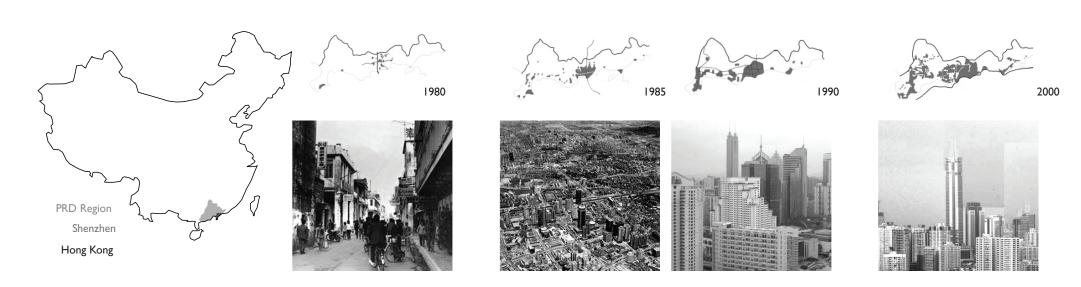
VILLAGE IN THE CITY TRANSFORMATION IN SHENZHEN, CHINA

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CONTEXT



Shenzhen is located at the south coast line of China, in the PRD (Pearl River Delta Region), near Hong Kong, which is the first Special Economic Zones in China, since 1979.

Village in the City(VIC) is a place characterized with enormous dense fabric of spontaneous individual lowrise dwellings and surrounded by skyscrapers

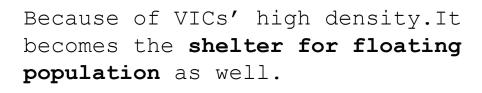
FROM GHETTO PESPECTIVE

VIC is a poor densely populated post-rural area occupied by a low-income floating group linked together by economic hardships and social restrictions



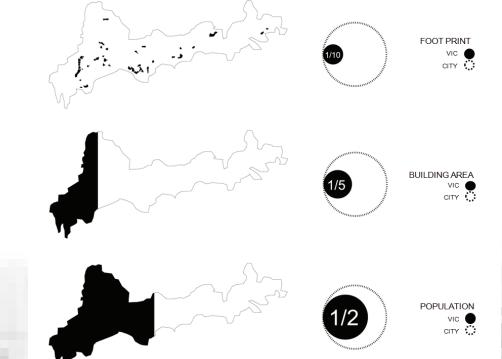
GHETTO

Many of these "City Village" have become problem neighborhoods due to uncontrolled development and ignorance from the city. Due to the overall low living conditions, there are always social problems such as crime, drugs, and prostitution in these areas.



VIC is a very dense area differs from the surrounding city. It occupies 10 percent of Shenzhen's Floor Area, 1/5 of Shenzhen's Construction Area, and 50% of Shenzhen's Population.





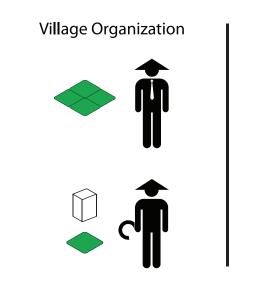
FASCINATION

My fascination of my ghetto is the **GAME of negotiation** which indicates the complicated stakeholders' relationships in VICs transformation.

Phase 1

Dual land ownership systerm and dual authority management

- No connection , no game



Phase 2

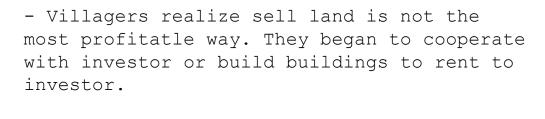
Infrastructure connection, VIC still have some farm land.

Government reclaim some farmland, negotiation happen. Government much more stronger. Village lose farmland with little compensation.
 Government reclaims some farm land, sell

to ivestor. Through this process, government earns a lot.

- Villager and investor realize it's

urfair. They directly negotiate with each other. Negotiation process educated villagers.

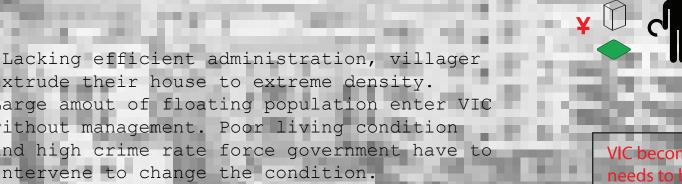


- Government aware itself out of the game. Then Government set law. Land use right transfer must through government. In return, government will leave 8-15% farm land as LCD (land for collective development) and more compersation.



VIC have no farm land. LCD and HBL are fully occupied by buildings.

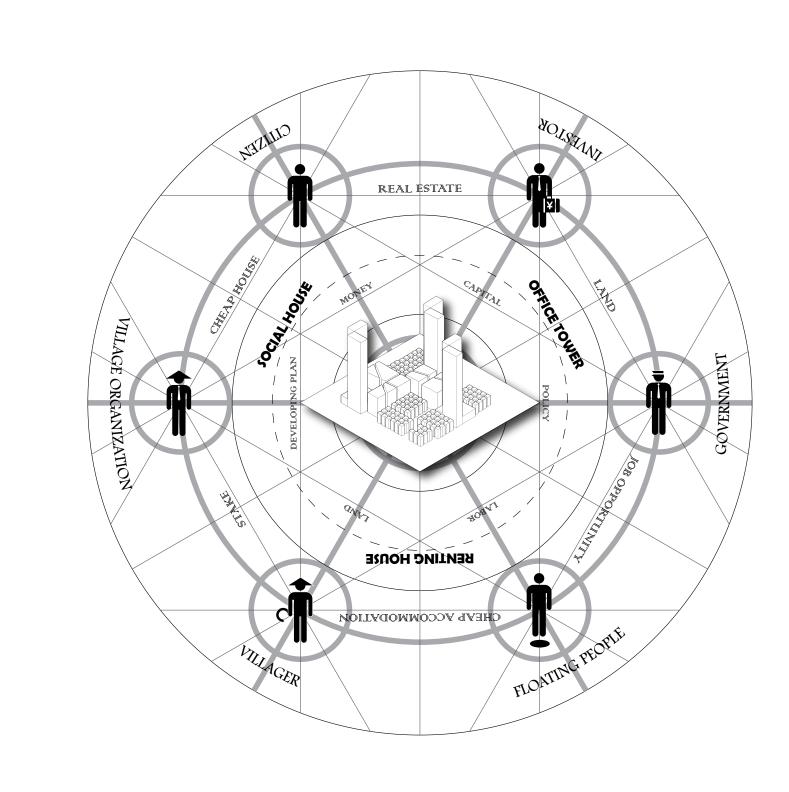
-After reclaim all farm land, government feel no profit anymore and drop out from the game. Village organization and villager play different game. Floating population enter the game.



GOAL&VISION

The goal of future VIC is to create a platform which could function as the Polder Model to make everyone participate in this game.

This particulation would leads new requirement and rules guides **new** possibilities for VICs' transformation.

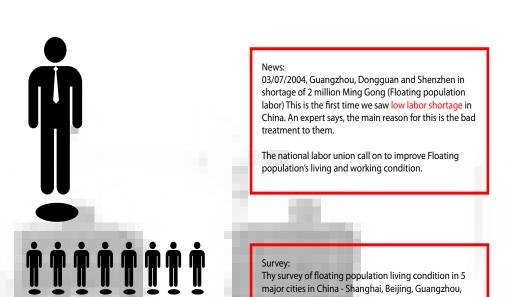


STRATEGY

Involve more players to **paticipate** in the VIC GAME.

Invelve more players to **support the transformation** of VICs.

The possible new players.

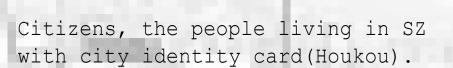


\$ 3600 €/year

Their power comes when they gathering together.

FP Unit can become the representative to play the game, which makes them more strong and powerful.

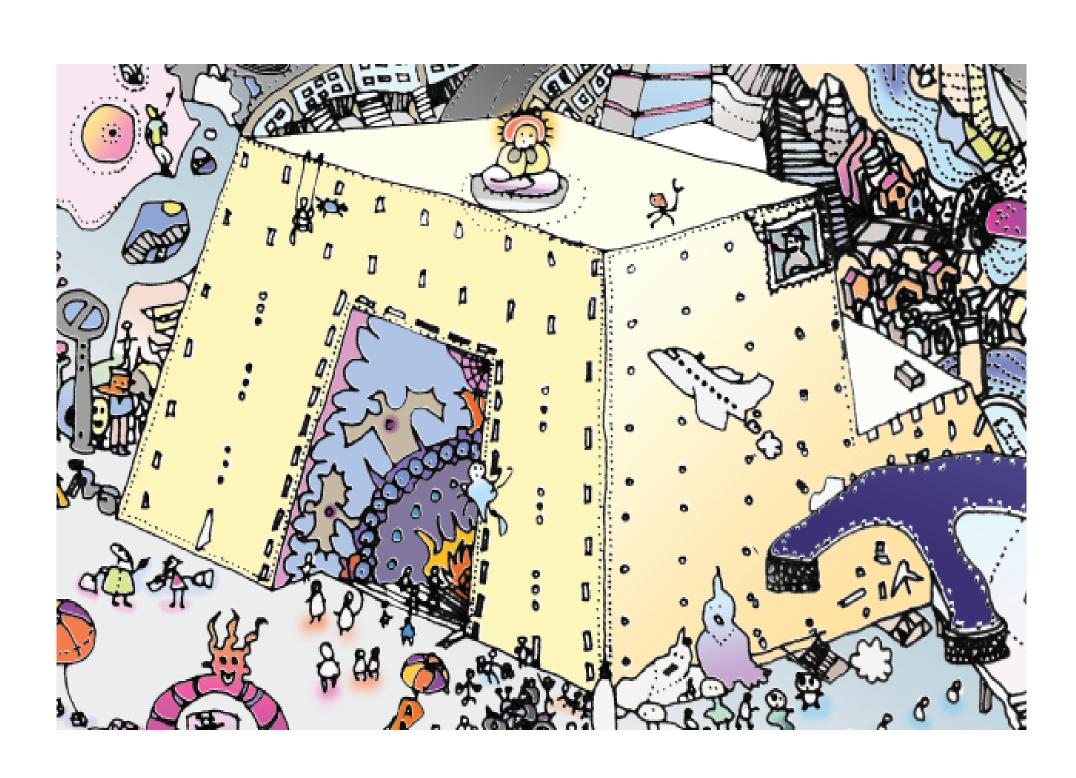
It also could play a very important role in the migrate management process.



ney need new houses. The land rice in SZ, make house like a big arden for them.

POSITION

As the relocation of VIC needs amount of investment, and VIC contribute to the city as well. VIC transformation give us an opportunity to make everyone to participate and create our own city.



SCHEDULE

P3: STRATEGIZE MY GHETTO

AIM 1: formulate the GAME RULES

Based on the vision, to find out the related parameters which formulate the regulations of my future ghetto.

Such as FAR, building density, programs, green percentage, and etc.

AIM 2: PLAY the GAME

Invited people to act the different players to play the game.

Prepare for the evaluation in P4

P4: DESIGN MY GHETTO

AIM 1: game EVALUATION

Evaluate the result of the GAME played in P3.

AIM 2: finish the DESIGN

Based on the GAME EVALUATION to finish the final spacial design of my ghetto.



