketching again. The pandemic period due to Covid-19 provides a new space for Urban sketchers to be able to continue to sketch even if it is only done at home and continue to communicate online in virtual public space. (Sketcher UsK, 2019)

This research aims to find the placemaking of virtual public space in the sketching community from four cases of sketching community activities that support architecture student skills and knowledge about sketching in the pandemic covid-19 period.

Literature Review

Virtual Public Space in Digital Era

Physical changes to Public Space after the COVID-19 pandemic caused restrictions on joint activities, one of which was activities in public spaces. (Jasiński, 2020) PPS on its website with the title Portals to Place: Supporting Public Space with Digital Space explains the role of Public Space physically and digitally/virtually. (PPs,2000) This article explains that Place digital technology and local communities are connected online / online with the environment. (Aguila et al., 2019)

However, this can be seen in how placemaking has the opportunity to unite the community and digital space. (Haas, 2020) Before the pandemic came, the idea of virtual space had already begun to be discussed in the world of learning. One example is in learning Virtual Design Studio, one of which has also been widely used as part of the learning process about Architecture and Urban Design. (Sun et al., 2014)

By using the diagram "What Makes a Successful Public Space, there are four elements of placemaking in the research in question, namely Public Space related to Digital Placemaking. Digital Placemaking integrates social media with placemaking practices, one of which is community-centred. (Latorre, 2011).

The four elements of placemaking according to PPS are as follows: (1) Access & Linkages (2) Comfort & Image (3) Uses & Activities (4) Sociability. Access and linkage are related to the achievement of access to space. The space here has entered the realm of physical space in public Space and digital/virtual Space (Virtual

Public Space). The convenience brought to show a good picture of any virtual comfort that can be formulated. Users and activities that invite sketchers to gather online. The fourth element is sociability which causes people to gather at one time. (PPS, 2009).

Figure 1. The Place Diagram "What Makes A Great Place"
Source: PPS, 2010

In placemaking, what is important is how the sense of community is formed with social aspects and interactions in an environment and public space. (Cilliers, 2019) Public space in this study provides an opportunity for virtual space in virtual public space to be a reinforcement of physical public space during this pandemic.

Virtual Public Space is a space that is formed in the concept of digital placemaking. Where public space begins to connect a new environment that is connected with technology. (Hespanhol, 2018). In placemaking, it is not just a relationship between people and places. However, also on how to make connections between people and places. (Ghavampour & Vale, 2019),

Virtual Public Space as third place

In a paper explaining the third place that is 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 important 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 in a virtual third place can be used by all communities that are active in the community and move their community so that they can contribute to what a virtual third place means in a virtual community. (Markiewicz, 2019)

In this case, the existence of a third-place during a pandemic is nothing new and has become an important 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 Settle-based journalist and illustrator Gabriel Campanario. (Usk, 2019) UsK provides an online forum for sketchers around the world 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 various activities. Observation of the literature 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 out by uploading works with various themes every week to the Instagram page, which was previously posted in the community WAG (Social Media Group). (GBK, 2021).

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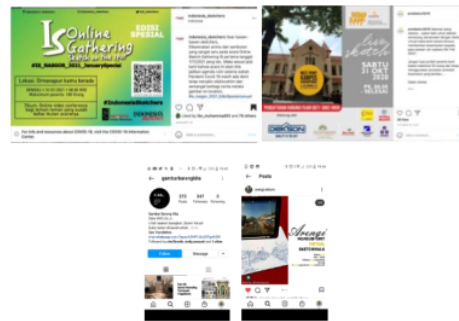
Methodology

This study was designed by conducting descriptive qualitative research methods with direct observation of being a participant in a virtual sketch competition and by collecting literature data that explains about Virtual Public Space and about the sketch community from various sources, libraries, web pages, social media (because it involves virtual space). journals and books. (Groat, n.d.)

Qualitative research methods are simpler 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 see and observe the observed Virtual Public Space

directly. (4) The GBK Community (*Gambar Bareng Kita/* Sketch with Us) holds group drawing activities at regular intervals 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 spesific topic of sketch object	Once a week	I 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 those related to digital, 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. Observations were obtained from the process of 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 provides an explanation of every aspect that becomes an indicator in each activity that is followed. The end result will appear that the characteristics of the Virtual Public Space pattern are diverse and can formulate the framework of the placemaking pattern as well as an 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, while the first process was to follow one of the activities held by the community during the research or previously that had been 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 is a description of the introduction of the four communities in general with

the research indicators used to explain the character of virtual public space. Activities observed from 4 communities were carried out 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 is a description of the diversity of aspects of accessibility, comfort and image, user and activities, and sociability.

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

Access & Linkage in sketching community

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

Comfortability in sketching community

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

Activities and user in sketching community
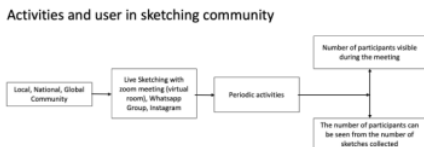
Figure 6. Sociability

Source: Author

Sociability in sketching community

From the aspect of accessibility, there are a variety of social media used, such as Instagram, Facebook and Whatsapp group. In addition to being easy 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

INDONESIA'S SKETCHER

Easy accessibility is also supported by visual comfort. There were greetings between participants and were greeted by the committee and other participants. There is an interaction between participants, committee and resource persons. Objects that are drawn can use various techniques with various objects, from urban sketching, heritage architecture. How to draw also varies; some are live sketching around the residential environment because they are physical distancing. Some draw with photos chosen by the committee and participants.

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

Sociability aspects can also be seen from the registration process and collection of works, and after the activity, participants can participate in subsequent community activities and still maintain communication.

Figure 8. Characteristic of Virtual Public Space in Sketching Community
Source: Author

From direct observation, this research is supported by questionnaires to respondents who are 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 quite easy. Social media turned out to be helpful and easy to access information about the sketch community, recorded 81.8%. The registration process in the community is considered important, recorded at 75.8%. Greeting each other, sharing experiences and discussions are considered important; 63.6% answered strongly agree. Activities held regularly are also important, recorded at 66.7%.

The results showed a value of more than 50%. This shows that the existence of 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 useful, 72.7% hope to have physical public space again after the pandemic subsides, and 60.6% answered that virtual public space can still support the sketch community after the pandemic subsides.

Conclusion

The conclusion from the results of 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 can be used as part of one of the placemaking factors in virtual public spaces.

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