



MASTER OF
**LANDSCAPE
ARCHITECTURE**

**ANDY
POLEFRONE**

DEGREE(S):
Fine Art, Cornell University

HOMETOWN:
Pittsburgh, Pennsylvania

Why did you choose to pursue a master's degree in landscape architecture?

I studied fine art as an undergraduate, and my work started to tend toward ideas about how ecology and culture overlap, especially with an eye towards science fiction. At some point I realized I was more interested in designing space, and working with those ideas in built projects, rather than just interacting with them from a distance.

Why did you choose the Knowlton School at Ohio State?

The faculty. They are an incredibly interesting and energetic group, and the breadth of the work they do was fascinating to me. I feel like I've had the kind of access to my professors that I might not get at other comparatively rigorous programs. It was also important to me to attend a landscape architecture program with women in leadership roles, which is true of the Knowlton School.

What have been some of the most valuable opportunities you've experienced at Knowlton?

I just returned from a trip to Colombia sponsored by the ARTA grant, in which I examined the relationship between formal and informal development of Medellin, especially in relation to urban agriculture and the agricultural heritage of the city.

I was able to meet people and see places that, beyond providing invaluable research for my eventual thesis, have already changed the way I understand the world as a designer. My advisor was instrumental in helping me plan and execute the research, something that I never would have been able to imagine just a year ago.

Briefly describe your studio experiences and how they have been integral to your learning.

The studio system at Knowlton really pushes you to be inventive, and to think critically about everything you're learning in your other classes. Our first semester studio (in which we were asked to think about quarrying as a design process, and how we might attempt design ecologies using those processes) was, simply, fun. It pushed us outside our comfort zone, and helped us produce work that goes beyond the usual expectations of landscape design.