

A NEW FUTURE FOR PLANNING

1.0

01 Intro

08 BLANKSPACE: IMAGINEERING URBANISM

18 COPENHAGENOFFICE: ACTION PLANNING

28 EFFEKT: VISIONEERING

38 FORCE4: GREEN SPOTTING

48 MUTOPIA: PARTICIPATORY PLANNING

58 NORD: HANDS UP!

68 TESTBEDSTUDIO: BOOK OF IDEAS

78 UiD: PROCESS PLANNING

The Perfect Plan

Imagine a perfectly planned, organized and controlled environment. A world of order, beauty and harmony. Welcome to the Öresund region!

A region in which planning has been used as an instrumental tool for the egalitarian ideals of the welfare state, which have evolved through the latter half of the 20th century. An approach which has been tremendously successful in managing and regulating nearly every physical aspect of the environment, creating a thoroughly planned society.

Now, imagine that this society no longer exists, and that all we are left with is its omnipresent (physical) mould.

This region, with no “real” problems, is suddenly confronted with the immense challenge of letting go of old ideals in the face of a new reality.

A reality based on the destabilizing factors of globalization, migration and communication in the broadest sense. The exchange of people, knowledge, goods, lifestyles, etc. poses a challenge to societies everywhere, but not in least to the quite homogeneous Scandinavian countries.

In light of these developments it becomes increasingly difficult to maintain a unifying planning concept.

The Paradox

Critique of this unifying planning concept is far from new. In 1966 Johan Fjord Jensen wrote the following about Albertslund, one of the most carefully planned suburbs of Copenhagen, in the Book *Homo Manipulatus*: “An urban harmony has arisen as the result, spanning from the reasonable placement of social institutions, to the equally well considered traffic measures, down to the smallest design. Even the door signs are kept within the same purist cubistic style as the houses, even the playgrounds are constructed according to architectonic considerations whereby the swings correspond with each other like the lines in a Mondrian painting... Is nothing then at all wrong? Well, yes, the paradox is that nothing is wrong in all of this functional artfulness.”

A New Reality

For decades, urban planning has been using regulations and restrictions in an effort to separate nature from urbanity, public from private, living from working - good from bad.

Since 1948 the famous “Finger Plan” has been the

overall guiding principle for urban development of the metropolitan area of Copenhagen. Basically, the “Finger Plan” prescribes urban growth along the main infrastructures around Copenhagen. These infrastructures emanate radially from the historic center of Copenhagen creating urban “fingers” separated by cohesive green areas. The image of the hand imposed on the map is probably nothing more than an easily recognizable description of this plan. But it is also tempting to see it as an image of the planner keeping a firm grip on the city.

Today, the grip has loosened. Nature flourishes in the city and communication (an essential feature of the city) is now possible almost everywhere throughout nature. Meanwhile, public spaces are being invaded and transformed by cell phones, surveillance kits and private bodyguards, the town square is a 28” screen at home and Big Brother captures the most intimate details of your private life. And everywhere utter ugliness and sublime beauty are mixed in intricate new combinations.

In addition to this hybridization of our physical environments, the notion of common interest and long-term perspectives - the backbone of planning - are now rapidly vanishing in a gulf of individual interests. Neighboring towns are competing with each other for the same lucrative taxpayers; politicians are allowing random opinion polls dictate hard decisions and commitments; people settle (voluntarily or involuntarily) in ghettos or gated communities of like-minded people,

avoiding direct contact with other people; and local citizens team up to protest against any new municipal intervention that might affect the value of their private real estate.

This, combined with the economic uncertainties of globalization and increased mobility powered by expanded infrastructures, creates a completely new set of challenges for the profession of planning. But maybe it also creates a completely new set of opportunities. Maybe the planning of the 21st century does not (only) have to be about regulations and restrictions. Maybe the loss of power of the traditional planner isn't such a bad thing after all.

Maybe it is the beginning of a new future for planning.

The New Generation

A new generation of young architects from the Öresund region is responding to the changing conditions of planning with a great deal of optimism.

Among them are the groups presented here: BLANKSPACE · COPENHAGENOFFICE · EFFEKT · FORCE4 · MUTOPIA · NORD · TESTBEDSTUDIO and UiD. They see the changes as an opportunity to define a different type of planner. They have no problems abandoning the idea of the master planner and the pursuit of creating a unifying vision of the city. To them it

is not a loss of power or influence, but an opportunity to work with a multiplicitous city.

It could be argued that these offices work catalytically rather than synthetically. They are creating new effects and performances by maintaining and mixing disciplinary differences and viewpoints, rather than by unifying them. They seek a multidisciplinary approach in close collaborations with other fields of knowledge. Most of the offices have extended networks including other disciplines; some of them even incorporate the multidisciplinary in their office structure.

The offices share a common understanding of the challenges and potentials of contemporary planning, but use this understanding to create different niches, different interests, which are reflected in the methods and tools presented by them in this publication.

The offices share a common understanding of the challenges and potentials of contemporary planning, but use this understanding to create different niches, different interests, which is reflected in the eight products, or tools, presented by the offices in this publication: IMAGINEERING URBANISM · ACTION PLANNING · VISIONEERING · GREEN SPOTTING · PARTICIPATORY PLANNING · HANDS UP! · BOOK OF IDEAS and PROCESS PLANNING.

One of the challenges they face is large scale planning. How is it possible to create alternatives to the traditional

master plan that fixates future development in a singular image of a specific architectural design? How is it possible to develop a more dynamic, open-ended and process oriented planning? What level of overall coherence should this planning maintain?

The young architects meet this question with both an analytic and practical approach. They create analytic tools capable of processing information from a broad range of fields and of visualizing the overall impact of local interventions, to form an open-ended discussion of possibilities. And they create practical tools capable of adapting a wide variety of typologies, densities and designs without losing an overall character, to form a more open-ended planning.

Another challenge is the ever expanding range of interest, bureaucracies and technical issues that constantly increases the complexity of planning. Some of the offices create new tools to negotiate this complexity. They develop strategies for involving and activating various users and interests in the planning through scenario games, role-plays and workshops. Others engage specific planning issues like ecology, suburbia or infrastructure to create professional niches in order to explore the potentials of these challenges.

The pragmatic acceptance of the complex mechanisms and structures of the existing world is a common starting point for these offices. A lot of energy and potential is lost in the attempts to circumvent different

power structures. Why not enter them pragmatically exploring and exploiting local possibilities? That's one of the reasons why these offices do not shy away from engaging "the market", developers, users or bureaucratic structures of planning.

But don't mistake the pragmatic approach for lack of ideals or cynical opportunism. It is driven by a fascination of the possibilities and potentials of a pluralistic globalized world. A world in which planning and architecture still play an important role. But also a world that leaves space for the unplanned, the unorganized and the uncontrolled. And for new ways of planning, organizing and controlling!

Blankspace

Søndre Ringgade 15, 4.
DK-8000 Århus C
Tel +45 40331699
Tel +45 26206299

Selveje Allé 20
DK-2500 Valby
Tel +45 36165518

Info@blankspace.dk

Blankspace is a multidisciplinary office established by the architects MAA Claudia Carbone & Claus Peder Pedersen, the anthropologist Kirsten Marie Raahauge and the artist Ivar Tønsberg. Blankspace mixes architectonic, academic and artistic competences in a broadminded engagement in contemporary urbanism. Our work involves planning projects as well as academic research, exhibitions and education, which situates our physical surroundings in a wider context of understanding.

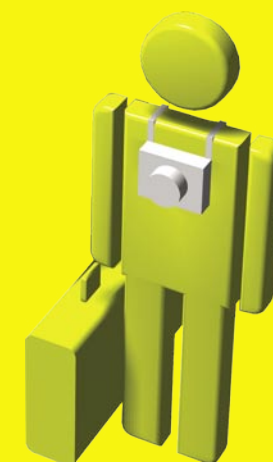
- 2005 The Future of the Highway. Study and catalogue of ideas for future urban development related to highways. Danish Road Directorate.
- 2004- Ø. Empirical study of Danish islands.
- 2003 Freeport. Study of the harbour as phenomenon and idea. Danish Arts Foundation.
- 2003 Århus spaces. Ethnographic installation in Albertslund.
- 2002 Social housing for birds. Park art in Albertslund. The Municipality of Albertslund.
- 2002 Parallel commission for a proposal for residential area in Albertslund. Freja Ejendomme.
- 2002 Vollsmose+. Park art in Vollsmose, Odense.
- 2000 Residential area in Bremdal. Architectural competition. 3rd prize.
- 1999- Hcity - Study of urban development related to infrastructure.
- 1998 Residential area in Køge. Architectural competition. 3rd prize.
- 1997 Competition for a new university in Copenhagen. Selected for final stage.

Byer I+II. Tidsskriftet Antropologi 47 & 48. 2005. ISBN: 87-88825-2-29-9
Harbour Shop . 2004. ISBN: 87-989138-9-1
Havnebutikken. 2004. ISBN: 87-989138-8-3
Urban Lifescape – space, lifestyle and consumption. 2004. ISBN 87-7307-687-2
Diversifying Digital Architecture. Feidad Award 2003. 2004. ISBN: 3-7643-7160-9
Monster. 2002. ISBN: 87-983751-1-3
Skulptur i Eventyrhaven og Vollsmose 2002. ISBN: 87-7766-120-6
2000 Far Eastern International Digital Architectural Design Award. 2001.
Lyngby Her og Der. 2001. ISBN: 87-90766-12-1
Et døgn på Rådhuspladsen. 2000. ISBN: 87-90766-06-7
Sted og Transit i Taastrup. 2000. ISBN: 87-90766-09-1
Citta' terzo millenio. 2000. ISBN: 88-208-0416-6
Udspænding. Arkitekturgalleriet [11]. 1999. ISBN: 87-90668-16-2

www.blankspace.dk

Blankspace

Imagineering Urbanism



Imagineering Blankspace

Imagineering [imagine + engineering] offers a multidisciplinary approach pinpointing spatial, social and esthetical relations of post-industrial urbanism. It articulates a new and less authoritative method of planning in order to connect different points of view and interest. It incorporates a multiplicitous conception of contemporary urbanism.



Imagineering Urbanism

Imagineering deals with the construction of conceptions. It is based on a pragmatic and unprejudiced approach to the existing reality and its limitations. But it does have a critical dimension as well that exposes and highlights existing and emerging phenomena and tendencies. Imagineering is developed in the collision of academic, architectonic and artistic approaches. It blends data, analyses, development of concepts and architectonic projects with a poetic verve to create a thought provoking discussion of possible and plausible realities involving the public, planners and decision makers.





Imagineering Reality

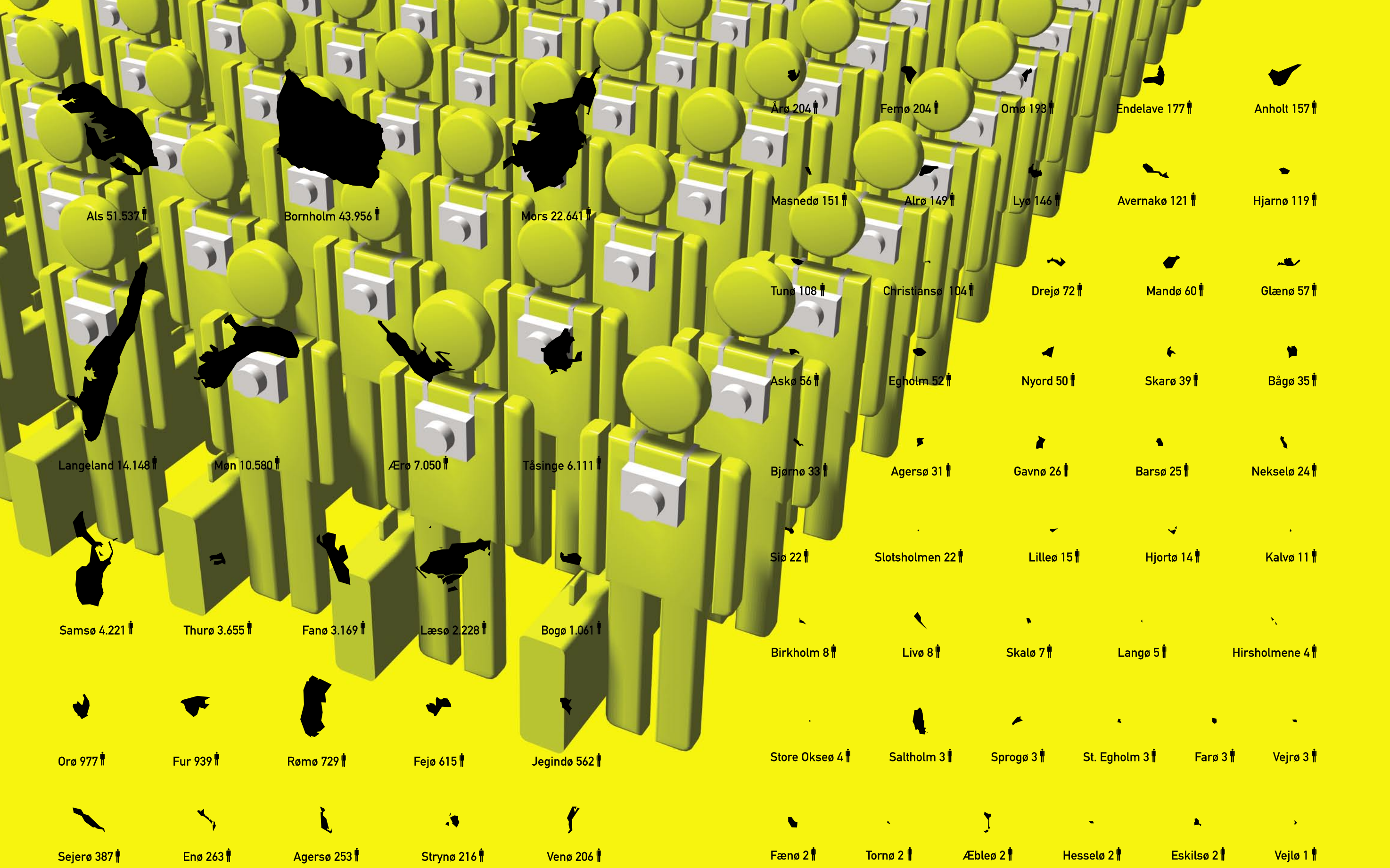
Imagineering addresses urban complexity. It deals with issues of physical design, mobility, communication, perceptions of nature and urbanity, and construction of identities just to name a few.

The acceleration of communication – physical as well as digital – changes the concept of urbanity as well as the physical properties of cities and landscapes. Blankspace has addressed this change in imagineering projects on a number of occasions. Among them the three projects shown here:

Hcity refers to the H-pattern created by the highways that connect different parts of Denmark. It traces the changes the Danish cities and cultural landscape have undergone over the last decades, as well as the shift in relations between cities, regions and landscapes created by this. It argues that the connected parts of Denmark could be seen as one coherent urban structure. Hcity is a new mental map of Denmark mixing data, collages, projects and concepts.

Ø is an empirical study of tiny Danish islands. It focuses on the remote areas of Denmark. The areas leftover by Hcity, but also paradoxically the areas made attractive by this omission. The study focuses on these paradoxes and involves themes like the national romantic landscapes of the golden age painters, nostalgia, synthetic ruralism and advanced forms of post-modern urbanism.

The future of the Highway is a forthcoming study of urban development along the Danish highways, commissioned by the Danish Road Directorate.



COPENHAGENOFFICE

Vestergade 12, 3.
DK - 1456 Kbh K

T: +45 23302327 Tanja Jordan
T: +45 26831833 Simon Ingvarsten
T: +45 28143448 Peter Gamborg

info@copenhagenoffice.dk

COPENHAGENOFFICE is an architectonic problem solving practice. Partners are architects m.a.a. Peter Gamborg, Simon Ingvarsten and Tanja Jordan. Through a questioning approach we deal with strategic planning exercises, user participation and dialogue processes often in a multi-disciplinary field. We have a specific interest in the contemporary urban condition we all are part of and the consequential social constructions and hybrids, creating new complex relationships. Our work provides possibilities for new ways of interaction and new forms of communities to develop.

- 2005 BVL – Danish Road Directory. Project for the future development of the Danish highways.
- 2005 The Autumn Exhibition at Charlottenborg.
- 2004 UN sanitary pavilions/Social Biotype. Proposal in Heerhugoward recreational area, Holland, with artists Superflex.
- 2004 Sorrentovej. Full conversion of a bungalow on Amager, Cph.
- 2004/5 Wall of Free Speech. Building installation at the Town Hall in Lund, S. With artist Ása Sonjasdottir.
- 2004 South Harbour Culture House. Commissioned by and developed in dialogue with the Municipality of Cph. A program and a concrete proposal for a fragmented or decentralized cultural facility.
- 2004 URBANPLANEN. Project developed with residents, etc. for the housing projects on Amager. Cph.
- 2003 FLOATS and Interlacing. Two visionary proposals for the Danish harbour areas. Commissioned by the Danish Arts Foundation, Architecture Committee.
- 2003 Future University. Commissioned by the SFU. A dialogue process project developed as a part of the research project "Space, Form, Function".
- 2002 Trekroner East. A network of places and spaces. Arranged by UiD and the Municipality of Roskilde on the development of the new town of Trekroner.
- 2000 NhEW PAD. Living in Motion. Exhibition arranged by Vitra Design Museum.
- 1999 NhEW. Solo exhibition at the Danish Architecture Center, Copenhagen.

Fremtidens Universitet. 2003. ISBN: 87-90797-21-3

Harbour Shop. 2004. ISBN: 87-989138-8-3

Living in Motion. 2002. ISBN: 3-931936-35-X

NhEW. Arkitekturgalleriet. 1999. ISBN: 87-90668-18-9

Prefab. 2002. ISBN: 1-58685-132-2

Sydhavnen - Skole, Idræt og kultur. 2004.

<http://www.kbhbase.kk.dk/kbhbase/pegasus.nsf/url/sydhavnforanalyse>

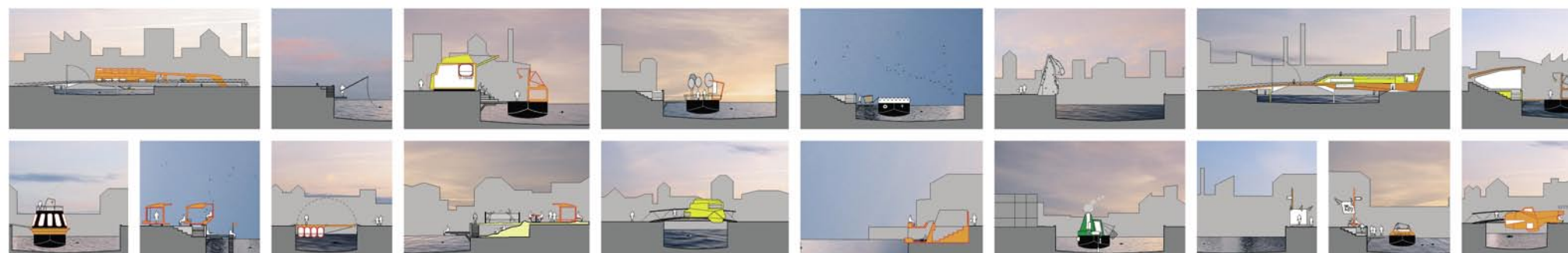
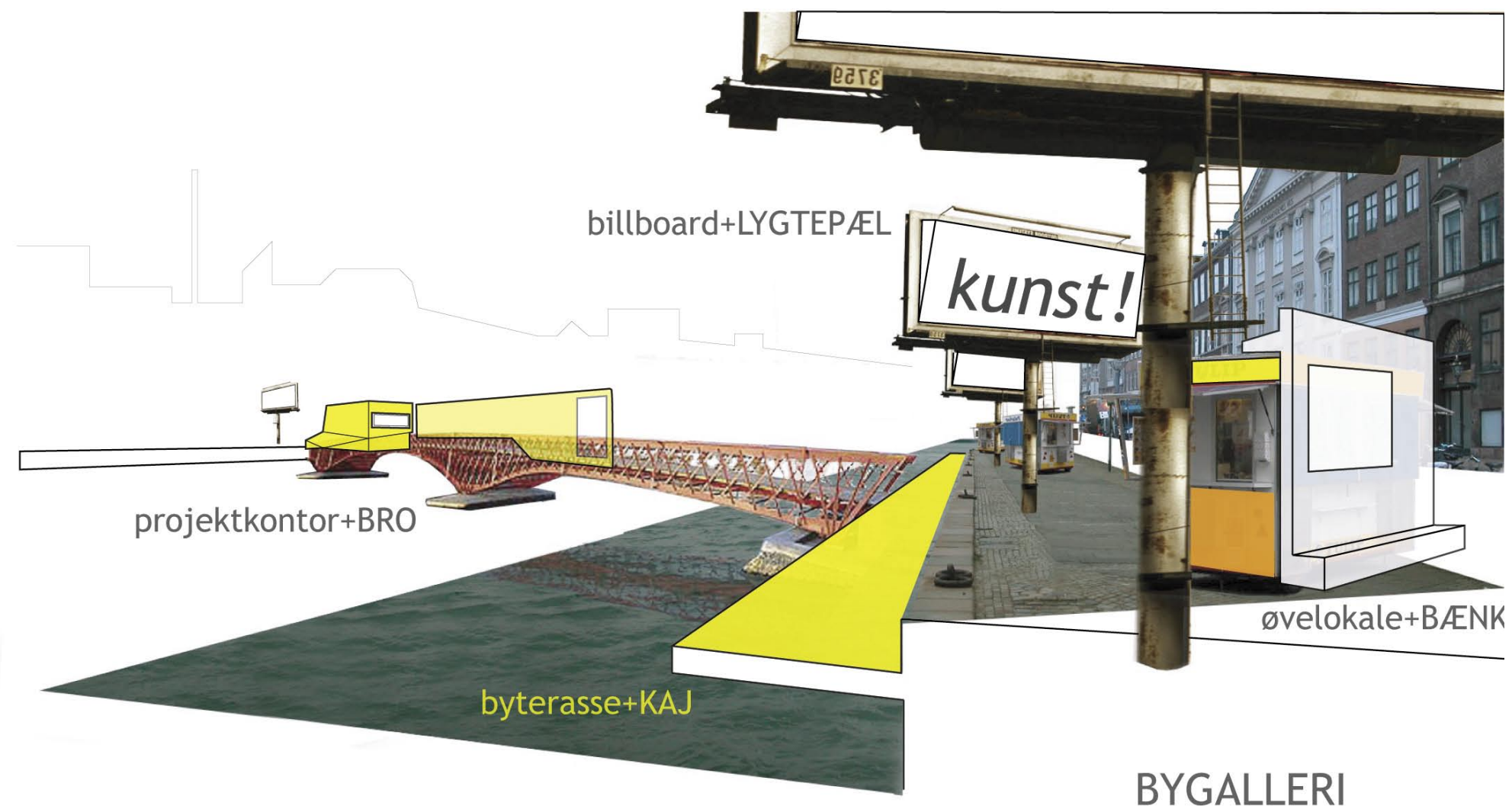
SUPERFLEX/TOOLS/. 2003. ISBN: 3-8228-7743-3

Surface Tension - Problematics of site, 2003. ISBN: 0-9655570-4-9

www.copenhagenoffice.dk

COPENHAGENOFFICE

**ACTION
PLANNING !**



CULTURE HOUSE SOUTH HARBOUR. 2004 / The project is both a program and a concrete proposal for a fragmented or decentralized cultural facility located in the industrial south harbor of Copenhagen. The context for the project is the master plan, which proposes the development of 5000 new dwellings by the Dutch architect Soeters. The Culture House exploits the economy and qualities inherent in Soeters master plan introduces; more waterfront, new bridges, new public spaces etc. The culture house is tied to its location; it operates on a small scale, where people live, incorporated in the everyday life. The culture house develops a distinct profile through its iconographic buildings that integrates and incorporates the city as part of the culture house i.e. the living bridges, the city gallery etc. as active cultural programs and facilities in the new community. The project is commissioned by and developed in dialogue with the Municipality of Copenhagen.

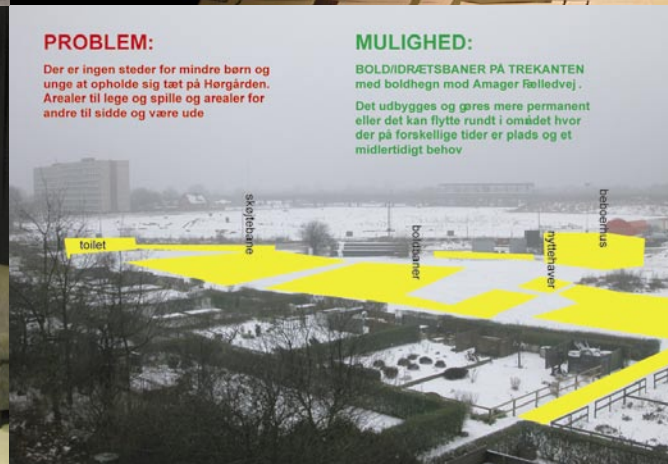
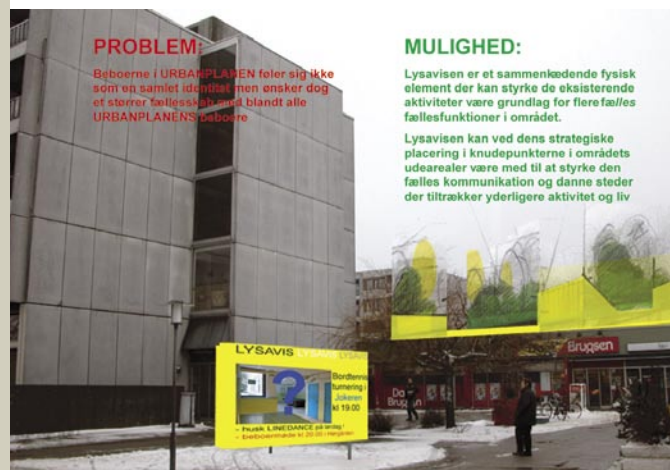


COPENHAGENOFFICE - ACTION PLANNING !

Cities are cultural phenomena. The issues attached to the city are culturally based; being, politically loaded questions concerning immigration and the formation of ghettos (rich as poor), and questions touching upon a broader cultural discussion, the notion of the good life and the good city.

COPENHAGENOFFICE is working to make these culturally related factors into operational tools by way of architectonic interventions, which relates to the way we understand, and interact with each other and the city. These interventions range from events, temporary projects and projects of varied urban program. They are "actions" which initiate a differentiation on a local level. – ACTION PLANNING!

The office focuses on strategic planning exercises, user participation and dialogue processes often taking a multi-disciplinary approach. The experience of COPENHAGENOFFICE is founded in an architectonic questioning and problem solving practice. We have a specific interest in the social and contemporary urban condition that we are part of. And in the global condition, and the hybrids which are creating new complex relationships; - the aspects of the city that cause people to be forever drawn and fascinated by it.



THE URBAN HOUSING PROJECTS / 5 young architectural teams were invited to conduct workshops in collaboration with inhabitants, interested parties and employees at URBANPLANEN, a housing estate from the 60's, followed by the development of sketch proposals. The project took its starting point in the mapping of the varied existing activities in the housing estate. The participants of the workshop developed critical suggestions for new ways of meeting in the area. The formation of a COMMON space was essential for everyone at URBANPLANEN.
The Remise centre, which is an abandoned and rundown shopping centre, was the focus of an action instigated by the dwellers in the area; ACTION URBAN!. Yellow smiley stickers were handed out to by passers, dreams and desires for the future were placed on the empty shop windows. The Partnership and the architectural office Witraz arranged the project URBANPLANEN U2.

We do not consider the city as a statically determinate dimension, but as an indeterminate, flexible and dynamic condition. Public space produces cultural and opinion-forming spaces. We are interested in these places, spaces and situations where people meet, assemble and reside as individuals and as a community. The office works with specific problems, cases, as its point of departure. The relationship between small scale actions, where the architectonic interventions on a human scale have implications on a much larger scale for the city as a whole, are particular areas of focus. This approach establishes the basis for other ways of thinking and generating propositions for the contemporary urban condition.

THE PRODUCT: ACTION PLANNING ! - Small-scale actions in large-scale context

Architecture is a planning instrument. The city consists of buildings, and these buildings produce more or less usable public spaces. The city is a facilitator of places where people can meet and interact. Our planning tool or "product" acts as an insertion in the city on a small-scale, with implications on much larger city and regional level. We call it ACTION PLANNING! The small insertion introduces a comprehensible relation between the city, its users and residents and the abstract scale of planning. We consider the insertions as actions. In this way a precision, working with the urban context characterized by being indeterminate, is produced.

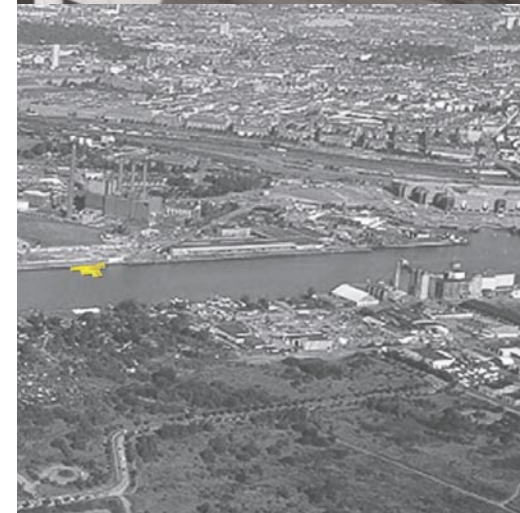
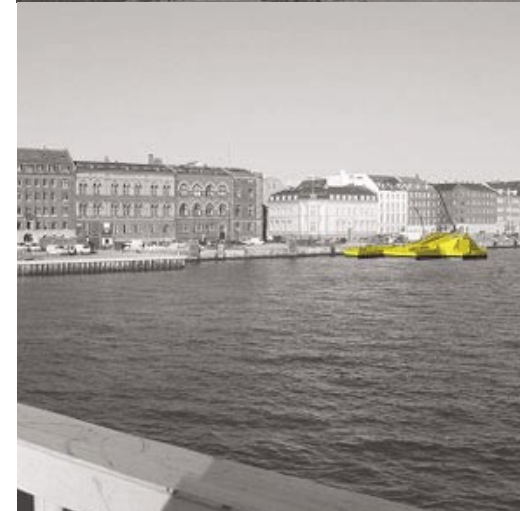
We are specifically aware of, and interested in, the urban condition, of what seems to be left-over. - The unexploited places, which have no or only temporary use. This being the surplus landscape of the infrastructure, parking areas, redundant industrial areas or an urban district, which is in need of revitalization and is facing new development. Through ACTION PLANNING! the transformation and exploitation of these areas is being influenced.





FLOATS - Trial & Error / The project describes a series of floating modular constructions, which can be combined in varying constellations.

FLOATS utilize the harbour for recreational public purposes such as clubs, societies, bath houses, public plazas etc. As a consequence an urban space is created on the water. The mobility of the FLOATS makes it possible to attend to different needs at different places and different times of the year in the harbour. The project acts as a catalyst for the unknown potential of the city at any given place. On account of the mobility of the project, the project allocates a new and dynamic way of planning. This temporality and mobility shows possibilities for testing far more radical initiatives than by a well-known and more traditional static planning strategy. The project has been exhibited in harbour cities all over Denmark during the summer 2004 and at the exhibition »Metamorph« at 9th architectural biennale in Venice 2004.



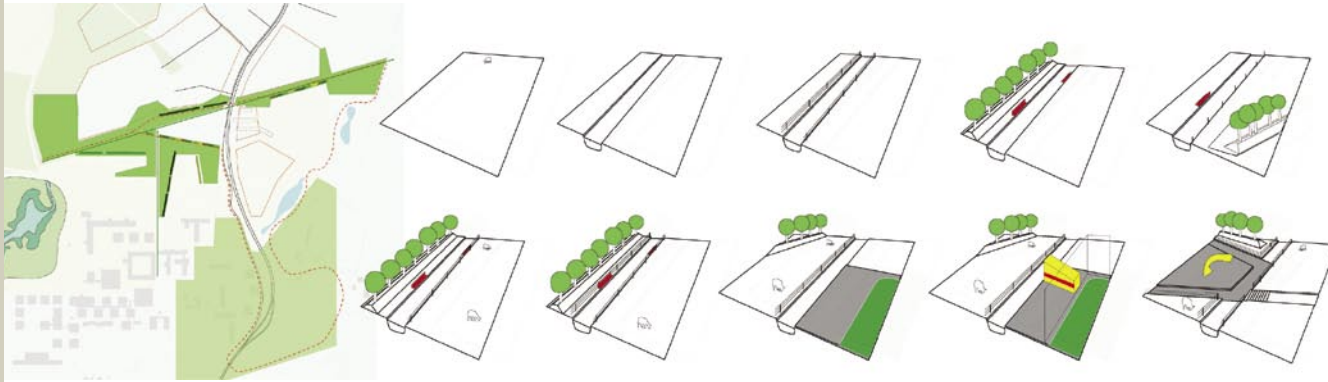
ACTION PLANNING! establishes a meaningful context and has a catalytic effect on the shaping of the individual parts constituting the urban condition. ACTION PLANNING! introduces new ways of interacting in the public space.

ACTION PLANNING! is a term for the method used to develop the actions we operate with in any given context. Actions of a foreseeable scale, a modest economy and which do not require lengthy negotiations in the decision process. – Actions on a small-scale that have an influence on a much larger scale.

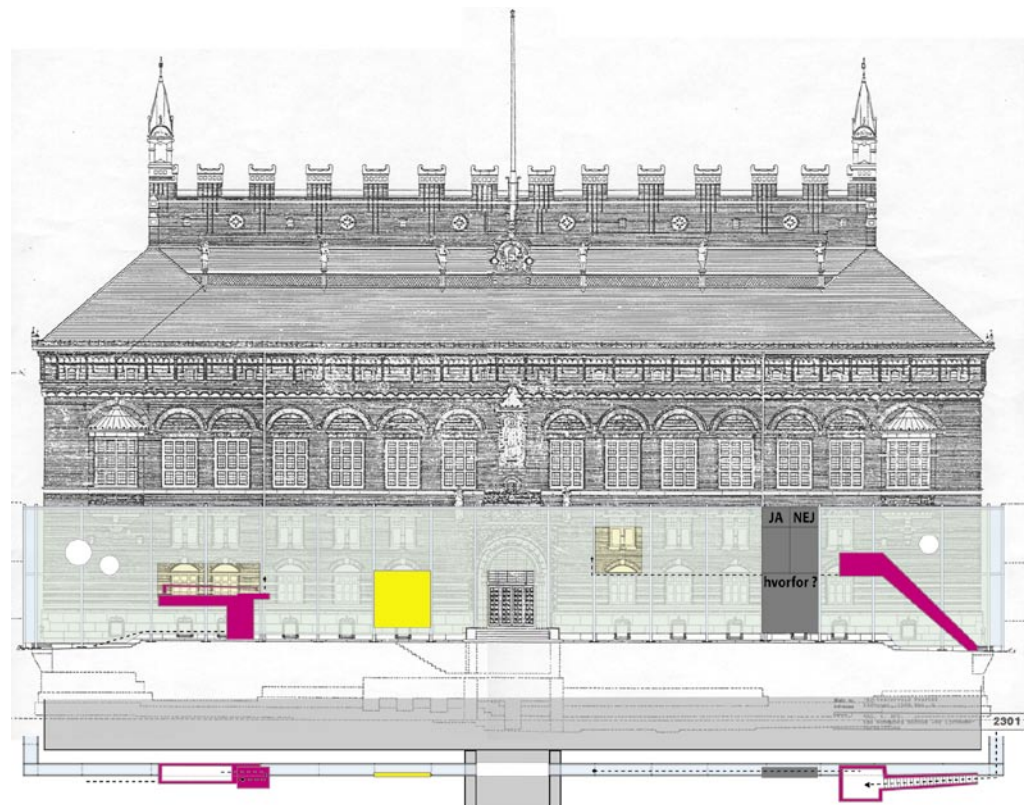
THE COMMUNITY AND THE DEMOCRACY OF OCCUPANCY.

The feeling of team spirit and solidarity are concepts, which are disappearing from our society. The society of today is based on an individualistic code of practice and a definition and realization of the individual rather than the group. It is much more important to stand out from the crowd, than to feel a sense of belonging. We can even discuss if the need for solidarity still exists. However we do still have a need to meet and to be in a community, rather than part of a community. We are social creatures, who define ourselves through dialogue with others, but we no longer define ourselves through the community.

The planning discussions of the 60s and the 70s were occupied with the development of a social democratic welfare society. The types of communities produced by this code of practice are now in dissolution. On the one hand COPENHAGENOFFICE responds in a pragmatic way to the notion of the community as an accumulation of individuals, but at the same time we think that the insertions relating to individual needs must lie in the range between the sole individual and the city, for a new form of community to develop. When we consider these interventions or actions, they are never seen as being isolated, but in relation to the city/urban



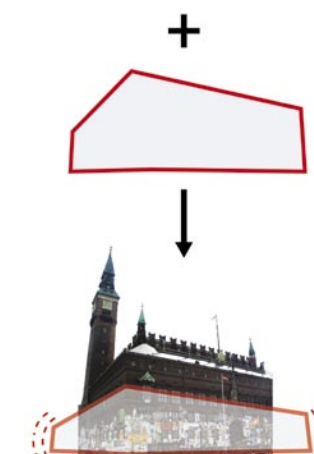
Tre Kroner East / The project "Tre Kroner East – a network of places and connections" was developed through a workshop arranged by UiD and The municipality of Roskilde. The project has the threshold between RUC (Roskilde University Centre) and Tre Kroner East (A future housing area) as its site. The area is dormant and has been earmarked for a future extension of RUC. The project suggests and discusses how one can utilize the area for more or less permanent purposes, through an evolution of the landscape, for the duration of the vacuum until RUC is extended.



WALL OF FREE SPEECH / The project proposes how the facade of the Town Hall in Copenhagen can be converted into a public forum for democratic debate, reintroducing the original use of the plaza. A 6 m tall translucent screen covers the façade of the building; here everyone has the opportunity to express him or herself. The façade of the Town hall is hereby activated as a "Wall of free speech". The project is constructed as a scaffolding construction with a translucent stretched skin, with simple timber construction, from which one can enter the scaffolding space. The project was executed in collaboration with Ása Sonjasdóttir for the exhibition MONUMENT in 2004. In May 2005 it was erected in a modified version in front of the Town hall in Lund, Sweden.



STEMME / SPEECH



condition or in relation to other interventions. Hereby they establish a larger scale.

We believe that the work of the architect is to have and to create stances. Through a pragmatic approach to the political, economical and social interests of the city, we relate actively to the concepts of diversity, accessibility and the right to public spaces. It is in the public space that a society shows its real tolerance.

Through a bottom-up approach we are working with user participation, and are actively involving the future interested parties and citizens resources, as a part of the development of the project. Our insertions/actions can therefore be understood or seen as something others can benefit from. Being tools, with an active character, they can start to make things happen, i.e. The South Harbour Culture House, The Urban Plan, Wall of Free Speech.

EFFEKT I/S

Christianhavns Voldgade 43. 2.tv.
1424 København K. DK

effekt@effektdata.dk

Tue Foged gsm 26282868 mail thf@effektdata.dk
Sinus Lynge gsm 26845961 mail sly@effektdata.dk
Kristoffer Weiss gsm 61689260 mail klw@effektdata.dk

effekt is an interdisciplinary forum run by architects Tue Hesselberg Foged and Sinus Lynge and philosopher Kristoffer Lindhardt Weiss. effekt is a network oriented office with its base in Copenhagen.

- 2005 parkcity >> Visioneering project for a Newtown in Frederikssund
- 2004 1morechance >> Development of city concept and design for a new PS2/PC game
- 2004 exurbia II >> Course - spring 2004 - Copenhagen University Amager
- 2003 tranzone >> 5 visions for Danish Harbours - Statens Kunstfond
- 2003 exurbia >> course - fall 2003 - Copenhagen University Amager
- 2003 lisbjerg/ølsted >> 1. price - International competition for a new urban area
- 2002 ucc >> Entry in Uppsala Concert - and Congresshouse competition
- 2001 idios city >> entry in the Surround datahome competition, Japan
- 2001 'new suburbs' apotheosis - strategy for qualitative urban management
>> 4. price in the competition
- 2000 augmented architecture >> price in the competition 'IT and Architecture'

- 2003 www.transzone.dk
- 2003 www.effektdata.dk/exurbia
- 2003 Medlemsblad for Foreningen Dansk Byøkologi nr. 1
>> LISBJERG - en konkurrence om den nye by af arkitekt Lars Thiis,
Cubo Arkitekter A/S
- 2003 Arkitekten nr. 05 marts >> forside, s. 10-17
- 2003 Information d.15. januar >> Kultur s. 7: Byen flytter på landet
- 2003 Århus Stiftstidende d. 15. januar >> Århus s. 7: Unge vindere former en ny bydel for Århus
- 2001 Arkitekten nr. 15, juni >> Den nye forstad s. 10-13, s. 28
- 2001 Arkitekten nr. 11, maj >> Informationsteknologi og arkitektur s. 12-13, s. 24

www.effektdata.dk

EFFEKT

VISIONEERING



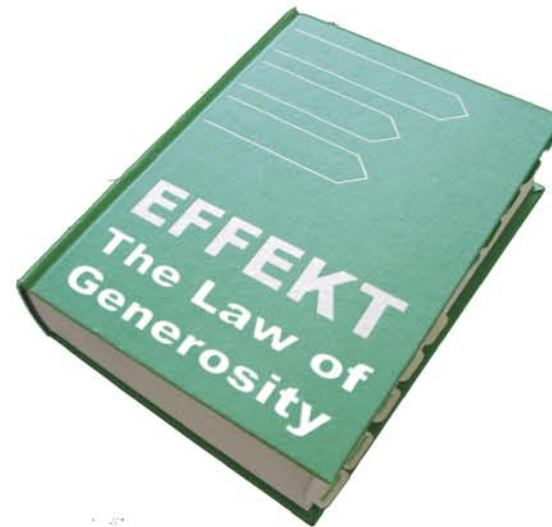
To provide a dynamic and inspiring work environment, central elements in all our projects are innovation, knowledge sharing and exploration of the potentials of new media.

We work within the framework of the global megatrend Experience Economy. This means focus on culture and experience strategies for cities and regions, and includes collaborations between culture, business and education on city scale level.

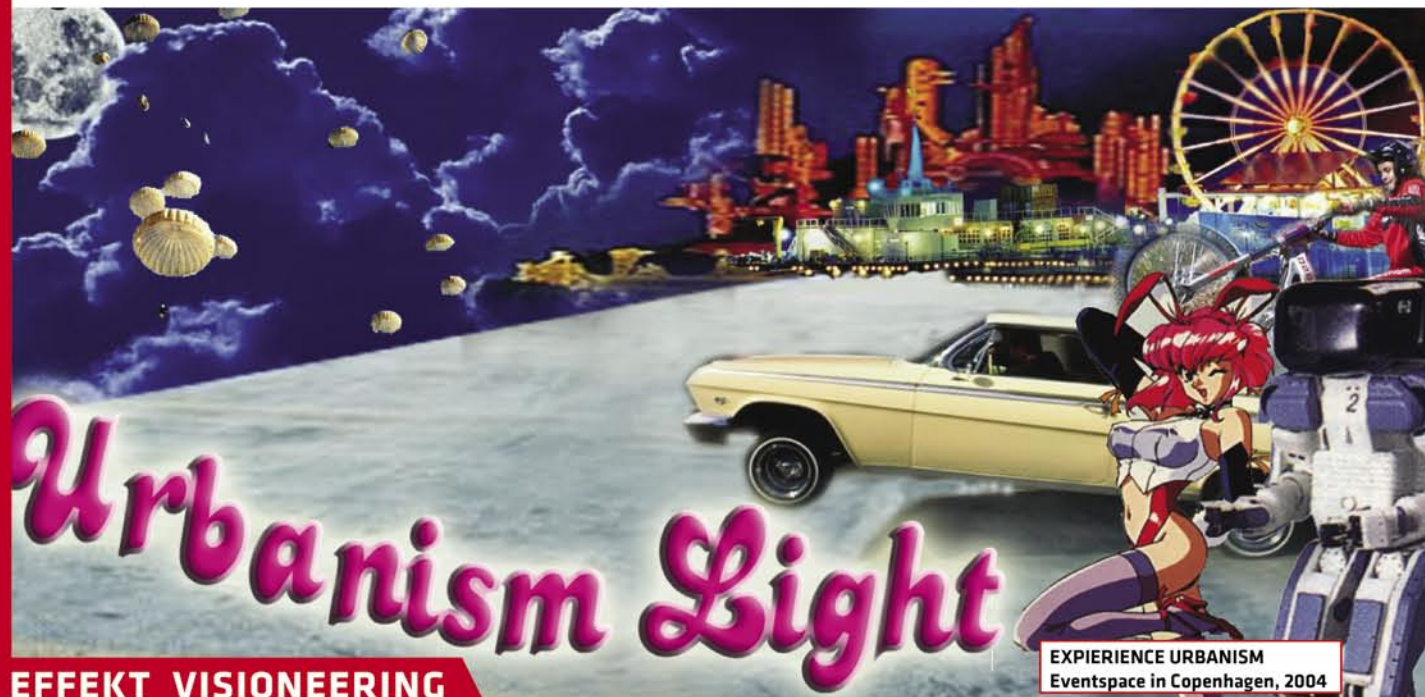
WE CALL IT VISIONEERING

Visioneering holds two central themes. One is the megatrend experience economy. The other Valueplanning.

The two combined makes up a method for city development using know how from different activities such as research and development, business and culture.



The act of sharing [knowledge, ideas, experience and interest] is the core of our method in any project.



EFFEKT VISIONEERING



Experience Economy: It is a Megatrend!

There is great potential in providing experiences. When it comes to attracting new business and new citizens, one of the crucial competition parameters will be the creative and divers city space. Society as a whole is more and more in to experiences and events. We consume culture and entertainment like never before. We seek out experiences that are unique and in contrast to our everyday lives. In the city space we are inspired. The city space is like a stage where we display our identity and let everyone know who we are. This means that more attention should be given to culture as a growth engine on city scale level. And that city development has an unexploited and valuable resource in the experience economy megatrend.

Valueplanning - interdisciplinary innovation platform

As a way of coping with the above mentioned challenges, we promote city planning which is open, communicative, reflecting, and constantly asking questions. Growth depends on our ability to share new ideas and knowledge. EFFEKT does it through an innovation platform for collaboration and design. Architecture and planning could be inspired by the professionalism and procedures of other disciplines. Combining the skills from different disciplines means making better strategies that scope a greater variety of issues and challenges of a new age

EFFEKT VISIONEERING

VISIONEERING PARK CITY

TO COUNTER THE INCREASING COMPLEXITY IN THE PROCESS OF URBAN DEVELOPMENT WE INVEST OUR EFFORT IN A SIMPLE VISION. BY KEEPING THE ARCHITECTURAL NARRATIVE CLEAR AND OBVIOUS, URBAN PLANNING CAN BECOME A FRAMESET FOR A LARGER CONTENT, FOR NEW AUTHORS AND NEW NARRATIVES.

HOW DO WE CONVERT THE GREAT RECREATIVE POTENTIAL OF THE REGION TO ACCESSIBLE EXPERIENCE VALUE?

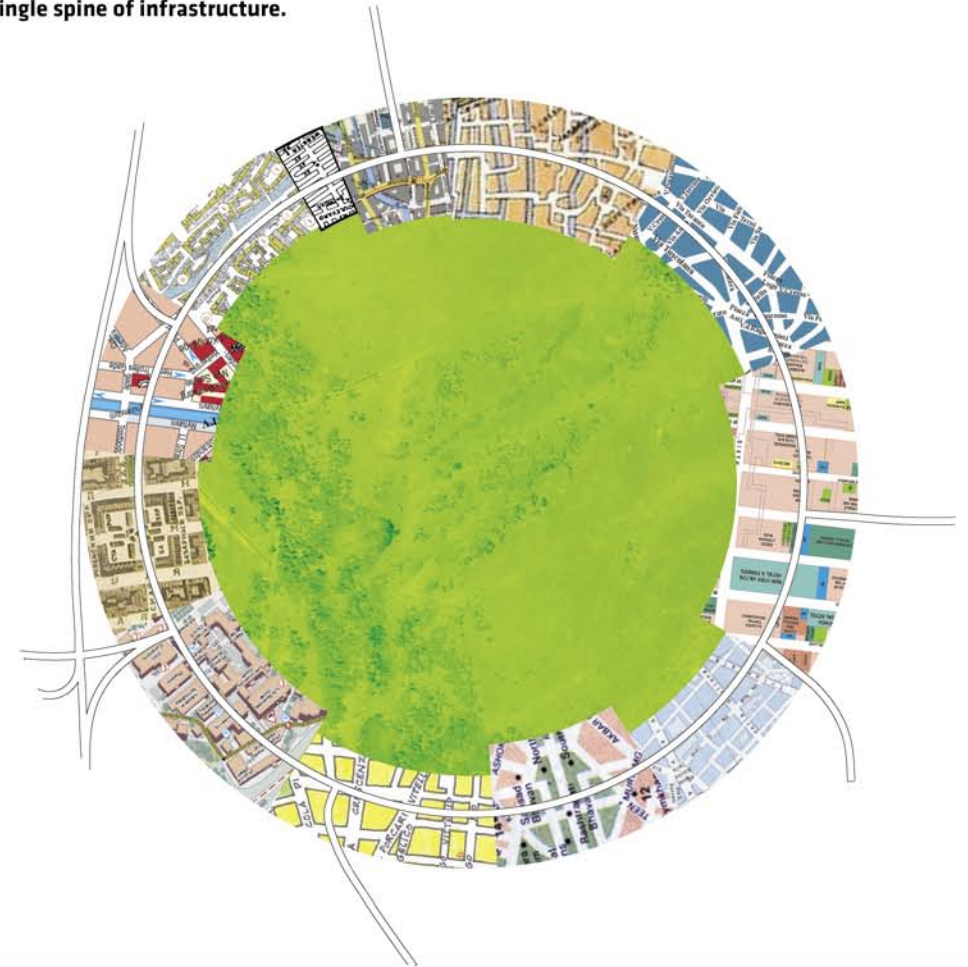
The Øresund region is a low density region. It is a green region with 89% of the entire area committed to forest and open landscape.



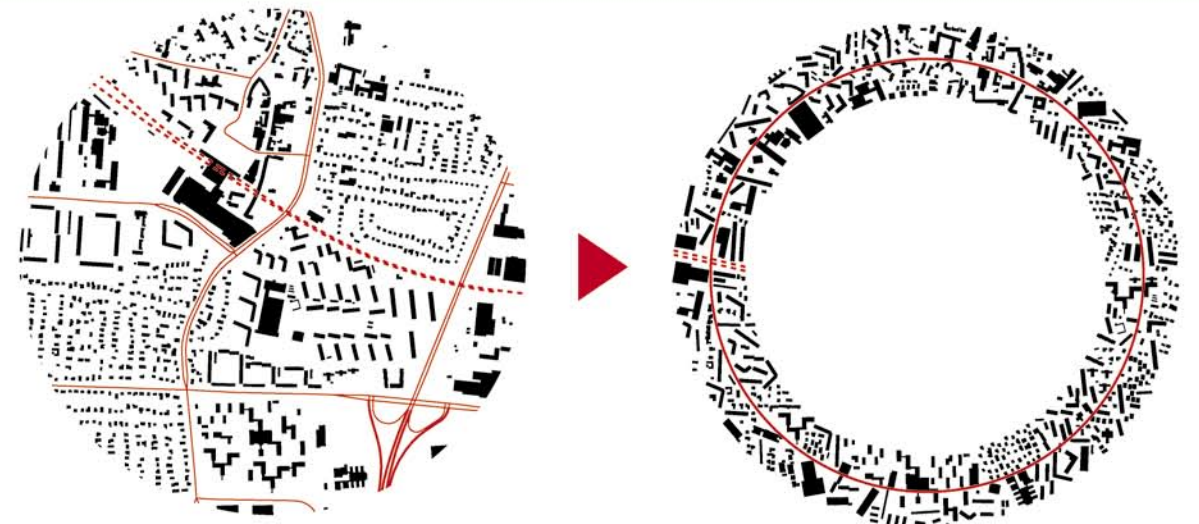
Nevertheless 93% of the dwellings on the Danish side of the region lies within the continuous zone of urban sprawl.

PARK CITY VISION

The city could have a variety of neighbourhoods, an assembly of different content, joined by a single spine of infrastructure.



THE PARK CITY SUGGESTS A NEW ORGANISATION OF SUBURBAN SPRAWL. A SIMPLE VISION TO CREATE A DENSELY BUILT ZONE WITH A COMMON GREEN SPACE IN THE MIDDLE.



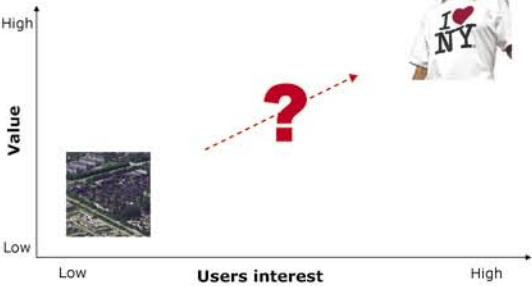
PARK CITY ORGANIZATION

HOW TO INTEGRATE EXPERIENCE VALUE IN THE DEVELOPMENT OF A NEWTOWN? CITIES ARE NO LONGER JUST ACCOMMODATION. THEY ARE EXPERIENCES AND MINDSETS.

Coffee - not just something you drink. Coffee has become an experience!



Cities - not just something you live in. Cities have become an experience!



SUPER NATURE - A NEW SETTING



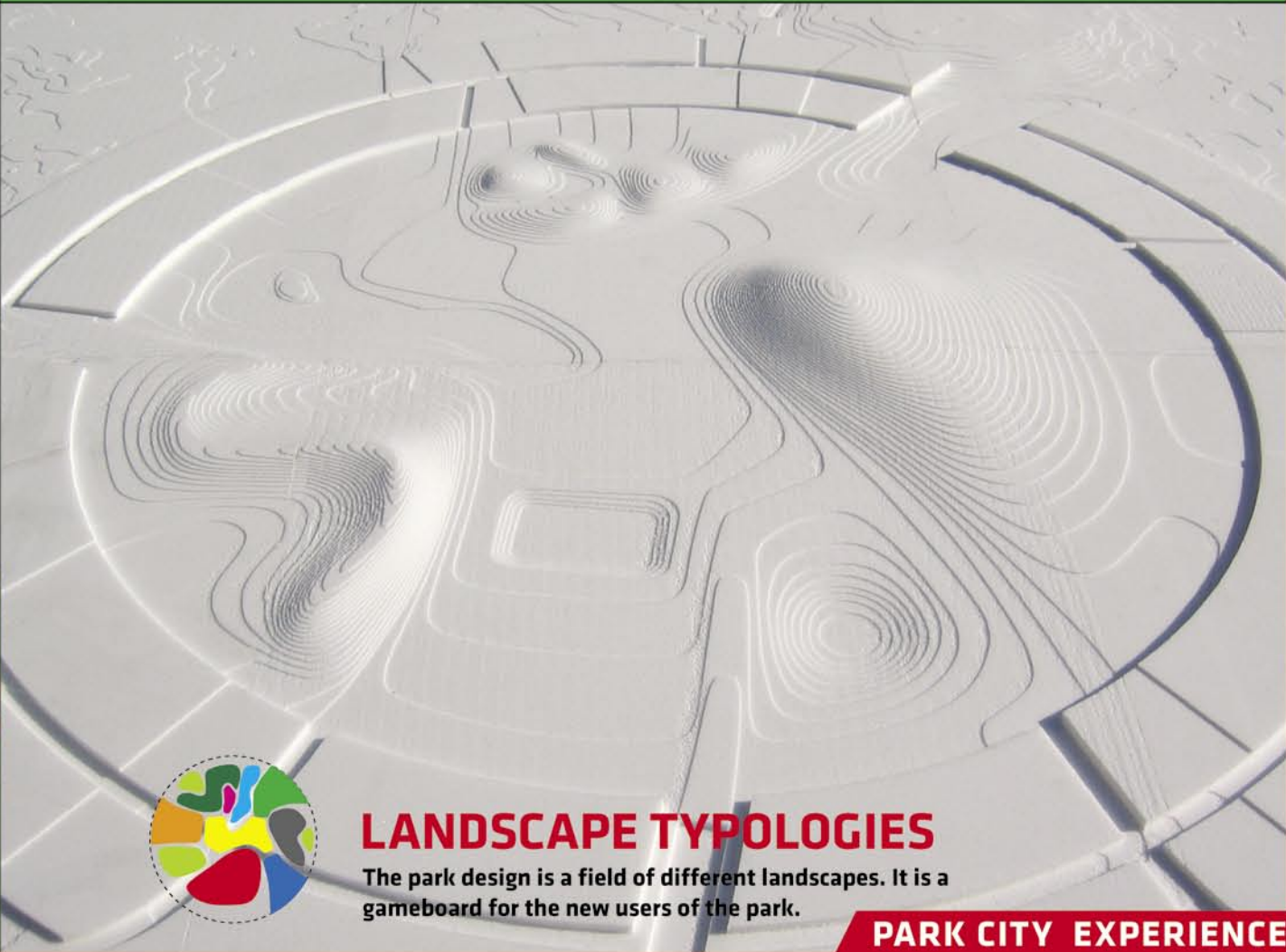
BY TURNING UP NATURE AND LANDSCAPE PARKCITY CREATES ITS OWN ATTRACTION, A NEW URBAN SETTING. IT IS A SUPERNATURE INSIDE THE CITY, A SUBLIME ARTIFICIAL LANDSCAPE FOR RECREATION AND LEISURE.

BUILDING IMAGE - IMAGE BUILDING

The urban design is also the cities new logo. The central values of the city are easy to understand and meant to be evolved by inhabitants and users.



PARK CITY EXPERIENCE



LANDSCAPE TYPOLOGIES

The park design is a field of different landscapes. It is a gameboard for the new users of the park.

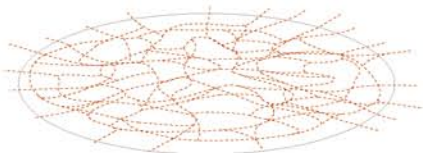
PARK CITY EXPERIENCE

OPEN-END DESIGN

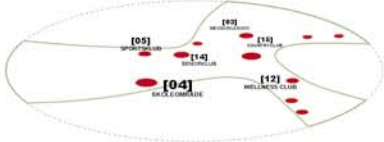
Worst case scenario: The Park remains beautiful landscaped park! In best case The Park is invaded by new users, cultures and activities. It develops into a new recreational urbanism. A regional leiscurescape.



SOFT PROGRAMMING
The parkdesign anticipates new content, new ideas, new users and new narratives. Programmes that can only be developed over time and gain value through process and integration of users.



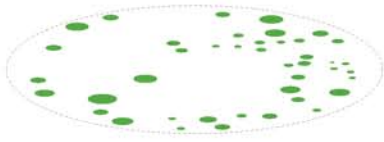
AUTONOMOUS PATHS



MAIN ATTRACTIONS



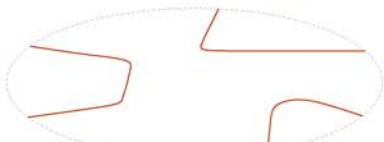
CITIZEN PROGRAMME



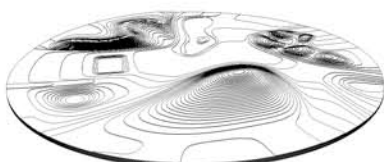
PLANTING STRATEGY



SOFT INFRASTRUCTURE



HARD INFRASTRUCTURE



LANDSCAPE

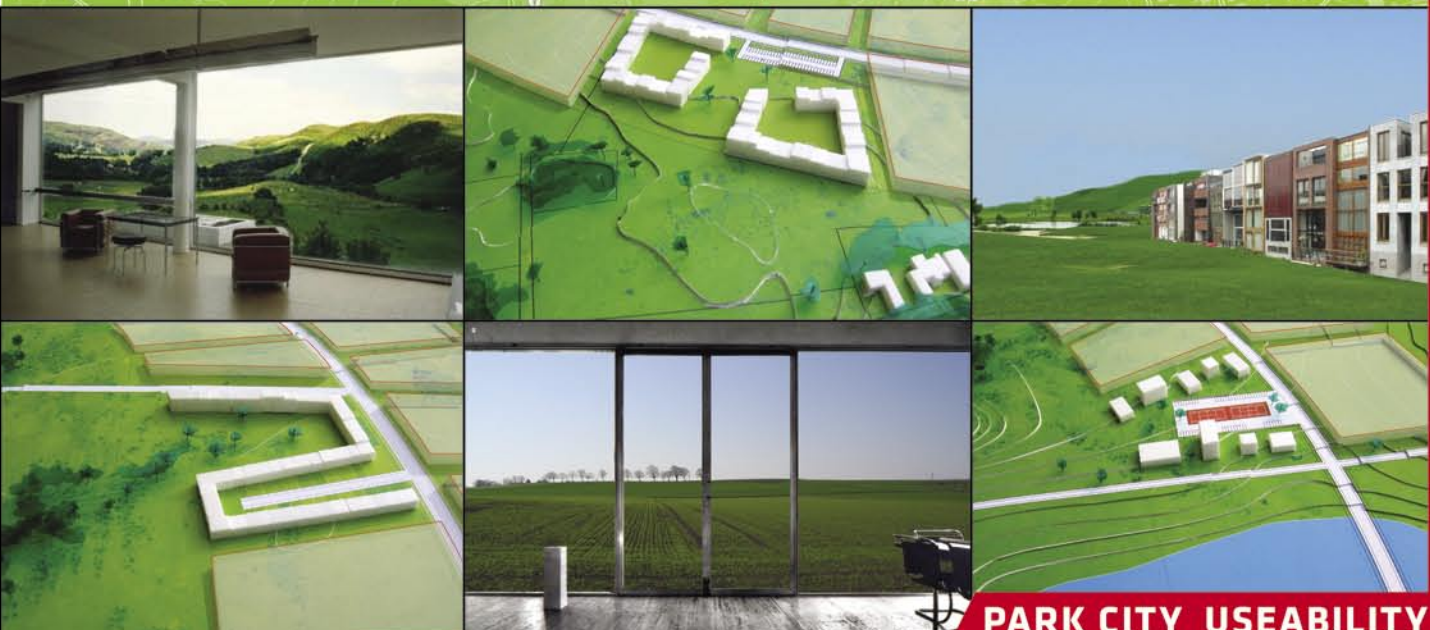
HARD PROGRAMMING
The overall framework of the park. The hard programming is the architectural foundation for the park and its new users.

SOFT URBANISM



The interior of O-CITY is a creative common, a public space to be further developed and programmed by the users of the city. The living zone around the park can hold a variety of different types of dwellings, all related to the proximity of landscape.

PLAN 1:10.000



| | |
|---|---|
| Studio Force4 | |
| Teknikerbyen 7. DK – 2830 Virum Tel: +45 8240 7272 mail@force4.dk | |
| <p>Force4 is a young interdisciplinary design and architecture studio. We are two architects and two designers working with idea and project development within the field of design > architecture > urban planning. We focus on the interaction between architecture, society and user. Our work basically deals with sustainability and interaction of human experiences and values.</p> <p>We work in a forum of interdisciplinary cooperation - using experts and user interaction to create sustainable, comprehensive solutions. Giving analysis and research our top priority, we see our work as a search for innovative, professional as well as also personal progress.</p> | |
| 2005 | Exhibition of a 1:1 model of a housing unit, BOASE, The Royal Academy of Fine Arts, School of Architecture, CPH |
| 2005 | Networkliving, Interdisciplinary research and study project on new ways of living, Supported by the Danish Arts Foundation, the Danielsens Foundation, Byfornyelsespuljen, 2004-2005 |
| 2004 | Invited competition – new city center for Grindsted Municipality, DK |
| 2004 | Works of 250 years, Anniversary of the Royal Academy of Fine Arts, CPH |
| 2003 | Dissimile, exhibition at the Staatliche Kunsthalle, Baden Baden New Housing, public exhibition in Bergen City, Norway |
| 2003 | 2nd prize: Idea competition - Urban planning: The Future City, Lisbjerg, Århus, DK |
| 2002 | The Finsen Grant of Honour |
| 2002 | European Ways, Exhibition at The Louvre, Paris, F Next, The 8th International Architecture Exhibition, La Biennale di Venezia, Venice CopenhagenX, International Building Exhibition, CPH Design of the 20th Century - Utopia & Reality, The Permanent Exhibition, The Danish Museum of Arts & Crafts, CPH |
| 2001 | The Danish Design Award – The Vision Prize, Danish Design Centre, CPH Future Home Exhibition, The Royal Academy of Fine Arts, CPH |
| 2001 | 1st Prize: Idea competition: The Home of the Future, DK |
| Force4 has held numerous seminars and workshops, in addition having published articles on our work nationally as well as internationally. | |
| www.force4.dk | |





Green Spotting
 “We invite to rethink
 - and spot -
 urban (consumption-)
 cycles as an innovation
 tool for sustainable
 urban development.”



Workshop Model / Teamwork

Real innovation is a question of teamwork. The workshop model offers interdisciplinary cooperation. Extracts of working methods and group interaction are meant to motivate participants to seek and test new ways of handling diverse knowledge.

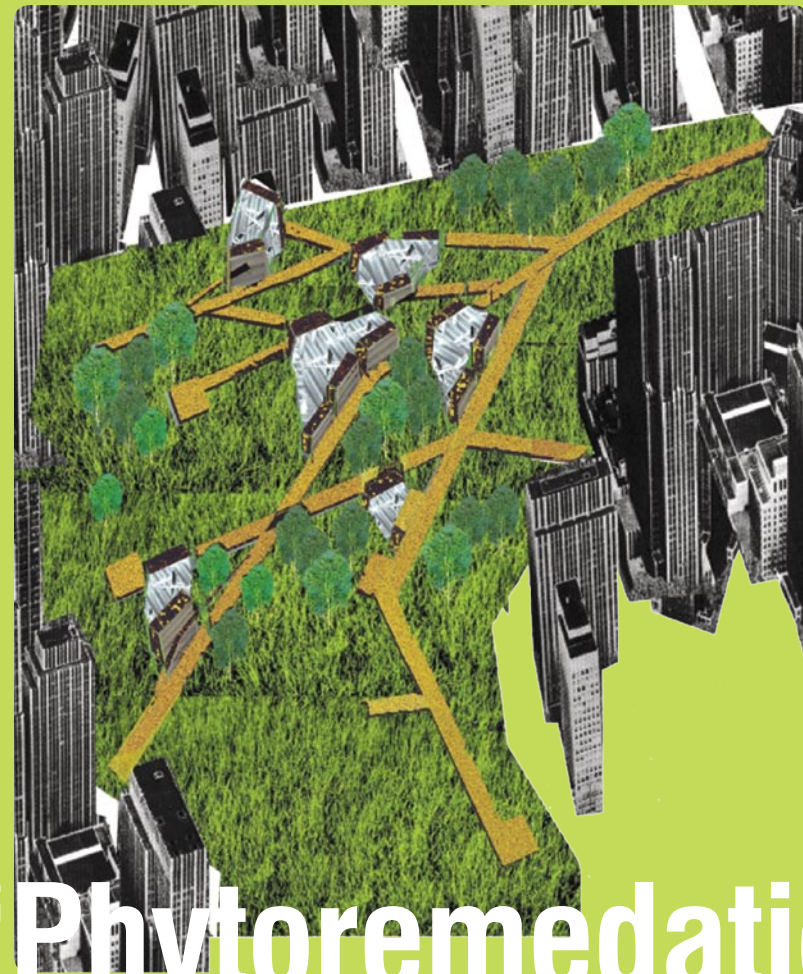
A dynamic working method supports a meeting between different professional and academic fields and consists of several steps, most of them as hands-on tasks.

Specific steps are picked out and tested in workshops. The point where a group forms a sum of knowledge – later used as inspiration for planning and development – is where everybody acquires a common commitment and understanding of the project.

Sustainability – both social and ecological - is the thematic filter that Force4 adds onto our method in most projects. This happens by using consumption of the city as a starting point to seek potential in a sustainable interpretation of urban space, network and use of resources. Sustainability becomes a way of looking – a tool among many others - to create better urban experiences and content.



“In Denmark there are more than 14.000 contaminated sites.”



“Phytoremediation as a structuring urban element - adding a green landmark and sustainable identity to a city district.”

New accessibility / Urban-water-jungle

Dirty lakes in the inner city zone – with only little oxygen and only few places for fishes to spawn - is a problem not only for Copenhagen - but in general. A way to solve the problem in a low cost and natural way is to add various kinds of vivid water plants – many of them with great aesthetic and special qualities. Such facts are easy to transform into architecture: A downside water environment is improved by adding a new kind of city space.



“Sustainable
installations as
rallying ground
for social
urban activity”

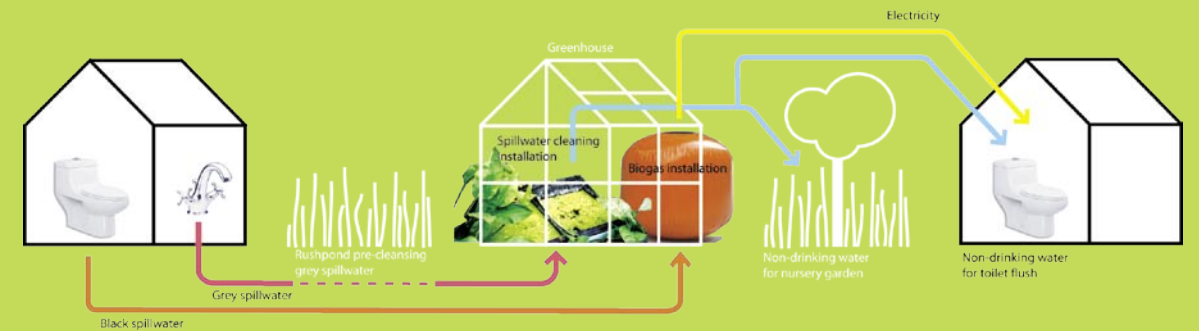
Green Spotting

“Sustainability as an innovation tool for urban development”



Sustainability as a structuring element

How do you create a new compact city structure containing several elements of sustainability put together in a new way? A city structure characterised by greenhouses? “Green links” can function as common-houses in the inner courtyards of the city. The links create a recurrent green theme throughout the city, establishing an alternative initiative regarding energy and environment. The greenhouses can become an important asset, functionally combining the different elements of the city. They are a uniquely designed proposal reflecting an environmental mentality, that involves alternative use of energy through the recycling of wastewater.



A rushpond can be integrated in a park or along a footway.



MUTOPIA

c/o SYNDIKATET
Njalsgade 76
DK - 2300 Kbh S

Tel +45 2840 3059
Tel +46 2840 3061

info@mutopia.dk

MUTOPIA is an interdisciplinary architectural office, founded in 2002 by the architects Kristina Adersen and Serban Cornea.

MUTOPIA develops urban planning and architecture projects focused on the user. Focus on the user – both functionally and emotionally, is the common denominator for all MUTOPIA's projects, which we call User Focused Design.

User Focused Design bases the planning process upon the user's competences. MUTOPIA maps the user's knowledge and needs, which are being visualized and debated by means of workshops, polls and interactive dialog-based computer technology.

2005: TPS Temporary Public Spaces. Ørestad Nord, project under development.

2005: Life Nerve. New infrastructure and activity fields in the Urban Plan area, project under development.

2004: Webtool + Human resource. Fused Space international competition for innovative applications for new technology in the public domain. Nomination.

2004: Participatory planning process for the Municipality of Roskilde. Development of public spaces at Trekroner East by means of interactive 3d and scenario games computer technology "Playcer".

2004: Playspace. Development of "Playspace", an internet-based scenario game in collaboration with Danish Center of Architecture, Copenhagen.

2004: Workshop URBAN U2. Re-thinking and re-shaping the public spaces of the Urban Plan area in collaboration with residents and experts. Copenhagen.

2004: Housing at Lyngby-Taarbæk. Competition for 200 dwellings at Lyngby-Taarbæk. Park your car on the roof top, and enjoy the view on your way home!

2003: Playcer. Development of "Playcer", an interactive software which enables the visualization and discussion of ideas regarding future urban environments.

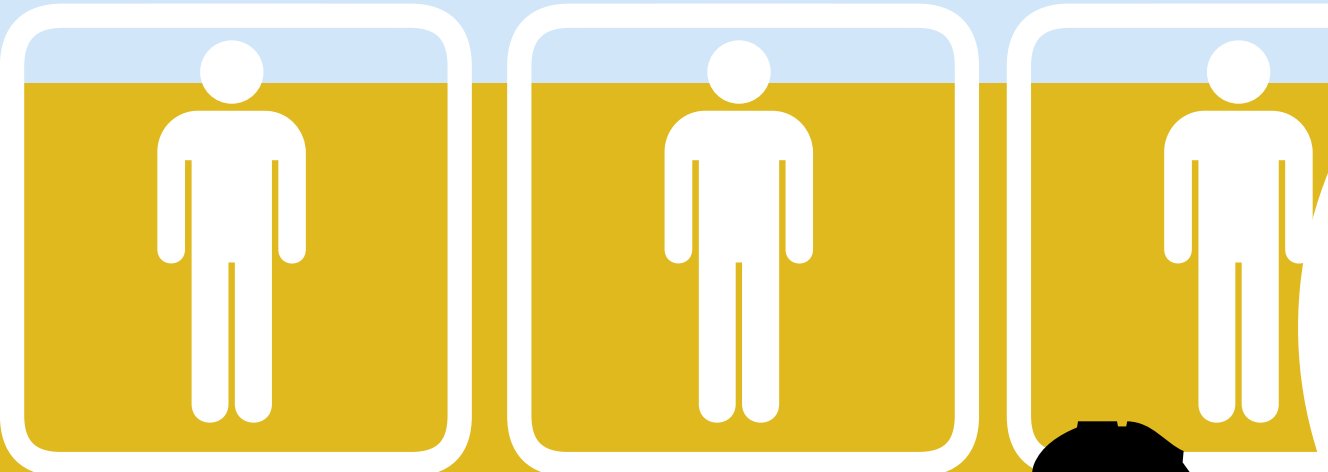
2002: GEM – The Great Egyptian Museum. International competition, Cairo. Published.

www.mutopia.dk

MUTOPIA

PARTICIPATORY PLANNING





**What if participatory
planning secured not only
a democratic process,
but also a
democratic plan?**



Human ressource



Web tool



Participatory fields



DIALOGUE SPACE

PARTICIPATORY PLANNING

Credits

The urban renewal and development process of the Urban Plan area has been started by the Partnership, which is a commitment between the Municipality of Copenhagen, FB, KSB and Fællesadministrationen 3B, local residents, institutions and associations.

Team

Serban Cornea, Kristina Adersen
Jesper Kort, Anne Marie Tommerup, Martin Birch,
GHB Landskab, Fie Sahl, visualization: VTI and tred.



Playcer interface

Playcer enables a programming of development areas at an early stage of the planning process.



Brainstorm



Discussion round



Water way scenario



Garden scenario

DEMOCRATIC PROCESS

In January 2004, MUTOPIA was invited to lead the Workshop for Public Spaces for the Urban Plan on Amager, where new strategies of structuring the public spaces of the entire area were sought out in collaboration with the local residents. The workshop was part of a larger initiative regarding the development of the Urban Plan residential area through participatory planning.

Coherence and difference turned out to be the key words of the Public Space Workshop, thereby expressing a wish for collectivity, but not at the expense of the single group or individual.

PLAYCER

In response to the increasing need for participation in the process of planning of the urban realm, like the one met during the process of outlining the contours of the "Life Nerve" project, MUTOPIA has developed Playcer, a scenario game which enables the visualization and discussion of ideas regarding future urban environments.

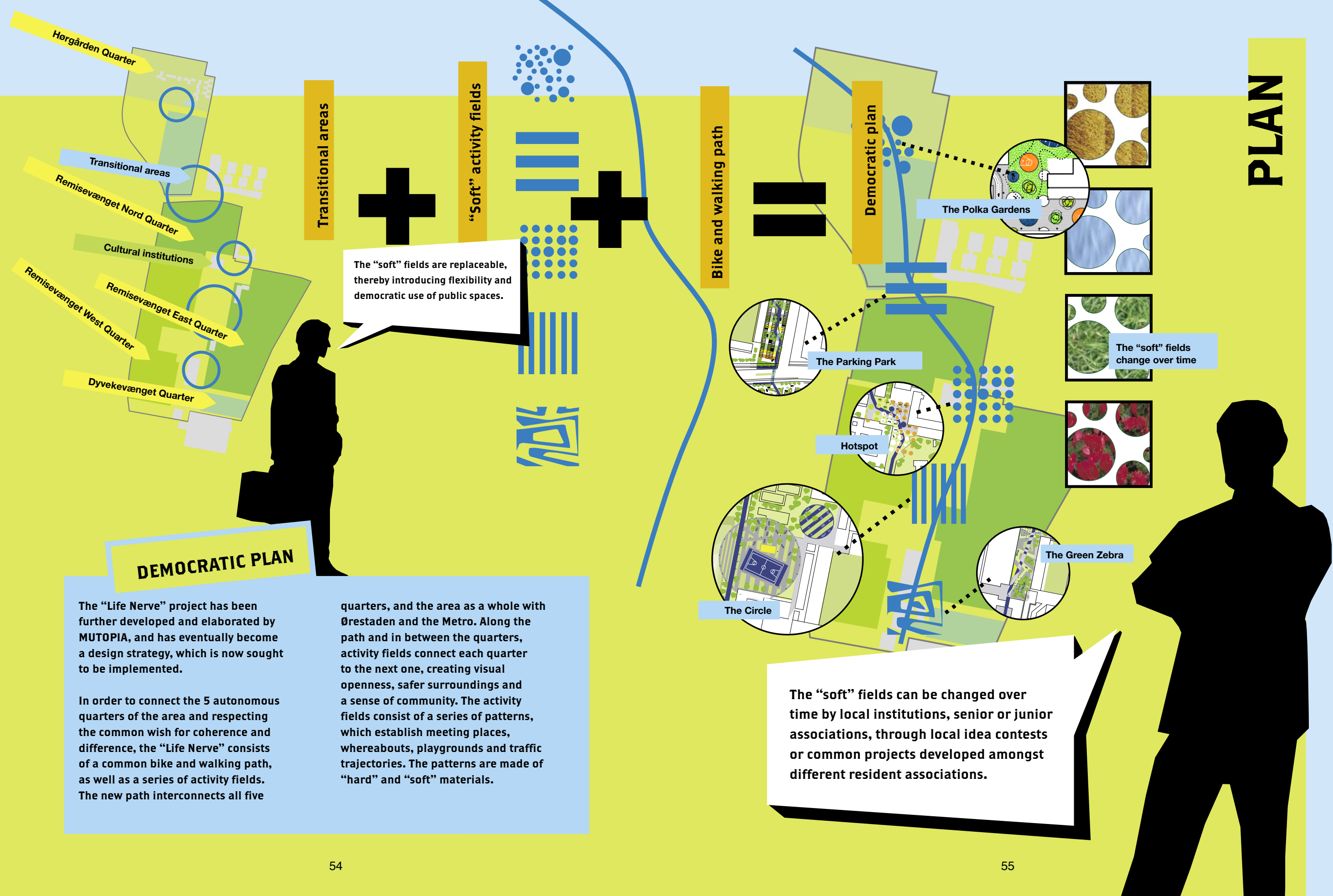
Building up scenarios raises the possibility of creating numbers of collaged worlds – never whole answers to the intricate complexity of the future of the public urban realm, but rather incomplete compound gaily colored and surprising possible worlds. Surprising – and thereby suitable as vehicles for turning intentions, reflections and desires into life.

The gallery is both a virtual point of encounter for all of the different parties interested in discussing the future of the cities' public spaces, as well as a virtual public space in itself.

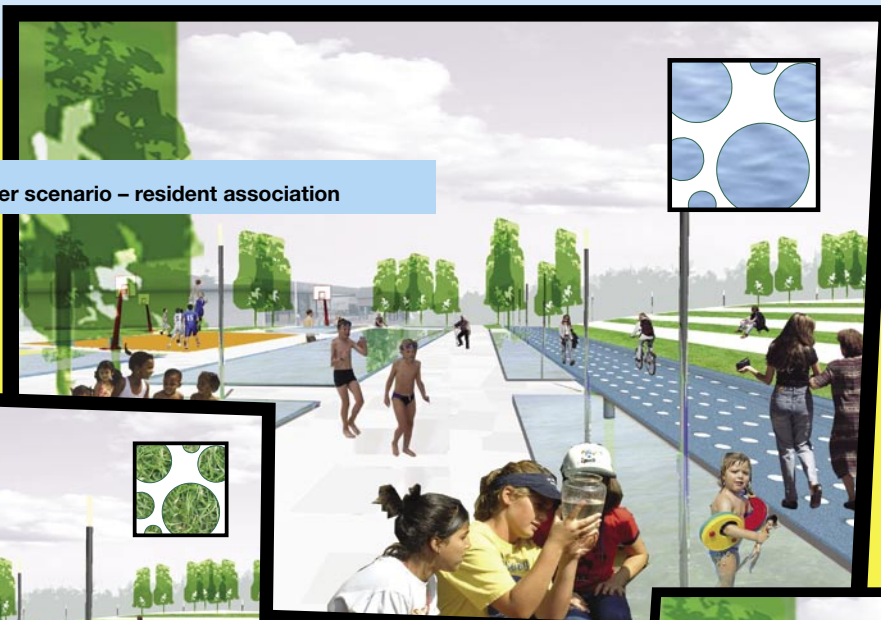


Playcer enables the user to play with – and place the fragments of urban life in order to turn them into as many possible scenarios for everyday utopias.





Water scenario – resident association



Grass scenario

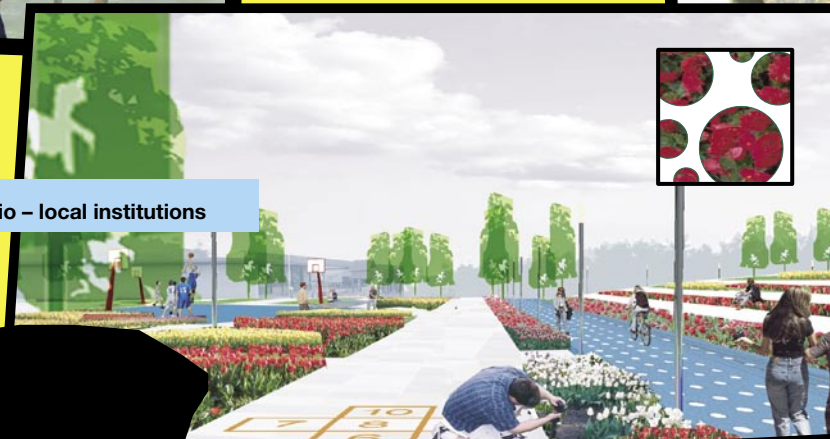


DIALOGUE SPACE

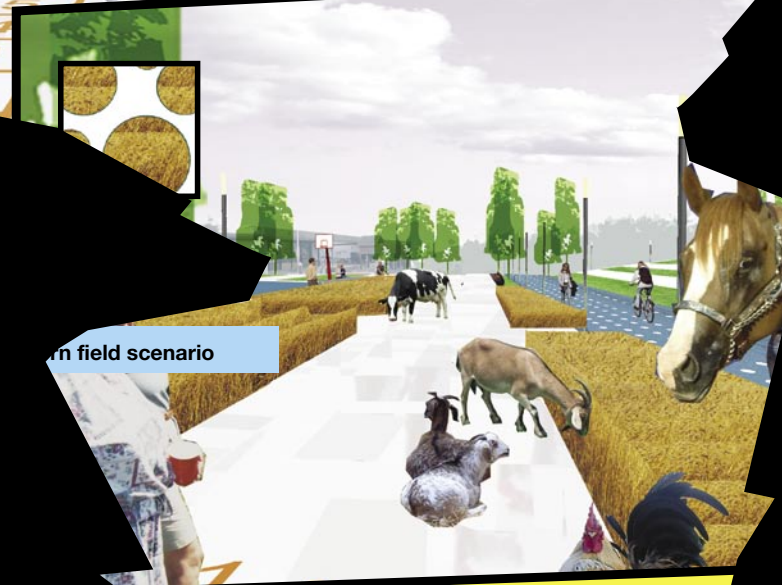
The flexibility of the plan meets different demands, while at the same time allowing for the different residents and interest groups to constantly and actively transform the public spaces according to changing needs and wishes, practically also after the implementation of the design. New usage and habitual practices can find their place and expression in this participatory plan, whereby new types of public spaces constantly arise.

The “Life Nerve” project is an attempt of implementing a planning strategy which equates process to the end result: the urban plan. This equality expresses an attempt to introduce democratic participation – not only as an occasional practice for the “Tordenskjold soldiers” or the usual crowd at start-up meetings, but rather as an opportunity to negotiate, reorganize and reshape the common surroundings on an ongoing basis.

Tulip scenario – local institutions



Field scenario



The democratic plan achieved in the Urban Plan area enables further future transformations of the public space, where Playcer can be used again as an open forum for debating new development scenarios.

NORD

Meinungsgade 8D, 2.th
DK - 2200 Kbh N

Tel +45 33690908

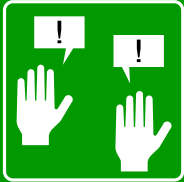
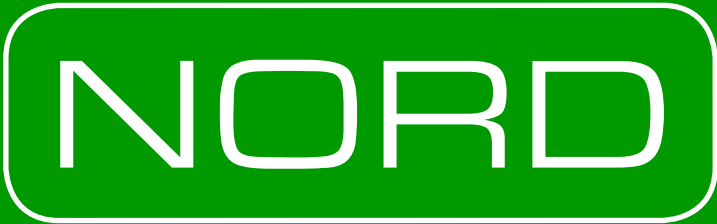
nord@nord.dk

NORD is a design practice working in the interchanged field of architecture, urban and landscape planning, and process and participatory design.

NORD started up 3 years ago and currently employs 10 professionals with multidisciplinary backgrounds and international working experiences.

- [2005] New multiarena in Ordrup. SKUB, Gentofte Municipality.
- [2005] Oilism. Exhibition project. With Sørlandets Kunstmuseum and AHO, Oslo.
- [2005] Shell institution. Research project. SKUB, Gentofte Municipality.
- [2004] Urban pavilion. Invited competition. Copenhagen Municipality.
- [2004] Nørremarken. Urban development for social housing area. Vejle Municipality.
- [2004] Skovshoved School. Regeneration of School. SKUB, Gentofte Municipality.
- [2004] Skovgård School. Regeneration of School. SKUB, Gentofte Municipality.
- [2004] Schools in Ørestaden. Department for Culture, Cph. Municipality.
- [2004] BYX. Educational project for primary schools in Copenhagen focusing on urban development. Copenhagen Municipality.
- [2004] Too Perfect - Seven New Denmarks. Exhibition for the Venice Biennale. Danish Centre for Architecture and the Danish Ministry for Culture.
- [2004] New housing area at Nr. Bjert. Invited competition. Kolding Municipality.
- [2004] Kalmar Artmuseum. Open idea competition. Kalmar Municipality.
- [2004] Green profile in Beder Malling Ajstrup. Identity and strategy. Århus Municipality.
- [2004] The big Mermaid. Culture strategy for Copenhagen Southern harbor area. Copenhagen Municipality.
- [2004] New identity for "Urbanplanen". Participatory planning for social housing area on Amager, Copenhagen.
- [2003] New town in Lisbjerg. Open idea competition. Århus Municipality. Awarded.
- [2003] Europan 7. International competition. Europan.
- [2003] Bornholms Museum. Open idea competition. Bornholm Art Museum.
- [2003] Revitalization of the social housing area "Gyldenrisparken". Participatory planning for social housing area. Lejerbo, Amager.
- [2003] Sønderport. Visions for 29 acre postindustrial area near Roskilde. Roskilde Municipality.
- [2002] Delta Park. "Better Cityscapes" at Trekroner. Roskilde Municipality.

www.nord-web.dk



Hands up! - what is your motivation and how can we use it? This title serves as the demonstration of a “tool-kit” of strategies for using different sets of motivation in participatory design projects. Hands up! indicates that different tools are needed in different situations and that each of them creates a unique dialogue in every project. It serves as a multi-functional strategy that can be adjusted to any situation at any time according to specific needs and motivations.

Participatory design has become a mantra of our time; however it is not a magic buzzword that solves all problems. Instead participatory design strategies are fostered by a range of different motivations, which in the end have implications for and are decisive to the final product. In any design process the final result is affected by a range of decisions taken throughout the process, but in the case of participatory design these choices and motivations are of even greater importance to the end result. It is therefore essential that the motivations of a project are made clear from the outset in order to ensure that the product meets the initial motives.

The relation of participatory design to democratic processes is also a dogma that needs to be confronted. Participatory design is seldom representative and is more often carried forward by a range of different interests, which all strive to “highjack” the project to serve a specific agenda. Whether you are the client, the architect or the user it is therefore important to make clear from the outset what the common goal is.

Participatory design is only one choice among many and no process is ever the same. But in a situation where no general roadmap seems possible, one can use the actual motives and interests of the involved parties to drive the process forward. This, together with the understanding that your participatory design does not cover all fronts simultaneously, will provide you with the navigational instruments to safely “land” a participatory design at a useful product. Beforehand, however, it is necessary to clarify what are different kinds of motivations that often partake in a participatory design process.



Conflict Management as Motivation

Different interests can both reinforce and destroy a participatory engagement and has in that sense both the potential for success and for failure. The challenge is therefore to use the opposing extremes productively in a process of negotiation trying to make them enrich each other.

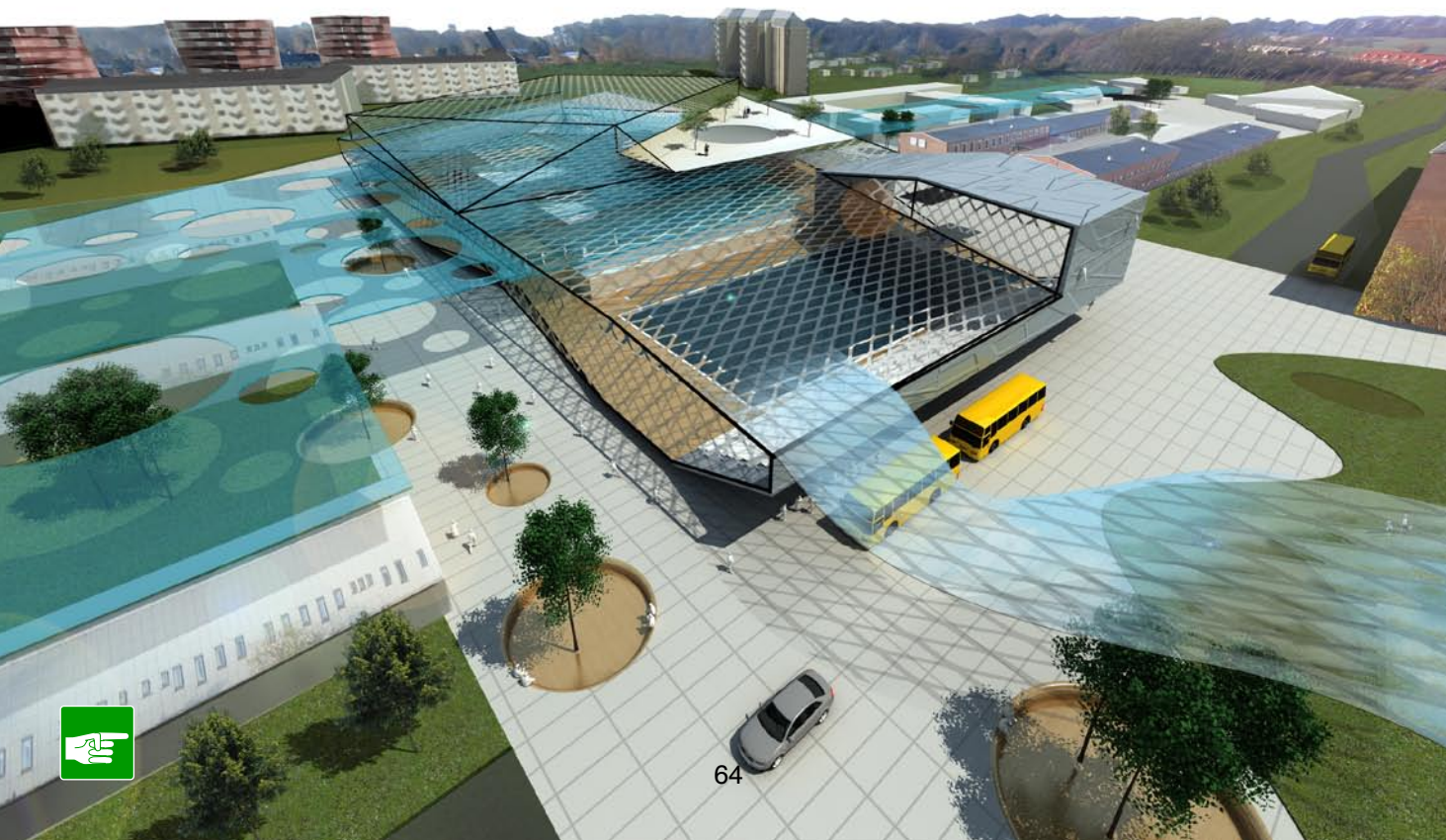
NORD was involved in the development of “bedre byrum” (improved city spaces) in the small town of Tre Kroner, near Roskilde. Conflicting interests between the municipality and the local citizens were used as the offset for the whole process, as the conflicts became the base of a better understanding of the “opponent’s” standpoint. By making the conflicts visible, the base for an open debate was created. From this point, a productive negotiation took place and a mutual frame of reference was established in which the product evolved.



Change as Motivation

Just do it! In some cases the motivation for user participation is simply the need for something new to happen. The addition of new projects can partake in the process of breaking a negative development, while at the same time making the users feel heard and respected for the problems they are facing on a daily basis.

NORD is involved in a development project in Nørremarken, in Vejle, a worn down social housing area from the 60's. Here the chosen strategy is to create a visionary plan for the development of the area. The plan, accompanied by a set of concrete ideas, was presented to the public at an early stage in order to stimulate a debate. Next step was to cultivate a productive engagement where local agents partook in both the conceptual framework and the actual design development. The project is to result in a visionary plan for the area and the creation of a concrete pilot project within a short period. The pilot project will add new values to the area as well as be a symbol of the new.



Democracy as Motivation



NORD was involved in participatory processes in relation to the regeneration of the social housing estate, Gyldenrisparken, on Amager, Copenhagen. The inhabitants helped develop a range of both pragmatic and visionary ideas that were used as the offset for the rest of the process.

A large scale model of the estate created a common physical platform used for presenting ideas and suggestions. The ideas were developed during workshops organized by NORD and with the participation of local citizens and public authorities.



Participatory design does not guarantee a representational democratic project. Local citizens are often involved in planning processes under false pretenses, as they are being told that they will be heard and their opinions will be represented in the final project. They often do not, and this makes the whole participatory idea flop. Instead it should be made clear from the start, that the inhabitants – the people that are best aware of the problems and desires of a local community – are being used to inform the process in a mutual educational process taking place between architects, public authorities and citizens.



Politics as Motivation

Political agendas often play a crucial role in processes where participatory design strategies are used in order to gain interdisciplinary benefits for the proposed project. The development of a fixed set of objectives, values and visions can be used to raise urgent points to a larger political agenda.

NORD participated in the development of Copenhagen's harbor area of Sydhavn with the project the "Great Mermaid". With the offset in the current political agendas for development of the harbor area in Copenhagen, a new set of development strategies for "self-motivated growth" and other "bottom-up" developments were proposed. These were developed with the involvement of different parts of the municipality who all ended up adding values to the project.

Dialogue as Motivation

The strengthening of the communication and dialogue between groups of citizens and the municipality is often a strong motivational factor when a specific area is undergoing changes. Often involved local citizens acquire the role of "ambassadors" in the exchange of ideas between two opposing fronts. This involvement is both valuable and worth using in developing a new and more productive dialogue between groups which do not trust or even respect each other.



urban bicycleroute

In 2004 NORD facilitated a project for the Urban Plan in Copenhagen where a focus group of local inhabitants, the municipality and representatives of the housing corporation were put together to develop new ideas for identity development and communication for the whole area.



'kiss & ride' taxi



secret path



urban bicycle parking



parkcompas



history route



exercise track



education path



intelligent lighting



dummy tree



playground route



town gate



institution path



water sequence



electric newspaper



FRANS HENRIKSGATAN 5A
S-211 29 MALMÖ
SWEDEN
+ 46 40 78680
INFO@TESTBEDSTUDIO.COM

JONAS OLSSON, FREDRIK MAGNUSSON, EWA WESTERMARK, ANDERS JOHANSSON, ERIK WINGQUIST
WITH KATARINA RUNDGREN, NIELS DE BRUIN

Testbedstudio architects are an established Swedish consulting agency within the fields of architecture and urban design based in Malmö and Stockholm. With an analytical approach that combines innovative ideas with pragmatic solutions, situations that today are problematic are turned into something positive. We call it the Aikido-way.

Within the fields of urban planning we have developed analysis and design strategies for a series of themes such as Open Community – community planning for target group adapted housing areas, Shared Space – shared instead of separated public space, Triple-Helix – innovation environments and urban development.

- 2005 Municipality of Kungälv –contracted for two year period as urban designers.
- 2005 Centre for Sustainable City Development – renovation of office building into new centre for sustainable urban development.
- 2005 Minc Innovation Lab – design for innovation environment.
- 2005 Norra Vram Vårdhem – Design of building for elderly people with the diagnosis of dementia.
- 2005 Vodafone – Shop Experience and Store Design Observations. Analysis of Vodafone's new retail concept in Sweden. Tuning of store design with focus on customer shop experience.
- 2005 BRF MAJ – design of rowhouse neighborhood at Gyllins Trädgårdar, Malmö
- 2004 The Lyngby Village Green – award winning urban design project in open architecture competition in Copenhagen.
- 2004 "100 SEK architecture" exhibition about investment in architecture at SOC in Stockholm
- 2004 "The last dwelling " – visionary design project about the future of cemeteries in an urban context. The project exhibited at Form/Design Center in Malmö, at national TV and several conferenses.
- 2004 Centre of Hjärup – urban design and development strategy for the center of Hjärup, Municipality of Staffanstorp, Sweden
- 2004 Medeon – Strategic plan and reconstruction of existing science park and office buildings to stimulate incubation of start-up companies within the field of biomedicine.
- 2003 Kärrestorpsheppet – Design of building for elderly people with the diagnosis of dementia
- 2003 The future of Hjärup – invited competition for a general plan for development in Hjärup, Municipality of Staffanstorp, Sweden
- 2002 Minc – Malmö Incubator for Entrepreneurship, conversion of office building into new facility for incubation of start-up companies.
- 2002 Kids in Space – exhibition about architecture and urban design for children. Exhibition shown at Danish Architecture Center, Copenhagen and FormDesign Center, Malmö
- 2001 The Telia pavilion – design and construction of exhibition and pavilion for the national telecom company at Bo01, the European housing expo in Malmö
- 2001 The Vikingsberg Museum of art – strategic plan for the development of the Vikingsberg Museum of Art.
- 2000 Transite – exhibition about urban design at the Danish Architecture Center, Copenhagen

Testbedstudio – interview and office presentation in Arkitektur #4 2002
Transite – strategies for urban landscapes, exhibition catalogue,
ISBN 87-90668-27-8
Vadå Stad – architecture and urban design for children, ISBN 91-89080-89-0
Shrinking Cities – article about Urban Decline in Europe, Arkitektur #2 2005

testbedstudio

BOOK OF
IDEAS

BOOK OF IDEAS

100 IDEAS FOR URBAN IMPROVEMENT

Testbedstudios Book of Ideas is a collection of 100 ready-to-use ideas for urban improvement. The ideas show a series of urban interventions addressing some of the challenges the city and society are facing today. The ideas are launched from a series of megatrends that have changed and will continue to change the way we live and our demands on the built environment.

AGENDA FOR URBAN PLANNING

The 100 ideas take the existing megatrends presented later on as a point of departure. We are also trying to imagine a planning situation that operates according to the following paragraphs:

S1.URBAN DARWINISM

Building for the future concerns the adaptation of existing urban space to a contemporary situation, as well as the creation of new sustainable environments.

S2.THINK BIG AND SMALL

The integration and juxtaposition of micro and macro scale solutions within planning and urban design. This double perspective secures the relevance of the planning process – as well as the intelligence of the actual plan.

S3.COMBINE EVERYTHING

A world in constant demand of solutions dealing with density, sharing and integration can not be planned or built by traditional means of zoning, distribution or division.



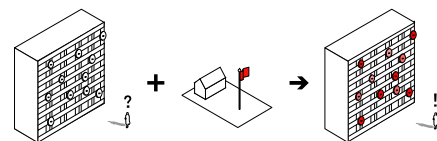
#004 PARABOLFLAGGOR



MEGATREND: GLOBALISERING/INDIVIDUALISERING
TEMA: IDENTITET

Så ett slag för nationaliteter! Individualisera byggnader! Visa identitet! 1960 var 5% av malmöborna födda i utlandet, 2004 är andelen 25%. I Haparanda är andelen 39% och i hela Sverige 12%. I Malmö finns idag 164 länder representerade! Möjligheten att uttrycka sin identitet i stadsmiljön är begränsad vare sig

det är nationalitet, religion eller ett fotbollslag som är identitetsskapande. Antalet parabolantenner har under de senaste åren ökat i takt med globaliseringen och behovet av kontakt med omvärlden. Varför inte kombinera de två? Alla har inte tillgång till en flaggstång på gården...



#001 SILENT SHOWERS

#002 SHOPPINGSHARE

#003 SOUK EL BIG-BOX RETAIL

#004 SATELLITE FLAGS
USE OF SATELLITE DISHES
AS INDIVIDUAL SIGNS OF
IDENTITY IN PUBLIC SPACE.

#005 TOP 10

#006 CATWALK

#007 STARWELLS

#008 ENTRANCE HALL

#009 SHOP-O-DUCT

#010 HUGGIES

#011 RUNWAY FOR SOULS

#012 TREE-DEPOT

#013 LITTLE PIECE OF GETHSEMANE

#014 10 METER ESCALATOR

#015 D.I.Y HOTSPOT

#016 MINISKYLINE

#017 PROPERTY PER METER

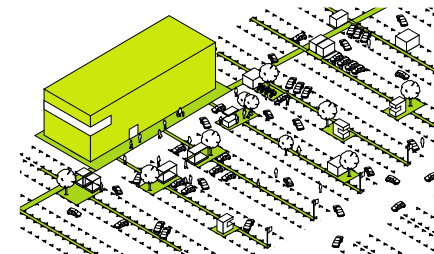


GLOBALIZATION

A global economy feels no local obligations. Borders today are defined by means of communication, container measures, industry standards and trade agreements rather than by national boundary lines. The implications of globalization are a constant source of despair and excitement.



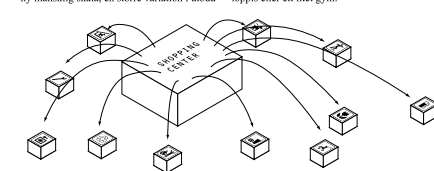
#018 BIG-BOX/BABY-BOX



MEGATREND: KOMMERSIALISERING
TEMA: SHOPPING

De storskaliga köpcentrumen som växer upp runt våra städer kännetecknas av enorma parkeringsytor och en ensidig, eftersatt yttre miljö. Baby-boxen gör att aktivitet och kommers kan flytta ut i och skapa kvalitet i den yttre miljön. Baby-boxen introducerar en ny mänsklig skala, en större variation i utbud

av varor och grönytor i asfaltsöknen. Baby-boxen kan vara direkt kopplad till shoppingcentrat tex som showrooms, minoutlets eller dagis. Baby-boxen kan också innehålla fristående verksamheter som tex en bilmekanik, en bilvätt, en snackbar, ett loppis eller ett litet gym.



#018 BIG-BOX/BABY-BOX
BRINGING ACTIVITY AND
DIVERSITY TO PARKING LOTS
IN COMMERCIAL OUTLET AREAS.

#019 MUSCLE BEACH

#020 WALK AWAY CINEMA

#021 THE ACTING GAME

#022 AGGRESSION INHIBITOR

#023 PERSIAN CARPET PICNIC

#024 ELECTRIC FOREST

#025 ROADHUMPHILL

#026 TIME-SHARE PUBLIC SPACE

#027 POLL-SQUARE

#028 PERSONALITY

#029 SWEDISH POTEMKIN AB

#030 BEAUTIFICATION&CHARM-WALL

#031 THE LANDSCAPE MEETINGPOINT

#032 MINI REAL ESTATE AGENTS

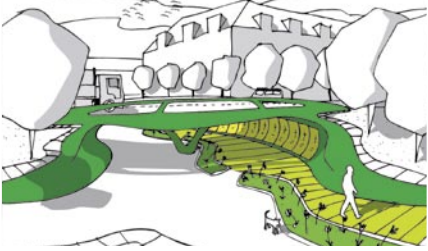
#033 EVENT-SQUARE

#034 BUILDING EXHIBITION

COMMERCIALIZATION

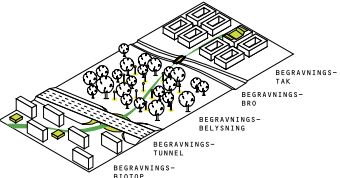
Contemporary public space has to an unprecedented extent become an arena for consumption. "To shop" has become a metaphor that can be applied to almost every basic need we have as human beings.

#047 BEGRAVNINGSTUNNEL



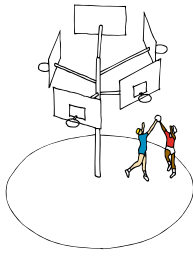
MEGATREND: DEMOGRAFI/INDIVIDUALISERING
TEMA: BEGRAVNINGSPLATS

Begravningsplatserna ligger idag som stora landskapsöar i stadsväven. Genom att se begravningsplatsen som ett flerfunktionellt element kan de fungera som urbana katalysatorer och lösa situationer som är problematiska i staden. Samtidigt blir de mer tillgängliga och skapar förutsättningar för en större variation av begravningsplatsens karaktär som svarar mot vårt sekulariserade och individualiserade samhälles krav på valmöjlighet. Begravningsplatsen kan också vara en belysningsplan ett taklandskap, en gångbro eller en stadsbiotop!



- #035 TEMPORARY SHIELDS
- #036 GARDEN COMPETITIONS
- #037 THE NEW FRONTIER
- #038 MOOSE HUNT HOTEL
- #039 THINK SHORT-TERM LONG-TERM!
- #040 CONSUMER PRICE
- #041 ANTI VANDALISM PATTERN
- #042 PROMINENT GRAFFTI
- #043 LABELING
- #044 URBAN INSTRUCTORS
- #045 FREE PLAN SPLIT
- #046 EXIT HOMO ERECTUS
- #047 CEMETERY TUNNEL
MULTIFUNCTIONAL CEMETERIES
SERVE AS URBAN CATALYSTS IN
THE CITY.
- #048 URBAN DECLINE INFILL FARMING
- #049 HIDE AND SEEK
- #050 TAX HAVEN VISINGSÖ
- #051 100 YEAR INTEREST

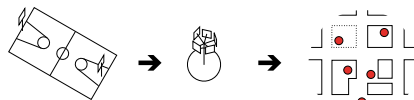
#070 BASKET-TRÄD



MEGATREND: VÄLSTÄND/HÄLSA
TEMA: SPORT

Basket som street-sport är populärt. Basket-trädet använder 7% av ytan av en normal basketplan - 28 x 15 m. Genom att minska ytan som krävs för att utöva sporten är det möjligt att placera basket-trädet i en mängd nya lägen i staden och göra sportutövandet mer lättillgängligt.

Genom att kombinera basket-trädet med belysning så skulle det vara möjligt att spela dygnet-runt och aktivera platser som annars skulle stå tomma.



A = 420 KVM A = 30 KVM STREET-SPORT!

- #052 S.L.O.A.P. STRATEGY
- #053 THE DEMOGRAPHIC PARK
- #054 STREET CHICANES
- #055 POWERFILLUP
- #056 COMMUNICATION HUB
- #057 TRUCKERS PARADISE
- #058 WELCOME INTO MY ARABLE LAND
- #059 CONDENSATION LOT
- #060 THE LIGHTING GAME
- #061 BUS BAR
- #062 STORY OF THE CITY
- #063 JOF APE
- #064 BUT PROTECTION
- #065 BASKETBALL-TREE
BASKETBALL AS STREET SPORT
ON 7% OF THE SPACE NORMALLY
REQUIRED FOR BASKETBALL
COURTS.
- #066 CORRESPONDING CITY-PIECE
- #067 BLOCKBUSTER



DEMOGRAPHY

Our society is in flux. Migration, immigration, nativity and social structures are under constant change. We are approaching a society of minorities where the perceived image of normality is applicable to a very few.



WELFARE/WELL-BEING

The paradox of modern civilization: New conquests, which increase our well-being, often generate unwanted and unforeseen by-products, such as obesity, passivity or immense bureaucracy.

#069 STATUSDJUR

MEGATREND: MILJÖ/VÄLSTÄND
TEMA: EKOLOGI

23% av Sveriges befolkning har husdjur, de ger nöje, sällskap och hälsa. Många är mer avslappnade med sin fyrbenta vän än med sin partner. Djur visar också på frisk miljö, och de har olika karaktär, söta, vilda, glada eller goa. Genom att plantera en population djur eller skapa förutsättningarna för en viss art att bosätta sig kan man profilera sig från andra områden. Istället för att kalla det nya bostadsområdet för "Ekbacken" kan det vara känt för sin population av svalar. Runda kaniner signalerar barnvänligt medan området som kan skyta med ett örnbö på taket antagligen kommer att ha fullbelagt många många år.

#068 FROM HIGH-RISE TO VILLA

#069 STATUS ANIMALS
ANIMALS BRING IDENTITY AND
ECOLOGICAL MULTIPLICITY TO
HOUSING AREAS.

#070 MOVABLE PLACES

#071 3G CAMOUFLAGE

#072 10.000.000.000 ARCHITECTURE

#073 BIKE INSPECTION TROLLEY

#074 ECOLOGY-LAS VEGAS

#075 SUPER SIZE TABLE

#076 PROPHECY-SPHERES

#077 REACTION LAWN

#078 DOLLY GOES URBAN

#079 TRAFFIC SIGN IDENTIFICATION

#080 SLUSH

#081 GIANT GREEN HOUSE

#082 RECYCLE EXHIBITION

#083 HOT-DOG DELUXE

#084 HOT COASTLINE CITY

ENVIRONMENT
Our environment must defy years of planning aimed at zoning and monoculture, and start to adapt a way of additional and simultaneous thinking.

#095 ADOPTERA DIN OMVÄRLD

MEGATREND: INDIVIDUALISERING/KOMMERSIALISERING
TEMA: IDENTITET

Vem har inte satt sin tag på en bänk eller ristat sina initialer på ett träd? Skapa identitet och kvalitet genom att adoptera en parkbänk, en gata eller varför inte ett övergångsställe? Fyll din omgivning med bilder eller små meddelande... "på den här bänken träffades vi", en minnesplakett eller kanske bara ditt namn eller någon annans. Tänk att kunna få önska sig en egen speciell markbeläggning på gatan! Många adoptioner kan skapa nya roliga miljöer. Genom en liten investering höjs kvaliteten i det offentliga rummet och människor kommer att känna ett personligt engagemang och ta eget ansvar för den byggda miljön.

#085 HOUSE TRAINING GAME

#086 WAITING WALL OF FAME

#087 WINTER THINGS

#088 SUPERFICIAL CITIES

#089 RECYCLE FORTUNE COOKIES

#090 HYPERSPACE MICRO SHRINES

#091 STICK HOLDER

#092 SIDE TRACK TRUNK LINE

#093 LAMELLAR HOUSE TRAIN

#094 MOOSE COUNTRY

#095 ADOPT YOUR SURROUNDINGS
SITE-SPECIFIC ADOPTIONS.
MAKING LOCAL INHABITANTS
RESPONSIBLE FOR THE CARE
OF THEIR ENVIRONMENTS.

#096 PARK-O-DUCT

#097 IN-BOROUGH

#098 LEGEND LAND

#099 SINGLE THINGS

#100 LIFESTYLE-MAP

INDIVIDUALIZATION
The predominant notion of the contemporary individual is that we are not born into any given identity but that we have to create ourselves in each moment. Just do it. Make it happen. Express yourself.

UiD (un-identified)

c/o SYNDIKATET

Njalsgade 76

DK - 2300 Kbh S

Tel +45 20 667 667 (DK)

Tel +46 70 401 71 97 (S)

info@uid.dk

UiD is a networking urban practice founded in 1997 and run by the architects Henrik Valeur (DK) and Fredrik Fritzson (S). We offer innovative concepts and strategies for the development of complex and dynamic urban environments. We are inspired by new knowledge and new technologies able to support a diversity of lifestyles. Furthermore we believe that civilization is driven not so much by what is being achieved as by what is being envisioned. Thus our work primarily aims at expanding the scope of our imagination.

- 2005 UIA05. Paper, seminar and video on Regional Urbanization at the UIA2005 Congress, Istanbul.
- 2005 200% TENSTA. Competition on collective house and sports-center in Tensta, Stockholm. Honorable mention.
- 2004 Awarded the Nykredit Encouragement Prize.
- 2004 NEXT? Group exhibition on Future Housing at Form/Design Center, Malmö.
- 2004 CHECK-IN Öresund. Solo exhibition and conference on the Öresund Region at the Danish Architecture Center, Copenhagen.
- 2003 Undercover. International group exhibition on sound/art in social space at the Museum of Contemporary Art, Roskilde.
- 2002 3KR. Process-consultants for the Municipality of Roskilde on the development of the new town of Trekroner.
- 2001 Sim.CoMa. Course for the international cultural event "The Evening School" at the Gallery Signal, Malmö.
- 2000 HPFi. Competition with PUSH and Mike Heim on the Future Art Institution for Hotel Pro Forma, Copenhagen. Invited.
- 1999 '99. Solo exhibition with invited international architects at the Danish Architecture Center, Copenhagen.
- 1998 Flex-bo. Competition on flexible housing in the Ørestad, Copenhagen. Honorable mention.
- 1997 U97. Competition on a new university in Copenhagen. Selected for final stage.

Overblik - Kunsten og den nye by, 2003, ISBN 87-88563-61-8

The Evening School, 2001, ISBN 87-985889-1-5

'99, 1999, ISBN 87-90668-14-6

www.uid.dk



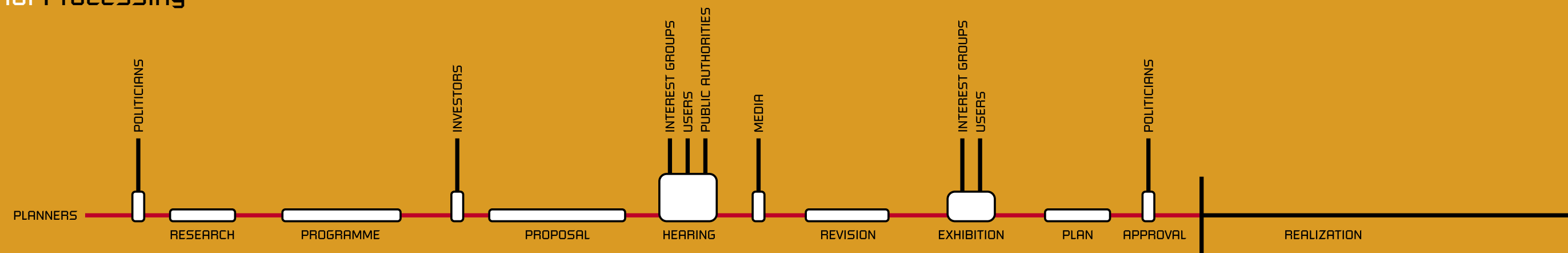
PROCESS PLANNING



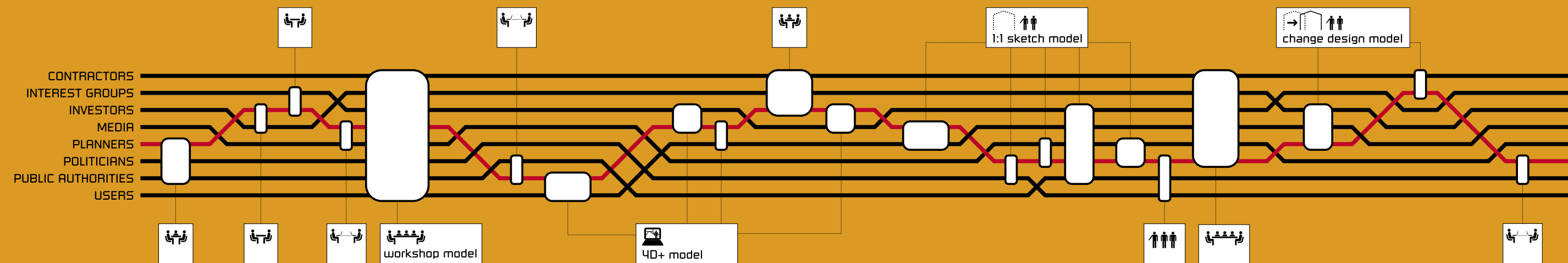
Parallel Processing

We offer instruments for establishing planning processes that engage all of the parties involved throughout the entire sequence. The objective of parallel processing is not only to democratize the planning process, but also to let mutual understanding and inspiration generate results, which are more than the sum of the individual interests.

Serial Processing



Parallel Processing



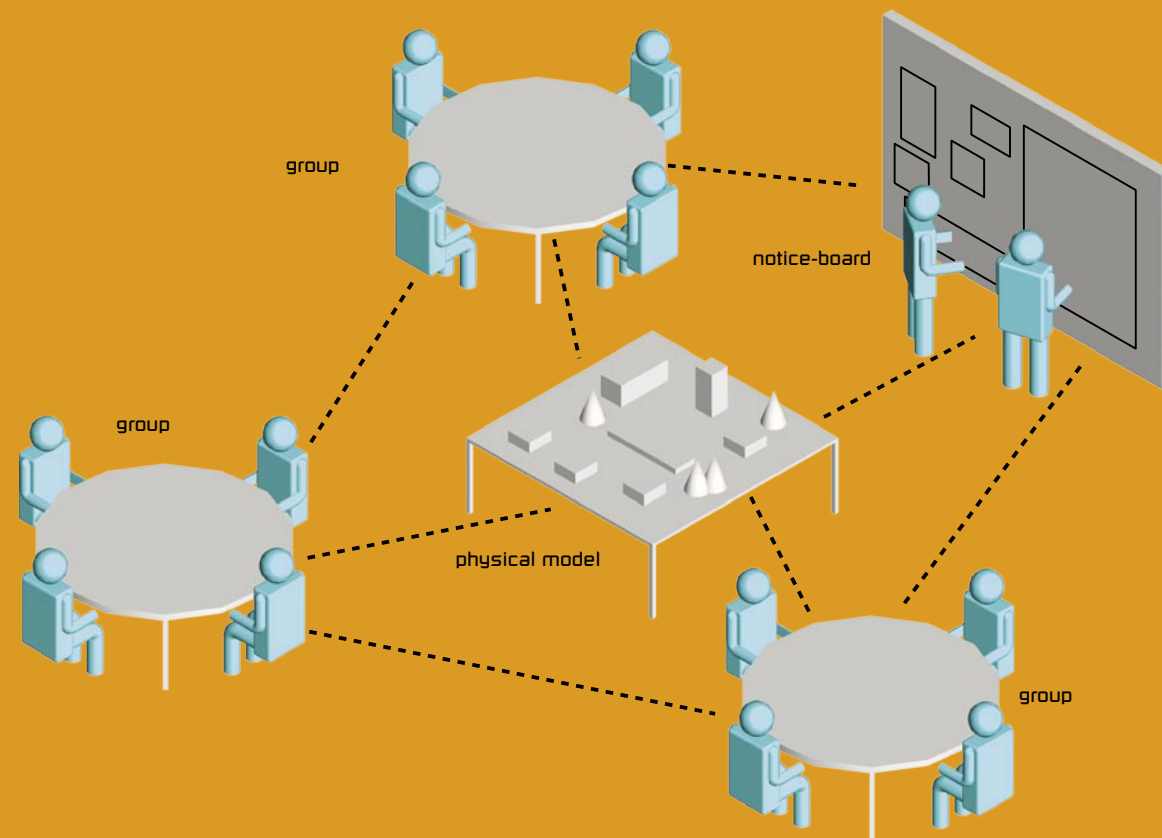


Workshop Model

Many diverging and often opposing interests seek to influence the planning process. This manifests itself most often in the form of conflicts, which can make it difficult to come to an agreement on anything other than the lowest common denominator. But conflicts can also be essential for the development of new ideas!

The workshop model may provide the parties involved with a better understanding of one another's viewpoints and motives. And in this way create the basis for a flexible planning sequence, where one actively makes use of the diversity and the engagement to create plans with a greater wealth of ideas than can be generated by a single actor alone.

"When connected into a swarm, small thoughts become smart." Kevin Kelly

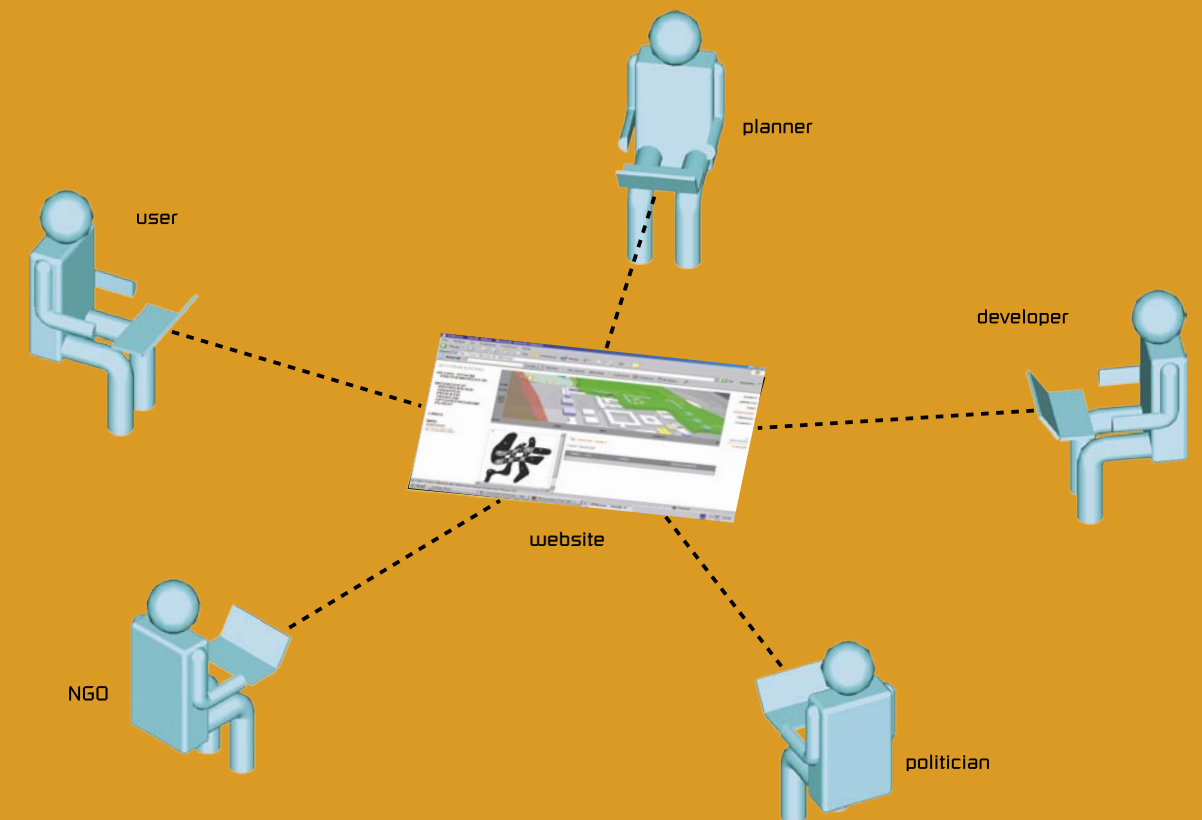


4D+ Model

Technological development plays a decisive role in the design of our physical environment and in how we use it. Whereas the car democratized access to this environment, the internet will democratize the processes themselves which form the environment.

The 4D+ model is a digital tool, which can be placed on a website for a specific urban development project. In addition to relevant information concerning the project, the site includes a 3D model, which is updated (4D) on a continual basis with new proposals. This gives everyone the opportunity to follow the planning process live. The model also includes a discussion forum (+), which allows for a direct dialog between planners, users and other interested parties.

"The digital revolution, like the agricultural and industrial revolutions before it, opens up new possibilities for urban form and organization and creates powerful pressure for change." William J. Mitchell





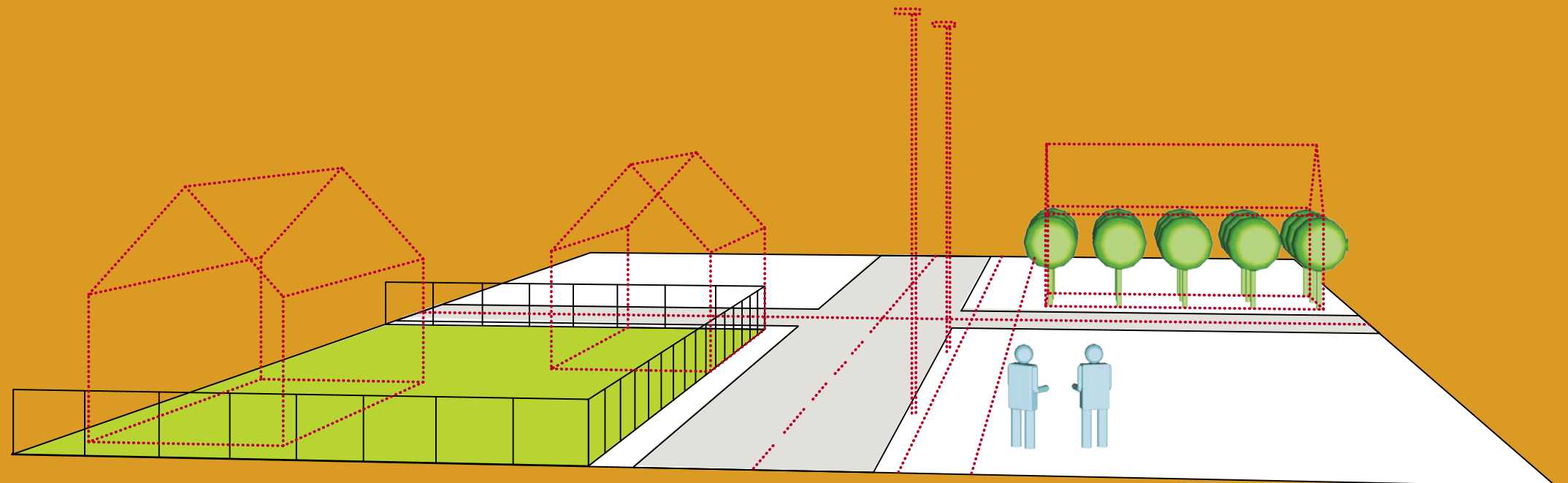
1:1 Sketch Model

New forms of collaboration may generate new solutions. But making use of previously untried solutions can often involve significant and costly risk. When making such a decision at a desk the tendency is to play it safe, making the usual choices to avoid risk.

A full scale 1:1 sketch model offers a cost effective way of testing new solutions in real life and at the same time gives quite a concrete impression of the structure in a new area of urban development, prior to its realization. Thus creating a tangible point of departure for a dialog and a qualified basis for decisions.

Instead of constructing a new road in stages, of fully paved and elaborated segments, the entire road can be laid out as a simple dirt road structuring the landscape of the future urban development area. Various solutions in terms of lighting, paving and security can be tested concurrently and the road can be gradually upgraded to the required standard, step by step as new residents move in. Plants and hedges can in the same way be used to delineate future building sites prior to their construction. In this way a model is created that all can step into.

"Evolution is like a dance. It's not going anywhere, it's simply exploring a space of possibilities." Brian Goodwin





Change Design Model

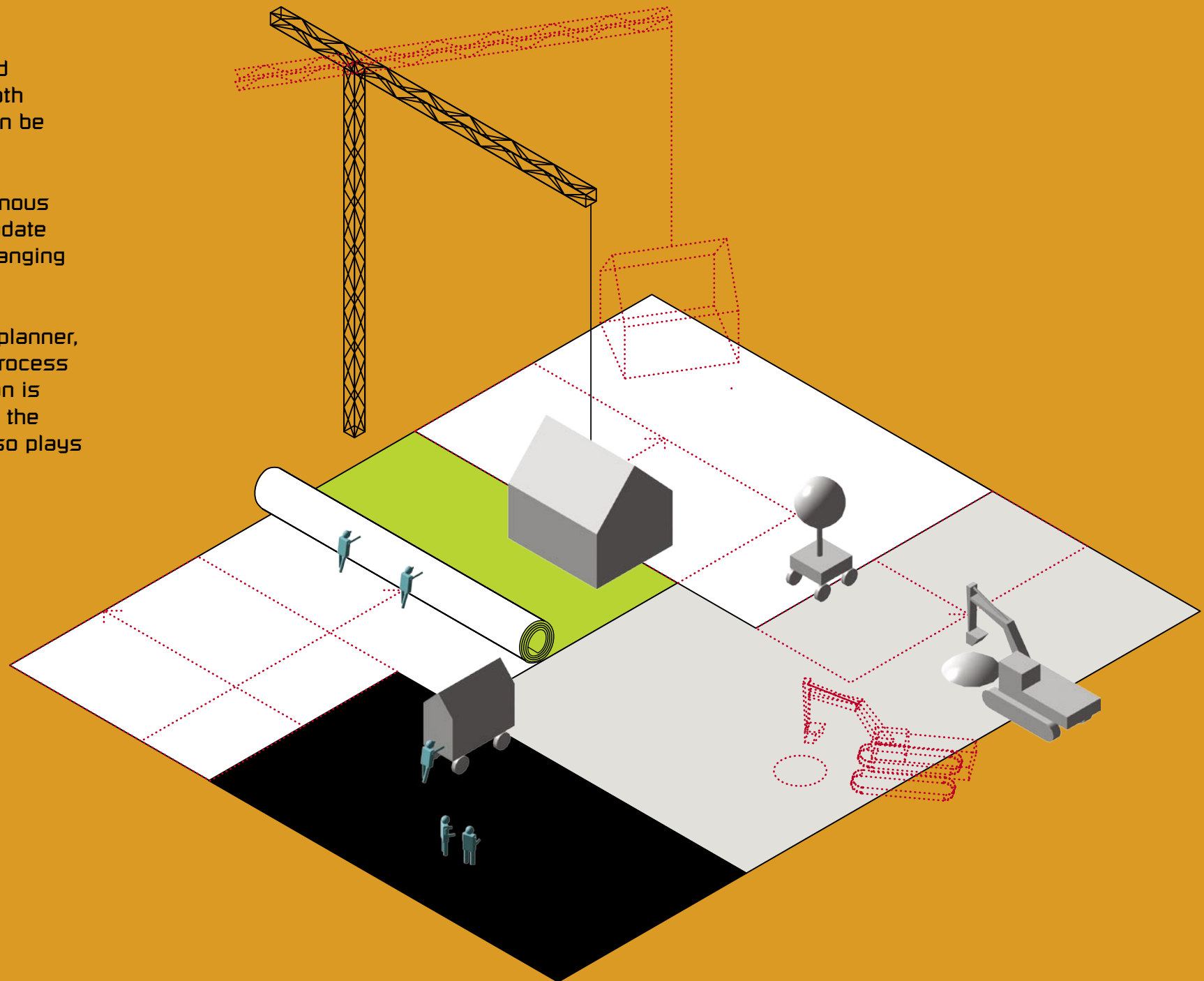
Regardless of the basis upon which decisions are made regarding the design of the physical environment, these decisions still have to be made. But this does not mean that everything has to be decided beforehand. It would be a great advantage if the environment was designed so that it easily could be altered.

The Change Design model is a physical structure where the form and the spatial configuration not only enable, but also trigger changes both in program and use. Where the spatial delimitations and expanse can be changed and where elements can be added, removed or replaced.

A city park is a public space, but the general public is not a homogenous mass with the same needs. A park should thus be able to accommodate many different needs. But it should also be able to adapt itself to changing needs as well as provoke new.

The planning of a park scheme is not alone the responsibility of the planner, it also involves the users and other stakeholders. But the planning process does not stop with its realization. Or, rather, the realization of the plan is itself an ongoing process, which requires continuous planning. Thus the planner not only takes on a new role in the planning process, but also plays an active part in the ongoing process of realization.

"It is about creating change before it creates you." Michael Eisner



A NEW FUTURE FOR PLANNING

Idea- and workshop for the 6th European Biennial of Towns and Town Planners 2005

Organized by UiD in collaboration with the Danish Town Planning Institute

Sponsored by the Danish Ministry of Culture

Concept: UiD

Editor: Henrik Valeur

English Editor: Regitze Hess

Layout: UiD and the individual authors

Printing: Frederiksberg Bogtrykkeri

Publisher: Fonden til udgivelse af Arkitekturtidsskrift **B** /
The Architectural Magazine **B**, Copenhagen
E-mail: b-arki@inet.uni2.dk

ISBN: 87-990146-5-3

© The Architectural Magazine **B** and the individual authors

BLANKSPACEIMAGINEERING URBANISM

COPENHAGENOFFICE ACTION PLANNING

EFFEKTIVISIONEERING

FORCE4IGREEN SPOTTING

MUTOPIAIPARTICIPATORY PLANNING

NORDHANDS UP!

TESTBEDSTUDIOBOOK OF IDEAS

UIDIPROCESS PLANNING

Imagine a perfectly planned, organized
and controlled environment. A world of
order, beauty and harmony. Welcome
to the Øresund region!