Visualizing Pittsburgh Graffiti:

using information design to create awareness between community members and graffiti writers

by Miso Kim and Anne Iasella M.Des. Communication Planning and Information Design

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Problem Statement

Graffiti is a complex social problem that has not been well explored. Our goal was to create an interactive tool that puts the perspectives of graffiti writers and community members in the same design space.



In the mid-1980s graffiti emerged in Pittsburgh. In 1989, Pittsburgh crafted its first initiative aimed at curbing graffiti within the city.



In the last 25 years approximately six more initiatives have been proposed to curb graffiti within Pittsburgh:

1989 anti-graffiti trust fund

1994 security guards in city parks

1995 anti-graffiti billboard campaign

1995 graffiti blitz team

1995 youth curfew measure

1997 \$200,000 anti-graffiti initiative

2003 ban on the sale of materials to minors



While these initiatives reduced the saturation of graffiti within the city did little to curb it all together.



Why have the city's initiatives failed?



Barriers to finding a solution to Pittsburgh's graffiti problem

"Communication. An understanding between council, those who are breaking the law, and the communities themselves. I think those who are tagging need to understand how they are hurting people. I think council needs to understand why they feel the necessity to tag. And I think the community has to understand that there needs to be a middle ground."

Bill Peduto
Member, Pittsburgh City Council

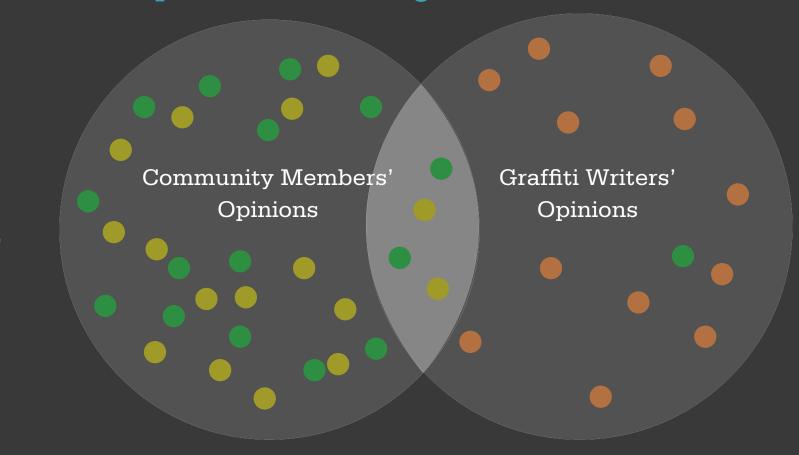


Barriers to finding a solution to Pittsburgh's graffiti problem

This lack of communication is fueled by the media sources that provide Pittsburgh with information on the subject.



Distribution of Pittsburgh information resources published about graffiti 2001-2004



- Post-Gazette
- **T**ribune
- Websites



Design Process

Our goal was to use information design to create awareness of divergent viewpoints held by graffiti writers and community members.



Design Process

- 1. Research the problem
- 2. Analyze the issues
- 3. Design a solution



Design Process: Archival Research

Pittsburgh Newspapers:

Post-Gazette, Tribune, Pulp and City Paper

Books:

Spraycan Art, Taking the Train, The Art of Getting Over

Websites:

12oz prophet, Art Crimes, Wooster Collective

Government Documents:

Graffiti legislation, press releases, educational videos

Documentaries and Videos:

Stylewars, Beat Street, Wildstyle



Design Process: Trace Measures

Walnut Street



The Eliza Furnace Trail



The Warehouse



The Busway





Design Process: Interviews

Graffiti Writers

Member

CSN crew

Member CSN crew

Member CSN crew

Kristoffer Smith former writer

Community Orgs.

Alisha Sirk Executive Director Oakland BID

Alex Coyne Code Education Liaison Oakland BID

Grant Ervin
Program Manager
Pittsburgh Community
Reinvestment Group

Property Owners

Owner Kawai Gifts

Owner Village Pizza

Manager
Top Notch Art Store

Government

Bill Peduto
Member
Pittsburgh City Council

Patti Chavez Operations Coordinator Pittsburgh Public Works

Kathy Degler Commander Pittsburgh Police

Ashley Thompson Police Officer Pittsburgh Police



Design Process: Analysis

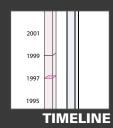
Graffiti writers and community member have radically different views on space and how one owns it.

Historical reasons for creating or combatting graffiti are not well communicated to members of the opposing group.

Perceptions of the opposing group are often driven by generalizations and stereotypes.



Design Process: Information Architecture



Historical reasons for creating or combatting graffiti are not well communicated to members of the opposing group.

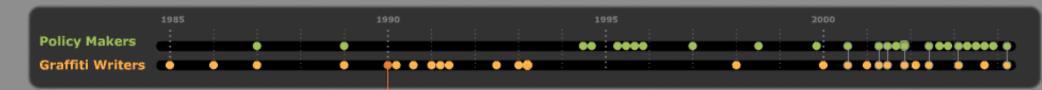


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Visualizing Pittsburgh Graffiti



1990 Court Building becomes Pittsburghs first writers bench

Local graffiti writers begin to frequent Armstrong Court, an abandoned building in the Strip District of Pittsburgh. The building becomes a place for graffiti writers to meet, paint and discuss work.

Recounting the Warehouse (1 min 4 sec)

Piece Spots

Shows areas where there is a high concentration of pieces. A piece, short for masterpiece, is a multi-colored work that usually displays a graffiti writer's pseudonym and crew affiliation. Most pieces, because of the time necessary to create the work, are executed in areas rarely frequented by the public.

- On Getting Up
- On the Context of Piece
- Types of Graffiti
- Graffiti on the Trail



- Owned Area Maps
- Private Property
- Public Property

- Claimed Area Maps
- ☑ Graffiti Crews
- M Areas Affected by graffiti
- ✓ Piece Spots

- Related Informations Maps
- Delinquent Property
- Violent Crime

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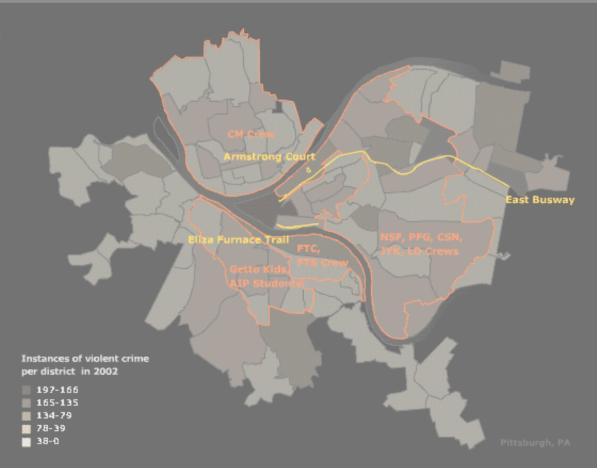
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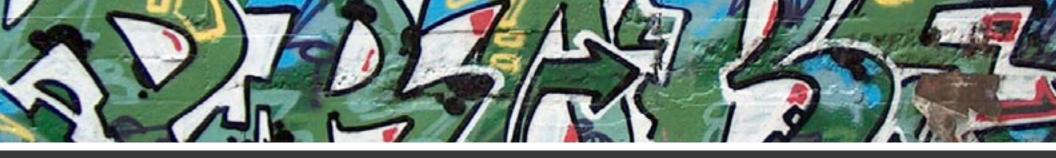


Owned Area Maps

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- **Graffiti Crews**
- Areas Affected by graffiti
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Scenarios of Interaction

Secondary title:

- 1. Policy makers' perspective
- 2. Graffiti writers' perspective
- 3. Map comparison



Future Plans

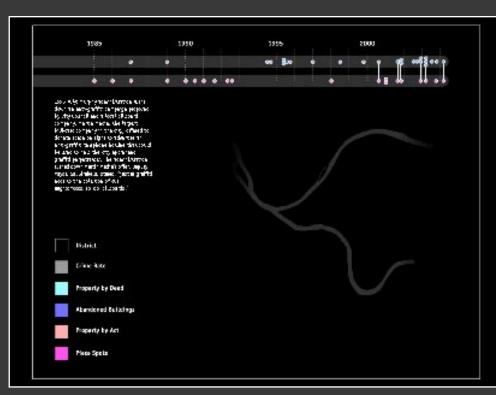
Over the summer completely build out interactive piece incorporating feedback from user testing

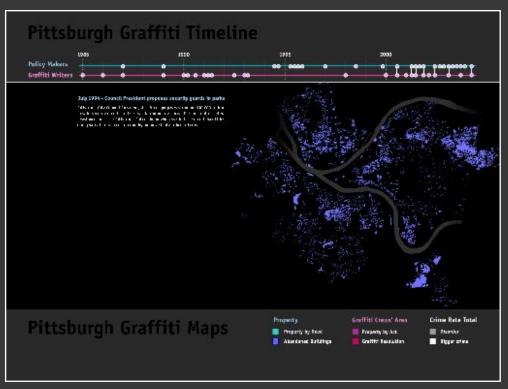
Publish to web

Distribute

If any of the visitors are interested in the project we are happy to collaborate with them

Design Iterations and User Testing

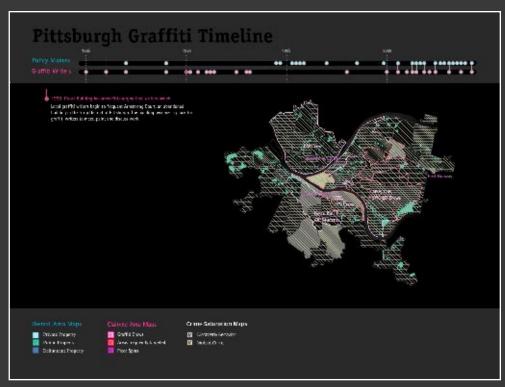




Iteration 1 Iteration 2

Design Iterations and User Testing

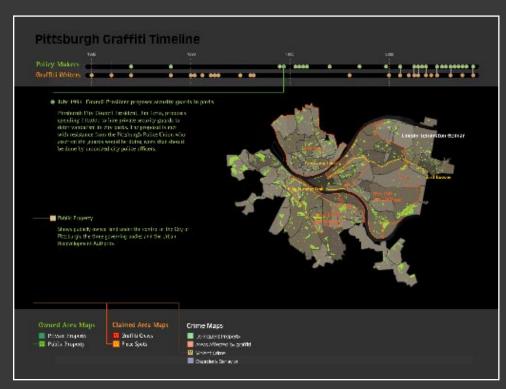




Iteration 3 Iteration 4



Design Iterations and User Testing



Iteration 5

User Testing

- + able to navigate through timeline and maps with ease
- + expressed an understanding of timeline and map information
- + color scheme helped clarify information
- "v" in the box which activates maps seems confusing
- confused about the area mapped
- had trouble understanding some textual explanations